

The Adventurer

April, 2026 A.T.

a falsis principiis proficisci

Adventurers Ant-Agonized

Following a request for aid from priests of Alwyn local to the Sandy Bay area, adventurers that have gathered in the region report strange encounters within the mists of the Woods.

Enormous ants have swarmed through the areas of the woods, apparently violently aggressive against all comers. Adventurers report that the ants, the smallest of which were the size of ponies, had enormously resilient carapaces. These hides were resilient enough to withstand even mighty blows.

The source of these ants is as yet undetermined, but they seem to be driven by scent-markers, possibly identifying one another by means of those scents. Another scent, presumably intended to mark targets, drove the ants into an unrelenting fury.

For those considering hunting these enormously tough insects, they should be aware that other threats appear to have scaled proportionately. An enormous termite mounds (not apparently occupied) was spotted in the near distance.

Perhaps more concerning, an enormous ant-lion, easily the size of a schooner ship (in the parts that were visible) emerged from the ground to heavily consume any ants within its reach. It is possible that ‘smelling like an ant’ is not a survival strategy.

It is unclear whether these ants were a one-time concern, or if they will continue to plague the paths. As usual, it is strongly advised that no one travel alone through the Woods if at all possible.

New Orphanage Finds Donor

Efforts by Slag, a local smith famous for his championing of new adventurers to start a new orphanage to provide care and shelter for minors who, through mischance or tragedy, have ended up without parents, have found a champion.

It appears that a mysterious patron known only as ‘V’ is offering to stake funds to assist with the construction of this building and to help to fund its development. Although details are yet to be disclosed to the Adventurer, we are grateful to hear that the good works that are undertaken by a pillar of our community are being

supported, and we are happy to interview this ‘V’ if they wish to make themselves known.

It may be some time before the construction of this new town building may begin, as efforts to settle the area continue to be stymied by banditry and regular monster attack.

Nevertheless, we are confident that with this new support, work may begin shortly.

Anyone seeking to add their own aid to this endeavour should reach out to Slag; funds, materials, and expertise can all help in the construction of a new tomorrow.

Local Beldon Priest Missing

Local Beldon priest Edmond Fisher has been reported missing by his new wife, Coral Fisher.

Edmond is a second circle cleric of Beldon, wearing a blue shirt with a white collar, usually seen with a quarterstaff.

He went missing a few days ago, and was last seen next to his cabin.

The cabin is just downstream of the new mining endeavour being undertaken by a merchant consortium and mining concern new to the region.

If you have any information, please inform Coral.



Adventuring Technique: How to Run Away

It is the goal of The Adventurer that all of its readers find something of use within its pages. In this article we will briefly go over possibilities of how to withdraw from an encounter where you may find yourself over your head.

From time to time, you may encounter a foe whose numbers, abilities, or acumen so greatly outmatch your own that the only sensible course is to flee. Whether you call it a strategic retreat, a withdrawal, or simply 'running away', it's an essential skill.

Those who fight and run away, live to fight another day, after all.

There's no shame in this – often, adventurers have to take on many dozens of foes, whose only goal is the adventurer's unmaking. While the adventurer must reserve resources and consider the next fight, their defeat is the end-game for their foes.

Don't Panic

It's easy to be overcome by feelings of fear or anxiety when you find that a foe has you outmatched. This said, if you can keep your head, you might just... keep your head. Keep your weapon or shield up if you can, and make sure you know where you're going.

Plan for a Withdrawal

It can be easy to mistake planning for failure as aiming for it. Quite the opposite is true – failing to plan is planning to fail. Set a rally point, so that you can find everyone you were with, and make sure you can either hold it, or abandon it in such a way to escape pursuit.

Don't Leave Friends Behind

One of the reasons that panic is lethal is that it can separate you. A lone adventurer is in a lot more dangerous than a retreating group. If someone is having trouble moving under their own power, carry them if you can.

Walk, Don't Rout

Move swiftly but carefully. Fighting can introduce tripping hazards, including bodies. Tripping can lead to trampling, and can also lead to a foe catching up with you. Don't rout – it can cost lives.

Don't Forget the McGuffin

Often adventurers will be in a location seeking a mystical item, or may have to carry it with them into a dangerous situation. If it's safe to do so, make sure that when you withdraw, you take it with you – there might only be one, after all.

Plan Before Returning

If you want to figure out how to avoid a mistake in future, figure out why you made it now. Put your heads together, and figure out what might have turned a loss into a win – and make sure you have it with you when you go back! Having to withdraw is never fun – but losing a fight isn't the same as losing the day.

Messenger Guild Rep Succumbs to Parasite Wasp?

The *Adventurer* is sad to report the passing of a member of the Guild of Messengers in March of this year.

Although behaving somewhat erratically there was no sign that this Guild member had anything wrong with them until they burst apart in the greatroom of the Topsy Tortoise, shower those around with viscera and gore.

Within was discovered a giant parasitic wasp, similar to those encountered on the pirate island by a number of adventurers in September of last year. There was no sign that the Messenger's spirit

had risen, although whether this was due to his spirit already being taxed, the unusual nature of his death, or if he had perhaps 'died' previously and had his spirit resurrected elsewhere is as yet undetermined.

While we mourn the loss of a dedicated messenger and civil servant, we should also take this time to remember that these wasps, while substantially defeated, are still active.

Please be on the lookout for anyone describing lost time, or who have obvious stinger or injection wounds near their spinal column. Get checked out today!

New Mining Concern To Open in Sandy Bay Region

A new trading firm appears to be moving into the region of Sandy Bay.

To the best of the knowledge of the *Adventurer*, this new company is not affiliated with House Toth or any of the foreign trade houses. As a relative independent, its representatives have recently made an appearance, seeking mediation on matters of trade, and assistance with monsters in areas that may be mineral rich.

Already, some adventurers have found work with this new concern, and they are in the process of assaying

local deposits before beginning construction.

The area of Sandy Bay has several abandoned mines that are thought to have been abandoned for reasons other than a lack of mineral wealth. Such a concern could bring wealth and infrastructure into the area, as well as providing jobs to locals.

At present there is the ever-present concern that threats from the Woods, or other similar challenges could make it impossible to create a permanent settlement in the Sandy Bay area until one or more of these challenges has been overcome. We look forward to seeing their work.

Ask a Magistrate

Some questions of law have been asked, and Magistrate Oren D'vann is here to answer them! Please consult a magistrate or guardsman for case-specific legal questions.

Question: How does the law correlate with morality or being a good person?

Although in many cases, effort is made to create laws with an eye toward moral outcomes, personal moral beliefs are not necessarily served by the law directly.

Harodom offers freedom of belief; individual morals may vary wildly, and these morals are protected. This

said, there may be some behaviours that are moral but which are not lawful, and outcomes that are lawful that are not achieved through moral means.

It is the duty of lawkeepers and lawgivers to create laws that serve the public interest and protect the systems which serve that interest. It may be that an Akadan, who, having forsworn violence themselves, resents any taxed exports that they create helping to fund the Harodom military. It is no doubt moral to seek peace, but it is unlawful for them to seek to evade those taxes.

Similarly, a wealthy but selfish

person in your community may earn their money lawfully and not donate to a worthy cause. To some, this would be seen as immoral, but they have lawful possession of their property, and to dispossess them to serve even a worthy cause would be unlawful.

These two examples both serve the public interest however. In the case of the conscientious tax objector, the defense of the realm and its citizens is a duty of the state. Toward that end, they must pay those willing to stand in that defense, and equip them. The wealthy but selfish individual may not make choices of which you approve, but if they are compliant with the law, then their property warrants the same protections as any other.

Oren D'Vann is offering a princely sum of 5 pieces of Gold to any who reach an "Adept" level of proficiency in the skill and art of sailing (Labourer: Sailor 5).

Please apply in person at Forest House, sign of the Region of Adamant.

Horoscopes

The future is an unknown country. However, ideas and visions of the future may stem from information of the present; your decisions help to make the world you live in tomorrow. To that end, we have published a generalized horoscope for each of the Calendar Birth Signs, and hope that it will serve to amuse and enlighten. Horoscopes provided by Seer Oren Freedman.

The Shroud (Dec 31st – Jan 28th)

Care for those around you and you may find that they're only too happy to look out for you in return. This is a good time to have friends and allies – they'll be able to give you advice and assistance when you need it the most – *and you will need it soon.*

The Harp (Jan 29th – Feb 27th)

Have courage in your convictions, but be careful to avoid zealotry based on false principles. You do not need to be right all of the time to be sincere, but if you are taking steps that may endanger others, you should definitely make sure you are starting from correct beliefs.

The Fount (Feb 28th – Mar 30th)

This may be a good time for you to take a chance and gamble. You will have an opportunity to risk something that may return great rewards – but while the auspices are good for you, remember not to chance anything that you can't afford to lose, because Anajaream will also take his share.

The Dice (Mar 31st – Apr 28th)

Commit to ink anything that you think is so important that the world would be lessened by not having it. That way,

if you should have to take a chance, things that are important to you can carry on even if you are temporarily – or permanently – incapable of seeing them through to completion.

The Arrow (Apr 29th – May 27th)

Be resolute. You will find yourself in an unpopular position soon. It will help to be aware of why your position is unpopular, but principle has a value unto itself, and standing fast when you think others are wrong and have considered your own position will help you to withstand the tides themselves.

The Stone (May 28th – Jun 25th)

You will soon engage in a large mercantile transaction that will have great impact on your wellbeing. Consider carefully what you are willing to part with in order to see these benefits, and spend it if you deem it appropriate – you may yield great rewards.

The Coin (June 26th – July 28th)

Give what you can to those who are in need of it, and you may find that you are strengthened – if not materially, then in spirit. Doing a good turn for someone else will help you to retain your moral courage and your ability to look yourself in the mirror – especially if you think that this might be a challenge.

The Spade (July 29th – Aug 30th)

Do your job and make sure you have met your commitments before you seek side entanglements. There are a million ways to be distracted, and a finite number of things that you can focus upon at any given time. Making sure that you keep your focus narrow helps you get things done.

The Blade (Aug 31st – Sept 27th)

Do not let the weight of your blade drag you to the bottom. While a useful tool, a weapon is only useful as long as it preserves your life, or brings you closer to your objectives. If it does not, then let it go – not in rage or sorrow, but out of needfulness.

The Mask (Sept 28th – October 31st)

You will see or encounter something soon that will cause you to reconsider some or all of your previously held conceptions. Do not let this cause you to doubt all of your beliefs, but give the preconception some additional scrutiny – it may not be serving you the way that you wish that it had.

The Shield (Nov 1st – Nov 29th)

When you don't know what to do, do the next thing that is in front of you. Sometimes planning a million steps ahead only serves to confuse or frustrate you, with your goals so apparently far away. You can get things done if you do your best, but don't take on a thousand-step plan if you don't think you can see your way past the next step.

The Hearth (Nov 30th – Dec 30th)

You will encounter something that you do not understand soon; seek to understand it. The admission that you are ignorant in one capacity does not diminish you in the eyes of others, but the willingness to learn and grow will help you in some capacities. Do not be afraid to appear ignorant if that ignorance is in search of clarity; rather, be afraid to appear ignorant if you use that ignorance to justify cruelty.

Better Know a Faith: Beldon

The Adventurer would teach of the faiths of the world and the nature of their faithful. In this issue, we will speak regarding Anajaream.

Anajaream, high god of chaos and chance, has their holy day on April the First. Known as ‘Fates’, this holy day is often marked with pranks and jokes, but some of the more chaos-driven faithful of Anajaream have been known to work far greater damage in the name of these ‘pranks’.

Anajaream is a child of Elieff, and some call them Elieff’s ‘only joke’.

Anajaream is parent to

Blythe, god of disease and poison, Kazzok, god of fear and infernals, and Bard, god of stories and dreams.

Anajaream is opposed by Brack, demigod of law and order, and shares spells with allies Elieff and Sasha.

The worship of Anajaream is a fraught subject in Harodom; some of Anajaream’s faithful run gambling houses or other concerns where chance is of great import. Others fall entirely outside of the law and act as outlaws, refusing to acknowledge any civil authority.

In neighbouring Michian, the worship of Anajaream is outlawed, as one of the principle faiths of Michian is the worship of Brack. As a result of this, following the alliance marriage between Michian and Harodom, Anajaream worship became more restricted in Harodom – priests who break the law in service to their deity are more likely to be harshly punished.

Whether this is a bad thing or not depends on whom you ask; many of the priests of Anajaream who follow the ‘outlaw’ philosophy and scoff at their faith being legal,

may find a divine satisfaction in their faith being, if not wholly outside of the law, outside of the boundaries at least a little.

While there have been instances in past where groups of Anajaream priests have collaborated on something relevant to their god, the faith of Anajaream has little formal or consistent structure. Churches – where they pop up – tend to be run by those who are willing to take on the dreary administrative work and costs of maintaining them, and making them available to others.

Community Board

This section is reserved for information about the community, and may include unverified information as well as community events.

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The *Adventurer* is pleased to continue to extend a year-long ‘cost of living’ patronage to any artist willing to create a single work of art (or more) in a calendar year.

Rumours speak of a shadowy group of mercenaries operating in the region of Sandy Bay, using dead drops and special signs to indicate membership and to convey instructions.

*

A pair of boots was hung from the door of every house in Buriden’s elbow the day after Fates this year. What this means is anyone’s guess.

Indoor weather has been noted in some areas near Adder’s Point. Indoor sunshine while not unwelcome is odd; indoor thunderstorms have threatened property values.

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Omens: A tide that rises red, choked on some great creature’s viscera. A golden heron flies over a tranquil bay at night.

A Poem: “Where Monsters Fear to Tread”

Spring has come to winter places,
Showing us where paths have led,
Sun that cleans up winter’s traces,
Shows where monsters fear to tread.

Now the work begins in earnest,
Now the words to say are said;
Now our discipline is sternest,
Here, where monsters fear to tread.

Can’t forget the costs that bought us
Moments where our blood was shed,
In this place of misty forests,
Where the monsters fear to tread.

Raise the roof, and build the storage,
Forge the frame of our homestead,
Here where beasties hunt and forage,
Where the monsters fear to tread.

Unpack mysteries so ancient
That our fears and wonder wed,
Hear the rising singing plainchant,
Where the monsters fear to tread.

Spring has come to winter places,
Washing winter with blood, shed,
All to make this place sustained,
Here where monsters fear to tread.

Editorial: Building a Tomorrow

Too recently, I came across a body of a young man at the start of what might have been a prosperous life who wanted more.

The choices that he made – to take that more from others – were not survivable ones. Hired thugs beat him to death within a mile of the docks where he worked, and the home where he came up, and the whole of his life.

He's gone now. But we remain.

Settling this area has challenges, and is not without mixed opinions from locals. We hear those opinions, and we take them seriously. But we need to make options for the people who are here, and alive, and want there to be a tomorrow.

Let's open up the roads, and bring in trade. Maybe some of the kids will leave – maybe some people, looking for work in the mines and the boats, will come!

This region has been defined by its estrangement and distance. I want to open it up not because I want to take anything away, but because I want to provide hope for people who want more than they have.

This is the time and this is the place. We can work together to make sure that those who want to have more don't feel that they have to take it from others. Knock down bandits – build up hopes. We can.

Oren D'vann Freedman, Editor

Matters of Faith

Holy Days Just Past

March 21st: Spring's Birth Festival (Apenca)

Apenca's holy day is the naming day for many children born in the far North – as the winters may be harsh, and children may not live to see the spring, the first day of spring is often celebrated as a 'birth' day whenever the actual birth took place. In these warmer climes, it is more common to visit a healer for a check-up, or to give donations to a temple or hospital in service to Apenca.

April 1st, Fates (Anajaream)

Anajaream's holy day is fittingly a chaotic one, with few fixed traditions. On this day, it is considered most fortunate to take large chances, or to break binding contracts (if they must be broken). Whether or not this is supported by a magistrate judge is anyone's guess. Games of chance and big wagers – and long-shot investments – often begin on this day.

Forthcoming Holy Days

April 21st: Dragon's Feast (Strega)

The dragon goddess of greed's holy day has only been acknowledged in the last decade or so in Harodom. Having spent a great deal of time as a cult, the worship of Strega became commonly known only recently, and while the faithful will accept tribute in the form of treasure, pledges of service, or luxuries beyond compare, few formal traditions for lay-people have formed.

May 9th: Order's March (Brack)

The start of many contracts, Order's March marks the beginning of a month of fasting and meditation for the followers of Brack, following their patron's journey to divine revelation. To the lay-person, this day is the day on which to get contracts signed, agreements made, and any other legal business that can fit into the one-day span.

A Message of Faith

I would speak on the matter of work.

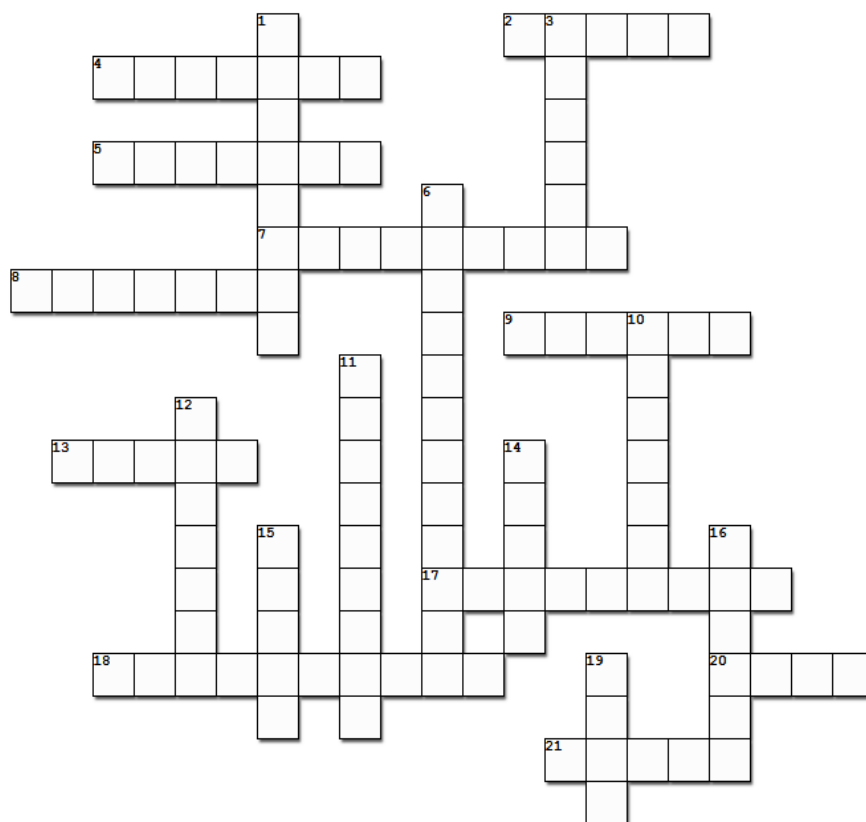
Work does not have any inherent virtue save but that it is completed. We do not glorify work for its inherent goodness; rather, we are grateful when it is done, and we do our best to identify needful work so that it is best completed well and quickly.

But I will say this of work, and have it as close to lionizing it as I can muster: without work, hope alone does nothing.

If you wish to see a brighter world, strive to make it so through the toil of your labour and the sweat of your brow. If you wish to make your dreams into reality, some elbow grease is required.

Don't be afraid of work – but don't consider it a virtue unto itself. We do not love a sword for its sharpness, nor an arrow for its swiftness; we love these things for what they protect.

Crossword



Across

2. Laziness or reluctance to move
4. A light in a cage
5. The brightly coloured things on some plants
7. An elven land east of Harodom
8. An aggressive creature typically not an animal
9. A force multiplying tool used in combat
13. Anajaream's holy day, April 1
17. Alchemy that allows mages to scribe
18. Administrative noble who deals with laws and paperwork
20. All that glitters is not this
21. A formal meeting place where laws are adjudicated

Down

1. Where many bodies end up
3. A spirit of a different sort
6. Strega's holy day, April 21
10. A scent worn by some, often pleasing
11. A spell that turns away all blows from one weapon
12. A romantic ceremony
14. Demigod of law and order
15. A spirit that haunts a place
16. A martial noble who serves as a fight-leader
19. At the end of most legs

Guest Editorial: A Message to Adventurers and Kin

This message comes to us from Gaster Avenal.

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As the winter months fall behind us, the warmth of spring gives us motivation to build up our new home.

The Adventurer reminds its readers that a new location brings new challenges, and we as (mostly) fighting folk must be prepared.

While the Kingdom, and to an extent, ourselves are still benefiting from the many town buildings and public works projects that were completed in Yorik, the time has come where we must build anew. The local Nobility will surely soon

provide us with a new list of potential projects, and it will up to our laborers and craftsmen to finalize construction. Be sure to remain aware of who has what skills and support each other in providing for the community as a whole. In the words of King Lyrian Haro: "Together, we can do what was once thought to be impossible!"

On the topic of who has what skills; our community has seen a lot of new faces of late, as well as the loss of many to battle, retirement, or simply other engagements. Always remember to talk to your comrades. Form friendships, and find out what you can do for them, what they can do for you, and what we can do for each other. It is important to know who to drag a fallen ally to for healing, who can fix your armour,

who can provide you with mixtures and potions, and such and the like. The feudal economy runs on barter, and in such a system, friends are the most valuable things you can have.

We also encourage our readers to be proactive in learning about our new home and neighbors. Exploration in the area has revealed the presence of Fey, ghost pirates, Ichthyans (Fish-Folk), Marius worshippers, and many others. We still don't exactly know the lay of the land or who (or what) is out there. Be cautious, always travel in groups, but remember that fortune favors the bold.

Health and prosperity to our new community, may it have a Gods-damned name soon!

Much love, Gaster

Dwarven Numbers Game

In this traditional dwarven accounting game, no number should appear twice in a vertical or horizontal line, or in the same square of nine numbers.

	3				8	6	1	
7	1	8		5	9	3	4	2
	4							
2					3	9		
8	6						2	1
		4	8					7
							6	
5	8	9	3	1		2	7	4
	2	6	7				5	

			6		7			4
4						2		9
	5				8		3	6
	4				2			5
1								3
5			9				4	
6	1		2				9	
2		5						8
9			7		6			

Recipe of the Month: Rhubarb Strawberry Crumble Pie

Although spring is only just coming around, strawberries and rhubarb are both very much the tastes of spring, so here's a recipe using both that might whet your appetite for these familiar spring treats. I'll take mine with a large cup of coffee, thanks all the same.

Ingredients:

- 1 ¼ cups white sugar
- 6 tbsp all purpose flour
- 1 cup sour cream (or plain yogurt)
- 3 cups diced rhubarb
- 2 cups sliced strawberries
- Pastry for a 9.5 inch pie plate

Crumble Mixture

- ½ cup brown sugar
- ½ cup all purpose flour
- ¼ cup cold butter.

Preheat oven to 400 degrees F.

Prepare half of the pie pastry recipe (below).

Roll out the pastry, and place it in the pie plate, with fluted edges.

In a large bowl, combine the sugar, flour, sour cream/yogurt, rhubarb, and strawberries.

Spoon mixture into the unbaked pie shell.

In a small bowl, mix together the brown sugar and flour.

Cut in the cold butter with a pastry cutter or two knives, until the mixture is crumbly, like coarse, clumping sand.

Sprinkle this mixture on top of the existing pie filling..

Bake for 10 minutes, and then reduce temperature to 350 deg. F.

Continue baking for another 30-35 minutes, or until the filling starts to bubble and the topping is golden.

Simple Pastry Recipe

Ingredients:

- 2 cups all purpose flour
- 1/4 tsp salt
- 1 cup vegetable shortening
- 4 tbsp water.

Measure the flour and salt into a large mixing bowl. Add the shortening, and cut it in using a pastry cutter or two knives, cutting together until the flour/shortening mixture resembles large pea sized pieces.

Mix in the water and stir with a fork, just until all the ingredients are clinging together. Do not overmix, or the pastry will be tough.

Flour the top of your counter, and around the sides of your rolling pin. Draw together about 1/2 of the mixture, and sprinkle liberally with flour. Pat into a circle, and then roll it out to about 1/4 inch thick.

The **Adventurer** would like to acknowledge Al for this month's codex puzzle, and Gaster for the poem.