

# The Yorik Adventurer

*collige virgo rosas*

August, 2024 A.T.

## Town Faire to be Held In Yorik

A standard event in the calendar year, the Yorik town faire has returned. Although the roads are still being secured, and the town rebuilt, the Yorik Faire promises levity and enjoyment, as well as a chance to meet new people.

Although there have been recent travails, this celebration is an opportunity to remember what we hope to maintain in our lives. It has taken the combined efforts of Lord Donovan, Duke Hayden, and contributions from the baronies of the duchy to make

the necessary arrangements. Efforts have been made to make travel into and around the town of Yorik safer and more easily done.

A great many vendors are flocking to town, bringing goods both exotic and sundry. A local merchant, when asked, expressed excitement about a broader array of goods being available. While there may be a bit more local competition in the next weeks, it will only be temporary, so savvy shoppers are

advised to make the best of this rare opportunity.

The Yorik Faire traditionally brings out games of skill and chance, and this year will be no exception. Although some of the martial events have been dialed back in an effort to maintain combat readiness, some sorties are still expected to be available for the martially gifted. In all, bring some coin, goodwill to visitors, and a sharp wit, and you will be ready to experience all the Faire has to offer.

## Random Portals Abducting Townsfolk Close for Good

The strange void-plant hive mind creatures that have so recently become a standard of our community appear now to finally be gone. Among the effects of their presence upon our plane was an increase in the 'void rifts' portals that opened between one place and another without any apparent rhyme or reason to their ingress or egress points.

Last month, a number of portals opened between the Broken Reach, the region of Hammerfrost, and the area surrounding the town of Yorik. These portals led to the disappearance of a number of our townsfolk

some of whom have not yet returned to our land.

Further, outlandish creatures such as 'swamp ogres' have appeared, and while many were slain shortly after their appearance, some still wander the woods and backlands of the Yorik region.

With the passing of Vast, a creature akin to Apex (void plants that formed a communal hivemind between people with whom they interacted), it appears that these portals are now shut for good. If you are still missing friends or neighbours, please contact the guard to help with the list.

## Townmember Dies, Heroic

The *Adventurer* is sad to report the passing of local notable, the priestess of Apenca Morwen. Priestess Morwen's death was a sacrifice in defense of the people around her and the furtherance of the common good, and should not be swiftly forgotten.

Priestess Morwen's passing was in service to the cause to which she had pledged her life, but untimely – she passed too quickly from this world, and her passing leaves a mark upon the community in which she spoke the words and worked the will of Apenca.

It is sometimes easy to forget that in the perilous world in which we live, we will sometimes see some of our number taken before their time. All that we can do is to honour the sacrifices of those that pass, through a diligent effort to make those sacrifices worthwhile.

Those who knew Priestess Morwen well are encouraged to tell stories of her good deeds and of better times in which she was a participant. The *Adventurer* marks your passing Priestess, and hopes that where you go, your sacrifice is as honoured as here.

# Adventures Abroad

## War Correspondent Malkov: Hammerfrost War Update

*Guard Captain Malkov has been seconded to the Hammerfrost Offensive as a part of the Harodonian expeditionary force. He has been good enough to send along notes of his experience, printed below for the information of the masses.*

The adventurers of Yorik and Scarsindale have had a taste of the unforgiving northern lands of Hammerfrost as of late. I am grateful to have been offered a new life up there and I wanted to share my experiences with you, the readers of the best news publication Yorik has ever had.

When new adventurers and dignitaries come to the encampment, all guards and

come out and clap to welcome the travelers in the main entrance. The soup pot is always on 24/7 and the food is delightful. Never turn down an offer of more food because that is not acceptable to true

Hammerfrostersians...

Hammerfrosters... *(ed note. Varies, although 'Hammerfrostian' is usually most correct.)*

The food is full of fresh veggies, fruits and meat. Much of it is brought up from the south, but they have outstanding methods of preservatives. Because it can get so cold, refrigeration space is very low cost.

The sense of humour of the

dwarves is something to be envied. Their philosophy for battle is optimistic, even in the face of certain death. The common refrain is "we're surrounded on all sides by the bony boys. They won't be able to get away from us this time!". My favourite method of dispersing the enemy force is a special concoction of homemade bathtub 90% proof alcohol and a glass bottle. The guards have given it a nickname that I adore – the Malkov cocktail.

For entertainment, we have log toss games and many feats of strength. Liars dice, cribbage and dominos are how the guards pass the time. I have yet to see my first pay as I am not nearly as skilled as my new comrades.

### Scarsinvale Briefly “Griffon”

An appropriately named grifter by the name of ‘Griff’ took advantage of the temporary absence of the majority of the defenders of the town of Scarsinvale in the Broken Reach, in order to claim executive authority over the town.

Griff, a notorious crank who had been exiled from his role as the Scarsinvale bartender and head of a local bounty hunter’s guild due to an extrajudicial killing that went against the will of the local populace, apparently had an axe to grind. He returned with some forces that he had paid off, and apparently much

depleted his war chest offering cash payments to neighbouring towns to make war against the returning martially capable heroes if they should try to unseat him.

Reports have not yet reached the *Adventurer* as to whether this (sic) “odious little weasel” has been removed from his claimed office. Nevertheless, this development may have a knock-on impact on the stability of the Reach. Previously, the town of Scarsinvale had been trying to form a formal alliance with neighbouring towns, some of whom have now broken this fragile truce.

### First Harodom Convoy Reaches Hammerfrost

The first convoy of goods and supplies has reached the front for the attempt on the part of the displaced dwarves of Hammerfrost to retake their home.

Wagons carrying meats, cheeses, flour, preserves, short beer, rope, steel, stone, tools, and other supplies necessary for reconstruction and fortification have been dispatched, following a massive push, where the Great Walls of Hammerfrost were cracked, and the inner keep was breached. Although the assault was eventually repelled by the undead that have usurped the Hold, this

forward momentum has apparently rallied the dwarves the continent over to push, hard and steady – and Harodom has stated its position against the Undead.

Although a positive humanitarian effort is worthy on its own terms, there is potential for a new alliance with a restored Hammerfrost, which would provide a great market for Harodonian goods and foodstuffs, while potentially providing us with a source for high-quality dwarven crafts. Harodom’s major exports of food and steel might well find a home there.

# 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 am I required to do if I see a crime?**

It may come to pass that, in the course of otherwise lawful activity, a citizen or yeoman may observe *unlawful* activities being undertaken by others. Some may wonder if they have a responsibility to intervene.

The most direct answer is 'no'. A citizen or yeoman of Harodom is expected to *obey* the law, but is not

expected to *enforce* the law, unless they have some other duty that binds them to do so (such as being a guardsman, a member of the Civil Service, a member of the nobility, or another responsible position that has duties over and above those held by most persons.)

In the event that you can safely do so, and especially if you are endangered, the standard advice given to most residents of Harodom is to remove yourself from that situation. In the event that you cannot safely remove yourself from the situation, you should use the minimum necessary force to render safe yourself and any other persons with you – with the exception of crimes such as necromancy, there

is seldom cause to *escalate*.

Are you obliged to inform the town guard or local nobility? It is requested that you do so if it is safe for you to do so, but people without special duty to uphold the law are not obliged to file reports, unless local law specifies that a report must be filed under specific circumstance.

In the event that you find yourself under assault, or are otherwise fearful for your life, take whatever means are necessary to defend your life. It is preferred that you do so in a way that does not endanger the lives of others. If you have the capacity to remove others from danger (such as freeing them from a burning building), do so.

*Owing to another commitment, Isaac's Arms won't be at the Yorik town faire...*

## **But we still offer 'Faire' prices!**

Made *Yorik Strong*, Isaac's weapons are reasonably priced for the adventurer on the go!  
"Trust your blade to the brand displayed!"

# Horoscopes

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

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

The next few days will be telling, and may greatly advance – or harm – your ambitions and goals for the near future. What you do now is telling not just for yourself, but for your whole community. There is likely to be some kind of physical confrontation soon to come.

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

A tree that does not dance with the wind is broken or uprooted. Your ability to bend and compromise will be tested – or your ability to defend your life will be. Learn the difference between a fight that you must have, and one that can be solved with words or just walking away.

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

Be bloody, bold, and resolute. There will be a challenge not just to your life or honour, but everything that you hold dear. This will bring you into conflict with someone wearing black and red, and may be a confrontation on more levels than just the physical. Know what you're made of, or you'll be in trouble.

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

Every person is made of multiple facets, and you are no exception. Find out what parts of yourself you're willing to live

with, and which get in the way of your long term goals. You may be surprised by what you discover – but there is nothing in the world more at risk than a soul at war with itself.

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

This month will be one for opportunity if you can view it, wealth if you can grasp it, and great turmoil if you can see either through. Before you stir up a whirlwind in your own house, it may be best to batten down the hatches and make sure that the more fragile valuables are safely stored away.

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

Now is a time to plant and grow. If you are in a position where you can start processes that will pay you dividends in the future, take the chance – growing when you can may mean that you're done that process when you need the things you're planting now.

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

Aid will come from an unexpected quarter. You may not have cause to believe what you're being told, but if you don't take the opportunity when it's presented, it won't be presented again. Hatred is a flame that if held too closely to the heart will burn you, and badly – but you never *have* to forgive.

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

The journey of a thousand miles begins with a single step, but it can be hard to take. This is a good time to start something that you have been putting off, and luck will smile on you for doing so. In contrast, avoiding something difficult may make life harder.

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

You will be faced with a fight that you never wanted to have. Be careful when making a sacrifice, because what you give up cannot come back to you. Be careful when stoking the flames – fires spread, and sometimes get out of control.

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

Infernal forces will dog you this month, and you will have to reach out to friends and allies to deal with them. Your friends will be there for you if you need them to be, but don't forget to give as you receive – when someone comes asking for help, don't hesitate, and you may secure a friend or ally.

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

The anvil ultimately breaks the hammer. If you can withstand hardship, you will survive beyond those that are trying your health, ability, knowledge, and patience. If you find that the aggression or the challenges that face you are too much, don't feel compelled to withstand them, but this is one reliable path to victory that you might otherwise be inclined to overlook.

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

Not all that glitters is gold – but coin may be coming your way. Don't forget that when someone pays to inconvenience you, someone is receiving that payment, and is a just reward for that inconvenience. Be just in your actions, and seek to further the cause of justice – because if you do otherwise, you may have to face the consequences for same.

# Better Know a Group: The Guild of Thieves

*Not all groups or organizations within Harodom are lawful. Membership in or participation in activities of the Guild of Thieves is unlawful, but it may be helpful to know when they have their hand in play.*

The Guild of Thieves in Harodom is somewhat shrouded in mystery; although technically independent from the faithful of Astrid, they will often work with the servants of the Thief god.

It is difficult to establish a precise founding date for the Guild of Thieves, both because they are (perforce) a secretive

organization, and because there is every possibility that the more formal structure of the Guild of Thieves emerged organically from small gangs and groups of thieves that sought to share territory and work toward goals that they could not achieve individually.

Equally possibly, there are rumours of a multi-nation Guild, whose traditions are adopted by the more local chapters.

Different chapters of the Guild of Thieves have been identified by law enforcement. Although the basic structure of the group is fairly consistent,

specific guild-groups have their own leadership, goals, and resources, which have not been positively seen to be shared between chapters.

Although identified as a guild of 'Thieves', theft is only one of the illicit activities undertaken by the Guild. The Guild also has been known to smuggle or otherwise source illegal items, fence stolen goods for their membership, and run protection and racketeering schemes.

Not every person participating in unlawful activity is necessarily a Guild Member, but in

places where the Guild of Thieves has a presence, they will almost certainly take a cut.

It should be noted that although the Guild of Thieves may act with violence, they are not killers for hire. The Guild of Assassins has been somewhat dormant for the past decade, but their relationship with the Guild of Thieves seems to run hot and cold.

It should go without saying that the Guild of Thieves is unlawful, and that this article is meant to describe what is known of them for the purposes of safety, and not as an endorsement.

## Community Board

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

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

A group of local goblins has been seen painting themselves blue, and wearing white hats. Local wizards should be on the lookout for gang activity, as the goblins have (apparently) been traveling armed.

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.

Random playing cards have been seen scattered through the low-hanging grasses and in the foliage near Yorik. When asked, a local gambler only said 'poker game exploded'.

Portents: Distant music, in a familiar but unplaceable melody. Visions of blood on white snow.

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!

Yorik can be dangerous.  
Monsters might try to kill you.  
***Don't put up with that shit. Get some armour.***

The only cheap thing at Sunbeard's Forge is the price!

**Armour so good that the smith wears it himself!**  
***"When in duress, dress for success!"***

# ***A Host of Vendors That Bring Their Fine Fare to Our Faire***

## **Iron Phoenix Armoury**

Offering an array of fine works, including:

LEATHER GOODS | ACCESSORIES | ARMOUR | CLOTHING

A very fine company with excellent prices.

Rise... Like the Tastefully Appointed Phoenix!

Adventurers of Yorik!

Have you ever benefited from having a **SECOND LIFE** potion/spell/scroll on hand?

Well might you contribute to the **SECOND LIFE** charity and auction!

Let your wealth give Sick Kids another chance.

Have you **TREASURES** that you would see flow well to the hands of others?

Are you seeking **WARES** that have been gently used?

Come to the Yorik **GOBLIN MARKET**, where deals abound.

Let **HOLY MARIUS** smile on our commerce!

While you're here,  
suit up with...

**FINELY WROUGHT CHAIN MAIL  
JEWELRY**

Armour up to slay (sartorially)!

While you're here,  
wonder in amazement at...

**ARCANE-PRINTED DECOR  
AND ACCESSORIES**

Design so good, it must be magic!

While you're here,  
improve your very quality of life using...

**STICKERS, KEYCHAINS  
& PATCHES**

Art is not what you see, but what you make  
others see!

So come, indulge in a fine affair of a faire, featuring

**GAMES**

**PRIZES**

**MAGIC**

**ADVENTURE**

**MYSTERY**

And

**WONDER AND AMAZEMENT BEYOND MORTAL KEN**

# Editorial: “Permission to Be Bad”

There are other broadsheets and news-papers across Ariel that center themselves as ‘spectators of the crowd’, and to shame the public. That is not the purpose of the *Adventurer* – here, we report the news, with a bias to believing that good things should be celebrated, and bad things can be made right.

One month ago, I was asked – I believe in my capacity as a magistrate – for permission to allow someone to be a jackass.

Since this isn’t one of those ‘public shaming’ papers, I will not say by whom. But the subject is worthy of a brief statement.

You don’t have it.

As a magistrate, I will enforce the law within the pursuit of justice and the bounds of my own discretion. As a priest, I will advise peace, love, and brotherhood. As a citizen, I know that we are stronger when we pull together.

The thing asked of me was not permission to break the law. I can only assume that they sought my moral permission instead, to be a dick.

You don’t have it. If you want to get technical, you don’t need it.

It’s not against the law to be unhelpful or antisocial. But it does break down trust, and trust is the very thin glue that holds our community – and often our lives in the balance.

*Oren D’vann Freedman, Editor*

## Matters of Faith

### Holy Days Just Past

*July 16<sup>th</sup>: Summer’s Fair (Marius)*

The feast-day of Marius is often marked by trade caravans and bazaars, and is considered to be a lucky day for new trade contracts to be signed or negotiated. It is considered bad luck to cheat or swindle someone on Summer’s Fair, with Marius said to be watching over every transaction. In Marius’ role as the god of travel, new voyages are often begun on this day.

*August 8<sup>th</sup>: Mushroom Feast (Blythe)*

The holy day of the god of rot, poison, and disease is one most often celebrated with a visit to the local physician. While the faithful of Blythe may be abroad on this day – and every reasonable care should be taken to avoid them – in Harodom and tradition has formed for ensuring that your own health is good... and not leaving your food or drinks unattended.

### \\Forthcoming Holy Days

*September 18<sup>th</sup>: Day of the Blade (Hemulis)*

The festival of Hemulis is frequently viewed by His faithful as a chance to test their mettle against one another in holy combat. However, it is also a day to begin great quests, and in military or guard organizations, it is also frequently a day upon which new officers or NCOs are named. Hemulis famously trains with his faithful on Ariel upon this day.

*October 6<sup>th</sup>: Dreamers Wake (Bard)*

The goddess of stories and dreams, celebrations of Bard’s holiday are always a little more pronounced around Yorik, where she was awakened from her torpor a little more than a decade ago. Storytelling deep into the night, especially around a campfire, is a blessing upon Bard – and not forgetting to pass along the wine to the storyteller, the better their thirst to slake.

### A Message of Faith

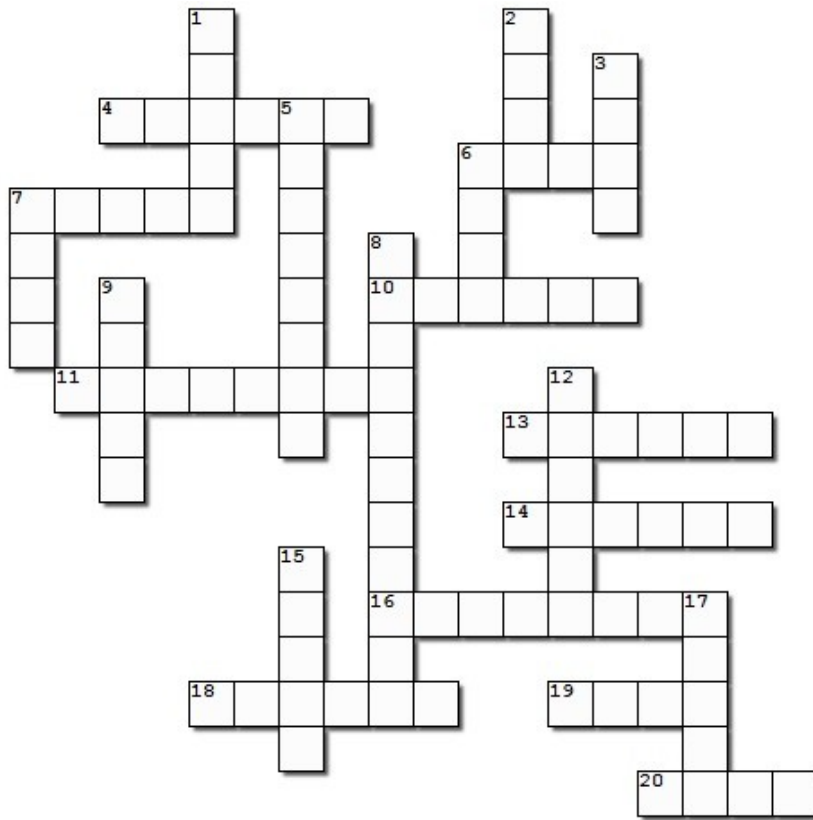
I would speak on the responsibilities and calls upon the faithful.

Any member of a faith has responsibilities implied by the nature of that faith. Not every worshipper is an invested cleric, and not every invested cleric performs the *same* duties or responsibilities. Some work miracles; other function in more pastoral or administrative functions.

It may be tempting, for the lay person who knows the general dogma of another faith, to insist upon what they believe those duties to be. Even another cleric may be inclined to believe they know what is right for a fellow worshipper.

Faith has boundaries to what might be considered a responsibility, but the specific duties of each invested cleric is particular to their own beliefs and their unique relationship with their god. If you run up against a boundary, remember that it is that god’s business, and not yours.

# Crossword



## Across

4. Sugar over pastries or a look in bored eyes  
 6. Highways for whales  
 7. A pipe used for music  
 10. a large, guarded house  
 11. a bug that bites through all magic  
 13. Like boulders, but much smaller  
 14. a vegetable, or center of a bone

16. A targeted killer  
 18. An absence or lack spelled like a passing  
 19. For drinking or blowing  
 20. God of 12 down

6. The sea, absent water  
 7. Tines for diners  
 8. A magic fit for a meal.  
 9. A sleeping choke  
 12. Aspirations or nighttime hauntings.  
 15. A frog's song  
 17. A stealthy assassin.

## Down

1. Precursor to wine  
 2. Cones: eat only them and perish  
 3. Victory's counterpart  
 5. An illicit herbalism.

# Riddles

## Riddle 1:

My bark is quite present,  
 My bite never sought,  
 I'm little bit sappy,  
 In my branches of thought.

**Answer 1:** *eert A*

## Riddle 2:

My tail is in the sky,  
 And my fork is in the ground;  
 And there's often stormy weather  
 Whene'er I am around.

**Answer 2:** *gninthgiL*

## Riddle 3:

I am a horse without legs;  
 I never run, but I jump.  
 I cannot spell,  
 But well know 'L'.

**Answer 3:** *thgink ssehC A*

## Riddle 4:

Binding's answer,  
 Door's request;  
 Metal riddles  
 Answered best.

**Answer 4:** *yeK*

## Riddle 5:

I am the answer to transgression,  
 A thing the wronged do,  
 The only other question,  
 Will I burn my wielder too?

**Answer 5:** *egneveR*

## Riddle 6:

Silk-weaver,  
 Venom biter,  
 Hero Slayer,  
 Bug indicter.

**Answer 6:** *redipS*

# Room to Grow: Yorik Construction

*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 townsfolk can become enthusiastic about and work toward completing.*

**Construction Project:** *The Expansion of the Town Guard Barracks*

**Status:** Begun

**Overview:** Town barracks are the home base and offices of town guardsmen. Completing the reconstruction of the barracks, the barracks are now being improved and expanded to better serve the public.

**Progress:** At time of printing, this project has begun, and is approximately 1/20th of the way to completion. Check at the local planning office to help out.

**Construction Project:** *Repair and expansion of nearby roads*

**Status:** Underway

**Overview:** The highways and roads of Harodom allow for most of its trade commerce. By repairing our roads, we encourage new trade to flow into town, as well as making exports of our existing goods easier. As well, this decreases the likelihood of bandits being successful in preying on traffic.

This project also makes it more likely that town amenities – as they are constructed – will earn outside revenue and support from other towns in our region.

**Progress:** At time of printing, this project is about 1/3 complete. Further funding, as well as materiel and skilled labour is required in order to finish this ongoing project. Check at the local planning office to find out how you can help open Yorik up to the world.

**Construction Project:** *Repair and reconstruction of local farms.*

**Status:** Complete

**Overview:** The principle exports of Yorik are ore from some of our strongest iron mines in the country, and farmed produce and animal products from successful farms in rich and fertile soil.

Following dragon attacks, our farms were devastated. Thanks to an outpouring of effort and support, the farms surrounding Yorik are nearly entirely rebuilt, in time for autumn planting.

**Progress:** At time of printing, the contributions of less adventurous townsfolk have completed this task. This means that the town will be able to finalize their plantings for the autumn harvest,

## Tool Highlight: Alchemy

*The Saga seeks to highlight a few of the tools useful in the business of adventuring, and how to use them to the greatest effect. While it can be expensive, **alchemy** can be useful beyond the immediate, in an adventurer's career.*

Alchemy is, broadly defined, the branch of natural philosophy that has to do with the mixture of mineral or oil-based compounds to synthesize new effects. The art of distilling is a core part of alchemy, where specifically refined ingredients can be used to create purer and more potent substances.

To begin with, those with access to means and an alchemist may find benefit from **fire oil**, **lasting ice**, and **acidic** mixtures. As their names imply, they (respectively) create heat, cold, and caustic effects. Fire oil requires a **spark** alchemy (a very fast quick match) in order to be deployed in combat.

As different creatures have different vulnerabilities, alchemy can sometimes be used to exploit these weaknesses.

The connoisseur may also appreciate **mysterious goo**, a

powerful adhesive. This can be useful for sealing a difficult container. In contrast, **Grease** can be used to prevent an enemy from picking something up.

**Flash powder** is useful for the footpad on the go – it is easier to get behind someone when they have been temporarily blinded. **Thunderstones**, when they are available, creates a stunning effect, good for disarming creatures without harming them.

**Thermal Gel** and **Neutralizing Paste** reduce damage from elemental sources.

# Comical Strip: Dungeon Buddies



## Recipe of the Month: Oren's Wonderful Waffles

*Pleasant with devon cream and strawberry coulis, or the locally popular maple syrup, this is a waffle recipe fresh for the palate and ready for your plate.*

- O Freedman

### Ingredients

- 2 eggs
- 2 Cups buttermilk
- 2 Cups all purpose flour
- 2 Tsp baking powder
- 1 Tsp baking soda
- 1/2 Tsp salt
- 1/4 Cup plus 2 tbsp vegetable oil

### Directions

Heat waffle iron

Beat eggs; beat in remaining ingredients with whisk until smooth.

Let the batter sit at room temperature for at least 10 minutes to let the flour expand. The combination of the baking powder, along with the acidic buttermilk and basic baking soda, will cause this reaction.

Pour batter from cup onto centre of hot waffle iron. Bake until steaming stops. When the waffle iron is hot, it takes just a couple of minutes.

If the batter is a little thick to pour, then thin it with a little buttermilk.

Serve with syrup, butter(if desired) and/or fresh fruit.

### Variation - No Buttermilk on Hand?

To substitute milk for buttermilk, separate the eggs, beating egg whites until stiff; increase baking powder to 4 tsp; omit soda and fold egg whites into batter.

*If not all used in a single sitting, cover and cool the batter in refrigeration – it is good overnight. Since this recipe is good overnight, it can also be good to make it up the night before; just allow the batter to acclimate before putting it on the iron.*

## Have a Tale for the Table?

**We here at the Adventurer take our name seriously. Adventuring is the act of going out, taking chances, and living to tell the tale.**

**We are paying a gold piece for tales of adventure, excitement, and daring-do written down in 300 to 500 words. Inspire your neighbours, brag to your friends, and see your story in the paper.**