

# The Adventurer

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May, 2026 A.T.

*num quis hanc mutationem animadvertit?*

## Holy Conflict Erupts

Although conflict between priests of opposing faiths is not unheard of in Harodom, there has been a relative calm between the elemental faiths, who (although still containing opposed faiths) have formed something of a bloc lately, at least in the areas around Stelton.

However, it appears that agents provocateur are seeking to disrupt this fragile peace, to the detriment of all around. Priests posing as clergy aligned to Alwyn, god of the wind and storm, have sought quarrel with

the faithful of Atha local to the region of Sandy Bay.

With the history of the faiths, this alone would seem plausible, but careful divining work substantially undertaken by Amira, a diviner new to the area, was able to reveal that not all was as it seemed. The casters did not call upon the power of Alwyn, and reached beneath articles of clothing to instead call upon the power of Strega.

While none of the assailants were captured, this puts a dark

shadow over the apparent facts. Experienced adventurers may recall the Kindred Ties, a group of mages that stole the power of clerics and used them by way of tattoos (traditionally on the forearm) as if they were the original casters themselves. While such practices are deeply heretical and illegal, the temptation of power may be great.

A holy war – if it were to be successfully evoked – would provide such a group considerable cover.

## Ratkin Abduct Locals for Gruesome ‘Art’

Ratkin local to the area, potentially in service to an interpretation of the Goddess Arkady, divine patron of beauty, sought to create a flesh-based statue using stolen limbs and flesh.

Under the leadership of the ratkin named Mangle, this group was seeking to craft a construct made of the stolen flesh of locals, although by all accounts, this project was not completed.

Thanks to the heroic effort of one who had gained insight into the cult’s intentions, adventurers of Sandy Bay were able to intervene, potentially

saving the life of Beldonite Edmond Fisher before any irreparable harm befell him. Cleric Fisher was safely recovered, a fact for which we are all grateful, after his disappearance was reported by his wife, Coral.

While we seek peaceful interaction between all sapient peoples of the region, this is obviously unacceptable. The Adventurer recommends that until we are certain that this plan is wholly extinct, that travelers go about in groups, and if no other means of defense presents itself, to carry a stout cudgel in self defense.

## Barkeep Targeted With Ersatz Bounty

The proprietor of the Topsy Tortoise, known to most in the region as ‘Cook’, was targeted for capture by way of an illegal bounty in April.

Although Cook was not permanently harmed, he was rendered unconscious and abducted by a mercenary named Talc. Talc had received this bounty on behalf of a former customer of the tavern named Blobbert.

It should be recognized that while there is a Guild of Bounty Hunters, they are obliged to take only lawful bounties. It is a right reserved for the state to set bounties on citizens

and yeomen that require anything more than identification and discovery (although a bounty hunter could be employed to discover the location of a quarry, they would not be allowed to visit harm upon them, except when given that permission by the state.)

This “bounty” was in fact tantamount to assault and kidnapping, and rumours swirl about the organization that backed it.

Anyone visiting violence upon citizens or yeomen without due process of the state, whether abduction or murder, will be tried appropriately to that crime.

# Adventuring Technique: Checking for Traps

*It is the goal of The Adventurer that all of its readers find something of use within its pages. In this article we will briefly go over common uses for traps found in protected areas and comparable locations.*

Traps can be thought of as a double-edged weapon. On the one hand, they are often effective deterrents against people poking around in locations that you might otherwise prefer that they did not. On the other, if you want to access your own area, they usually do not discriminate between friend or foe, and sufficiently determined thieves or intruders may not be deterred.

Flipping the script, consider your own incursion into an area protected by traps. Traps can come with a variety of triggers and mechanisms, and can range from a simple spray trap spraying ink or perfume to identify a thief, to proper death traps, which spell the certain end of the unwary.

## Think Psychologically

Traps will often be placed at single-point entries. This allows a single trap to effectively protect a larger area – if there is one door into a room, that may be trapped, and of course, there is the famous hinge trap on the lid of a container.

Consider as well whether the person setting the trap needs to bypass it later on. If so, there may be a mechanism to bypass or disable the trap nearby. If they do not need to, then traps may not be easily disarmed – after all, if you are trying to keep people out forever, you set different defenses than you would to something you're coming back to.

## Keep an Eye Out For Triggers

Triplines are perhaps the simplest trigger, a line drawn taut that sets off a trap when pulled upon. Learning to spot these will help you with the *vast majority* of traps in your adventuring career.

Pressure plates can be trickier – often placed under rugs or under a light covering of leaves or foliage, they are often visually distinct, and once identified, can be bypassed.

Some trap triggers include timers – if you know you have set off a trap, but can't see the effect, you may be operating under a time limit.

## Armour Up

Even experienced mechanics sometimes make mistakes. If you are playing trap-sweeper, wearing some light armour that is unlikely to reduce your mobility is a good idea.

Have friends or allies placed outside of the likely area of effect for any triggers you identify. If you do not succeed in disabling the mechanism or trigger, having someone on hand to heal you (or in extremis, resurrect you) can help make sure that this is not the end of your adventure.

## A Name for the Town

*The Adventurer benefits from the writing contributions of our community, and one such member of our community has graciously written a request for the community at large. The Adventurer thanks Gaster for their thoughtful words.*

Attention adventurers and other inhabitants of the Sandy Bay area!

The Yorik Adventurer is collecting unofficial suggestions for the name of the new settlement surrounding the Topsy Tortoise Tavern.

As journalists, we kindly request that the people of this area give us something to call you (and ourselves!) as we begin the process of moving our publication to its new home.

Please write your suggestions for town names on the provided slips and attach them to the bottom of this notice. These will be collected and presented to the local Nobility.

*The Adventurer, following Gaster's lead, is happy to explain something of the mechanism by which the town name might well be selected.*

*The open request will be available for contributions until June 11<sup>th</sup>, and any resident or intended resident of the area may submit suggestions. Suggestions may well mention geographical features, such as the local landscape, forest, harbour, or similar, as this makes the town easier to find; alternately, names that feel symbolically appropriate in some way to those writing the suggestions.*

*Upon the close of the advice seeking period, The Adventurer will present the suggestions to representatives of the existing inhabitants of the region, as well as some representative newcomers. If you are interested in being a part of this consultation process, please approach an Adventurer representative.*

*It is our goal to select names that are fitting, with the consent of those that may have to live under this name for the foreseeable future.*

*It is our intention to select any names that have not been excluded for reason of blaspheme, obscenity, or offense to local inhabitants, and to present all remaining names to His Grace, Duke Hayden of Gelrich, in whose demesne this area may be found.*

*With consultation from the Duke or his representative, we will select a name, and work will immediately begin to draft articles of Incorporation, making our settlement official, and notifying the Guild of Cartographers to begin putting it on maps of the Kingdom.*

*It is said that your name is in the mouth of your opponents; make sure that it has teeth. Please ensure that all recommendations feel appropriate and at least somewhat tasteful.*

# 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 kind of bounties can anyone set?**

The Guild of Bounty Hunters is given remit to pursue lawful bounties within the territories of Harodom (and other aligned nations), as a way to give relief and support to local guard and law enforcement. These bounties have limitations however: as yeomen and citizens of the realm have rights, those rights must be protected.

In general, private entities may not set bounties that require the death, assault, or abduction of law-abiding sapients. Item retrieval bounties may be permitted upon the provision that provenance of the intended item can be proven.

In most cases, the following bounty types may be set by anyone:

1. Varminting: the killing of non-sapient pest creatures is not restricted with the possible exception of game animals within specific lands.
2. Locating: the finding of individuals is generally unrestricted, provided that the individual is not

then assaulted.

3. Escort and delivery: Although often falling under the broader category of 'mercenary work', escort of prisoners has been a bounty hunter role for an extended period, and for those who would themselves go voluntarily to a place, hiring a bounty hunter is not beyond the pale.

Bounties that require the assault of, abduction of, or murder of a target are only legal when set by the governing body in the area in which the bounty is set. Bounty hunters may reasonably pursue a bounty outside of the initial area, as long as they have paperwork identifying themselves as bounty hunters, and their target.

## **The Adventurer, in conjunction with Wainwright Armoury Is Pleased to Announce a 'Succeed in Adventuring' Program.**

### **Details Forthcoming**

# Horoscopes

*The future is an unknown country. However, ideas and visions of the future may stem from information of the present; your decisions help to make the world you live in tomorrow. To that end, we have published a generalized horoscope for each of the Calendar Birth Signs, and hope that it will serve to amuse and enlighten. Horoscopes provided by Seer Oren Freedman.*

### **The Shroud** (Dec 31<sup>st</sup> – Jan 28<sup>th</sup>)

There are unseen roads that will soon carry you. Be wary of threats coming from unseen sources, and choose with care when presented with options that all seem equally good - or bad – for there will be traps that lie in waiting in such decisions.

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

Make sure that you do a good turn for someone soon; doing so will change their world a little, and may have lasting impacts upon your own. Just as ripples from a pond emanate from a single point of contact, so too do the ripples from a benevolent deed emanate out within a weary world.

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

You may soon be betrayed by one who sought your favour or your trust. While unfortunate, being prepared for such an eventuality will take much of the curse off of it, and with the aid of friends and allies, you will recover much more quickly than if you attempted to make your way in the world alone.

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

Do not commit to deeds that you are not prepared to make real in the world, for your promises will bear special weight

this month. There will be those that will rely upon you on the basis of your promises, and who will suffer greatly – or put especial gravitas – on perceived failures to keep that word.

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

Good fortune will come your way soon if you proceed with caution. Reckless abandon may still get you killed, but a windfall seems likely if you look before you leap, and then leap if it seems survivable. Lucky numbers are 3, 9, and 12, but you will want to be wary of a stranger in blue.

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

There's rough sledding ahead. Get ready for a slog, but know that once you're out of it, the future looks bright. It can be easy to give up halfway through, and that just leaves you in the middle of the mire – keep on working, and the new day that meets you will be brighter.

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

Some of the things that you have been doing will stop working – not because they or you were bad, but because they just don't meet the needs of the moment. Take some time, reassess, and figure out what is still serving you and what needs to be dispensed with, and you'll move all the easier for it.

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

Don't forget to pursue pleasure in the middle of all the hard work and toil. It doesn't hurt to take time to care for your own needs, because if you don't make the time, it very well might make itself. Seek the company of others, a day off, an afternoon to go fishing, or just a lie in on a Sunday morning.

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

We are taught that the stars guide us; they do not bind us. Consider this as an analogue to all things telling you what you are, or what you must become; you have the right, and indeed the ability to choose a path for yourself; an it harm none, be that version of yourself.

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

Cynicism is a shield that burns the one who bears it. You do not need to be sincere about all things all at once, but truly wearing your heart where it can be seen will encourage others to acts of sincerity in themselves. You may risk hurt – but you may grow stronger as a result.

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

There's always a next thing to do – and there always will be a next thing to do. Take a moment to focus on the thing immediately in front of you, and once it's done, you can address the next one with the full of your attention, instead of relying on the myth of multi-tasking to give a fraction of your energy and attention to multiple things at once.

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

Ignorance is like a leaden weight that some drag around, pretending that it is a weapon or a shield. If you do not understand, you are (in theory) immune to criticism for acting out of ignorance. In truth, this may help with some social issues, but it will do little to actually help you to advance your own agenda. Learn, and let your learning be your weapon and shield. Own your actions, and triumph in the glory you earn.

# Better Know a Faith: Brack

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

Brack, demi-god of mortal law, is celebrated on Order's March, a holiday which falls on May 9<sup>th</sup> (and, to the surprise of some, not in the more intuitive March).

One of the high faiths of the nation of Michian, the worshippers of Brack generally believe that the laws of mortals should be determined by mortals; rather than offering a set of divine laws, Brack is

traditionally believed to empower his followers to advise upon, keep, and uphold civil law, with the general belief that mortals are better served with laws that emerge from governance to which they can appeal.

A soldier and justiciar in life, Brack was the child of Callis with a mortal, and was lauded for even-handedness in his adjudication, as well as his insights that seemed to probe deeply into that which was brought before him.

Sometime after his apotheosis, Brack sired Hemulis, demigod of

warriors and battles, and is the only demigod in the Ariel tradition to have been parent to another ascended divinity.

Followers of Brack are sometimes known as **the Order**, and may be found in many civilized lands. Allied to the faiths of Clovis and Fiona, and opposing the workings of Anajaream, god of Chaos, Brack affords his followers spells that help to uncover the truth, and to protect them. Brack's is the only faith that grants all armour substitution spells to his faithful.

The faithful of Brack are

often judges and advocates, although it is not uncommon to find them dotted through the rank and file of the military or civil policing forces and town watches.

Although there are undoubtedly many who dread to see a member of Brack's faithful coming their way, the integration of a faith into so many civil justice systems is perhaps surprisingly uncontroversial; after all, the faith of Brack specifies that they are not to impose their own values upon the population, nor the teachings of Brack, but to uphold civil order.

## 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* wishes to announce a contest, to be adjudicated in July, upon the subject of who can best craft baked goods, with sweet and savoury categories.

Mushrooms seem to have sprung up in areas of the Sandy Bay area famous for their high magical energies and unusual happenings. People are advised to avoid touching or eating the mushrooms.

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The township of Warden's End reports that a well bucket brought up several precious stones in addition to water.

Large storms have wracked the coast of the Ire, causing unsettling things to rise to the surface. Anyone coming across a body washed ashore is advised to report it to the local guard.

\*

*Omens:* Visions of oil poured on roiling waves to calm ships suddenly catching light in a blaze that hurts the eye.

## A Poem: "Titans, Tunnels, and the Truth"

Ancient doings cast long shadows,  
Light the incense, say the sooth,  
Ancient secrets fail to disclose  
Titans, tunnels, and the truth.

In the places no one visits,  
Darkling terrors, long in tooth,  
What is left unspoken is it's  
Titans, tunnels, and the truth.

Things forgotten now remembered,  
Much like blood makes hands  
uncouth,  
Will not fall until dismembered,  
Titans, tunnels, and the truth.

Speak now, as we have not spoken  
Since the world was in its youth;  
Dreams unquiet, now awoken -  
Titans, tunnels, and the truth.

Smell the sweet of ancient rotting;  
Tricks the nose like sweet vermouth  
-  
Hear the fallen dead alotting  
Titans, tunnels, and the truth.

Cast your light in unseen places;  
Like a hound, you're quite the sleuth  
No unveiling now erases  
Troubles,, tunnels, or the truth.

# Editorial: If We Stop Learning

An aphorism that I never really cared for was ‘stop learning, start dying’. It’s meant to express the brevity of life, and how the speaker would prefer that those precious years were spent.

But it can be literal as well, and in a sense, its sing-song quality obfuscates that well. If we don’t learn – if we stagnate, or if we don’t work to keep up – we will run into problems that we could have a solution to, but don’t.

Lessons don’t have to be linear. They don’t even have to directly relate to any problem that you encounter later on. If we learn to harvest a Leviathan for crafting materials and run into a monster that’s half a Leviathan, we know more about this creature than we would have.

We can take point one, and point two, and use it to derive a point three. We pick ourselves up, dust ourselves off, and come back with more wisdom.

Most importantly, we’re still here. We still learn. Some new faces, some familiar – all of them united in having learned one thing; we don’t say die.

We’ve learned that we can overcome an awful lot – from dragons to undead horrors to wars that have savaged the continent.

Somewhere there’s peril. Somewhere there’s trouble. Somewhere else, the tea is getting cold. Let’s go.

*Oren D’vann Freedman, Editor*

## Matters of Faith

### Holy Days Just Past

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

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

*April 1<sup>st</sup>, Fates (Anajaream)*

Anajaream’s holy day is fittingly a chaotic one, with few fixed traditions. On this day, it is considered most fortunate to take large chances, or to break binding contracts (if they must be broken). Whether or not this is supported by a magistrate judge is anyone’s guess. Games of chance and big wagers – and long-shot investments – often begin on this day.

### Forthcoming Holy Days

*May 9<sup>th</sup>: Order’s March (Brack)*

The start of many contracts, Order’s March marks the beginning of a month of fasting and meditation for the followers of Brack, following their patron’s journey to divine revelation. To the lay-person, this day is the day on which to get contracts signed, agreements made, and any other legal business that can fit into the one-day span.

*May 27<sup>th</sup>: Twilight Festival (Sasha)*

This celebration of Sasha’s holy day starts at sunset on the 27<sup>th</sup>, and ends at dawn on the 28<sup>th</sup>. A festival, there is often dancing and communities that have a large Sasha-worshipping populace will have feasts, private and public, often outdoors if the weather permits. The faithful of Sasha encourage magic use to share the wonder and mystery of magic.

### A Message of Faith

I would like to speak on the matter of planning.

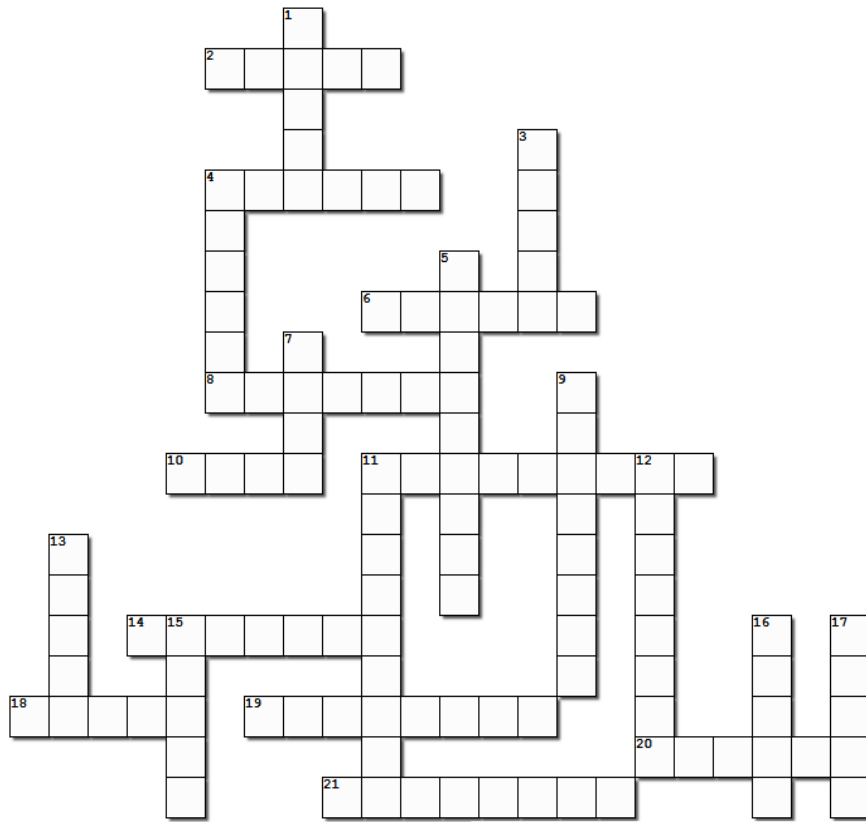
It can be very easy to fall in love with your own plans. You think they are correct – of course! You originated them!

But the truth is that others may have their own ideas. Some, in opposition to your own, as your interests do not align, but some even on your side. And some might even be better than your own.

You aren’t obliged to change your plans if you hear a different one, but if you stick with your plan just because it’s your plan, you are shutting yourself off from the world. Another soul has reached out to yours, sought to support you in your ambition, and you shut them down simply because it differs from how you had imagined things going?

This is a wound done both to your interests and your spirit – we are here to learn from one another.

# Crossword



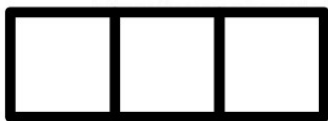
## Across

2. What every story ends in, told long enough
4. Three can keep me 'if two are dead'
6. I melt but leave no puddle, glow but not a star
8. A band of colour and holy symbol of Sasha
10. A more refined club
11. A system of increasing but narrowing authority
14. An eight-legged critter that isn't a spider
18. A coarse string
19. Another name for Brack followers
20. Greater in scope than a kingdom
21. Arguably, a friend you haven't met yet

## Down

1. The arcane or divine
3. An oyster's much-prized irritant
4. The season of the sun
5. Facts, information, and trivia
7. A fine and noble end for a grape
9. A feminine 'Excellency'
11. The nation's capital city
12. Screws, nails, hinges
13. A bend in the arm
15. Two arrayed forces on a grid of squares
16. 'The food of love' - play on!
17. Always running, never walks, has a mouth but never talks

# Cryptix



J E C



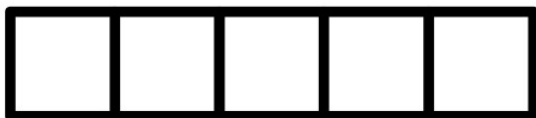
N



N X D O N



Q C B E C Y



C Q L Y J



J Q I Y

!

# 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.

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

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

## Recipe of the Month: Chocolate Chip Cookies

*The adventurer on the go needs something that is high-caloric, easy on the stomach, easily eaten, and ideally, hand-portable. Most every request on that list is found in this recipe.*

### Ingredients:

- 1 cup butter (room temperature)
- ¾ cups white sugar
- ¾ cups brown sugar
- 1 tsp vanilla extract
- 2 eggs
- 2 ¼ all purpose flour
- 1 tsp baking soda
- ½ tsp salt
- 2 cups semi-sweet chocolate chips.

Ensure that your oven is pre-heated to 350 degrees.

In a large bowl, with a mixer, beat together butter, granulated sugar, brown sugar, vanilla, and eggs, until light and fluffy.

Add flour, baking soda, and salt, and mix by hand until well blended.

Stir in chocolate chips.

Drop by rounded teaspoonfuls, 2 inches apart, on ungreased baking sheets.

Bake 8 to 10 minutes, or until lightly browned.

Cool on parchment paper.

*And simple as it is, that is the whole of the recipe; the biscuits created will number somewhere in the neighbourhood of 48, and will usually last about two weeks.*

*As a matter of what has usually turned out to be trivia, the finished cookies are quite freezable, if you have access to an ice house. Somehow, there never seem to be enough to make that worth doing...*

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