

The Yorik Adventurer

acta non verba

August, 2022 A.T.

Yorik Faire To Be a Fair Affair

Once a standard event in the calendar year, the Yorik town faire has returned. Suspended for several years owing to the recent troubles, locals and visitors alike are relieved to see the festive event once again.

A string of recent crises, capped by the declaration of open war by the Twins, have made such a faire difficult to organize. 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.

Champions of Yorik Strike Decisive Blow Against Twins

A recent outpouring of aggression from Sarna the City-Render and Tivolous the Betrayer, the Twins of old, sparked a response this past month. Acting on information from a confidential source, heroes of Yorik were able to strike a blow for freedom.

Although the details of the sortie are being kept in reserve so as to take best advantage, the Adventurer has learned that the heroes of Yorik acted on information from a source with sound knowledge of the target's defenses.

Using the advantage offered by speed, surprise, and audacity, as well as leadership by the Church of Jerroh, the party managed to deprive Sarna of an information gathering resource. Reports indicate that the information received was essential in allowing this daring raid to succeed.

We can only hope that, having bloodied their noses (figuratively), the Twins will take the time to further fortify their defenses, giving us some respite from their predations. Either way, well done to the heroes of Yorik!

Donations Sought for Displaced Farmers

A series of raids impacting farmers local to the town of Yorik has led to Mari of the Church of Alejandro to seek donations to help replace destroyed sundries. The displaced farmers had livestock attacked, crops and buildings burned, and tools damaged or destroyed.

Working in conjunction with the town guard, Mari of Alejandro has been raising money to help to purchase the essentials of life for the displaced. This is a great example of the kind of resistance every person can raise against the Twins.

Household goods, tools, blankets, clothing, food, and coin are all welcome donations. With a prolonged dry spell plaguing the area, townsfolk are advised to keep plentiful water on hand in case of future raids, the better to extinguish attacks with fire.

Priestess Mari will be selling earnest compliments at two silver per each at the Faire, in an effort to raise money for this worthy endeavour. Whether you wish to receive a compliment or no, please consider donating to this cause.

Offenses of the Twins

His Grace, Duke Hayden of Gelrich, has expressed a wish to share insight into the harm that the Twins have done to the world at large in the memory of the town of Yorik.

Although most children hear tales of Sarna and Tivolous and their war of omnicidal conquest, few now alive have first hand experience with the atrocities of that war. Yorik has seen numerous fresh atrocities, visited both on the settlement and the world in the past twenty years.

Since the settlement of Yorik was first founded nearly two decades ago, the Twins have sent their power out from their prison to enact the following heinous deeds:

- Tearing forth chunks of spirit from townfolk to create monstrous undead.

- The summoning forth of the greater demon Malabaskamar, which devastated the armies of Michian and slew thousands in Harodom.

- The destruction of holy relics of Clovis and Jerroh.

- Attempted destruction of the town node.

- Working with agents to create a false orphanage in order to sacrifice a great many children to allow Tivolous to walk the town.

- Mass murder.

- An attempt to steal the power of Callis to ascend to deityhood.

Madam **Augusta Raventhorpe** is now offering *Spectral Soap*
"Guaranteed to scrub-a-dub unclean spirits"
SIGN OF THE LATE MESSENGER, HOGSPORT
C/O **Barthan Norbs, Proprietor**

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)

Find peace with your surroundings while the weather is fair. Break bread with a rival, and strengthen your friendships. When you have excess, share excess, for the lean times it can be harder to forgive and forget. Beware betrayal by a figure in green.

The Harp (Jan 29th – Feb 27th)

A rising tide raises all vessels. If you help your friends and neighbours become the people that they want to be, it will improve your quality of life. Give what you can spare, and you may find that the world around you is richer for it. The number seven will be prominent this month.

The Fount (Feb 28th – Mar 30th)

A scent long forgotten will bring back buried memories. Do not dwell upon the past, but let lived experience inform your choices today. Be mindful of the wisdom that you choose to share – others may read more into your words than you intend.

The Dice (Mar 31st – Apr 28th)

Take a step back to see the wheels within wheels. There are no uncaused causes, so consider where your victories and

woes first took root. Only when you can find the heart of the problem can you work to improve it. Take care, but take a risk – those who venture little find little dividend.

The Arrow (Apr 29th – May 27th)

Be daring and swift, and do not let the ill fortune that crosses your path stay your hand. You can't turn around your luck until you hold its reins tightly in your fist. You will be given cause and opportunity to bleed for something in which you believe – decide if it is worth the bandages.

The Stone (May 28th – Jun 25th)

There may be some who take slowness to be inaction – you know better. Think carefully, and make your way in the world like a sculptor, each strike of your chisel a blow against injustice. What remains when you are finished with your art is in your hands, and you have the means to make it beautiful.

The Coin (June 26th – July 28th)

A tossed coin may sometimes land on edge. Your future is in your hands, so be as gentle or as rough with it as you wish to bear. Look for providence in secrets that no one is keeping from you, but beware a figure in red who promises bounties beyond belief.

The Spade (July 29th – Aug 30th)

The sweat of your brow can carry you far, but only if you match it with the cunning held within. Take an offered opportunity if you want to find riches. Love is never far away, but sometimes you must make steps to close the distance.

The Blade (Aug 31st – Sept 27th)

Flow like water over a stone – flexibility and grace are your watchwords. The number twelve and the scent of wildflowers will be a portent for you. Seek an alliance with *The Stone* if you can, but do not become frustrated if you have a difference in style.

The Mask (Sept 28th – October 31st)

Sharpen your blade so that it cuts when you need it. This month's actions are best spent preparing for action yet to come. Let your wealth flow freely, for much is expected from those to whom much is given. Your secret may be known to one who would not show their face had they a choice – decide whether this matters to you.

The Shield (Nov 1st – Nov 29th)

The bastion can stand tall and strong against the tide of chaos. Do not hold out to maintain a cause that does not benefit you however – good money after bad loses blood and gold alike. Think carefully about deals offered in haste, for they may be repented at leisure.

The Hearth (Nov 30th – Dec 30th)

The hearthstone is among the hardest to crack. Stand proud, tall, and resolute, and make your presence a safe one for kith and kin alike. Temper your toughness with hospitality – there is no shame in helping people be the best versions of themselves. *The Shroud* may be an ally in this or other endeavours. Beware an armoured figure offering to stay a blade in exchange for favours – these can be precious coin indeed.

Better Know a Foe: Vrek

Yorik is our home – but it's also a place often fraught with peril.

Knowing more about the local creatures can help you to survive. A little knowledge is a dangerous thing – so have a lot!

Vrek are a species of creature local to the area of the Lake Region, in which Yorik is found.

Most Vrek are described as two to three feet tall, bear-like in appearance, with sharp claws.

What may be less known about Vrek is that they vary in appearance and ability. Although they are bear-like, the structure of their species

can otherwise resemble a hive of bees.

Vrek drones are the typical vrek – two to three feet tall, with dagger-like claws.

Omnivorous, vrek drones will sometimes be aggressive. A clawing from a vrek leaves a wound similar to a strike from a dagger.

Drones are a prey species that bring food back to the nest. Vrek drones are a major staple in the diet of gnolls, wolves, and other territorial or aggressive carnivores.

There has been no significant indication of intelligence in drones.

Vrek shepherds are bipedal, and similar in stature to humans.

Although they are tool-using, and bear weapons and armour, they do not appear to communicate in any spoken or written language.

Vrek shepherds keep a weather eye on drones, and have been known to be aggressive when drones are overhunted. It is unclear whether they are of the same species but different upbringing, or an entirely different species from drones.

Some indication from vrek nests suggests that shepherds may eat drones in times of hunger.

Vrek lords have been observed to speak the common tongue. It is therefore noteworthy that even uncontacted nests of Vrek still have a lord that bears insurmountable animosity toward all other species.

Vrek lords cast as wizards do, and have been observed to possess spellbooks. They can also produce innate auras of fear, and when slain, dissolve into a black goo that is massively toxic.

There is usually only one vrek lord to a nest, serving as both leader and guide to a nest of vrek.

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.

Local goblins report seeing bright lights in the sky at night. Several claim to have had an encounter with an otherworldly being, sailing in an enormous pie tin.

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 farmer in Buriden's elbow claims to have discovered a "shoe mine". Retrieving several shoes a day from a deposit found on her property, this is the richest deposit yet found in the region of Yorik.

Portents: Several cows giving soured milk. Owls coming to rest upon the Church of All Gods. A brief, unexplained, rain of frog.

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!

Feeling alone?

It can be daunting to face a dangerous world on a regular basis.

The Adventurer is offering a patronage to clergy willing to counsel the fearful and worried. If you do not wish to speak with a person of faith, on behalf of the Adventurer, please reach out to a friend or trusted confidant.

**You're not alone – but it's understandable to feel that way.
We're all in this together.**

Editorial: The Way We Were

Ask around, and you won't have trouble finding someone who will opine for the "good old days". The past is a distant country that accepts tourists, but no immigration.

There were some differences. Some good, many bad, mostly just different.

Yorik, as a settlement, is about twenty years old. With the disruptions to the population that have occurred, there are not that many people,

adventurers, farmers or miners, who have been residents for all of that. And the truth is, the population changed a lot because times have been hard.

Yorik has been the anvil for a surprising number of the world-shaking events of the last twenty years. And mostly, the anvil has broken the hammer.

But there have definitely been times when we have had to run away, or die. Times when the

forces arrayed against us were mighty, and we were not. I can personally recall hiding in the bushes for hours, one rainy October night, to try and stay alive so that I could rejoin my friends.

Life was simpler, but simpler wasn't always better. And new friends have come along in the intervening time.

Life in Yorik grows ever more complex. We have foes that have taunted history. But the way we are is stronger together than the way we were.

Oren D'vann Freedman, Editor

Matters of Faith

Holy Days Just Past

July 10th: Hand's Day (Astrid)

A fortunate day for thieves and robbers, the holiday of the god of thieves is observed by most by locking doors and securing their valuables. By tradition, robbers and highwaymen are not hanged upon this day, a brief stay of execution granted in observance of their patron. Be wary of crowds, as pickpockets are often found in abundance on this holiday!

July 16th: Summer's Fair (Marius)

New business endeavours, trades and sales are considered blessed upon this day. The Church of Marius will often witness new contracts being signed upon this day, with their blessings. Donations to the Church of Marius are not unwelcome, but are always revisited upon the giver with some other thing of value, as Marius demands a fair exchange in all transactions.

\Forthcoming Holy Days

August 8th: Mushroom Feast (Blythe)

The holy day of Blythe is a day for everyone else to be careful. Virulent disease and noxious poison seem more efficacious on this day, and plague houses and physicians are often overwhelmed as usually mild maladies are more pronounced.

Common observances include a ritual cleansing of the hands up to the elbow, with soap and water, to forestall Blythe's wrath.

September 18th: The Day of the Blade (Hemulis)

Tests of skill and strength are common on this day, among soldiers and armsmen. Blades purchased upon this day are thought to be sharper and luckier. Common observances include sparring and training, and Hemulis himself is known to find large groups of his faithful and train with them in holy combat until midnight upon this day.

A Message of Faith

Hope is essential not because it is easy, but because it is hard.

When all the world seems to set its hand against your endeavour, hope buoys you up.

When the mighty work their will upon the meek simply because they can, hope keeps spines unbent.

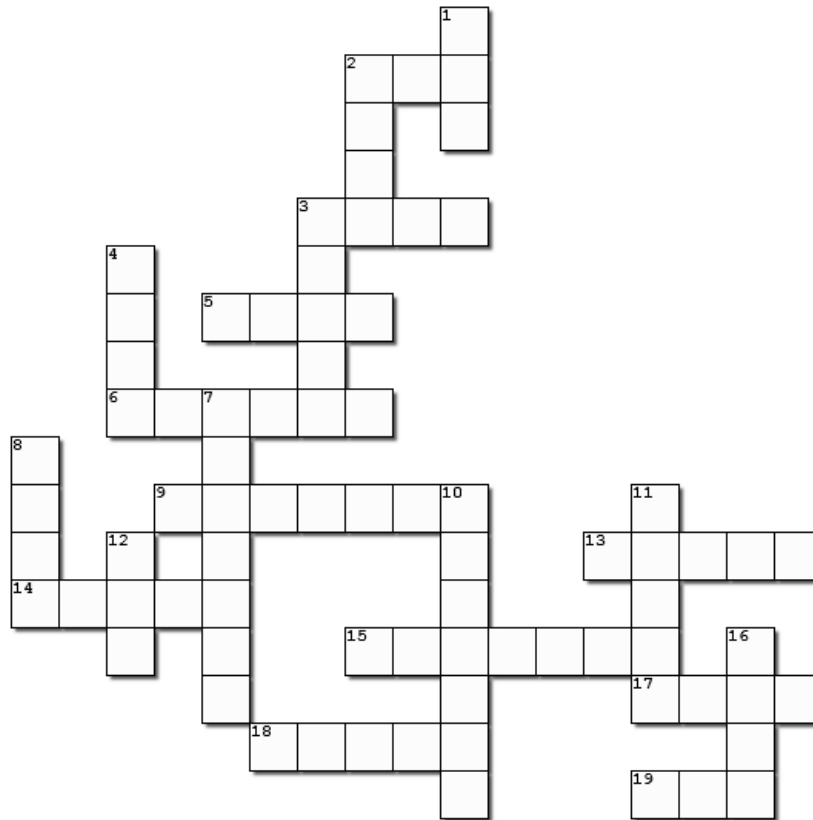
There is no faith without hope: what is faith, but the hope that promises will be kept, and that the gods are listening?

There are no heroes without hope. What is a hero, but one who hopes that their endeavour will make a difference?

Hope is hard when times are hard, because the bleakness of the now belies the brightness of the future. But times do not become bright unless hope is kindled in hearts, minds, and souls.

Don't give up. Don't give in. Hope, and work for hope.

Crossword



Across

2. An insect that does its name
3. A bear-like species.
5. Father of secrets.
6. Second in our ambition to gold.
9. A long-shafted polearm
13. The cleric's watchword.
14. Some might say "wasted on the young"
15. An elven hero from the war of the twins.

17. A soothing balm for burns
18. The manners of an oaf.
19. The tippie of the pen.

8. A green one's the inn.
10. Celebrates Mountains Wake Aug 19.

Down

1. A god symbol on an old coin.
2. The apprehension of peril.
3. Oft confused with 'worth'.
4. Celebrates Hammer's Toll, Aug 28.
7. When you're done tanning your hide.

11. A mad lich bent on domination.
12. The outside of a pelt.
16. A woody impediment to the quenching of thirst.

Riddles

Riddle 1:

Every dead mortal consumed me, every living mortal needs me, and were I more, I should swallow you.

Answer 1: *retaw*

Riddle 2:

I have hands and a face, but no legs and no arms; I have no mouth but tell you much.

Answer 2: *clock*

Riddle 3:

A knight with a lance made me, though my provenance is flowers. I bring joy to those who appreciate how sweet I can be.

Answer 3: *honey*

Riddle 4:

A blade that stabs a thousand times, I leave behind a tail. I hold your clothes together with my art.

Answer 4: *needle*

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

Daisy Design

Offering an array of fine works, including:

CLOTHING | ACCESSORIES | STAINED GLASS | RECLAIMED TREASURES

A very **fine** company with **excellent** prices.

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!

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!
Let your wealth give Sick Kids another chance.

Observe the fine wares of:

BURLAP AND TWINE

Offering **bath** and **body** products free of animal-based ingredients.

Purchase for yourself or your friends!

A Tale For the Table: The General's Blade

It was late summer or early fall when our party gathered. Dorin had purchased a map that promised riches and lost magic. There were eight of us in all, confident that the funds retrieved would more than make good the cost of finding the trove.

Our party's mechanic made short work of the simple lock holding the barrow open. Once, it had been a tomb; now it was clear that centuries of scavengers, of which we were the last, had scattered whatever bones had once been laid toRest. Instead, the scavengers and thieves had turned

the defended position into a vault.

The traps that had been left for the unwary, and to guard against such desecration, were still in a goodly state of function. In truth, there are few better laxatives than a quiet *click* as one incautiously triggers a tripwire or counterweight, and waits with baited breath to see the results.

We recovered little of the mural that had once lauded the deeds of the warlord that had previously been entombed. Time, and slow exposure to the elements had done its wicked

work.

Most notable among the defenses of the tomb was a strange mirror, from which sprang forth twisted versions of our party. They looked like us, moved like us – but were not our match in battle.

Gold and treasure came out of that dark place, but one stood out. An axe, inscribed with the marks of Clovis. Once, the sidearm of a general of Clovis' armed forces, it could dispel fear in whoever carried it. I carried it forth and through some dark times... but that may be another story.

Adventure into Advertising!

Contact Oren D'vann, Editor, for competitive rates on advertising!
You know it works, because you saw it here!

Adventurers Sought

Brave souls are sought to help clear a new homestead plot from a large swarm of oversized insects.

A party of 6-10 adventurers is requested, for a group rate of twenty gold pieces for the successful completion of this task.

Seek Oren D’vann for more details on this task.

((OOC: This is a module for NEW ADVENTURERS, 100 build or less))

Recipe of the Month: Spiced Peach Chutney

A fine condiment for any meat or tofu dish.

- O Freedman

Ingredients:

4 Firm ripe peaches
2 Tsp olive oil
1 Large onion (small chop)
1 Jalapeno pepper, diced, seeds removed..
2 Tsp minced fresh ginger
1/4 Tsp ground coriander
1/8 Tsp ground cinnamon
6 Tbsp white sugar
3 Tbsp cider vinegar
1/2 Tsp salt
Black pepper
1 Tsp cornstarch mixed with 1
tbsp water

Bring a pot of water to boil. Drop in the peaches and blanche for 17 seconds. Remove to a pot of iced water.

In a large frying pan heat the oil over medium heat. Add the onion and cook for about 5 minutes until translucent, but not browned. Add the jalapeno pepper, ginger, coriander and cinnamon, stirring frequently for another 7 minutes.

Slide the skins of the peaches and chop into 1/2 inch chunks (will make about 3 cups)

Stir in the peaches, sugar, vinegar, salt and pepper. Cook, stirring until peaches are tender, but still hold their shape (about 5 minutes). Stir cornstarch with water; stir into peach mixture and cook, stirring, until thickened, about 1 minute.

Let cool. Refrigerate in a covered container for up to 3 weeks, or freeze for 2 months.

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.