

The Adventurer

de novo

January, 2025 A.T.

Yorik Adventurers Move On

Following the defeat of a Ruinous Power in Yorik, the area has significantly calmed, state reports. The defeat of a powerful infernal representing the Fear of Desolation was managed by plucky adventurers resident to the area.

Luring the infernal into the Undercity, the townsfolk managed to ignite the Pillars of Power that had so long corseted the mass underground cenote, detonating them and destroying not merely the being, but also

much-if-not-all of the Undercity's structures and inhabitants. There may persist some smaller beings able in their own way to escape the blasts, but initial reports suggest otherwise.

This draw on the natural magic in the area completely drained the local nodes, rendering them powerless until the magical fields reassert themselves. This in consequence has led to the Guild Arcane suggesting that the area may not be worth further

investment at this time.

Undoubtedly, the area around Yorik will remain as perilous as any large section of wooded area, and the mines of Yorik will remain profitable. But in many ways, the area's unique spark is gone, reducing it as point of interest for many adventurers.

It is a mercy that, despite this large-scale magical event, civilian casualties remain negligible. Strong investment in local infrastructure is credited.

Yorik Adventurers Encouraged to Explore Lakes Area Settlement

Following the depowering of the Yorik nodes, interested residents were asked to investigate a sparsely populated area on the shores of Lake Ire, within the Duchy of Gelrich.

A little over a day's travel from the city of Stelton, and less than a week's travel from Yorik, this unincorporated settlement has not been formally named. It is home to some fishing, minor farming, and at one point had productive mining in the region.

There have been a number of failed settlements in the area,

which has a natural anchorage along Lake Ire, a couple of hours of sail from Adder's Point. Like Adder's Point, this area is well situated to do aquatic trade with Michian, as well as with Deepwood if it is ever liberated.

This small hamlet is also in a historically significant region. The anchorage is likely to have been a major evacuation landing point for refugees from Deepwood during the war of the twins, and the area is riddled with ancient ruins going back to the Golden Age of Magic, before the cataclysmic Tear.

Forest Near New Settlement Region "Very Haunted"

During an early foray into the region that His Grace has indicated may be a new area for growth within the Duchy, the as-yet nameless lakes area settlement, it was discovered that the nearby woods are deeply haunted.

Consultations with locals swiftly revealed that parties no longer freely travel through those woods, and a brief trip within them revealed that the trees may strike, or attempt to choke those who enter the area. However, it was when a ghost taking the form of a porcelain doll with a cracked face exited the woods seeking aid that the story grew.

Adventurers accompanying the ghost discovered a buried chest in the wood, in which the doll's body was discovered. Hostile forces from the woods, including numerous wolves, swarmed out at this point to attack those attempting to extricate the doll from the woods.

This encounter ended with the ghost taking the doll and two members of town, cursing one with an unfamiliar magic, which causes severed body parts to turn into cracked porcelain. Guild Arcane representatives are even now examining the curse with an eye to finding a swift remedy for this affliction.

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'm having a hard time adapting to leaving Yorik, especially for such an unknown place. I'm feeling very unsure if this was the right choice for me. What do I do now?"

- Local and Worried

*A: Dear Reader,
The peace that Yorik was able to achieve was rare and beautiful. We do need to acknowledge that we fought hard to achieve that for our home and we should be*

proud of that success! You deserve the same peace for yourself.

I would recommed, ask yourself, why did you come to Yorick in the first place? Deep in your heart, what drove you to make a home there? Can this same motivator be the reason you choose to stay in the new town and rebuild with your fellow Adventurers?

Did you manage to close a chapter in your life and you feel it's time to move on? We would be sad to see you go, but we know life will always take us in unexpected directions, often away from where we expected to be.

If this is your path, please say

goodbye to those around you. Too often we do not get this opportunity and hearing about your dreams would make many of us happy.

Follow you heart, it's what brought you to us to begin with.

- Sy

If you have questions for Sy, or are seeking advice on any matters of the world, please submit letters to The Adventurer, c/o The Print Shack, Forest House, Orenstead.

We will figure out some way to get these letters to this person.

We thank you in advance for your questions, and thank Sy for their advice.

Personal Improvement: Adventurer Resolutions for the New Year

The Adventurer has been graced with the wisdom of Dominic of Bard, and seeks to share the benefits of same with a deserving public. In this installment, Dominic advises on possible new year resolutions that could help with your adventuring career.

Happy New Year, adventurers! Elieff graces us with the end of one era and the beginning of another - a new home for the former adventurers of Yorik. Through many trials and tribulations, these heroes have stuck together with ties forged in friendship, battle, and more.. so why not offer up a bond of your word as well?

That's right - New Years Resolutions, that most golden of chalices, the most elusive of challenges... making a pledge, and maintaining it for more than two weeks. What year-long commitment are you capable of

keeping? Though some may seem daunting, the Adventurer is here to make this task more manageable.

Hoping to learn a skill or trade? Challenging yourself to master a knowledge takes time, and most overload themselves at the outset, causing frustration and eventual surrender. Take learning a new language for example: instead of attempting to learn as much as you can as fast as possible, pledge to learn only three words a day. By the end of the year, you will have learned over one thousand words!

Perhaps you are looking to exercise? Rather than pledging to 'get the physique of a master fighter', pace yourself - you could challenge yourself to do a push-up, adding one for each day of the year.

Alternately, one might resolve to run a mile a day. By breaking it up into smaller steps, impossible tasks become far more achievable.

Whether you are looking to become an archmage, socialite, or bodybuilder, one thing rings true for all resolutions: determination. While some can find it within, don't forget that you can rely on the friends around you for inspiration. Don't be afraid to ask for help - or even to challenge your colleauges to join your resolution. Remember: New Years Resolutions are meant to be a fun activity to try and commit to, a way to look back and see how far you've come. Good luck!

Watch this space for more advice from local notables about ways that you can pursue personal improvement, in whatever field of your choosing - including adventuring! Each month, the Adventurer will reach out to experts in different fields, and seek their wisdom in how to better yourself in the pursuit of that set of knowledge.

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 smuggling in Harodom?

Although many goods are restricted in Harodom – notably, toxins of most kinds, as well as scrolls and potions of profane spells, certain weapons, and a few choice herbalisms and alchemies – very few are outright illegal to have. So what constitutes smuggling in Harodom with its comparatively *laissez-faire* attitude toward the possession of goods?

Primarily, smuggling in Harodom has two major components. There are restricted goods, and some localities, ranging from whole duchies to individual baronies or townships – may ban the trade of other substances. Some other goods are considered protected guild services, although in recent years this has fallen off. Prior to this reduction in enforcement, the Guild Arcane had exclusive license to sell magical supplies that were not religious in nature.

The conveyance of these restricted goods in or through areas where they are restricted may constitute smuggling.

In addition to this, there are some

international goods, the conveyance of which amounts to felony tax evasion. Kereste, the magical steel-like wood, grows primarily in Michian, with a sharp tax being levied on its legal export. As a consequence, the smuggling of kereste is severely punished (and the conveyance of seeds, saplings, or cuttings without permission from the Michian government is severely restricted).

This smuggling is not about the conveyance of restricted goods, but the evasion of taxes for import or export. Since tariffs and duties are a primary way in which local kingdoms fund their public purses, these transgressions are often sharply punished as well.

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)

Financial challenges will face you in the near future. Now, in the dead of winter, it may be difficult to raise a new purse to meet these needs. Take this opportunity to secure your financial position, and to strive to make new deals with new friends.

The Harp (Jan 29th – Feb 27th)

If life is a song, then you must learn to dance to it, or you will surely be felled. Standing fast against the tides of change serve you little good at all, and will lead to ill fortune and potentially ruin. Your lucky numbers are three, five, eleven, and seventeen.

The Fount (Feb 28th – Mar 30th)

This is the time to strike on an opportunity that you have been considering for some time. Do not allow a long-running injury to go untreated, and take pains to repair what has been broken. You will better yourself by decisive action on long-term problems this month.

The Dice (Mar 31st – Apr 28th)

Learn what part of yourself best serves the interests that you wish to pursue, and strengthen those aspects. Your fate is in

your hands – but you will benefit best from putting into the world energy akin to what you wish to receive from it. If you cannot say something nice about a friend, it may be best to remain silent.

The Arrow (Apr 29th – May 27th)

This month bodes ill – it will be exceedingly easy for you to misspeak and be perceived as foolish, even when speaking sense of wisdom. To combat this, you can consider carefully before speaking out something that goes against the common consensus – not to silence yourself, but to frame it correctly.

The Stone (May 28th – Jun 25th)

Remember that when you watch, there are others watching you. Your best intentions matter little if you cannot express them in a meaningful manner, but don't imagine yourself a master of intrigue just because you have learned to watch others.

The Coin (June 26th – July 28th)

It may be time to be bold in affairs of the purse and affairs of the heart. You cannot gain if you do not spend, and stagnation helps little in pursuing your goals. You cannot eat gold, and it makes for a poor mattress or companion. Take the time to invest in yourself – after all, you have to live with you.

The Spade (July 29th – Aug 30th)

Nose to the grindstone, shoulder to the wheel. This is the time to put in the work so that you can bear the dividends later on. If you take the time to put in the labour – get to know that neighbour, or dig that ditch – you will benefit earlier and thus see greater rewards.

The Blade (Aug 31st – Sept 27th)

Your strength is an inspiration to everyone – but that can include the strength to ask for help. You have been carrying some load for an extended period of time, and taking the opportunity that a friend offers to lend you aid helps you both.

The Mask (Sept 28th – October 31st)

This will be a month where it is important to speak less, and listen more. You need not be silent – but ensuring that you have the whole story will help to prevent wilder consequences and help saner heads to prevail in a delicate matter you will soon face.

The Shield (Nov 1st – Nov 29th)

None of us are as strong as all of us – this is true and broadly accepted as such. It is for that reason that armies travel in groups, and that sailors rarely face the open sea alone. However, there is a danger to group think, where everyone relies on everyone else to do the thinking. Keep a watchful eye on what you are being presented, and don't be afraid to speak up for yourself or your friends.

The Hearth (Nov 30th – Dec 30th)

In the coldest parts of the year, it is most important to open your doors for everyone, so that everyone can come into the warmth. Your hospitality may not see immediate dividends, but those that you help will remember your aid in their times of need and help you in return if the opportunity arises. In addition to this, it also helps you to be a better person.

Better Know a Nation: Deepwood

One of Harodom's near neighbours across Lake Ire, the nation of Deepwood has faced many trials and tribulations through its history. In this, we will briefly touch on this history and its implications.

The nation of Deepwood was founded in its longest understood form in the early 5th century A.T. A series of allied city-states took up under the banner of Emperor Kias I, an elven leader reputed to have plucked secrets of the golden age of magic from a ruin, and used them to establish mechanisms for great prosperity.

This came at an auspicious time of relative peace in the world, and the states of Deepwood became the homes of art and culture, with peaceful trade leading to the First Age of Reason.

In 495 construction began on the University of Deepwood, in the province of Darkwood. This led to an increase in international students coming to Deepwood for study, advancing the art of magic, and potentially laying the groundwork for the first incarnation of the Guild Arcane.

The surfacing of the D'shunn empire of

Serozarran in 1135 led to the first Lakes Region war, as Serozarran's imperial ambitions sought to take lands that had at that point been held by Deepwood for most of six centuries.

With the age of Reason ended, Deepwood's borders began to grow more difficult to bypass, and international scholarship suffered. The artisans of Deepwood are thought to have turned their eye toward aggressive alchemies, and this may have marked the first forging of Dragon's Breath (in the original, volatile formulation). The forging of mithril had,

prior to that point, only been recorded at areas such as the Mountain of Aire, with active vulcanism.

Deepwood was the origin of and the first to fall to the twins Sarna and Tivolous, who had been educated at the University.

This led to a series of conquests and reclamations even following the end of the war of the twins, as large pockets of undead and infernals regularly battered Deepwood.

Currently, Deepwood stands under the rule of infernal forces.

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 granary in Bog's End was overrun by some small monsters posing as potatoes and onions. Those trading in the region are reminded of the eternal wisdom "Never eat singing food."

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The *Adventurer* continues to offer a full year-long patronage or any artist or artisan willing to produce one piece of sponsored work within a calendar year.

Large footprints have been found at the shore of Lake Ire, as if a large monster emerged from the Lake, determined that the temperature on land was too cold, and went back in.

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Portents: The smell of distant waters. Odd groupings of three or seven. Lighting striking an Elder tree.

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 warrior at arms, Sonthiel Blackdog. The interview proved compelling and interesting, and is presented in whole below, along with an artist's impression of Sonthiel.

Further installments in this series will follow in subsequent issues.

Sandy Bay's Finest - Sonthiel Blackdog

Today, I had the pleasure of interviewing Sonthiel Blackdog, a trapper and fighter newer amongst the ranks of adventurers in Sandy Bay. She spoke on finding her new family, as well as how her and the town have impacted each other.

Sonthiel Blackdog, thanks for joining us today. It has been some time since the intrepid adventurers of formerly Yorick, now Sandy Bay, gathered together, so first thing's first: How are you?

"Still feel like I'm in last year, if I'm being completely honest. I've been doing... Okay? Hunting. Not booze, but still bitches."

Yes, 'booze, money, bitches' is a term members of Yorick may have heard once or twice around you and your compatriots, the Blackdogs. How did they get started?

"Well, the original Blackdogs were my clan; elves based within Deepwood. The current revival of my clan started back in the summer. Really, ah, just my friends at first. They quickly grew into family - I'm sure you understand. Asides from me, I'd consider Lucius the first Blackdog here within Yorik. I... Do not remember much of how it happened. I just know they came for me. They didn't leave me behind."

How would you say the Blackdogs have fit into the dynamic of the town? What do you hope they will bring to this new settlement?

"I guess we're all the ones to instantly sign up if we're going to die horribly. I don't know what that says about us! I would guess [we] would provide protection [...] I think we're in need for some stability after everything that's gone on. A home to call our own - one we've made together. Ours."

What about yourself, Sonthiel? This is as best of a chance to brag as any time else...

"I've been improving and working on my traps to catch my pray. I figured out how to set up this huge fuck off beartrap - almost took my arm off with it. I caught a wolf with it. Ever eat wolf? Stringy. What is there to brag about? I, uh... Hmm. I guess I'm proud about my sobriety. It's been a few months now."

How about some of your accomplishments in town? You've been something of an unsung hero - your sacrifice to Vast, the home you've cultivated for the Blackdogs... Anything you want to add or comment on?

"Hero?" The title definitely takes the trapper aback. "I've spent most of my life running, hiding... Vast... I thought I could do something good with Vast. I spent so long alone. It was just me. There's something outside of myself now; outside of drinking, killing and [hunting]. I didn't make us a home - they're my home."

Last question, then - from someone who has been through the ringer, what advice would you give to those new to the community?

"Be smart. Stay in groups. When you find your people, white knuckle and don't let go. Cherish them. Everything can be taken away within the blink of an eye. So fight. Bare your teeth. Hold on."



Editorial: Times Change

When I began the paper, it was the Yorik Eye, taking its name from the kingdom crest stamped on gold pieces. Later, the paper was re-imagined as the Yorik Adventurer, and took on a focus specifically for those who set their hands and skills toward the life of exploration and adventure.

Now, we're revising again. Yorik has been tamed, and the world is getting a little smaller, as more of the map is being filled in.

The Adventurer's mandate hasn't changed. We will provide you with information that is useful, oriented on adventuring, and true to the best of our abilities. But in times past, the majority of the content has been only one voice, and that needs to grow.

We're throwing open our doors. If you want to contribute news, tales of adventure, or articles that help those around you stay informed and prepared, we want you.

I'm staying on as editor, and I'll stand by what we print. We don't go in for deception here, and we won't put up with material that encourages bullying or harassment. But truth doesn't just spill from one pen – it spills from as many as would write.

So join us. Share your wit, your wisdom, and the tips and tricks that have kept you alive and made you successful. The world is watching, and the next page is being penned.

Oren D'vann Freedman, Editor

Matters of Faith

Holy Days Just Past

January 1st: Year's End (Jerroh)

The end of the old year and the beginning of the new marks a time for sober reflection for many in Harodom. The festival of Year's End marks the holy day of Jerroh, and encourages us to take a moment to reflect on those who have passed in the last year, and to remember that our own death will some day come. Many start new year 'resolutions' on this day.

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.

Forthcoming Holy Days

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.

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.

A Message of Faith

I would speak on the missive of change bearing hope.

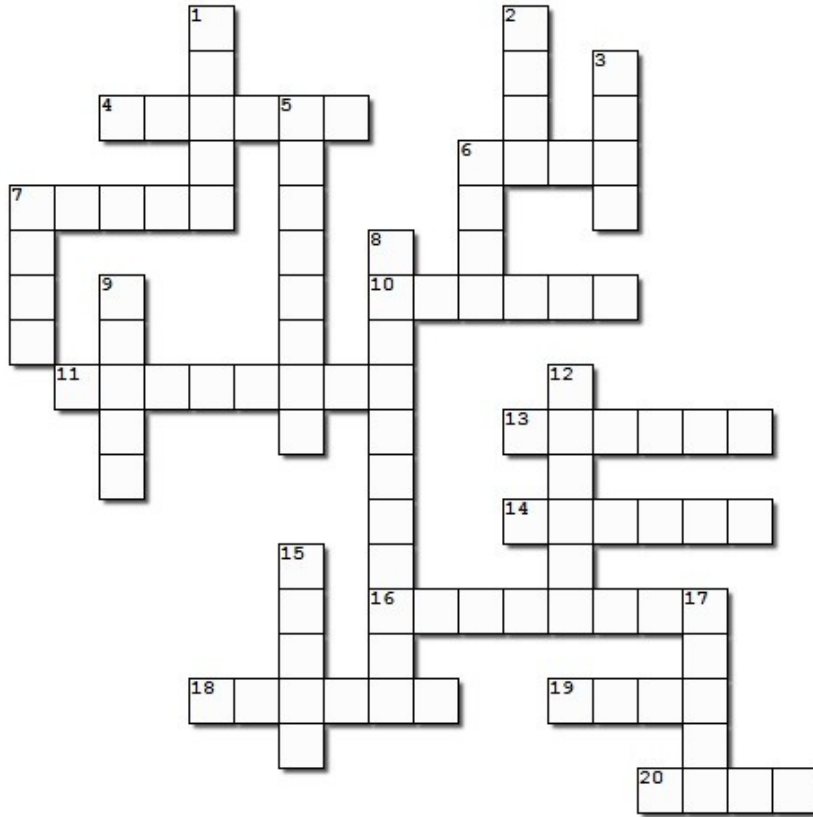
It is not meet that all things should remain the same forever. This can be of great discomfort to those that benefit by the existing system, as the movement toward an uncertain future is less comforting than to remain in a certain present.

Sometimes change can be for the worse, for many or all people. The threat of war, or the rise of tyranny are both heralds of change.

But it is in the hands of the people to shape the change that the world undergoes. Look out for one another, build tools and mechanisms by which you can protect one another, and beyond all else, if you cannot grasp the wheel by which fate is steered, then at least bump the needle that guides it.

We can make the future one where there is plenty for all and gives old age a security, but only by embracing hope.

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:

I chase your heel
 But never catch,
 You'll see me not,
 In darker patch.

Answer 1: *wodahs A*

Riddle 2:

Always running, never walks,
 Has a mouth but never talks,
 Has a head but never weeps,
 Has a bed, but never sleeps.
 What am I?

Answer 2: *reviR*

Riddle 3:

There are times it's hard to tell me,
 When you do, I'll set you free;
 There are magics that compel me,
 Or you'll spill me carelessly.

Answer 3: *hturT*

Riddle 4:

I've a shrill voice,
 Sound alarm,
 When what you do
 Has caused you harm.

Answer 4: *niaP*

Riddle 5:

I am born from nothing,
 And nothing I produce,
 I cannot grow at all,
 But neither shall reduce.

Answer 5: *gnihtoN*

Riddle 6:

He who lives by my measure,
 Dies by my edge;
 She who bears me forever
 Lives only so long as I remain
 light enough to bear.

Answer 6: *dorwS*

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 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 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: Equipment Maintenance

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. In this issue, we will discuss the often overlooked issue of equipment maintenance.

It has been remarked in past that if you do not make time for regular maintenance of your tools and equipment, it will make the time for you. This is unfortunately correct, and that time may come at the worst possible time, no less than when you were hoping that your equipment would work precisely as you need it to!

Tools that are rusty may become brittle or easily damaged, or may have difficulty holding an edge. Leather and rope that is not kept clean, dry, and oiled, may begin to decompose. In both cases, you will lose the use of the object, possibly at the worst time.

Everything from your garments to your rarely-used items need to be looked after. If you have alchemies, herbalisms, or potions, check with an alchemist or herbalist to ensure that the liquid is still in good condition. Some mixtures need to be agitated to prevent

the fluid inside from settling, reducing the effectiveness of the infusion. As well, ensure that your cork or wax seal is in good condition, and replace it if necessary – the last thing you want when you reach for a bottle of life-saving elixir is to find out that it's run out into your pouch!

Paper goods, like books or scrolls, should be checked for bookworm, and kept in a clean, dry environment. Alchemical treatments against bookworm are available, and should be reapplied annually. Wooden goods should be kept oiled to prevent water-generated warping.

Comical Strip: Dungeon Buddies



Recipe of the Month: Spinach, Artichoke, and Mozzarella Flan

This flan goes well with warm soups on cold days.

- O Freedman

Ingredients

- 1 Tbsp butter
- 2 Medium red or white cooking onions (medium chop)
- pinch salt
- 1/4 Tsp crumbled dried tarragon (or 2 tbsp minced fresh tarragon)
- freshly ground pepper to taste
- 1 Jar (6 oz/170 ml) marinated artichoke hearts
- 5 Cups fresh spinach (washed, stems removed)
- 3/4 cups shredded mozzarella cheese
- 2 Large eggs
- dash Tabasco or your favourite hot sauce
- freshly grated Parmesan cheese

Directions

In frying pan melt butter over medium heat; saute onions until tender, about 6 - 8 minutes (may brown a little, but do not let burn). Season with salt, tarragon and pepper. Take off of the heat.

Drain artichoke hearts (cut in half lengthwise, if whole). Add to onion mixture and put back on the stove and cook for about 2 minutes, stirring carefully.

Wash the spinach; remove any long stems. Shake off any excess water.

In saucepan over medium-high heat, cook spinach, covered with only water clinging to leaves for about 3 to 4 minutes or until limp.

Drain off excess water.

Put the spinach between two tea plates and squeeze out the excess water. Chop coarsely; add to artichoke mixture.

Put onion, artichoke and spinach mixture in buttered quiche/flan dish. Sprinkle the mozzarella cheese on top.

Whisk together eggs, milk and Tabasco; pour over vegetables. Sprinkle with Parmesan cheese.

Bake 350 deg F for 20 to 25 minutes or until firm and puffy. Cut into wedges and serve immediately or serve as an appetizer at room temperature.

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.

Local Thoughts and Contributions

Some locals to the Ire Lake region have requested the opportunity to speak on their community's behalf. As the Adventurer is newly come to the region, this has posed some challenges.

The following articles have been presented in the format and style in which they have been received, but have not been checked for factuality or accuracy. It is the hope of this publication that its readership

Will bear this well in mind, and approach these articles with a critical eye until such a relationship can be maintained. The Adventurer encourages a plurality of voices and so wishes to make these available.

Survival and Solidarity: A Seaside Village Faces Cold Weather Challenges

In the small seaside village, residents are grappling with the fierce realities of the harsh cold winters bite, from rising sea levels to increasingly severe storms. As the community faces unprecedented challenges, its people have come together with resilience and determination, forging a united front against the elements threatening their way of life.

The village, known for its picturesque beaches and vibrant fishing industry, has seen significant environmental shifts in recent years. Fishermen report dwindling catches, while the local coastline has suffered erosion, leading to fears of losing homes and livelihoods. "We've always relied on the sea, but now it feels like it's turning against us," said longtime fisherman Marco Reyes.

In response, community members have initiated several grassroots efforts aimed at sustainability and adaptation. Weekly meetings now take place at the village hall, where residents share ideas on how to protect their homes and find alternative sources of income. Workshops on sustainable fishing practices and coastal restoration have become popular, drawing participation from all age groups.

Local leaders have also stepped up, advocating for noble assistance and better infrastructure to withstand future storms. Local craftsman Elena Torres expressed her commitment to the community's survival, stating, "It's not just about surviving; it's about thriving together. We have to look out for one another."

As the area faces an uncertain future, the spirit of solidarity among its residents is stronger than ever. Together, they are not just battling the harsh climate but also fostering hope for a more sustainable tomorrow.

With a recent influx in visitors to the area it has become apparent that Outsiders can play a crucial role in supporting the area during its climate crisis through various avenues. Here are some effective ways to help:

- 1. Financial Contributions:** Donations to local organizations can provide immediate relief for those affected.
- 2. Volunteering:** Individuals can participate in volunteer programs focused on coastal restoration and sustainable fishing practices, lending hands-on support to the community.
- 3. Awareness and Advocacy:** Raising awareness about the situation through networking guilds or local events can attract more attention and resources, encouraging broader action.

By engaging in these activities, outsiders can help reinforce the resilience of the area and its residents as they navigate the challenges posed by the harsh winter climates.

Whispers in the Wind: Locals Hold Secret Party to Debate Outsiders' Impact

In a covert gathering that stirred curiosity and excitement, residents of the coastal villages are set to convene on January 25 for a secret party, fueled by a shared desire to discuss the growing presence of outsiders in their beloved area. Held in a secluded barn on the outskirts of town, the event will bring together a diverse group of locals, from fishermen to artists, all united by a common concern over the implications of increased outsider investment.

The local villages have been abuzz lately as participants engaged in spirited debates about the effects of influxes from outside the community. "We have to protect our way of life," declared longtime resident Anna Fisher. "It's not just about economic gains; it's about preserving our culture and environment." Many echoed her sentiments, expressing worries about rising property prices, changes in the local economy, and the potential erasure of the village's unique identity.

Recently the villages have held smaller discussion groups, tackling various topics such as environmental conservation, and community-led initiatives. Some locals advocated for welcoming visitors who respect the area's heritage, while others argued for stricter regulations to limit development and maintain the village's charm. "Finding a balance is crucial," noted local Tom Bennett. "We can learn from each other, but we must prioritize our community's needs."

The secret party's agenda is compromised of local villagers committed with a collective pledge to organize a more town hall meetings, where these discussions can continue in a more formal setting. Residents aim to voice their concerns and propose solutions that involve both locals and outsiders in a meaningful dialogue.

Whispers of the Woods: The Haunted Forest Where Voices Echo

Nestled on the outskirts of the small abandoned town of, the notorious Whispering Pines Forest has long been the subject of local folklore and ghostly tales. Residents claim that those who dare to enter the forest often hear disembodied voices calling out from the shadows, creating an eerie atmosphere that both frightens and fascinates anyone who dares to venture in.

The forest, dense with towering pines and twisted underbrush, has a history steeped in mystery. Local legend tells of a group of lost travelers who vanished within its depths over a century ago, their stories forever embedded in the whispers that echo through the trees. "It's like the forest has a memory," says lifelong resident Clara Mitchell. "You can feel it in the air, especially at dusk when the light begins to fade."

Visitors brave enough to explore Whispering Pines often report hearing faint voices, laughter, and even cries for help. Some have described the sensation as a mix of curiosity and fear, as if unseen entities are beckoning them deeper into the woods. "I've been here multiple times, and every time I hear something different," shares local cartographer's guild member Mark Thompson. "It's both exhilarating and unsettling."

For now local nobility are asking for patience as they secure a plan to investigate the reporting's and find a solution to the issue.

Mysterious Porcelain Dolls Spark Curiosity in Local Community

In a quaint village nearby, a pair of porcelain dolls has captured the attention and imagination of residents, sparking a blend of curiosity and intrigue. The dolls, each standing about two feet tall,

appeared mysteriously on the doorstep of an unoccupied house last Friday. Since then, they have become the focal point of local discussions, with many speculating about their origins and purpose. The dolls, dressed in vintage, dirty, ragged clothing, are strikingly detailed. Both have hauntingly realistic facial features, with glassy blue eyes that seem to follow onlookers as they pass by.

“I couldn’t believe my eyes when I saw them,” said Mary Jenkins, a resident who lives nearby. “At first, I thought it was some sort of decoration, but they’re too beautiful and intricate for that. It’s like they just appeared out of nowhere.”

While some residents have embraced the dolls, others express concern about their sudden appearance. “It’s a bit eerie,” admitted one local, a mother of two. “I’ve heard stories about haunted dolls, and I wouldn’t want my kids playing near them.”

In response to the growing interest and concern, the local Nobility has announced plans to investigate the dolls further. As the investigation unfolds, the dolls have already inspired local artists and writers, with several planning to create works inspired by their enigmatic presence. While the origin of the porcelain dolls remains unknown, one thing is certain: they have breathed new life into the community, reminding residents of the charm of their town’s rich history and the allure of a good mystery. As speculation continues, many are left wondering if the dolls will ever reveal their secrets—or if they are destined to remain a captivating enigma.

For now, the dolls quietly watch over the neighborhood, their story waiting to be uncovered.

Adventurer’s Tale: The Fall of the Bone Dragon

It is in the interests of The Adventurer’s stated purpose to recount tales of heroism and bravery in our community and nation, so that new voices may be so inspired.

In the interests of this, we are recounting a relatively recent tale, taking place in October of 2023 A.T., wherein the heroes of Yorik made battle with a treacherous foe indeed.

It came to pass in the fullness of events, that a great undead dragon was freed from an ancient tomb, found through a fissure that opened mysteriously in a farmer’s field.

Whether this was by some ancient design, some malfeasant hand, or simply the inscrutable result of fate, is difficult to tell for certain.

What can be confirmed is that what was unleashed was a terror, not merely to the peoples of Yorik and its region, but to dragons themselves, for they descended in numbers to ‘advise’ on what to do.

It may amuse the reader to recall that free advice often turns out to be quite expensive. The advice of dragons no less so, as they had the heroes of Yorik moving from place to place fulfilling errands that they assured us were in service to the defeat of the dracolych.

Meanwhile, at night, it would roam as a curiously solid spirit, devouring life force from those it encountered, and seeking to do them harm. Deep within an impenetrable vault, was its spirit-hold, tying it to this world, even should its spirit be banished, and its nascent body destroyed.

We were told in no uncertain terms that if we did not defeat it, it would prove a menace to the world at large. And so defeat it, we did.

It was a chill October day, the lych now fully reformed, but its spirit-hold destroyed, when we met it upon the field of battle. It had mustered forces of dracolings, which we had met in battle before.

In truth that day, only a few were able to injure the beast directly. The rest of us were tasked with keeping its innumerable dracolings off of their backs – and one task beside.

The foresters of Yorik had been so good as to lend unto us grappling hooks and lines, so that when the draco-lych sought to take off, we might haul it back down. No one of us as strong as the great beast, but our strength taken together, enough for the task.

Once we had hooked it, three times we were able to defeat its efforts to escape, hauling it back to the ground and plucking it from the sky. There, our warriors fell upon it again, dancing away from lines of necrotic energy that spewed forth from the beast’s mouth.

One time, it escaped dragging a fair few heroes with – but even Marcus, who fell, lived to tell of the encounter. And we felled it, not with a single blade, but the teamwork of a whole town.