

The Yorik Adventurer

Ab inconvenienti

October, 2019 A.T.

Mites – And Those Affected - Disappearing

Sources report a sharp decline in appearances of the small magical mote-creatures known as mites, which register to detection spells as being both celestial and infernal. Although their exact nature and origins are unknown, they are strongly associated with recent piercings of the Curtain in the Yorik area.

The mites, which individually seem to serve as a nuisance and hazard, have the ability to inflict themselves upon living mortals,

with possession-like properties on those so afflicted. They may be surgically removed, but at present, no magical means has been found to remove them from an afflicted mortal.

More concerning than the disappearance of a recent pest is the fact that those affected by the mites' possession properties are *also* disappearing. Mites found in homes or items seem to be having an impact on those who possessed those items or lived

near a mite infestation.

At present, it is unknown whether those who are vanishing as a result of Mite Affliction are capable of returning. Those who have any information or believe that they might be similarly endangered are encouraged to speak with authorities. If you believe that you know anyone who has succumbed to this, please report it to the Town Guard, so that a list of the vanished can be compiled.

'Abomination' Conspirator Gives Tip-Off

Long-time residents of Yorik may recall the 'Abomination', a creature both undead and infernal, crafted by clerics of Iccula, Stasa, Blythe and Kazzok in some ages past. The Adventurer has received word that another attempt to create a similar creature has begun somewhere in the region.

One of the conspirators, who was willing to give some information upon the condition of anonymity, has revealed these plans, and stated an intent to turn King's evidence on their compatriots.

Although this may seem like an odd betrayal, it was explained that it stems from having overheard intentions by one of their confederates to murder the rest of the conspirators with the use of the Abomination once it is completed.

The Adventurer urges anyone with information about the possible location of this project to contact the authorities. Such a creature could be difficult if not impossible to control or destroy, and in the hands of someone willing to murder even confederates, the danger expands exponentially.

'Birdlike' Spirits Spotted in Region – Curtainborn

Local residents have seen strange, bird-like creatures or spirits in the area of Yorik, distinct from any identifiable species yet noted. These strange beings have not specifically declared their intention to good or ill, but as the season turns inexorably closer to Terror's Breach, it is difficult to be entirely unconcerned.

Local curtainborn have apparently seen more of these creatures, with the largest number recently reported spotted a two to three weeks ago. The creatures appear to be reclusive, and may be benevolent.

Regardless of what we are able to determine, caution and care around a new species is to be advised. If they are a heretofore unknown strain of mortal such as ourselves with a closer connection with the spirit world, we would do well not to alienate them. If instead they mean harm to the local residents, it is best to determine their abilities before engaging.

Anyone who spots such creatures should tell the relevant authorities. As always, those who wish for peace must take every precaution, the better to withstand aggressive acts.

Strange Construction Project Baffles Locals

A large building project has begun in the open lands near the town center of Yorik. The construction, which appears to have begun only now as snow threatens each night, is being undertaken by local labourers who do not know the nature of the building under construction.

Although local speculation has theorized that the construction is in fact an additional guard house intended to house more troops in case of crises similar to the ones recently experienced in the region, exclusive investigation by the

Adventurer has shown this not to be the case.

Although the local labourers were willing to speak with the *Adventurer*, none of the available workers knew the identity of their patron, referring to them only as 'the boss'. As there has been no sign of interference by the guard or military forces, in what appears to be the construction of a fortified building, it seems reasonable to assume that this construction is occurring with the tacit permission of the local gentry.

As far as why the construction has begun so late in the year, when there is little chance that it will be completed before snow and ice make their annual appearance in this area, no answers seem immediately forthcoming.

One thing for certain is that this project is shrouded in mystery. From the identity of the motive force to the ultimate purpose of the project, anyone who knows has failed to speak up.

More information will be provided upon this situation as it develops.

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)

The night is long. Walk on. The only way out is through, and the only way through is to keep moving. You will face moral challenges as you thread your current path, and the consequences will be greater than hurt feelings, for failure *or* success.

The Harp (Jan 29th – Feb 27th)

Look for those of like minds and sympathetic properties. You may receive help from an unexpected quarter, but only if you leave yourself open for assistance. There is an unspoken strength in remaining aloof, but it may undermine your actual strength if you do not exercise sound judgement.

The Fount (Feb 28th – Mar 30th)

The leaves are turning colour, and it is the season of change – prepare to change with it. Remember that a single note held forever is noise, and that it is only when the tone changes and the pace varies, that music issues forth. Beware demons of all sorts – for they promise much that interests them little.

The Dice (Mar 31st – Apr 28th)

There are rules that will apply to you only if you permit them to. Decide what

you can live without, and be prepared to sacrifice it. The waters ahead are rough and uncharted, and it may not be possible to make it through unscathed.

The Arrow (Apr 29th – May 27th)

Bounty may flow into your life if there is room for it this month. Following the paths of others can enrich you, but striking your own path raises your risk and reward together at once. The walking dead threaten to end your own life; beware!

The Stone (May 28th – Jun 25th)

Better a single truth than ten thousand lies that exalt us. Beware of flatterers; they seek to use your pride to move you where coin or persuasive speech could not. Eat, drink, and rest when you can, for the day will not pause when you are ready, so your opportunities for leisure must be taken as they come.

The Coin (June 26th – July 28th)

The wisdom that is given for free by someone who gains nothing by giving it will carry you further than the wit of someone struggling for a paycheque. Ghosts will haunt your steps, whether genuine specters or the sins of the past revisited upon you. You owe them only what you promised to pay them, but just because a debt is internal does not make it false.

The Spade (July 29th – Aug 30th)

Nose to the grindstone, shoulder to the wheel! It is important that you not only be diligent, but also cautious; your actions may have repercussions beyond the immediate, and a tiny flaw in a delicate or sensitive piece will have

more than occasional opportunity to reveal themselves and make a nuisance in doing so.

The Blade (Aug 31st – Sept 27th)

Forgiveness is the measure by which you will be marked this year. It isn't necessary to forgive everyone, or even anyone, but the decisions that you make in this capacity will define you in the eyes of someone important to you. Your lucky number will be fives – boons and woes will arrive fivefold, because 'lucky' does not presuppose 'good'.

The Mask (Sept 28th – October 31st)

There are shadowed places in this world that are made so not by vile deeds or dark intentions, but through simple neglect. Giving remedy to the pains that bring them about will be a benediction to you this month, if you give such efforts your all.

The Shield (Nov 1st – Nov 29th)

Quest for that which is important to you, because the things in your life worth having are worth fighting for. There is a shadow that moves in your wake – do not let it constrain you, but know that your actions will determine its own.

The Hearth (Nov 30th – Dec 30th)

The pains that you put into making friends will grow those friendships you care about. Lend an ear to someone who's hurting, tell a joke, tell a story, or sing a song; the world rejoices as you share with it who you are and what you hold to be important. Lucky number is three.

Yorik: A Newcomer's Guide (pt 2)

As Yorik may be a hostile place, we here at the Adventurer want to give everyone the advantages we can. Columnist Mist was busy this month, so I'll pick up some of the work. - O.

So you've made it into town, and you've started to hear stories. Strange and wondrous sights, incredible experiences. How do you get involved?

The truth of the matter is, it can be incredibly daunting. Some of the people you will encounter may be known to you as heroes of the realm, sung of in tales

and song! Destiny has a way of finding people in Yorik, and giving them a good shaking up.

Happily, many of these people are friendlier than you might imagine!

They may have weighty responsibilities, daunting reputations, and perhaps even an aura of menace, but the fact is, Yorik is a small town with big responsibilities.

The best way to find friends is to be a friend.

Not in search of some kind of material assistance or a leg up getting involved in some of the adventuring shenanigans, but really

and in truth. Extend some trust, and you might find more trust being extended to you. Help people when they need it, and you may find you come to be relied upon.

We work best when we work together, and many of the people who have lived to become legends know that better than anyone else. No one is good at everything – even the biggest heroes need help. Find something you enjoy, and get good at it! You never know when the most arcane skill (that is to say, obscure) might come in handy!

Finally, the best way to get involved in adventures is to look for them. It can be as complicated as joining up with some friends and looking for trouble, or as simple as joining in a community card-game or project! Here in Yorik, there's always more than meets the eye, even when we're unwinding.

Hopefully, you'll find your way into the amount of trouble you're looking for, but more importantly, hopefully you'll make some friends who will stand by you when the chips are down. We're all in this together.

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.

Large floppy hats predicted to be the next 'big thing' in fashion in the major cities. Feathers for accent considered very stylish.

*

*

*

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.

Strange lights and sightings in the forest suggest the presence of some form of spectral creatures. Anyone with more information is urged to speak with the *Adventurer*.

Portents: the smell of burning Elder in dreams. Visions of a man burying something by moonlight. Tea leaves in the shapes of a dog, a chalice, the moon.

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!

**Have you ever looked at someone, and thought
“That guy would look better hanging upside down from a tree!”?**

Want to be able to say 'someone stealing from my chest is in for a rude surprise'?

Maybe you just want to get all of your friends drunk, with a single cloud of intoxicant!

LOOK NO FURTHER!

CRACTUS, the MASTER MECHANIC, here for all of your tree-hanging, surprise crossbow to the face, suddenly drunk party* needs!

*Intoxicant sold separately, some restrictions apply

Editorial: The Weight of Death

Here in Yorik, we have an unusual relationship with death.

We see violent conflict far more often than many people living in more 'civilized' parts of the country. We face monsters and bad actors who, although they may simply be following the path they believe to be best, we must face in mortal combat, because if we do not kill, we will die. And we might be getting a bit cavalier about it.

There are a great many of Yorik's residents who have required a Life spell or potion in the past few years. Once back on their feet, many of them are expected to go back into the fray, with the weight of their recent passing still pressing upon them.

Remember that death can be traumatic, and that your physical body isn't the only part of you that needs maintenance. Some draw strength from faith, and others

from friends, but all of us need to remember that we can support one another and rely on one another. If the weight of the world rests on your shoulders, remember that we can share the load.

We are fortunate. Death isn't always the end. But when we treat ourselves as disposable, or when we let the accumulation of our worries weigh us down, we are taking injuries that a spell can't fix. Take care of each other. We're the only ones who can.

Oren D'vann Freedman, Editor

Matters of Faith

Holy Days Just Past

October 15th, Harvest Song
Now passed, Harvest Song brought with it the observance of the harvest, and a few private masques that were attended by friends and family. It is good to bear with us the memory of beauty as we move into a stark and often unforgiving time of the year; the memory of this will give us strength in what may prove to be difficult times to come.

October 31st, Terror's Breach
We may not yet have seen all of the fallout from the Breach. The world turns toward darkness each Breach, and the consequences of this turn may yet not be fully realized.

Be careful. Watch out for one another. There is no night, however long, that lasts forever, but a great many evils may be perpetrated before dawn comes.

Keep your head, keep your sense, keep your weapon close.

\Forthcoming Holy Days

November 5th: Curtain Watch
A roaring fire or hearth is considered fortunate upon this day, regardless of the outside temperature. Gifts of wine or coffee are considered lucky, particularly when given to Clovis' faithful. Children born upon Curtain Watch should be brought forth to the clergy of Clovis for blessings of protection upon this holy day of their church.

December 21st: Kell's Embrace
Very little is known about Kell's holiday or the practices of His faithful, but common folk-superstition holds that a secret written on vellum buried in untrammled land upon nightfall upon this day will remain secret for a year and a day. If any priests of Kell are known to a person, a large gift of gold is probably a polite and customary gift upon this day, as well as allowing them to sleep as late as they wish, greeting them in the morning with coffee and sweetrolls.

A Message of Faith

Your decisions matter.

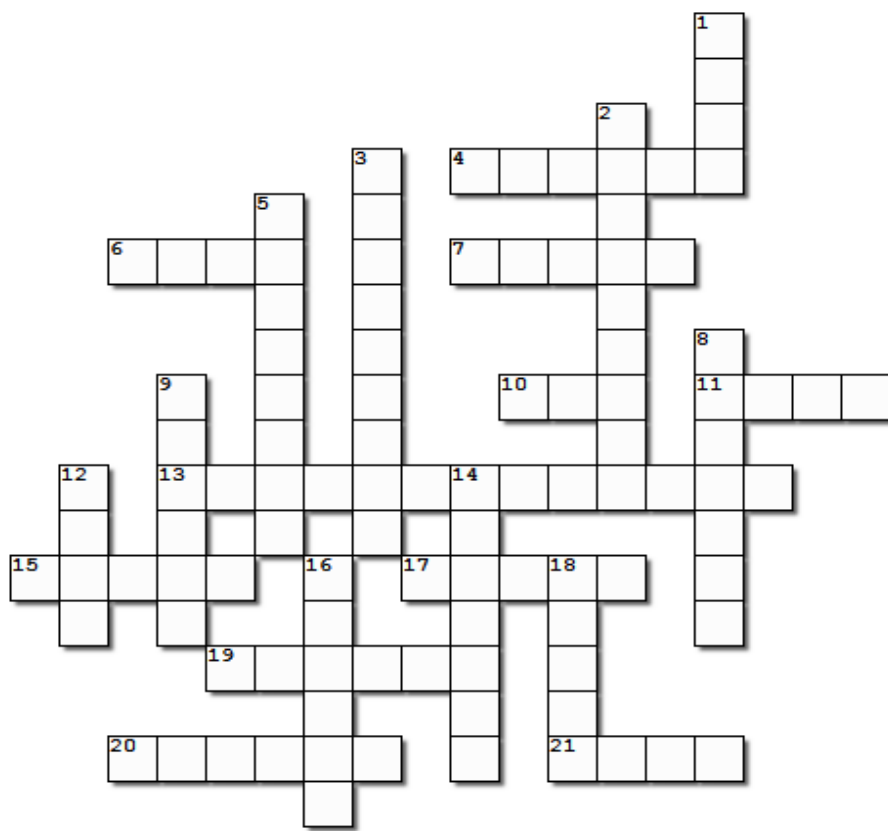
Three simple words, and yet they are true and important. Who you choose to be matters. What you choose to do matters. We cannot decide what we will be, because so many of those decisions are sculpted by our environment and the circumstances of our birth.

But we can decide what we *want* to be.

As a seer, I can speak from solid experience when I say, your fate shifts depending upon the decisions that you make. If you declare that something is important to you, that you will stand by that thing and fight, it changes the threads of Fate that weave around you. And if you can change your own fate, what arrogance to think it doesn't change anyone else's.

We have to decide who we want to be, because it will determine who we are together.

Crossword



Across

4. to release from confinement
 6. a vintner's treasure
 7. the domain of darkness
 10. a drink oft interrupted by monsters
 11. to do with a god or gods
 13. October 31st
 15. wherein dreams arrive
 17. Non-monetary value of a thing.
 19. morally dirty or squalid

20. an iron skin
 21. a selfless champion

Down

1. The dreaming one
 2. A flaming horse or ill-omen
 3. violent turmoil, or a powerful elemental spell
 5. a noble house's mark
 8. a poultry bird, not goose, duck or turkey.
 9. a written missive, or fragment

12. thought more precious than silver is
 14. another term for 'stabbed with a long blade' – sounds like 19 across
 16. trade or travel demigod
 18. a fire upon a stick.

Riddles

Riddle 1:

Eat something that you do not plant or plow, for if you plant it, neither shall it grow nor anything else besides.

Answer 1: *tlaS*

Riddle 2:

It bears a golden head,
 And it bears a golden tail,
 But never has it had a golden body.

Answer 2: *nioc A*

Riddle 3:

Gaze upon my face, and I am everybody; throw me to the floor, and I am many at once. Scratch my back, and I am no one.

Answer 3: *rorrim A*

Riddle 4: I guide you all around the world, but am a simple thing; where I point, many choose then to follow. What am I?

Answer 4: *ssapmoc A*

October Crossword Solutions

Across: 2. DRAGON 5. TEAR 6. SEA 7. GELRICH 10. TRUTH 12. SHIELD 14. HIDE 21. DISARMED 22. HEALTH 23. ALEXANDER 24. ASTROLOGY
Down: 1. WRAITH 3. SPIRIT 4. FEAR 8. LASTINGICE 9. COIN 11. HELLSPAWN 13. MEMORY 15. GODS 16. SYPHON 17. MITHRIL 18. BERSERKER 19. IRON

The Yorik Stumbling Players Want You!

Auditions are now open for “A Testament of Brack” a dramatic telling of the ascension of Brack, god of Law, into his divine role.

This original play is having its debut in Yorik this coming Spring, and each performer will receive a share of any proceeds realized by this performance.

Please contact the Stumbling Players if you are interested in getting involved in this production, by the end of November

Gender/Species Blind Casting

***Interested parties should contact Director Oren D’Vann
Freedman, C/O The Adventurer***

Recipe of the Month: Journeybread

I never managed to make this last an entire journey – sometimes I eat it the day after I make it!

- O Freedman

Ingredients:

1 ½ cups of flour
1 cup rolled oats
1 tablespoon of baking powder
¼ teaspoon of salt
½ cup of butter
1/3 cup of brown sugar
1 teaspoon of cinnamon
½ teaspoon honey
2/3 cup of heavy whipping cream
½ teaspoon of vanilla

Instructions:

Preheat oven to 425F. Mix the flour, oats, baking powder and salt into a large bowl. Add the butter and mix with a well till fine granules (easiest way is with an electric mixer). Then add the sugar and cinnamon, and mix them thoroughly.

Finally add the cream, honey, and vanilla and stir them in with a fork until a nice, thick dough forms.

Roll the dough out about ½ in thickness. Cut out 3-inch squares and transfer the dough

to a cookie sheet. Criss-cross each square from corner-to-corner with a knife, lightly (not cutting through the dough).

Bake for about 12 minutes or more (depending on the thickness of the bread) until it is set and lightly golden.

Let cool completely, and wrap in cloth for the travel ahead, or just to keep it out of the reach of hungry minotaurs. If you prefer a more flavourful Waybread, you can also add in more cinnamon or other spices. Enjoy!

Adventure into Advertising!

**Contact Oren D’vann, Editor, for competitive rates on advertising!
You know it works, because you saw it here!**

HALLOWS IS HERE

Are you concerned about...

*Imps making off with
your coin purse?*

*Devils bedeviling your
spellbook?*

*Hellspawn stealing your
sword?*

*Vampires vapourizing
your valuables?*

*Ghouls grabbing your
gems?*

MAYBE YOU SHOULD BE!

But now, a solution presents itself, courtesy of the Green Pony.

PHILIP'S SAFE STORAGE!

Have you ever wondered how Philip's auctions have such neat stuff in them?

How does he stave off thieves, robbers, bandits, and sneaks?

What's his secret?

IT'S A SECRET! THAT'S WHY IT WORKS!

*For a mere 1% of the value of the stored goods, Philip will keep your goods safe
for you, while you're off saving the day.*

***YOU AREN'T BUYING STORAGE.
YOU'RE BUYING PEACE OF MIND.***

*It doesn't matter if you store your purse in your spare boots, under your
mattress, or under a loose floorboard. If you can think of a place to hide your
valuables, **THEY CAN TOO.***

*Maybe it has sentimental value. Maybe you won through skill of arms or
cleverness, or luck. Maybe you worked on it for months, and maybe there are
months of work left to go.*

You don't want to risk it.

Don't think of it as an expense.

Think of it as a savings.

***THE TREASURE YOU SAVE
COULD BE YOUR OWN!***