

The Adventurer

de novo

February, 2025 A.T.

Yorik Adventurers Move On

Amid the many festivities of the mysterious celebration to which the former adventurers of Yorick were invited were equally mysterious competitions and challenges.

It all began when certain adventurers began finding strange green tickets scattered about the banquet hall. They were encouraged to place them in a fish bucket and wait for the end of the night.

Demand for the tickets soon

grew steep. Adventurers found them under tablecloths and up high. They found that they could be won at gambling and in talent competitions. Tickets were won in a dance contest in which six people took part. The performances were so stunning that the prize was split five ways. There is, apparently, the possibility of a follow-up dance competition in the event of a summer faire.

Later, a talent competition began, showcasing everything

from magic, to comedy routines, to impressions, with Atropa Green walking away with ten tickets for her jazzy rendition of the song “Kiss My Ass”.

At the end of the night, the tickets were drawn and many a spectacular prize was won, including boats, jewels, expensive wines, and rare potions.

The former Yorick adventurers would like to thank their hosts for their incredible generosity, but still, many cannot help but wonder: What could be going on behind the scenes?

Faerie Visit Speaks of Coming Strife

During the masquerade party held at a local homestead in the area of Sandy Bay, locals and travelers alike were surprised to meet up with individuals identifying themselves as fae royalty.

According to the fae, their presence was by means of being a bellwether for an upcoming challenge likely to face the area; that their father, the High King of Fae in the region, had become an undead creature. With the usual undead animosity toward all living things, this came as unwelcome news; it was indicated that local

Fae creatures would become more aggressive, and that it was entirely possible that nature itself would begin to turn against the settlement.

This matter appears related to the large tomb investigated near Yorik in service to finding items for a faerie seer, whose counsel aided in the defeat of a powerful infernal in that region.

Although the matter was described as ‘of rising concern’, it is not yet urgent – the fae representatives strongly indicated that there would be an opportunity to meet and discuss this matter further.

Local Seer Indicates Strong Visions: Changes to Come?

Known to locals as ‘Auntie’, a homesteader local to the Sandy Bay area has recently described strong and vivid dreams that master seers have deemed consistent with descriptions of prophetic and oracular visions.

These dreams, focusing on the sense of blockages bursting and water flowing forth, could have many interpretations. In an area as heavily saturated with magic as Sandy Bay, the idea of a large flow of energized water could reflect a magical wellspring in the offing. Conversely, as Lake Ire is famously haunted with undead and spirits from

the first War of the Twins, this strong focus on flowing water could instead reflect an incursion of undead into the region.

Whatever the meaning, it is usually agreed upon by experts that potent visions received in dreams – if they are verified to be visions as opposed to being simple dreams, they often have deep meaning and are sent by some divinity or being unknown.

What these mean in particular is perhaps nothing new to the transplants from the area of Yorik – there may be rough waters ahead, so be prepared.

Sy Says:

Wit and Wisdom For Those in Need

The Adventurer has tried in past to run advice columns, and with the receipt of a series of articles submitted all but anonymously in a neat hand through the mail, we are attempting once again. The Adventurer has no knowledge of the identify of this 'Sy', so take this advice accordingly.

Q: "I recently overheard this in a conversation: '...a safe person would be safe with the worst weapon and an unsafe person would be unsafe no matter what you arm them with.' How do I know who is safe and who is not?"

- Local Eavesdropper

A: Dear Reader, Each creature will measure what is considered 'a safe being' differently, so I will speak to a general safety.

Begin by examining thier actions. How do they talk to others? How do they interact

with others? What seems to be their general goal? If they are constantly assisting others or building others up, it would be reasonable to assume a higher degree of safety with them. However, keep in mind everyone has bad days and may not always been in the most pleasant mood or in general not be as social....

Secondly, try a direct interaction and ask them blatantly about something; Something you want to know more about or something you found off or wrong, and watch thier reaction. If they deflect, they may have something to hide or do not wish to share, but this can show a desire not to build trust. How consistent does that seem to be for thier character? Are they willing to entertain conversation with you or do they immediately make excuses to leave?

Third, look at thier friends and who they surround themselves

with? Are they always encouraging dangerous behavior or are they trying to grow and better themselves? What is the tone they are setting for themselves?

Finally, what God do they follow? Do they profess to an illegal? You can be friendly and respectful to those that may follow an opposing God to yours, but this might be a level of unsafe you do not wish to allow.

Classifying someone as safe is not a single answer question, but rather you must look at the being as a whole. Do thier goals and actions align with yours? If so, you may have to make room for a new friend.

If not, perhaps you should consider the adage Keep your friends close but your enemies closer.

Sy,

Tricks of the Trade: Always Be Learning

The Adventurer is among other things intended to be a trade publication for the art and craft of professional adventuring. With that in mind, this section is dedicated to discussing 'tricks of the trade' - ways to continue to improve your skills.

Sooner or later, if you keep trying things, you'll face defeat.

This isn't a sleight on the skills or acumen of anyone in our community. Indeed, it is a testament to their resilience – the trick to success, some say, is being knocked down three times and getting up four.

However, it can be hard to keep that kind of mindset at the forefront of your mind when still recovering from a recent setback, particularly if said setback was costly or time-sensitive. So what can you take away from a defeat to remove the

sting?

First and foremost, it's useful to remember that as long as you're alive, you can try something new. It may be that the window for the exact thing that you were trying to do is now closed. However, consider the experience that you just had – did you learn something about the challenge that you faced?

If so, you might be able to try a different tactic that may be more effective, through a wholly new approach. Instead of framing a defeat just in terms of its immediate impact, consider what you learned – because learning is the theme of this article.

Another great example of how to reverse your fortunes after a reversal of fortunes is to consider where you can pick up new skills. Perhaps the challenge involves a technique or skillset that you don't

yet possess. You may find that there are others in your community who do have that skillset, and are willing to teach you, or people who are able to perform a specific task for you to make your existing skills more effective and useful.

Even if you haven't faced a defeat, it can be useful to treat the various challenges around you as opportunities to grow and learn. The Adventurer often includes riddles in our 'fun and games' pages – and on at least one occasion, a faerie that was trying to challenge the town used the same riddle that we had published that month.

Everything has a chance to teach you new skills and techniques, even if it's not obvious. By embracing those challenges, you can advance your skills, fail forward, and come at challenges with renewed passion and vigor.

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: How can I get land to build a home?

Although any person willing to work the land in an area in most of Gelrich may be granted board in exchange for some of their labour, Yeomen and citizens of Harodom may find that their fortunes have developed to the point where they are able to build a home of their own. Doing so requires a carpenter, supplies, and of course land.

The ultimate ownership of all land in the kingdom resides with the king, with grants of land in the stewardship of the various duchies, baronies, and lordships set up throughout the kingdom. These smaller governances reserve the right to mine, work timber, and hunt in the land bestowed to them, as well as to enact taxes to pay for public roads, defense, and regional development.

Land that is not directly controlled by a barony or lordship may be built upon, but in an area with local governance, permission to make major changes to an area (such as clearing significant forest or brush to build a farm) may require a fee paid to the local governance.

Mining and similar resource exploitation is even more preciously guarded, and while local aristocracy may grant remit to exploit natural resources, this is by arrangement.

In general, if you are in an area that is 'managed' land, you can acquire permission to work that land through directly contacting your local aristocratic court or representative. This will often come with a fee for the land usage, and grants of land may be won or purchased depending on local laws.

Land that has been built upon has joint ownership – the land ultimately belongs to the local aristocrat, but buildings belong to the builder.

If you wander in the haunted wood... you'd better bring an axe.

Those trees need to be taught a lesson!

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 31st – Jan 28th)

Truth is a tool that can be used carefully, or a weapon that might injure the wielder. There is no problem with being truthful, but remember that truth can hurt as much as any blade – be mindful of how you use either, lest you do osmeone an injury that you had not intended.

The Harp (Jan 29th – Feb 27th)

Trees bend to the wind that blows, or break and are uprooted. As the weather changes, so too must you consider your stance and your state, as well as your intended outcomes. If you would stand fast against the changing winds, then prepare for the damage they can wreak.

The Fount (Feb 28th – Mar 30th)

There is nothing wrong with trying new things, even if that trying can be uncomfortable from time to time. By getting out of your comfort zone, you gain the opportunity to realize gains that might never have presented themselves to your previous way of thinking. Beware a person in black clothing.

The Dice (Mar 31st – Apr 28th)

Remember that even small decisions can have long-reaching consequences. The pebble can start an avalanche, and the

ability to make large changes both to your own situation and to the world around you is well within your grasp. The opportunity to make such a change will soon appear – grasp it if you dare.

The Arrow (Apr 29th – May 27th)

It is a time to be bold in a matter of the heart. This need not be romance, but it could well manifest in that way. It is not a problem to keep yourself to yourself, but if you want to see a change in your situation shortly, it is now the best time to take that chance – the odds are currently in your favour.

The Stone (May 28th – Jun 25th)

Strength emerges both from labour but also from resilience. Do not allow the forces around you – even if they seem insurmountable – to overcome you. You have a chance now to remember the old wisdom that the anvil breaks the hammer – stay strong, and keep safe.

The Coin (June 26th – July 28th)

Undead forces move in a way that may challenge your well being in the near future. This may be literal, or it may be figurative, with issues that you had thought put well to bed re-emerging in ways that challenge you in unexpected ways. Be on your guard, and rely upon your friends and neighbours.

The Spade (July 29th – Aug 30th)

Measure twice and cut once. Precipitous action could lead to your ruin or at least to new challenges that you might not have chosen for yourself. Try not to let the weight of the world crush you, but you cannot stand to ignore it either. Lucky number is 17.

The Blade (Aug 31st – Sept 27th)

Sometimes more important than carrying a sword is carrying a banner. Make yourself visible to those that would stand with you, and you will have a hundred people to do the work that you would struggle to overtake on your own.

The Mask (Sept 28th – October 31st)

There is a distinction between listening and simply hearing, and knowing that difference will do you a world of good today. You can still make your way forward in the world, but failing to pay attention beyond just the surface lair might see your life and opportunities cut short.

The Shield (Nov 1st – Nov 29th)

Do not allow the coldness of the day to become a coldness in your heart. There are those that would stand with you if you gave them a chance to do so. Be aware of any offers that **the Fount** makes – they are not intended for ill, but they may not be thoroughly thought through this month. Take a chance when meeting a stranger with a beard this month, and you may benefit by it.

The Hearth (Nov 30th – Dec 30th)

Do not knock down fences unless you know why they are there. The purpose of a fence may not be immediately obvious, but knocking it down may release whatever it kept penned in. This is wisdom that may apply to all manner of changes you might enact on your environment – it is not bad to make changes, but know what you change before you change it.

Better Know a Nation: Splishenfellow

One of Harodom's near neighbours across Lake Haro, the nation of Splishenfellow has been a near peer, a rival in trade, but a consistent trade partner for centuries, and is one of the few neighbours with whom Harodom has not had a recent war.

The nation of Splishenfellow began as a group of individual nation-states comprising the territory that now makes up the national territory. Although by no means exclusively gnomes, the population is extensively gnomish, with major exports of alchemical and herbal concoctions and recipes.

Splishenfellow originally came together as a kingdom under King Runcible I, shortly after the end of the War of the Twins. The challenges of the war led to a number of the local armies of the nation states that came together being diminished in strength, and a joint alliance under a single banner seemed the best way to maintain their rule in the region.

Runcible I was nominally in charge, but a strong aristocracy originating in the leadership of the nations that came under his banner meant that he had little direct control.

As a consequence, Splishenfellow did not constitute an absolute monarchy, but rather had a politically potent advisory council, with the king being the head of that council.

It was Runcible I's granddaughter, Queen Wistwick, who made alliances with trade groups among the wealthy merchants of Splishenfellow, leveraging their economic influence to give the people of Splishenfellow a seat at the table. In time, this formed a parliament comprised of two houses; lords, and commons, with both having a voice

in the country's decision making processes.

In the mid-20th century A.T., strife between these houses led to a minor civil revolt, with forces of the government briefly being overthrown and the royal family forming a government in exile in Muttercap. However, the insurrection was overturned when the protem government's attempts to retain control led to civil suppression.

Splishenfellow is now reasonably politically stable, and its exports of alchemical goods and products made with same make them an economic stabilizer.

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 dwarven innovator claims to have successfully created a mechanism that can play the game of chess as well as a child can. After about ten minutes of play, it was revealed to have a person inside.

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.

A large creature resembling a duck with scales instead of feathers has been spotted in the area of Stelton. Taking the name 'veloci' from 'fast', and 'raptor' for 'bird', locals call it 'The big scaley duck.'

Portents: Dreams of coursing waters and waterfalls. The scent of old wells. Four fingers on one hand.

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!

This world 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!"

Better Know a Neighbour

The Adventurer encourages you to learn about the people around you. In addition to helping to build and foster a stronger community, knowing what people around you are interested in also helps to find like-minded souls for mutual support and aid.

This month, we asked Dominic of Bard to speak with a merchant trader, Pouches Blackdog. The interview proved compelling and interesting, and is presented in whole below, along with an artist's impression of Pouches.

Further installments in this series will follow in subsequent issues.

The Adventurer strives to highlight those in the community around us. This month, I had the pleasure of speaking with Pouches, a goblin defying stereotypes and preaching the praises of Fair Trade. We spoke on how they came to find themselves in this life, their relationship with the gods, and the value of a good agreement. Pouches even brings an interesting surprise to the interview.

Adventurer: Pouches Blackdog, thank you so much for joining us today. We last saw you at a masquerade, rubbing shoulders with your fellow adventurers, and meeting the locals of your new home near Sandy Bay. Have you been staying lucky and keeping out of the cold?

Pouches: "Hmm... Pouches not the best goblin to know about good luck or bad luck. Pouches spend a lot of winter on road. Many people move to new town. Pouches make some money help people move: sell spells, fix ankles, that stuff. But! Pouches still alive! Pouches still make gold, and silver, and copper."

Adventurer: Tell us about how you first came to travel with your companions. I understand your sights were set on Yorik?

Pouches: "Pouches hear that in Yorik, some people have lots of gold and no stuff, and have lots of stuff but no gold. Also, Pouches want to find out what stuff Adventurers need. Pouches come to fix!"

Adventurer: Last month we spoke to Sonthiel Blackdog, a companion of yours who spoke on the revival of her clan. Without rehashing all the details, how do you feel about the Blackdogs and their impact on the community?

Pouches: "Hrmmmm... Sonthiel. Big heart. Good friend! Make everyone stick together, like... People glue! If you want to know what Blackdog do for other people, Pouches not helpful.

Pouches not know what other people think, but for Pouches it feel like what people call their family. Pouches not have family like this before."

Adventurer: You say you are not helpful, and yet many praise you. You'll have to take credit where it's due, yes? This is the chance to talk about what you bring to the community.

Pouches: "Pouches is cleric of Marius. Pouches cast shields, magic fixes, and stuff. Pouches also good at keeping inside blood from being outside blood. Pouches always happy to help, but the Gods always want something back. The Gods always get something back. Usually it easier if it gold or stuff. Pouches only happy with trade if you happy with trade."

Adventurer: I also understand that you also brought something along with you today, to share with readers?

Pouches: "In Hoggspott, Pouches also work for herb merchant. Pouches learn to make herb mix for selling. It hard work. BUT!" At this juncture, Pouches dramatically pulls out a set of knives and gestures emphatically. "Gathering ingredients is much easier now that Pouches has a set of mastercrafted Slag (TM) silver knives! Sharp, strong, and shiny! Fine dwarven craftsmanship at a reasonable price! Please come talk to Pouches for more details."

Adventurer: Shiny! Artisan knives aside, what is the biggest takeaway you would hope those new to our community should learn?

Pouches: "Pouches very happy that so many people want to trade, want to practice doing Fair Exchange. Even Lord Donovan and the Gods practice Fair Exchange, if you remember Great Tax Refund of 2024... Pouches think [people] need to value self more. If you can do something really good, then you can trade and make friends with people who do other stuff really good.":



Editorial: A Time to Plan

As winter spans its white wings across the Lakes region, we are once again given a moment to consider and plans our next steps as a community.

Certainly, the last few months have seen considerable changes fall upon the area. Even now, great shipments of wood, timber, and other construction supplies move toward the Sandy Bay area, in an effort to build out the resources and furnishings for a town and to help make life better for locals.

But what does that mean for the people?

Well, at *The Adventurer*, we're taking on new writers. Dominic of Bard is one of our new staff writers, and the headline article this month was written by Atropa. The mysterious Sy continues to dispense life advice, and I remain your humble editor and columnist.

But for yourself – what do you seek in life? Coin, comrades,

glory?

What do you want, and how can this move help you to get there?

Having a plan isn't necessary in life, but it can definitely give you a leg up. What comes after that is up to you, but it helps to have some friends along.

Seek adventure. Find new things and old, and learn – stop learning, start dying.

Oren D'vann Freedman, Editor

Matters of Faith

Holy Days Just Past

January 13th: Loving Lash (Iccula)

The holy day of Iccula has not traditionally been observed in Harodom prior to the last few years. The faithful of Iccula vary in how they observe the day, but in neighbouring Michian it is often a day of strict fasting and self-deprivation, with the idea that this extremity will encourage holy insight and vision into the will and spirit of the Divine Tormentor.

February 14th: Festival of Lover's Dance (Alejandro)

The holy day of Alejandro is marked with recitations of poetry and declarations of love among the laity. Among the dedicated faithful of Alejandro, there is often a period of fasting representing the time spent between expressions of love, followed by a large festival at sunset, where fine food and drink are served to the population at large to show Alejandro's love.

Forthcoming Holy Days

March 3rd: Festival of Sails (Beldon)

Marked more in areas of the kingdom surrounding the Lakes, the Festival of Sails is a symbolic beginning of journeys, and marks the start of the domestic fishing season in many lakes and streams across Harodom. Water is exulted in its many forms, and new vessels are often hurried along in their drydock construction so that they can be named on this most auspicious day.

March 21st: Spring's Birth Festival (Apenca)

The first day of spring, as well as the holy day of Apenca, the Spring's Birth festival is often observed in parts of the North as being the official 'birthday' of children born over the winter, as it often marks the point at which winter babies are most likely to be guaranteed survival. Apencans will often help with lambing and calving at this time, in agrarian regions.

A Message of Faith

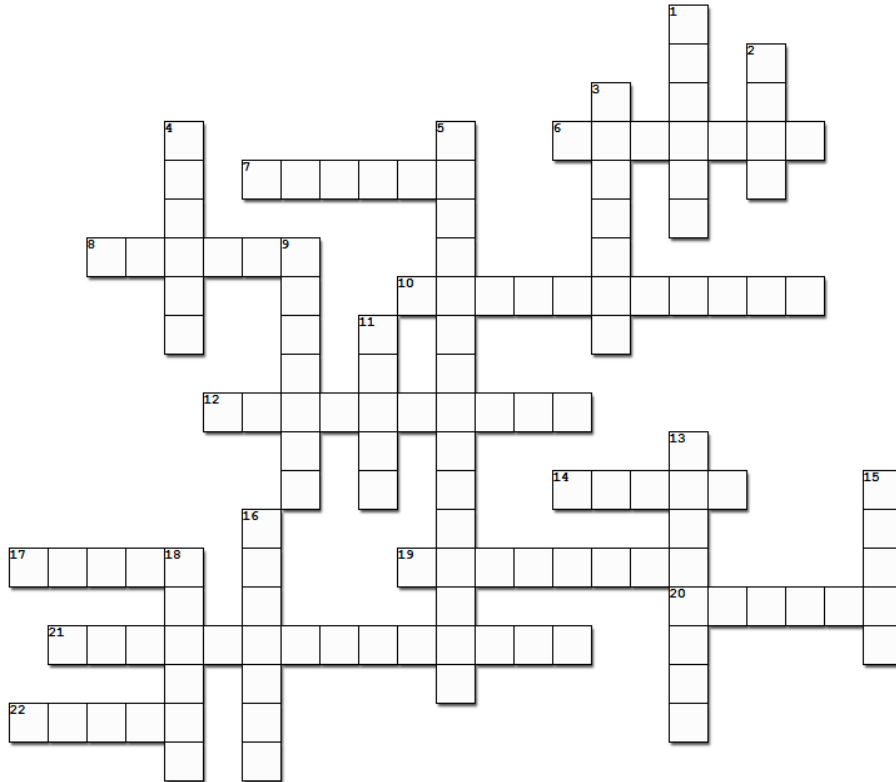
I would speak on how faith can help to make an enduring change within a region – or indeed, how its absence can make such a change fail.

Faith may be in the gods, but it is just as common that faith is interpersonal – the belief of one person in another. Faith in an ideal can help to drive you toward a goal, because you believe that ideal is worth striving for.

Whatever the case, faith is also the belief that lasting change is possible and worth pursuing. Faith is also catching – if one person believes strongly in an ideal, then others can as well.

If you want to see the world become a better place, one key step is believing that it's possible. Without that belief – or without the belief that a change, once made, can persist – you run the risk that you will give up when the going becomes hard, or cease to pursue a goal once it has nominally been completed.

Crossword



Across

6. A halberd or lucern hammer
7. Bean tea
8. A flag an army marches beneath
10. Arcane spells start with 'with...'
12. A magical severing spell
14. Energy shaped into spells
17. A chicken's word
19. Where soldiers are quartered
20. A sleeveless jerkin
21. A Gnomish country
22. An exchange of goods, coin, or service

Down

1. Can't see it for the trees
2. The current star sign
3. Putting things together
4. Her holiday is March 21st
5. Beldon's holiday
9. A dawn's herald
11. Refined iron
13. Treating a wound quickly
15. A sweet treat of honey or sugar
16. A mixture of minerals and oils
18. This month's 'tool highlight'

Riddles

Riddle 1:

Rarely see me,
Just see by me,
Candles give me,
Shadows shy me.

Answer 1: *thgiL*

Riddle 2:

Tiny treasure,
In a shell,
(Oyster stew
If cooked as well.)

Answer 2: *lraeP*

Riddle 3:

Who has seen it?
Neither you nor I,
But when it whispers in the
trees
You know it passes by.

Answer 3: *dniW*

Riddle 4:

Twins stand together,
Move when filled,
But then at night,
Empty and stilled.

Answer 4: *stooB*

Riddle 5:

I am of heroes,
And of frights,
Some give me voice
To pass long nights.

Answer 5: *yrots A*

Riddle 6:

I fell mountains,
Slay men,
But you could not grow or
change without me.

Answer 6: *emiT*

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: 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 just over halfway to completion. Check at the local planning office to help out.

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

Status: Underway

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 about 3/10 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 increase prosperity.

Project Forecasts: Likely projects that will help the area of the as-yet unnamed township remain stable and prosperous.

Granary: A fortified structure hardened against flood, vermin, and the elements, a granary is designed to be a safeguard for a town's surplus food and perishable goods.

Inn and Tavern: A place for travelers to rest and locals to recreate, an inn and/or tavern helps an area to attract merchants and others to build and grow the connections with other parts of the region.

Fisherman's Wharf: A dedicated fisherman's wharf can help an area to harvest aquatic bounty, and to gather such foodstuffs are available for local construction and trade.

Brewery: Supplying the local market, a brewery creates potable beverages from excess grain or crops.

Tool Highlight: Knives

The Adventurer seeks to highlight a few of the tools useful in the business of adventuring, and how to use them to the greatest effect. In this issue, we explore the ever-versatile and multi-faceted knife.

A survivalist's tool; a weapon; a symbol; and a piece of history; as blades go, there's a good argument to be made that none are more versatile and useful than the knife. To say that knives have been used "since ancient times" is cliché and unpoetic, and yet it rings true - and they have only evolved as time has passed.

The classical envy of assassins everywhere, knives are favoured for their easy

concealability and deadly potential. Laced with the right poison, and one does not even need to worry about accuracy; simply nick your target and let time take its course.

Because of their precision and the necessity for an up-close utilisation, daggers are also the favoured tool in every representation of the classic profane ritual - we will ignore how impractical ritual knives are at anything besides rituals (for now). On the subject of rituals and belief, is your knife made of glass or ice? If so, you're holding on to a religious symbol for Balaxa the Ice Queen, goddess of winter. Her followers are known to be passionate and to hold grudges, so knives seem the appropriate

so knives seem the appropriate weapon of choice for a Balaxan to get up close and personal to demonstrate just how much you pissed them off.

Such a small tool can even give you distance, if you have a good arm - throwing daggers can be an investment to always keep oneself stocked up on, but if you have good aim the payoff is immeasurable.

Craftsmanship more your style? From tanning to whittling, cooking to hunting and more, knives can be an everyman's tool.

Whatever your preference, knives are limited only by their wielder's imagination (and the length of their arm).

Words from the North: The Ice Queen, Balaxa

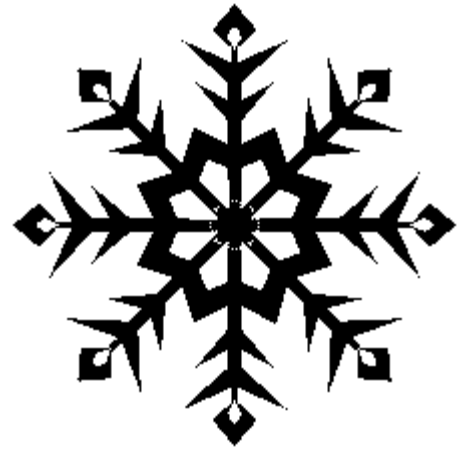
This paper has been sponsored in part by a contribution from the local church of Balaxa. The following message is a paid sermon by that group.

When it comes to the darker, colder months, you may come across quite a few fascinating clerics that follow the Ice Queen, Balaxa. Those whom follow the faith of the snow are called "the frozen ones". As many astute, longtime readers may remember, Balaxa's father, Beldon left her mother Fiona for another god and Balaxa never forgave. Her wrath across the lands are legendary and result in our lengthy winters and raging storms across the seas each year. Balaxa's followers tend to have similar traits as passionate

individuals, prone to rage, jealousy and bitter grudges. They can pray for calmer storms for soldiers and sailors while directing Balaxa's wrath onto their enemies. Watch for clerics holding icicles, snow and glass or ice daggers. Understandably, most temples and followers will be located in the far northernmost regions to be closer to where their god is most powerful and loud. Those with fire in their hearts would be welcome.

See your local temple for more information or if interested in learning more about the Ice Queen.

As a bonus, this paper has been sponsored by friends of Balaxa this edition. Please see right for a holy symbol, if required.



Recipe of the Month: Frost-Wraith Slayer's Chili

A good chili recipe for those who might have to spend some time out in the snow.

- O Freedman

Ingredients

- 1 large onion chopped
- 1 large bell pepper chopped
- 3 jalapeno peppers, chopped fine with pith and seeds removed
- Olive oil
- 1 lb ground beef, pork, or your preferred protein
- 19 fl oz black beans
- 24 fl oz diced tomatoes
- 12 fl oz corn niblets
- 2 tbsp coffee, ground
- 4 tsp cumin or to taste
- 1 tsp cinnamon, ground
- 1 tsp salt
- dried chili flakes to taste

Directions

In an ungreased frying pan, fry together cumin, cinnamon, and dried chili flakes, until aromatic. Remove from heat and set aside.

In a large pot, add olive oil sufficient to grease as a pan, and add in onion, bell pepper, and jalapeno peppers, sauteing until the onion begins to clarify.

Add in ground meat or protein of choice. Saute in with vegetables until the protein begins to brown.

If drain beans and corn into a colander and rinse with fresh water, until the water beneath the beans runs clear. This can help prevent the buildup of soy leechin.

Transfer beans and corn into pot, along with the diced tomatoes, and then add the coffee and salt. Stir to mix.

Bring to a simmer, and then add in spices from the pan that you set aside earlier.

Simmer over medium heat, stirring to prevent burning at the bottom of the pot.

After about thirty minutes, test with a spoon to ensure that your flavours have melded.

Serve with toast, cheese, or your favourite chili accompaniments.

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.