

# The Adventurer

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March, 2026 A.T.

*a falsis principiis proficisci*

## Adventurous Glimpse Into the Past

Following the vision of a strong light on the horizon, a number of adventurers local to the Sandy Bay area uncovered an unusual occurrence on Anajaream's holy day.

On a rocky peninsula jutting into the Ire, the adventurers, led by local merchant Harris and a colleague, were able to find a worked stone room clearly once a cave, that held the remnants of a workshop thought to have been put together centuries before. The room had been stripped of valuables, but something

unusual had been left behind.

An anomaly, placed, left, or accidentally manifested for some reason, allow for a brief vision into what appeared to be the past. How far, it was difficult to determine; physical evidence supported the theory that it was a vision of the past, as furniture that had left marks upon the floor was still present in the vision.

Although sound did not carry either way through the portal, it did not seem that it was possible

for beings in the past to perceive anything happening in the present.

Within the room was a young person, human or elf, apparently male, with some physical resemblance to a self-styled lord of this region recently escaped from the Mists. Whether this was this person in truth, or a near resemblance, is impossible to tell at this time.

To the best of this paper's knowledge, the window is no longer open.

## Tipsy Tortoise Hosts Lovers' Dance Party

A successful party celebrating Lover's Dance was undertaken within the newly named local pub to the Sandy Bay area, the Tipsy Tortoise.

The owner, Cook, was so good as to serve a hearty meal to all present, and there were crafts, a reading of poetry, and some games.

We are pleased to report that a local fisherman and cleric of Beldon successfully proposed to their intended, after a brief hiccup involving an heirloom ring which was stolen from them, but which was recovered safely by members of the town.

Unfortunately, not all was well; as the previous day was Friday, February 13<sup>th</sup>, remnant undead forces presumably brought to the area by Stasans celebrating their own holy day. This led to some conflict with these undead, as they sought to assail travelers and kill the living.

The Adventurer is pleased to report that Stasa's holy day was passed with few casualties, and that the undead were roundly defeated in time for the proper observance and celebration of the Lover's Dance. Many thanks to all who went out of their way to make the day pleasant.

## Local Fisherman Beaten To Death On Road

An as-yet unidentified fisherman local to the Sandy Bay area was found brutally beaten to death in the area by the crossroads adjoining the forest on the road out of town.

It was revealed to the small party that this unfortunate had been seeking a 'big break' to get out of town, and had made off with goods belonging to another local. A gang of humans making camp in the nearby woods accosted this fellow for his goods, and what was intended to be a mugging became a murder.

It is at this time unknown to whom the goods

belonged, for they bore no name or label, but a locked chest was found with the miscreants, and was revealed to contain the stolen goods.

At present, the captured members of the brutish squad are being held at Stelton constabulary, with the stolen goods held in evidence. These goods, which contained a marble bust, some coin, and an unidentified herbal mixture, will be returned to their lawful owner as soon as they can be identified.

One member of the assailants managed to escape, be on the lookout for <short, accurate description>.

# Adventuring Technique: How to Read a Body

*It is the goal of The Adventurer that all of its readers find something of use within its pages. In this article we will briefly go over possibilities of how to investigate a body that you come across, which may shed light on who the person was and how they came to be there.*

It is a sad fact of the profession of the professional adventurer that they will, in the fullness of time, come upon someone who proved unequal to the challenge of mortal danger.

Knowing who such people are can help to determine the existing threat of the danger, and may allow you to pass along news or remains to next of kin.

While The *Adventurer* fully respects those who have become so senior physicians as to know how to perform an autopsy, or cast Death's Delving, this is for the lay-person's usage.

## Check for Papers

Obvious but sometimes overlooked, ID paperwork can swiftly solve the riddle of 'who this person was'.

## Fresh Blood

It may not be all belonging to the victim, but thicker pools of blood will take at least two hours to dry completely. If the blood is fresh, the wound that shed it is more recent.

## Appraise Possessions

Not just for those seeking to steal from the dead; check to see what the person had that is unusually valuable – this often helps to tell you what they found important.

## Check for Defensive Wounds

You may not be able to tell a fire burn from an acid one, but if someone has wounds on their forearms or hands, it may be that they were attempting to defend themselves with them, meaning that they may have seen their attacker.

## Check the Shoes

Shoes, boots, or bare feet may be carrying traces of where someone has been! If you are familiar with a region, you can check to see if there is soil or foliage detritus that does not match the immediate area.

## Identifying Marks

People will often get piercings or tattoos as a part of their self-expression. Such markings may not be unique, but may help you to identify them, or speak to jewelers or tattoo artists.

## Check for What's Missing

Often if someone has been defeated by a wild animal, or been subject to targeted killing, their possessions will be intact. If someone has a purse, they may have been victim of such a misfortune – in contrast, if it looks like they have an empty piercing, or a mark where a ring once pressed into their flesh, it may be that they have been overcome by someone who wanted their things.

# Adventuring Technique: Tracking

*It is the goal of The Adventurer that all of its readers find something of use within its pages. In this article we will briefly go over some very basic technique regarding tracking a person or creature that is moving through the wilds.*

It should be noted that one of the most challenging tasks that a hunter or tracker can undertake is to track someone on a road; this is by way of being a needle in a needle-stack, and provides such difficulties that only those quite proficient might be able to discern one set of footprints from another, if even then.

Through untrammelled wood however, someone with basic understanding of woodcraft may be able to follow a quarry inexpert at evading detection. All of this is only supplemental of course; while useful for the purposes of tracking down a quarry, it is better to be familiar with the first principles of tracking, before seeking to make best use of these few techniques described below.

## Foot Markings

Spring and Winter are gifts to the tracker, for snow and mud will often leave quite clear foot markings if you follow along quickly enough. Remember that both snow and mud may shift slightly after the foot markings are made; even if a mark seems slightly too large or small, there is a chance it is still correct.

## Fabric and Thread

Moving even carefully through a brier or bramble is a good way to leave evidence of your movements behind! In addition to providing a physical trail for trackers, such clues can also inform trackers about what the quarry was wearing, which may be useful in predicting their movements (someone who is dressed lightly in cold weather is likely to seek shelter, etc.)

## Blood and Spoor

If you know that your quarry has taken an injury, it is possible that they may leave a blood trail. In other cases, if they have been on

the run for some time, they may have paused to relieve themselves. While the latter may be more difficult to positively identify (the woods are full of creatures that might leave similar 'trails'), it can help to determine behaviour.

## Be Careful Where You Step

It is entirely possible to accidentally destroy traces of a trail by poorly placed footfalls. Approach visible markings with care, and take your time – if possible walk on the side of the foot to minimize your own footfalls to avoid disturbing potential sign. Where possible, carry tweezers or tongs and a clean bag, in case you come across scent markers that could be used for tracking with dogs.

## Magical Evasion

The wizard's equivalent to wading upstream is to blink-walk away. True teleportation can't be tracked, but blinking only allows a spell caster to go to a point currently within view. Check around!

# 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 are the rules about taking items from defeated enemies?**

It is not uncommon for people capable at arms to be called upon to defend their home or to help the guard in the completion of their duties. Outside of a time of war, this is an ask, rather than a requirement, but adventurers in particular will often fall into this category, and then seek reward.

Under King's Law, there are narrow bands from whom taking goods, coin, or equipment is explicitly permitted. Bandits on the King's Highway who are stopped in the course of their crimes may have their goods seized, although items that can be identified as belonging to a particular person or persons should be returned.

Bounty hunters, guards, and adventurers called upon to assist both may not seize property from persons sought for their bounty, barring an explicit court order permitting it. Such equipment is evidence, and unless, following trial, it is seized to pay the capturers, it is

still property of these persons.

Goods or equipment found in a sanctified tomb are considered to be grave goods; weapons and equipment used by the undead are not. Grave goods may not be taken, as stealing from the dead can cause them to arise as undead, seeking redress.

In war, or when facing enemies of all living things, seizing goods is deemed as plunder under military law. Again, if these goods are found to have been stolen from person or persons and can be positively identified as such, it is the duty of any adventurer to return these goods, or possibly face penalty for theft by finding. This charge is relatively uncommon.

**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>)

Your fortunes are due to change, for better or worse; it may be time to ensure that long-term projects can manage themselves for a little while. Be careful when offered something that seems a little too good to be true; it might just be that it is.

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

Strength isn't always in the arm, but sometimes in the many arms; gather friends and allies around you to weather out the coming storm. Just because winter is nearly passed does not mean that it is entirely done with you, literally or figuratively.

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

If you take the time now to fill the cup of another, they'll be there to fill yours in turn. This may be a good time to take a chance on a new relationship; while there is always the chance that you'll get burned, the only way to start something new is to begin it, and nothing ventured will gain nothing.

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

While coin is unquestionably the coin of the realm, it is worth considering what else you might have to spend – and if

what you get is worth the expenditure. It can be that your outlays add up without your noticing, and a bill that you had let go long unconsidered may demand to be paid in the near future.

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

This month, while it never hurts to be considerate of the feelings of others, directness and frankness in matters will be your friend. Too much equivocation will surely mean that you get nowhere near where you need to end up. **The Stone** may have insight for you this month.

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

You are likely to be in a physical conflict that is by no means assured in the near future. Keep your friends close, and your enemies on the far end of your weapon or shield. Barring that, at least know where they are – this month is rife with what may take you unawares.

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

Work hard to keep the scales balanced, because an imbalance spells certain trouble in your near future. You will soon meet someone with a profound influence on your life going forward. Your lucky numbers are seven, three, eight, and fifteen, and selecting one of them soon will be important.

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

Many hands make light work! Reach out to a friend or loved one with help on a task or project that seems too daunting, and you may be surprised how willing they are to assist you. This may lead to future favours being asked of you in the future however.

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

Rule by the sword lasts only as long as the blade remains sharp. Instead, consider investing in goodwill; if you rely too heavily on any one feature, you may find that you have come to be defined by it, for weal or for woe, and this may please or displease you.

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

You will face off against something frightful in the near future, and you should talk with someone to avoid having an aversion to related matters moving forward. Your courage is not just found in whether you can stand up against a foe, but if you can accept help afterward.

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

In the face of adversity, remember that the hammer makes the most movement, but ultimately is broken by the anvil. If you cannot face a challenge head-on, then consider facing it by making yourself resilient, in whatever form that happens to take! You will then have strength to topple foes and support friends, because you did not waste it.

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

**The Shroud** may require your assistance in the near future; consider if you are able to give it, for they may prove to be a grateful friend. If you cannot find kindness in your heart, consider self-interest; the miser has few friends when they find themselves in need. You will encounter a being of the undead in the near future, who will likely seek to unmake you in some significant way.

# Better Know a Faith: Beldon

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

Beldon, High god of Water and waterways, is a child of Elieff and one of the five elemental gods that help to represent the building blocks of the physical world.

Revered by fishermen and sailors, the faith of Beldon is not as universal in Harodom as that of Atha, but shrines and churches to Beldon dot every port town and many rivers within the country.

Although Beldon is nominally opposed by his brother Callis, god of Fire, this relationship is elemental rather than ideological (in most cases). Fire seeks to boil away water; water seeks to drown fire. As a result, while some militant sects may work violence against their counterparts, this is not nearly so common as it is within other oppositions within the pantheon.

Although not morally aligned, Beldon's faith holds that during times of great evil, great waves rise up and flood the land; whether this is meant to be taken as a

literal truth, or if it is a moral for followers is fairly uncertain. Indeed, as Beldon's followers are known as the 'Wave Riders', it may well be that this is an injunction for them to stand up for their communities.

Beldon's allies are two of the other elemental gods; Atha, goddess of the Earth, and Alwyn, god of the wind and storms. Often, where shrines of Beldon stand, there will be shrines to Alwyn as well, most notably at ports on large bodies of water. While sailors revere Beldon's primacy over the water itself, they acknowledge that the

wrath of Alwyn is enough to bring low any ship at sea.

Water's ability to heal or to destroy is celebrated by Beldon's faithful on March 3<sup>rd</sup>, known as the festival of sails. Although in this part of the world many waterways are still frozen over and impassible at this time of the year, some areas celebrate with a regatta or fishing derby.

The faithful of Beldon have many ways to show their devotion to their god, but chief among equals is fishing, which the Beldonites claim teaches great patience.

## Community Board

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

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The *Adventurer* is pleased to report that the wizard Al has been granted an artist's patronage. Please inquire with the paper if you are also interested in one.

Rumours abound that spring's growth is unusual this year; abundant in some places, and stunted in others. The cause of this phenomenon is as yet unknown.

\*

People have been finding an 'Onion' card in decks of cards. It is as yet unknown how this suitless card interacts with common card games.

A recent meteor shower threatens the forthcoming of numerous infernals breaking through the barrier. Community leaders appeal for calm.

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*Omens:* A thrown coin lands on edge; a wishbone snaps perfectly in half. The fate of this month appears to rest in your hands.

## A Poem: "Dwarven Noble's Lament"

*This poem comes to us from Gaster Avenal.*

\*

Everyone thinks I am gay for my best friend.  
I would be a massive hypocrite if I didn't commit to allyship.  
I almost don't want to let them down.

When we were in the military,  
we spent three days and nights

following some bad people  
who had captured two of our  
comrades.

He was my eyes and ears,  
and I was his strength.

When we caught up to them,  
we found our friends  
on top of a pile of bodies,  
stoned out of their minds.

They said I was gay for my  
best friend.

I can't be mad.

Bless you laddie.

# Editorial: Law and Justice

Even as a magistrate, I am forced to admit that the law is not always a perfect servant of justice. Laws are written for many reasons, and although in this land, effort is made to make laws that serve the cause of justice, no system can be made perfect.

We are forced then to seek either compromise, or when possible, mercy. Perfect justice might demand blood; but then, what will we do when too much has been shed?

Recently, I was reminded that most grasping for the next new thing comes from need, or fear of need. True, some – especially those who become too accustomed to having that which they seek, unchallenged – make a habit of taking. But others just need a chance.

All of which is to say, take care in your actions in the days and weeks to come. We will best be defined not by our strict adherence to all systems in all cases, but in our ability to see

what serves the cause of justice, and what punishes those who fall between the cracks.

Even if you are not in a position to arbitrate the law, extending mercy, understanding, and compassion to your fellow travelers along the road of life will do you more benefit than harshness or cruelty, and make the world one in which we are better able to live, thrive, and support one another.

*Oren D'vann Freedman, Editor*

## Matters of Faith

### Holy Days Just Past

*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.

### Forthcoming Holy Days

*Friday, March 13<sup>th</sup>: Stasa's Harvest (Stasa)*

It is usually the case that undead proliferate on Stasa's holy day, but unexpected deaths should also be more closely inspected. Murder – especially murder that is difficult to detect – is frequent on this day. Be wary, and watch out for friends and loved ones; travel in groups, and be wary of any offered food from strangers.

*March 21<sup>st</sup>: Spring's Birth Festival (Apenca)*

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

### A Message of Faith

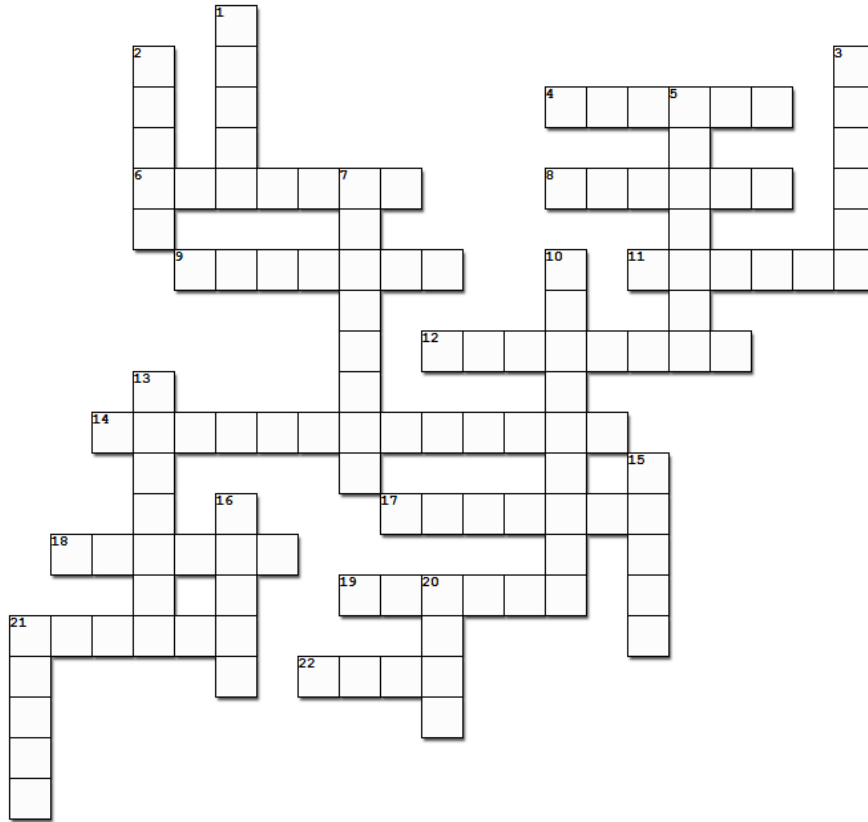
I would speak on the matter of despair.

Despair is as toxic as many poisons and venoms found in plants and animals; except, instead of undermining the proper functioning of the body, it instead undermines the functioning of the mind.

Despair's approach can be subtle; the whisper at the back of the mind of being not enough to meet the challenges of the day, or that there is no way forward. Sometimes despair is more subtle, promising that there is only a path forward if you compromise something important about yourself.

The antidote to this toxin of despair is hope; the knowledge that there must be a way forward, even if it is not obvious. Hope is served by reason and thought; finding the right next step may take time, consideration, and hard work, but it can be realized.

# Crossword



## Across

4. The Duke's surname.
6. The duchy we are in
8. A weapon coating, or coin
9. Two per nose
11. Walking corpses and skeletons
12. A simple flame spell
14. An alchemy to detect magic
17. A bag, often crossbody
18. An implement of harm
19. A noble-at-arms in service to another
21. God with holy day 'Festival of Sails'
22. A shield, or a sail on a string in the wind

## Down

1. A magical effect
2. To evade, or get out of the way
3. Another term for arcane magic user.
5. A seer or soothsayer
7. Another term for hardened leather armour
10. Uses leverage to hurl enormous rocks.
13. Son of the unwed, or 'hand and a half' sword
15. Direct, or the type of weapon a mace is
16. The current astrological sign
20. The middle of a month, typically the 15th or 13th
21. Spring's this is March 21st

## Home is Where the Hearth Is

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z

A U S G J U Y E M E L F Z

P U G Y G S S O U S E K Z X

S L T S L E Z U

!

# 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.

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

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

## Recipe of the Month: Rhubarb Strawberry Crumble Pie

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

### Ingredients:

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

### Crumble Mixture

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

Preheat oven to 400 degrees F.

Prepare half of the pie pastry recipe (below).

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

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

Spoon mixture into the unbaked pie shell.

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

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

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

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

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

### Simple Pastry Recipe

#### Ingredients:

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

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

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

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

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