

The Adventurer

de novo

May, 2025 A.T.

Underwater Battle Challenges Sandy Bay Travelers

An upset to local energy patterns led to so-called 'ley lines' being disrupted in an area not far from Sandy Bay. Although sorting out this chaos took a great deal of time and effort, with strange elementally infused beasts being called forth from the ether, there were greater perils still.

Because these elemental lines had become 'tangled', the risk was that this would cause knock-on effects further down the line – and that these lines extend across the entire world.

While the threat that this posed was not catastrophic – and perhaps that term is used advisedly, given recent interactions with 'catastrophic' beings – it would have been significant and spread.

The adventurers once of Yorik came to understand the existence and proximity of such a tangle in a large underground cavern filled with water. Cutting into the top of the cabin from above with a crew led by the minotaur Rex and the human Rider, the teams

Of adventurers descended into a cthonian abyss, where they encountered massive oversized sea creatures. From shrimp that moved with such alacrity as to stun a foe by sheer proximity, to huge lion fish capable of deliver debilitating poisons, perhaps the most perilous was a massive lava shark.

Imbued with elemental powers, the adventurers were able to untangle the knot – but the battle was great, and who knows what other deep sea creatures might yet be found beneath the earth?

Moby Duck? Foul Fowls Fight as Fierce Foes!

Adventurers in the Sandy Bay region were given cause to make war with fowl foes indeed – a group of ducks, apparently imbued with magic, along with a fierce 'cobra chicken'.

These ducks – unlike the more conventional fowl with which they shared many characteristics – were fierce in their fighting, and fought, not fled. Their bills were piercing, scoring hits through narrow holes in chain, leather and plate coverage.

The cobra chicken, a strange mutant that came to grow three heads, was if anything worse, with

a mighty honk that shook the very foundation of the world itself, and a speed that caused it to blur with movement.

Fortunately, a team of doughty and stalwart adventurers were to hand, and made war against these avian adversaries. Though the battle was mighty, the heroes won the day, saving a number of noncombatants local to the region from birder (a new term for bird-murder).

Recovered was a mysterious golden egg, thought to be able to mark any who eat of it as a hero.

Strange Journal Fragments Scattered Near Sandy Bay

While doing battle with elemental creatures, a team of adventurers found scattered pages, marked with notes of magical inquiry and an obscure code.

These codes revealed that others had traveled to this region before, and although decoding them took a great deal of time, offered insights into the possible secrets of the region.

These clues proved invaluable insight as the adventurers moved through the region, as it gave essential context to the strange foes that they faced and the elemental mystery all around.

The precise nature of the author of these journals is yet to be determined, but they appear to have been an arcane researcher of some description, seeking some manner of magical device, tool, or weapon, with which to avenge some past wrong.

This is simply another reminder that the study of cryptography can be essential for an adventurer on the go – one never knows when one will need to acquire clues from those who deliberately obscure them, and no spell yet exists that can break code with alacrity – it is a matter of your own wits.

Elemental Chaos

Harries Adventurers

Recent events have sought to overtake the adventurers once local to the area of Yorik. Ace reporter Dominic Blackdog gives a brief summary of these travails below.

Trouble continues to brew in the Sandy Bay district since the turn of the new year; The group of adventurers seen in the area of Sandy Bay have now recently been spotted fending off an incursion of elemental creatures. Whilst exploring an abandoned settlement, long lost to time, sources claim a mysterious mote of energy drew these creatures to the material plane.

Attacks like these were not limited to the immediate area, although sightings beyond the boundaries of the abandoned settlement were rare and far between. Eyewitness sightings indicated floating jellyfish that danced on the wind, giant crabs made of stone, and flaming

gargoyles among some of the entities spotted during this period.

With a third straight month of supernatural and magical events occurring in the region, some adventurers are worried that it is their presence that is to blame, rather than issues arising of their own accord. "None of this was happening before we arrived," one anonymous source comments. "Now, all of a sudden, archfey are visiting, creepy dolls show up on people's doorstep, a seamonster crashes a cherished community festival, and now my campfire is attacking me? I am worried I would be more helpful just by leaving!"

The Adventurer advises travellers to steer clear of elementals, as their strong attunement to magic can make defense difficult. If one is forced

to defend themselves, utilizing means that contradict the elemental's attunement are the most effective - water elementals, for example, do not fare well against heat or fire magic; the opposite lies true as well. Although this is a good rule of thumb the Adventurer still strongly advises against relying on this assumption - as the exact opposite may, in fact, be the case.

Though these traveling adventurers have in the past worked with the dukes and lords of Harodom, this past notoriety has seemingly done them no favours to protect them; many wait to see what curse they will draw in next, with most worried for their future - only time will tell how beneficial these adventurers truly are.

Thanks to Dominic for this glimpse into the response to recent adventures in the Sandy Bay Region.

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: Can guards or bounty hunters really take items from people that they capture?

Although town guards and bounty hunters may relieve a captured person of their personal effects when they are taken into custody, you do not default your worldly possessions.

Unless the items that you have at the time of your capture are the proceeds of theft or other crimes, your items

remain your own even following an arrest.

Guards or bounty hunters may temporarily remove items from your person if they believe that leaving them there would cause you to be a danger to yourself or others. These would include weapons, scrolls, potions, alchemy and toxins, as well as visible holy symbols or items suspected to be magical items.

Upon seizure of these items, they are delivered to the town guard for itemization, and suitable items will be returned upon time of release.

Illicit items such as garrotes, profane

holy items, illicit alchemies or herbal mixtures, or scrolls or other items that can be used to cast illegal spells will be held in evidence, and not returned, pending the ruling of a judge. Items that are the proceeds of theft will be returned to their rightful owners if possible.

Town guards and guild bounty hunters derive their income from their work. Town guards are paid a wage for their labour, and bounty hunters receive an agreed-upon amount for each capture that they perform.

Attempts to bribe agents of the court or sworn guardsmen will be punished harshly. Items stolen by same will be treated as theft.

Sometimes you catch a fish, sometimes it catches you.

Have a stout blade to ward off pesky pesces!

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)

Truth can make you free – or make you fret. When you're trying something new, look for the things that give you pause, and consider why they do so. It may be an unconscious bias telling you what you're going to need to watch out to in the near future.

The Harp (Jan 29th – Feb 27th)

Open your heart to the chance of finding something that moves you, excites you, or even just gets you out of your comfort zone. Without putting yourself into a position you haven't been before, you won't realize outcomes that you haven't realized before.

The Fount (Feb 28th – Mar 30th)

There's no one thing that you can do that will better your life – improvement is incremental for you in the next month, so try to do things that support the overall goal, and don't look for a single arrow to pierce the heart of your goal. Be wary; there are some one-stop shops for defeat!

The Dice (Mar 31st – Apr 28th)

Chance will not be on your side this month. Trust – but verify. You're going to need the support of those around you,

as the world itself and the chances may seem to turn against you. If you're not careful, it can be easy to despair – this too shall pass, so don't worry too much about a span of ill luck.

The Arrow (Apr 29th – May 27th)

There is a deceptive element in your near future. Someone will either tell you a lie, or tell you a truth that leads you to a conclusion that is different from the factual truth. You will find that the distinction is very fine, but it may be that the misleading truth is non-intentional. Lucky numbers 3, 7, 13.

The Stone (May 28th – Jun 25th)

Do not harden your heart against the possibility of being betrayed or losing something precious – the surest way to lose something precious to you is to set your heart against the possibility of retaining it. The pain of loss is less than the loss of opportunity.

The Coin (June 26th – July 28th)

This month will bring something into your life that is new to you – and that may make your life significantly better or worse, but different regardless of any other qualifications. **The Shield** will have some valuable insight about your new situation – don't be afraid to take their advice.

The Spade (July 29th – Aug 30th)

Taking chances that might seem as if it is recklessness may be to your benefit this month, but do not get in over your head. You will want the support of a diverse group of skilled associates, if you want to see success in your endeavours in the near future.

The Blade (Aug 31st – Sept 27th)

Unlucky at cards does not necessarily mean that you will be lucky in another capacity. Play your cards carefully – you may find that you have fewer than you initially thought. Beware someone in green offering a deal that requires you to cross a moral threshold.

The Mask (Sept 28th – October 31st)

This is a season for planting, not reaping. Invest in friends and relations, and even if the dividends don't appear in the form of coin, the relations that you help to build and the people that you assist will prove to help you grow as a person and further your own goals in the fullness of time.

The Shield (Nov 1st – Nov 29th)

A friend will reach out to you for some kind of assistance – anything from advice to physical aid. This may require you to spend something precious to you that you had intended to reserve for your own purposes. This is not inherently a bad thing, but it is definitely worth thinking carefully about – it's always good to help a friend, but coin that is spent is spent, and may not swiftly return.

The Hearth (Nov 30th – Dec 30th)

It can be possible to wander so far from the path that it is difficult to find your way back. If you find yourself lost, stop walking, and try to get your bearings. You will face some physical threat this month with a magical element that will not have an obvious solution. Try thinking outside of the box in trying to resolve this conflict – direct solutions likely to fail.

Better Know an Art: Divination

The Adventurer would teach of the magical paths available to those who seek them. In this first article, we shall discuss Divination, known elsewhere as 'the art unseen'.

Religious dogma states that Clovis, watcher over the Curtain, was the first astrologer, watching the movement of the holes in the curtain and seeing in it a reflection of the events of the world below.

Taking this science and building upon it, Fiona built out the art of divination by inverting astrology: instead of the

movement of the stars, great and eternal, she sought meaning in smaller things. The movement of sand, the flicker of a candle, the way that seemingly chaotic patterns reflected the pattern of the world itself.

If 'as above so below' was true, then the corollary of 'as below so above' seemed equally possible.

The gods, it is said, shared these insights with the mortals of the land, who took these arts and learned from them, adding the subtle manipulation of the mind

as a complementary set of practices and skills.

Whether the gods created the art of divination or discovered it, archaeological evidence suggests that divination and astrology (the latter perhaps better described as 'fortune telling', as star reading is not strictly necessary) dates back to at least the pre-tear Golden Age.

Some evidence suggests that there are some arts of divination now lost to us. Old texts imply that far-seeing was once a power available to potent diviners, this magic now lost to the mists of time.

There are no physical barriers to the practice of divination, with all species capable of literacy being capable of performing the art. It is situationally useful, with its complement of powers not the solution for everything, but useful for the correct problem.

The one peril – and indeed it is a peril – that comes with being a seer is that to make oneself sensitive to the small ways of the world is to make oneself vulnerable to their movements. Some die. Many go mad. To gaze upon the true ways of the world may not be palatable to all.

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.

Any or all forms of art are encouraged, provided that they are suitable for public display. Please contact editor Oren Freedman for details.

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Strange arrays of standing stones seem to be appearing in large open areas, where they had not previously been seen. These formations do not conform to any known faith.

"Coin inspectors" on the King's highway are in fact bandits, who seek to inspect purses full of coin for 'silver mites'. Do not turn over your purses for 'silver mite' inspection.

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Portents: The smell of rain on a cloudless day. The taste of metal and blood in all alcoholic beverages.

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!

Best to duck a Duck
They might try to quack your spine!
***Fight a fowl foul without your
life on the line!***

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: Azure

This month, The Adventurer had the privilege of interviewing Azure. An infamous entity among the adventurers of Sandy Bay, their soul has been touched by many powerful influences, from fey to the divine and more. With such an eclectic experience, Azure gives us new insight into the meaning of devotion.

Azure, thank you for taking the time to sit with us and speak on your experiences!

Azure gives one of their characteristic smirks. "Thank you for this interview, you dirty infernal..."

... Right. For those that don't know you well, how did you come to find yourself travelling with the group of adventurers now exploring Sandy Bay?

"The story of how I came here started 580 or so years ago, but that's another story... basically, I like messing around with the people who are here, so I figured I'd stick with them. Think of me as their mascot."

We've been informed that you have recently achieved a mastery over the skill of divination. What about it drew you to it?

"Yes, I've just reached the ninth circle of divination. I feel like my love for all the gods brought me here."

that devoting yourself to one is admirable, however I've found a way to work with all of them."

You've decided to work with all the gods? What's your reasoning there?

"I see how people can use their faith as an excuse to do evil things... Regardless of which god they follow. I feel like if you are only teaching people that your god is the only one you should follow it only leaves room to create hate towards others. I'd like to teach a more polytheistic view of things and that all gods have their purpose and their merits... as well as their faults."

A priest-of-sorts for all the gods... An interesting and complex vocation! What's the connection between your divining and your spirituality?

"I try to think of my divination coming from them as a whole. When I speak with the dead, for example, it comes from Jeroh or Stasa. When I cast fear, it comes from Kazzoc. So, I feel like that brings me closer to all the gods."

Being a voice for all the gods makes sense, given your reputation. You're known for calling the attention of many beings of power. Death, life, love... Who all has laid claim to your soul?

"Funny question - if you had asked me a month ago, I'd have to give you a

different answer than the one I'm giving now. A month ago I would have told you that it's currently time shared like a summer cottage between a fae and a bone lord... But, that's another story. Now, my spirit is my own and I - for the first time - am going to take some time to find out what that means to me."

With all of this in mind, then, what is one piece of wisdom you would wish for readers to internalise and take with them?

"One piece of wisdom I would leave the readers with is this: Don't follow my advice. Don't follow other people's advice, either. Listen to it and take it to heart, but only YOU should be the one that makes decisions for your own life."

A divine teacher advocating for independent thought and a self-guided compass... If it was to be anyone, it makes sense for it to be you. Thank you for giving us the opportunity to speak with you, Azure.

They give a characteristically Azure wink. "Thank you for this opportunity to share some of my life... You dirty, dirty infernal."

...Right.

(Ed. Note: The opinions expressed within this interview are those of the speakers and do not represent the endorsement of The Adventurer.)

Taq's Tails: Taq's First Breach

Taq was in the Green Pony Inn on a foggy Friday night, then all of a sudden boom! The monsters came; they were balls of darkness drawn towards this energy.

The town was fighting off the monsters but more and more came with more energy pockets that were making them stronger. At one point the monsters used a magic effect that caused Taq's worst fear to come alive; everyone around him was dead he had failed to protect them he was frozen standing there looking at everyone's body - it was grim!

After a few seconds of looking at the horrible scene he snapped back to reality he then just saw that people were falling back into the Green Pony tavern. At this time Taq had lost his right arm, the town was trapped in the Inn with no healing, no armour, and were tired.

The town had to run into the woods, Taq ran with Trundle and Zarko the Unwieldly both skilled fighters, the group went off to hide but then the group grew to six, which was not good as that's when three of the shadow monsters came they saw them because of the size of the group.

The heros fought in the field - Taq was one hit from death, though he did have one heal.

Taq was on defensive mode with his non-dominant arm. People fell down beside him. Zarko was a smart person and ran away. Taq did go down, but it was Muston who brought him back up, They backed up then seeing that Rex a minotaur was up with them it was a three vs three fight. Taq had a hard choice to make: did he use his last heal on himself, or to save the people on the ground dying.

Taq was planning on just running out of there, but then a savior came. Taq does not know their name but they were a hero to them all - they killed the three shadow creatures the group then met up with others.

There was a new plan to close the energy that drew the creatures to them in the first place.

Some people like Rex and Muston were given a gift from a being called Web that let them close the energy fields. Taq decided to go on a mission with two others to distract the monsters.

They made loud noises to bring them out, but none came. Turns out the monsters were gone and the night was saved - for now.

Editorial: Every Advantage

In war, there are rules about what is and is not permissible. As with any kind of law, these are based around a certain social compact, but it is expected that they will be followed, if only to prevent the opposition from breaking those same rules.

These limitations aside, there is a concerted effort to find new ways to wage wars. We seek new and innovative techniques and technologies, as well as strategies.

Without meaning to militarize our very survival, it behooves us to use the same logic in the creation and promotion of the common good.

When we are building out our town, creating a strong backbone for our society, making sure that everyone has enough to eat – there are established ways to do this. There are limitations as well – our agreed upon laws. But we should not become complacent because we ‘know how’.

Just as in war, new techniques and technologies can help us to find new and better ways to build our society, at less cost or even peril to the people we are trying to support. We are and should be limited by civil law, but when it comes to making the world a better place, we can still innovate.

Take a look at what you do day-to-day. Could it be more efficient? Safer? Are there resources not being used? Think, and thrive.

Oren D'vann Freedman, Editor

Matters of Faith

Holy Days Just Past

May 9th: Order's March (Brack)

The faithful of Brack will often observe Order's March in quiet meditation and reflection upon the paradoxes of law in a civil society. Some superstitious followers of Brack will begin regimes of crackdown on criminal activity on this day, in hopes that the Lawgiver will bless them in this endeavour. It is advised that legal documents be signed on this auspicious day, by priests of Brack.

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.

Forthcoming Holy Days

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.

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.

A Message of Faith

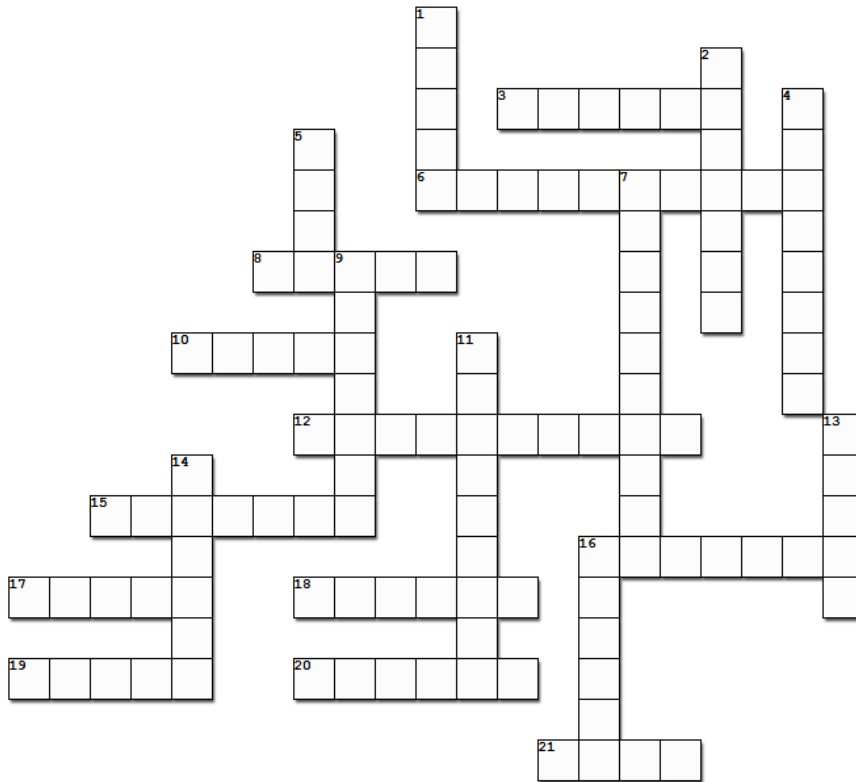
I would take this opportunity to speak on hope, a foundation to all other faiths – for what is faith if not hope that the gods will be kind, granting forth miracles to the faithful and their elements unto the world.

Indeed, while there may be faith without hope, it is often toothless – if you do not hope for anything, to what do you pray?

Hope can buoy the spirits of those facing an impossible situation, and it is only with hope that an impossible situation can become possible. Faced against a seemingly impossible obstacle, some will throw up their hands and say ‘this cannot be resolved’ - and if they give up hope, it cannot be, for they will stop trying.

It is better, in this one's opinion to go down swinging. Try everything, seek all possible solutions, do not give up. Because when you give up, when you tell yourself it cannot be done – it can't.

Crossword



Across

3. An implement of warfare.
6. The art of predicting the future
8. God with holiday on May 9th.
10. The art of harpists and singers
12. A nature of giving and charity
15. The overcoming of terror
16. What a quill is made from.
17. A pigment like ink used for portraiture
18. An orange root vegetable
19. The bones of the Earth.
20. A metal shell for a head
21. Opposing East

Down

1. A watchman or constable
2. To be worried or fretful
4. An unexpected boon, often financial
5. A simpler terror.
7. An unbreakable metal
9. A mixture of minerals and oils
11. A prediction of the future based on star signs
13. A large fish with huge teeth
14. Many warriors engaged in combat at once
16. When a land has not enough to eat

Riddles

Riddle 1:

I begin with a queue,
As you head to the west,
For the seekers and fighters,
My fruits are the best.

Answer 1: *tseuQ*

Riddle 2:

The more that you put
within,
The fatter I become,
I'll sling over your shoulder,
At a blade I am undone.

Answer 2: *gab A*

Riddle 3:

One eye in the sky,
Gazes down from above,
Pale reflection of the sunlight,
But to the knowledge-seeker,
love.

Answer 3: *nooM*

Riddle 4:

The mightiest can hold me,
But a moment, maybe two;
But if you try to hold me,
Then your face might turn
quite blue.

Answer 4: *htaerB*

Riddle 5:

Ever young, ever fresh,
Scent of iron, fear and blood,
With the nations disagreeing,
I am then to their minds, good.

Answer 5: *raW*

Riddle 6:

I am unseen except when
shaped,
And I thus re-shape the world;
Whether bound with words
and will,
Or within a scroll unfurled.

Answer 6: *cigaM*

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: Rope, Cable and Chain

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 bindings at length; rope and chain.

It comes as no surprise that rope, cable, and chain are ubiquitous in the industrial regions of Harodom. These three materials are used in every industry from farming to sailing to metalcraft.

Rope is a series of fibrous threads woven together to create a long, flexible, durable cord. This can be knotted, will often float in water, and is (comparatively) light, resisting corrosion. Rope can be more easily cut than chain or cable.

Cable is 'metal rope' - in place of plant fiber, cable is woven wire, drawn from metal. It tends to be more durable than rope, and takes considerably more work to break or snap, but cable can develop burrs, and may not be safe to handle bare-handed. Cable is also heavier than rope, and less flexible, the durability being the trade-off for the flexibility.

Chain is a series of interlocked links, which bend at the interlocking juncture. Chain can be fine (as found in maille of the same name), or robust (more industrial applications involving the movement of extremely heavy objects). Chain is usually heavy itself, but the links can allow for flexibility, and are very tough.

In most cases, rope is the Adventurer's friend, because its weight makes it more person-portable, and its flexibility allows it to be used for a number of different applications on-the-go. This is not to say however that this is the best option for every situation - heavier loads may require a more robust solution.

The main advantage to having rope, cable *or* chain is that you can collaborate more easily to apply strength to a situation. If you only have access to one grip point, a rope chain or cable can allow you to use directional force with multiple people pulling on the same line. It can also be useful for scaling a sheer cliff, or hauling something heavy.

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.

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

		9						
7		1		9	6			
			5	8	7	6		
9	4			6		8		
3								4
		2		3			1	6
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Recipe of the Month: Mythostar Mushroom Pasta

It has been many years since I left the deep caverns of Mythostar. In most respects, this has been a great improvement in my quality of life, my partner Atropa being chief among these many blessings.

The one area in which I have missed my old home is as follows: up until last week, it has been impossible to find good mushrooms on the surface. Harodian agriculture, Michian wealth, even Gnomish science is seemingly no match for low light and desperation when it comes to mycology.

But as I have said already, a recent breakthrough! The dense, (literally) choking forests of our new home have allowed Atropa and I to find some truly inspiring black oyster mushrooms!

So please, grab a fork and dig in to this recipe for our new favorite pasta dish. The portions are huge and the ingredients plentiful. As a great poet of the deep once said:

"If no one takes too much, there will always be enough." Please exercise caution and restraint when harvesting mushrooms, but please consume them with wild abandon. Enjoy!

- Atropa Green and Gaster Avenal

Ingredients

- 2 TBSP butter
- 1 Large Onion
- 450g Mushrooms (The non-poisonous variety, unless you have a particularly unwelcome guest coming to dinner) (ed. Likely black oyster mushrooms)
- 6 Cloves Garlic
- 1/3 Cup Heavy Cream
- Onion Powder
- Garlic Powder
- Dried Thyme
- Dried Basil
- Cumin
- Salt
- Pepper
- Approximately 450g Pasta
- 1/2 Cup Parmesan Cheese
- 1 900ml Container Chicken Broth (Optional)

Directions:

Chop onion, garlic, and mushroom and set aside.

Bring a pot of water or chicken broth to a boil, and add pasta when boiling. Add spices to pasta water to taste.

In a large frying pan, melt butter, when melted, add onion. Cook until translucent.

Add mushrooms, cook until moisture evaporates.

Add garlic, cook until fragrant. Add spices according to taste.

Pour in heavy cream and add parmesan. Simmer for four minutes.

Drain pasta, and add sauce.

The Duck Page

When it looked as if the ducks might win the fight last month, this page was set for the consumption of a new demographic. Happily the adventurers won, but waste not, want not.

Quack Quack? Quack!

Quack quack honk.

Quack honk quack quack
quack, honk honk, quack?
Quack quack.

Honk quack, honk honk
honk, squonk, squack.
Quack honk quack, quack:
squack squonk quack honk
quack. Quack quack, quack
honk quack.

Honk quack, honk honk
quack squick squack honk
quack squack.

Quack?

Quack honk quack quack
squack honk quack quack
squonk.

Honk quack, honk honk
honk, squonk, squack.
Quack honk quack.



Quack: Quack Honk Quack

*Quack quack honk; quack honk,
quack quack squack honk quack
quack honk quack. Honk! Quack
quackquackquack.*

Quack quack, honk quack quack.

**Quack: Quack honk quack
honk honk honk.**

Honk: Quack honk quack honk
honk quack. Squack quackquack
honk.

Quack: Honk honk?

Honk: Squack squack squonk
honk quack honk quack honk.
Honk honk! Quack honk honk
quack quack honk squack honk
quack squonk.

**Quack: Honk quack honk
squack honk squonk honk.
Honk quack honk quack honk
honk honk?**

Honk: (Visibly agitated) Squonk
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squonkhonkquack.

Quack honk quack honk squack
squonk squack.

**Quack: Quack honk quack
squonk squonk squonk?
Squack squonk honk quack honk
quack.**

Honk: Squack honk. Quack
squonk haek squonk
quackquackquack. Honk honk,
quack honk quack honk.

**Quack: Honk quack honk?
Honk honk quack squonk
honkhonkhonk quack honk
quack honk. Honk honk honk.**

Honk: Honk quack honk.
Honkhonk squack quack squonk
honk quack.

Quack: Quuuuuuuuuuack.

Honk: Honk honk quack honk
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quackquackquack honk quack
squonk honk quack honk quack
quack.

**Quack: Honk quack honk
quack – quack quack quack
honk quack squonk honk honk
quack honk? Honk honk honk
honk honk.**

Honk: Honk honk.

Quack: Honk honk?

Honk: Squack squack squonk
honk quack honk quack honk.
Honk honk! Quack honk honk
quack quack honk squack honk
quack squonk.

**Quack: Honk quack honk
squack honk squonk honk.
Honk quack honk quack honk
honk honk?**

Honk: (Visibly agitated) Squonk
squack squonk squonk squonk
squonkhonkquack.

Quack honk quack honk squack
squonk squack.

**Quack: Honk honk quack honk
honk quack quack honk
quackquack honk honk honkhonk.**

Honk: Honk quack! Honk quack
quack honk honk quack honk honk
honk quack quackquack squonk
squack.

Honkquack.

Honkquack.