

# The Adventurer

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August, 2025 A.T.

*abyssus abyssum invocat*

## Naval Gathering/Fair to be Held on Pirate Island

Adventurers from around the banks of the Ire have heard the call, and travel in numbers to the island of the mysterious “Pirate King” (elsewhere called an admiral, although formal naval rank has not been independently verified by this publication).

This pirate leader has called in a gathering of ships from the various freebooters and pirates of the Ire, and many are coming simply to see the island, usually closed off to visitors at the point of a cutlass.

Merchants, vendors, entertainers, buskers, and not least, adventurers, have flocked to what is said to be an upcoming festival, whose precise nature has yet to be publicly declared.

The “Pirate King” is known to be a capable combatant, and it is expected that there will be opportunities for those gathering to the island to show off their martial prowess and to compete in contests of skill and talent. Although no formal tournament has been declared, it is a natural

assumption to make, based on what is known of this ‘Pirate King’.

It is also known of this individual that he is inclined to gambling, fighting, and cheating at both, although this again has not been independently verified by the *Adventurer*.

A large number of displaced adventurers leaving a port of call recently overrun by natural overgrowth are likely to arrive at the island within the next days.

## Nature Overflows Into Abandoned Town

With the removal of a pocket dimension that was overlaying an area between Sandy Bay and Stelton, nature once again began to flow into this area. Unfortunately, this came with some additional challenges; to wit, the raw force of the nature re-entering the area proved aggressive and destructive to local living creatures.

The large plant monsters were not individually difficult to defeat, but as this vital animating force was overlaying a forested area, they were effectively without limit. A carefully created ward was able to keep these plant beasts away from an encampment briefly,

but ultimately the strain upon this delicate magic proved too much, and the tavern was abandoned.

The plant creatures, when struck, released a spore that infected animals with a strange fungus that overcame their spirit, and caused them to join a hive mind. These spores could be countered with a serum which was procured in enough quantity to save the afflicted, but the Adventurer calls upon herbalists to discern the makeup of this serum, so that we may have it as a base in the event that we encounter further colonizing fungi. For now, the area is lost, presumed perilous.

## Unusually Faithful Giant Crabs Steal Shrine

An unnamed port was assisted by some traveling adventurers with an ecclesiastic issue recently; giant crabs had made away with their shrines to Beldon and Alwyn.

As it is not uncommon for sailors to pray to Beldon for swift and safe journey across water, and to Alwyn for clear skies and favourable winds, these shrines were of some great import to the docks. When they were discovered missing, there was the immediate concern for a ship soon to arrive, but the more eventual concern that traffic to that dock would halt entirely. Happily, help was to hand.

The culprits were swiftly discovered, and efforts were made to retrieve the lost shrines. One had ended up on a buoy down a lengthy cliff, and after defeating some of the local crabs, this was recovered with the use of some handy life-preservation rings.

Somewhat more difficult was one that had unaccountably ended up on the branch of a tree (victim, one presumes, of the rare Harodonian Tree-Climbing Geographically Challenged Coconut Crabs, the only species of coconut crab to exist where coconuts do not and cannot grow.) An arrow recovered this.

# Word to the Wilds: Bittersweet Nightshade

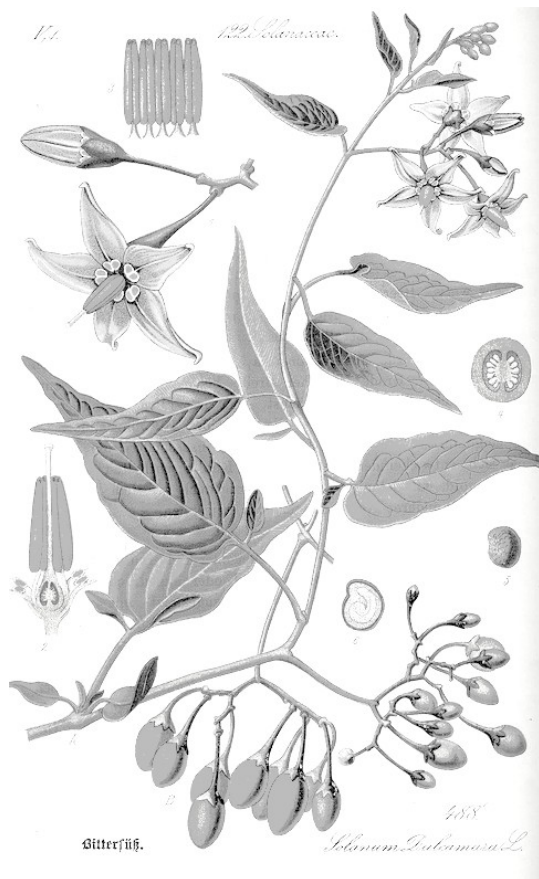
Ah, nightshade. Was there ever a more beautiful flower? Was there ever a more beautiful name? While many across Harodom know these plants both for their flowers and their luscious-looking berries, not many know that my namesake (*Atropa belladonna*) is not the only one of its kind.

Bittersweet nightshade, or *Solanum dulcamara*, as it is properly known by academics, is often mistaken for its deadlier counterpart, both having small, purple flowers with five elongated purple petals and producing large, shiny berries, but in reality, are two very different plants. While deadly nightshade is a shrub, bittersweet nightshade is a woody plant from which vines grow, and while their leaves are similar, each bittersweet nightshade leaf has what appear to be two smaller leaves growing from it where it attaches to the stem. While deadly nightshade petals remain

very closed-looking, bittersweet nightshade petals are spread wide, like a star. Most telling of all, however, are the berries. While bittersweet nightshade has bright red, slightly elongated berries, the berries of deadly nightshade are round and pure black.

Although not quite as deadly as its counterpart, it is most definitely *not* recommended that you eat bittersweet nightshade, as all parts of the plant are toxic. Poisonings are rare due to its bitter taste, although it is reported to have a sweet aftertaste, hence the name. Bittersweet nightshade prefers moist environments, but will grow just about anywhere. So the next time you see this flower, please take a moment to appreciate it (Without putting it in your mouth).

*Much love,  
Atropa and Gaster*



## Survival Strategies: How to Protect Yourself from Food Poisoning

*As the townsfolk in and around the Lakes Region have had disruptions to their normal patterns of life, they may not necessarily have granaries and food stores available to them. The following is recommended as a guide to ensuring clean and safe consumption of what may be available.*

**Water:** While obviously muddy water is likely to contain unhealthful materials to one's vital humours, physicians have long been aware that water may contain hidden poisons or diseases. After straining water through a cloth (potentially repeatedly) to remove visible contamination, transfer any water of dubious providence to a pot or tin which can withstand heat, and vigorously boil the water for at least one minute. Allow to cool before drinking.

**Canned Goods:** Knowing when goods were preserved is the best way to know when they are likely

to expire. However, this is a luxury that is not always available.

Check the container for damage or deformations. A vacuum sealed lid that is bulging suggests that there is rot within that is giving off gas, likely making the contents unhealthful.

Goods that are preserved with high acidity and salt (such as pickles), or high sugar contents (such as sweet preserves and jams) will likely be stable for longer.

**Meats:** Fresh game may contain disease or parasites. It is not recommended to consume fresh game without thoroughly cooking it, and don't take shortcuts – while curing, salting, drying, or smoking may kill some parasites, these methods will not necessarily kill all of them.

Meat from farmed animals should be cooked thoroughly. In a survival

situation, it is more important to avoid taking ill than it is to necessarily create the best taste sensation.

**Mushrooms:** While the temptation to forage mushrooms may exist, the distinction between one that is succulent and one that is deadly may be difficult to discern with the untrained eye. If you are not deeply familiar with the mushrooms of a region, know that you are taking your life into your hands attempting to forage wild mushrooms.

**Other Foods:** Unbleached flour will develop weevils. While this may indicate spoilage, weevils are not bad for you, and will not harm you if consumed.

While the 'sniff test' can often positively identify food that has gone off (if it smells bad, it likely is bad, some cheeses notwithstanding), remember: it may smell fine and still be dangerous.

# 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: What is the distinction between a pirate and a privateer in the Lakes Region?**

Piracy in the Lakes Region is not traditionally extensive; trade on Lake Haro has been traditionally protected by the Michian Navy, with few protected ports willing to trade with freebooters for fear of alienating the Empire or the Kingdom of Harodom. Some piracy on the other Lakes has been observed however.

Privateering has been practiced in the past, but recent conflicts have not substantially occurred over water. Privateering is defined as an act of armed conflict within the Lakes Region, with letters of marque issued to armed vessels that then proceed to do commerce raiding against nations sailing under other flags.

Following the War of the Twins, some nontraditional commerce raiding (whether piratical or privateering) has taken place across the Lakes Region, with undead or infernals capable of traversing safely underwater. Such raids often leave no survivors, making distinguishing them from natural disaster next to

impossible. Only a few raids, which have failed to totally slay the crew of a vessel by chance or skill at arms, have proven that these occur at all.

Pirates in the Lakes have been found to engage in theft, banditry, assault, murder, torture, and slave-taking. In truth, privateering is rarely better, but it is usually required of those sailing under the colours of a given nation to obey those rules of lawful combat that nation observes.

It is most often the case that piracy will not end in murder or the deliberate sinking of merchant vessels, provided that the sought goods are provided. If you are a victim of pirates, report this at your nearest port of call.

*The Adventurer commends all  
who ply their trade at the annual  
**GOBLIN MARKET**  
Hosted this year between August 8<sup>th</sup> and 10<sup>th</sup>.*

## 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 31<sup>st</sup> – Jan 28<sup>th</sup>)

Not every foe you meet will seek to unmake you – remember that people will oppose you in less direct ways, and conduct yourself accordingly. Proportionate responses to challenges will help to ensure that there isn't an immediate race to be the most lethal.

### **The Harp** (Jan 29<sup>th</sup> – Feb 27<sup>th</sup>)

Deeds of the past are casting a long shadow over your near future. These may be acts that you took direct part in, or they may reflect acts taken by others from which you benefited. Either way, it is imperative that you learn from this history in overcoming the current test.

### **The Fount** (Feb 28<sup>th</sup> – Mar 30<sup>th</sup>)

This month your cup will run over with opportunities to make new connections with unusual individuals. If you take advantage of this, you may find yourself enriched – but you may also find that you encounter trouble with some local authority, whether it be lawful or otherwise.

### **The Dice** (Mar 31<sup>st</sup> – Apr 28<sup>th</sup>)

There will be a chance in your near future to place a substantial wager on something that seems trivial. If you do

undertake this wager, be warned; few will set stakes as high as possible if they do not have some plan to realize an almost assured victory. Be wary of cheaters in many forms to come.

### **The Arrow** (Apr 29<sup>th</sup> – May 27<sup>th</sup>)

The past for some can be an open book – and for others, it is a secret library, hidden behind spells and locks and traps. If you would learn more about the people around you, you may benefit this month from being more open yourself, about something that you had previously held close to your chest.

### **The Stone** (May 28<sup>th</sup> – Jun 25<sup>th</sup>)

Take a moment, take a breath, and take an opportunity to balance your energy. You have recently been in a place of disharmony or chaos, and you will have a moment in the near future to re-center yourself. Taking advantage of this is good for the body and mind.

### **The Coin** (June 26<sup>th</sup> – July 28<sup>th</sup>)

Be bold! Grasping the nettle firmly will prevent it from stinging your hand, but it can be difficult to overcome the instinct to flinch. If you can master your resolve, you will not be mastered by it; look for a good sign near midday for an omen of what things are to come, and mind it until the sun sets.

### **The Spade** (July 29<sup>th</sup> – Aug 30<sup>th</sup>)

Never let fear control you, but do allow a certain caution to guide you in your doings. You will soon face a challenge that will surely slay you if you run, but which is nevertheless dangerous. Be mindful that this challenge can be overcome, and be bold but careful.

### **The Blade** (Aug 31<sup>st</sup> – Sept 27<sup>th</sup>)

Do not underestimate the depths to which some people will sink in their efforts to pursue the next big prize. There is every likelihood that you might be counted among 'acceptable losses' in search of the bottom line – don't take it lightly!

### **The Mask** (Sept 28<sup>th</sup> – October 31<sup>st</sup>)

To save a single soul is to save the world entire. Consider this when you're faced with an upcoming hard decision; while the path of the righteous may be more fraught and lined with perils, sometimes the cost of doing nothing is higher than the cost of intervening.

### **The Shield** (Nov 1<sup>st</sup> – Nov 29<sup>th</sup>)

Free advice is worth what you pay for it – but it's useful to value expertise, in a vacuum. Right now you are faced with a difficult choice, or soon will be – you don't have to do what the people around you are telling you to do, but you ignore their wisdom entirely at your own loss. Learn from the mistakes of others, or it is virtually guaranteed that you will not live long enough to make them all yourself.

### **The Hearth** (Nov 30<sup>th</sup> – Dec 30<sup>th</sup>)

Now is the time to take in the summer harvest; set aside all that you can spare, because the winter will be harsh. This may certainly be literal, but also, in anticipation of deprivation, it does not hurt to make whatever allowances are not too dear, to prepare for difficulties that will soon come to pass. Helpful friends and allies will do what they can, but be ready.

# Better Know a Town: Adder's Point

*The Adventurer would teach of the towns and settlements that help to define Harodom. In this article, we will discuss Adder's Point.*

Situated on the bank of the Ire, the town of Adder's Point is the seat of the Barony of Adder's Point, once led by the House of Hayden, but now under the leadership of Baron William Black.

Founded in 1818, Adder's Point serves both mercantile and strategic purposes for the Kingdom of Harodom. As one of the largest ports on the Ire waterway for Harodom, Adder's

Point provides a safe harbour for merchant vessels coming out of Churning Water, as well as proving a safe port of call for merchant vessels out of Splishenfellow that wish to avoid the high docking fees offered by Windhaven.

Adder's Point also provides ship repair and dry dock services for the Ire, which made it an appealing port for merchant ships out of Darkwood before the fall of the kingdom of Darkwood to infernal forces.

Adder's Point has outposts for the Guild

Arcane as well as the Guild of Bounty Hunters, and provides public temples of Beldon, Marius, Atha, Alejandro, Brack, and Fiona. As well, there is an outpost for House Toth, and several well-regarded money-changing services use the international trade to ply their services.

Adding to the appeal of Adder's Point for merchants is the large military presence; Baron Black is a hero of the Estovic war, and maintains two large cavalry regiments out of Fort Bulwark, less than an hour's ride from the

Town.

Adder's Point is substantially a safe town; violent crime is minimal, and apart from some petty theft such as may be expected in any port, and roughhousing when the taverns turn out for the night, it is largely considered secure against footpads and ne'er-do-wells.

Adder's Point is so named due to a myth that adders were to be commonly found there; indeed, there is a local snake that resembles an adder, but which lacks the latter's fierce venom in its bite.

## 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* continues to offer a full year-long patronage or any artist or artisan willing to produce one piece of sponsored work within a calendar year.

Travelers have reported strange lights in the skies following an encounter with unusual mushrooms growing in the shade of old trees. The lights apparently moved oddly, and were 'weird colours, like, woah'.

\*

Merchants visiting Dalak's Folly report that the area has once again been resettled.

A stone monolith has been reported moving when nobody is looking at it in the region of Hend's Bend. The sound of giggling kobolds probably has nothing to do with this unusual occult phenomenon.

\*

*Omens:* Dreams of shallow graves and golden coins. The sound of a crackling fire. The smell of lavender.

If you have **news**, an **announcement**, a clever **contribution** or a piece of **art** you would like displayed, don't keep it to yourself! The *Adventurer* is happy to help you reach a broader audience!

The only reason your guts should be upset on the high sea is sea sickness. Not blades.

***Keep your vitals intact,  
and weather the storm!***

**Sunbeard Forge Armour is worn by warriors, wizards, knights and lords – all of them alive.**

***“When in duress, dress for success!”***

# Better Know a Neighbour: Arefa Tenzel-Blackdog

*This month, I had the pleasure of speaking with Arefa Blackdog-Tenzel, a mighty force among the familiar faces of adventurers in Sandy Bay. We spoke on family, loss, and what it means to cherish both the people you keep around you as well as the consequences of one's own actions.*

**Arefa, thanks for taking the time to sit down with us!**

"Yeah."

**Arefa, you have found yourself in precarious situation after precarious situation this past year; we've seen you become a host of a void-plant hivemind, fallen victim to a porcelain curse, and revisit the nightmares of your past, just to mention a few things... Perhaps an inelegant question: How are you holding up?**

"I'd say I've been worse? I mean... In my life, I've been in worse places; situations. I think the only part I'm currently concerned about is how I'm alive, but.. I know I could be worse. So, I'd say I'm holding up fine."

**Remind our readers, how is it you first came to join the travelling band of adventurers now in Sandy Bay?**

Arefa laughs, flashing a wide smile. "Matthias - the former Callite we all know - and I came to Yorik about.. Two years ago, now? [...] We came because I was bored of being cooped up in some ratty mortuary, and he was sick of having a minotaur cooped up in his ratty mortuary."

**You've established a reputation for yourself as someone that acts first and asks questions later. Is there wisdom you can share from that mindset, or is it actually something you recommend others steer away from?**

"Okay, I feel like [certain people] always gets a little angry for the way I behave, but here's what I need everyone who's reading this to understand: Yes, I act first and then ask questions later. This includes saving the people of this kingdom, and my own loved ones. So, yes, certain things I do... Would be best described as stupid, even I can see that, but not everything I do is out of reckless impulsivity. Not all situations require a lot of thought. So, yes.. I'd say in certain cases, it's a mindset I recommend trying."

**In a world of possibility, for a minotaur of your age and skillset... Why is it you stay with the adventurers of Sandy Bay?**

"I've found reasons to stay. People, things, promises. I don't currently owe anyone else my time besides the people who I already travel with, so I see no reason to leave; and the people I've come to love are more important than sight seeing."

**It's safe to assume that the people you refer to are the Blacksog clan you've been seen spending your time with, alongside your mentor Matthias, but that doesn't explain the other half of the hyphen: Tenzel. Can you tell us more about them?**

The question is clearly difficult, but Arefa summons the courage to answer. "I did... Well, do, have a family other than the Blackdogs. I had a mother and a father, even a twin brother. I also had a younger brother and sister... Unfortunately they've passed. I do have another brother, who has been 'lucky' to join the adventures of Sandy Bay - for everyone who's met Lazarus, the lovely Jerroite Orc. But.. Yes, in short. The Blackdog's aren't the only family I've.. had."

**What is the importance of family to you?**

"...I personally believe more people need to understand that, family isn't always blood; loyalty connects people better than blood does, sometimes. The importance of family is having people that... Don't drain you to be with. People you surround yourself with that make you feel safe and loved. You do deserve a safe space, and I think mine personally, is the people I surround myself with."

**Has the loss of one family influenced the way you choose to spend your time with your chosen family?**

"..I think I cherish things more? Everything [before] was just the normal, y'know? So, I didn't savor the little stuff. But I think after losing them [...] Now that I get the chance to actually savor everything, I think I actually consciously actually do now."

**Finally, is there one piece of advice you would wish readers would walk away with after reading your words?**

"...Live a little. I will reiterate this time and time again. For me, you live.. Once, technically. [Staying] stuck in the same constant routine will bore you to death, try... Hah, try housing a void creature. Try selling yourself to some random porcelain guy, in exchange for being cursed for nearly 2 months. Become friends with a bone lord. You're not going to die if it's not fated by the gods, and if it is, you've done all you could. It.. may hurt, occasionally. That, I won't lie about, but... Certain things are worth it. Being cooped up in your tiny town forever isn't living. Hurt, laugh, live. It's worth it, I promise."

**Oren D'Vann of Alejandro**  
*proudly presents*

*"Verse While You Wait"*

Custom poetry available upon demand  
5c/line, sonnets 50c/each

# Editorial: Where The Heart Is

It would be a lie to say that the heroes formerly of Yorik don't have a home.

Some have permanent dwellings. Yorik is still around, and people have homes and jobs and pets. Adventuring is not a job that pays the bills, as many have commented.

Right now, it's been a sea of tasks, no pun intended, that have led a group of reasonably aligned warriors, magic users, merchants and craftsfolk on a

merry journey from pillar to post, exploring, adventuring, and learning about magic and the mysteries of the Lakes Region.

In the fullness of time, we will likely settle again. Even as you read this, carts of supplies and labourers are working to develop the region on the shores of Lake Ire that hold the very mysteries that Duke Hayden originally tasked this self same group with investigating.

Until then, we could do worse than to look out for one another. Help when help is needed, teach where learners may be found. Build, collaborate, grow.

Home isn't a place that can be found on a map. We build it in the connections that we make to those around us, and we find it – in glimpses at times – in the hearts that we find and forge connections with. We may find a place on a map, but home is where the heart is.

*Oren D'vann Freedman, Editor*

## Matters of Faith

### Holy Days Just Past

*July 10<sup>th</sup>: Hand's Day (Astrid)*

It is thought upon this date in July that the god of thieves was hanged as a mortal, with followers secreting away a stolen hand from the corpse, and wrapping it as a reliquary to the fallen hero of thieves – who then became a god of same. Although the worship of Astrid is severely restricted within these lands, it may be wise to mark this day by keeping a close eye on your possessions.

*July 16<sup>th</sup>: Summer's Fair (Marius)*

The feast day of the god of merchants and traders, this festival is usually celebrated with sales and bazaars, as merchants seek the best, fairest exchange. It is considered ill luck to swindle someone on this holy day to the concept of commerce, but this rarely stops the determined from seeking to find some advantage on their fellows, especially during times of deprivation.

### Forthcoming Holy Days

*Aug 8<sup>th</sup>: Mushroom Feast (Blythe)*

The holy day of Blythe, divine of poison, disease, and rot, is often a day to visit the physician or the Apencan, in search of balm for the potential for disease. But too, recently, festivals celebrating wine and ale, pickles and cheeses, and all the things made good by the natural process of decay and the mild toxins of alcohol and brine, have sprung up around this holiday.

*Sept. 18<sup>th</sup>: Day of the Blade (Hemulis)*

Celebrating the god of heroes, soldiers, and battle, the Day of the Blade is recognized by the followers of Hemulis as an auspicious day for training and battle. Although Hemulis is truly on the side of all soldiers, on this day, he descends to the mortal realm, and trains with a group of his faithful that are devout and work toward his glory, before resting for twenty-four hours.

### A Message of Faith

I would like to speak on a matter that is dear to my heart; the question of faith.

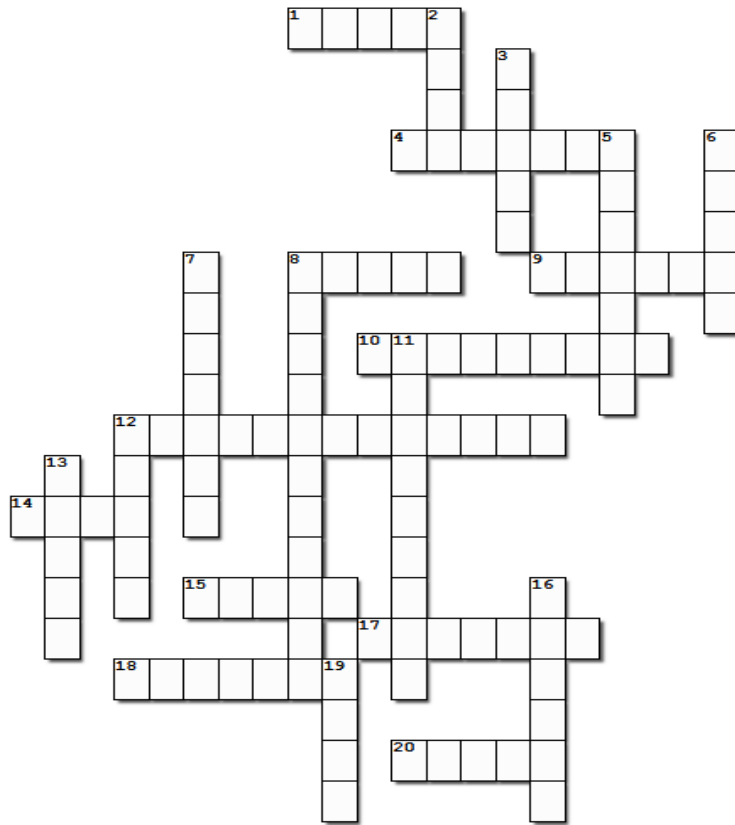
There is little question as to the actual *existence* of the gods. Many have seen the miracles worked by and for them, with power embodied in their faithful. Their exact nature may be up for debate, but their existence is not.

So, if we then say that magic is fundamentally rooted in *belief*, what is it that you believe?

I do not have to believe that my axe exists, for it to be solid, for it to cut through things, for it to rust here, and chip there. What I need to believe for any of that to matter is that I can wield it in defense of myself and those I care for.

Even people who do not follow a god – consider your beliefs. Because at some point, they will prove the thin line that stands between you and breaking, and knowing its length may prove of use.

# Crossword



## Across

1. Loosed from a bow
4. Duchy where Yorik and Sandy Bay are
8. a shovel/current horoscope sign
9. a building used for religious purposes
10. what you need to learn to do to learn arcane magic
12. Gnomish country, capitol Detter
14. where mages go to recharge
15. colourful rock-like reef
17. intertwines with melody
18. (often) yellow condiment for a sausage
20. what covers a dragon's hide, or armour that looks like it

## Down

2. crushed grapes, fermented
3. Landed noble above lord, below duke
5. god of heroes and battles
6. not heavy, or an illuminating spell
7. seeking the sea's bounty with rod and reel
8. Marius' holy day, July 16
11. A being of fire, water, earth, air (other?)
12. A point on a pole
13. fire on a stick
16. Bright-haired folk, good at alc, herb.
19. a small, shallow-draft boat

# Riddles

### Riddle 1:

Each day I come,  
Chasing the light,  
But when I fall,  
So too your sight;  
I have no weight  
Nor neither mass,  
But if you wait,  
I too will pass.

**Answer 1:** *thgiN*

### Riddle 2:

I am a greenish hand,  
Upon an oaken branch;  
Each spring I am reborn,  
Each autumn, avalanche.

**Answer 2:** *faeL*

### Riddle 3:

I charm the mind,  
And fool the soul,  
To spend without end,  
The seeker's goal.

**Answer 3:** *yenoM*

### Riddle 4:

I nestle in the breast,  
I play upon a string,  
The air the spins right through  
a flute  
Makes up my everything.

**Answer 4:** *cisuM*

### Riddle 5:

A broad smiling face,  
Resting in every head,  
But consider your place,  
For alone, I am dead.

**Answer 5:** *llukS*

### Riddle 6:

I am nature's breath,  
Sailor's friend,  
Never seen,  
But for what I move.

**Answer 6:** *dniW*

# Room to Grow: Construction Update

*In an effort to keep you informed about construction and growth in our community, the Adventurer intends a bimonthly column that will update on the status and needs of existing construction projects, and of potential upcoming projects that townsfolk can become enthusiastic about and work toward completing.*

**Construction Project:** *The Expansion of the Town Guard Barracks*

**Status:** Begun

**Overview:** Town barracks are the home base and offices of town guardsmen. Completing the reconstruction of the barracks, the barracks are now being improved and expanded to better serve the public.

**Progress:** As of this month, this project is complete. Professional rangers and guards should receive the full benefit of this project effective immediately.

**Construction Project:** *Further expansion, paving, and patrolling of local roads.*

**Status:** Underway

**Overview:** The highways and roads of Harodom allow for most of its trade commerce. By expanding and patrolling our local roads, we reduce the chance for banditry to be successful, eliminate some wear and tear on carts and wagons, and allow for the easier transit of persons and tonnage between towns, cities, and other settlements in and around Harodom. This will help to increase merchant and local profits.

**Progress:** At time of printing, this project is just under 90% complete. Please chip in if you can – getting this done will allow for better trade into and out of the region, and cut down on the likelihood of local banditry delaying or stopping shipments of goods.

**Update:**

At this point, further community projects are being explored in service to the common good.

If you have a community project that you would like to see come into the common sphere, reach out with a proposal, and roughly what you would estimate such a project might require. It's your community, so helping to build it out can really both empower you and help you to connect with your friends and neighbours.

Having a voice in how a community comes together, the projects that it pursues, can also be really empowering. Take some time to think – do you think that your friends and relatives would benefit from a school? A new pub? A library?

There is no deadline on submissions, but coming up with a roughly costed plan is always a good pass-time.

## Nic's Notes: On Porcelain Combat Tactics

*Adventurer writer Dominic of Bard seems embittered that he has not had an opportunity to share tales of adventure, despite a written request in this selfsame publication for tales of adventure for the last seven years.*

*Media literacy is a dying skill.*

Alright, losers. Listen up... Er, I guess, read up. Whatever.

So, the whole point of being a Bard cleric is that I'm meant to share stories, so imagine how I felt when somebody ELSE decides to do it in the paper. It's not even their thing! What does lightning have to do with telling a good story? Anyways, I have been lacking, so it's time I step up my game and tell a WAY BETTER story.

A couple of months ago, we all got trapped in a town overrun with porcelain monsters (if you don't remember, see a damn doctor, you hit your head). One of the ways

everyone tried to look for a way out was to search for the house of the "Puppermaster" and wreck his life. Well, he didn't like that, and sent doll-men that channeled shadow magic to wreck us back.

You know what's worse than being surrounded in a fight? Being surrounded in a fight, and then blinded by magic. It sucks. It's stupid. I don't recommend it... Anyways, that happened to me. I can usually fix that easy, but my magic was tapped out from healing everyone too dumb to duck out of the way of an obvious sword strike, so I got got... HOWEVER, my compatriot grabbed me and we went back to back.

You know what's cooler than fighting back-to-back with an ally? Fighting back-to-back with an ally while blind and trusting them to be your eyes. Even cooler when you actually take guys out, which we DID because we're JUST LIKE

THAT. Not to mention that, after the magic cleared from my eyes, the same thing happened to my friend, so we just switched up our roles.

Thing is, being that tough only gets you so far. Credit where credit is due: everyone that went out on that thing held their own. It wasn't easy, fending off somebody's shadow throwing magic left and right. That's just cheating, and yet nobody died... Somehow. Lot of folks got together to watch each other's backs, got coordinated, kept each other up. Not bad.

Anyways, just goes to show how strong you can be when you put your trust in others, right?

...If anybody calls me a hypocrite, I will stab you.

*Your usual Taq's Tactics will return when the author does. We may let Dominic out of the writer's pen again in future months.*

# 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.

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

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

## Recipe of the Month: Blackberry Tarts

*As part of our anniversary party (which we encourage anyone reading this newspaper to attend!), we present to you this recipe for baked tarts featuring one of our favorites: blackberries. The ingredients for this tart are plentiful in southern Harodom, but we would still encourage anyone making this recipe for themselves to make substitutions to their taste should they so desire. Also, we would recommend extreme caution should the reader be harvesting the blackberries from Atropa's garden (which she insists we print that you should STAY OUT OF). "Accidents" have happened before.*

### Ingredients:

- 24 of your favourite pastry shells

### Filling:

- ¾ cup white sugar  
 - ¼ cup all purpose flour  
 - 1 tsp grated orange or lemon rind  
 - 1.5 cups of sour cream  
 - 1 egg yolk  
 - 2 cups of your favourite berries

Blend, or crush with a fork, all but a few of your berries.

In a bowl combine flour, sugar, sour cream, egg yolk, and orange rind.

Spoon about 1 tbsp crushed berries into your tart shells, spoon 1 tbsp of filling on top, then cover with more crushed berries.

Place a berry on top of your tart for decoration if you like.

Bake in oven at 350 degrees Fahrenheit (or 180 Celsius) for 20 minutes until filling has set. Let stand for one minute.

And that's it! Please enjoy, and feel free to approach us on party business. We hope to see you there!

Much love, Atropa and Gaster.

*Ed. note: If you live in an area where pastry shells are not readily available, The Adventurer recommends the following recipe for your ease of reference.*

- 2 cups all purpose flour  
 - ¼ tsp salt  
 - 1 cup 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 knife cutting together until the flour/shortening mixture resembles pea sized pieces*

*Mix in the water and stir with a fork, just until all the ingredients are clinging together. Do not over mix 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 pastry mixture and liberally sprinkle with flour. Pat into a circle about an inch thick and then roll it out to about 1/4 of an inch thick.*

*Cut to the size of your tart tins.*

