

The Adventurer

October, 2025 A.T.

Abundas cautela non nocet

Here There Be Monsters?

Many tales of sailors and merchants fending off the treacherous unknowns from the depths of the Ire circulate across the Lakes Region. These may well be true, as adventurers of Sandy Bay learned through an unfortunate encounter with a Leviathan.

Through interviews with some of the victims, reports indicate that the creature was summoned by the bellowing cries of a smaller kin of its species, hoisted onto the adventurers deck as they attempted to liberate an ally

they attempted to liberate an ally from its maws. Witnesses describe the sea churning as a gaping maw rose to encompass the entire vessel, swallowing the crew whole.

Descriptions of creatures like these are not new to the shores of Sandy Bay; locals will surely know the tale of the Ire Beast, a monster of mythological measure that terrorised sailors until it was driven off.

Locals will likely also remember how adventurers recent to the

Area attended this year's celebration of the Ire Festival - an interruption ultimately useful as the fended off a tortoise-like Leviathan.

Thankfully, the adventurers managed to find their way out from the ship-swallowing creature's maw, though not without difficulty. Some silver linings in the intestinal lining: Natural philosophers will likely be curious regarding new, unique insights when it comes to traveling a Leviathan's digestive tract.

Adamantine Armour Assaults Adventurers

Having recently escaped the bowels of a great Sea Leviathan, the adventurers of Sandy Bay have emerged with unique stories and insights - including a fierce battle with a troupe of animated armors. Combatants described a harrowing journey navigating across a sea of acid, interrupted by armored figures - including an imposing figure clad entirely with adamantine plate mail.

Adamantine, of course, is renowned by smiths for its shatter-proof and corrosion-resistant properties. An incredibly rare material, readers that understand its value

and use will hopefully understand the gravitas of an entire suit of plate mail rising from a lake of eldritch stomach acid and accosting the traveling party.

At this time it is unclear where the source of the magic that called the armor to awaken originated from, whether the material was enchanted beforehand or if Leviathans give off their own wicked power.

The traveling party, having collected but one piece of the animated adamantine armor, have hopes to study it to learn of any latent magics, or the source of the strange enchantment.

Huge, Black, Parasitic Wasps Plague Region

Following the discovery of a ship adrift in Sandy Bay Harbor, the region of Sandy Bay and the coastline up and down the Ire have been plagued by attacks by large black wasps.

It is the belief of this paper that these wasps incubate as eggs within living hosts of human size or similar. Upon reaching maturity (potentially to do with the sun's position), they burst forth from their victims.

Victims seem to have no drive to reveal or seek medical treatment for such an infection, suggesting that they either do not recall being

attacked, or that the placing of the egg is done through more subtle means, such as through contaminated food or water.

The black wasps lack any means to ingest or procreate, suggesting that a single generation may have a very limited lifespan. However, this also implies the existence of a procreator, such as a queen.

The wasps seem to have a compulsion to harvest and return meat, often seeking to sever limbs from targets and to then carry those limbs away. While they can fly, their ability to do so at elevation is limited.

Ship Abandoned Off Sandy Bay

A trading vessel was found adrift off of Sandy Bay in September. The ship, which had one surviving passenger, is thought to have been a smuggling or pirate vessel.

Although the vessel was left adrift by its crew, there was one survivor who was successfully rescued from the vessel. A researcher into marine life in the Lakes Region, the survivor seems to have been uninjured and had no actionable information about what may have become of the crew of the ship.

The vessel's remaining crew appears to have died, simultaneously, at

or around dawn, facing the sun. They had what appeared to be large exit wounds on their backs.

Although the ship's log was later recovered from a sea-chest, it did not contain information as to previous ports of call, or of unusual circumstances that may have befallen the crew, leading to their possible death.

At this point, from various circumstantial evidence, it does appear likely that these crewmen were as hosts for a parasitic wasp organism, which has been mentioned elsewhere in this publication. Be wary; anyone could be stung.

Sandy Bay Boils In Underwater Volcano

In September a rift formed in the earth of Sandy Bay, revealing an underwater vent of molten rock.

Although vulcanism and seismic activity is not common within this region, some natural or supernatural event caused the flow of lava to boil away water in Sandy Bay, briefly exposing the lake bed.

As a result of this, the local team of adventurers and heroes were able to reach a sunken ship that had gone down earlier that day, as a result of monster attacks. This allowed them to further investigate the recent passing of a number of

sailors from that ship.

The volcanism was short lived, as a new lava cap swiftly formed. In that time, a number of elementals of various types – fire and water primarily – were released, and the area became extremely humid.

While there is no indication that this is the start of a trend, we should be wary of further seismic activity in the region. An active volcano, or even earthquakes, could lead to difficulty building permanent structures by the lakebed, which may go some way to explain why the area has not been permanently settled

Taq's Taqtics: How to Stop Someone Without Killing Them

It isn't all that uncommon that someone will not stop doing something harmful without a fight – but you may not wish to see that person unmade. Taq has a few thoughts on how to accomplish this safely.

Here's how to take someone out without killing them.

Strategy

There are many ways one can go about taking someone out without killing them. This article will focus on **magic** and **weapons**.

First, if you know that you will be going into a fight where detaining is preferred over death, you can pad your weapons before going. This takes about one minute to complete.

Skilled warriors can also learn to hit with the flat of their weapons, or to hold their blow, by learning the **subdue** skill.

If you are more the sneaky type, you can learn how to **waylay** your target, but remember that if they have a helmet on, this will not affect them. If you are a part of the bounty hunters guild, and going after a bounty where the target does not have a gorget on, you can also use a **garrote** to knock someone out. Just remember that this is only for bounty hunters who have a writ; these items are otherwise illegal.

If you are a spellcaster and have spiritual or magical energy to do so, some good spells are *sleep*, *pin*, *disarm*, *stun*, and *paralyze*. Remember that *paralyze* is a restricted spell – get permission before using it. These spells can be dodged, but are good for opponents using a shield.

Taq's Final Thoughts

My final thoughts on subduing someone with minimal harm is that for long engagements with multiple

enemies, weapon skills are the way to go, as they can be used more consistently than expensive magical spells on a limited mana pool. For longer engagements, I would rather have casters buffing and healing, as it helps everyone on your side stay active longer.

If dealing with a single target, magic provides a quick solution to the problem; the best spells one could cast for fast results are *sleep*, *paralyze*, and *charm*, as they have the longest duration. These spells also have the best effects as they enhance ease of transportation. Remember when the target is unconscious to keep them constrained with ropes or manacles, so that when they wake up, you can keep them where you want them to be.

With these tips, any adventurer should be able to solve problems without murder; life is valuable as we all only get one, and taking on from someone else is a tragedy.

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 the Nobility have?

Within lands under their control, the Nobility of Harodom have the responsibility of Provision. This is to say that landed nobility must provide what, within their means, they can to allow for those within their area of influence to survive and thrive. This may include providing defence against monsters and invaders, a system of law and order, and support

in terms of physical needs to the extent possible.

This extends to taxation; although taxes taken by a person of noble bearing, or other earnings are their personal wealth, they have a responsibility to provide for the area of which they hold dominion.

Hand in hand with this is the duty of nobility to not bring the rights and practices of nobility into disrepute. A noble who acts capriciously, or who behaves in such a way as to reflect poorly upon the aristocracy as an institution, has violated this duty.

This extends to matters of honour; if

a member of the aristocracy has been slandered, they have a responsibility to seek satisfaction, as slander issued upon them reflects poorly upon the aristocracy as well as to those higher in the feudal "food chain" upon whom their actions reflect.

For this reason, the general responsibilities of nobility may well be defined as the following:

- To steward the lands and people under their dominion responsibly.
- To act honourably and in a way that does not bring the practices or station of nobility into disrepute.
- To uphold the law in a manner consistent with this practice in neighboring areas of dominion.
- To be just and faithful to the Crown.

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 commission to be paid within one month of a demonstration of such skill.
Training available.**

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)

You will soon be betrayed by one who never earned your trust. Take their actions in stride – after all, what could you expect from those who cannot even be bothered to lie convincingly? Lucky numbers are three, seven, eleven, four, and one.

The Harp (Jan 29th – Feb 27th)

Your most precious possession is soon to be challenged. You should decide how much this thing truly means to you – and whether you would sacrifice it to further your other agendas. If not, be prepared for a fight, even from someone who said that it would not be challenged.

The Fount (Feb 28th – Mar 30th)

This month, you are likely to encounter new people who may have a significant impact on how your story is to unfold. It may be wise to consider these people to be not merely of use, but an ample chance to gain wisdom from a newcomer's perspective. Your story will ultimately be told by others.

The Dice (Mar 31st – Apr 28th)

Do not tread far from the path; it is always worthwhile to try to find new ways to walk the land, but you will find

it very easy to trespass upon the borderlands, those places of gray where you stand a chance of losing not merely your perspective, but your hope. Wait until the rainclouds part to wander.

The Arrow (Apr 29th – May 27th)

Do not become enslaved to the idea of destiny. Your fate is mutable, and stands only the slightest resistance to your freedom of the will. What you will encounter while finding out what shape your fate will ultimately take will be those that have that same freedom of will; respect them as such.

The Stone (May 28th – Jun 25th)

This month's omens are unclear; you are in a position now to make a stand. **The Harp** will be an ally if you allow them to, but be wary; you stand a very real risk of challenging **The Mask's** interests, and this is a path that may not serve you well.

The Coin (June 26th – July 28th)

It is time to try a new endeavour. The old ways teach much, but they are not flexible, and will often have difficulty accommodating new ideas with any alacrity. Your best bet is to retain the lessons of the past only until they do not serve you well – and take what relative peace you found then to learn anew.

The Spade (July 29th – Aug 30th)

There is an opportunity before you that will require a great deal of hard work to realize. This is not to say that you cannot find your way – indeed, you may find that this hard work makes the ultimate prize all the more worthwhile. But you must see the project through to its end.

The Blade (Aug 31st – Sept 27th)

Going your own path does not mean leaving all others behind. This is a good time to keep an eye out for those who are looking to collaborate. Affairs of the heart will not wait on any schedule set by your mind, so remember that there is always a chance if you try, but take no for an answer.

The Mask (Sept 28th – October 31st)

An unkindness once visited will often be revisited. Be careful who you spurn, and if you must behave so to a person nearby you, be wary that even if they do not respond in kind, fate has a way of bringing such actions back to you, and will not hesitate to do so at the least opportunity.

The Shield (Nov 1st – Nov 29th)

Fear can tell us when there is danger – but it may not help us to overcome that danger. Running will help us only for so long, and sooner or later we will need to make a stand, or see the endeavours that we have striven so hard to accomplish wash away like so much flotsam. Do not be afraid to stand up for yourself – there are those who will capitalize on your fears.

The Hearth (Nov 30th – Dec 30th)

Investments will soon be recouped, whether they be in coin, hard work, or goodwill. Your friends and allies know you for who you are, and you have given them ample opportunity to decide whether that is something that they wish to support. It is not too late to make amends if you feel that you must however; the best time to plant a tree was ten years ago, the second best today.

Better Know a Faith: Clovis

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

Clovis, High God, Child of Elieff, parent to Kell, is the god of stars, defenders, and of the penitent. The faithful of Clovis stand in defense of the world against all otherworldly threats that might cross the barrier of the Curtain.

Clovis is ally to Jerroh and Brack; Brack priests will often hold Clovites in esteem for the seriousness of their holy orders, and Jerrohites

will often rely upon the insights of the priests of Clovis in their own sacred opposition to the undead.

In the Lakes Region, the Grand Church of Clovis has traditionally been a political power. This organization was in the forefront of the Deepwood Crusades, a push to retake Deepwood from the group of infernals that currently hold all executive power within.

Although unsuccessful in permanently liberating Deepwood, the Church of Clovis was key in a number of conflicts in

the Lakes Region, such as the repelling of the forces of Estovic. As well, when the dread demon Malabaskamakar overran the area of Michian, scattering the Imperial Forces, it was the Church of Clovis, combined with a number of forces from Harodom and Splishenfellow, that were able to quell demonic and undead uprisings in the area.

The Grand Church had considerable holdings in Harodom, including an archive of restricted works pertaining to demonology. However, during the Eldershire War, the Grand Church

holdings in Harodom were destroyed, and large numbers of the churches chapters were disbanded. It is thought that this was done to prevent Harodom from relying on the Church for military support, although it is also possible that this was due to infernomancers in the Eldershire forces.

With large volumes of Church resources in the wind, the Church of Clovis in Harodom has returned to being small chapters and groups, with some skilled clerics and warriors doing their best to help keep Harodom safe from infernal forces.

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.

Increasing cases of mass unusual behaviour have increased along the coast, with large groups acting in concert in strange activities.

*

Heavy storms have racked the coast following what appears to be a mass humidity event that occurred nearly two months back. This change to our climate is troubling.

Lanterns carved from beets with strange faces and candles placed within have been rumoured to drive back demons and ghosts leading up to Terror's Breach. Beet sales are through the roof.

*

Omens: An empty grave, a moonless night in mid-cycle. Vermin fleeing at the sound of cock's crow.

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!

*Some punk demon said you weren't going to wear
Sunbeard Forge Armour for Breach.
You gonna let a demon tell you what to
do?*

**Sunbeard Forge Armour is worn by warriors, wizards, knights and lords – all of them alive.
“When in duress, dress for success!”**

Editorial: The Justice You Pursue

Having been a semi-professional adventurer for a significant portion of my adult life, I can often say with surety that happy people do often fall into the lifestyle.

This isn't to say that nobody does. Certainly, those who benefit from the status quo may well take up arms to defend it, and in very specific circumstances, it can be lucrative.

But there are quite a few sad

tales and tragedies behind the people who throw themselves at monsters.

I won't tell people not to seek revenge – that's a common story too. But consider what your actual goal is, if it is indeed revenge that you seek.

Revenge can be fulfilling, but if it is all that you dedicate all of yourself to, you will have nowhere left to go when you complete it. Even if everything goes right, the feeling of

emptiness that so often concludes stories of revenge is often just the question 'what do I do now?'

Even as you pursue your end, you might find it useful to oppose injustice wherever you find it. Look to a world beyond the one where you have completed your goal. Make friends, and help them. Get a hobby.

The justice you pursue doesn't just have to be your own.

Oren D'vann Freedman, Editor

Matters of Faith

Holy Days Just Past

Oct. 6th: Dreamers Wake (Bard)

The holy day of Bard recognizes the day when, less than twenty years ago, the Dreaming God was woken from her slumber and once again rejoined the pantheon. Traditions for this holiday are far from uniform, with some blessing pillows and blankets, and other staying up until dawn telling stories in honour of the goddess of tales and dreams.

Oct. 15th: Harvest Song (Arkady)

The holy day of Arkady typically comes near the last of the harvest season, and is a welcome relief from the heavy labour, frequently celebrated with a large meal spent with friends and neighbours. In this part of the world, it is taken as a blessing of Arkady as the leaves change colour and paint the treeline with reds, oranges, and yellow. New artworks are often commissioned on this day in Arkady's name.

Forthcoming Holy Days

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.

A Message of Faith

I would speak today on the matter of opposing evil.

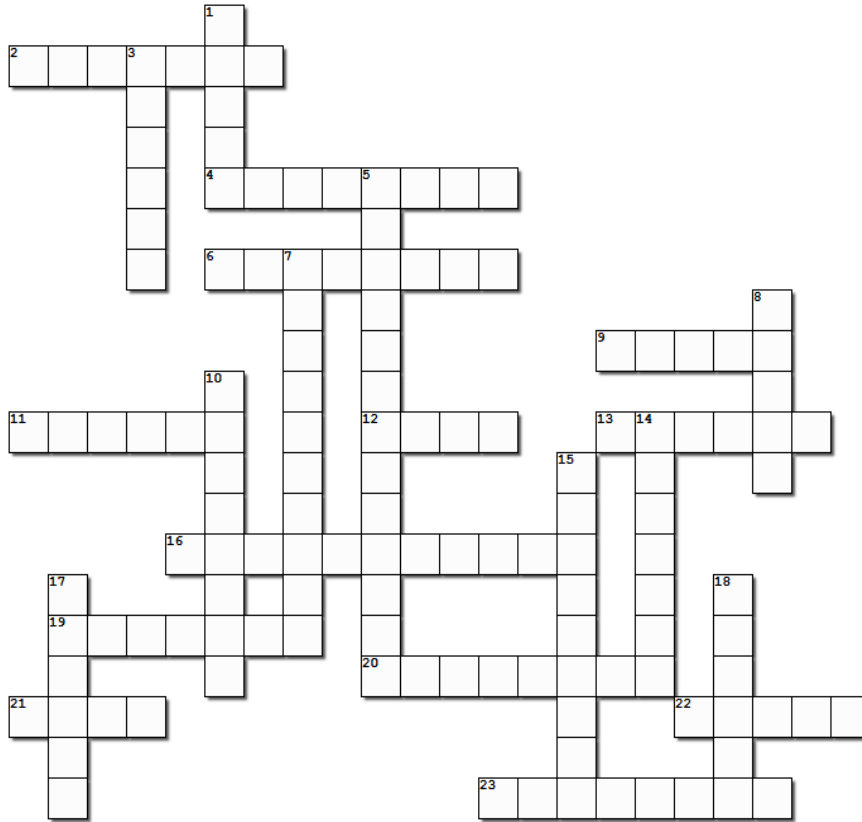
Evil can be a pernicious term. A lot of things can fall under its heading, and what is 'evil' may be defined by the mores and politics of the day.

If we think of 'evil' as just 'what is bad', then 'you should oppose evil' becomes a tautology. 'Do not do things that are bad' is a childish morality, if a useful starting place.

Instead, what I urge you to do is to build good. Give people agency. Help them to build and to thrive. This too opposes 'evil' - it reduces the suffering in the world, and fills that cavity with prosperity and the ability to not merely survive, but thrive.

You can fight those that do harm, and you can stop those that would tyrannize. But to truly fight evil, you must build something that will take its place in the world.

Crossword



Across

2. Music made with lips
4. Acts performed in a god's name
6. If you've lost both limbs at the shoulder, you're...
9. Leg trap for small game
11. Armoured collar
12. A worker tied to a specific part of the land
13. Like liquid that burns
16. Toughening herbal balm
19. To break into small pieces
20. Hinges, screws, springs, nails
21. The opposite of push
22. A being from another plane
23. One who trades or runs a shop

Down

1. The inability to see
3. Nuanced or non-obvious
5. Kazzok's holy day Oct 31
7. Aquatic aggressor (2 words)
8. Danger or threats of danger
10. Like a long, thin dagger
14. A spell that wraps all limbs
15. 'Liquid node'
17. People whose holiday is Oct 30
18. Like a big dove

Riddles

Riddle 1:

I am seen in the sun,
Come the shade, I am done;
I'm as fast as you're fleet,
Like I'm nailed to your feet.

Answer 1: *wodahS*

Riddle 2:

My feet are in the earth,
My arms reach up to sky,
Forever the sky forks me,
Slowly do I die.

Answer 2: *eerT*

Riddle 3:

I have a name,
And leaves,
And a spine,
What am I?

Answer 3: *kooB*

Riddle 4:

I am how wonders are
managed,
I am the true voice of the
world,
Through study or faith I am
shaped.

Answer 4: *cigaM*

Riddle 5:

I am a sign where fire has
been,
I am a trailing wisp,
I'm 'fire is here' when fire's
unseen,
As sightless as the mist.

Answer 5: *ekomS*

Riddle 6:

At start of night I stood tall,
And the shadows were long;
Now I'm shorter,
And my life vanishes into
mist.

Answer 6: *eldnaC*

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: Complete

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: As of this month, this project is complete. Professional rangers and guards should receive the full benefit of this project effective immediately.

Construction Project: *Further expansion, paving, and patrolling of local roads.*

Status: Complete

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 complete. Please make your opinion known about future projects that would benefit the area, or the creation of which would help make life more comfortable, accessible, or otherwise improve the life of those local to this place.

Update:

At this point, further community projects are being explored in service to the common good.

If you have a community project that you would like to see come into the common sphere, reach out with a proposal, and roughly what you would estimate such a project might require. It's your community, so helping to build it out can really both empower you and help you to connect with your friends and neighbours.

Having a voice in how a community comes together, the projects that it pursues, can also be really empowering. Take some time to think – do you think that your friends and relatives would benefit from a school? A new pub? A library?

There is no deadline on submissions, but coming up with a roughly costed plan is always a good pass-time.

Nic's Notes: The Frog and the Scorpion

The Adventurer will occasionally feature opinion articles such as this; local cleric of Bard Dominic has thoughts on the fable of the Frog and the Scorpion.

I don't like scorpions.

Too many legs. The stinger is a redeeming quality - built-in spear, WITH poison? Scorpions know how to play ball. That being said, they can do that far away from me and scuttle on by. There was one scorpion, however, that in his travels came across a vast river, water rushing by, waves lapping with the direction of the wind. I don't know if anybody reading this knows whether scorpions CAN swim, but I'm assuming they don't.

You know who DID swim? The frog lounging nearby. Seeing the creature, the scorpion approached - this is why I don't sleep just anywhere. Rather than having a mid-day snack, however, the scorpion asked the frog for aid. "Help me cross the river, and I will be in your debt."

I don't like owing people things. The frog didn't have much of a problem with it. "MY issue is, what if you sting me while we cross? We would both drown and die!" But the scorpion promised to behave, and so the frog allowed him to board his back, and the journey was attempted.

...I usually stop reading by this point; the original story uses a lot

of big words. I'm never sure whether the scorpion decides to gank the frog or hold off.

You could say something about natureversus choice, but I'm not sure the lesson comes from that. Lately, I've been thinking more about the middle - the scorpion being smart enough to put its stinger away, and brave enough to ask for help.

So, I think that should be the new moral: even if you have a poisonous tail, be brave enough to ask for help. Even the frogs around you will stand with you.

(Ed. Note: there is an answer in the original fable, but it's depressing.)

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

Recipe of the Month: The King's Trifle

Deserts of royalty need not be for royalty alone, if you have a few common ingredients, and a couple of uncommon ones. Certainly, this trifle is no mere trifle – but don't tell the king.

- O.

Ingredients:

- 1 Pound Cake (purchased is fine, or you can make one.)
- 1 jar, raspberry jam
- 2/3 cups medium dry sherry
- 1 tin Mandarin oranges (drained)
- 1 ½ cups fruit cocktail, pineapple, blueberries, maraschino cherries, and 2 tbsp of apple cider (or purchase tinned fruit cocktail in light syrup)
- 1 Pkg instant or cooked vanilla pudding mix
- Chocolate shaving for garnish.

Whipped Cream

- 1 ½ cups whipping cream
- ½ tsp vanilla extract
- 1 ½ tsp white sugar

Cut your made or purchased pound cake into slices that are ¾ inch thick.

Spread raspberry jam on one side of each slice in a thin layer.

Then, cut each piece into about 4 small pieces (about the width of a finger). Lay the pieces on the bottom and up the sides of a trifle bowl. Alternate jam side out/jam side in for a prettier look.

Top with one row fingers horizontally.

Pour the sherry on the pound cake. Pour it along the sides, and whatever is left goes on the bottom.

Add the tin of mandarin oranges which has been drained (discard the juice – you will not need it.)

For the next fruit layer, use about 2/3 cup blueberries or blackberries, about ½ cup of chopped pineapple, and 7 or 8 halved maraschino cherries which

have been mixed together with 2 tbsp of apple cider or apple juice.

Drain the fruit cocktail, but retain the juice. Add the fruit cocktail on top of the mandarin oranges. Pour the excess fruit juice on the pound cake on the sides of the bowl.

Prepare the pudding, according to directions. Allow to cool for about 5 minutes.

Pour the pudding on top of the fruit, smoothing it out along the top and allowing it to trickle down through any cracks between the pieces of cake.

Chill the mixture for a couple of hours.

Whip the cream using a chilled bowl, until soft peaks start to form. Then, add the sugar and vanilla, and continue there are stiff peaks.

Spread the whipped cream atop the pudding. Garnish with shaved chocolate.

The **Adventurer** would like to acknowledge Taq for his article on nonlethal combat, and Dominic for his news articles Here There Be Monsters and Adamantine Armour, along with Nic's Notes.

Oren's Codex

In this puzzle, seek to uncover the hidden message in this cipher.
This month's message is related to the recent holy day.

◁ □ ▽ ▽ < < J □ □ < E √ E ▽ F E
E F > E E ▽ < □ < ^ ▽ F E □ ▽ ▽ □
E L □ ▽ ▽ □ E □ ▽ F E □ ▽ ▽ E

Dungeon Buddies Presents: Good Idea/Bad Idea

