

# The Yorik Adventurer

*acta ad verba*

June, 2024 A.T.

## Marowit Returns: Bedevils Local Dreams

Recently, *The Adventurer* has reported upon a number of sleep-based unusual occurrences, including but not limited to, the prevalence and return of strange nightmares, and a team of so-called minstrels, that have put their victims to sleep before robbing them.

A recent adventure by a group of able and cunning townsfolk has revealed the influence of the being known as Marowit. Once the mortal child of Kazzok, this

being, who legendarily died in childbirth, used the power of stories and dreams to claw their way back into existence. When their attempt to steal the power of the dreaming god Bard was thwarted by the town in 2012, Bard awoke from her slumber and returned to our pantheon. At the time, the Marowit was thought to have been thoroughly destroyed.

Now, it appears that this power refused once again to stay down.

The presence of Marowit in this area seems to suggest that they may be making a new bid for the power that they once failed to steal. While Bard may be secure, there have been rumours of untapped potential in the area near the town.

These nightmares and strange dream doings may also not be the exclusive province of the Marowit. *The Adventurer* will continue to report on this story as it develops.

## Mystical Beings Vie for Town Attention: Support

Powerful beings that claim divine mandate have recently come to the town seeking aid in their struggles for and against one another. While their specific motive is unclear, these beings are clearly potent prospective potentates, and seek the assistance of potent townsfolk.

Local weaponsmith, Isaac Wainwright, was first aged, and then de-aged by one such creature, and Vi, a member of the Guild Arcane, was physically changed with horns.

(Ed. Note: while this publication is thoroughly supportive of horns, this

may understandably prove troubling to a person unaccustomed to having them.)

The true motives of these creatures are as yet undetermined. While their motives appear currently consistent with seeking town support, their actions are somewhat chaotic, and may underlie a lack of understanding of mortals and their needs.

Before making any life-changing deals or arrangements, townsfolk are encouraged to call upon their community for support, advice, and protection, as needed to remain safe.

## “Void Portals” Rip Into Town

Creatures of the void have become an increasingly prevalent sight within Yorik, as they work to escape the space between our world and the next. However, this has only escalated, as portals directly into the void space have begun appearing - in greater numbers.

The portals appear to lead to a dangerous space-between-spaces that is inimical to mortal life. The creatures that emerge from these portals are increasingly complex in their structure, and have more often begun to have mental effects such as the ability to confuse a

mortal mind, or to put one to sleep.

Although the majority of the creatures that we see from the void are plantlike in nature, they have recently also begun to resemble strange fish or otherworldly tentacled beings.

Recent advice given by a being claiming to have knowledge of these portals included ‘push them closed’. It has been observed by *The Adventurer* and community that physically touching these portals sucks one into the void space. Mystical means would therefore be advised for this.

# 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: Do different places in Harodom have different laws?

Harodom has a hierarchical feudal structure, with **lords and ladies** managing towns and their environs, **barons and baronesses** managing a larger area (a barony) that often includes useful resources and have several lords and ladies as vassals, **dukes and duchesses** that control duchies which may include several baronies, and the royal family.

In a sense, it can be fair to say that the law is therefore structured in the same way. The **King's Law** applies to all places within the domain of Harodom, **Ducal Law** pertains to all land within a duchy, **Barony Law** to all land within a barony, and **Local Law** pertaining to the land overseen by a lord or lady.

When you are within one such territory, all laws and ordinances set by the local hierarchy apply. This may mean that in different lands, baronies, and duchies, the local laws may be slightly different, depending on the priorities of the ruling nobility.

However this array may apply, all places in the kingdom are subject to

the King's Law, and in general, persons fleeing their misdeeds in one area may be returned to them if they are captured. This is to prevent someone who may have transgressed an ordinance against poaching in Barony A to avoid punishment by fleeing to Barony B.

In truth, such extraditions rarely occur unless the crime is severe.

Efforts are made by local magistrates to circulate rulings on specific cases, along with a description of those cases, so as to ensure that justice is meted out fairly. This ensures that particularly harsh or lenient judges behave appropriately to the case where the law is otherwise the same.

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# 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>)

Open conflict is in your near future. Something from your past is likely to rear its head, and you may be confronted with a friend or rival from a prior time. Be wary of the past – and mindful of the future – but do not spare your attention from the present at any cost.

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

There is a figure in dark colours or black who will have something of considerable import to say to you. Please note that while important, this may not be a truthful statement – merely that what is said will impact the direction that your life will soon take.

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

Be generous, most of all with your time. There will be challenges in the near future that will require goodwill to help to resolve, and those around you will note your giving and generous nature when considering how much they have to spare. Your luck will come in threes and fives.

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

Every person has two faces; the one that they show to others, and the one that they keep to themselves. Consider what

each such choice says about you, and what image you would like to be presenting. Others are watching and forming their opinions, especially when they appear not to be.

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

Fly straight and true in a world of twists and turns. You will encounter additional resistance, but go further and to greater effect than you may have thought possible. More importantly, you will still recognize yourself in the mirror when the matters that currently seem so important are resolved.

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

Your courage will pay dividends in the near future. You may find yourself presented with new opportunities because you took a chance now – and the dividends may not stop with you. Be aware of peril, but have courage in your convictions.

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

A friend will soon ask you for help. To help them will invite risk, but to fail to help them may cost some of the strength of that friendship. Be mindful of the coin that you spend, because on some decisions there are no refunds, and no easy way to take back a harsh statement or sorrowful choice.

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

There is labour to come. You will have a chance to better yourself, but it will take time and effort that you might have rather to earmark for some other cause. There may come other opportunities if you pass this one up, but eventually an opportunity will be the last one.

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

Be in motion, but not compelled to move. The compulsion to move when stillness is required may give away your position in a way that you would prefer it had not; being still when you need move might freeze you at a crucial moment.

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

The undead will manifest in a manner or place unexpected to you in the near future. Be on your guard; even those that may whisper sweet pleasantries may prove more dangerous than their first impression might imply. You will have good fortune associated with yellow and silver.

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

The barriers that you put up between yourself and others may be challenged this month. Decide what is worth keeping – and what is worth discarding – because some people will get past them, and you will want some say in who gets in and who stays out. You will experience conflict with a creature that is neither living nor dead, and will have to find some way to resolve this paradox for them.

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

You will be presented with an opportunity by which you may benefit this month. It will require you to do something that is outside of your realm of comfort. You don't need to do this if you don't want to, but it is a route to power if it suits your hand. Be warned; there will be hurdles in your path, and comfort zones are there for a reason.

# Better Know a Guild: House Davidoff

*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 merchant House Davidoff.*

Based in Eldershire, House Davidoff is one of the three great houses within the powerhouse trifecta of the Lakes Region. Much as House Toth is based in Harodom, and Ramsey is based in Michian, House Davidoff has strong trade agreements with the provinces of Eldershire and their leaders, giving them an advantage.

Davidoff was founded in 1934 A.T., during the period of rebuilding following the Skrulmiter war. Re-establishing short term trade deals with the minotaurs of Skrulmiter positioned Davidoff to access the mithril deposits near those lands, and provided them with a large labour force willing to mine and sell some of the precious metal.

As the Skrulmiter settlements completed repairs, the Davidoff trade agreement reached a peaceable conclusion, but years of being the only reliable source for mithril had positioned them with wealth and

influence. Davidoff's leadership was able to leverage these to establish a noble house title, and thereby secure reliable if slow access to mithril ore.

With access to mithril secured, Davidoff was able to secure a preferred vendor status with the multinational Guild Arcane, then seated in Eldershire. Through this arrangement, they grew to fame as a vendor for minor magical wares such as scrolls and potions, having license to do so outside of the direct control of the Guild Arcane.

Davidoff successfully

replaced House Silvertree as the strongest merchant house in Eldershire in the mid 1970's, but found its continued expansion then limited by international competition. Following the end of the fifteenth war of Understone, fine dwarven goods once again flooded into the international market, satisfying demand for the once limited wares.

House Davidoff still stands strong as a multinational trade group with access to luxury goods. Davidoff's house symbol is a green field with a white capital 'D' centered, and are once again able to trade freely in Harodom.

## 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 small settlement known as Dallek's Folly has been overrun by large toads with red spots across their backs. The toads apparently have a hallucinogenic property when licked.

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.

Rumours continue of urgent negotiations between the signatories of the Treaty of the Broken Reach, as undead threats flourish and multiply both in and near the region.

Portents: A rain of toads. Thunder on a cloudless day. A strange melody, familiar and yet distant.

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!

Wary of weary welds?  
Weapon not what it was?  
**Rearm yourself at Isaac's Arms!**

Special requests? Special materials? **NO PROBLEM!**

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

# Editorial: Potential

As the town works to rebuild itself from the various threats and challenges that have reduced our capacity and damaged our cohesion, I will once again take an opportunity to say that in this area, I see great potential.

There is potential for our fields to grow, food enough to feed all. There is potential in our mines to make us strong. Our craftsmen have the potential to draw forth merchants seeking the skill of our expert artisans.

Most importantly however, there is potential in our community.

I envision a world where adventure is sought, rather than imposed. Too often recently I have heard ‘oh, I suppose this is happening now’. *The Adventurer*, eponymous with the act of adventuring, supports people to learn and seek out new mysteries and secrets within the world. The Lakes Region is rich with ruins and caves and magic.

Our community has the potential to grow into a place that people don’t just go because they have nowhere else to go, but go because it is their wish to be here.

We have artists and musicians, storytellers, actors, and skilled craftsmen of all kinds. We stand in a place that has the potential of a renaissance of our understanding of magic and mechanics. We, in short, have potential to make the world actively better.

*Oren D'vann Freedman, Editor*

## Matters of Faith

### Holy Days Just Past

*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.

*June 12<sup>th</sup>: Mother’s Blessing (Atha)*

The Feast-day of Atha recognizes the gift of the Earth mother as the last of the spring crops begin to come ripe. It is common for gifts of food and coin to be donated to temples, and farmers and miners will often seek the blessings of Atha upon their labour. The Feast of Mother’s Blessing is also a common time for new priests of Atha to formally take up their vows.

### \Forthcoming Holy Days

*July 10<sup>th</sup>: Hand’s Day (Astrid)*

Hand’s Day is a recognition of the story of Astrid and their ascension to divinity. Shrouded in secrecy, this day is most often observed by Astrid’s faithful, who counsel thieves in their skills, duties to their divine patron, and the balance between a thief and their community. For the rest of us, watch your valuables and perhaps purchase stronger locks – Hand’s Day is notoriously rife for burglary.

*July 16<sup>th</sup>: Summer’s Fair (Marius)*

The feast-day of Marius is often marked by trade caravans and bazaars, and is considered to be a lucky day for new trade contracts to be signed or negotiated. It is considered bad luck to cheat or swindle someone on Summer’s Fair, with Marius said to be watching over every transaction. In Marius’ role as the god of travel, new voyages are often begun on this day.

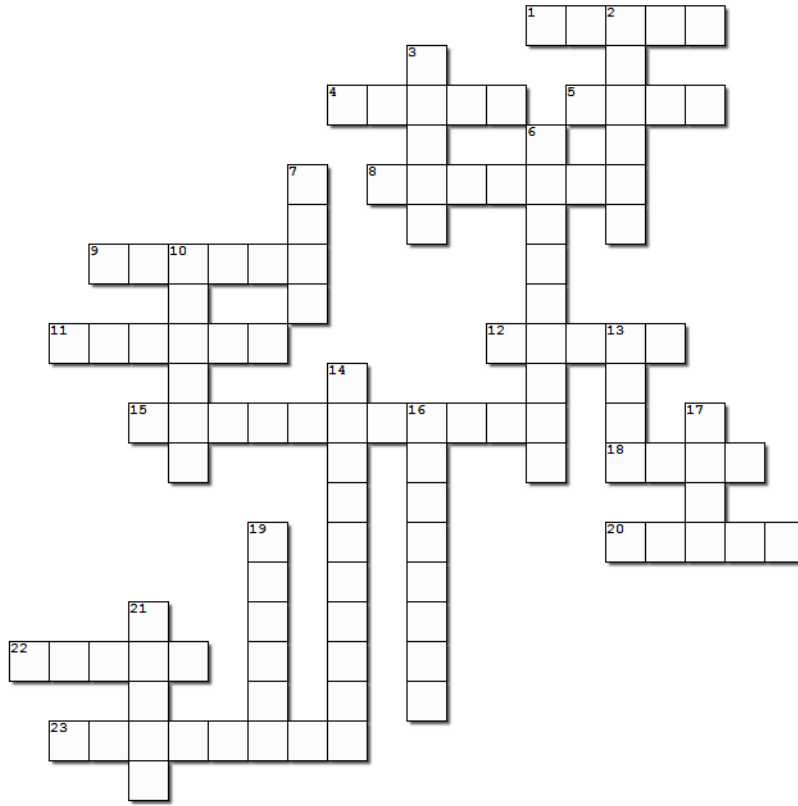
### A Message of Faith

I would speak on the power of faith as it essential to community. This is not merely a faith in the divine; indeed, there may be times when strongly held faith contradicts and contrasts, and this prevents mutual support and cooperation: just as the gods may work at cross purposes, so may their followers.

There is another kind of faith though; by building interpersonal trust within one another, we can rely on one another to assist and support where needed, and to make good lacks that we may perceive in ourselves or our community. In essence, the faith that we hold in one another helps us to build our community and is no less an expression of trust than faith in the divine.

By building this kind of trust, we can lay a firm footing for all the other things we seek to do. We can take chances more safely, and build places of worship – grounded in faith.

# Crossword



## Across

1. Hyena-like aggressors
4. One salt sea through veins
5. A well-crafted cudgel
8. Anti-magic metal
9. Someone at an art's pinnacle
11. Holy Day: "Summer's Fair"
12. A staff with a pointed blade
15. Apply to your hide to resist injury.
18. A fluid that dissolves
20. Sea-creature's hard home.

22. Belief and fidelity
23. Harodom celebrates June 30<sup>th</sup>.

13. The Earth Mother
14. The act of creating undead.
16. A fleshless creation of 14d.
17. A flickering flame.
19. A formal title for a mage.
21. A portable rock.

## Down

2. A seer foresees events to come.
3. Our town.
6. Yorik's famous tavern.
7. The king the nation is named for.
10. Don't fight one in a cave.

# Riddles

## Riddle 1:

I fly without feathers,  
And I see without light;  
Though my voice is quite  
shrill,  
As I flap through the night.

**Answer 1:** *tab A*

## Riddle 2:

I am the cold grip on your  
heart,  
The whisper in your ear;  
I am the shiver down your  
spine,  
So name me, if I'm clear.

**Answer 2:** *raeF*

## Riddle 3:

I am a distance you've  
journeyed,  
The seasons marked,  
Changed by, but changing  
you.

**Answer 3:** *egA*

## Riddle 4:

Great web,  
Fortune's path,  
Stars marked,  
Gods' wrath.

**Answer 4:** *etaF*

## Riddle 5:

I'm key to real-life liberty,  
But freedom I restrict;  
Let all beneath my canopy  
Eschew what I interdict.

**Answer 5:** *'ecitsuJ*

## Riddle 6:

I'm made to keep a secret,  
Or to some advantage gain,  
But what you say may cause  
affray,  
Some say your soul I'll stain.

**Answer 6:** *eil A*

# 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:** Complete

**Overview:** The Hayden estate in Yorik has now been fully rebuilt, allowing for other development projects within the area. Business has returned to normal within the estate, and His Grace and Lord Donovan once again hold regular court pending appointments. New projects for rebuilding are available.

**Construction Project:** *The Repair of the Town Guard Barracks*

**Status:** Underway

**Overview:** Town barracks are the home base and offices of town guardsmen. These officers are responsible for upholding the law and defending the citizenry. The barracks include a small gaol. The town barracks were badly damaged last year, and need rebuilding.

**Progress:** At time of printing, this project is about 95% complete.

**Construction Project:** *Repair and expansion of nearby roads*

**Status:** Underway

**Overview:** The highways and roads of Harodom allow for most of its trade commerce. By

repairing our roads, we encourage new trade to flow into town, as well as making exports of our existing goods easier. As well, this decreases the likelihood of bandits being successful in preying on traffic.

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

- **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: Giant Spiders

*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, giant spiders.*

Giant spiders are a common threat in the Lakes Region. Obligate carnivores, giant spiders otherwise do not seem especially discriminating regarding their prey, although giant spiders of the same type rarely seem to attack one another, for whatever reason.

Common wisdom in Yorik comes in a threefold piece of advice, often given to newcomers and phrased thusly: 'Don't fight in caves, don't fight giant spiders, and don't fight giant spiders in caves'. The reason for the advice is that spiders will often nest in caves, and that while they can move easily along cave walls and ceilings, this is not something that most adventurers can do.

The most common types of giant spiders in the Lakes Region have animal intelligence, are venomous, and can spin and cast sticky webbing

that can impede the movements of anyone caught in it. They are typically immune to entanglement themselves (especially from the 'web' spell), and will use ambush tactics when possible.

Giant spiders will preferentially target any creature that seems to be sick or injured.

Victims that are captured but not immediately killed by giant spiders will often be wrapped in a silk cocoon that will stabilize their injuries, to keep the prey fresh for later consumption. Their venom will render the

prey weak or helpless, and established nests may have many such cocoons with former prey within. If humanoids have been targeted, these cocoons may have the possessions of past prey as well, since the spiders have no pressing use for tools, weapons, or money.

A large nest may contain upwards of forty giant spiders, although some nests may include up to eighty. A sign that a giant spider nest is in the vicinity is stray webbing, as well as a reduction in the local population of small game up to the size of a yearling deer, which are choice prey.

# Comical Strip: Dungeon Buddies



## Recipe of the Month: Rhubarb Ginger Pudding Cake

*With fresh rhubarb now being available, it seemed an appropriate time to include this recipe – rhubarb being a mild laxative after the binding diets of winter and early spring.*

- O Freedman

### Ingredients

#### Base

2 Tbsp butter (melted)  
1/2 cup brown sugar  
3 Cups chopped rhubarb  
2 Tbsp grated or finely chopped crystallized ginger

#### Cake

1 1/2 Cups all purpose flour  
2 Tsp baking powder  
1 Tsp ground ginger  
1/4 Tsp salt  
some freshly grated nutmeg

3/4 cups white sugar  
1/2 cup butter (room temperature)  
2 Large eggs  
1 Tsp vanilla extract  
1 cup plain yogurt (or sour cream)

### Directions

Preheat oven to 350 degree F.

Put the butter in the bottom of an 8 inch square glass or ceramic baking dish. Microwave until the butter is melted (about 20 seconds). Swirl to cover the bottom.

Sprinkle with brown sugar. Spread rhubarb evenly in dish and sprinkle on the grated crystallized ginger.

In a bowl, combine the flour, baking powder, ground ginger, salt and

nutmeg; set aside. In a large bowl, cream the sugar and butter until light and fluffy.

Beat in the eggs, one at a time, and then beat in the vanilla.

Add the flour mixture alternately with the yogurt, making two additions of each.

Spread the cake over the base.

Bake for about 45 minutes or until the top is golden and a cake tester inserted in the centre comes out clean. Serve with whipped cream or ice cream.

*A sweet treat best enjoyed in good company. For those with access to an ice house, pre-cut rhubarb keeps well frozen.*

## 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.**