

# The Adventurer

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February, 2026 A.T.

*ab antiquo*

## Adventurers Face Off Against Torture Gang

A new menace has emerged in the region of Sandy Bay: as recently as early January, a roving gang of Icculan followers, apparently making sport of the locals of the region by torturing them to death.

The adventurers of the region were alerted to the presence of these adventurers by a sharp-eyed local, who noted that a group of people behaving very suspiciously was making camp in the nearby forest. Following this lead, the adventures came upon the camp.

Although no bodies were present, numerous persons, bearing short blades and often with blood upon their bodies and equipment, freely admitted to 'making sport' of the locals, to their ultimate deaths. Refusing an offer that they might surrender peacefully, they instead set to war, and were soundly defeated.

It should be remembered that while the worship of Iccula is no longer strictly prohibited in these lands, illegal acts done in her name bear a heavier penalty by

law. Just as a Callis priest would not be permitted to set fire to possessions that do not belong to them under penalty of arson, assault, torture, and murder are all still crimes, even if undertaken in the name of a deity.

If you know of someone who has recently gone missing in the Sandy Bay area, please alert an authority figure at your soonest convenience. It may be that such persons have been lost to these roving gangs, or they may still be found.

## Tunnel Network Holds Undead, Night Worms

An unexpected entrance was found into the lengthy cavernous tunnels that lace the area near the shores of Sandy Bay. These tunnels are said to stretch from locations all across the region to the shore of the Ire, with small smugglers docks rumoured to appear at several of the exit points.

These tunnels in particular held an unexpected menace; a covey of undead skeletons, ready to do battle, and simultaneously supported and harassed by a large Night Worm, a pale white scavenging creature with a penchant for feasting upon the

dead.

Although the skeletons were swiftly outmatched, a lone treasure chest was found already opened, with a lock and trap already disarmed. This was a sobering reminder that even if the monsters occupying these tunnels can be dispatched, it is still perilous to walk carelessly through them.

The location of the tunnel entrance has been added to a growing map describing the underground network, with an eye and a hope that it may be possible to safely mark out passages and note the comings and goings of the creatures residing within.

## New Tavern Opens, Sandy Bay Area

A new inn and tavern has opened in the Sandy Bay area, under the watchful eye of local chef, Cook.

This new tavern is placed to support the comings and goings in the newly incorporated town, although both tavern and town are still in need of a permanent name.

Names for the new tavern have been solicited and collected, and it is the understanding of *The Adventurer* that a name for the tavern will soon be selected. It is our hope that the name will be one that rolls trippingly off of the tongue, and invites the

road-weary traveler in to raise a glass or to spin a tale by the fire.

*The Adventurer* knows that many good adventures have begun in a tavern, and will be distributing free copies in same at every printing, if possible.

We hope to see you give the tavern your custom, and that you find it to be a relaxing and enjoyable stay. Though this writer runs the peril of editorializing slightly, it is safe to say that Cook's cooking is reliably good, and that this new tavern is hoped to bring much commerce to the area in times to come, with stabling available.

# Trap Placement for the New Mechanic

*It is the goal of The Adventurer that all of its readers find something of use within its pages. In this short article, we hope to engage and inform a deserving public about the possibilities of trap placement, and how it can be carefully undertaken to best serve your interests!*

It can be tricky to place a trap safely. If you place one in a high-traffic area, you run the risk of doing injury to someone that you do not wish to harm; if you protect your wares with one, you run the risk of setting it off yourself.

It is therefore essential to set up your traps in such a way as to ensure that you only risk the trap being engaged by someone who it is intended to forestall. In public areas, if traps must be set, they should be marked in such a way that unintended targets can safely avoid them. Traps on personal possessions should be nonlethal, or disarmable from the outside.

## Traps in Battle

If you have time to seed an area with traps before a battle, consider what areas an enemy is likely to take. It is unlikely that a trap will prove fatal to a large group, so consider placing traps not as a last stand, but to channel enemies.

If you set traps along a bridge that you know an enemy will cross if they can, it may force them to ford the river instead. This may slow them down, and make them more susceptible to archers. Therefore, set traps that will prove that the bridge is not safe to cross at a few points on the bridge, to better channel your foes.

## Traps on Possessions

A capable thief may be able to evade a trap; a well armoured one may survive the consequences. Instead, consider traps that leave indelible marks, such as ink spray traps, or scent spray traps. This makes it easier to identify who it

was that went through your belongings!

If you must set a dangerous trap on your own possessions, consider how you will subsequently access them. If you are trapping something you never wish to access again, it is easier than if you are trapping your own strongbox!

## Traps in Public Areas

Traps in public areas should be marked with signs telling passers by to avoid them. This limits who traps can be useful on, but also prevents you from falling prey to charges of assault!

With signs up, you can dissuade passers by from entering a trapped space. Animals, many forms of undead, and a great many other unintelligent creatures will not understand what the signs mean, and will not avoid them. Remember that pictures are your friends: not everyone can read!

# Creature Feature: The Night Worm

*In The Adventurer, we seek to inform our audience about the creatures that they are likely to face in the course of their adventures. Some monsters are rare enough that you may not see more than one in the course of a lifetime, if that – others are thick on the ground, and a regular threat to people in what is admittedly a perilous line of work. In this article, we will discuss the latter; a Night Worm.*

Night Worms are blind, pale white-to-cream worms about the size of a human, with long lashing tongues. These creatures are primarily carrion feeders, and will often be found in tombs and crypts; similarly, they may be drawn to a region if many bodies are felled and not properly disposed of.

Although disgusting and not a little stinging, Night Worms can only really attack by swinging their heavy blunt tongues. The blows seem to ignore most armour, but conversely cannot directly kill a

person. This said, Night Worms are not picky about how the carrion on which they feast is made, and having felled a foe, will often then press the weight of their body on the fallen, ultimately killing them.

Although they are susceptible to some damage, Night Worms are magically rich creatures that have become more or less entirely resilient to magical enchantments. Their bodies are filled with multiple redundant organs of all kinds, and they do not appear to have a brain or any other vital organs. Blows of any strength will be all treated as roughly the same in effect, and they ignore most magics, especially those to do with thinking.

Possessed of multiple stomachs, Night Worms can digest most organic material, but can do little to digest inorganic material, such as gems, metal, or stone. Thus, when such a beast is felled, it can be worth while to search through those

stomachs, to see if they may have swallowed articles of value.

Cousin to the Night Worm, but considerably more perilous is the Carrion Crawler. Found almost exclusively in ancient ruins and tombs, Carrion Crawlers similarly feast upon the dead, but are a great deal more lethal in the damage that they can dish out. More perilous still, their tongue is coated in a topical anaesthetic, causing numbness and paralysis that can last for several minutes if not avoided.

In either case, it is best to fight these creatures in groups; one approaches and does damage, before backing off and allowing friends and colleagues to take a turn at it. Though this technique, you can best ensure that no one person takes too much injury, and any injuries that are sustained are dealt with in a timely manner. Night Worms are **common** perils in the Lakes Region.

# 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 recourse do I have if someone breaks a contract with me?**

Primarily, contracts are an agreement between two or more parties to do something, to avoid doing something, or to behave contingently – that is to say, to undertake specific behaviour only under certain circumstances.

Contracts may have recourse built in:

persons agreeing, say, to exclusively sell goods of a certain type through one another, may have a fine that one party must pay if they do not behave accordingly.

If a penalty is not undertaken, then contracted parties may seek intervention from a local landed noble's court, or through their representatives.

Contracts cannot be enforced if they were signed under duress, under false pretenses, or if they were known to be impossible to complete at the time that they were undertaken, or became impossible to undertake for reasons unrelated to

the parties. If one party agrees to guard a merchant ship that, unknown to either party, has sunk before the contract began, there would be no penalty applied for a failure to guard the ruins of the vessel.

With exception, contracts cannot be enforced that require actions that are *prima facie* illegal. One citizen cannot have a legitimate contract to murder another citizen, although a contract to provide protective services that leads to the death of a bandit would be enforceable.

Be careful what you agree to, and ensure that you read all relevant clauses carefully before undertaking a contract!

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

Do not let your concerns that something will not work out the way that you planned prevent you from beginning. If you never begin, then you are doomed to fail from the very start; if you do begin, then there is the chance of success, or unexpected bonuses!

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

Reach out to someone you have not heard from lately. Just because a relationship is quietly reliable does not mean that you can always guarantee it will be available; all relationships take work, and investing in one right now will pay dividends.

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

You never know until you try; this is a manifest truth, but conversely, you should try to *know*. **The Hearth** will have wisdom for you this month that you may not wish to hear; this does not excuse you from having to hear it, but it does mean that if you do not listen, you may miss the benefits of it.

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

Your care will seem ill-placed soon; this is inevitable for giving it, but it does not mean that you made a poor choice in so

doing. The fact of the matter is that only by caring about things and people can you get out of yourself, and having allies and friends to hand will be very important in the near future.

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

There is peril in the near horizon; some unexpected turns will appear in your path, and a foe that is implacable and can only be answered with fight or flight is surely soon to arrive. There will be a riddle to the challenges that you face soon; you do not need to know the answer right away, but must seek it.

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

Business opportunities lie right around the corner! Seek wealth in unexpected places, and you may find that you receive it. Be sure to undertake your searches and struggles with care, since unexpected benefits will often draw more than just yourself.

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

Someone near to you will offer you an unexpected boon if you leave yourself open to it. Be sure to count your coins and your fingers and then your relatives, because nothing that appears free is ever entirely so. On the other hand, you may face greater peril still if you spurn such a generous offer.

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

Your community is in a position to aid you, though it may not be immediately obvious how. Ensure that you build strong ties, and when your need becomes apparent, so will the way in which it can be best answered by those around you. Lucky numbers three, seven, two.

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

Not every weapon looks like one from the outside, or is immediately apparent as a threat or peril. Your ability to work your will upon the world will come to you in ways that fit your hand strangely, but are no less effective for this.

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

Drink deep from the cup of life! There is the very real risk that you will face a mortal challenge soon, and the best way to ensure that your interests are still well-served is to live life to the fullest, and engage with everything that it has to offer. Failing to do so may lead to regrets on missed chances!

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

You may need to leave time for yourself to grieve for moments past that you have not previously given yourself room for. This is not weakness, but a building block toward strength; by allowing time and opportunity to grieve, you give yourself a chance to build new relationships and find new opportunities without baggage.

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

There will be travails ahead that will benefit well from you finding a solid place to plant your feet. Ensure that you have built out your opportunities to the best extent possible, and then work to help others do the same. You will encounter a stranger wearing black or red, who may be offering this you had not previously expected; make your own best decision what you care to do about this.

# Editorial: Passion

Taking on a new project may seem like an appealing task: after all, new things are often easy to fall into, and the value of novelty in persuading your mind that this is the new great interest is not to be understated!

However, there is a warning; much like many new loves, this passion may be fleeting, leaving a half-finished project and disappointment in yourself, or from others who had hoped to see the fruits of your work.

Passion, in addition to being with amorous intent, can colour how you undertake a great many things. Religious passion marks the finest clerics; this zealotry may be pursued to the point of being a vice, but few doubt that veracity of the emotions underlying the faith of such a person.

Don't be afraid to try new things. Among adventurers, fear of the new is more than just a vice – it can be disabling,

because so many things will be encountered for the first time when you step outside of your comfort zone.

But trying something that you have passion for can help you to make a huge difference in your community. *The Adventurer* started out as a passion project, and now because of the enthusiasm of the community, has continued on for lo these many years.

Find your passion and chase it!

*Oren D'vann Freedman, Editor*

## Matters of Faith

### Holy Days Just Past

*Jan 1<sup>st</sup>: Year's End (Jerroh)*

The holy day of Jerroh also marks the beginning of a new calendar year, and the end of the old. This is often thought to symbolize how all death is the basis for new life springing forth, and the cycle of life and death that mortals experience. It is considered appropriate to stay up on the eve of Year's End, to see the new year arrive – or to ensure that the old one truly perishes.

*Jan 13<sup>th</sup>: Loving Lash (Iccula)*

The holy day of Iccula is marked on the 13<sup>th</sup> of January, and is often marked by rites of endurance among the faithful, either through enduring the cold that is frequently around this time of the year in this part of the world, or rites of scarification. Among the layfolk, most seek to avoid places of potential misfortune, believing that wherever pain can slip through the cracks, it will. Remember that you do not have to submit to torture.

### Forthcoming Holy Days

*Feb 14<sup>th</sup>: Lover's Dance Festival (Alejandro)*

The festival of Lover's Dance is the holy day of Alejandro, technically beginning at sunset on February 13<sup>th</sup> and ending at sunrise on February 15<sup>th</sup>. In that time, it is not uncommon for betrothals to begin, marriages to be conducted, and for poetry readings to be conducted. It is thought that intimate acts on this holy day may be more pleasant.

*Mar 3<sup>rd</sup>: Festival of Sails (Beldon)*

Most often marked in coastal towns and cities, the Festival of Sails is the holy day of Beldon. New ships are often launched or given their names on this day, and voyages over bodies of water are thought to be blessed with friendly tides and calm waters. The Festival often encourages the eating of seafood, or the partaking of pleasures that traveled over water in order to reach the revelers.

### A Message of Faith

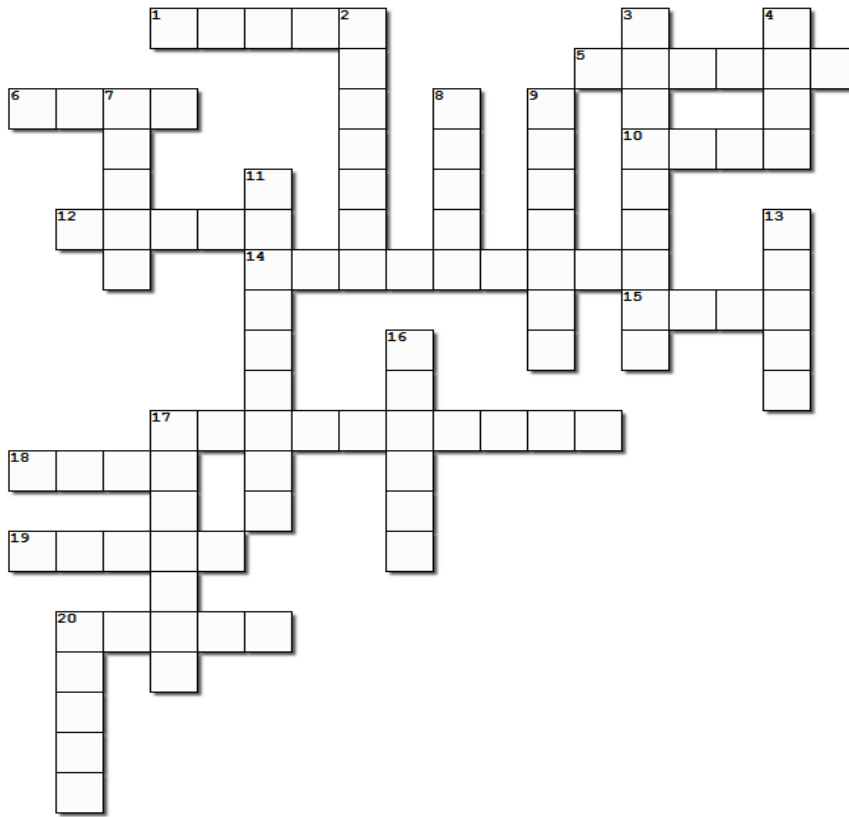
While I endeavour to include something relevant to just about anyone in these messages, in honour of the holiday I will acknowledge my own god: I am a priest of Alejandro.

Often, Alejandro's domain of love is viewed only in terms of the romantic. But the love of family, the love of friends and the siblinghood of service, and indeed, the love and passion for great ideas, all fall under the heading of 'love' in Alejandro's eyes.

It is easy, I know, to be jaded of love; many who have been hurt by holding a flame that burned too brightly shun such fires forevermore, and for understandable reason.

All that I may say then is this; it is my ardent belief that when the night is darkest, when the enemy is at the gate, and when all seems lost, what will remain will be faith, hope, and love, and greatest of these will be love.

# Crossword



## Across

1. beneath your neck, or holding goods
5. candy is dandy, but \_\_\_\_\_ is quicker
6. opened with a key
10. a hunting bird, 'eyes of a \_\_\_\_\_'
12. a woodwind - some are pan
14. god of love, poetry, and harp players
15. braided hemp or silken cord
17. a powerful spell to make a lasting flaming blade
18. fondness or affection
19. anger, often destructive
20. rams and ewes

## Down

2. what eyes and stars do
3. large white blind carrion eaters
4. a tome or volume
7. a young mortal before puberty
8. goddess of violent death and undeath
9. a land overseas that Malkin are from
11. a dungeon mechanism that is inevitably fatal
13. pawns and rooks upon a checkered plane
16. lyrical verse that often rhymes
17. used as a pen, or helps an arrow fly
20. like a large knife

# 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.

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

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