

The Adventurer

terra incognita

June?, 2025 A.T.

Trapped!

Adventurers beware! If you are fortunate enough to find this copy of *The Adventurer* and read its contents before finding a line of porcelain shards in the road, **TURN BACK!** What lies ahead is a veritable 'oubliette' created by a curse.

For those less fortunate, it is still valuable to review the facts, and *The Adventurer* shall provide. What we know is limited but growing with each passing moment: those within the line's boundaries are trapped inside

and unable to leave, each attempt at doing so magically transporting the escapee back within.

Inside the dome, those attuned to the divine have found themselves cut off, unable to contact their holy patrons. Magic seems to refuel in this space; study of spellbooks still provides the regeneration of magical energy, although the area's only effective node was destroyed in the past month, revealing a cache of bodies.

The goal that seems to lie ahead is to lift the curse, and resolve the story that summoned it. At present, adventurers are being watched by twin porcelain girls - one amicable, the other less so.

Although the specific path to freedom is unclear, it is believed that adventurers may need to find a servant of Jerroh to guide the souls of the girls to pass. Given a current and local paucity of Jerrohites, *The Adventurer* urges readers to band together and search for alternatives.

Porcelain Creatures Menace Stranded Adventurers!

Within this strange oubliette, the trapped adventurers have faced off against a few different kinds of threats. Notable – and perilous – however, have been the Porcelain.

Resembling in some ways children's toys with heads and skin made from a high-quality refined porcelain, these beings seem to lack the capacity to feel fear or even rage, their wrath spurred by causes unknown and unknowable.

The porcelain nature of these foes seems to be transferrable by powerful members among their number.

This strange state of being is not limited to bipedal mortals – adventurers and warriors have reported encountering bears, wolves, and other woodland creatures so affected.

Nevertheless, it is important to distinguish between this state and undeath; there are also shades of the fallen to be found in this strange mixed-up place.

Beware of another facet of these attackers – the capacity to throw shards of infectious porcelain into others. This causes a painful condition only removable by a skilled physician.

Treacherous Local Lures Adventurers into Collapsing Cave

Claiming that a number of miners had been caught in a mine collapse, and were being harried by monsters from the deep, a local with long blond hair, glasses, wearing a white tunic, and standing about five foot eleven, lured adventurers seeking to render aid to those miners into a trap.

Once the last of the forces dispatched to rescue the trapped miners were inside the cave, the entrance was collapsed. We may only assume that this was intended to trap them within, as they encountered light resistance in the cave itself.. Nevertheless

following the path against the possibility that the trapped miners were real, the adventurers encountered a large sludge creature and a blocked gate.

Unblocking the gate loosed a torrent of water that finished off the defeated sludge creature, but which led to the lower parts of the cave system beginning to flood. It was then a deep dive through treacherous waters, in order for the adventuring population to find its way back to the surface via another means of egress.

The treacherous local is now wanted for questioning.

Creature Feature: Porcelain Phantoms

Recent events have sought to overtake the adventurers once local to the area of Yorik. Ace reporter Dominic Blackdog ruminates on these recent travails below.

Night falls. As Callis' gift falls past the horizon, it is not peace that rests across the village, but eerie quiet. All is not as it seems. The world is too perfect. Nights falls... And they emerge.

What we know of the porcelain foes that plague the local town is limited, although we do have a semblance of a possible origin: the most prevalent rumor states that the local townsfolk, many years ago, attempted to ritually sacrifice a young girl in pursuit of immortality. This plan went as well as similar plans in similar tales usually do - that is, it backfired immensely and horrifically. By day the townsfolk hide from the monsters; by night, they polymorph into the very monsters themselves, forever trapped.

Whether you feel sorry for their torturous predicament or not, thereality is that it is necessary for adventurers to be prepared to face these foes.

Beings made of porcelain, they can be deceptively hard-hitting and surprisingly quick of foot, although few have the power to wield magic. Where their weakness lies is in their fragility: any effect, whether physical or magical, that can shatter items serves its purpose against the porcelain foe. For weaker iterations, the power can outright destroy them. Against stronger opponents it still effectively stuns them, leaving them reeling and weak while you and your compatriots can volly in with blow after blow.

A key facet to be aware of, however, is the curse they can inflict upon unaware defenders. Many have already fallen to the affliction - a touch of the same curse that has turned the villagers

into porcelain now lingers in many of the adventurers that have faced them. The full effects are currently unknown, however one of our own has already been transformed into a porcelain version of themselves. Various species of wildlife have followed suit, with wolf and bear variants emerging from the woodworks.

A final thing to consider: Whatever curse or magical backlash first created these enemies has taken a calling to tempting the uncertain and weary of soul. Beckoning adventurers to join their 'perfect, flawless' existence may be tempting for those suffering the brunt of melancholy.

Our best advice is to never travel alone, and to remember the companions you keep, for flaws are what make us unique; pain is what shapes the values fight for; persistence gives what we've lost life eternal.

Sink or Swim: What to Know About Water Safety

In an effort to support safety as many readers move to more aquatic-adjacent locations, The Adventurer has taken the liberty of reaching out to Captain Bartholomew Hibiscus Aquarius Brian Agueforth the 7th, captain of the fishing vessel Not For Sail, to provide knowledge and safe habits for newcomers to the area.

So ye wants to explore the depths of Lake Ire, aye? Listen close, landlubbers! The waters may be beautiful, but they must be respected, lest ye find yourself a watery grave!

The waters of Lake Eire chill you to the bone, regardless of the season! Aye, the surface from late spring to early might take on a more comfortable temperature, but any deeper than the shallows - or worse, a dive during the winter - will leave ye stunned and weak! Maritimers working during frigid seasons shill

our bounty aplenty to magic folks that can cast Resist Frost - this be one of the few ways to stop yerselves locking up in cold water.

Yer best best is to have yer hands and feet free to keep ye mobile: Keep both yer feet free to tread in place, and at least one hand free to swim through the chilly waters. All these adventurers coming in with greatswords and war axes and the like... Good luck! Anything more than one hand, and ye can forget it! Only thing that'll protect you 'neath the waves that can strike worth a damn are daggers, spears and tridents.

Those looking to dive deep for sunken treasure best know how to hold their breath! As a rule of thumb, the tougher the sailor, the longer you can survive. Can't take a hit fer shite? Time to stay warm and dry! Spend too long, and the world goes dark.. Much like waters

after ink.

All in all, if you respect the sea, whether you are jumping into the waves or admiring from a distance, Ol' Barty recommends that you be careful!

The Adventurer will run this column repeatedly as a public service for any new adventurers to the region planning voyages out to explore the near shores of Lake Ire.

We would also like to take this time to thank Captain Bartholomew for transcribing his own accent.



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 authority do guards or other law enforcement have outside of their jurisdiction?

It is the responsibility of every person in a land to try to keep and uphold the laws and ordinances of that land. However, there are some such as town guards, who have it as their full-time profession.

Within the area in which such a professional holds 'jurisdiction' (lit,

'the saying of the law'), which generally conforms to the area in which the person who gave them authority holds power, that authority and responsibility reigns. More senior professionals (such as ducal guards vs. town guards) may aid or request aid as the situation requires.

Outside of a lawkeeper's jurisdiction there is little that they can officially do under most circumstances. A law enforcement professional who is in the jurisdiction of another may request permission or offer assistance in keeping and upholding local ordinances, but if those laws differ from the lawkeeper's home laws, then the local rules stand.

The responsibility of a lawkeeper to keep residents of their jurisdiction safe is not removed by being outside of that jurisdiction, provided that they follow local rules in doing so.

An exception exists in the case of 'hot pursuit', which is recognized by a number of international and intra-kingdom treaties. A lawkeeper that is in active pursuit of a quarry that is fleeing, who has not halted in that pursuit beyond obliging physical needs, may continue to pursue up until the quarry is caught. At this point, there may arise a question of jurisdiction, especially if the quarry has perpetrated crimes where they are caught as well. This exception does not extend to bounty hunters.

When porcelain persists, punchiness is paramount!

Break some toys with a hammer or a mace that's ready for action!

Made *Yorik Strong*, Isaac's weapons are reasonably priced for the adventurer on the go!
"Trust your blade to the brand displayed!"

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)

There is nothing that can stand in your way, if you have friends and allies at your back. However, you should be wary – while you can no doubt trust them to do what they think you want, a breakdown in communication can lead to unintended strife between allies.

The Harp (Jan 29th – Feb 27th)

You will find new challenges in your path this month. These can also be new opportunities, either for enrichment or for personal growth. In either case, do not be afraid to back down if an individual challenge is too much to brace; another will be along soon.

The Fount (Feb 28th – Mar 30th)

If you don't like the weather, wait ten minutes. You will be in tumult this month, your fate uncertain as a number of unexpected happenstances will occur to you at once. Make a new friend and you will reap the benefits – just remember that sometimes you will be signing on for new foes as well.

The Dice (Mar 31st – Apr 28th)

There will be death close to you this month – not necessarily of a friend, family, or an ally, but someone close and

meaningful to you. Reflecting on what this means to you may help you to decide what to do next – after all, it may serve as a *momento moris* – all persons die as time marches its merry pace.

The Arrow (Apr 29th – May 27th)

A candle burns brightest when allowed to stand, and protected from the wind. Keep this in mind as you foster the skills of a friend, ally, or protege in the weeks and months to come. Offering some guidance, support, and protection from the buffeting winds and drowning waters will pay dividends as yet unrealized.

The Stone (May 28th – Jun 25th)

Strength flows from the belief that tomorrow can be better. There will be an opportunity to significantly improve your fortunes in the near future, if you have but the firmness of character to grasp it, and the belief that doing so will have the desired effect.

The Coin (June 26th – July 28th)

Sometimes a coin rests upon its edge. This is when you have the most opportunity, for at this inflection point, you might influence whether it lands dexter or sinister. Lucky numbers are 14, 9 and 11. Beware someone making an offer that seems too good to be true – it probably is.

The Spade (July 29th – Aug 30th)

Decide what is worth pursuing in life, and chase after it. You may find that you have less time than you might once have thought to make the best of the life available to you – so it behooves you to seek out that which is good in life, for yourself or for others.

The Blade (Aug 31st – Sept 27th)

This is a good time to pursue a meaningful relationship with another person. This does not have to be romantic – but the stars have aligned, and this is a good time to shore up a friendship, partnership, or collegial relationship.

The Mask (Sept 28th – October 31st)

The roundabout path will pay you the greatest dividend in the struggle soon to come. Direct action may produce direct results, but you may not be pleased with those results if you do not undertake the action with care, and with an eye toward lateral thinking and possibly even deception.

The Shield (Nov 1st – Nov 29th)

You may soon receive an outreach from someone who is a rival, an adversary, or even an outright enemy. They may make an argument that seems reasonable at the time, and it may serve your interests to hear them out, but be wary; this was not an adversary you picked up casually, and their motivation for trying to change this narrative should be treated at the very least as potentially suspect.

The Hearth (Nov 30th – Dec 30th)

Hold close to the precious people in your life. Take care to shield them from harm, while allowing them to express themselves in their truest form. Be wary of anyone who proposes that you take away someone's liberty in the interests of protecting their safety; if someone gives that up of their own volition, that is one thing, but not something that can be decided by another.

Better Know an Art: Theology

The Adventurer would teach of the magical paths available to those who seek them. In this first article, we shall discuss Theology, also known as the worship of the divine.

Religion within Ariel is ubiquitous: those who worship the gods are well served to know the roles that each plays, as there seems well to be a faith encompassing most every common element of living, both in the physical world and the relationships between mortals.

Too, the prayers to the gods work wonders upon

the mortal world, with mystical effects quickly to hand to the knowledgeable priest.

Without study into the nature of the gods and the miracles that they provide, the incantations that are used to call upon that power are without meaning. However, to those with such knowledge, these are elaborate prayers, calling upon the divine for intervention in moments of need.

At the beckoning of such invocations comes fire from nothingness, life-saving healing, or other miracles of divine will.

The theologian knows the common holy symbols of the divine, and what each god is responsible for. Too, the relationships between the divine gods of Ariel are often fraught; a steady knowledge of theology can help to determine how the gods best interact, with steady but fragile alliances, rivalries, and outright opposition based hatred spilling over to their followers.

Even well versed theologians will have some blind spots. There are some secrets within faith groups that are not broadly shared outside of

that group: understanding of the ways of a god that is available only to that god's inner faithful, and mystery cults that contemplate small, extremely specific pieces of lore that are not widely disseminated.

Inherent in most teaching of theology is the teaching of a form of meditative focus. Although the expression of divine energy into miracles comes through faith in a specific god, the study of theology is often compared to a kindling, where the building of energy within one begins. Through understanding comes focus.

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.

Due to delays from editorials to publication, this information may be outdated.

Friends and family are on the lookout for Arefa Blackdog. Last seen one month ago, running into the woods after being turned into a porcelain version of themselves. Minotaur. Appx. 5 ft 10 in. May have markings of a crescent moon on their forehead. Likely made of

porcelain. Searchers are encouraged to coax Arefa home, as her family miss her very much. Please speak to Dominic Blackdog or the Squire Viscera with any details.



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!

You don't need porcelain – you've bought your own shell, and it's *much tougher*.

***Keep yourself in one piece,
and shatter the foe!***

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

“When in duress, dress for success!”

Tales for the Table: A Grizzly Encounter

The Adventurer seeks to recount tales of adventure for the education, edification, and entertainment of a deserving audience. Today's 'Tales for the Table' comes to us courtesy of regular contributors Atropos and Gaster, who have composed a short recounting of 'A Grizzly Encounter', for the joy of the telling and the gaiety of nations.

If you find yourself with nothing better to do this summer, we would ask you to bear in mind an uproarious option for a day's activity: **Bear Hunting!** As we did last year.

Although their actions as of late had been polarizing, a small team of bounty hunters once again

found themselves in the good graces of their fellow adventurers after dispatching a bear that had developed a taste for human flesh. Emerging into a wooded clearing after a round of songs led by the man who would become the new node (Going on a bear hunt, BEAR HUNT, BEAR HUNT!) teddy or not, they rushed out into the forest, Sonthiel's golden locks flowing in the wind, where they were greeted with a grizzly sight. A bear devouring the body of an unfortunate human.

Confident that they had all the koalafications, the adventurers rushed the bear. The scene was pure pandamonium.

Lucius erected a bearier, from behind which Atropa and

myself unleashed a ranged assault while the others took to mauling their ursine opponent. It was pawsitively hair-raising, but no claws for alarm.

Within minutes the bear was defeated, and the taste of victory was as sweet as honey. Sonthiel walked away with its pelt, and the unfortunate human's remains were given a proper bearial. We walked back to the bounty hunter's guild as though returning from a summer pic-a-nic, singing the whole way (there was a bear, A GREAT BIG BEAR).

We engrage all who have the time to take up hunting should they be able to grin and bear it.

Much love,
Atropa and Gaster

Taq's Tactics: Imps (Infernal)

Description: Small red humanoid creature with horns, small tails and sometimes wings.

Locations: Located in caves that run deep - some were found in the Yorik Undercity. Usually appear at night time also, common in plains with other infernals. Can also be found next to mages that have summoned them.

Imps are mischievous creatures that are usually found in groups with other imps. Most imps can probably speak the common tongue, which means that fighting them can be avoided, but it is wise to be careful when dealing with an imp. While talking to an imp, they may try and use an effect similar to the charm spell on you, which can compromise your judgment and lead to you harming others.

An example of imps using charm would be: there was this boy who was charmed, and believed that the imps were his friends, he listened to the imps over his own mother.

If negotiations fail and it leads to conflict there are some things to watch out for. Imps tend to go for more swarm tactics, be prepared to watch all your flanks do not go after imps alone.

Imps are typically spellcasters so, watch out for potentially powerful spells. Dodging is the best skill to learn to counter this especially, if you can master it. The most common spell imps have is blink. They tend to use this spell to get away, or try to get behind the target for more damage and, sometimes to assassinate. So it's a great idea when you see one vanish to yell out "blink" or

"blinker", then find the nearest person or wall and go back to back to not leave your back exposed.

Overall my final thoughts on imps are, they are a tricky creature to deal with especially with the blink and charm. One alone can deal with a small group of new adventures that are not prepared. For a veteran Dealing with one can be challenging but not impossible but I recommend having back up as usually where there is one, more are on their way. If you have good support you should be fine make sure to have some remove charm spells.

Taq's Challenge Scale: With One being anyone can deal with this, and Ten being only a bunch of really experienced people could fight this:

Taq gives imps a 3.5/10

Editorial: Lost Time

So we're stuck in an oubliette.

It may be easy to fall into a state of despair or irritation at this. As mortals, we are finite; with only so much time upon this plane, any loss of time may feel like a personal insult, or indeed, a tragedy. With only so many years, the loss of what feels like a month doubtless delays plans and changes priorities.

Still, while time does not flow normally here, we have a

capacity to continue to learn and grow. We will keep ourselves and one another safe in this strange place, build the tools that we need to escape it, and perhaps set right something that's wrong.

If we take another month to escape, we will be two months older than when we entered. If we escape today, we'll be two months older than we were when we entered anyway. The only difference is how we get to spend that time.

Let's take chances, make some mistakes, teach and learn from one another. We have a chance, here and now, to experience something new, and to take what we learn here and use it the next time we're in a similar situation.

I can understand frustration – as a minotaur, I only have so many years myself. But don't give up. Hold fast, protect one another – we'll see the other side of this, and get out of here, together.

Oren D'vann Freedman, Editor

Matters of Faith

Holy Days Just Past

May 27th: Twilight Festival (Sasha)

Mages and other students of magic alike mark the twilight festival by trying to share the wonder of magic with one another and with the population at large. Beginning at sundown, this festival will often include a large meal, and demonstrations of magical power and use for the populace. New arcane apprenticeships often begin upon this festival.

June 12th: Mother's Blessing (Atha)

The priests of Atha mark the 12th of June as their holy day, when the woods are warm, with leaves thick on the trees. The first of the spring crops are available to be blessed, although priests of Atha will often renew blessings upon farms and mines on this date. It is considered good fortune to tithe to shrines and temples to Atha, to ensure a bountiful harvest to come.

Forthcoming Holy Days

July 10th: 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 16th: Summer's Fair (Marius)

Often marked with bazaars or markets that spring up at dawn and vanish as midnight approaches, Summer's Fair is a midsummer festival in honour of trade and commerce. Servants of Marius will often travel from town to town, offering blessings upon the joyous commerce that occurs within. New trade deals are often signed or blessed upon Summer's Fair

A Message of Faith

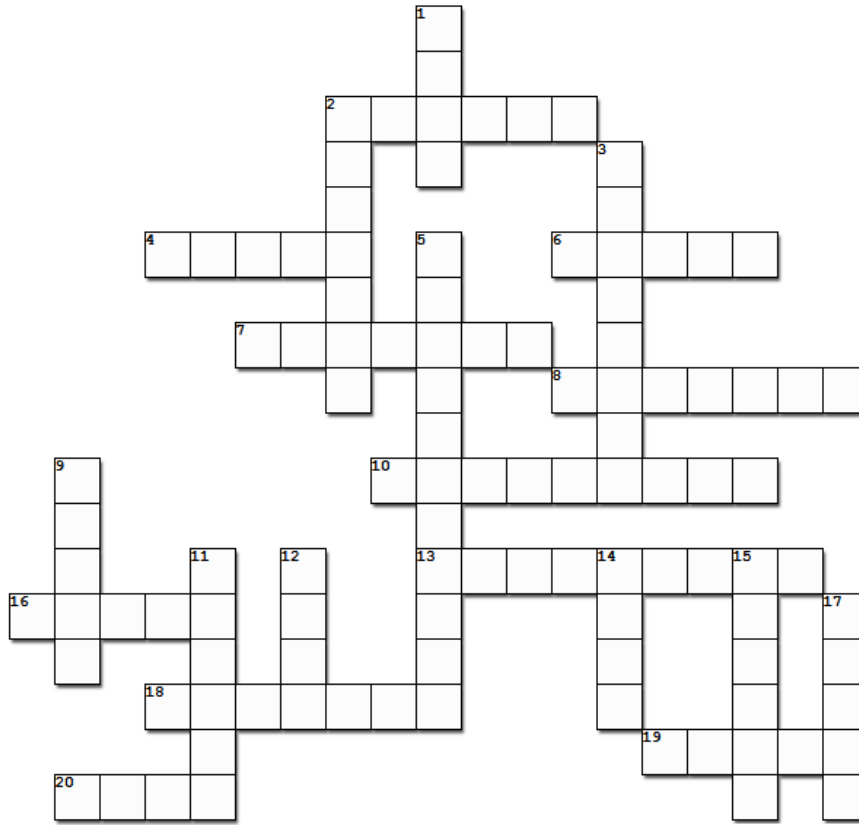
I would like to take this time to speak on banality, and how it can sometimes cause the undermining of faith.

It is at least somewhat acknowledged that familiarity breeds contempt. In truth, there are things that we should be contemptuous of, the more for their familiarity; cruelty, the objectification of one another, and the inclination toward fast solutions that cause more troubles in the future.

But just as there are things where familiarity should make us contemptuous, there are things where even the familiar should maintain a vestige of wonder. Sunsets are often the same (or substantially similar), but each one is a thing of beauty, even if they are not unique, after all.

We may see a lot of things, and that accumulation can lead to us being jaded when we encounter new things. But even if there is nothing new under the sun, the sunset is beautiful.

Crossword



Across

2. Written magic for casting
4. A long blade
6. Danger, usually imminent
7. A nearby city-state
8. The veil between this realm and the next
10. An almost inescapable lethal defensive device
13. Written magic for study
16. A bloodsucking worm
18. A metal-like wood
19. A little bit of lightning
20. A bee's beer

Down

1. 'Large' as a wolf or rat
2. Don't fight them in caves
3. Star sign Feb 28-Mar 30
5. A sending on the breeze
9. A prerequisite for mead
11. A portable wall
12. Thick braided cord
14. A guitar-like stringed instrument
15. One neither subject to, nor protected by rules
17. A ground shake, an earth _____

Riddles

Riddle 1:

I hide away what's kept inside,
And with a shackle keep it shut,
Seek one with teeth to open me,
And so from coffer, open, glut.

Answer 1: *kcoL*

Riddle 2:

I am a word on the breeze,
Secret-keeper,
Scarce to be overheard.

Answer 2: *repsihW*

Riddle 3:

We take you distant places,
While sitting very still,
Upon this earth, our very birth,
Was sprung from inky quill.

Answer 3: *sdrow nettirW*

Riddle 4:

I have some numbers on my face,
But you won't find '13'
anyplace.

Answer 4: *kcolC*

Riddle 5:

What room has no windows
nor doors,
And appears after the rain
comes?

Answer 5: *moor"hsuM"*

Riddle 6:

I have no weight of substance,
but even the strongest cannot
hold me for longer than a few
minutes.

Answer 6: *htaerB*

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 townfolk 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: At time of printing, this project has begun, and is seventy percent of the way to completion. Check at the local planning office to help out.

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 over 1/2 complete. Further funding, as well as materiel and skilled labour is required in order to finish this ongoing project. Check at the local planning office to find out how you can help increase prosperity.

Update:

The Duchy of Gelrich recognizes the hard work and contributions of all who have contributed to make her lands prosperous and her people hale and able. There will be a brief moment to recognize some extremely generous givers on May the 10th.

Although this ceremony is meant to recognize individuals who have had the capacity and ability to give generously, all contributions from all persons have helped to make our home a better place to live.

It shall herein be noted that the generous contributions of the townfolk, once of Yorik, has been recorded and word sent to the kingdom archives, for the hard work and valuable contributions that its citizens and yeomen have put toward the furtherance of the common good.

Tool Highlight: Potions vs. Scrolls

The Adventurer seeks to highlight a few of the tools useful in the business of adventuring, and how to use them to the greatest effect. In this issue, we explore one-use magic in the form of scrolls and potions.

While mundane equipment can be more useful than some people might imagine, it is perhaps unsurprising that magic – in all of its many incarnations – can be truly game changing. Although lower level spells will often replicate the effect of hard labour and training, some higher level spells like *Life* can do things that no amount of mundane ability can replicate, like restoring life to the recently dead.

Broadly, potions are alchemical or herbal mixtures formulated to keep and capture magical effects as per existing battle magic spells. These effects then apply to anyone who consumes or applies the potion or oil thus created. With some exceptions, potions can be used by anyone, and the effect applies instantly to whomever uses them.

Although versatile, this means that potions that contain hostile spells are rarely as useful. As well, a potion that is spilled or whose container is broken is lost. This does not mean that they are not useful, but it means that special care must be taken to ensure that they are kept safe, especially in a dangerous situation.

Scrolls have a higher barrier to entry for use, but can have more varied effects. Unlike potions that can be used by anyone, scrolls require the ability to read magical writing, something that can be learned or gained through use of spells like *Arcane Lore*.

Scrolls describe the shape of a spell with the magical effect established within, and list a few words to loose that spell as if the person reading the scroll were the primary caster. This magical effect can be any battle magic spell, and unlike casting a spell from scratch, if a scroll is misread (and the activation incantation fumbled) the effect does not happen, but the scroll and its magical energy are not used up.

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.

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

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

Recipe of the Month: Sour Cherry Jam

As we get into the soft stone-fruit season (one presumes), it can be useful to make preserves to hold a taste of summer for the autumn and winter months. Sour cherries grow in abundance in the lake region, and can make for a delightful jam, suitable for toast or scones.

This recipe uses vacuum canning – while other options are available, vacuum canning produces reliable and sterile results, always useful when canning high-sugar recipes.

Ingredients

4 Cups stemmed, pitted, chopped sour cherries
7 Cups white sugar
2 Pouches of liquid pectin

Directions

It is important to sterilize the jars. The jars should be washed with soapy water, rinsed and then filled with boiling water, before they are filled with the jam.

The lids should be placed in boiled water (boiled and still warm, but not boiling) to activate the rubber on the lid. The lids cannot be reused. Replacement lids are available at most hardware stores or even the grocery stores during canning season.

Finely chop the cherries until you have 4 cups of prepared fruit.

Add the prepared cherries to a large stock pot (the mixture will double in size when it is boiling). Add all the sugar. Stir well to mix.

Bring to a full boil (means that you cannot stir down the boil with a spoon) and boil hard for 1 minute.

Remove from the heat and stir in the Liquid Pectin. Stir and skim off any fruit foam with a metal spoon for 5 minutes, to prevent floating fruit. Foam contains a lot of air and although it won't hurt you, it will reduce shelf life of the jam.

Empty the hot water out of the Mason jars and ladle the hot jam into the sterilized jars within 1/4-inch (0.5 cm) of top of jars. Wipe jar rims removing any food residue. Centre sealing discs on jar rims. Screw band down until resistance is met.

Continue to do this until all the jam has been used up. If you do not have a boiling water canner, you can leave the jars on the counter and they will most likely seal. The canner just gives you a better result. Any that do not seal should be kept in the fridge.

Place 8 jars at a time in the rack for the boiling water canner.

Using oven mitts, lift the rack into the boiling water. The water should cover the top of the jars. Place the cover on the canner and process the jars for 5 minutes

Then remove the rack from the canner and place the jars on a heat proof board on the counter. The jars should not be moved for at least 12 hours, so that they can cool and set the lids.