**Guild Chronicle: August 2014**

Events are beginning to accelerate around the guild outpost. Construction had been going well, but things have slowed a bit with the disappearance of our construction foreman, Ibina. Said individual has not been seen recently, and any attempts to track her have failed, as said tracks just seem to vanish into nothing. Work still progresses, but at a diminished pace, which is unfortunate, as the funds have recently been raised to finish some major additions, which would yield a stable enough structure and support to officially warrant guild hall status to our outpost in the wastes. Time will tell as to how quickly these upgrades can be made, and then who will be installed as Chapter Master over this hall.

A meeting of the Council was held to update the guild, and those in charge of the forward outpost, as to the threats facing us going forward. Most of the leadership was away, possibly tied up with some of the major happenings going on in other areas of our encampment. Only Char was present to hear the status updates and decide on which threats were of priority.

Efforts by the followers of Auran and Maenir have uncovered a major growing threat to our safety in the desert, as well as the lives of everything else out in the wastes. On the grounds that once held the massive gnoll encampment belonging to Dawn Claw has been erected a great spire, known as a Spike of Despair. This appears to not only have raised the once mighty gnoll army, put to death by many from this guild, as various forms of undead, but has also begun calling out to, and collecting, other undead from the surrounding areas. It is uncertain as to what the intent of the Dark Lady is, but such an army cannot be good for the living. A small group of adventurers from the guild managed to pierce the outer ranks of the undead hoard, bringing with them a device to collect some small bits of power from the spire. It is hoped that with the power collected into this rod, that our scholars may safely study what threat this new development will bring, and if there is a way to counteract the power of the spire.

A small contingent from the adventurers’ guild, in connection with the Royal Academy, sought to further investigate the Tarikhan threat that is our purpose for creating this outpost. A group of scholars, scouts, and guards made a trip to the Lightning Shrine that had recently been discovered. Its state, after the Tarikhan presence, spoke much for itself. Despite its nearly ruined state, it offered up much information, some of which is only speculation at this time. Scholars found various writings on and around the statue, all in the ancient Sah-mat, referring to it as a containment pillar for the flow of life. References were also made to “the Path of Six”, and the “Soaring Citadel.” Additionally, several ancient tablets were recovered, though their translation is going slowly. It is hoped that these tablets will reveal the location of the other altars. It seems imperative that such sites be found and protected, as several strange and mysterious events surrounding the destruction of the Lightning Shrine hint that further world altering events may come about with the destruction of more of these places.

As a side venture, a contingent from the guild set out to aid our green ant allies in clearing out a red ant hill, as we as collecting needed alchemical and ritual ingredients for the guild. Reports tell of rough encounters, but a success, as the hill was cleared, and much needed supplies have been restocked. There is no word as to whether the site has been permanently cleared, or if the enemy will gather new forces and reclaim the area.

Various other developments were brought to the Council, and I will leave those to the sitting members to discuss and reveal when they feel the time is right for such things.