**Downfall of Dawn-claw**

Initial contact with the apparent Auran whorshiping Gnolls was two moons ago, we had encountered a few organized groups of troops that we eventually investigated their origin. A grizzled scout from the adventures guild forces took myself a few others on an incursion mission. After fending off some wild beasts and possibly a Giant scorpion pit trap, but those among us know nothing of animals, I consider this its proper nature, not a trap set by *Gnolls*. We discovered they had a larger number than previously expected, all garbed in poorly crafted tabbards of Auran. After buy time for our scout to get a better look we fell back to regroup and devise a plan.

This previous moon is when we had finally come up with a good plan to deal with the Gnolls. They were tough but as per nom, not very intelligent. The plan was devised that we would take out sentry sites, booby-traps them, and draws out the larger portion of their force with a perceived attack. While they were out, we would be as foxes to the chicken coop of a camp. I personally took my kinsmen save for Keelo’myr to one, with some swift tactics I was upon their mage and fell him before he could utter a word, A chaplin awoke and sought to sound the alarm but I swiftly dispatched the idea by removing her head. With the fight over in a few moments, we collapsed on the final sentry tower, took it out and booby-trapped it, then waited for the main force to move on.

With the force gone we stormed a side gate closest to Dawnclaw’s tent, screaming the benedictions of maenir we fought tough and hard, I was struck with a nearly leathal blow but it only sought to bring a resurgence in my fury with new vigor and zeal. The fight was tough but we didn’t have time to waste and we quickly made for DawnClaws tent. Our initial plan was to strike from both sides of the tent, our main squad drawing their attention and luring them into a fight away from their protected flank. Unfortunately Keelo’myr was magically controlled into attacking friends, he was corrected but this was all the time the Gnoll’s needed. It put our main force off balance and when the signal to flank occurred they were ready for us. I was felled but the Guild Quartermaster was able to revive me. Unfortunately I didn’t notice when a killing blow was struck against the dwarf that was to be flanking with me and he was left there for quite some time before I found him and drug him to our healers. The fight raged for long enough that I was worried their main force might return.

It was shortly after the thought crossed my mind when I spied my opening. His protective guard had moved to engage our shape shifter and tactician. I ran around behind him and stabbed him a few times with my dagger, when he whirled to face me, he was already seriously wounded, either from archery fire or something else I assume. However that just leveled the playing field, I was able to endure his deaththrows and land a killing blow dropping my Guthrie Saber heavily into his shoulder splitting down to what I assume was his heart. Then I took his head to claim as proof of our actions. That Head is placed in this box attached to the note here. The fight was just winding down when some new creature appeared in a burst of sickly green light.

I know it now as an avatar of Sulith, but the creature berated us for our interference to which I responded that our cause was for Maenir rather than our own. She grew angry and a pulse of magic was loosed raising all the previously killed gnolls as undead thirsty for blood. None of us had enough strength to drag the dwarf with us as we sounded our call to fall back. Figuring the Gnolls would fight their own dead and our mission was accomplished we returned to the guild victorious.

**Hunting Tsushima**

The dire leopard Tsushima resides in the jungle near the oasis no longer. The beast was bought to our attention by a roving hunting party and asked if we would participate for the cause of Maenir, my winnings are enclosed in this package as well. When word came that the beast had been sighted taking a kill near the road I wasted no time, myself and others grabbed what was needed and made chase. I didn’t have time to put on my armor so I left in my kilt and carried only my dagger with me so as not to be slowed down.

We found the trail and I quickly gave chase through the thick jungle, it was hot and I felt the air cling to my skin full of heat and sweat. I dove over several ravines and double backs the quarter master keeping pace with me as we went, which was impressive considering. Some of the gullies I had to climb out of were taller than most buildings but with the blood trail growing closer together I knew it was slowing down. It wasn’t long until I found it perched on a cliff face, blood stained fur looking for any possible prey.

It hadn’t noticed me, however it became very apparent to me that my hunting party hadn’t been able to keep pace. We had been at it for a bit over a candle mark and surely they grew tired of the hunt. Knowing I was alone I held nothing back. I sprang from the brush taking it buy surprise, I was able to get close enough so that it would have to fight me and not just run away. I took a few swipes at it with my dagger and it landed a large paw trying to claw at me. I was able to parry it with my dagger but it was also knocked cleanly from my hand. I mustered all my strength however and grappled the vicious beast, it growling and biting at me. But I was just out of reach of its massive jaws. With my last surge of strength I hurled the creature against a rocky outcropping stunning it for just long enough for me to snap its neck.

Finding my knife I skinned it and took its heart. I gave a claw to Tu-tunk-set for his personal collection as a favor, but I send the rest of the pelt to you at the temple of Maenir for display. The heart I shall keep to use in a magical tattoo I was hoping to have made, showing others the amount of strength that I possess.