

The Adventurer

June, 2026 A.T.

ad captandum vulgus

Arkadan Ratkin Leader Defeated

Following a massive conflict with the body-sculpting ratkin followers of Arkady, and their leader, Mangle, it seems as if this threat has passed – if only for the moment.

Mangle, a ratkin priest of Arkady who successfully managed to graft an additional arm to their torso, was defeated by adventurers local to the area of Argos.

The ratkin Arkadans, who have been abducting locals in service to a project where they have

sought to create a grotesque statue made of body parts, and bring it to life with the *Animate Statue* spell, seem to have been repelled for now. This conflict, which involved an all-out offensive, certainly winnowed their numbers – but it is ambiguous whether we have truly seen the end of Mangle and their group.

As Mangle was defeated, it appears that a lieutenant was able to escape with the leader’s body, which may mean that their efforts – and group – are not yet

extinct.

Abductions by the ratkin have been ongoing since April, and their preferred strategy appears to strongly favour the use of the Sleep spell. Nevertheless, it is advised that until this threat is confirmed to be over that people travel in groups, and be prepared to evade attack.

Many ratkin are simply fellow travelers or neighbours – it should be emphasized that this threat is specific to this group which now seems withdrawn.

Leviathan Creature Defeated On the Water

While a number of large creatures, collectively referred to as ‘Leviathans’ have threatened watergoing vessels in the region of the Ire Strand in the past year and change, one has proven a menace to local shipping in the past few months.

Dubbed a ‘Lava Shark’ by the adventurers of the Ire Strand, this large creature does appear to have resembled a shark, and to have been elementally infused with extremely hot fire, or even fire and earth (making lava). In a single bite, it appears that it was capable of destroying objects utterly, because of the intense heat.

Further, due to the creature’s great size (and presumed immensely hot internal organs), it appears to have been capable of swallowing smaller creatures whole, killing them instantly and beyond the capacity for resurrection, due to the utter destruction of their bodies.

This fight was intense and not without cost; it appears that in the course of combat, at least one of the warriors from the Ire Strand was killed, and forced to resurrect. This action has however made safe the waterways for fishing boats and merchant vessels, allowing the town to continue to grow at some small pace.

Local Cleric Arrested, Flees Custody

Following a lengthy investigation, local cleric Azure was arrested by representatives of the Duchy and the Crown on suspicion of acts of necromancy.

Although all reasonable efforts were made to proceed with this arrest nonviolently, the accused, a cleric of Anajaream, delivered a short, intense speech, decrying the relevant systems of authority, and rejecting that authority over them.

When actions were taken to subdue Azure, they teleported away, making their immediate capture impossible. It is the understanding of the

Adventurer that any possessions Azure may have left behind were taken into custody and removed to a secure and nondisclosed location.

It is important to note that these charges have not yet been tried, but that the accused was (until relatively recently) a follower of Stasa. This faith has been abandoned in favour of Anajaream, but this past association may be used against them in the event that this case should go to trial.

The *Adventurer* will report more on this story as it develops, and will make every effort to verify such facts as become available.

Burial Practices of the Lakes Region: Terramation

*Since adventurers will often find themselves confronting the dead, dealing with the undead, **Jerrohite Mor** has obliged us to detail some of the most common burial practices of the Lakes Region. In this article, we learn more about Terramation.*

Last issue, cremation was discussed as an option for processing the remains of those who have passed. This issue, let us take a moment to discuss terramation and its various forms.

Terramation is the process of returning the body to the ground and letting the natural process of decomposition take hold. It can be quite beautiful, but does run a higher risk of undead as the process takes at least 30 days for a body to decompose in the ground under the most ideal conditions.

Placing a barrier-free body in warm ground, with layers of easily biodegradable material such as woodchips, hay, and alfalfa. The ideal conditions for the body are warm and moist for a quick decomposition. However, like

cremation, it is possible to place other plants such as flowers that were significant to the deceased in between the layers to bring a personal touch to the process. By creating compost from a body, ones body is returned to Ariel and feeds the future.

If you would like to have access to the compost after the decomposition is finished, it is recommended to mark where your buried the deceased. Additionally, you may wish to place the body with the biodegradable material in a large vessel above ground to have the process happen in a place where you can check upon the progress. This may also be something to consider if the ground is too frozen in the chillier months.

Speaking of vessels, burying bodies in containers is another way to place the corpse into the ground. There are two vessels that are commonly buried. The first is a casket which is a rectangular box that is often designed ahead of time and can fit many body types. The second type is a coffin which has six-sides and is often designed with

the measurements of the deceased in mind to follow their physical form. Both can be placed deep into the ground. It has been recorded that both vessels have been nailed shut in order to prevent (or delay) any unwanted undead resurrections - simply ensure the dead is fully passed before sealing!

Finally, if someone is looking for something in between composting bodies and sealing bodies in wooden shells, then one should consider a shroud burial. A shroud, often made with linen or cotton, is wrapped around the body before the burial. Loved ones that are savvy with textiles may design their own shroud pattern or even embroider meaningful images into the shroud as part of the mourning process.

Please speak to your local cleric of Jerroh if terramation is of interest to you so that they may offer guidance as you prepare for your eventual end. It may be macabre to talk about death openly but being open about the unpleasanties of death can make the approach of Jerroh easier.

Cursed Mask Continues to Plague Town

Despite being safely secured away, the cursed mask retrieved from a vault found in the nearby copper and coal mines has once again freed itself and seems to be making a nuisance of itself.

Powerfully enchanted, it appears that the magical mask can tempt the weak-willed, and offers relief from insecurities, anxiety, or any representation of fear. Unfortunately, this has a two-fold downside.

First, and perhaps most obviously, without any sense for fear, such victims as the mask finds

seem incapable of concern for their own self-preservation, even if direly outmatched.

Less obviously (but doubtless dangerous), after suckling off enough fear from the victim, the mask spawns a demonic figure that then seeks to slay its previous host. What befalls this demon after it has killed its former host is unknown.

The mask is a black domino mask with lace trim. Anyone who sees it is (obviously) advised not to wear it, and to report its appearance to a representative of the Guild Arcane.

Run-Off Vote For Town Name Begins

After several weeks of voting, polls have closed on the name for the town. At present, there is a three way tie, which narrows the field from nineteen possible contenders.

Argos is the name of a heroic hound from legend, a loyal and steadfast defender.

Veilroot seems to make some reference to the haunted forest that the town adjoins. Veiled in mists and containing many secrets, this may make a good name for the woods, even if it is not selected for the name of the town itself.

Port Lucius points out that the town does have a natural harbour, and would make an excellent trading port. Lucius, a heroic adventurer from Yorik, gave his life so that others might live, and performed rituals to create a spirit node seed from his own skull, to be planted locally.

Run-off voting on the successful candidate for the name of the town will occur on Saturday, July 4th. Having a town name will enable us to move forward with formalizing a town charter, and will help us to develop a civil identity and pride.

What Lucy Sees

Against wisdom and judgment, we are trying out a gossip column. All opinions expressed are those of the writer, and do not reflect the stated views of the Adventurer. Take it away, Lucy.

On the Tippy Tortoise and the Question Lucy Can't Stop Asking

The local adventuring community is, as Lucy understands, growing somewhat weary of the Ratkin situation. The Tippy Tortoise Tavern has been attacked so regularly that Lucy's sources describe it as, and she quotes: "getting really old". Their leader, known as Mangle (questionably dead, though Lucy's sources can't verify this), has demonstrated a commitment to raiding the same establishment so frequently that Lucy finds it, on the surface, exceedingly questionable.

The key words being: on the surface.

Because here's what Lucy can't stop thinking about. The Ratkin in question follow Arkady. The Lady of Wonders, Goddess of Beauty. The one who finds violence and bloodshed abhorrent and

whose followers spend their days primping and preening.

And yet, Mangle keeps attacking a tavern.

Lucy wishes to be precise. Not a military target or commonly travelled supply route. Not really a strategically important position. A tavern. Repeatedly and with great enthusiasm, which, as Lucy suspects, has no intention of stopping.

Lucy has formed a theory and acknowledges that, though it may be only a theory, she is extremely confident in it.

Someone inside the Tippy Tortoise has caught Mangle's eye.

There is, Lucy thinks, no other explanation for the mounting pile of evidence. A leader of Arkady's faith doesn't repeatedly attack the same tavern without some kind of strategy, but what Mangle is doing doesn't resemble strategy at all.

It resembles, in Lucy's well-informed opinion, someone who has found a

reason to keep coming back and doesn't know how to convey it in a way that isn't destructive.

Lucy wonders what the object of this fervent devotion makes of this situation. She wonders if they even know to begin with. She wonders if this increasingly frequent series of attacks, when viewed from a certain light, might be interpreted as attempts to impress.

Arkady's followers pursue beauty wherever they find it, and Lucy suspects Mangle has found it in the Tippy Tortoise.

Dear readers are invited to consider that next time Mangle's forces appear on the horizon, they might not be witnessing a raid but rather, a serenade. A very loud, very violent and structurally questionable serenade sung by someone who hasn't grasped that flowers are traditionally more effective.

Lucy wishes Mangle all the best and suggests that there may be easier ways to get a drink with someone.

- Lucy

A Word From Lucy

And once again, we have an advice columnist. If you would like advice from Lucy, please send letters care of Forest House, Adamant. Once again, the views here expressed do not reflect the stated opinion of the Adventurer.

From Sickly in Sandy Bay

Dear Lucy,

I want to preface this by saying I love my partner, perhaps quite literally, to death. Her embrace is the only peace I have ever known, and her kindness and gentle humor make all the world's troubles feel as if they were a passing nuisance. I love her with my entire body and soul and believe her to be the greatest companion I could have ever asked for.

She is, however, incredibly fond of poison.

And as often as I remind her to keep them separate, and do my best to keep a clean house, she often confuses her ceramic poison alembic for her food-safe wooden mortar and pestle. As we are great lovers of seasoning (grown in her fabulous garden, another thing I love her dearly for), this often results in trace

amounts of Minor Illness or Toxin ending up in my food. This has caused an ungodly set of digestive issues which, for the sake of your readers, I will not include here.

*Even though I often do the cooking and always try to wash up before *and* after meal preparation, I still find that there is often a slight bitter aftertaste, followed by a very unpleasant few hours.*

How can I best continue to enjoy cooking and gardening with my beloved without destroying my insides?

Dear Sickly,

Lucy is going to begin by acknowledging that your letter begins with what's genuinely the most romantic declaration of love she's received and ends with the word 'insides'. Lucy finds this arc very representative of how love works in practice.

Now, onto your problem.

Lucy first recommends labels. Aggressive, unable to be removed, impossible to misread labels. The poison gets a skull in your most legible handwriting while the mortar and pestle gets FOOD, written large enough to be visible from the other

side of the garden. If confusion persists, you're no longer dealing with an organizational problem, and Lucy encourages you to write back.

Lucy's second suggestion is location. The poisonous equipment lives permanently outside with the garden. It doesn't come inside. This isn't a punishment but rather the same logic that keeps certain enthusiastic dogs out of spaces where fragile things are.

Lucy's last recommendation is that you locate your town's healer, cleric and/or physician and establish what she'll diplomatically call a "professional arrangement". That way, Purify will be available to you before meals on something close to a routine basis.

Lucy understands those individuals exist in the Ire Strand and will agree if you ask nicely.

Despite her relationship with storage solutions contrasting with your continued survival, your beloved sounds wonderful! Lucy doesn't consider this a reason to love her any less. Lucy considers this a reason to own clearly labelled containers. Wash the mortar and pestle every time. Lucy wishes your insides a full and speedy recovery!

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 constitutes necromancy?

In most parts of the world, the practice of necromancy is strongly taboo. This taboo is born of a number of factors; the levying of curses is a horrific torment to visit upon anyone, damage to the soul may make it more difficult for the dead to rest at ease, and the creation of undead can trap, damage, or torture souls in so doing.

There is a strictly practical reason for this ban as well. Mindless undead (who do not require souls to be created), will, absent instructions to do otherwise, behave aggressively and attempt to kill the living. Even those undead who have retained some version of their mind will feel a strong urge in this direction.

As most nations are comprised of the living, inviting in those that would seek to harm them is, understandably, frowned upon.

The short version of what constitutes the practice of necromancy (and is therefore strictly punished) is, non-exhaustively:

- The creation or control of undead beings through magic or torment
- The levying of curses
- The use of the practice of ‘Syphon’ upon the living or spirits
- Assault upon or attempting to artificially trap a spirit
- Finishment (often punished as its own crime)
- Voluntarily assisting in any of the above.

Although a nation may offer a limited writ for the use of such practices, such exceptions are vanishingly rare. In the area around the Lakes Region, necromancy is punished very harshly; not least, because the War of the Twins made the horrors of necromancy all too material.

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 31st – Jan 28th)

The straight road will often go through a haunted forest; the winding road may take its twists and turns, but may reach its destination, traveler intact. It may sometimes benefit you to search for a path that reaches its destination – even if it takes a few extra turns along the way.

The Harp (Jan 29th – Feb 27th)

You don’t have to be what they told you that you were, in order to succeed. Many adventurers, and people of all stripe and profession, have expectations that they face since childhood. Your path to happiness may not be just bucking that – but you don’t have to follow it directly either.

The Fount (Feb 28th – Mar 30th)

Your strength will come from bonds that you make – whether filial, familial, romantic, or even that of a rivalry. Reach out to others, and do not be surprised if they are there for you in your hour of need. Spend all of your time estranging others to your own detriment; but even then, they may surprise you.

The Dice (Mar 31st – Apr 28th)

You can have the best of intentions, do everything that you think is correct, and still lose; not because you are not

capable, but sometimes because the game has been played for longer than you have been alive. There are more ways to triumph than simple victory in contest or force of arms.

The Arrow (Apr 29th – May 27th)

This is a good time to prepare for a big challenge that is forthcoming. The events of the near future will reveal what your big challenge to come will be; heed those lessons well, and you will be able to prepare for them. Sometimes, this will mean giving up on your long-term goals, if only for now.

The Stone (May 28th – Jun 25th)

There will be forces that seek to displace you; you do not need to resist them all alone, but you do need to let people know if you mean to do so. That way, others can either work with you, or around you, in a way that allows both you and others to flourish.

The Coin (June 26th – July 28th)

Keep your promises, be honourable, and seek the good of others. These aren’t the most direct path to your success, but they more ably beat a path to a place that you will be happy to be when you have succeeded. Winning at the cost of the world means that you will not have a world following your victory.

The Spade (July 29th – Aug 30th)

It’s going to be hard in the near future. You can still find a path that cleaves to a future that you want to reach, but there really isn’t a near future that doesn’t suck to get there, or to go most anywhere else. Do not succumb to despair, but accept that the near future is going to have pain in it.

The Blade (Aug 31st – Sept 27th)

Open yourself up to a new relationship in the near future, one that is sometimes adversarial, and sometimes collaborative. This may take any one of a number of forms – but it will challenge you every step of the way.

The Mask (Sept 28th – October 31st)

Failure to prepare is to prepare for failure. You will have hurdles in the near future that can be difficult or straightforward – but whether they’re easy or not will depend substantially on your choices. You still have time to make those preparations, but the window is closing – don’t miss the opportunity while it is still open to you, and claim your victory.

The Shield (Nov 1st – Nov 29th)

In chess, there is a move called *zugzwang*, which basically means taking a loss that leads to a greater victory for your side. Figure out what you are willing to give up – and then leverage that to get to where you want to end up. Trying to do it without losing anything is a lot harder, but not impossible.

The Hearth (Nov 30th – Dec 30th)

The waters are wide, but you can cross them – finding the distant lands and the people that live across them. Your paths may lead you any number of places, but it is up to you to keep a weather eye toward the last path that leads to whence you came, both to watch for those that would follow your lead – and those that would seek your unmaking, falling in step behind you.

Better Know a Holiday: King’s Day

Taking a momentary diversion from a deep dive into the various faiths of the Realm, the Adventurer would like to take a moment to explain the secular holiday “King’s Day”.

As Harodom was first a Human kingdom (and remains predominantly so, though it has become significantly more metropolitan since), it may seem intuitive that the holiday “King’s Day” is mostly celebrated by humans, and therefore observed in Harodom.

However, the keen-eyed reader will note that King’s Day is also

observed in Michian, our near neighbours to the south, as well as the eastern human nations of New Fowler, Arick, and Burin. While all human nations, obviously, not all of these nations share a singular king or national history.

In fact, King’s Day observes the rise of the human King (and later emperor) Lannick to the throne of his carved-out nation, in 1361 A.T. The coronation of Lannick proved a bellwether for human fortunes in the region; the Lannean empire expanded across the Lakes Region, and maintained provinces in

the east. The modern Harodonian language is derived from the language of the Old Empire.

Because of the historical significance of the day, many of the modern day human kingdoms and empires try to hold significant events on that date, the most recent of which being the marriage of King Francis Anthony Haro to Queen Drusilla in 2017, after a lengthy courtship. Before that, King Francis Anthony was coronated on King’s Day, in 2012.

Although the day holds no specific religious

significance, its auspicious nature is observed in many of the Human Kingdoms across Ariel.

It is tradition for the Court in Harodom to take the day off, to allow senior officials and members of the Court to spend time with their family, unless there is an event which supersedes this tradition (such as a coronation or royal wedding). Great undertakings seeking the blessing of the Crown may begin on this day, although this is mostly treated as performative, and very rarely carries any actual additional favour.

Community Board

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

*

The *Adventurer* wishes to announce that the previously announced baking contest has been delayed until September due to occurrences beyond the editor’s control.

Strange lights in the water have led to some suspecting that late-night underwater poker games are leading to fish-people requiring lanternfish in order to see their own cards when the sun is set.

*

The county of Keck is considering a name change to avoid being mistaken for the Valley of Kneck.

Recent hot weather has led some to believe that Callis has become displeased with the world, and seeks to scour it of all life through intense heatwaves. Others think that the summer may just be rough.

*

Omens: A tree struck by forked lightning. The die rolls, and vanishes in a puff of smoke. Seven magpies.

A Poem: “When Beauty Falls”

When beauty falls, so falls the world,
Or so the legends say;
But greater plans are yet unfurled,
To cheers or to dismay.

Along the weave of fate’s design,
A tapestry, a web,
What’s certain starts to undermine,
And certainty to ebb.

When beauty falls, what picks it up,
Is yet to be revealed,
No water poured from empty cup
No secrets left concealed.

The masks we wear are faces too,
Our choices softly speak;
The lies we tell can’t hide what’s true,
The havoc we will wreak.

When beauty falls, who answers then?
When beauty’s gone away,
Then calloused hands must rise instead,
And work to save the day.

We do not know the fate’s intent,
We do not walk their halls.
Let’s not create what we’d prevent;
Beware, when beauty falls.

Editorial: Trust and Certainty

There may be some who find that their trust in those around them is shaken by the acts of some of our fellow adventurers in recent months.

This is fair. Even though we know that many around us are capable of violence – and have cause to reach for a powerful weapon – to see that violence enacted can shake confidence.

But trust is not born of certainty. We trust one another because we choose to do so; in

many ways, trust is a form of faith, not in the divine but in one another. And faith is based on belief, not certainty; truth, not fact.

So, where do we go from here? How do we rebuild trust, a trust that is needed if we are going to collaborate in dangerous situations, indeed, to survive?

Talk to people about your feelings. Share when you're struggling. Lend an ear when the people around you need

one. We won't get to where we need to go by the easiest route. We'll get there because we put the work in.

And ultimately, we don't need to just trust on the individual level. I trust in my *community* to rise to the occasion and to do the right thing when things are difficult. More importantly, I trust them to cleave together and do the right thing even when things are easy.

Oren D'vann Freedman, Editor

Matters of Faith

Holy Days Just Past

May 27th: Twilight Festival (Sasha)

This celebration of Sasha's holy day starts at sunset on the 27th, and ends at dawn on the 28th. 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.

June 12th: Mother's Blessing (Atha)

A common celebration among the lay-followers of Atha, Mother's Blessing is often celebrated with a feast of spring vegetables, a toast of short beer or wine, and gifts including geodes, fossils, and other celebrations of the gifts granted by the giving earth. The faithful of Atha may renew blessings on farms or mines during this festival.

Forthcoming Holy Days

July 10th: Hand's Day (Astrid)

The holy day of the god of thieves, locks are often sold in the weeks leading up to this holy day (though some say that this only encourages the more daring thieves by showing them where you keep your valuables). The observation of Hand's Day is restricted in Harodom, a restriction that, by accounts, the priests of Astrid approve of – for how do you break the law, if the law does not forbid you?

August 8th: Mushroom Feast (Blythe)

The faithful of Blythe mark early August as their patron's holy day, and perhaps appropriately enough, many of the mushrooms and toadstools native to the Lakes Region will fruit at this time. Although there is a strong association with poisons and disease, many laypeople take this opportunity to visit a physician, a reminder to do so regularly.

A Message of Faith

I would like to speak to you on the subject of ambition.

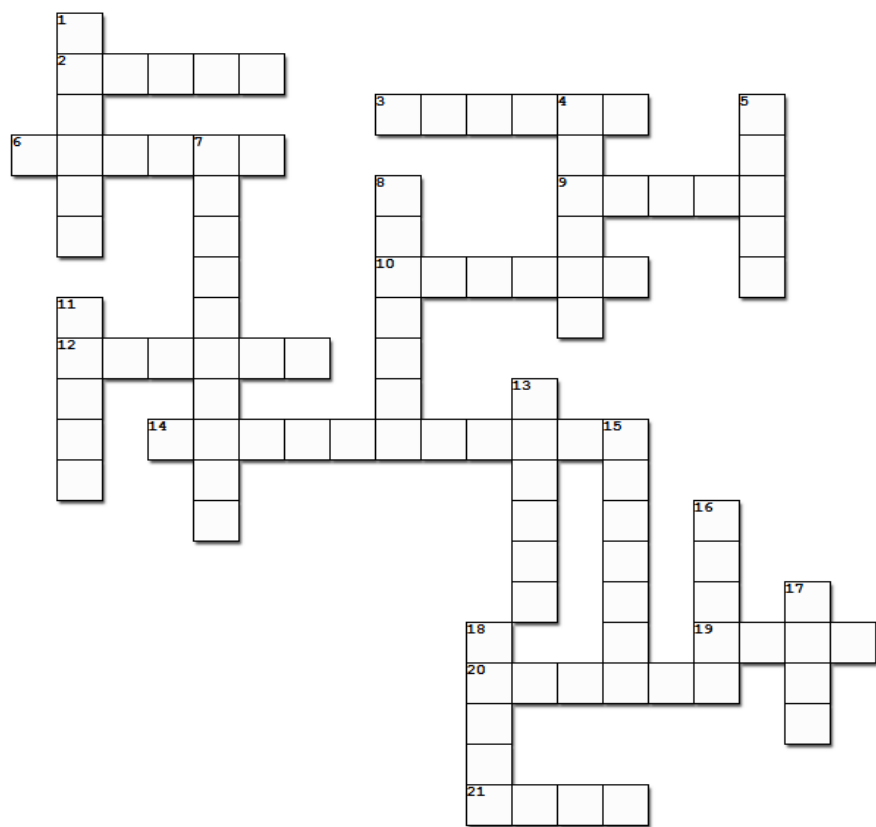
Often, because ambition can take the form of personal ambition at the expense of others, we see manifestations of ambition that will harm others. This leads to us fearing or predicting harm to come from such ambitions.

But instead, think of what ambitions might include your friends, your loved ones, your neighbours within it. Seeking to build a better world is *also* an ambition – it's just not one that we often associate with the word.

If we replaced the word 'ambition' with 'passion', the sentences we so censor may have similar meanings and implications; they just take a different form, and we understand them differently because of the context.

I would challenge everyone to find *that* ambition.

Crossword



Across

- 2. Loosed from a quiver
- 3. Insight and consideration
- 6. A mystery of words
- 9. God whose priests are 'storm walkers'
- 10. Glass with wine within
- 12. As opposed to 'divine'
- 14. An herbal injury remedy
- 19. (Typically) five per foot
- 20. A mass sickness
- 21. Male ruler

Down

- 1. Dog, wolf, or tooth
- 4. A seer that foretells the future
- 5. A serpent's toxin
- 7. An alchemist or herbalist's demesne
- 8. Like a crab, but longer
- 11. Crow's cousin
- 13. (Typically) twelve per foot
- 15. Cleverness and wit
- 16. A musical pipe
- 17. Wax, pressed with a signet
- 18. A miniature lightning bolt

Cryptix

Advice To Live By

Y X X

W Z O

B P P I

G A

X Z H P

M O E

Y

X G E E X P

T K Z T Z X Y E P

B Z D

Y B I

E K P B

I Z P A B

E

K O N E

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.

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

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

Recipe of the Month: Zucchini Spice Cake

Those who grow zucchini often know that the biggest challenge is not ‘how to get more zucchini’ but ‘how to not waste all of the fruits of my garden’. The cucumbiform squash is often used in baking, to keep cakes and breads moist – and to use it all up.

Ingredients:

- 3 cups grated, unpeeled zucchini
- 3 cups all-purpose flour
- 1 ½ tsp. Baking soda
- 1 tsp. Baking powder
- 2 cups white sugar
- 1 cup brown sugar
- 1 tablespoon ground cinnamon
- ¼ tsp. ground cloves
- ¼ tsp. ground nutmeg
- ½ tsp. salt
- 4 eggs
- 1 cup unsweetened applesauce
- ¾ cup vegetable oil
- 1 tsp. vanilla extract.

Preheat oven to 350 degrees (175 degrees C).

Gather all ingredients, and grease one 9x13 inch pan.

Place grated zucchini in a colander, and set aside to drain.

Whisk together dry ingredients; flour, baking soda, baking powder, white sugar, brown sugar, cinnamon, cloves, nutmeg, and salt, in a large bowl until well blended.

Beat eggs, applesauce, oil, and vanilla, in a separate, larger bowl, until smooth.

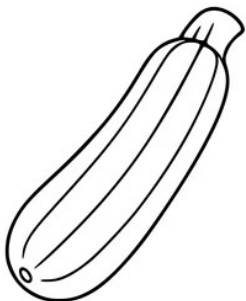
Fold in the flour mixture, then stir in the zucchini. Be careful not to overmix, but ensure that the zucchini is evenly stirred through the batter.

Pour batter into the prepared pan, and shake pan until the surface of the batter is smooth. If you can see some zucchini at the top, that is fine.

Bake until a toothpick inserted in the centre comes out clean, usually 45 to 55 minutes.

Allow to cool completely before cutting.

This recipe is somewhat reminiscent of many carrot cakes, and for the purposes of sweetness, quite comparable. If you wish to ice it, you may consider a sour cream glaze or comparable, to give some contrast with the sweetness of the cake. It goes extremely well with tea, coffee, and apologies to hard working minotaurs for making fun of typographical errors.



The **Adventurer** would like to acknowledge Al for this month’s codex puzzle, and Mor for the informative article, as well as Lucy for the advice and gossip columns.