

The Adventurer

November, 2025 A.T.

liberte, egalite, fraternite

Press Ganged!

Dozens of adventurers from across the Lakes Region have been called forth from their places in the world, apparently press ganged by the legendary ghost pirate ship 'The Grief'.

The Adventurer is able now to report that these adventurers were abducted as replacement crew for the dread ship, with the potential to be forced into service were they unable to capture undead to perform that same task.

The island was the self-same one

that our regular readers will recall from the August issue. This island, once populated by the self-styled "pirate king" and his lackeys, now seems to have been overtaken by the black parasitic wasps mentioned in our October issue, and with undead throughout.

Recently, the band of absconded adventurers appear to have made swift remedy to the first of several hurdles discovered on the island. The destruction of a demi-plane infused with necrotic energy appears to have caused

a minor implosion on the island, causing some of the surface buildings visible damage, causing them to collapse, including a now-destroyed church of Jerroh, god of natural death.

It is possible that now that this demiplane has collapsed, the adventurers will be permitted to leave the island. But other threats found upon the island seem more than enough to keep them in a state of peril until or unless they are able to extricate themselves.

Enormous Turtle Egg Found Underground

Adventurers exploring the pirate island were surprised to find a large pit in an dilapidated building, possessed of mechanical contrivances and an apparently permanent mystical ward.

The contents of the pit were if anything more surprising; behind the static defenses, clearly the work of mortal artifice, was an enormous egg.

As a point of comparison, the egg of a leatherback turtle is about the size of a billiard ball. The turtle, fully grown, grows to as much as eight feet long, weighing in between 500

to 1000 lbs.

This egg, for point of comparison, was most the size of an adult human in the fetal position. One is forced to assume that the corresponding sea turtle will in turn grow to a proportionately larger beast in the fullness of time.

Such beasts are frequently magical, and it seems likely that the recovered shards of shell will possess some manner of useful magic.

The egg hatched while the adventurers watched, and they departed before a parent turtle was able to arrive.

Necrotic Wasps Prevent Ship Rescue

Great necrotic wasps, previously described more thoroughly in our October edition, have formed a massive nest and colony on the island formerly known as the home base of the Pirate King.

Apparently having colonized the fort build upon the island, the wasps seem to have destroyed most supplies that they did not specifically plunder, and fly out in a great dark wave to assault ships.

This seems to be a great break from their previous behaviour, where eggs were incubated in the flesh of living persons, most notably the sailors

that were slain by their eventual emergence, as reported exclusively in *The Adventurer's* September edition.

The necrotic wasps appear to still have use for severed limbs and full torsos, but also appear to be omnivorous. Although the presence of a 'queen' has not yet been confirmed, they do appear to behave as if acting in concert, despite having no outwardly visible mechanism of communication.

At time of writing, one ship seeking dock at the island has been thoroughly ravaged by the wasps, all hands presumed lost.

Better Know a Neighbour: Cook

To cap off the season, Nic has been good enough to get a rather... unique interview.

This edition, I've had the unique and unparalleled experience of interviewing the character - in every aspect of the term - known only as 'Cook.' With a style of answering that baffled even the interviewer, Cook shares the merits of brevity, conciseness, and a lack of bullshit.

Cook, thanks for taking the time to speak with us! First off: Feeding a band of adventurers is certainly an interesting vocation. How did you find your way to Yorik?

"Fucking Yorik. Kaska - the Duke told them to clear some things up. And I need to make sure she eats right."

Is Kaska an ally of yours?

Cook merely stares, stoically.

...Right. Well. There's been more than one instance of you rushing to the defense of fresher faces. Why stay in the kitchen, and not fighting alongside them? Surely they know how to cook for themselves, yes?

"I defend those who need it so they can defend me. Yes, they can cook, but I'm better. A lot."

Ah, brief, I see! So - why cooking? Why not a lumberjack, or a tradesman, or a sailor?

"Because I was an army cook to begin with. It takes the most patience."

...You know what? Screw the formality, this isn't working. Thoughts on the adventurers you cook for?

"They're generally idiots. But they keep me alive."

Family?

"Does Kaska count? Everyone else is long dead."

Partner?

"Hmph."

Children?

"No."

Favourite season?

"Winter."

Favourite dish?

"A good steel plate. Or something pork."

Ha. Booze?

"Dwarven stout."

Work to live, or live to work?

"Yes."

Camping, or hotels?

"The fuck's a hotel?"

Dying wish?

"That I wasn't dying."

Where do you want to be buried?

"The Tomb of Time."

Final thoughts?

"I think we need to make more concerted efforts to fight united."

...Surprisingly thoughtful! Finally, What's something you would want readers to take away from this interview, as a lesson?

"A lesson from me? Learn when to throw your biggest punch, and when to hold back."

Taq's Taqtics: Bone Lords

At the Adventurer, if we never saw another Bone Lord again, we'd be overjoyed. Under the circumstances that exist however, here's how Taq suggests fighting them.

Description: The pale white bone structure of any humanoid species with bright red glowing eyes. Some may have armour or other forms of clothing. Most carry a variety of weapons or just use their raking skeletal fingers as claws.

Locations: In a cave system, graveyard, an undead-friendly plane, or in their lair or master's lair, ghost ships, and pirate islands.

Strategy: Unlike simple skeletons, bone lords can talk, which means that there could be a way to negotiate with them. Be warned though; they could offer you deals that you do not wish to accept, so like fae, watch what you say and make sure it's really in your best interest to do what you have agreed to.

Another thing about bone lord behaviour which hinders negotiations is that they do labour under a compulsion to exterminate life.

Moving forth, it's best to know what can harm a bone lord. Like most undead, bone lords typically heal from dark energy in spell form, but they will take greater effect from light.

Bows and piercing weapons should be avoided, as sharp points aimed at vital organs will find little purchase and not actually damage the undead. Edged weapons are also almost useless, as magically-reinforced bone is a hard material to cut; the opposite applies when it comes to smashing.

The ideal weapons are ones that have a blunt end such as hammers, maces, clubs, and staves. Note that this is not universally the case.

Some bone lords know how to cast

powerful spells, so watch out for spells such as *unholy dart*, *black wind*, and *animate dead*.

If they are animating the dead, take out their reinforcements immediately as you may find yourself overwhelmed as they outnumber you. When a bone lord is slain, I have been told it will reanimate within an hour, and will reform as a bone lord unless a *remove curse* is provided.

Taq's Final Thoughts: Bone lords can be a tricky opponent to deal with; not knowing how to identify one can get new adventurers killed if they mistake it for a normal skeleton. Watch your tongue, bring blunt weapons, and use light damage if you have it available – and be ready for round two.

Taq's Challenge Scale: 1 being "anyone can deal with this". 10 being "special skills and equipment needed"

Taq gives Bone lords a 6-8/10 depends on what lvl of spells they know if any

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 responsibilities do we have when outside of Harodom?

Trade, travel, war, and adventure may all take an otherwise unassuming yeoman or citizen outside of the boundaries of their nation. Indeed, for merchants, caravaneers, and sailors, it can be difficult to fulfill their full job duties while remaining in one place – voyaging forth is rather required.

In general, unless traveling under the seal of embassy or an international organization such as a church or one of the Greater Guilds, travelers are a mixed bag. While not afforded protection from arrest or lawful prosecution, *bonafide* travelers may reasonably expect protection under the laws of the lands to which they travel, while being expected to obey those laws.

When traveling to a foreign nation, only officials (such as ranking military, those of noble bearing, or others who could reasonably be interpreted as speaking for a land or nation) stand much risk of sparking an international incident.

This said, a nation that is looking for a *causus bellum* (that is, a cause for war), may take the errant words or acts of travelers in the way that best benefits that nation's cause.

Those who represent a different group such as one of the Great Guilds or a church, should appeal to that organization for information about their duties when traveling. Otherwise, the following applies:

- To the extent possible, obey local laws.
- Make no statement on behalf of your nation that has not been previously approved by ranking aristocracy.
- Do not import any goods from other lands that would be deemed illegal in Harodom.

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).

**This is presumably because you are stuck on a gods bedamned island.
Think about it.**

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)

Your greatest strength stems from the seeds that you plant, and the richness of your harvest. Patience will serve as your watchword in the near future – because when others lose their heads and move to sudden action, you will be in a position to take effective action.

The Harp (Jan 29th – Feb 27th)

Your ability to think one step ahead will get you out of a lot of trouble, but it won't save you from someone who can think three steps ahead. Don't hesitate to take advantage of the gifts and skills you have cultivated, but don't be so proud that they blind you to other challenges.

The Fount (Feb 28th – Mar 30th)

Someone who cares for you is soon to reach out. You do not need to accept their help, but you do yourself and them a disservice if you do not take at least the opportunity to give them dignity and understanding. Your strength will soon be challenged – how better to answer that challenge than with friends?

The Dice (Mar 31st – Apr 28th)

There will soon come a new event in your life that may force you to reevaluate your choices that have

brought you to this point. Just remember that not all grey clouds need a silver lining – sometimes what they bring is life-refreshing rain, much needed but little celebrated except in absence.

The Arrow (Apr 29th – May 27th)

There is no challenge so great as the one that will soon face you, if not in the specific instance than in the type. You will find strife with friends and allies, fear the consequences of loss, and be forced to grow deeper roots or be carried away by the floodwater or the whipping winds.

The Stone (May 28th – Jun 25th)

There is a movement in stillness. You will see the moment that comes to you when that which has remained in place for so long begins finally to shift in place and time, and you will be able to take that opportunity to move forward in that gap which appears.

The Coin (June 26th – July 28th)

Lay in coin for future need. It may be tempting to spend thrift, especially in times of plenty, but do not mistake current plenty for a lasting trend; it will last only as long as the current situation does, and nothing gold can last. Prepare for famine, and feed and be fed well through it.

The Spade (July 29th – Aug 30th)

None should ever call you work shy, but it may be that you soon need to take a break before you are broken. Your ability to work is impressive – moves those around you to try even harder work to try to keep up or to match your example. Do not be afraid to take a breath.

The Blade (Aug 31st – Sept 27th)

The value of a blade is not in the keenness of its edge, or the strength of a metal; rather it is valued for that which it can defend. So, when you take up your blade, do so with the understanding that you may not be able to set it down for some time.

The Mask (Sept 28th – October 31st)

Kindness never goes out of style. A little goes a long way – with the joke being that the less you use, the further you go. Let it be your watchword instead, for kindness if you can back it up with strength is a reflection of strength, and a deterrent against those who would abuse your goodwill.

The Shield (Nov 1st – Nov 29th)

There is a truth in the saying 'a stitch in time saves nine'. Action taken against future need or want is likely to help serve as your bulwark against misfortune, and doing so too late will cost you more than the precaution that may never be tested. Help those around you to do the same, and you will find that your community is in a good position to resist threats.

The Hearth (Nov 30th – Dec 30th)

If someone is helping you only because it also helps themselves, then they are still helping you. You do not need to worry that they will someday weary of helping you until it happens – you do not need to worry that they have an ulterior motive. What you must be wary for is when helping you no longer helps them – and at that point alone will you need to be concerned that they will change flags.

Better Know a Faith: Atha

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

Atha, High god, child of Elieff, goddess of the earth and forests of the world, parent of Apenca, Stasa, and Jerroh, is the center of one of the most dominant faiths in Harodom and indeed, a great deal of Ariel.

It is not surprising, in many ways. Farmers, foresters, herdsman and miners all make use of the gifts of Atha, and these self-safe trades are key to the secondary

industries which generate much of the wealth of a nation. Showing some faith or deference to such a patron is only such as can well be expected.

Although Atha is often viewed as the goddess of the wilds, she is no less the goddess of the farmer; in all areas in which that which grows, the living earth itself, is key, there one might well find Atha.

Even gravity, the tendency for objects with no means of support to fall closer to the earth, has been described as ‘the love of Atha for all things’, although this

may be floral language rather than a literal description of the mechanism.

Atha allies with her siblings Callis and Beldon, fire and water respectively, and opposes Alwyn, who holds divine providence over the wind and weather. Although this enmity is more often considered symbolic of the traditional opposition of elemental forces as opposed to ideological opposition.

This said, there are certainly ruins of former Alwyn and Athan temples where this ‘collegial rivalry’ did not

play out with this idea firmly in mind.

The lay followers of Atha are found throughout the citizenry of nations all across the Lakes Region (and indeed the known world). Those who are most closely in touch with the natural world day in and day out are natural followers of Atha.

Atha’s holy day is June 12th, and is known as ‘Mother’s Blessing’. While this occasionally may cause confusion with Apenca’s holy day, Atha’s status as the mother of Apenca does make her the grandmother of all creatures and mortals.

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.

Disappearances of ships on Ire Lake has increased over the past few weeks, to the point where people are wondering if there may be some new monster disturbing them.

*

The severed head of a fishman was said to have appeared with eyes replaced with candles on Breach. This is but one of a number of bad omens.

It has been rumoured that a new toy, a series of wooden blocks marked with letters of the alphabet, will be the gift of choice this Kell’s Embrace. This strange push to literacy is counterintuitive.

*

Omens: A hundred waves all flowing to one shore. A dead-eyed man with flesh sloughing away.

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!

Giant wasps think that armour doesn't taste too good.

Damn, better put more on then.

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

“When in duress, dress for success!”

Editorial: Foresight

I will do my art no disrespect. Divination is the ability to see the unseen, to understand the strange workings of the mind, and even for the gifted, the ability to get clear glimpses of events that have not yet come to pass.

But just as useful to the practicing seer is the ability to know the people around them. Sometimes – yes, sometimes it is necessary not to peer into the future, but to have sense of who is likely to do what, and to

act accordingly. And unlike the ability to mystically divine future events, this has no requirement of a lifetime of study.

If you know that a person is given to drink to excess, would you leave a bottle in their path? If you know someone cannot refuse a challenge, would you offer them one they could not survive?

Doing these things – or not doing these things – is as much

foreseeing potential disaster as any magical working.

Look into your community. See who might already be in trouble, and help them. An ounce of prevention is worth a pound of solution.

And the thing is, you might get accused of not minding your business. You might get accused of being nosy or a meddler. But you'll be accused by people who are still alive to levy the accusations.

Oren D'vann Freedman, Editor

Matters of Faith

Holy Days Just Past

Oct. 31st: Terror's Breach (Kazzok)

The holy day of Kazzok, Terror's Breach is marked by many with drawing together, lighting lights, and preparing weapons – as the faithful of Kazzok have been known to summon forth infernals to terrorize the countryside. The servants of the god of Fear locally are known to seek to attain power by creating the most horrifying spectacle.

Nov. 5th: Curtain's Watch (Clovis)

The holy day of Clovis is often marked with an all-night vigil, where the faithful and allied layfolk sing songs, light candles, and keep watch from dusk until dawn. In this case, dusk is defined when the first star becomes visible, and dawn at first natural birdsong. It is traditional to give gifts of candles, or to donate foodstuffs, tea or coffee, or candles to local Clovites who are pursuing this vigil.

Forthcoming Holy Days

Dec 21st: Kell's Embrace (Kell)

The longest night of the year is when Kell's embrace most encompasses the world, with the god of secrets and darkness exerting their dominion. On this night, some light candle clocks, dedicated to measuring the span of Kell's dominion, and others (especially those with secrets to be had) hang an unlit lantern somewhere on the outside of their house, beseeching Kell for protection.

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A Message of Faith

I would speak on the matter of maintaining the status quo.

It can be a hard sell to convince someone that what we really need is to maintain the status quo. The current and ongoing situation is frequently one of peril, strife, and danger. Some who are disadvantaged might feel that it is the systems in place that put them there or keep them there.

Still, a lot of what we face off against are trying to change that status quo (albeit usually not in a direction most would prefer). Monsters want to eat you. Tyrants wish for your fear. There are those who would torture or kill in the name of a god or a cause.

So work to change the status quo, but keep yourselves and your community safe while doing so. Fight the status quo by rejecting easy stereotypes and making difficult choices. But don't imagine that if everything burns down, there will be aught but ashes.

Comical Strip

“Morning Microaggressions”

By Sophie



Nic's Notes: Drunk Flying

The Adventurer will occasionally feature opinion articles such as this; local cleric of Bard Dominic has thoughts on flying when drunk.

Do you know why the majority of civilised peoples don't have wings? Because the gods never intended for us to fly. That's why birds have wings, and we don't. That being said... Wouldn't it be convenient? To travel so swiftly and directly, soaring through the skies? No. Do you know how to fly? No. You would crash into everything. That is why we aren't birds.

That doesn't stop you from getting piss drunk and trying, however. Especially if you can get creative. Apparently, out of every drunk out there, lumberjacks are the most creative, as they write of the Chasse-Galerie - the 'Flying Canoe.' Last I checked, canoes aren't birds either, but let's go with it.

Story goes, a band of lumberjacks were finishing work when word came to them that their family and loves ones were hosting a year's-end party. Just a party, you think? They had booze. Good booze. Problem is, their families were across the river and a good day's travel away. So, the lumberjacks do the smart thing and SUMMON AN INFERNAL and BARGAIN with it. Off to a fantastic start.

A pact is made: the infernal calls upon a nearby fallen tree and transmutes it into a magical canoe, one large enough to fit the workers. The catch? If the canoe is crashed into a church, or if any of the lumberjacks say Elieff's name in vain, their souls are taken. FOREVER. Oh, one more thing - the infernal gifts them a crate of whiskey to take to the party.

This. Is going. To go. Great.

So they immediately hop into the canoe and start drinking, soaring over trees, hills, valleys, and the great river separating them from the party. In their celebration they even have a near-miss with a chapel to Alejandro, but safely make it to the celebration.

Several hours and several bottles of whiskey later, they have to return to work, and somehow thought it a brilliant idea to take the canoe.

Whatever you do, don't drink and canoe. It doesn't end well. They hop in and, not so much soar as wobble back through the sky, when one of the workers - in a drunken stupor - begins cursing the gods for his empty bottle, working his way up. He curses Alejandro, and the workers sit up. He curses Apenca, and the other plead for him to stop. He curses Atha, and the others begin freaking out. They throw him overboard before he gets to Elieff.

Happy ending to all of this - the overturned lumberjack lands safely in a snowdrift, although he's horribly late to work in the morning. The others arrive hungover but safe to work on time. The infernal? Laughing as he hops back into his canoe, he rides off into the sky to infernal somewhere else.

You see how much trouble that was? Don't bother with trying to get off the ground when you aren't meant to. Not unless you want to look stupid by sitting in a floating canoe. The moral: Just walk.

(Ed. Note: this wasn't the moral of the original fable but.. yeah. Thanks Nic, for the novel insight!)



Dwarven Numbers Game

In this traditional dwarven accounting game, no number should appear twice in a vertical or horizontal line, or in the same square of nine numbers.

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

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

Recipe of the Month: Mulled Cider

Esteemed readers,

As we come closer to the end of the year, there is a simple realization that hits us traveling folk harder than most others: it is colder than Balaxa's tits out there right now.

With that in mind, we have decided to share with you one of our favorite cold-weather recipes: an (optionally) Spiked Apple Cider with Oranges!

- Atropa and Gaster

Ingredients:

10 whole cloves

½ tsp ground allspice

½ tsp ground cardamom

3 cinnamon sticks

8 cups apple juice or cider

2 oranges thinly sliced

½ lemon, thinly sliced (optional)

1 cup brandy (optional)

2x mixture, minor illness (DO NOT INCLUDE. Dearest, I told you not to...)

Preparation Instructions:

Place the cloves and cinnamon in a small cheesecloth bag. Add the juice or cider and stir in allspice and cardamom.

Add the orange (and lemon slices, if it suits you). Bring to boil, stirring occasionally. Reduce heat to medium-low, cover, and simmer for 25-30 minutes or until fragrant.

Remove fruit and cheesecloth bag.

Recipe can be complete at this point, or you can spike it.

If you would like to add brandy, stir in just before serving.

Pour into a container of your choice (Atropa prefers a cauldron) and garnish with the fruit from earlier.

Serves 8.

We sincerely hope this recipe will warm your bodies and your hearts through this frigid season.

Much love,
- Atropa and Gaster

(Ed note. Somehow all of our recipe contributors have decided jokes about including poison suits these articles. Please don't.)

The **Adventurer** would like to acknowledge Taq for his article on bonelords, Dominic for Nic's Notes and the *Better Know a Neighbour* feature, Sophie for the cartoon, Atropa and Gaster for the recipe, and Al for this month's codex puzzle.