

# The Yorik Adventurer

*ad altiora tendo*

Early September, 2022 A.T.

## Increased Military Presence in Yorik

Following an uptick in aggression from the Undercity, a larger military presence has been noted in Yorik and the surrounding regions. These additional forces are stationed in towns through the barony, and no official notice has been made as to the intent of this deployment.

It would be reasonable to assume that this uptick in military forces correlating to infernal and undead forces on the roads is intended to take and hold the

King's highways and right-of-ways.

At present there has been no declaration of military law. Residents of the area are encouraged to render reasonable assistance to His Majesty's forces. In the event that property is damaged by the movement of troops, residents are encouraged to report any such incidents to their local noble forces. While all efforts are being made to avoid such incidents, it can sometimes be the case that when

moving troops in large numbers, private property can be damaged.

At time of press, no representatives of the local forces have reached out to *The Adventurer* on this matter. In the event that any representatives of these forces wish to make a statement, they are encouraged to contact *The Adventurer*.

We will continue to report on this story as events unfold and more is known.

## Increased Imp Sightings in Public Areas

Aggressive attacks by large groups of imps accompanying other infernal forces have plagued local roads and public areas. Striking by night and making use of lethal force, these imps appear to have received training in the art of silent killing.

This escalation is troubling, and further cause to resist the forces of Sarna and Tivolous. At present, it is not known the precise number of such specialized forces available to the Twins. As these imps prove to be a greater than normal

threat, travelers are advised to move in groups, and to keep a wary eye out for beings that vanish from sight.

It should be noted that these imps can "blink walk" traveling briefly through another plane of existence to move unseen from one place to another. If you are fighting an imp that blinks away, put your back to a wall or go back-to-back with a compatriot.

Anyone behaving strangely following an imp encounter is encouraged to visit a healer.

## Red Caps Attack Yorik Faire

The recent Faire in Yorik proved to be a popular affair, with merchants coming from more distant parts of the kingdom to share their wares with a deserving populace. It has been reported that there may have even been some magical items that exchanged hands.

Not all was jolly however – a fairy ring, opening near the town center, released a number of Red Caps, powerful, predatory fairies with a fondness for dyeing their hats in the blood of mortals. They were swiftly dispatched by town warriors.

Although fairy attacks are less common than they once were, townsfolk should be wary for the next while. Items made of steel can penetrate fairy defenses, although magical weapons will often prove ineffectual.

Although not all fairies are aggressive, the recent attack by redcaps should prove a stark reminder that some are extremely so. Often unpredictable, fairies can prove a hazard to travelers. If you encounter a being you believe to be a fairy, do not make promises you do not intend to keep.

# What To Do if You Find Magic

The Lakes region of Ariel is dotted with ruins, dating back to before the Tear. While magical remnants and relics are as rare as hen's teeth, the enterprising adventurer may make the discovery of a career.

Great fortune – but with the potential for great peril.

While finding magical artifacts can be both useful and lucrative, there exist some magical items which can injure the user as well. Such objects may be deliberately

cursed with magic designed to do harm to treasure hunters. Other such objects are the products of unusual magical confluences, or of mistakes made in preparing the objects for enchantment. In some cases, powerful beings or gods may curse existing items.

Curses may vary from object to object. It is uncommon for such magic to trigger simply upon picking up such an item. Most often, cursed magical items only activate when the object is used as intended – a ring or belt would

need to be worn, a sword wielded, or a book read.

If you have positively identified an object as magical, it is advised that you have the object identified before wielding it. One of the services of the Guild Arcane is to check magical items for unusual properties such as curses.

In the event that you have access to divination magic, the spell *Detect Curse* will always show a cursed item.

**Fairfax Montegue** invites various and sundry to the Harvester Stage, Hoggspport, to see:

*The Lyon of Hoggspport*

*A comic play in three acts, set in the time of the Eldersire occupation.*

Admission is 5c at the door. A dancing bear will also be present for your further amusement.

## 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>)

Nothing is ever truly over. The actions that you take may seem to fade like the ripples in a pond, but their consequences can travel further, invisible. Beware the temptation for revenge, for the ripples of this can do you serious harm that you may not foresee.

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

Do not stray from the path, though the temptation be dear. You will be tested through temptation, to do that which you know to be wrong. Following this temptation will surely lead to ruin. A figure in black and white will offer you a deal – choose wisely.

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

The cold may harden the waters of heaven, but do not let it harden your heart. As the autumn and winter approach, you will be tasked with something that does not seem to benefit you. It may provide an unexpected dividend, for those who have the patience to bear it out.

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

Raw, unbridled luck will define some aspect of your life this month. It cannot be predicted, cannot be foreseen, but it

will appear at a defining moment. Do not pass on the opportunity to capitalize on this luck, but do not push it too far – over reliance on a gift can leave you vulnerable when it runs out.

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

The world is growing complicated – so if you wish to get things done, move in straight lines. You will surely be imperiled if you stay motionless, so let your sense guide you to move with alacrity. There is good coin in taking a risk this month, but definitionally, there is risk as well.

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

Water wears away stone, and storms erode tall banks. The fullness of time brings low mountains. A problem that once seemed insurmountable can be overcome through patience and hard work. *The Fount* may be an ally, but only if you can offer them something that they will treasure.

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

Tomorrow is a brand new day with new opportunities. Don't forget to make use of what you have in front of you right now – you never know when you will have to give something up to explore something new and exciting! The scent of mint will prove significant.

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

There is a season for all things – plant in the planting season, and harvest when the time is right. So it is in life – and a project that you have been working on for some time is about to bear fruit. Gold awaits a meeting with someone bearing a blade.

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

A blade misused is a blade broken. Hone your skills, oil your opportunities, and do not dash yourself against rocks and trees. *The Shield* is your natural partner, but may prove unreliable if you do not carry your own weight.

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

Be careful when hiding that you do not think yourself unseen. Just because you cannot do something does not mean that it cannot be done. The numbers seven, eleven, and nineteen will prove significant, and a chance meeting may doom the incautious.

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

There is no merit in letting a foe dash against you forever. There comes a time when you must push back, even if you must do so in subtle ways. *The Shroud* is likely to take chances you may not agree with – it is up to you whether or not this is something that you can come to terms with, or a deal-breaker.

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

Remember that the anvil breaks the hammer. Courage in the face of peril, strength in a time of need, and cunning when facing off against a seemingly impossible task will carry the day. Be wary though – part of putting up a strong front is maintaining a united front. This can mean that you sometimes need to carry the loads of others – or carry others – in order to ensure that they are able to do their part at the necessary moment.

# Better Know a Foe: Gnolls

*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!*

Gnolls are a species of creature local to the area of the Lake Region, in which Yorik is found. Most gnolls are described as being of a height with humans, with a canine cant to their features and spotted yellow fur.

Although they are able to call upon the favour of the gods, gnolls do not generally speak any language but their own.

Their language, made up of sounds such as yips, barks, and whoops, can be translated. Those that have done so have often said that it is mostly used to express simple concepts, although what gnolls speak of in private is not known.

Although gnollish arcane spellcasters have not been confirmed within the Yorik region, it has been confirmed that they can call upon the favour of the gods. The gnolls in the vicinity of Yorik have been known to follow the faith of Callis, and have used fire magic – and nonmagical fire – against local farms.

Gnolls have not been observed to herd animals or to raise crops, but gnolls in the Yorik region have raided outlying farms. The ability to mimic sounds extends to words and short phrases, which help to make gnolls effective ambush predators. They have used this ability to mimic calls for help in past, although it is unclear whether they understand the meaning of the words.

Gnolls have been observed to use bladed weapons, although they have fierce claws if they choose to attack otherwise unarmed.

A surge in raiding parties by gnolls followed the near elimination of vrek, a primary food source, in the area, about fourteen years ago. This event led to the local guard having to take militant action against gnollish raiders.

Although gnolls will hunt animals and livestock for food, they have also been observed eating other sapient beings. Raids on outlying farms tend to rise in autumn, suggesting that the gnolls have some means of preserving food, although this has not been observed. Individually, gnolls can be daunting, but their strength is multiplied in numbers.

## Community Board

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

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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.

A large metal fork has been seen embedded in the King's highway at a fork in the road near Wickton. Locals think that someone believes themselves funny.

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A hound in Buriden's Elbow was seen running around a tree howling. The next day, after the dog was taken home, the tree had mysteriously vanished.

Large sinkholes have formed in the region of Yorik. Some sinkholes may lead to underground ruins, hidden caves, or otherwise dangerous locales.

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Portents: A coin landing on end. A silver candlestick, corroding away to nothing, revealing bone beneath. Rivers running with ash.

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 Heroes of Yorik

What you do matters.

It's a validation that more people need than will acknowledge their need for it. The actions you take can make a difference you might never see.

It might be cold comfort. There have definitely been times when saving the town, saving the nation, merely seems to be saving it so that it can be imperiled again. But in a sense, that is the nature of

doing battle with entropy.

We wash ourselves even if we're going to get dirty again. We get up even though we will tire again later. We live even though we will someday die.

The heroes of Yorik save today, even though tomorrow will come.

That really is the trick. Treading water may not get you to land – but here, in the moment, you're not drowning.

The heroes of Yorik are those who choose to live there in spite of the peril. We are the bread basket and steel font of Harodom, and we fight monsters, explore ancient ruins, and hold together the world where the edges start to fray.

It can be frustrating to be in constant battle. But we also have storytellers and singers, artists and painters and sculptors. We survive, we help the nation to survive, and we thrive. Our reach exceeds our grasp – or what's a heaven for?

*Oren D'vann Freedman, Editor*

## Matters of Faith

### Holy Days Just Past

*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.

*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 effacious 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.

### \Forthcoming Holy Days

*September 18<sup>th</sup>: 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.

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

Celebrating the awakening of Bard in a demi-plane adjacent to Yorik, Dreamer's Wake is a recent holiday only celebrated in the last decade. Storytellers and singers of epics ply their trade, and there is usually a feast celebrating the end-of-day. It is thought that those who honour Bard with their words and deeds on this day will receive dreams that may reveal hidden truths.

### A Message of Faith

Faith exists beyond the realm of the gods. Each time we face adversity with friends and allies by our sides, we prove that we have faith in one another.

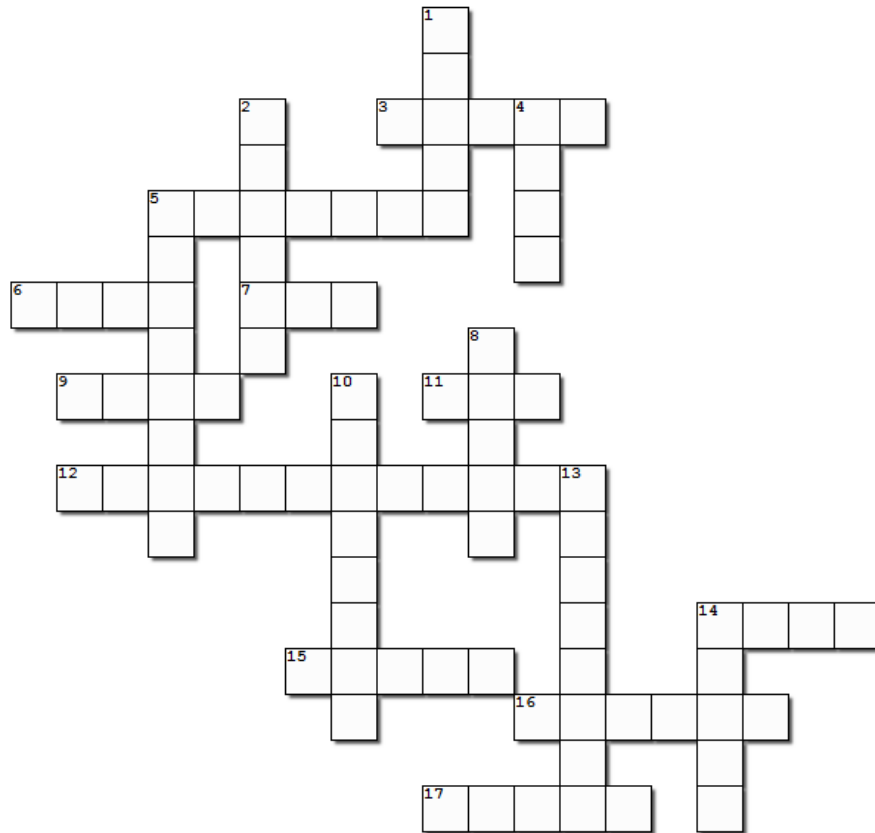
Too often, it is easy to forget that believing in one another is no less an act of faith. There are no clerics of 'believing in my dearest comrade', and no magic – in the literal sense – accompanies such faith.

But it is no less essential for this. There are times when the gods, by their compact, cannot intervene. But the faith that you hold in your friends, lovers, allies, provides a steady dividend, not of magic, but of faith restored.

Hold fast to those around you. As we pass through dark times, our faith in all things, including one another, may be strained. Many of our foes are faithless in this way.

Let us show them their error.

# Crossword



## Across

3. A short drop and swift stop
5. A mage-bane metal
6. A-maize-ing golden pebbles in a green sleeve.
7. Water that gets cold.
9. The destiny of all things.
11. A spider's home.
12. A rock holding a deafening crash.
14. Fabric or thread softer than linen.

15. A royal hat
16. Strega's form
17. Baron of Adder's Point.

13. An incredibly addictive intoxicant.
14. Sharp-looking Hemulis icon.

## Down

1. A yipping humanoid
2. Patron of thieves
4. A hole in the curtain.
5. Celebrates Tournament of Horns, Sept. 17
8. A serpent's weapon
10. Study of armorial bearings

# Riddles

## Riddle 1:

I hold the words of others in my jaws. I have a hundred tongues, but no teeth. Often, I bear a leathery hide.

**Answer 1: koob A**

## Riddle 2:

My flesh is white, but my skin is red. I bear poison in my core, and am a scourge to physicians the world over.

**Answer 2: elppa nA**

## Riddle 3:

I have a house of bone, and I bear a precious stone. I always am alone, but I'm happy on my own.

**Answer 3: retsyO**

**Riddle 4:** I am a treasure in the earth. My eyes are keen, but see nothing. Bury me alive, and a dozen children will I bear.

**Answer 4: otatop A**

# ***The Lycan Clan of Scarsdale Is Pleased to Announce A Tournament of Martial Skill***

*Voyage to the BROKEN REACH to*  
***PROVE YOUR METTLE***  
*PRIZES \* PRIZES \* PRIZES*

The pit-fighting tournament of Scarsdale is to be held  
OCTOBER 1<sup>st</sup>

All competitors welcome!

Prizes sponsored by the community of Scarsdale

## **A Tale For the Table: Holding the Bridge**

Not every tale worth telling is of a victory. Sometimes, we tell of losses that were not absolute.

It was early in October when we received word that forces of Estovic, a nation that had a soldier for every civilian in Harodom, was seeking to take the bridge. They were many, but mostly skirmishers, and, skirmishers ourselves, we set to sortie.

We met them at the bridge, they on the side that led to the open road and freedom, and we, defenders of the barony and town, holding that which

was within. We were a bare twelve – they had fifteen, and three of them were trolls.

Sir Ebrik, one of our strongest warriors, was out with a broken ankle. The rest of us had pluck, grit, and what meager weaponry we could afford. We fought as best we could, but their skill and strength outstripped ours, and their casters never seemed to tire.

It would have been a rout if Zo had not made it an organized retreat. Three of us stayed with her, holding, so that the town's irregulars could withdraw, rally, and return with reinforcements.

In the end, we were not slain, but captured. Wounded, I possumed, and claimed I was unable to walk. When one of our captors stooped to help me up, I caught him with a charm.

Our freedom was bought with coins and components by the town, but in the time we were held, we sewed dissension in their ranks. The charmed soldier got into a fight with one of the trolls, that wished to eat us. One of the mages was maimed, and the troll was slain by their captain.

Even a seeming defeat can hold the seeds of small victories.

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Adventure into Advertising!

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

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# Adventurers Sought

*The Adventurer is sponsoring brave and doughty souls willing to explore ancient ruins and unearh treasures and secrets.*

*Using maps furnished by the Guild of Cartographers, we are paying adventurers to secure the area and seek a greater understanding of history and magical mysteries.*

*Speak to Oren D’Vann, Editor, for more info.*

## Recipe of the Month: Peach Plum Crisp

*A seasonal delight on the palate.*

*- O Freedman*

### **Ingredients:**

1 tsp ground cinnamon

### *Fruit Mixture*

3 medium to large peaches

(peeled, cut to wedges)

6 medium to large plums

(pitted cut to wedges)

1 tbsp all purpose flour

1 tsp grated lemon rind

1 tbsp maple syrup

### *Crumb Topping*

1/3 cup soft butter

2/3 cup brown sugar

2/3 cup all purpose flour

Preheat the oven to 350 deg F.

Prepare the peaches and plums and gently mix in the lemon rind, cinnamon and flour. Put this mixture in a greased 8" square baking dish.

Drizzle the maple syrup over the fruit mixture.

Mix the softened butter, flour and brown sugar together until crumbly. Spread this mixture evenly over the fruit mixture.

Bake about 40 minutes, or until the topping is golden and the fruit mixture is bubbly.

Serve warm or cold plain or with whipped cream or ice cream.

Enjoy, reflecting on a summer spinning toward autumn, with a delicate liqueur and a sense of timely melancholic.

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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.**