

# The Yorik Adventurer

*ab inconvenienti*

April, 2024 A.T.

## Divine Meddling Ahead of Fates

Although the holiday of Fates had not yet come, the faithful of Yorik nevertheless received an unwelcome surprise well ahead of the first of April – the powers gifted from the gods were shifted and changed, their connection briefly connected to a different divine power.

It is true that in every person there is reflected the domain of most every god; those clerics whose faith is divinely invested with the ability to work miracles in a god's name are no different.

Nevertheless, many of the affected populace reported distaste or distress over the shift in their divinely-gifted abilities.

The effect seems to have stemmed from an unusual interaction with the Deck of Fates, a mystical artifact associated with Anajaream. This change was happily short-lived; at time of printing, no clerics have reported continuing effects from this incident.

Clerics whose power source was

shifted to profane or restricted divinities were careful in the working of these new miracles, as drawing upon these faiths was still subject to the same restrictions as per normal.

By all indications, this incident has now fully resolved and is unlikely to ever reoccur.

Editorializing for a moment, we can take this incident as a moment to remind ourselves that the gods domains are reflected in all walks of life.

## Dispatched Villains Return in Unwelcome Reminder of Yorik Past

Shades of villains now long departed from Yorik's history were briefly returned to the realm of the waking world near the end of March. Believed to be connected to the Clerical issue that occurred simultaneously, past antagonists to the town's wellbeing manifested in areas significant to them.

The villains that appeared include the now departed Sarna whose recovery *The Adventurer* is pleased to report to have been brief. Now once again defeated, it is expected that she will not return, as reported to date.

Long time residents of the Yorik region reported a similar overall energy to the time of the Spirit Vessel, a necromantic artifact encountered in the mid-2010's. This caused spiritual turbulence, allowing departed spirits to briefly plague the area as wraiths – most notably, the dragon Timnaeous.

While it is understood that these occurrences should now be entirely concluded, residents of the Yorik area are asked to be aware of potential sightings of being or beings known to be dead within the area, and to alert the guard if seen.

The town of Yorik was in the paths of a total solar eclipse on Monday April 8<sup>th</sup>. Although this occurrence is natural, predictable, and occurs in different parts of the world semi-regularly, it was nevertheless visually spectacular, and bears some mystical signifiers that bear keeping a weather eye out.

The sun is the holy body and representation of Callis, the god of fire, whose domain extends to all that burns. The element of fire is strongly associated with the concept of changes of state and condition, voluntary and otherwise.

## Yorik Observes Solar Eclipse

The moon is the holy body and representation of Fiona, the goddess of knowledge. Significant to Fiona is the acquisition of knowledge.

Notably, when this cosmic dance occurred, the world was plunged into (temporary) darkness, the domain of Kell. Kell is the god of secrets and night, and opposes Fiona.

How this conjunction will manifest in the real world is difficult to accurately predict, but if you see strange creatures, report them to the local guard.

# 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 is the difference between Yeomen and Citizens?

Common received legal 'wisdom' states that, since the abolition of serfdom is ongoing throughout Harodom, all non-noble persons who are not nationals of another realm, nor outlaws by deed or nature, qualify as either *yeomen* or *citizens*, with the latter having more rights available to them. What those rights are however is vague.

From a strictly legal perspective, yeomen and citizens are nearly identical in nature. Both designations pay the same taxes, are entitled to the same services from their governing noble house, and in issues or matters of dispute, both may expect their grievances to be given fair consideration.

'Citizen' is an honorific that is afforded to some yeomen that have distinguished themselves in service to their community, their nation, or the noble house in whose territory they reside. In the event that a member of the nobility sets aside all noble titles (but is not stripped of them), they become a 'citizen', but so too would a veteran of the military, or a former

holder of a position of trust, such as a mayor, judge, or tax collector.

While yeomen and citizens may both expect the full protection of the law, it is a convention that *citizens*, as they have earned this title through service and trust, may be granted additional benefit of the doubt. This trust is not codified – there is no strict regulation, and damning evidence will overwhelm this consideration – but it may offer some advantage in a balance of a legal entanglement or disagreement.

Both yeomen and citizens are otherwise expected to fulfill the same responsibilities, to be good citizens, and to comply with all applicable laws of the land.

## Winthrop's Left Boot Emporium "Savers of fine souls since 2008"

Is pleased to announce a sale on all 2024 winter boot models in anticipation of summer stock.  
"When you're all right, we're all that's left."

# Horoscopes

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

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

Tread carefully this month – your footing is unsure, and there may be no shortage of small traps that you could fall into. It may not be safe to remain exactly where you currently stand, but if you are obliged to move, then it will serve you well to move with care.

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

You will be called upon to make a leap of faith; if you choose to answer that call, then you must *commit*. Going half measure puts you at risk of not reaching the goal, and falling. You do not need to leap, but if you will do so then you must do so wholeheartedly.

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

Nothing comes of nothing; if you want to make advancements in this world, you will likely have to find some way to pay for the progress you would make. The strongest sign that you are reaching some kind of milestone is simple; watch for the problems that you have encountered starting to fall away.

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

Not everything that you hear will be true; not even the bad things, which are more tempting to take at face value. You

may feel an inclination to give more mind to something that agrees with your existing preconceptions, especially bad things about a person; instead, try to give everyone the benefit of the doubt if you can, yourself included.

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

It is a good month for self-improvement. Take the time to take a look at yourself in the mirror, and begin to improve the world by changing anything you don't like to see in it. You may make more progress if you ask for help from a friend; **The Shield** may render aid.

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

Your future holds mortal peril; whether to you or another is unclear. There is a high likelihood that someone will come at you with a wish to cease who you are – be prepared to defend yourself, or seek the aid of others who will come to help you.

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

A friend will offer you some good advice this month, but it may be difficult to hear. Remember that your friend is looking to help you, and that while they may be incorrect, the advice is likely being given in good faith. Just because someone's words may hit hard, it doesn't mean that they're wrong.

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

Getting through hardship can sometimes leave you with habits that were helpful in tough times, but don't serve you well in other times. Seek to use the tools you have made for yourself appropriately to the situation that you are currently in, and allow yourself to breathe.

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

It's an important month to remember to hydrate; both literally (always good advice), but also figuratively. Your soul needs nourishment as well as your body, and taking on grief or obligations that you don't have to can hurt you.

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

Good habits famously take longer to adopt than bad ones, and they're much easier to lose as well. If you are currently in the process of trying to start a good habit, you will face challenges this month; be resolute, and don't give up, and you might yet see it through.

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

It's important to remember that you're not the only person allowed to have good ideas. If you let other people in, they will do their best to assist you, and you may benefit from hearing a perspective other than your own on a matter that is important to you. Most importantly, others can help you to lift something that you previously found too difficult to carry on your own; be a friend by letting friends help you.

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

New life issues forth from ground that may have seemed unplatable in winter's chill. Keep an eye out for new opportunities, notably in places that previously seemed barren of them; as the world turns, and the seasons change, so too do the situations in which you may reap benefit or face adversity, so don't give up just on the strength of one setback.

# Better Know a Guild: House Toth

*The guilds that serve the kingdom are comprised of specialists in a trade or skill, or who perform a service that betters the quality of life of the people of Harodom. In this article, we will discuss the House of Toth.*

**House Toth** is a merchant and trading house local to Harodom, the peer of Davidoff (strongly associated with Eldershire) and Ramsey (a trading house with strong ties to several provinces of Michian). Toth was founded in 1927 by the non-inheriting scions of the then noble house of the

same name.

Like their progenitor noble house, **Toth** initially used the motto *aut viam inveniam aut faciam*; 'I will either find a way or make one'. Although by all accounts, Toth has moved on to other credos and slogans as time has passed, this motto informed much of their early strategy, with a great deal of Toth's history showing creative sourcing for hard-to-acquire goods.

Due to some unfortunate alliances, House Toth laboured under a cloud for some time, with some

trading partners that were not themselves members of the house being found to be associates of the Guilds of Thieves and Assassins. Nevertheless, Toth has laboured to maintain its good name, and has remained scrupulously free of any direct association with such wrongdoing.

Representatives of House Toth wear the house colours of red and black, with associates wearing a red capital 'T' on a black field. Favoured by the now fallen House of Jagari, merchants of Toth were once an iconic sight in the Yorik region, before the roads around

the region became too perilous (and, for some, insufficiently profitable) to pass.

House Toth is the largest individual trading house operating primarily in Harodom, and has a reputation for fast service in acquiring any type of good. Toth traders are exacting, and discreet, encompassing the mercantile value of a genial interest in their customers, and an utter lack of curiosity about how an article is intended to be used.

The nearest trading house for Toth can currently be found in Stelton.

## 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.

The family of Farmer Ffrothffur are currently on the lookout for a seven letter word meaning 'little hearth cake' as this will help them find the fourth key.

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.

Farmer Ffrothffur, over in Buriden's Elbow, has passed, leaving his entire life's savings to whichever member of his family solves an elaborate set of riddles of his devising.

Portents: Restless sleep and a feeling of anxious yearning. A total eclipse of the sun. Dormant insects stirring to wakefulness.

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!

Ancient blades in lost tombs might hold lingering magic,  
but you might pay with your life.

Isaac's are very, very good.

(And you can buy them with gold)

**ISAAC'S ARMS**

Every weapon guaranteed *Yorik Strong!*  
*Trust the blade with the brand displayed!*

# Editorial: Where Next?

I cannot speak for all of history, but I have lived through a surprising amount of recent history, in considerably front-row seats. I can say then, at least here, at least in this era, that Yorik has one of the greatest concentrations of skilled individuals in a plethora of disciplines that exists.

Full stop.

Moreover, the potential of those who are still finding their feet is also immense. We have

grown in stature from a small town, baronially grouped with a number of other small towns, to a heart of the barony.

We also have a flourishing mage guild, faith leaders from across at least a dozen religions reliably in residence, master artisans of every trade, and unparalleled masters of arms.

We have faced dangerous foes, and suffered setbacks, but we are rebuilding. We are poised to decide what the next decade

will look like for our home, our town, and our kingdom.

We don't need to decide right away. But we should give it thought, so that what we get is a conscious decision.

I have heard people say 'Yorik is dangerous, often damaged, and better opportunities can be found elsewhere'. I look at my adopted home and see unparalleled opportunity. We can now ask: what will it look like tomorrow?

*Oren D'vann Freedman, Editor*

## Matters of Faith

### Holy Days Just Past

#### *April 21<sup>st</sup>: Dragon's Feast*

Since the worship of Strega was, until relatively recently, a mystery cult, there are not a lot of 'traditional observances for this holiday. However, non-clerics of Strega are encouraged to hold lavish feasts, where they can show their wealth and success to others. Endeavours that seek to make profit are encouraged to begin or take important steps on this holiday, for the Dragon Queen's benediction.

#### *April 23<sup>rd</sup>: Alwyn's Thunder*

The benedictions of Alwyn can help to determine a good spring crop from a mediocre or poor one. Rain dances, folk festivals, and offerings to the sometimes capricious Skywalker are common among both faithful and laity alike. It is a common superstition that waking to a peal of thunder on April 23<sup>rd</sup> indicates divine providence and good luck going through the year to come.

### \Forthcoming Holy Days

#### *May 9<sup>th</sup>: Order's March (Brack)*

Brack's holiday is often observed with the renewal of vows and contracts, and it is considered an auspicious time to pursue new endeavours of this kind. The worship of Brack is most often evident at this time; otherwise quiet civil servants, judges, magistrates, and other members of civil office may be more likely to wear prominent religious symbols, if they so worship.

#### *May 27<sup>th</sup>: Twilight Festival (Sasha)*

The Twilight Festival is celebrated as a recognition of the mysteries and wonder of magic. Beginning at sunset, in places that have strong representation either in the church or of wizards of all kinds, a dusk-to-dawn meal is openly prepared, more lavish in areas where the working of magic has borne wonders in the past year. Rainbows are often seen come the dawn.

### A Message of Faith

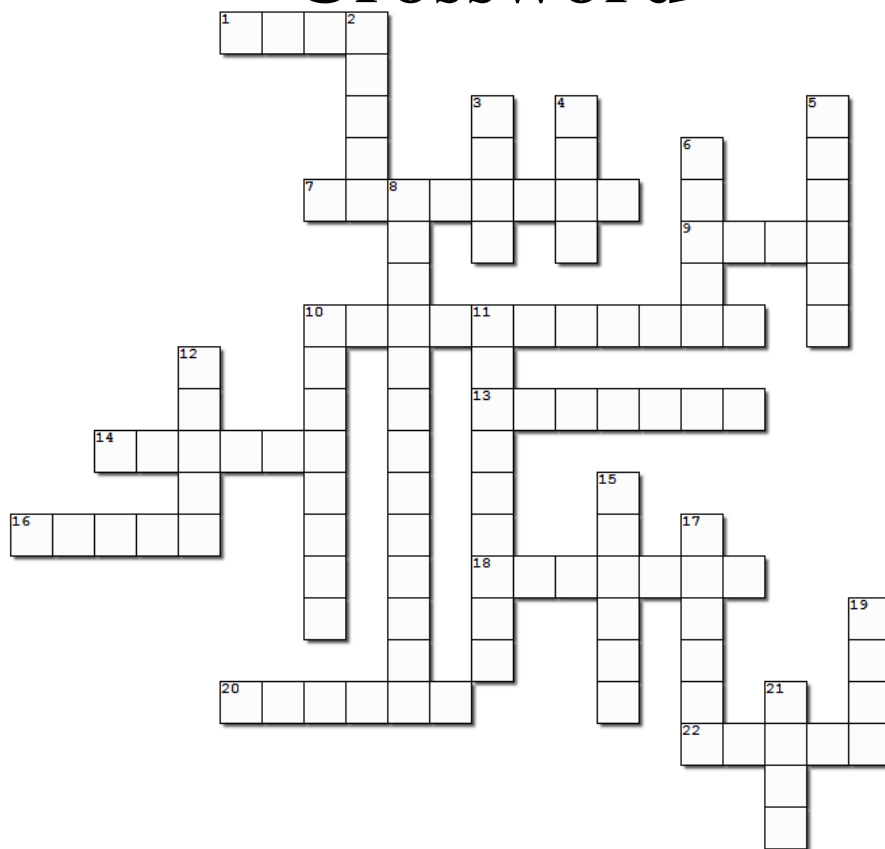
Finding a cause or purpose to put your efforts behind can be gratifying. Finding that those efforts are less than perfectly successful can be frustrating and disillusioning.

It is not uncommon for those who seek to make a change in the world around them to hear others say 'nothing changes – this is simply how life is'. These people may be trying to frustrate the change-maker, but it is just as likely that they are themselves burnt out, frustrated by the failure of their own efforts.

Change can be slow, and difficult to start. But lack of effort to create change will only allow for change that trends toward the simplest state.

It therefore stands to reason that if one wishes to see the world change, we are doubly tasked; first, to persist, even if the world is well-populated with cynics, and second; if we are ourselves frustrated, to still nurture hope in others.

# Crossword



## Across

1. King's Day: \_\_\_\_ 30th
7. A fete or fair
9. Drive or urge; alt, a bequest
10. Use to write a letter on paper.
13. Actions in spite of fear.
14. A cup that rhymes with a large lizard.
16. Belief and fidelity.
18. A spiky object scattered to founder charging horses.

20. Yorik is two of this old this year.
22. Not East, West, or South.

## Down

2. A spell used to remove arcane writings.
3. Silver, gold, and copper.
4. A spell or anxious emotion.
5. Riches aplenty!
6. God of wind and rain.
8. A card trick, or making a coin vanish, say.

10. Number or amount
11. Universal keys
12. The end of life
15. A manor, grounds, and outbuildings
17. Green skinned humanoids that can't cast arcane.
19. An expressed dream or desire.
21. An (often) surprising defense against thieves!

# Riddles

## Riddle 1:

Night-time wanderer,  
Cross the sky,  
Drive the seas,  
Who am I?

**Answer 1:** *nooM*

## Riddle 2:

Tiny weaver,  
Vicious bite,  
Common wisdom:  
Do not fight.

**Answer 2:** *redipS*

## Riddle 3:

Golden treasure lies within,  
Milky palace,  
Bony skin.

**Answer 3:** *gge nA*

## Riddle 4:

I am a common tool,  
And I am a common threat;  
Heart stops to see,  
Crowd up to me,  
You might then find regret.

**Answer 4:** *efinK*

## Riddle 5:

What do the poor have,  
The wealthy need,  
The silent say,  
The loud withhold,  
And if you ate only it you  
would die?

**Answer 5:** *gnihtoN*

## Riddle 6:

I am a cause of discontent,  
An unending hunger,  
A lust for coin and wealth;  
Never-sated, ever-eating,  
Until I consume my host?

**Answer 6:** *deerG*

# Room to Grow: Yorik Construction

*In an effort to keep you informed about construction and growth in our community, the Adventurer intends a bimonthly column that will update on the status and needs of existing construction projects, and of potential upcoming projects that townsfolk can become enthusiastic about and work toward completing.*

**Construction Project:** *The Reconstruction of the Duke's Estate in Yorik*

**Status:** Active

**Overview:** The Hayden estate in Yorik was destroyed following a demon attack this past autumn. Duke Hayden was the former Baron of Yorik, and upon his elevation, made Yorik the seat of the Duchy – a status that has afforded us some additional resources, as well as easier access to the Duke's court.

Other development projects cannot be completed until the Estate is rebuilt as it serves as a development center for the barony. Owing to funds spent on and around Terror's Breach, this requires community support

**Status:** This project has been underway for two months now. An accounting of supplies expected to be required in the course of this project, compared with supplies and labour provided, suggest that this project is now 85% complete, and will finish this month.

**What Is Required:** At time of writing, the following resources and services are required:

- Skilled Masons, Carpenters, Blacksmiths and Weavers
- Coin, to pay for materials.

If these supplies/skills are available, this project will finish imminently.

**Other Projects:** Once the estate construction is completed, other community improvements can be fruitfully pursued.

- **Barracks Repair:** The status of our current barracks is that owing to unusual levels of monster attacks and odd weather, the current building is unusable and will need renovation.

- **Farm Rebuilding:** Given the dangers inherent to the local roads, shipping in food from other towns in the barony is less feasible. Rebuilding our farms should be a priority.

- **Rebuild the Old Mill:** The main structure and mechanisms of a mill that predates Yorik's founding, still stand by the river that feeds the Yorik town creek. Rebuilding this mill will bring in trade from out of town, and enrich our citizenry.

## Creature Feature: Gnolls

*The Adventurer seeks to highlight a few of the strange creatures that adventurers may find in their travels, so that people can better learn about them before they get jumped. In this article, we will discuss a common threat in the Lakes Region, gnolls.*

**Gnolls**, large hyena-like humanoids often found in groups of ten to twelve, are a familiar sight within the Lakes Region. Although gnolls are tool using beings who have been seen to call upon the powers of the gods, there has never been any sign that they have an interest in trade with others.

Although it is perilous to overgeneralize, the majority of interactions with gnolls have been in the form of gnolls raiding outlying farms and settlements. The gnolls in the Yorik area predate substantially on the local *vrek* population, keeping it within manageable numbers.

However, if the *vrek* population ever declines, or in the event of other environmental upheavals, gnolls have been known to engage in highway banditry, as well as slaughtering grazing livestock to haul away. While some gnolls are quite capable with an

array of weaponry, the majority of gnolls wear very little and attack with their large claws.

Gnolls are very skilled in the art of ambush, able to mimic voices and sounds that they hear around them. Between them, gnolls communicate in a fairly rudimentary tongue that is comprised of high-pitched yipping noises.

The predominant faith of gnolls seen in the vicinity of Yorik is Callis, although this is only what has been observed in those that have been encountered in or around the town. They do not seem to discriminate

between types of meat, and have been observed eating other sapient species as well as other gnolls. Gnolls seem to have a bottomless hunger, that never seems sufficiently sated.

Attempts have been made with translation spells to communicate with gnolls. Even with the aid of this magic, adventurers have only been able to get them to express simple concepts, briefly, before turning to actions violent, visceral, or gustatory.

Proceed with caution if you encounter a gnoll; some are quite capable combatants.

# Comical Strip: Dungeon Buddies



## Recipe of the Month: Cantaloupe and Cucumber Salad

*The early harvest of fruit and vegetable from the late spring and early summer offers relief against the root vegetables and 'that which will keep' of the winter months.*

- O Freedman

### Spiced Pepitas

1/2 Cup roasted unsalted pepitas (hulled pumpkin seeds)  
1/2 Tsp olive oil  
1/8 - 1/4 Tsp cayenne powder  
1/2 Tsp paprika

### Salad

1/4 Cup your best olive oil  
2 Tbsp lime juice  
1 Tsp honey  
1/4 Tsp salt  
freshly ground pepper

1/2 Medium to large ripe cantaloupe (peeled and seeded)  
4 Mini cucumbers (sliced on bias, 1/4 inch thick)  
4 Oz (115 gm) feta (crumbled)  
Broad-leaf parsley (small chop)

Place the pepitas in a medium fry pan over medium heat. Cook stirring occasionally, until starting to brown and making a crackling sound.

Remove from the heat and stir in the olive oil, coating completely. Add the cayenne and paprika and stir to coat. Add some salt to taste.

Whisk the 1/4 cup of olive oil with the lime juice, honey, salt and pepper until combined. Set aside.

Cut the cantaloupe into 3/4 inch (2

cm) wedges. Cut each wedge into 3 or 4 pieces. Place in a large mixing bowl with cucumber. Drizzle with dressing and gently mix.

Arrange on a shallow serving dish. Sprinkle with Feta cheese and some spiced pepitas and the Italian parsley. Squeeze a lime wedge over salad if desired and serve.

*Fresh and spicy, giving a frisson of excitement to lengthening spring nights and the promise of a warm summer to come.*

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## 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.**