

The Yorik Adventurer

magna est vis consuetudinis

March, 2020 A.T.

Uneasy Rest: Nightmares Plague Region

Bad dreams are not uncommon in Yorik; in a town where the impossible happens on a regular basis, there's little wonder to unsettled thoughts and uneasy minds translating the woes of the day into disturbing dreams.

Too, we have been visited in the past by Nightmares, flaming demon-horses that drive forth a vanguard of bad dreams in an effort to weaken potential resistance and defenses in their intended targets. The surest path to resisting such imposed dreams

is to remember that one *is* dreaming, and thus to rob the one imposing such nightmares of much of their desired power.

The recent run of nightmares have been, if one will pardon the turn of phrase, a horse of a wholly different colour. Featuring a strangely dressed figure and seemingly triggered by encountering a similar person in the waking world, these dreams prophecy doom and destruction, and seem to imply that such things may be avoided.

While at press time the nature of the strange figure appearing in these dreams is as yet unknown, this run of nightmares has clearly had an overall negative effect on the mental well-being of townsfolk. Remember that you have friends and neighbours ready to support you, and that those who mean you well rarely torment you with terrible nightmares.

Anyone with insights into this matter are encouraged to share their wisdom.

Running Away From the Circus: Golden Circus Performers Settle in Yorik

Barely one month ago, in these very pages, the Adventurer reported that locals from the Yorik region were considering joining the traveling circus that was passing through these parts. Now, with some sense of irony, we report that the opposite has in fact occurred.

Drawn in perhaps by its lush and fertile soil, scenic walks and vistas, and ever-present sense of drama and excitement, members of the traveling band have, in some small numbers, settled in our community. Although many may not have

permanent dwellings until spring, they have agreed to obey the local laws and have taken up labourer residence in the region.

We here at the Adventurer welcome our new neighbours, and encourage them to take an interest in local fetes and customs, as well as to share their own traditions. Our community is a rich tapestry woven of the threads of the many lives that come together to make it, backed with traditions and practicality. We hope that these new residents settle in quickly.

Unseasonable Weather Threatens Spring Harvest

Anyone merely keeping a weather eye to the sky will have noticed an unusual warmth this winter, muddying fields and walks, and leading some to speculate that Balaxa is pleased – or possibly displeased – with our small community. This very confusion as to the Ice Queen's mood has led to some worry among the townsfolk.

On a purely secular level, this unseasonable weather has some grim-faced predictions floating among the local farmers. The planting season may come early

the better to take advantage of what few early-spring rains we receive – the slow trickle of snow-melt that so often waters our fields in later spring may not be available this year. Without wishing to seem too foreboding, it may be wise to lay in such spring greens as can be grown, until summer's rains come in greater number.

The Adventurer is offering a small coin reward for anyone with recent knowledge as to the whereabouts of winter, described recently as being 'cold and snowy'.

Things to Remember in the Dream Crisis

As mentioned in the headline article, the region of Yorik has been plagued in recent months by nightmares that have left many of the residents careworn and exhausted. In light of this, here is some long-standing advice in the face of sent dreams and visions.

Do: Discuss your dreams with others, in the hopes of gaining clarity and reassurance.

Do not: Dwell so much upon a bad dream that you allow it to imperil you in the waking world.

Do: Give heed to the fact that a seemingly prophetic dream may have meaning beyond the literal which lies before you.

Do not: Assume that any prophetic dream is necessarily true. Remember that such visions are frequently sent by someone with their own agenda and goals, which may not have your best interests in mind.

Do: Act cautiously in situations which resemble scenes from such a dream.

Do not: Allow the literal messages in such dreams to be the only interpretation you take from them. Even a well-meaning vision may become muddled in the medium of a dream, as the stuff of dreams interacts strangely with the unconscious mind.

Do: Seek guidance or counseling if you find that your nightmares are growing worse, or leading you to perform self-destructive or violent acts that are unusual to your nature.

The Adventurer's Advice Column 'Ask Carissa' will return next month!

**Keep sending in those questions!
The relationship you save might well be your own!**

Horoscopes

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

The Shroud (Dec 31st – Jan 28th)

It never hurts to revisit old triumphs and hardships and to reconsider exactly how things came to be as they now are. Be wary when doing so, however, of the very real risk of forgetting to live in the now. Spectral undead will have a strong influence on your month. Lucky number is 5.

The Harp (Jan 29th – Feb 27th)

The further you go into the badlands, the further back the walk. While you are not obliged to let anyone continue to hurt you, don't forget to extend the benefit of the doubt from time to time; you will benefit by doing so. Beware the risk of losing a limb this month.

The Fount (Feb 28th – Mar 30th)

Remember when listening to gossip that it is frequently spread more for entertainment than information. Seek a boring truth more fervently than a diverting lie; it will serve you better in the end. An extraordinary being will have a chance to do you a favour this month; consider well if you can afford it.

The Dice (Mar 31st – Apr 28th)

You get a wonderful view from the point of no return. Self-sacrifice might seem

noble, but the cost is not merely inflicted upon you; consider the impart of your actions on those around you. A mirror will serve as a warning sign at some point this month; beware dark places hidden from the sun.

The Arrow (Apr 29th – May 27th)

Complaints of the stomach and difficult sleep will plague you this month. The surest remedy for such hardship is to offer your support to those that need it most. Beware the broken shield, the hanging noose, and the sign of two birds facing each other.

The Stone (May 28th – Jun 25th)

The sign of the Mask will offer you something this month that you have never previously had access to. Pursue this only if you are prepared to change the life that you lead enough to accommodate the results. Remember that gold and silver may spend well, but that there are other payments of value.

The Coin (June 26th – July 28th)

Until you are willing to go further than the garden gate, the paths of the world will be closed to you. Something is lingering at the edge of consciousness and watching; be wary of the colours red and black, and regard with caution anyone who offers you a gift of food.

The Spade (July 29th – Aug 30th)

The earth is rich and can provide prosperity for all, but it must be carefully nurtured. For every tree that you cut down, plant two more; for investment in the future is the surest guard against troubles to come. Your lucky colour this month is green.

The Blade (Aug 31st – Sept 27th)

A blade born in hand overlong tires the arm and leaves the swordsman incapable of self-defense. Don't forget to set aside coin for an upcoming expense; seeking it suddenly and at the last minute may prove disastrous as in your hurry, you may transgress boundaries you previously held holy.

The Mask (Sept 28th – October 31st)

Remember that all visions are sent by someone, and that information given, freely or otherwise, will come with the desires and politics of the giver inherently tied up within them. This month may prove to see a false friend make themselves true. Forgiveness is all well and good – but don't forget to guard your flanks, for an oath once forsworn may well be broken with just as much ease in the future.

The Shield (Nov 1st – Nov 29th)

This is a month for valor. When you see another in peril, interpose. When you see others struggling, aid. Your greatest asset this month will come in the form of your willingness to do a good turn for someone with no means by which to repay you. Your greatest peril will come in the form of a broken vow.

The Hearth (Nov 30th – Dec 30th)

Through regular use, a hand develops a callous; this protects the hand, but dulls sensation. Do not allow this to befall your soul, for while it will help you to withstand the heartlessness of the world about you, it will render what triumphs and joys you attain muted and of lesser worth.

Yorik: A Newcomer's Guide (pt 6)

As Yorik may be a hostile place, we here at the Adventurer want to give everyone the advantages we can. Columnist Mist is researching the next installment, so Oren has picked up this chapter.

A prepared warrior oils their armour, sharpens their blade, and overall ensures the readiness of their equipment, before venturing off into peril. A clever warrior remembers that their body too can be prepared, and performs sword drills and exercises to keep their body fit and nimble.

The wise warrior remembers that their soul

too can be blunted with incautious use.

Triumph and tragedy both mark the successful adventurer's life. Here are a few quick tips as to how to avoid burning out.

1. Speak openly and honestly with a friend or confidant. Sometimes, just having an ear ready to listen can make all of the difference – and help you to find out things you may be struggling with that you didn't even know were problems yet.
2. Participate in group activities. Not all of life is about charging off into

the darkness to thwart evil. Sometimes, singing or playing a game with friends can be the break that you need to stabilize your mood.

There's always a big important crisis going on; this doesn't mean that you can't take some time for levity or fun. Whatever responsibilities you may have taken on, you're still mortal, and still need to do things that are genuinely pleasant.

3. Watch out for signs of fatigue, particularly after stressful encounters. Too often, we expect a simple healing spell to do all of

the heavy lifting. Violent conflict can be traumatic, and can continue to gnaw away at you even after the actual fight is over. After a stressful moment, take a few seconds to ask yourself 'am I okay?', and don't be afraid to answer 'no'.

4. Watch out for one another. All of the things listed above are great – if you remember to do them. It doesn't hurt to have friends and family keeping an eye on one another, making sure that they are practicing self-care.

Stay safe out there!

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.

Strange crows have settled upon fields where battles were long ago fought. Nobody seems to think this is a good sign.

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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.

Small trinkets have gone missing in the vicinity of the Winding River bridge. Missing items include: one left glove, three roofing nails, one pair of eyeglasses.

Portents: a wreath of nettles, set upon a shaking brow. A seaglass bow, with sticks from the forest as arrows. A single horn, blown mournfully.

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!

Do You Need Advice?

The world can be a dizzying place filled with uncertainty and troubles. Your question might be shared by dozens of your fellow townsfolk.

Why not share it (anonymously) with the world?

The Yorik Adventurer now has an Advice Column! Questions anonymous, answers snappy and useful! Answered by our very own Carissa of Alejandro!

Don't wonder anymore!

(OOG: Send questions to: theadventurer.fa@gmail.com)

Editorial: Looking For Smoke

We are often told that where there is smoke, there surely must be fire, not far behind.

This rings true, for we know that fire creates smoke, that few other things do so with such aplomb, and that the ounce of prevention that helps us to find a fire before it has raged out of control is worth the pound of cure in remedying that latter.

In a more abstracted sense, we know that while not every small sign is indicative of a big thing, ignoring those small

signs will often lead to peril at best, and disaster at worst.

For this reason, I encourage all of you out there to be mindful of those small indicators in your life, and, while not being carried away by fear or anticipation, to prepare yourselves for what you may see coming. None of us is so clever as to foresee everything that may occur; it is only when we share these signs, rationally and with thought, that we stand a chance of averting whatever peril they may foretell.

Forewarned is forearmed.

Well, we get plenty of warnings; indeed, one of the problems we find from them is that we get so many that we have difficulty sussing out their meaning. Look in on your neighbours, talk with your friends. Keep your tools and your eagerness ready, but be carried away by neither.

There may be a storm coming, but we can weather what storms may come.

Together.

Oren D'vann Freedman, Editor

Matters of Faith

Holy Days Just Past

February 29th: Time's Paradox (Elieff)

While it is difficult to directly attribute odd occurrences to the passing of Elieff's holiday this year, we are rarely bereft of potential candidates for same. The Paradox did have some few strange happenings on and around it, and we were pleased to see the renewal of some oaths of service and fealty. Elieff will surely bless such oaths and reward those who honour them.

March 3rd: The Festival of Sails (Beldon)

It was nice to see people coming together to celebrate Beldon's holiday, even though Yorik is itself land-locked. Although the local celebrations had to make do without the regattas and similar that are observed in larger towns, we are sure that Beldon smiles upon such observations of fidelity. Moreover, we hope that water to grow the crops this year will be in abundance!

\Forthcoming Holy Days

March 21st: Spring's Birth Festival (Apenca)

The first day of spring, Spring's Birth is marked usually with a town fete and the beginning of new apprenticeships and burying of past grudges. New undertakings begun upon this day are considered to be divinely lucky. Sheep or goats born upon this day are considered to be a good omen and a benediction upon the farm that births them.

April 1st: Fates (Anajaream)

For obvious reasons there are few hard-and-fast rules that define how the festival of Fates is observed; frequently it is a day for tricks and (hopefully harmless) practical jokes. Among the well-to-do, masques are common, and it never hurts to give an offering to servants of the Laughing Lord; the hope being that while your life will be no less chaotic for the giving, you may yet find good fortune instead of ill.

A Message of Faith

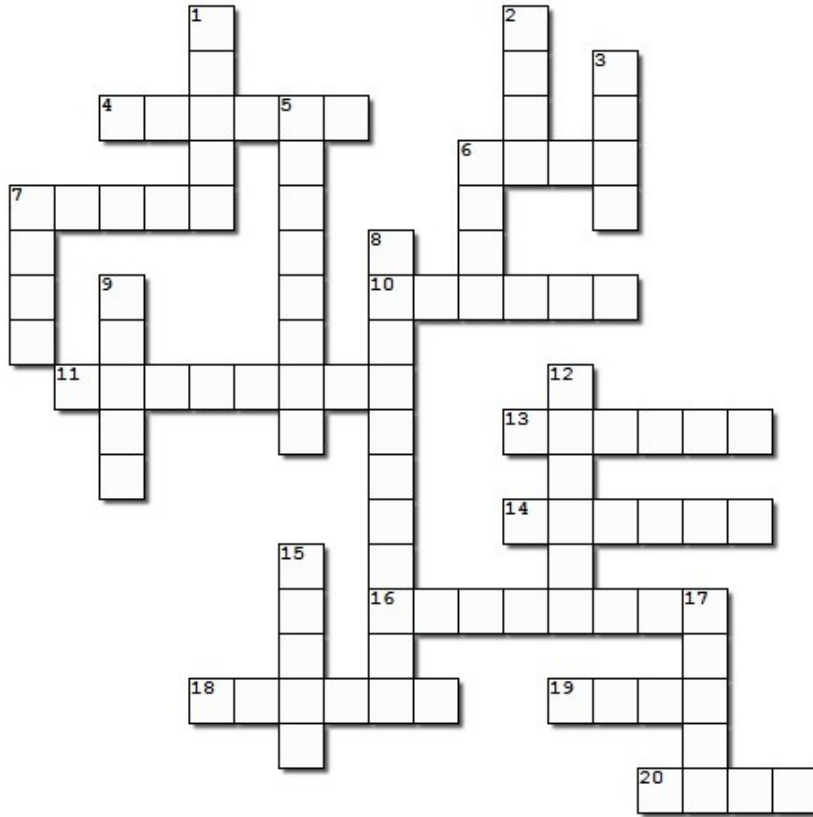
Faith is in your life to be shared.

This is not to say that you have failed in some way if everyone around you does not observe the same holidays or observances that you do; indeed, we would be hard-pressed if everyone in our society clung fast to the same beliefs and observances. Few are the crops that flourish in absence of water and sun.

Rather, the benefits of faith – the gifts that it bestows upon us and shares to the warmth of our soul and the miracles set at our fingertips, are not meant to be jealously hoarded. More importantly, *leadership* often derives from faith, and those in our community who are of faith themselves should aspire to live up to such roles.

Not every gift is equal; not every gift is appropriate in every situation. But we are empowered to glorify the gods, and we would do well to do so.

Crossword



Across

4. Sugar over pastries or a look in bored eyes
 6. Highways for whales
 7. A pipe used for music
 10. a large, guarded house
 11. a bug that bites through all magic
 13. Like boulders, but much smaller
 14. a vegetable, or center of a bone

16. A targeted killer

18. An absence or lack spelled like a passing
 19. For drinking or blowing
 20. God of 12 down

Down

1. Precursor to wine
 2. Cones: eat only them and perish
 3. Victory's counterpart
 5. An illicit herbalism.

6. The sea, absent water

7. Tines for diners
 8. A magic fit for a meal.
 9. A sleeping choke
 12. Aspirations or nighttime hauntings.
 15. A frog's song
 17. Old Yorik: Like a starfish, but ____ shaped.

Riddles

Riddle 1:

Though I'm tender, I'll break your teeth to bite, and not icy, though made of the mint.

Answer 1: nioc A

Riddle 2:

I pierce armour, and break swords, yet for all my might, a tree is safe from my grasp. What am I?

Answer 2: tsuR

Riddle 3:

I give mirth and merriment, foolishness to the wise, courage to the coward; though I impart no more wisdom as I grow older, I am the finer for it.

Answer 3: eniW

Riddle 4: The more that you feed me, the smaller I shall become.

Answer 4: eloh A

November Crossword Solutions

Across: 1. FLUSH 5. WILLOW
 7. SNAIL 8. JUMP 9. GREENPONY 11. NEWS 13. NOOSE 14. CLUE 15. THIRST
 16. VREK 18. THRENODY
Down: 1. FALLOW 2. STORM
 3. BLYTHE 6. FLAGON 10. NIGHTWORM 12. WAVE 14. LYE 17. LYE

Comical Strip: Dungeon Buddies

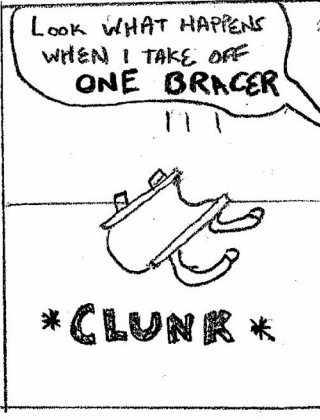
"Dungeon Buddies" #1

Oren



"Dungeon Buddies" #2

Oren.



Recipe of the Month: Sweet Rolls

Good for breakfasts or a late-night snack, these rolls are a treat worth having on hand.

- O Freedman

Ingredients:

Rolls:

- 3 tbsp unsalted butter, melted
- 1 cup warm whole milk
- 2 tbsp honey
- Pinch of salt
- Egg
- 2 tsp active dry yeast
- 2 cups all-purpose flour

Frosting:

- 2 tbsp cream cheese, softened

- 1 tbsp unsalted butter, softened
- ½ cup powdered sugar
- 2 tbsp heavy cream

Instructions:

Preheat oven to 350 degrees F. In a large bowl, combine butter, milk, honey, stirring until the honey has fully dissolved. Add in salt and yeast, then follow with egg and flour, mixing until batter is smooth.

Spoon evenly into miniature bundt pans. Allow to rise for 30 minutes.

Bake for 15 minutes, or until inserted testing stick comes out clean.

While the rolls are baking, cream together cream cheese, butter and sugar in a bowl, adding enough of the heavy cream that you get a syrupy consistency. When the rolls have cooled, spoon over with a light drizzle.

Pairs well with coffee and kippers.

Adventure into Advertising!

Contact Oren D'vann, Editor, for competitive rates on advertising!

You know it works, because you saw it here!

Rogue's Monster Compendium

Yuurri, the Grinning Fox has obligingly agreed to share some of his experience in monster-fighting with the rest of us.

“If it exists: I’ve probably fought it before, and had my ass kicked by it too.” -The Grinning Fox, Yuurri

Part 1 - Common Infernals: the unnecessary spice of Yorik's wildlife

Seeing as we've been inundated with infernals again, I figured I should put to ink some of the different, more typical breeds, of infernal and otherworldly boogie-things I've crossed swords with. An informed fighter is more likely to not die too quickly.

Hell-Spawned

Horribly twisted, maddened and despotic infernals, these little buggers tend to be summoned across the veil in packs. Due to the uncontrolled magickal energies that, literally, rip them from their own plane, their bodies and minds are terribly damaged in the process and fill them with an uncontrollable urge to inflict

pain upon everything around them.

All known weapon types affect them equally, and their claws, though occasionally infused with dark energies, are usually about as lethal as someone with a club. Swarming can make them more dangerous, but alone: fairly easily managed.

Imps

Another common infernal entity, these infernals have more resilient mentalities and are able to retain their personalities and wits when they come over. They also retain a great deal of their control over magickal forces, meaning that the common swordsperson will have a more difficult time dealing with them. They can slip between the veil to move themselves from where they stand to other nearby locations with ease, and can play upon a mortal's senses with considerable ease.

Be careful when it comes to over-sharing with imps, even when it comes to fighting styles: I've had the misfortune of making myself well known to at least 3 different imps now

who have a proclivity for showing up. While weapons blessed with unholy energies are less effective against imps, they are generally not very lethal with their claws. They are fast, however, and are especially good at worming their way into your minds with false promises or evoking deepest terrors, causing those without fortified mentalities to run in dread. Furthermore: their tails are barbed and drip with venom: any common antidote can cure the affliction, though I have seen one or two occasions where fecal-covered tails inflict far worse ails. Become fast friends with your local herbalist or a magical healer and you should emerge relatively unscathed.

Next Issue

Look forward to the follow-up report on the Lesser Infernals, which include such spookies as Night Hawks or the most dreaded of the Lesser Infernals: the Maines.

Stay advised, stay wary, and stay alive. Or, at the very least: make killing you more effort than it's worth. I speak from experience on this one.

Want 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.

So here's what we're going to do.

We want someone who will follow a treasure map, acquired by us at the paper's expense from the Cartographer's Guild, and then tell us all about what happened. We want 300 to 500 words that tell us about how you kicked in the door, found out what was what, and left with treasure and a story to inspire and entertain.

Sound like you?

Come see us.