

The Yorik Adventurer

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March (2), 2024 A.T.

Shipments of Supplies Come Under Brigand Attack

Friday, March 1, had an unusual punctuation to the fall of night. In the distance, on the public highway, an explosion lit up the night sky.

Investigation by townsfolk revealed that this was an assault by brigands, recently escaped from Duchy custody, seeking to ensure that the Guard Barracks could not be swiftly rebuilt. This assault, an effort to steal or destroy supplies being sent to repair public buildings including the town barracks.

Most of the brigands were apprehended or slain in an effort to protect the fallen caravan guards and the drovers they accompanied. Some escaped to camps in the woodlands, and are still under heavy pursuit by town representatives.

This effort to prevent much needed supplies from entering town custody has been sadly typical. Our friends and neighbours have sent us aid to assist in the rebuilding process, and this has been frustrated by

banditry and highway robbery.

This effort seems oddly coordinated; if these footpads and brigands are recent escapees of Ducal custody, why do they not flee the area, if they wish to avoid recapture?

It is by virtue of having secure holding facilities that the sentence for brigandry can be stayed. That they are not executed immediately is a mercy afforded by strength. Weakening this capacity seems unwise.

Ice Creatures Attack Lizardfolk: Driven into River

The weekend of March 1-3 was marked by an uptick of ice related creatures. Frost-coated wolves (not Winter Wolves), a chilled ooze, and ice elementals began to appear with increasing regularity, and assaulted the town center.

It was at the beckoning of an ice-themed drake that was non-hostile to the town that adventurers from the town center were led to a small cave a few minutes outside of the town center. There, an ice barrier separated lizardfolk parents from their child, while another child had been slain by the ice creatures.

Townsfolk deployed life magic to restore the dead lizardfolk child, and began an assault upon the ice barrier with spell and weapon. It rapidly came down, and the separated child was restored to their parents.

With enough of the ice creatures defeated, the town representatives then led a strategic retreat to the bridge, where the pursuing ice creatures then vanished into a frozen portal that had appeared in the creek. According to experts, this portal was not associated with Balaxa, but may relate to recent strange weather.

Otherworldly Visitors Mark Elieff Holiday

The town of Yorik was notably visited, with the appearance of multiple extraplanar beings over the weekend of March 1-3, immediately following Elieff's holiday. This included extraplanar representatives (demons, in the technical parlance, a term that refers to any being not born of this plane).

In particular, Yorik was visited by beings representing both Elieff and Bard. The Elieff representative was perhaps more understandable of the two; with Elieff's rare holiday, Time's Paradox, occurring only the previous day, it does

follow that this would be the time to receive word from the Watcher, when he deigns to interfere with the affairs of mortals whatever.

What does this mix of extraplanar visitors mean for our small hamlet? While it is difficult to say with any degree of certainty, it is safe to say that the adventurous difficulties that have marked our town since its founding (twenty years or five Time's Paradoxes ago now) have caught the attention of the Watcher and the Teller of Tales.

This year to come will likely be of note.

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: Where does my tax money go?

For many adventurers, it feels like the center of town – home of the famed Green Pony tavern – is the whole of Yorik. In fact, Yorik is a sprawling township with acres of farmland, a number of mines, and a strong forestry industry.

These primary industries, and the trade goods from them, fund the

majority of town amenities and services, including paying for the guard, the posting of bounties administered by the bounty hunter's guild, maintaining safe places for travelers and unhoused yeomen to sleep, and the upkeep of a number of the tenant farms in the region.

While not all of these amenities are used every day by the adventuring community, many of them are essential to maintaining the support structure that makes adventuring possible.

Outside of communities like Yorik, actual taxes tend to be higher, but the cost of living may otherwise be lower. In the Yorik region, for most citizens and yeomen, the cost of living – that is

to say, equipment maintenance, shelter, food beyond what can be foraged, new clothing or clean clothing, and so forth, combined with taxes, amounts to one silver per week. Of this, taxes are a relatively small percentage. However, since this cost is fairly static, this cost of living is often viewed as 'taxes'.

All of this said, it is certainly of value to track how those moneys contributed to the public purse are spent. In unusual circumstances, such as the ones we currently find ourselves in, a voluntary levy has been issued to help with construction. While the resources of the duchy have been sent to assist us, they are trickling in, and this helps to build back more quickly.

Winthrop's Left Boot Emporium "Savers of fine souls since 2008"

Is pleased to announce a sale on all 2024 winter boot models in anticipation of summer stock.
"When you're all right, we're all that's left."

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)

There is a presence watching you, and making decisions about how it will interact with you in the near future. Be wary of anyone who seems to know more of you than they should. The colour silver will be of some importance to you soon.

The Harp (Jan 29th – Feb 27th)

The wise person is cautious; the pinnacle of this wisdom is knowing when to let that caution prevail, and when it is impeding the right course of action. Do not let aversion to risk make you fearful; instead, you will be better served by letting it make you *prepared*.

The Fount (Feb 28th – Mar 30th)

The **Hearth** has wisdom that you should give an ear to. Let your blessings be shared among those that you see in need; for the next while, charity given will be charity returned multiple times over, although it may not come back in the same form. Your bounties will come in fives – your banes in threes.

The Dice (Mar 31st – Apr 28th)

There will be stories told of your efforts and struggles, but you are even now making the choice as to whether they are

inspiration or cautionary tales. Taking the right chance at the right moment can earn you many benefits. It is a good time to trust your friends, even when their counsel goes against what you might currently think.

The Arrow (Apr 29th – May 27th)

You may find that something comes to pass that challenges your self-perception. It is up to you whether this changes how you view yourself, but the coming month will be an advantageous time to seek personal growth and change, if you have the stomach to do so.

The Stone (May 28th – Jun 25th)

You will face strife in the month to come, and aid or peril will come in the form of **The Shroud**. Playing your time cautiously will mean that you spend more time within the maelstrom, but will help to keep you from exposure to great risk as well.

The Coin (June 26th – July 28th)

You are the sum of your choices, your experiences, and your beliefs. The next while will include some chickens long gone now coming home to roost. If you have skeletons in your closet, confessing them to a close friend will at least mean that you have someone to assist you if you find that you're in over your head.

The Spade (July 29th – Aug 30th)

Consider whether resources you've been hoarding for a rainy day might be well used when the sky starts to darken. It can be tempting to hold on to special items or tools in case things get worse, but spending them judiciously can also help to keep things from getting there.

The Blade (Aug 31st – Sept 27th)

A legacy of the past will come to you in the near future. Learn from the past, and use the lessons that you acquire to build your own future – or face the very real possibility that you will repeat the mistakes of those that came before.

The Mask (Sept 28th – October 31st)

History does not repeat itself, but it often rhymes. If you find that the same problems keep reoccurring in your life, and you would wish to stop them from doing so, consider asking a friend if you engage in behaviour that might help make these issues come to pass.

The Shield (Nov 1st – Nov 29th)

Someone will come to you for advice that may stretch your current knowledge or understanding. It is for the best that you share what wisdom you have, but make sure that you tell them what you *know*, and what you merely *suspect* to be the case. Being open about this can help you to ensure that if your advice based on speculation is not as correct as you might hope, you escape blame.

The Hearth (Nov 30th – Dec 30th)

It's a good time to start a new passion project or hobby! Much as the spring buds are set to blossom and burst upon the trees, so too is your potential budding, with the very real possibility that you'll be able to express yourself in some new, exciting way. You have weathered the winter, and now new opportunities are presenting themselves; seize the day!

Better Know a Guild: The Messengers

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 of Messengers.

The **Messenger's Guild** is an organization paid for by the public purse, that carries letters or parcels between towns and villages in Harodom. During times of war, the Guild is responsible for safely transporting orders, messages, and carrying pay packets to units of soldiers and feudal levies.

The Messengers Guild was first administrated by then-Baron Hayden, as a way to keep the various settlements in touch with one another. Although originally a work-for-hire organization that charged based upon the distance that a parcel was meant to be carried, the Guild has recently been expanded and publicly funded.

Now, the Guild of Messengers carries letters and small parcels anywhere within the kingdom at no cost, with more occasional service to nations and communities with which

Harodom is not at war. Larger parcels are deliverable by special arrangement, and fees apply in those instances.

Although the administrators of the Guild are able to read, it is a matter of principle that the Messengers themselves are not lettered. This is a safety precaution that ensures that confidential notes and important missives are not read by the messengers themselves, as their position of trust would give them access to secure documents.

The Guild of Messengers trains their couriers in a

number of forms of self-defense, and staying a messenger in the course of their duties is a serious crime. The Guild is permitted to use lethal force to defend their couriers as necessary, and while their response is required to be proportional, their judgment is considered sound in most cases as to what 'proportional' means.

Impersonating a Guild Messenger is also a serious crime, under Guild Law. Allowing outsiders to wear their iconic blue armbands would give potential assassins access to the halls of the mighty.

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.

Playful water spirits are suspected in a creek near Moongazer Abby reversing its course and flowing uphill for an afternoon. No harm done, several fish reported confused.

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.

Worry about the undead plagued the town of Haggar's Mill when the local miller said he was 'overcome by strong spirits'. Discovery of several empty bottles nearby rapidly alleviated concerns.

Portents: Missing trinkets and small injuries with no apparent cause. Dreams of a weeping face with no sound. A gritty feeling in boots and gloves.

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!

It's not a Fates Day prank!
Prices like this seem unbelievably low!
Quality like this is *better than any joke!*

ISAAC'S ARMS

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

Editorial: The Shadow of History

Few residents of Harodom need to be reminded that it has not, overall, been a good two decades for our nation. While it is true that we have been victorious in all three sweeping wars (as well as a number of civil actions, non-nation-aligned armies of illicit faiths, infernals, and so forth), we have also had to deal with all of these issues.

The Michian war, before it was won, was costly – the same could be said of Estovic, whose

military might outnumbered Harodom's civilian population. The war with Eldershire came with multiple costs, breaking a long and prosperous trade partnership with a neighbour, losing a substantial amount of land and citizenry in the Troubles, and the cost of mounting the war to begin with.

We stand in the shadow of a nation of which much has been asked. We have won, but the cost has been great, both to the

nation, and on the individual and personal levels.

We can rebuild. We can regrow. We can make good on our debts, and we can build a tomorrow that makes all of the loss a little easier to understand.

In the face of impossible threats and incredible dangers, Harodom and Yorik have come out on top – even if the cost was dear. Now, we can step forth from the shadow of history, and write its next chapter.

Oren D'vann Freedman, Editor

Matters of Faith

Holy Days Just Past

March 3rd: 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 21st: 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.

\Forthcoming Holy Days

April 1st: Fates (Anajaream)

Anajaream's holiday is marked among the laity with games of chance and taking large risks. The holiday is almost centered around the sentiment that fortune favours the bold – and that the bold are favoured by Anajaream. Although donations to churches and temples of Anajaream will receive donations (where they are legal and permitted), the faithful of Anajaream will often gamble for those gifts.

April 21st: Dragon's Feast

Since the worship of Strega was, until relatively recently, a mystery cult, there are not a lot of 'traditional observances for this holiday. However, non-clerics of Strega are encouraged to hold lavish feasts, where they can show their wealth and success to others. Endeavours that seek to make profit are encouraged to begin or take important steps on this holiday, for the Dragon Queen's benediction.

A Message of Faith

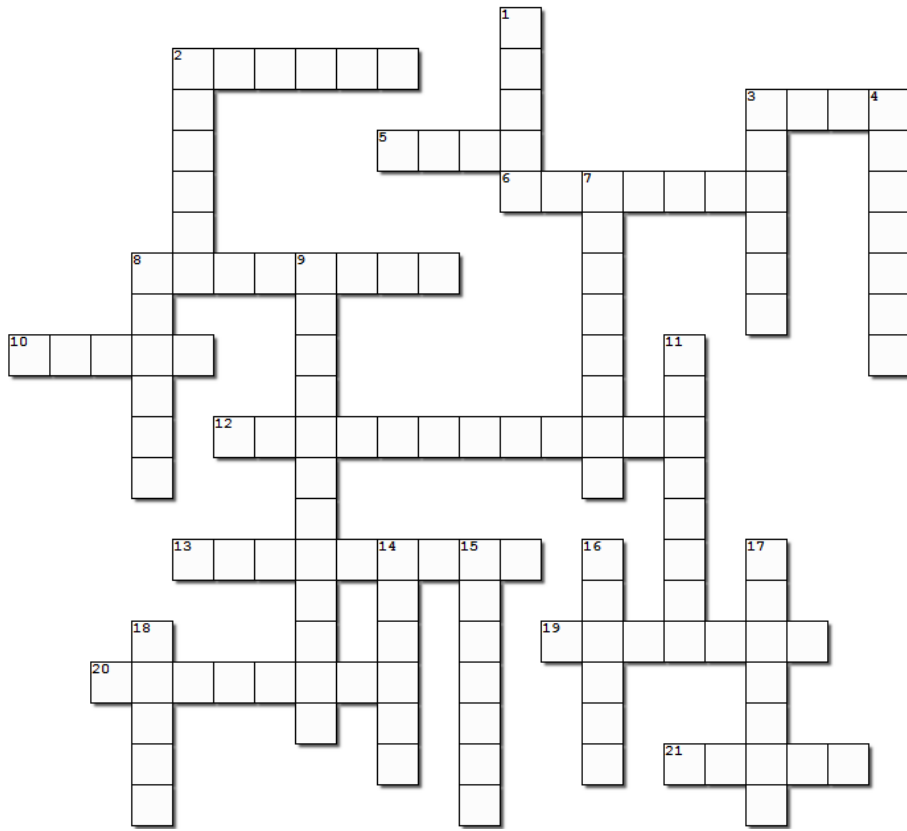
It is fruitful, I think, to turn our thoughts today to the question of envy. Envy may be said to be a vice, but I think that it is a step beyond this; it is a virtue (ambition or desire), taken to the point of vice by being frustrated through other outlets.

Certainly, if a fellow warrior came to show off their new armour, I might wish to have such a thing for myself. Fine leathers, nice stitching, and capable handiwork are all very desirable things.

If I then found that due to lack of funds or availability, I could not get such a thing, I might feel frustrated – and turn that frustration not on the world and its limitations, but upon my fellow who did little more than to display that which he wore.

So it is with all envy; it is approachable only through the medium of effort and the realization that a frustrated desire is not leaving another at fault.

Crossword



Across

2. A nasal expulsion
3. Flammable rock
5. A deposit of mithril that concentrates magic
6. Non-capitol nearby city
10. Sharpened steel argument winner
12. Restored life to victim of 13a
13. Curiosity killed this, some say

19. The Duchy Yorik is in.
20. A spell to view protected writing
21. Using words to indicate the opposite of their literal meaning.

Down

1. Anajaream's Holy Day
2. Wandering soul or a drink.
3. A waxen pillar of light.
4. Where books socialize
7. Addictive, illegal herbalism
8. Starts on Apenca's Day

9. The holy sword of Clovis
11. Mighty, horned people.
14. A possible defense against 10a.
15. What years count up from.
16. Goddess whose holy day is March 21.
17. What beer, wine, and liquor have in common.
18. Energy that allows arcaners to cast.

Riddles

Riddle 1:

To give my name,
You whisper, sing,
And break what is
My everything.

Answer 1: *ecneliS*

Riddle 2:

I am the vintner's pleasure,
I have body, age, and nose,
And I come in different
types,
And they together form a
rose.

Answer 2: *eniW*

Riddle 3:

I am a fearsome hunter,
That you bring inside your
home,
And I chase away grain-
stealers,
As I wander and I roam.

Answer 3: *tac A*

Riddle 4:

One shows the way, and one
speaks of love,
One's in the middle,
One is just little,
And one helps you carry or
shove.

Answer 4: *sregniF*

Riddle 5:

I sparkle like the stars above,
I am a wizard's curse,
Disrupting all their magicks,
For they touch me and
disperse.

Answer 5: *lirhtiM*

Riddle 6:

What do the wealthy need,
The poor have,
The dead fear,
The starving eat,
And the cruel care for?

Answer 6: *gnihtoN*

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.

Other development projects cannot be completed until the Estate is rebuilt as it serves as a development center for the barony. Owing to funds spent on and around Terror's Breach, this requires community support

Status: This project has been underway for one month now. In that time, a substantial outlay of funds, goods, and services has been received, and contributors are applauded for their efforts. While there is still some distance to go, this is a giant leap forward.

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: Animated Statues

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 form of construct; Animated Statues.

Animated Statues, once known as 'golems', are magical constructs animated by powerful magic, typically to defend a place or thing.

These statues are often found in magical ruins, notably the home bases of ancient wizards, or in some religious or holy sites.

Such statues are typically stone, and have a hearty resistance to injury of most forms.

In their construction, animated statues begin as mundane statues, carved by a sculptor to typically resemble a bipedal humanoid of some description. Once animated with the spell *Animate Statue*, they become more resilient than the stone from which they are crafted.

Variant statue types have been reported, including bipedal humanoid shaped animated 'statues' made of wood, chains, and clay, although these are

not typical.

If you encounter an animated statue, it tends to indicate that the area that you are in contains something that the creator of that statue wanted kept safe. They are common guards for treasure troves, and also for facilities designed to imprison powerful beings.

Animated statues hit hard and can take a lot of damage before falling to pieces. However, they have three primary weaknesses that can help you if you find yourself in conflict with one – and that can be good to know.

First and foremost, animated statues have a vulnerability to raw magical damage. It disrupts their animating spell.

Secondly, although they can be given complex instructions, they have no minds of their own – if you behave in a way that they have no orders to interact with, you may be able to trick them.

Finally, some powerful spellcasters have no gift for sculpture and instead animate petrified foes. If the statue looks a little *too* realistic, you may be able to reverse the petrification.

Comical Strip: Dungeon Buddies



Recipe of the Month: Lemon Crumb Squares

Suitable for teatime – or anytime – with the pleasant refreshment of lemon taking the curse off of an afternoon sweet.

- O Freedman

Oatmeal Mixture:

1 1/4 cup all purpose flour
1/4 teaspoon salt
1/4 teaspoon baking soda
1/2 cup butter (at room temperature)
1/2 cup brown sugar
1 1/4 cup rolled oats

Lemon Filling:

1 can sweetened condensed milk
1/2 cup lemon juice
Zest of one lemon

Preheat the oven to 350 deg F

Mix butter and brown sugar together

Mix the flour, salt and baking soda together.

Add the rolled oats and flour mixture to the butter/sugar mixture and combine with a fork until crumbly.

Press half of the crumb mixture into the bottom of a 7 1/2 x 11 3/4 inch buttered glass pan.

Mix together the condensed milk, lemon juice and lemon zest. Add this mixture to the top of the crumb mixture. Top with the other half of the crumb mixture, but do not press it down.

Bake for 20 to 25 minutes until golden brown.

Remove from the oven and cool for about 20 minutes.

Cut into squares and refrigerate until completely cooled.

Remove from the refrigerator for about 30 minutes before serving. Keep leftover squares in the refrigerator.

This dish is an excellent dessert to a heavier meal, as it is light on the palate and stomach both. It is also, from experience, an excellent aid to digestion, not least when a new adventurer may have the shakes after a tough battle.

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.

Correction: Digging in the Depths

Last month, *The Adventurer* reported on a lizardfolk led initiative that credited Cicerak (sp), a local priest of Clovis, as leading an initiative to excavate tower ruins for supplies to help rebuild the noble estate in the region of Yorik.

While we are pleased to report that independent reporting from townfolk confirms the rumour of activity, no less a person than Cicerak himself wished to note that while

he does support the initiative, it was not an effort that he was personally taking lead on.

The lizardfolk living in the swamps near Yorik have long been nominal allies to the town and barony. In the event of large death events, they have an agreement to assist with the resurrection of residents of the town, and are considered to be a safe resurrection spot. Now, they're helping again!

Bad dreams are not uncommon in an area like Yorik, where regular traumatic events are known to occur. However, the recent spate of nightmares have spilled over into real life – and that's bad news. In a recent report, *The*

Adventurer has been able to confirm that the dark shrouded figures using fear magic and sleep magic are extraplanar.

Long-time residents of Yorik will recall similar incidents in past. The Kazzokian invasion of

“Party” Assailants Remain 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.

Nightmare Crisis?

2010 was preceded by Nightmares (large demonic horse-like creatures) that served as a vanguard for the Kazzokian forces, stirring up terrible dreams.

We have confirmed that

the current crisis is not originating from Kazzok, Bard, or the being known as Marowit. However, details about the true origin and nature of this crisis are as yet unconfirmed. Anyone with information is invited to come forward.

How To Read Rumours Pt. 1

In publishing rumours hoped to be of public interest, The Adventurer hopes to inform of possible occurrences or chances for adventure in the present/near future. However, not all rumours are true – and Editor Oren D’vann would like to share some tips as to telling truth from falsehood.

In the information business, it is widely considered that rumours are the least credible source for information. They change in their shape, colouration and nature to suit the biases and minds of those that relay them.

This is not to say however that rumours are without value to someone looking for adventure. A rumour will generally have some seed of truth at its basis:

Example: An artist enjoys a trip to an island and says they ‘treasured’ it. People here ‘treasure’ and ‘island’, and think of pirates. The best treasures are gold or magic.. and so on. The rumour has shifted significantly, and the core of value was ‘something about an island’.

You can learn more and avoid some of this, by watching for the

following hallmarks:

1. Does the someone benefit from you understanding the rumour in a certain way?
2. If you hear the story repeatedly, is it consistent between tellings?
3. If there are inconsistencies, are they all in the same areas of the story?
4. Are there identifiable ways to get to the core of the story? Not just ‘an island’, but a specific island, for example.