

# The Yorik Adventurer

*Ita erat quando hic adveni*

January, 2024 A.T.

## Duke Announces Masquerade Ball Honouring Heroic Deeds

With another year behind us, His Grace, His Honour, The Duke of Gelrich has announced a ball in honour of the Heroes of Yorik. The year has been fraught with a number of perils and threats, including the Dragon Lych, and this party recognizes the accomplishments and cheers for the heroic actions of the town.

Owing to the recent destruction of His Grace, His Honour, The Duke of Gelrich's estate within the recent months, a different venue has been selected for the

Masquerade. Specifically, Farmer Jarnathan, a tenant farmer well known through the area of Yorik, has volunteered the use of his barn. We are confident that these rustic surroundings will be no less celebratory, and we appreciate Farmer Jarnathan's efforts in making his farmstead a welcoming and festive locale.

In addition to music and food, there is expected to be a costume contest, an opportunity for raconteurs and anecdotalists to

address the populace at large, and an auction of rare and hard to come by items. This latter is being hosted by Phillip, another familiar face around town, and proprietor of the Green Pony inn and tavern.

All are welcome to partake and enjoy this celebration of the new year, and the accomplishments of the last. The event will largely be indoors, although weather permitting, there may be some light entertainment without.

## Initiative Begins: Rebuilding the Ducal Estate

A number of civic projects in Yorik have stalled following the destruction of the Ducal Estate. In addition to being the local residence for noble leaders in the area, this building was a functional repository of plans, invoices, and other essential paperwork to the maintenance and construction efforts of the region.

Much though it may be occluded to many individuals in the Yorik region, taxes taken are spent to build and maintain roads, to maintain and upkeep farms held in common

interest, and paying for the infrastructure upkeep that allows for the normal flow of goods and coin into and out of the Yorik region.

Without a centralized location for bills, estimates, plans, maps, and planning to occur, many of these initiatives have been operating at limited capacity.

A discussion of this initiative will occur at the Masquerade ball, with hopes that some assistance may come from the community to help support and sustain this public good.

## Heavily Trapped Puzzle House Cleared

An old abandoned ruin has been thoroughly explored by the adventurers of Yorik, and is reported now to be safe – or at least safer. This building near the Lizardfolk swamp and minotaur settlement in the region was thought long abandoned. However, exploration following reports of strange noises revealed that it had been thoroughly riddled with alchemical and herbal traps.

This is thought to be connected to the large strange chimera creatures that have been spotted around town in

recent months. Reports of chickens the size of horses, as well as strange amalgams of other creatures have been seen in the area.

Although the ruin has been thoroughly explored, those in the area are advised against entering. Untriggered traps may still lurk within the walls, and the structural stability of the building is as yet untested.

Anyone seeing more of the strange creatures are advised to inform the guard. Do not attempt to eat these creatures as they are toxic to consume.

# Welcome to the Year of the Dancing Mouse!

*As the year turns, oracles and sages have sought visions of the future. This year (2024 A.T.) has been declared the **Year of the Dancing Mouse**. For more information about what that means for you, check out below.*

The announcement that 2024 would be the **Year of the Dancing Mouse** has raised questions, and in this article, I'll attempt to approach them one at a time.

**The Mouse** as a symbol can mean cleverness and ingenuity – finding ways to leverage small amounts of strength and adaptability to overcome large challenges. This

may mean that 2024 will be typified by large, difficult challenges best overcome by the use of resources or strength in unexpected ways.

Mice are also pests – and when you see one, it usually means an entire family has moved in! Don't wait to act on a problem that you notice, or you might find that it has multiplied when you weren't looking. Deal with issues as efficiently as possible, and always be on the lookout for other problems that a small sign might only hint at.

**Dancing** is an action usually taken in tandem, with coordinated movements taken for entertainment and display – or to share deeply held beliefs and

subtle messages. Dancing can be paralleled to combat in many ways, and some combat forms resemble dance in their grace and agility.

The act of dancing can represent possession by a higher power, good or evil. Dance in dreams can be a metaphor for the transformation of time through movement; this is especially intriguing, as 2024 is a leap year, and contains *Time's Paradox*, a holiday in service to Elieff.

A **Dancing Mouse** is likely therefore to be a number of challenges that will require coordination and clever solutions – possibly no one big problem, but a number of smaller ones that will take teamwork and care.

The **Great Library of Stelton** would like to announce a series of lectures on reflection and meditation, featuring a reflective monk of Fiona.

Many past audience members have noted that after only twenty minutes of listening to our speaker speak, they slipped into a relaxed, **meditative state**, and came to **quite refreshed**.

*3c admission, showings every Tuesday at 3 P.M.*

## 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>)

As the ripples of a disturbed pond do, your actions spread out and impact those that you may never see, well after the initial action is passed. Consider well what sort of impact you want to make on your environment. Lucky number is seven.

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

Don't take a moment's peace for granted; use the time that you have to rest and recuperate. There will be time for frantic action, but oh so few precious moments when you can let down your defenses. **The Spade** may have insight for you this month.

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

Strike when the iron is hot, or make it hot by striking! Decisive action is the order of the day. Your next few months may be disordered and difficult to meaningfully structure. Consider carefully how you spend the time, but beware the undead, as they may have a disproportionate impact.

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

Not all who wander are lost... but some are. It doesn't hurt to ask for directions when you're not sure what to do next;

everyone needs a little guidance sometimes, and it's not a mark of inability to know when you might need help. Asking early can help you to prevent losing time, and is the mark of a good leader.

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

Find your own path, but watch for signs of those that came before – these can help you to avoid stumbling into hazards. You will be surprised by something that a person that you trust tells you in the near future. The colour red will bring luck of peril.

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

Square your feet and you will not be movable by the tides of time or fate. If you let yourself be carried away by events, you may find that where you end up is not a place that you wish to be. Be open to the idea of change and new opportunities.

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

Find a place where you can be comfortable and then try to make it a place where you *are* comfortable. **The Fount** may oppose a goal that you have this month; understand that while your short-term goals may be in opposition, your long-term goals share more in common than not.

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

It's a good month to take chances. When you do something new, you forge a new path in the world that nobody can truly parallel. Even if you fail, you will still have made great roads inward toward your goals, and this is worthy in itself. Your lucky numbers are two and four.

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

Be bold and resolute, and know that your friends are there to help you if you need it. You can take a greater leap knowing that you have friends and allies ready to catch you as you need it. Beware a being dressed in black with an offer.

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

Some masks conceal the truth – and others reveal a truer identity. Consider carefully which face you wish to show to the world, but know that the face you choose reflects you just as much as the one that you hide. There is a strong chance of martial peril in your near future; be prepared, but do not fret, for challenges can be overcome.

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

Nothing lost is lost forever. If you are relying on something being gone simply because it has not been seen in a while, do not rest easily. Conversely, if you are hoping to regain something that was thought lost, know that there is at least a good chance that you will find it returned to you, or at least available to be reclaimed. Think carefully before starting a new venture.

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

While the troops march out and back, the home fires burn on. Know that wherever you go, there is a light in the window waiting for your return, and that you have something worth protecting. There will be an opportunity this month to change your fate; whether you know it or not, you will recognize it at the very least after it has passed.

# Case Study: Weapon Materials

*The ability to use weapons that do different magical and mundane damage types allows the versatile adventurer to best even monsters legendary for their resistances. Here we will explore just a few.*

**Wood:** The best thing that can regularly be said about weapons made of wood is that they are easy to come by. A short search in a nearby wooded area will often furnish the empty-handed warrior with a stout club or staff. In addition to being handy in a pinch, wooden weapons are also immune to corrosion, and are useful in combating

Trolls, or casting the spell *flame blade*.

**Steel:** Steel weapons keep an edge well, and some of the best iron in Harodom comes from the mines spitting distance from Yorik.

Steel contains a large quantity of iron, and is therefore effective against fairies.

**Stone:** Stone weapons are not notably more useful than wooden ones, and are often less effective than steel. Still, stone is easy to come by.

**Adamantine:** Hard to come by – and hard in

general. Adamantine weapons keep a perfect edge, and cannot be shattered, as well as resisting corrosion. Special skill is required to forge adamantine.

**Mithril:** Rare as hen's teeth, this magic-bane metal is effective on almost every creature, and especially effective on fairy-folk.

Mithril will pierce any mystical armour, threshold or protection, but bears a notable shine.

Forging mithril takes special skill, and if shattered, the "repair" spell cannot be effectively used on it.

**Silver:** Silvered blades are a mark of status, but are also required to do injury to some creatures. Many undead and mid-powered infernals are susceptible to silver. Manes and ghouls in particular have an aversion to silver, and it is an effective weapon against both.

**Kerreeste:** The edge of steel, with the corrosion resistance of wood! Kerreeste wood grows on rare trees, many of which grow primarily or exclusively in Michian. Through trade with the Empire, heroes of Harodom also have access to this material – in limited quantities.

## 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.

Any or all forms of art are encouraged, provided that they are suitable for public display. Please contact editor Oren Freedman for details.

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A demonstration of a new mechanical device intended to separate crops ended in a short shower of cogs and springs in Murdoch's Deep. The inventor claims they know what went wrong.

A local farmer has found a small scale model of the Green Pony in an unused corner of his storage shed, including miniature furniture, kegs, and a tiny toy monster at the front door.

\*

Portents: A rat-king found at the bottom of a well. The colour purple. Repeated instances of the number nine.

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!

Anyone can go into the woods and cut a staff.

Isaac says: "You can do better!"

**ISAAC'S ARMS**

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

# Editorial: Linger Over a Cup

When I was young, I would often wonder why the gathering of cloaks and boots at the end of a visit with friends would often take my parents longer than any comparable task. In reflection – yes, I know why. The days seem to flit past, and our only stay against it – a stake pressed into the firm soil of the ‘now’ - is to make the hours long if the days are short.

This world has beauty and terror, but it is not gentle on

gentle moments. If we would find the time to laugh, share a glass, then we must make that time.

Sometimes, it is as easy an excuse as ‘lingering over a long goodbye’, or ‘forgetting an article or accessory that requires you to go back another time’. Sometimes it’s best to do away with pretense entirely – although a pretense can be a shield against the feeling of wasting time, or of self-judgement.

We are no strangers to adversity or strife in Yorik. We have laboured through long, cold winters, and fought monsters that would make the brave tremble. But sometimes it is necessary to turn that bravery inward.

Do not allow yourself to think that time spent in revelry or joy is time wasted. We are all only allotted so much, after all – magic can stay peril and even turn back age, but hours spent in fine company are precious still.

*Oren D'vann Freedman, Editor*

## Matters of Faith

### Holy Days Just Past

*January 1<sup>st</sup>: Year's End (Jerroh)*

The year's end is the new year's beginning, and the timing of Jerroh's holiday is auspicious to remind us of this fact.

Year's End is commonly observed with visitations of graves and places of burial, as well as with feasts and dinners in memory of those recently passed in the previous year. Don't forget to give a donation to your local temple of Jerroh for their hard work.

*January 13<sup>th</sup>: Loving Lash (Iccula)*

Although not every cleric of Iccula is sadistic, the holy day of the lady of Pain tends to bring some of her more extreme followers out of the woodwork. On this day, remember that not all pain is necessarily profane – and keep out of the way of wandering sadists with knives and a grudge against the world.

### \Forthcoming Holy Days

*February 14<sup>th</sup>: Lover's Dance (Alejandro)*

Alejandro's faithful welcome you to the Lover's Dance, and advise you to spend it with people you love, doing something you love, or following your heart in some other way. Dinners with friends – or romantic partners – are common on this day, and vows of marriage are often renewed. Poetry readings, and harp recitals are also traditional for Alejandro's holy day.

*February 29<sup>th</sup>: Time's Paradox (Elieff)*

Occurring only once every four years, Time's Paradox is known in some places as ‘The Day That Is Not a Day’. It is said that this day helps to calibrate the calendar, and that the regular observance of this holiday prevents those that would travel forward or backward in time from doing so.

The priesthood of Elieff will often give sermons on this day.

### A Message of Faith

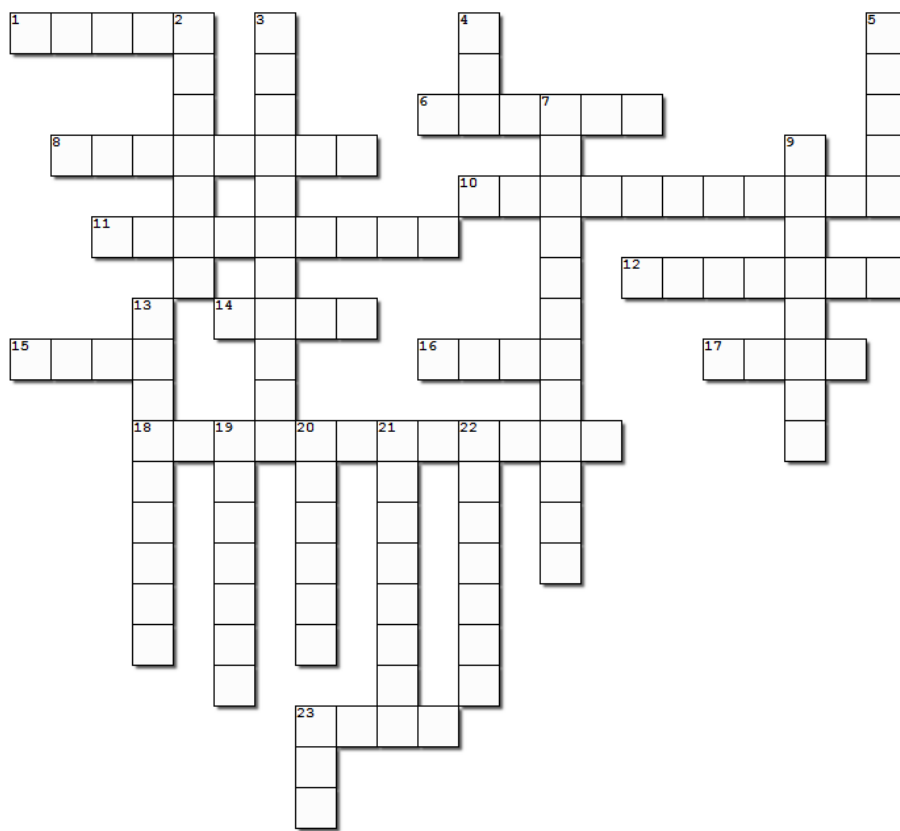
It can be easy to fall into habits of toxic positivity. To say that the world will get better, so that the problems of the now don't matter as much.

Instead, consider the problem of the now and make a better world by addressing it. Faith is good – but if you would be on your knees to pray, scrub the floor in front of you while you're down there.

The ideal of faith falls between the world of the real and the world of the desired. We wish for our ideals to become manifest, that people might learn from them – but we recognize that people must live in the world of the real, and navigate it as they go.

Do not fall into toxic positivity – but also do not despair. We have seen the efforts and pains undertaken by people to make the world a better place. We have slain monsters, and built homes. There is no prohibition against tears – but let them not be the whole of our experience.

# Crossword



## Across

1. How a bird might write
6. The Duke's surname
8. A bird's 'fur'
10. Magic whisper on the breeze
11. Sharp spiral to free wine
12. Human Emperor, 1365-1401
14. A face covering
15. Fruit of the vine, matured
16. A sharp tooth meant to puncture
17. Pages bound to tell a tale

18. A day that is not a day
23. Someone who goes above and beyond.

13. Lethal Mechanic's ward.
19. Mage-bane metal.
20. Gold's near neighbour in worth.
21. Herbalist's wake-up.
22. A bidding contest.
23. Animal feed in the winter.

## Down

2. A shielded light
3. Alejandro's Holy Day (Feb 14)
4. Stewed leaf water.
5. Shorter than a sword
7. The year, according to oracles
9. Michian merchant house.

# Riddles

## Riddle 1:

I can do great injury,  
As I wander to and fro,  
For I say not what I mean,  
And I speak what isn't so.

**Answer 1: eil A**

## Riddle 2:

Two heads have I,  
Though not one fact,  
I rightly claim to know;  
But stiller still  
I try to stand,  
And faster do I go.

**Answer 2: ssalgruoh nA**

## Riddle 3:

Climbing high,  
Rock and stone,  
Ancient roots,  
Hugely grown;  
All the giants that you see  
Shall then be compared to me.

**Answer 3: niatnuoM**

## Riddle 4:

Lighter than that which makes  
me,  
Betters your drink, tooth of  
the sea.

**Answer 4: ecl**

## Riddle 5:

I have four legs,  
Two arms and a back;  
I sit at the head -  
What is my name?

**Answer 5: riahC**

## Riddle 6:

I'm often caught but never  
hunted,  
Inside you but not eaten,  
By my presence you're  
affronted,  
By your leisure I am beaten.

**Answer 6: dloc A**

Have you ever seen a **dog** that could **talk**, do **basic accounting**, and perform **magic tricks**?

Phillip doesn't have one, but the upcoming **Grand Auction** will be **twice** as amazing!

**Thrill...**

At the sight of **wondrous items of tremendous value**, never before all collected in one place like this!

**Chill...**

At the thought of someone else getting the **best deal** while you forgot your coin at home!

**Spill...**

Your purse into your hand, counting your coins fervently to make sure that **you brought enough**!

Saturday, January 27, 2024 AT

Don't miss it.

**Bring your coin!**

## Case Study: Magical Damages

*The ability to use weapons that do different magical and mundane damage types allows the versatile adventurer to best even monsters legendary for their resistances. Here we will explore just a few.*

**Fire:** Fire is a versatile tool and famous for its use in monster slaying. One of the easier magical energy types to access, fire can be called forth using spells like *fire dart* and *flame blade*.

Most undead – even ones that are damage resistant – are susceptible to fire. Fire is required in order to kill a troll, and may be

useful in fighting other monsters that regenerate.

**Frost:** The injuries of extreme cold are a familiar sight to any physician of Yorik or the surrounding regions. Nevertheless, magical ice behaves differently, and can bypass injury resistance on a number of otherwise resilient creatures.

Although many undead are resistant to ice damage, infernals tend to be more susceptible.

**Acid:** Acid is more often an alchemical product than a magical one, but there are some spells that

can have acid effects. In addition to working just as well as fire on trolls, it serves to make armour irreparably damaged.

**Magic:** Raw arcane energy is something of a catchall; with the exception of the fae, most every creature is affected by magical damage, although only constructs seem to take any special effects from it.

Magical damage is notably hard to come by, but useful to have.

**Light:** A favourite of a number of faiths, light energy is anathema to a few different creatures,

and both infernals and undead alike are susceptible to it. Some powerful members of both creature types actually take additional injury from light damage, although this is inconsistent.

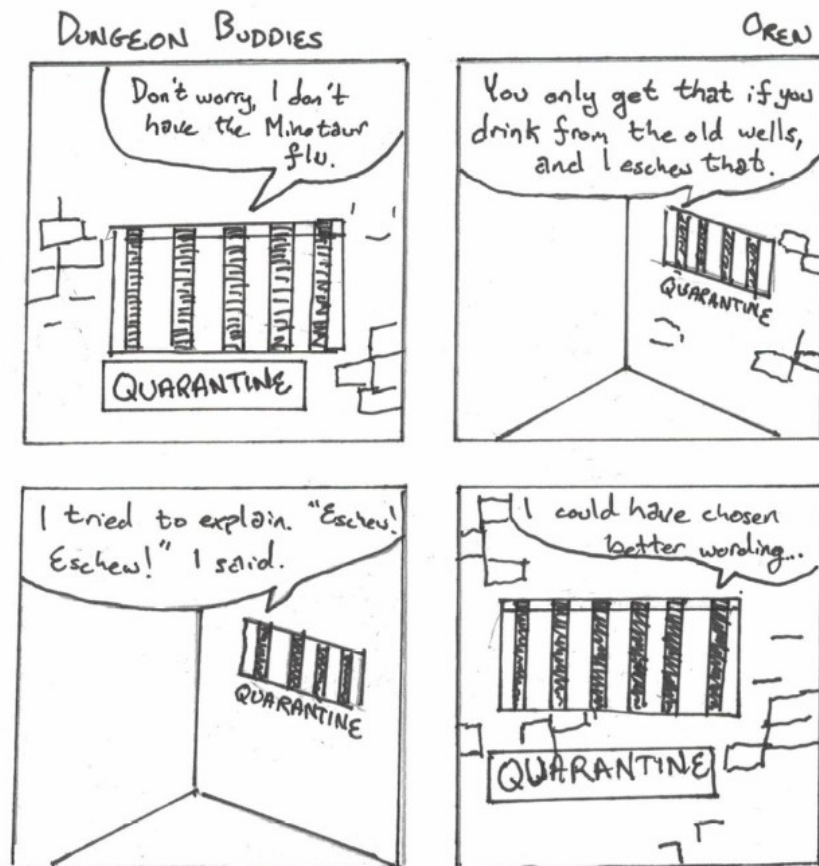
**Dark:** A natural gift of several untoward creatures, dark energy is a natural part of the magical balance, but not as useful for most adventurers. Many undead and infernals are resistant or immune to this energy, and some even heal from it. Still, this is a magical energy type, and can bypass some thresholds.

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Adventure into Advertising!  
1 Silver Piece per Column Inch

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# Comical Strip: Dungeon Buddies



## Recipe of the Month: Roasted Squash Soup With Apple and Brie

*A bit of a treat using fruits and veggies that winter well.*

*- O Freedman*

### Ingredients:

1 Large pepper squash  
1 Large carrot  
1 Medium onion  
1 leek (white part only)  
2 Tbsp butter  
8 Cups (2 L) unsalted chicken broth  
1 apple (peeled and chopped)  
1 bay leaf  
1 Tsp white sugar  
1/2 Tsp salt  
fresh ground pepper  
about 125 gmbrie (room temperature)

### Garnish (Optional):

Fresh cut chives  
Whipping Cream

Cut the squash in half. If too hard, you can briefly cook it using tools in your kitchen to soften it slightly – not more than a minute on high.

Scoop the seeds out of the squash halves. Place the squash halves cut-side down in a glass dish with about an inch of water and bake the squash at 350 °F, until tender (about 30 minutes)

Chop the carrot and onion; slice the leek thinly. Melt the butter in a large pot and then add the chopped vegetables. Gently sauté, being carefully not to brown.

Add cooked squash to the vegetables and then add the broth and bring to a boil. Add the chopped apple, bay leaf, salt and sugar. Simmer,

Slice the rind off the brie and cut brie into 1/2 inch pieces. Place cheese in bottom of soup bowls.

Fill with hot soup. Garnish with chives and drizzle with a little whipping cream (if using)

Serve with a crusty bread, good company, and a bit of tittle to your tastes.

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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.**