

The Yorik Adventurer

ab aeterno

May, 2024 A.T.

Daring Undercity Raids Restore Protective Barrier

Heroes and adventurers of the town of Yorik made bold incursions into the Undercity, once the prison and lair of the dreaded Twins, Sarna and Tivolous. Although the twins finally met their end, the large underground structure is still home to dangerous denizens who are beyond any mortal control.

The incursion set out to restore the protective barrier that holds these perils within. Complex and ancient magics, the barrier

supports are sufficiently understood by the town to replace their sources of power and remedy their working. Nevertheless, the multitudes of chthonic hordes descended upon these brave venturers, and it was only by a great show of force that the barrier was mostly restored.

Sadly, this came at a price; there were numerous casualties, and one suspected fatality. At present, the fate of local priest

and town notable Azure is unknown. Given the immense peril of the situation in which they fell, it is suspect that they have perished.

The Adventurer commends those involved for their daring and skill, and we lament the losses incurred. Yorik has long been subject to depredation from the Undercity, and casualties on any party entering it are almost uniform. This necessary task was still tragically costly.

Colossal Demon Spider Slain: Underground Menace?

Warriors residing in the town of Yorik did battle with an enormous spider that registered to detection spells as being infernal. The spider, apparently a tunneling variety of demon, was responsible for a number of minor earth tremors prior to the battle.

Although the initial report was that the spider had emerged from the Undercity, the *Adventurer* hastens to remind its readers that the entire Lakes area is honeycombed with underground chambers, caves, tombs, lost workshops, and so forth. It is possible that this creature emerged from

such a place instead.

The spider, easily the height of the tavern, was brought down through coordinated efforts.

Although resilient, its legs were vulnerable to attack, and when felled, its body and head were within reach.

No casualties were reported from this battle, and local residents who first sighted the creature were able to safely evacuate. The tunnel that the spider creature emerged from was explored to ensure that no prisoners had been taken, and then was collapsed in a controlled demolition.

Northern Lights Come To Visit, Dazzle

The night sky has been lit up this month by the dancing Auroras, a nightly phenomenon that is typically confined to the northern parts of the continent of Ariel. These dancing lights paint the night sky with greens, reds, purples and blues, and resemble fire in the sky.

Although unusual, these dancing lights are generally considered nothing to be concerned of, and are indeed considered a positive omen by the people of the North. Some legends state that they are a manifestation of the Bastion of Clovis, a legendary shield wielded

by the god of the vigilant, acting as a further barrier against infernal incursion.

Astrologers concur that this unusual effect will only be with us for a little while longer, and will eventually dissipate. In the interim, *The Adventurer* encourages artists, painters, poets, and anyone else who feels so inspired to take inspiration from this stellar phenomenon.

The odd appearance of the Lights may indicate strange portents coming from the North, so anyone with information about same is encouraged to contact us.

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 are crimes punished in Harodom?

With the unusual circumstances that can make Yorik a dangerous place to live, some of the lesser offenses that are more often punished in other places are given more leeway or swifter remedy in Yorik. Nevertheless the following punishments are not uncommon in Harodom more in general, and those who transgress may face them.

Fees and fines are often levied for minor transgressions, although it is understood that for property crimes, the transgressor is expected to not further profit by the things that they have taken. Fees are often assessed based on the severity and impact of the crime.

Incarceration in a gaol or prison may deprive someone of their liberty for a short time or longer. In general, a gaol such as the one found in the barracks in Yorik, is only intended to hold a prisoner for a short period, whether it be overnight (for minor transgressions or until they sober up), or until their case can be heard by local nobility. The nearest **prison** is found in the dungeons of Fort Phoenix.

Loss of a limb may be used as a more severe punishment often in cases of severe assault or minor cases of murder. Healers in the area are advised not to regrow a limb lost in this way until a period has passed.

Execution is usually reserved for cases with a severity equivalent to or greater than murder. **Finishment** is exclusively used to punish crimes such as finishment (the deliberate final death of a person), necromancy, or other foul crimes against the soul, as well as insurrection.

In some cases, depending on the case, a lesser or combination of punishments may occur. Trials and punishments are often undertaken by higher courts.

Breeze's Cheeses

“Come See Us for a Gouda Time”

Will be hosting a cheese-tasting party in the town of Gelrich, on the 2nd of June.

No purchase necessary, some restrictions apply

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)

Open yourself to new experiences and the investment of your time will surely pay a dividend. Do not invest too heavily in a new endeavour, in case it is not to your liking, but do try to undertake a new endeavour, so that you may at least find out.

The Harp (Jan 29th – Feb 27th)

Your faith in something will be deeply tested this month. There is a decision that you will be forced into making; you can choose to wait for the last possible minute, or upset the expectations of those who believe that they know how you will choose.

The Fount (Feb 28th – Mar 30th)

We are responsible not merely for ourselves but for those around us and their well-being as well. This month, you will find an opportunity to help a friend, a neighbour, or possibly even a rival. Doing so will pay great dividends in the long run, but may seem hard to countenance at first.

The Dice (Mar 31st – Apr 28th)

While it is important to not judge a book by its cover, some villains are not subtle or clever, but simply do what they say

they will. Try to see the good in everyone, but when someone tells you that they mean you harm, do not allow them the chance to do so. This is a balancing act that will take a great deal of your art and skill.

The Arrow (Apr 29th – May 27th)

Seek to find a new direction in which to grow. While you don't have to do everything yourself, understanding how other people live and what they do can help you to better empathize. Let others help you, and help them where you can – a small good turn can have great reward.

The Stone (May 28th – Jun 25th)

Your destiny is in your hands; although there are likely outcomes to your chosen course of action, your fate is in the wind, and only you can determine its outcome. Your lucky colour is blue, and your lucky numbers are seven, eleven, and nineteen.

The Coin (June 26th – July 28th)

There is travel in your near future, in a way that you may not anticipate; it may be an emotional or a physical journey, but it will take you to a place you have not previously been, and you will learn an important lesson from the journey. Beware of perils along your path, and trust in the advice of **The Fount**.

The Spade (July 29th – Aug 30th)

Remember that the powerful will often extend favours – for a cost. It can be worthwhile to do business with them, but never forget that they may expect something in return, even if the price isn't mentioned up front. You will face such a decision soon.

The Blade (Aug 31st – Sept 27th)

Not all who wander are lost... but some definitely are. If you're finding that you don't know your way, it can be worth stopping to ask directions, or even just for help from a friend. You will face a warrior dressed in black, for good or ill.

The Mask (Sept 28th – October 31st)

The infernal will have an impact on you in the near future. Something you value may become vulnerable in the near future. Do not fret unnecessarily, but do not act incautiously, or the thing you value may be lost, possibly forever. Not all that glitters is gold – or at least, coin.

The Shield (Nov 1st – Nov 29th)

You will be presented with strange gifts, that will have meanings beyond what you immediately apprehend. If you should accept these items, keep them close to hand, because such items are rarely dispensed carelessly, and prizes that seem so very precious that are not hard won often come with odd strings attached. Check early and often to ensure your friends have all the support that they need.

The Hearth (Nov 30th – Dec 30th)

Things are heating up, and you will have to go from withstanding the cold and the weather to the heat. Be steady, bold, and resolute, and offer shelter to those that need it; an act of kindness to one in need will reveal your character to someone who is watching. Do not be afraid to take a chance this month, but as always, be wary of foolish bargains.

Better Know a Guild: The Adventurers

The guilds that serve the kingdom are comprised of specialists in a trade or skill, or who perform a service that better the quality of life of the people of Harodom. In this article, we will discuss Yorik's nascent Guild of Adventurers.

Traditionally a group of irregulars, the Adventurers of Yorik have a reputation for coming together when the situation is dire and the fate of the realm hangs in the balance. The **Guild of Adventurers** seeks to help new adventurers hone their skills, and the more experienced benefit from their efforts.

Formed only a little over a year ago, the Guild of Adventurers have not yet been ratified by the Duchy. They take any comers who are willing to abide by the laws of the land, and provide some equipment and training to dues-paying members.

The Guild seeks to codify adventuring into a trade, much like magery or messengers; where in other lands 'adventurer' is an epithet for a rogue or a footpad, the Adventurers seek to give it new meaning for explorers, heroes, scholars, and soldiers-at-arms who seek to better their community.

As a martial group, the Guild does have responsibilities to the lands in which they operate. Seeking to be more than just another mercenary company, they foster the spirit of adventure and discovery. As a Guild in Harodom, they seek to ensure that lost ruins are secured, and that information gleaned is reported to responsible authorities.

Guildmaster **Bales Dreadbane** was most recently named to the post in their annual elections, held in January of this year. As a matter of course, the Guild's officer positions go up for election each year.

Although the Guild is stylized as a trade guild, they do not seek to claim a sole license to adventure. Rather, they seek to ensure that new adventurers and those who wish to further grow their skills have an opportunity to do so in a safe and supportive environment.

Yorik's Guild of Adventurers is still up-and-coming, but is working to be fully recognized as a trade guild within the Duchy. Newcomers who would seek adventure in Yorik are not obliged to join, but could do worse than to check in to see if they can help them find a start.

Community Board

This section is reserved for information about the community, and may include unverified information as well as community events.

Any or all forms of art are encouraged, provided that they are suitable for public display. Please contact editor Oren Freedman for details.

The town of Weldon's Chasm is currently beset by small beasts known as 'shoe gremlins'. At present, no consistent description has been provided to *The Adventurer*.

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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.

Rumours abound of a large gathering of potentates and persons of import at a neutral location near the Eldershire border. Discussions of treaty exemptions are whispered.

Portents: A sense of wellbeing. The northern lights flaring in these southerly lands. Dormant insects stirring to wakefulness.

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!

Underequipped and unarmed due to unending undead?

Undercity excursions have youu feeling uncertain?

Rearm yourself at Isaac's Arms!

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

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

Editorial: Wonder

The most effective sermon in the faith of Sasha that I have ever heard was not given to me by a priest of Sasha.

It was in a simple prayer to Atha.

I should clarify that I am no more devout to either of these faiths than any lay-person (and a priest myself of another faith entirely). But I was moved by the wonders and mysteries of magic with a simple casting of *lend health*.

No one who has ever had to see someone's life slip away in a red pool undervalues a spell that can close any mortal wound. But in familiarity breeds contempt, and while much appreciated, these small workings are not consistently viewed as the miracle that they are.

This is not to diminish arcane magic doing the same; this is my point. Magic, in its wonder, is a gift and a treasure to be explored.

And some magics, such as the ability to instantaneously close wounds and heal the sick, should be given a little moment in the sunlight.

I don't know when I stopped marveling each time that my wounds stitched themselves back together, or I called up light from darkness, or I saw a shattered vase mend itself under a repair. But I regret the lack. And if I can, I will do what I can to treasure it, each time I see it henceforth.

Oren D'vann Freedman, Editor

Matters of Faith

Holy Days Just Past

April 23rd: Alwyn's Thunder

The benedictions of Alwyn can help to determine a good spring crop from a mediocre or poor one. Rain dances, folk festivals, and offerings to the sometimes capricious Skywalker are common among both faithful and laity alike. It is a common superstition that waking to a peal of thunder on April 23rd indicates divine providence and good luck going through the year to come.

May 9th: Order's March (Brack)

Brack's holiday is often observed with the renewal of vows and contracts, and it is considered an auspicious time to pursue new endeavours of this kind. The worship of Brack is most often evident at this time; otherwise quiet civil servants, judges, magistrates, and other members of civil office may be more likely to wear prominent religious symbols, if they so worship.

\Forthcoming Holy Days

May 27th: Twilight Festival (Sasha)

The Twilight Festival is celebrated as a recognition of the mysteries and wonder of magic. Beginning at sunset, in places that have strong representation either in the church or of wizards of all kinds, a dusk-to-dawn meal is openly prepared, more lavish in areas where the working of magic has borne wonders in the past year. Rainbows are often seen come the dawn.

June 12th: Mother's Blessing (Atha)

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

A Message of Faith

I would speak on the mystery of faith; for all that we understand faith as a fundamental connection to the divine, the nature of that connection is much speculated upon and little understood.

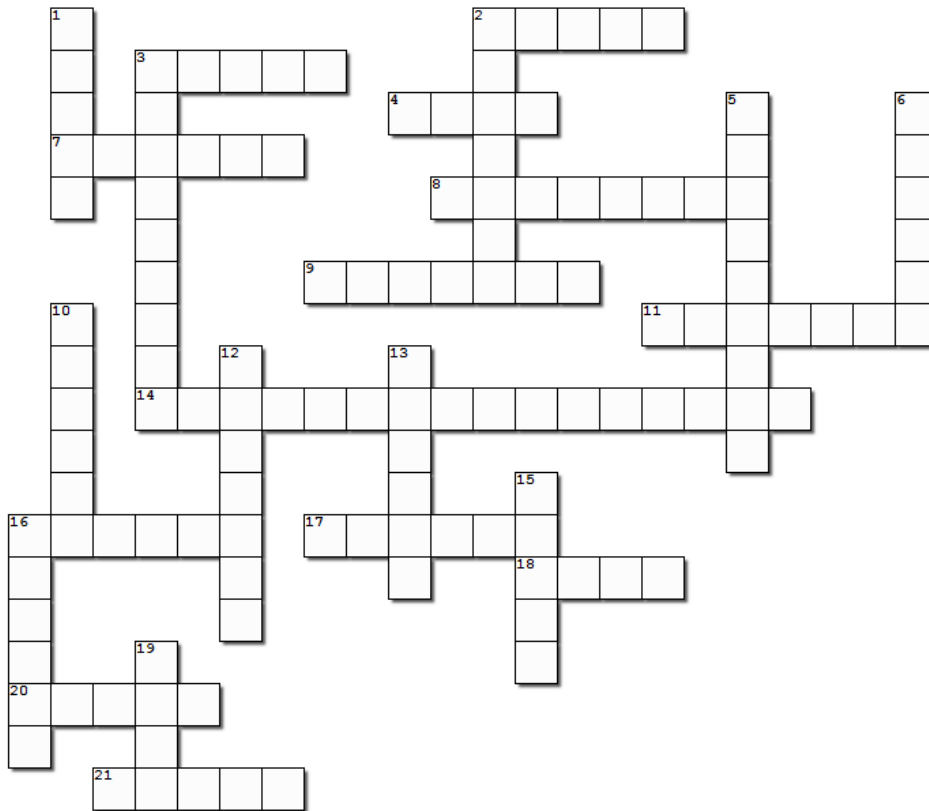
Nevertheless, it is difficult to view the miracle of faith as anything other than a mystery. We allow ourselves to wonder, to experience joy and awe, and to leave room for hope that prayers will be answered and problems resolved.

Faith has its basis in reason, yes. But there exists no true faith that does not call for an embrace of those portions of the world that are beyond knowledge. We experience faith as the nexus point between that which we know, and that which we believe.

We raise our hands in faith, and hope to receive answer.

Let us not dwell upon certainty, for mystery has room in our hearts where we have faith.

Crossword



Across

2. A hard covering
 3. A magical well wish to keep safe from harm
 4. On the head, in strands
 7. Milk gone solid
 8. Spell that heals all injuries
 9. Wood like steel
 11. Mixtures with strange effects
 14. Sasha's holiday, May 27th.
 16. Large cunning lizard

17. Magic-resistant feline humanoids
 18. A gel or slime that may attack.

Down

1. A stick with burning light
 2. Do not fight them in caves
 3. First meal of the day
 5. A doctor or surgeon
 6. The art of the arcane
 10. Protective metal or garments
 12. An oracle or seer.

13. A portable wall.
 15. Hyena-Like aggressors
 16. A more militant knife
 19. The Earth-Mother

Riddles

Riddle 1:

I am a feathered wand'rer,
 I leave a trail behind,
 I have no beak or talon,
 Often to a well confined.

Answer 1: *nep lliuq A*

Riddle 2:

A sybilant sound escapes me
 An 's' my body make,
 So should you chance to see me,
 Understandably you quake.

Answer 2: *tnepreS*

Riddle 3:

I hold the longest days,
 And I mark the shortest nights;
 And the fields are green and grassy,
 All thy pastoral delights.

Answer 3: *remmuS*

Riddle 4:

I have four brothers,
 Point, longest, love,
 And also pink,
 Within a glove.

Answer 4: *bmuhT*

Riddle 5:

The beginning of Eternity,
 The end of time and space,
 The beginning of the end,
 And the end of every place.

Answer 5: *'E'*

Riddle 6:

My roots grow deep,
 White crown is high;
 But scale and fall,
 And you shall die.

Answer 6: *naitnuoM*

Room to Grow: Yorik Construction

In an effort to keep you informed about construction and growth in our community, the Adventurer intends a bimonthly column that will update on the status and needs of existing construction projects, and of potential upcoming projects that townsfolk can become enthusiastic about and work toward completing.

Construction Project: *The Reconstruction of the Duke's Estate in Yorik*

Status: Complete

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

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

Status: Underway

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

Progress: At time of printing, this project is about 60% complete.

Construction Project: *Repair and expansion of nearby roads*

Status: Underway

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

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

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

- **Farm Rebuilding:** Given the dangers inherent to the local roads, shipping in food from other towns in the barony is less feasible. Rebuilding our farms should be a priority.

- **Rebuild the Old Mill:** The main structure and mechanisms of a mill that predates Yorik's founding, still stand by the river that feeds the Yorik town creek. Rebuilding this mill will bring in trade from out of town, and enrich our citizenry.

Creature Feature: Giant Worms

The Adventurer seeks to highlight a few of the strange creatures that adventurers may find in their travels, so that people can better learn about them before they get jumped. In this article, we will discuss a common threat in the Lakes Region, giant worms.

Our farms would be in sorry shape without any worms, which break down compostable materials. However, **giant worms** of various descriptors can prove a threat and a menace, and so we will explore them in their different incarnations and types.

Perhaps most familiar to adventurers are **night worms**, large blind white or pale beige worms that are often found in caves or following battles. These worms are necrovores, eating the dead and processing them into soil.

Night worms are resistant to most types of damage, and immune to most magic. They lash out with long powerful tongues to deliver blows that, while not hard, can penetrate even the most resilient armour.

As they are blind, night worms in combat are attracted by sound, and

they have great difficulty perceiving quiet individuals.

Night worms may on occasion have treasure in their gullets. As they are only able to digest organic matter, this treasure is often rusted and pitted coinage, although jewelry and gems have been found.

Similar in appearance are **Crypt Crawlers**. Crypt crawlers are large, heavily armoured worms that, while they are also resistant to damage, can be more readily injured with heavy blows or attacks that penetrate armour.

Crypt crawlers are typically found within tombs and crypts (hence the name), but may exist in any underground space.

Unlike night worms, Crypt Crawlers are actively aggressive, and have a paralytic venom emerging from a barb on the pseudopods with which they attack.

Both **night worms** and **crypt crawlers** are extremely tough, but slow moving. If they down a foe, they do not discriminate between existing carrion and newly made – so fighting is always a risk.

Comical Strip: Dungeon Buddies



Recipe of the Month: Apple Strudel

The last of the winter apples need using up and a gnomish pastry seems to be just the job. Goes well with coffee – or tea – and good company.

- O Freedman

Ingredients

6 Sheets Phyllo pastry
3 apples (peeled, cored and diced)
1/4 cup white sugar
1/4 cup brown sugar
1/4 cup raisins (which have been soaked in hot water for 5 minutes and then drained)
1 Tsp grated lemon rind
1/2 Tsp cinnamon
1/3 Cup (approx) melted butter
1/3 Cup (approx) fine dry bread crumbs

Completely thaw Phyllo pastry if frozen (takes at least 45 minutes)

Finely slice or chop apples. Toss with sugar, raisins, lemon rind and cinnamon. Set aside.

Unwrap Phyllo dough carefully and remove the 6 sheets needed. Unused phyllo can be re-frozen. Cover with damp cloth when not using or it will dry out.

Place 1 sheet of Phyllo on a damp tea linen or cotton tea towel. Using a pastry brush, brush the top with melted butter. Sprinkle with about 1 tbsp of the dried bread crumbs. Place the next sheet of Phyllo on top and repeat the butter and bread crumbs.

About 2 inches (5 cm) from one long edge of the pastry, spoon the apple mixture in a strip about 3 inches (7cm) wide, leaving 2 inches free of filling at each short end. Carefully roll up, jelly-roll fashion, starting at the long edge nearest the filling and tucking in the ends.

Place on a raised edge cookie sheet that has been lined with parchment paper, seam side down; brush with melted butter. Cut 6 to 8 slits in the top.

Bake in 400 °F over for 30 to 35 minutes or until crisp and golden. Cool about 15 minutes and then dust with icing sugar (put some icing sugar in a strainer and rub with a spoon). Serve warm or cold.

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.