

# The Yorik Adventurer

*ab antiquo*

March (1), 2024 A.T.

## Large Tunnel Discovered Under Masquerade Host Barn

Visitors to the Yorik Masquerade enjoyed a number of diversions and festivities, including a series of puzzle boxes of unknown origin. Quite reasonably assuming that the puzzles had been provided as a party diversion, attendees and hosts alike did not ask after its origins.

It was only after the party had reached its conclusion, and the box of puzzles collapsed in on itself, that something more sinister was discovered. A trap door, beneath the barn.

A team of adventurers descended into the hollow to discover a long, brightly lit and trap-laden tunnel, leading to an outdoor exit some ways away.

The traps in the tunnel were designed to injure or kill rather than subdue, and this unsecured entrance was not sufficiently guarded all evening.

The creator of this tunnel, and the mechanical devices therein, was captured within the tunnel and subdued. Under brief

questioning, it was revealed that he had been hired to provide these puzzles and create the traps in the tunnel below. Due to a seeming lack of curiosity, there is no indication that the creator questioned the name or nature of the patron paying for this arrangement.

Inquiries are now underway, seeking a nondescript humanoid offering large sums of money for unusual requests. If you receive an odd offer, you are requested to inform the town guard.

## Heroes Honoured At Masquerade

Publicly minded citizens of Yorik were honoured at the Masquerade Ball that took place January 27<sup>th</sup>. A varied group of heroes were awarded medals (with further awards held in reserve for those who participated but who were not in attendance at the party).

The honours were awarded to those who, at risk to their own life and limb, sought to rescue Lord Donovan of Yorik from great peril. Asking nothing in return, the honorees did battle with magical assassins until the villains were defeated and Lord Donovan saved.

The following townfolk received medals for their heroism. Viscera, Wren, Nodin, Laurent, Elliot, Luna, and Cicerak.

If you see these members of our community, know that the medal which they received is well earned. The Adventurer would like to thank them for their efforts.

Medals held in reserve for those town members not in attendance will be awarded at their soonest convenience. These honours are not given lightly, and the recipients are a credit to their professions, trades, and community.

## Adventurer's Guild Holds Elections

The first annual leadership elections of the Adventurer's Guild were held in the barn of Farmer Jarnathan, with all officer positions up for election. A quorum was reached, and the Adventurer is pleased to report the new officers of the Guild of Adventurers is as follows:

**Guildmaster:** Bales Dreadbane.

**Quartermaster:** Viscera

**Secretary:** Nko

**Treasurer:** Gren

**Commander:** Malkov.

As a newfound entity in

our community, the *Adventurer* has reported upon adventures undertaken by the Guild in past months. We are pleased to see them reaffirming their commitment to open governance, and will continue to report on the activities of this group as information becomes available.

Those with business for the Guild are encouraged to direct questions or inquiries to Guild Officers.

The Adventurer remains a constant advocate for the pursuit of adventure as a good unto itself, in our community.

# 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: How is law administered in the Duchy of Gelrich, and by whom?**

This is an interesting question, because there are different kinds of law, and they are administered differently.

The King's Law, observed everywhere in Harodom, is enforced by all persons sworn to uphold any law in Harodom. These laws are

in effect anywhere in Harodom, its provinces and protectorates, and violations are usually tried locally, unless the crime requires special skills to adjudicate.

The laws of Gelrich are set by the Duke or Duchess of Gelrich, and are similarly adjudicated locally, by magistrates or local landed nobility, unless the crime is so egregious that it must be heard by His Grace. This may also happen in the event that the lawbreaker is a nobleman in service to His Grace, or an emissary of a far-off land.

Magistrates within the duchy will often exchange letters describing recent adjudications of note, so that

law is enacted consistently and fairly.

Local lands or baronies may have local laws. In general, lawbreakers fleeing the land or barony of their crime will be extradited by any other land or barony within the duchy, barring exceptional circumstance.

Contract law is sworn before a guild, church, or magistrate, and is an agreement between two or more persons to perform a non-illegal task or pattern of behaviour. Such tasks must be known to both parties to be possible, although they may be difficult or later prove to be impossible. Contracts that do not fit this are often deemed to be null and void.

The *Rare Stones and Geodes* Museum of Hoggspport is exhibiting a display of *Rare Salt Crystals*. Holy Sister Neetha of Atha will be giving a short lecture on the healing properties of salt caves and salt water exposure.

**No charge for entry.**

Suggested donation to the Church of Atha in Hoggspport, 4c per person.

## 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>)

You will be presented with a new opportunity for a business or financial venture. Be open to it, but be wary – great opportunity often comes with equal amounts of peril. Your lucky colour is blue, and your lucky number is seventeen.

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

Keep an ear open for rumour and gossip, but only believe what you can verify. Knowing what other people are saying, even if you don't know if it's true, at least helps you know what is being said. You are likely to be in a physical confrontation in the next few days.

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

You will be presented with a seemingly binary choice – remember that not choosing is choosing as well, and weigh your options carefully. Nothing that you do is wholly independent of others, or even of the other things that you do. When undertaking a new endeavour, consider the consequences.

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

It will be tempting to say that the things you do not wish to take responsibility for are in the hands of fate. This is the easy

answer, but not taking responsibility for what you may be forced later to reckon with will only hurt you in the long run. You are likely to encounter the undead in the next short while; be prepared for what is to come.

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

You may feel as if your course is not your own, buffeted by the very winds and tides. While you will face new challenges regarding your self-determination, remember that your course is still in your hands – head down, eyes forward, can't lose.

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

A friend will call upon you to be an anchor in a time of uncertainty in their life. Fulfilling this role will help them – and you. You will see yourself most clearly reflected in the eyes of another, and this perspective can help you to better become the person you want to be.

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

Plan for the future, but enjoy the moment while you can. There's nothing that you can do about the possibility that the future will bring woe, except to prepare for it – and part of that is enjoying happy times when you have them, so that you have an emotional buffer. The natural world will present you with challenges.

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

This is a time to lay in store for difficult waters ahead. **The Shroud** will offer you something of value, if you can perceive the value when it is in front of you. Do not worry overmuch about issues of misspeaking – your actions will speak for you.

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

Take a light into dark spaces, and shine. There is a time for stealth, but when others are following your banner, it behooves you to lead. Remember the words of a friend or loved one when you face a difficult decision this month.

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

Remember the farmer's wisdom – plant more than you harvest, so that you can let the world that provides for you receive rejuvenation in turn. Some investments will never give a return of coin, but be aware – you will reap other dividends instead. Good news will come in twos, bad in fives.

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

If someone is asking you to ignore your better judgment, consider carefully how they might benefit by your doing so – and what harm may come to you. It is a virtue to be available to give a friend a hand, or to share received wisdom, but do not allow your better nature to overcome your caution in all cases, because not all who seek your help want it for reasons good for you.

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

Find a place that you can grow, and use it. Becoming the person that you want to be is never wasted time, even if you have false starts or pursue something that turns out to not be where you want to end up. Every experience that you have helps you to grow, and to learn new things that will make your future endeavours more fruitful.

# Better Know a Guild: The Mages

*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 Guild Arcane.*

The **Guild Arcane**, better known as the **Mage Guild** is a trade and academic association of the arcane spellcasters of Harodom. The first international **Guild Arcane** was formed in 1105 A.T., and although this first attempt faltered and failed by 1206 A.T., it laid the groundwork for subsequent arcane organizations.

The most recent international iteration of the Guild Arcane was based out of Eldershire. This version of the guild was dissolved during the war with Eldershire, but during its tenure, only guild members were allowed to pursue arcane magic. All others were deemed 'Hedge mages', and faced a penalty of death.

The current Guild Arcane of Harodom does not subscribe to so draconian a policy. Led by Guild Leader **Blackhat**, the Harodom Guild broke away from the international guild when Harodom was at war

Eldershire.

Now internal to the nation of Harodom, the Mage Guild of Harodom is tasked with studying magic, teaching new mages, investigating magical mysteries, advising on problems that are only or best solved with magical solutions, and acting as zealous advocates for the study and art of magery.

By tradition, Guildhouses are centered around a **node**, a focal point of magical energy that helps mages to recharge their personal magic, which they can then use to work spells.

The Yorik Guildhouse makes use of the node conveniently located near the center of town.

New mages entering the area are encouraged to make themselves known to the Guild. Guild officers in Yorik are led by Guildmaster Neirin.

The Guild Arcane seeks to acquire and compile magical knowledge, and to ensure that their guild members are well supplied with materials and resources required to pursue their own study. Those who wish to use magic to harm the citizenry have a formidable foe in the Guild.

## 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.

A collection of left-hand gloves was found in the bottom of a barrel containing apple cider. After the gloves were removed, the cider is said to 'still taste all right'.

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 local farmer in Buriden's elbow is reported to be taking up a collection 'to stop the invisible sky pirates from abducting her cattle'. No sightings have yet been reported.

Portents: Dreams of teeth and fiery eyes. An hourglass with the sand flowing upward. A wordless song, flowing through the mind, unbidden.

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!

Has Time's Paradox created a temporal vortex?

*No, Isaac's prices are still just that great!*

**ISAAC'S ARMS**

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

# Editorial: Another Format Change

Long-time readers will know that *The Adventurer* has undergone a number of format changes in the years that we have been in publication. Initially focused strictly upon news, it was called the *Yorik Eye*, but restructured to include a greater focus on the heroes and adventures of a large number of Yorik residents.

Now, in an effort to continue to serve this demographic, we are making another format change, hopefully to be of some help.

We pride ourselves at *The Adventurer* of only sharing information that we have verified, except where marked as editorial, or the sharing of portents and rumours in the **Community Board** section. Now we are being asked to share local rumours and gossip, so that adventurers seeking to investigate can do so.

For this reason, this issue of *The Adventurer* is including a new section, carefully partitioned from the news.

In the *Rumour Has It* section near the end of the paper, we will be including a reporting of existing rumours that we have not been able to positively or negatively verify. What information we do have will be included with the rumour, in an effort to contextualize it to the best of our abilities.

“Check for yourself” is not a very newspaper thing to say – but this is what the public has requested, and I trust that truth will win out.

*Oren D'vann Freedman, Editor*

## Matters of Faith

### Holy Days Just Past

*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.

### \Forthcoming Holy Days

*March 3<sup>rd</sup>: Festival of Sails (Beldon)*

In port towns, Beldon's faithful celebrate their high holy day with a regatta or showing of the colours for small vessels on a lake or sea. In more landlocked areas, tales of high adventure on the sea, a small feast of fish or seafood, and tithing to the local church of Beldon is customary. It is considered good luck to begin a sailing voyage on or around the Festival.

*March 21<sup>st</sup>: Spring's Birth (Apenca)*

Apenca's holiday is also the first day of spring, and in some cultures, this is the Naming Day for babies born in the winter months, whose survival might otherwise be uncertain. Locally, priests spend the day giving health check-ups, and blessings, and tithing is common.

Healing is said to last extra long on this holy day.

### A Message of Faith

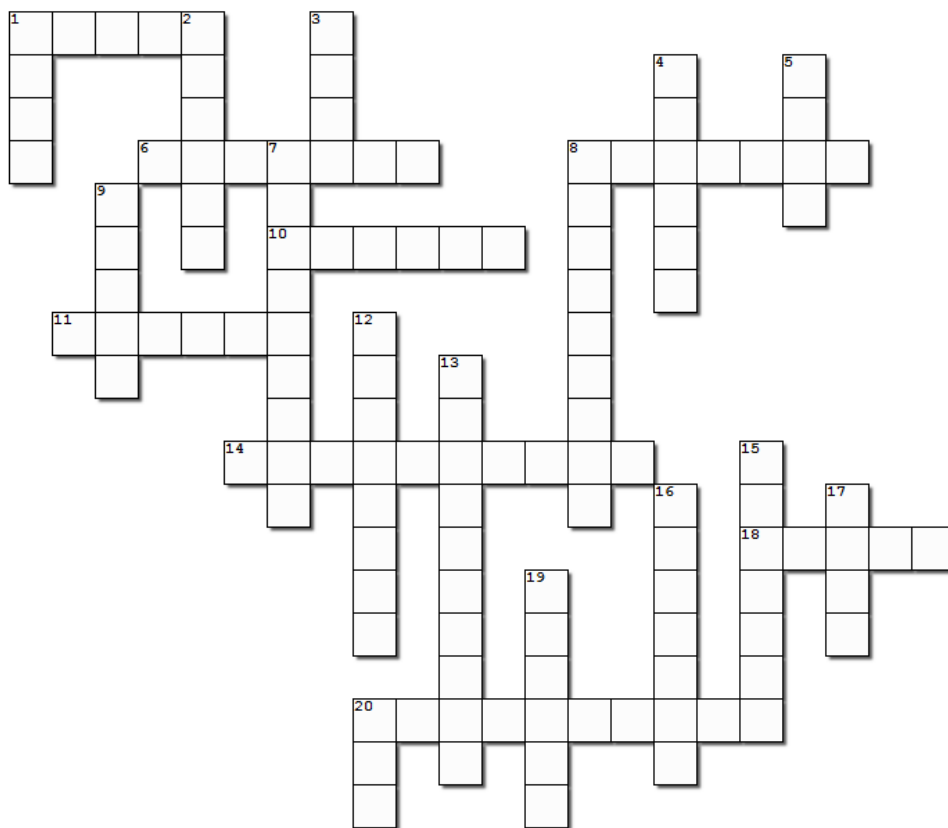
I have found an interesting question to ask someone of faith is ‘what do you *believe*’. The simple existence of the gods is not a matter of question, and thus is a shallow matter for faith; saying ‘I believe in Clovis’ is like saying ‘I believe in this mug in my hand’.

Faith is, therefore, the belief not in the simple existence of a god, but that this divine being's principles are worthy of respect. That your efforts, furthering this set of beliefs, are worth the labour put into them.

More junior priests may have a narrow band of belief, but as a cleric grows more powerful, their ties to the broader dogma of their faith tend to grow stronger. Asking this question therefore teaches you something about the priest as a person of faith – but also as a person in themselves.

And that can be very illuminating indeed.

# Crossword



## Across

1. Beldon's drink of choice.
6. When Elieff has two places to put a boat.
8. The Duchy Yorik is in.
10. 1/100th of a gold.
11. Magic-resistant Magedom refugees.
14. The repeated dwarven war.
18. 3d's two-handed walking stick.
20. Spell that stops thrown

projectiles, and arrows

## Down

1. Left of North
2. A spell to put something back together.
3. A tree's bounty.
4. Festival of Sails honouree.
5. ... upon a time.
7. Scroll fluid.
8. The tavern's title.
9. Ruling species in Harodom.

12. How new arcane spells are discovered.

13. Courier's Guild.

15. A seed made into a sandwich spread.

16. If you can't stand the heat, get out of the...

17. Beldon's mineral.

19. Jewelled magical energy keeper.

20. **For** cutting trees or cutting foes.

# Riddles

## Riddle 1:

I have a red head,  
To my task I am bent,  
I bring forth light and heat,  
And am blackened when spent.

**Answer 1: hctam A**

## Riddle 2:

In life my name was barley-wheat;  
I rot a special way,  
Bring bubbles, joy, and merriment,  
And to your walk, a sway.

**Answer 2: eIA**

## Riddle 3:

The strongest can hold me,  
But not very long.  
I give fuel for your blood,  
And give wings to your song.

**Answer 3: htaerB**

## Riddle 4:

Little sisters made the sweet,  
That yeast and time would choose to eat.  
When the brewer came to find,  
I was the liquor left behind.

**Answer 4: daeM**

## Riddle 5:

A distant shine,  
On field of night,  
These demon-holes  
Shine soft but bright.

**Answer 5: sratS**

## Riddle 6:

Two brothers are we,  
That stand side by each,  
We work when we're filled,  
And at rest when emptied.

**Answer 6: stooB**

# 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:** Active

**Overview:** The Hayden estate in Yorik was destroyed following a demon attack this past autumn. Duke Hayden was the former Baron of Yorik, and upon his elevation, made Yorik the seat of the Duchy – a status that has afforded us some additional resources, as well as easier access to the Duke's court.

In addition to being the Duke and Lord Donovan's residence, the noble estate of an area serves as a planning center for further development.

Other construction projects will not be able to begin until this one is complete.

A noble estate ensures that bills are paid, resources are allocated, roads and services are maintained, and other administrative services are completed. It also serves as housing for visiting dignitaries and nobility.

**What Is Required:** At time of writing, the following resources and services are required:

- Skilled Masons, Carpenters, Blacksmiths and Weavers
- Coin, to pay for materials.
- General labour supplies
- Arms and armour
- Herbal and alchemical ingredients.

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

- **Road Improvement:** While the common highways of Harodom are regularly maintained through the expenditure of taxes, a community with *good* roads will be more welcoming to traders.

- **Farm Repair/Improvement:** As is always the case, Yorik's tenant farms were badly hit during Terror's Breach. Efforts to rebuild are already underway, but prioritizing this will help keep banditry and hunger down.

- **Barracks Improvement:** Ensuring that our barracks have good quality cells is both humane to those who have to spend time in them, and decreases the likelihood of their escape.

## Creature Feature: Grotesques and Gargoyles

*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 two related species: the Grotesque and the Gargoyle.*

**Grotesques** and **Gargoyles** may seem like just animated statues, but they are in fact elemental kin – lesser elementals, that are drawn to old places of worship and settled architecture. Their stony skin and intricate visages make them very capable of

blending in to the ornamentation common on buildings dating back to the reign of Haro I.

Due to their protective nature, many grotesques and gargoyles were put to use by these older buildings as guardians and defenders, and having the right garb or holy symbol may allow someone to pass untroubled. This is not always the case however.

Skilled in the art of ambush, Grotesques and Gargoyles are not usually predators, gaining their sustenance by filtering rainwater and other runoff.

Indeed, in most cases, Grotesques and Gargoyles hit hard but in ways that most mortals would not find to be lethal, striking from behind when possible, and leaving unconscious foes outside of their home area.

Grotesques are lesser Earth spirits, taking up a form of stone. In areas where grotesques and gargoyles cohabitate, there are usually many more grotesques than gargoyles. Grotesques have thick stone hides, no special vulnerabilities, and tend to remain still unless troubled or passed.

This can lead to some

mistaking them for simple statues.

Gargoyles are considerably stronger, and tend to be water spirit powered instead. Gargoyles can spew streams of icy water, as well as shrugging off lesser blows. They are also capable of delivering powerful attacks that armour does little to stave off.

When visiting an ancient ruin, it can be helpful to keep a wary eye out for gargoyles and grotesques. Although they do not kill as a rule, there is no guarantee that where they leave you will be safe.

# Comical Strip: Dungeon Buddies



## Recipe of the Month: Cheesy Corn Bread

*A tasty accompaniment to chili or to stews to help keep out the lingering chill of late winter or early spring.*

*- O Freedman*

### Ingredients:

1 Cup cornmeal  
1 Cup all- purpose flour  
1/4 Cup white sugar  
4 Tsp baking powder  
1/2 Tsp salt  
1 Cup milk  
1 large egg  
1/4 Cup vegetable oil  
1/2 Cup old cheddar cheese (grated)

Preheat the oven to 425 deg. F

Coat the inside of a 8 or 9 inch iron frying pan with butter, using wax paper

In a large bowl, stir together the cornmeal, flour, sugar, baking powder and salt until evenly combined.

In a separate bowl, stir together the milk, egg and oil.

Add the grated cheese to the dry ingredients and mix gently. Then add the wet ingredients into the bowl and stir just until moist. Do not over stir.

Put the batter into the prepared dish. Bake for about 20 minutes, or until the top and edges are golden brown.

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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.**

# Rumour Has It...

This section of *The Adventurer* is dedicated to commonly held rumour, but details included here may not have been verified independently, unless otherwise specified. *The Adventurer* encourages all readers to therefore treat these reportings as potentially unsound, and to investigate at their own leisure and potential peril.

## Digging in the Depths

Word has reached *The Adventurer* of an excavation project within the swamps near Yorik.

The tower that recently collapsed there has now completely submerged in the swamp.

A number of the lizard folk local to the Yorik swamp area have been reported swimming down to excavate stone and timber from the fallen structure.

Some rumours suggest that these recovered

materials will be donated to the rebuilding project for the Duke's estate.

While *The Adventurer* has not been able to verify these claims, adventurer Cicerak, who was recently recognized for his valiance by Lord Donovan may be taking a leadership role in this project.

These swamps remain the lands of the Lizard Folk, and visitors are not at this time encouraged by them.

## “Party” Assailants at Large

Numerous reports have emerged detailing a group of “entertainers” near the town of Yorik who have offered to perform at parties or get-togethers, and then assaulted the residents.

This group of at least three scoundrels promise a performance and then turn upon their hosts.

Attendees at affected fetes have reported little to no clear memory of the exact occurrences, only that they fell asleep,

and were awoken by guards or adventurers, with nightmarish beings attacking.

To date no irreparable harm has been worked as a result of this, but sharing information that is uncovered would be helpful.

If you see a trio of supposed entertainers clad in blue with face coverings, be on your guard; they are presumed to be armed and considered dangerous.

## Festival of Sails

In observance of Beldon's holiday, the Festival of Sails, which will occur on Sunday, March 3<sup>rd</sup>, it is said that some local faithful are planning a small fete in acknowledgment of the holy day.

Festivities are planned for immediately after breakfast within the vicinity of the Church of All Gods, near the town center. After a short religious recognition of the day, there are games and activities planned

for anyone local to the area or visiting.

Friendly competitions are expected and there are prizes to be won, the nature of which have not been disclosed to *The Adventurer* at this time.

Anyone who is available is welcome to share in this recognition of the Sea Father and celebration of his faithful. The faithful of Beldon offer the general blessing of Beldon and invite all to celebrate.

## Unusual Weather Threatens Cropland

Travelers coming into town from great distances have observed a winnowing of plantlife in the vicinity of Yorik.

Although these reports did come in during mid-January, this observation was repeated by a number of travelers coming into town to enjoy the Masquerade. For this reason, we deem it worthy of mention, and possible investigation.

A number of factors including unusually dry

weather may be contributing to this occurrence, if indeed, it is more than simple seasonal change. As the weather has been unusually warm in parts of Harodom, some areas are experiencing regrowth considerably earlier than usual.

Necromantic effects such as the Stasan Scar or the location of the destruction of the dracolych are both worth close investigation, just to be safe.

## Rumours of Estate Funding Debunked

Recently, a number of rumours have been going around regarding the sources of funding for the rebuilding of the Duke's estate. At risk of editorializing, this author is, with mixed emotion, content to report them false.

In addition to being the editor and chief reporter for the *Yorik Adventurer*, Oren D'vann is also the steward of Duke Hayden's holdings in the Yorik region.

Scrupulous accounting has been undertaken for

every copper spent to date.

Indeed, given that we have numerous avowed allies internationally, it is something of a pity that offers of aid have not come through. While His Grace's decisions

must of course be seen to be above reproach, the frustration of Kazzokian forces bent on the destruction of Yorik and civilized safety for persons everywhere to better spread fear, may be well deemed a cause we can all safely support.