

# The Yorik Adventurer

*Noli turbare omnia futurum denique*

May, 2022 A.T.

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## Michian Summit Interrupted By Negative Energy Node

The recent summit with the nation of Michian was marked by the formation of a negative energy node similar to the one that had previously appeared at the Church of All Gods. Undead, coming in waves out of a nearby stream polluted by the dark magic, threatened to drown passers by.

A team of adventurers local to the town of Yorik were able to close the negative energy node through careful coordinated teamwork and the combined

intervention of a number of deities through their clerics.

These negative energy nodes, seeming to be a recurring threat to the area, pose a real and present danger. In addition to the threat to life and limb, they seem to taint an entire area, and grow through additional pain, distress and death caused by their presence.

Closing these portals have involved fighting off the creatures that they have spawned

and then a coordinated effort between clerics of differing faiths to bless the heart of the node. At present, it is untested as to whether arcane blessings can substitute for divine ones in this capacity.

For this reason, it is strongly encouraged that no person attempt to brace such a threat alone or in a small group. As this is a threat to the region, raising a large force and working together appears to be the best solution we currently have.

## *The Adventurer* Renews Fund For Treatment of Livestock Illness

*The Adventurer* is putting forward a small cash payment of three silver per spell for clerics or wizards willing to lend assistance to livestock farms.

A fund, previously established, dedicated to the magical treatment of livestock ailments is being renewed. This fund will pay for the healing or curing of livestock animals to any cleric, or guild-wizard. As this is in the furtherance of the common good, it is encouraged that aid be given to any farm or worker that so requests.

Reducing the incidence of livestock illness and injury increases the strength of the herd. Equally importantly, preventing unnecessary livestock deaths avoids the wasting of meat, and prevents improperly disposed livestock from becoming fodder for the undead.

If you have assisted a farm or farmer, please contact *The Adventurer* with a signed slip noting the farm you have assisted and the number of spells cast. Once this has been verified, clerics will be paid directly, and arcanists through the guild.

## Low Snow Melt Raises Banditry Concerns

Unseasonably warm weather through the winter months has led to little snow melt for proper irrigation of the fields this spring, the *Adventurer* has learned. While primarily a concern for agriculture, previous slow spring growing seasons have led to an uptick of banditry in the area.

With an increase in undead sightings, low farm production has in many places raised the risk that some farm workers will abandon their farms and instead take up banditry. Coupled with the undead, this may lead to

an increase in the number of brigands and footpads on the road.

Those who encounter brigands or footpads are encouraged to defend themselves as necessary, but to withdraw to safety if possible. While self-defense is a valid cause for violent action, most bandits and brigands are seeking food and coin out of necessity. *The Adventurer* recommends traveling in groups, and being visibly armed – the knife in your boot is good in a pinch, but will do little to dissuade an opportunistic robber. Use sense, and be as careful as you can.

# How To Effectively Retreat

Although there are no shortage of martially adept heroes in Yorik, there may come a time when the better part of valor is retreat. This doesn't have to be the end of your heroic adventure. Failing to do so in a timely manner might be.

There is an unjustified stigma attached to retreat that marks it as a bad decision in the eyes of some. While it is true that holding the line is essential in some cases, and that a rout can lead to bad consequences, organized retreat can sometimes

be a laudable, or even heroic act.

If overcome by food-motivated predators, retreating to a large group of people will often do the trick. Most natural predators must make a careful calculation when seeking prey, and they will not wish to risk going up against a larger force.

If facing the mindless undead, (skeletons and zombies) putting distance between you and the undead in a forested area with no people around will often work.

as the mindless undead have an antipathy toward all animal life, they will likely be distracted by game animals.

Most importantly when retreating, ensure that you and your companions, if any, are all of a mind. By watching your back and co-ordinating your retreat, you can avoid being overcome by pursuers.

Have a successful, healthy, and long career as an adventurer – know when to fight, and when to withdraw.

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an EDUCATIVE experience for all and sundry*

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2 copper/person admission, no pets allowed**

## 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>)

Strength takes many forms, including the ability to forgive past trespasses. Holding on to anger or hatred cuts the hand that holds it tightly, and does little to aid it. An offer of help, freely given, will aid the giver as well as the receiver this month.

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

Nothing comes of nothing. If you wish to make a change in the world or even just to exist within it, you'll want to go out there and put yourself forward. This month is especially lucky for such endeavors, but beware a being in black and red.

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

Disagreements over petty matters may prove more important than you originally thought. Just remember that this doesn't mean that you're necessarily on the right side of them. Lucky number is six, and mind yourself when you walk in the woods – there are more than wolves about.

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

A fortune is forever one card away from being made or lost. Having a clear goal in mind for your life is the best way to

attain it, but this doesn't mean that it's the only way. Good fortune can just spill into your lap – if you can survive the wait for it to do so. Be careful of the details, and always read the fine print, lest you fall prey to it.

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

Seek joy in your life, to remind you of why you suffer the travails. Your life is worthwhile, and you do not need to act a certain way to be worthy of it. Remember though, that respect costs little to give, and can earn great dividends. Lucky number is nine.

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

If the world is hammering down on you, then remember this: it is the anvil that breaks the hammer, not the other way around. Sometimes, the key to victory is to withstand defeat for long enough, and to reap the rewards thereof. A kindly-faced stranger will bring you great weal or woe this month.

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

Treasure abounds, for those willing to find it, sometimes cleverly disguised as another person's trash. Gold and silver aren't the only coin to hand, when dealing with the supernatural. Remember that when things seem at their strangest, fortune favors the bold.

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

The Shroud will have wisdom worthy of your ear. Beyond this, remember that hopeful thought and hard work are superior to hopeful thought alone. Love and admiration are available to you, if you wish. Good wishes will come to you from the colors blue and silver.

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

The blade that is over-sharpened will grow thin and may break. Take care of your tools and they will take care of you, but be wary of action for its own sake. You do not need to always lead, but giving good advice will serve you and others well this month. Look for a good luck charm.

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

Remember that a false face is not necessarily concealing a false friend; every person, of any descriptor, may find cause to make themselves seem better or more virtuous than they are. Be kind to others, when you see them for who they are; if the gods and heavens are willing, they will do the same for you.

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

The Stone will either have insight for you, or may come to be your nemesis. A storm approaches, but remember; thunder makes the noise, but lightning does the work. Keep calm, and endure; strike only when the opportunity arises, and you will triumph. Your good omen is a miscast blade.

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

Keep the home-fires burning. Even if you go abroad, they will light your way home. A lantern in the dead of night is superior by far to cursing the darkness. The comfort that you grant another – notably the Arrow – in their time of need will be visited back to you tenfold, as will any misdeeds you visit upon them. Seek clover and buckwheat as good fortune.

# Combating the Infernal

*With sightings of infernal beings on the rise, the Adventurer is here with top tips for making war with demons and devils. Part of a continuing series to help keep you safe.*

As the machinations of the terrible twins **Sarna** and **Tivolus** continue, it seems worthwhile to talk about the shock troops from beyond the curtain. Demons, in particular infernals, are the tool of choice of Tivolus the Betrayer.

Summoned from beyond the curtain, most demons are beholden to their summoner. Because of

this, it is sometimes possible to escape or defeat some infernals by acting outside of the instructions that are given by their summoner.

However, most infernals have a mind of their own, so this is not a guaranteed strategy. Being unpredictable is still a good place to start when encountering infernals.

**Hellspawn** are stronger than most humans, tough, and horribly warped by their transit through the curtain. As the foot troops of most infernalists, they can also be summoned by other

infernals. No special weapons are required to deal with the standard hellspawn, but they take a fair beating before they vanish.

**Imps** tend to have more autonomy, and tend to be wicked in nature. When encountering an imp, beware their magical charms that can turn friend against friend, and their toxic sting. If one suddenly vanishes, go back to back with a friend – they can blink-walk and sneak up on you.

**Manes and Devils** are the heavy hitters. Manes appear to be large white

dog-like humanoids, and cannot be hurt without magical damage (or sometimes silver). They tend to take brute strength approaches, and are physically threatening.

Devils are spellcasters and summoners, and will often beguile with their words. Even the summoner is not beyond being tricked or persuaded by these foul denizens.

With all of these infernal types, the best advice is to travel in groups and to retreat if overwhelmed. Infernals of any stripe should not be taken lightly.

## 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.

Construction of a new cottage in the far reaches of the barony was interrupted when an underground chamber was found with a group of skeletons sitting around a card table.

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 loaf of bread baked in Portree's Forks is said to have contained enough weevils that a passing necromancer re-animated it. Travelers are to beware rising bread.

Portents: Hathorne and elder blooms have been spotted with red as if blood. Mushroom rings spotted abroad.

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: Days Past and Missing Friends

I first came to Yorik fourteen years ago. In that time, I have seen its people tested by the power-hungry and avaricious, the malign, and the cruel.

In that time, its nature has changed. Its people have developed more agency, and Yorik has grown from a mining backwater to the center of some major world events.

It's not surprising then that there are some people who have fallen along the way.

Not everyone chewed up by the turmoil of Yorik has died. Some have moved on to bigger and better things, and some have gone on to relative quiet retirement. But while there are faces older than mine in Yorik, there is no shortage of new ones.

And that's great!

When older hands speak of Old Yorik, it's not out of a desire to return to days when wounds were 'healed enough for now',

and we needed to get 'the mace' to deal with anything more threatening than an imp.

The stories of old are there not to shame us for success – success we certainly wish that we had possessed at the time – but to help us remember how to get by with less.

And to remember the people that didn't make it.

Take a time, tell a story, or take the time to listen to one. Where we've been can help us to chart a course to where we're going.

*Oren D'vann Freedman, Editor*

## Matters of Faith

### Holy Days Just Past

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

The patron of the wind and rain is celebrated near the end of April, with regular rainfall and heavy snowmelt intended to ensure a good growing season. Consider donating at a church of Alwyn to celebrate the Thunder god.

A common observance of this day is the dissolution of contracts and scattering of ashes into the prevailing winds.

This symbolizes the scattering of unwanted obligations.

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

Observations of Order's March often include the swearing of important oaths, the signing of contracts, and the announcing of new laws by lawmakers. In lieu of donations, it is not uncommon for churches of Brack to request community service for people in their community looking to give back, by contributing to the common good.

### \Forthcoming Holy Days

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

The goddess of magic's festival begins at sundown on May 27<sup>th</sup>, and continues until the sun is fully risen on May 28<sup>th</sup>. That evening is reserved for explorations and demos of the wonders of magic, and is often taken as a feast-day by those who have no magic to demonstrate. It is considered lucky to have magical items created on this date.

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

Atha's bounty comes into bloom in late spring and early summer, and it is meet that this be the time of the year that such a feast day takes place. Be sure to offer donations to your local church of Atha, and it is considered good fortune to have a new field, mine, or other earthly endeavor blessed by an Athan on this day. Gifts of stoneware or pottery are considered a meet and good gift on this day.

### A Message of Faith

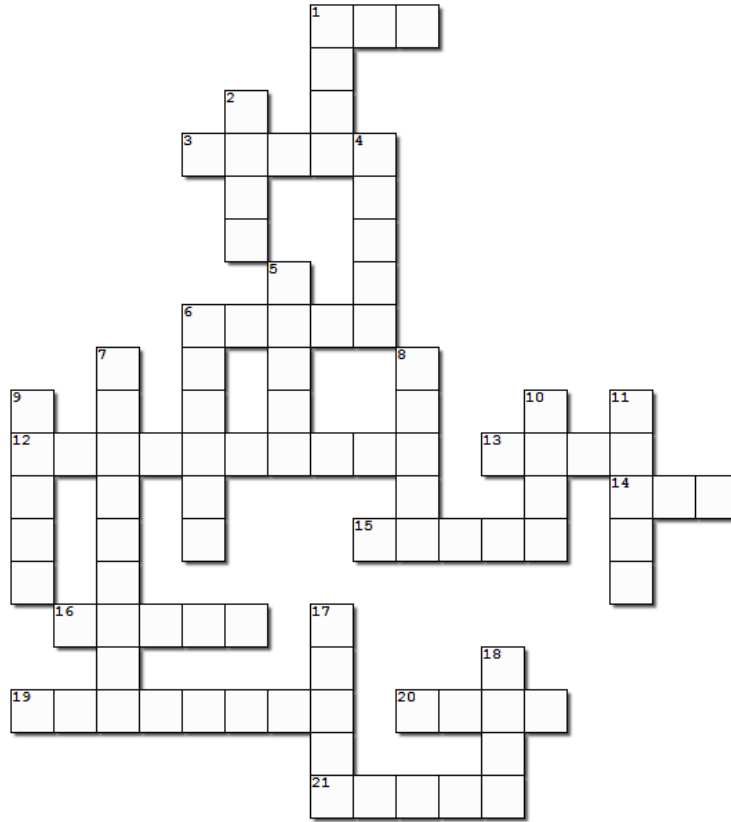
With the Twilight Festival soon to occur, it seems appropriate to speak of miracles.

In Yorik, we have more exposure to magic than most. While other baronies and townships have powerful churches or Guild Arcane outposts, Yorik has a substantial number of powerful divine and arcane casters. This gives us an advantage in our daily travails, but runs the risk of allowing us to grow blasé to the miracles of magic we see.

The warrior poet Northrup of Imbai said "let every day be made anew, and fill the heart and soul with wonder". True, it can be cumbersome to have to pause with each spell cast, but it is a worthy endeavor to fight back against making magic a banal thing.

Grasp every moment, seize every opportunity, and let your eyes and heart fill with wonder at all you see around you.

# Crossword



## Across

1. A red-tailed canid
3. the opposite of dark
6. the direction of Michian from Harodom
12. repeat dwarven war name
13. short term incarceration venue
14. an infernal trickster
15. made because you knead the dough
16. a hammer of justice

19. a bony brute
20. copper, silver, or gold
21. a sleeping gasp

## Down

1. Beldon's denizen
2. gold, by association
4. proverbially freeing
5. a righteous search or journey
6. best said in whispers
7. a non-guilded arcanist
8. A polearm that comes to a point
9. Speedy or rapid

10. divine patron of dreams
11. with steel sparks fire
17. an infernal hound-headed man
18. Callis' domain

# Riddles

## Riddle 1:

In this place, you could swallow me. Were I more, I could swallow you.

**Answer 1: retaw fo ssalg A**

## Riddle 2:

To those within the dungeon I am joy – to those beneath my gaze, I am hell.

**Answer 2: nus ehT**

## Riddle 3:

Alive as you but without breath, as cold in my life as in my death; never a thirst though. I always drink dressed in a mail but never a cling.

**Answer 3: hsiF**

**Riddle 4:** Lighter than what I am made of, more hidden than is seen, bane of the mariner, tooth within the sea.

**Answer 4: eloh A**

# Recipe of the Month: Butter Flake Biscuits

*Goes well with a soup or saucy stew – takes a little time, but worth the effort.*

*- O Freedman*

## **Ingredients:**

- 2 cups all purpose flour
- 1 tbsp baking powder
- ¾ tsp salt
- 1 tbsp white vinegar
- ½ cup plus 2 tbsp butter
- 2 large eggs (beaten)
- 1/3 cup cold milk

Preheat oven to 425 degrees. A cold oven may not reliably cook baked goods.

Combine dry ingredients. Cut butter into the dry ingredients using a pastry cutter or using two knives in scissor fashion.

Mix well beaten eggs and milk into the dry ingredient and butter mixture. Use a fork to lightly mix.

Shape dough into a ball and turn out on lightly floured surface. With rolling pin, lightly roll dough into rectangle about ½ inch thick.

Fold dough into thirds then roll into a rectangle and fold into thirds two more times.

Layering the dough this way ensures that the biscuits have air pockets, and will flake properly.

With dough 1/2 inch thick, cut into 2 inch diameter biscuits. You can hand-cut these, or use a cup to get a regular round shape.

Bake in oven until biscuits are puffed and golden brown – around 12 minutes.

Enjoy!

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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.**

## On the Importance of Collaboration

Kings, heroes, and common-folk all know one thing the same – none of us are as strong as all of us. A lone blade can be sharpened on the whetstone of hard knocks, but an army all carrying swords will still win.

Previously in this space, *The Adventurer* has shared the importance of sharing information. This can bring together pieces that allow for the whole to be seen. But when using that information, it's just as important to remember to bring some friends along.

There are no shortage of prodigies in Yorik. Just because you're the master of a blade however, doesn't mean that you can necessarily spot the pit trap ahead of you, or know how to disarm the tripwire. Even those two of you may have little acumen for healing.

Certainly, adventuring can have financial rewards – and it's tempting to seek these out in smaller groups, so that there are fewer hands taking a share. It's difficult to argue against this, but only one share means

only one person working toward the cause.

However good you are, you're not the best at everything.

More importantly, building friendships and trust can aid you in the long run, far more than a few extra coins in your pocket. Keep your friends close, and you will not only have the adventure's rewards, but friends to help you to tell the tale around the bar afterward.