

# The Yorik Adventurer

*acta deos numquam mortalia fallunt*

November , 2023 A.T.

## Dracolych Pulled From Sky By Adventurers of Yorik

The menace of the dracolych has finally been vanquished, with teams of adventurers bearing hooks and strong rope pulling the creature from the sky.

Forced into the area of the Yorik tavern, the Green Pony by its fellow dragons, the dracolych was forced to land, where it was set upon by the adventurers of Yorik. In this time, it was hooked by grapples, contributed to the cause by the foresters working in the area in and around the town.

Although initially able to take off, subsequent attempts to restrain the beast were successful, as teams of adventurers held the lines while their fellows assaulted the undead dragon.

Three times, it sought to escape the adventurers by taking to the air, each time forced down by the combined strength of the brave adventurers on the lines. Strikers and warriors of great strength, legend and acclaim then proceeded to make good

upon the opportunity provided, and struck mightily against the felled beast.

In the end, the dracolych escaped the lines not through force of strength but by ripping out its own ribs upon which the lines were anchored. It was able to fly only a short distance, before it was brought down finally, and then felled.

Though adventurers sustained grievous wounds in the battle, none required resurrection.

## Dragon Fight Masks Wicked Raid: Tavern Thefts!

A crime was committed against residents of Yorik during the events leading up to Terror's Breach this year. During a massive fight that occupied a great many resources and almost the entire personnel of the town, some ruffians came into the tavern and took a number of unguarded goods.

This has been a blow both to town morale and to the trust of citizen with citizen. It should be noted that these thieves never seem to target the apparently quite rich evil clerics that regularly send undead and demon

forces to harass and annoy our citizenry.

*The Adventurer* is putting out a plea for the return of these goods. The items were only available for theft because their keepers had put the good of the settlement above their own personal interests. The theft of these items may disincentivize the so-called 'heroes of Yorik' from further grand deeds.

Anyone with information about the whereabouts of these items are asked to speak with our town guard at soonest convenience.

## Town Node Function Restored: Mage Guild

The efforts of the mages of Yorik have returned the desired result; the node, previously only working at a partial capacity has now been restored to full working order.

Cursed by a town of attacking clerics of Kazzok to pass energy directly to their patron, the town node was disabled by the Mage Guild in an effort to prevent this flow of energy. Efforts to subsequently restore the node led to it working at only partial capacity. *The Adventurer* has learned that this is owing to a strange Kazzokian

artefact that had been buried within the soil of the node itself.

The artefact destroyed, the node is now once again functioning at its normal capacity, restoring energy to mages who seek to use it for this purpose.

Settlements in Harodom have often been settled around the presence of existing nodes, and the restoration of function to the one in the Yorik town center is of great relief to inhabitants who require magical solutions or remedies for their problems. The Guild Arcane had no further comment at this time.

# Sage Advice

*The Adventurer has received a number of letters asking for advice on a variety of subjects. Several of these questions have been printed hereunder, in an effort to answer this both for the asker and for the good of the community.*

**Question: Recently, a friend expressed that they were stressed from the weight of the regular threats and problems that face our community. How can I help them?**

**Adventurer:** Your friend's concern isn't wrong; it would be easier to give comfort if the threats weren't real, but we do regularly face threats that, if not existential, at least may

threaten the continued prosperity and viability of our community.

Stress and depression in the face of consistent struggle is a normal and natural reaction.

There isn't an easy answer, but it can help to know that you're not alone when feeling these feelings. Tell your friend that you understand, and maybe try to invite them to open up to you if they're struggling. You can also invite them to a social event or activity that has lower stakes – a breath of fresh air can really help shake out the cobwebs.

**Question: I'm new in town and wish to seek my fortune. How can I get started?**

**Adventurer:** Yorik has a great many successful and wealthy inhabitants, but a lot of this took some considerable time to start up. An important thing to remember is that no person is an island entire of itself; you can best succeed by working with others.

Prosperity is a funny thing; a party that happens the best when everyone is invited. Trade and wealth accrue not when money accumulates, but when it continues to move. If you wish to seek your fortune, learn to build on the skills that you have, and to work to leverage those skills with friends and allies.

*The Adventurer will answer further questions posted (theadventurerfa@gmail.com)*

**The Fever House of Stelton** is demonstrating an **Advanced Surgical Procedure** for the education and erudition of residents of the area.

See a severed limb re-attached by a skilled master physician. Attendees over the age of majority only please.

*3c admission, showings every Tuesday at 3 P.M.*

## 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>)

Stretch beyond the familiar! Trying new things can help you to remain active and vital even in the dead of winter. The new year is a great time to try a new hobby, and you may find that you reap unexpected benefits from trying things that may have not appealed previously.

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

Even if you would hold your heart in armour, find people around whom you feel safe doffing those protections. Being constantly on guard for betrayal will distance you and leave you feeling cold and alone, even if you have many trying to find their way in.

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

You see the most in the world in what you seek within it. If you go looking for the ills of the world you will unquestionably find them – the question is whether this contributes to your happiness, or to your woe. Do not forget to rest and hydrate. Lucky numbers 4, 8, 12.

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

You may often get lost in doing something that is important if you do not take care to rest and recharge regularly.

although this can mean that you accomplish some tasks with more alacrity, it also means that you are more likely to suffer from burnout. Trust is a rare commodity – find someone that you trust and ask them to remind you.

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

**The Shroud** will have useful insights for you this month. Do not be afraid of old challenges that previously defeated you – much as the same man cannot enter the same river twice, you and the challenge have both changed in the intervening time, giving you hope.

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

A kindness extended will return to you in the next month. Remember that both your good and wicked deeds will often be revisited upon you; measure your actions against that yardstick, and consider what you will have to do if they have accrued interest in that time.

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

Questions will be put to you on a serious matter; consider carefully your answer. These questions will reveal truths about the asker, and in so doing, you may learn more than they do. A being in black and white will put to you an offer or challenge that you should consider carefully and likely reject.

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

Everything that you do will impact everything else that you do; no choice is made in a vacuum. You will need to consider carefully whether you can achieve your goals if your own actions are undermining them. You will have luck associated with the colour green.

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

Test yourself. You never know when you may be called upon to exceed what you had previously thought to be your limit. Continuous improvement is good, but only half of the battle; if you do not know your limits, you can neither respect nor obey them.

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

The truth is the truth; you know something that others desperately want or need. Consider what truth is to them before sharing what you know; you may find that the truth that is true to them does not map perfectly onto your own understanding, even if the facts of the matter do not meaningfully change in any way.

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

Wealth and riches may come to you if you open yourself to them. Take chances, but remember; that which is easily won is often easily lost. Lift a cup to a fallen friend or lost colleague, and listen to the advice of **The Hearth** in a challenge that is forthcoming. By doing this, you can embrace the future while still being mindful of the lessons of the past.

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

Nothing comes of nothing. The greatest works in the history of Ariel have spun out from the toil and cunning of those who worked to make those things happen. In the coming season, lay down the ground work to make the coming year the most productive that you have yet had. Your fortune may be won or lost in a game forthcoming; know when you play.

# Case Study: The Lesser Infernal

*In many ways, the term Lesser Infernal is not accurate. A 'lesser' infernal is more powerful than any infernal type that may be easily summoned forth by way of arcane or divine battle magic.*

A **Lesser Infernal** is a being from beyond the curtain capable of working potent divine or arcane magic. Those that have taken on a god as a patron will often work powerful divine magic, and may have had their shape or nature changed by the nature of the god that they serve. The majority of Lesser Infernals (as indeed with

all infernals) are in service to Kazzok, the patron of Fear and Infernals.

The term **Lesser** is used in this case to distinguish from the **Greater** infernals; powerful, spell-granting beings whose very interests are warlike and inimical to the continued survival of mortals upon our plane. Lesser infernals are powerful servitors of their patrons, or if acting independently, may be thought to be minor warlords of the lands beyond the curtain.

Lesser Infernals that serve specific gods will

often seek to advance that god's influence, portfolio and agenda within an area. Some years ago, a Lesser Infernal aspected to Fiona was responsible for a number of cattle mutilations, tearing the creatures apart to carefully itemize and learn more of their anatomy.

However, just because a being may serve a god that you may share does not mean that they will treat you gently. In the case of a powerful Athan Lesser Infernal that was called forth and animated the local flora, the unlucky summoner was

swiftly slain by his own supposed servant; he sought to restrain and task this being, who had no interest in what the summoner believed Atha wanted done.

These beings are often alien in their morality. Although they are said to be the 'ambition' of certain gods, this is a simplification; where a Celestial is a divine manifestation of the Will of a god, and can be said to have no will of their own, an infernal chooses to serve much as a mortal summoner would; then, like an ambitious mortal, works to grow that power and the patron's power.

## Community Board

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

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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.

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

\*

A short rain of gemstones occurred in Burleigh's Hollow last month, following an attempt by a local priest of Alwyn to perform a rain dance. Cries of *encore* went unheeded.

A local farmer found a beautiful intact spinning wheel in an old cellar that had not been opened since early days of the settlement. Polished and trimmed with gold, it mysteriously vanished.

\*

Portents: Lightning has continued to strike an ancient oak. Dreams of odd fingers and the colour green.

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!

**Sad with your sword?  
Got the boring-blade blues?  
Join the Wainwright Weapon Exchange!**

**ISAAC'S ARMS**  
Presents a brand new opportunity to get new weapons for old,  
guaranteed *Yorik Strong!*  
*Trust the blade with the brand displayed!*

# Editorial: A Brighter Future

The world turns into winter and the days grow shorter, the nights longer, and the landscape and hearts turn colder.

But the future is still bright.

I have heard some people opine that it is a struggle to fight in support of the status quo, because often the way things are seem to be defined by that same struggle. We fight to earn the right to fight. This is understandably hard on morale.

But I put to you that the world is turning toward day.

We can build a brighter future, not by looking at the accomplishments of the past but by looking to how we can create opportunity, prosperity, and good fortune with where we are now and the incredible expertise at our disposal.

The town of Yorik has legendary experts in any number of fields. We can set that expertise to good end by

viewing the challenges faced by our community and trying something new.

If there is one thing that we have learned, it is that the ancients did not have all of the answers. If every problem could be solved by a solution gleaned from the depths of the past, we would not find so many ancient evils buried away because they could not be readily dispensed with. We can make a brighter future – but only by looking forward.

*Oren D'vann Freedman, Editor*

## Matters of Faith

### Holy Days Just Past

*October 31<sup>st</sup>: Terror's Breach (Kazzok)*

Often considered to be one of the most dangerous times of year, Breach is a celebration among the followers of Kazzok of the horrors that can be found within the world. Frequently, priests of Kazzok meaning to spread mayhem and discord in their communities, will summon forth infernal monsters to besiege communities. Everyone else; be wary, and be careful! Be mindful of what tales of despair you choose to believe.

*November 5<sup>th</sup>: Curtain's Watch (Clovis)*

The holy day of Clovis is often marked in the lakes region with an all-night bonfire, feasting, and a vigil around locations touched with dark magic. These vigils are in place to help stave off any lingering horrors from Breach – and to ensure that the Clovite new year begins on a more positive note.

### \Forthcoming Holy Days

*December 21<sup>st</sup>: Kell's Embrace (Kell)*

Mysterious and secretive, the followers of Kell do not speak of the rituals and rites that they use to observe their patron's holy day. The layman can observe Kell's Embrace by spending time alone without telling anyone where they're going, and astrologers and theologians have been able to demonstrate that secret pacts sworn on this day have a greater chance of success.

*December 23<sup>rd</sup>: Frost's Sacrifice (Balaxa)*

Balaxa's holy day is often said to be the coldest day of the year, even if the thermometer doesn't strictly agree. Frost's Sacrifice is a complicated day; it is simultaneously a day in which grudges and grievances are given voice, as well as a day upon which succor from the winter's chill can be prayed for at the temples of Balaxa. The priesthood of Balaxa encourages donations to shelters on this day.

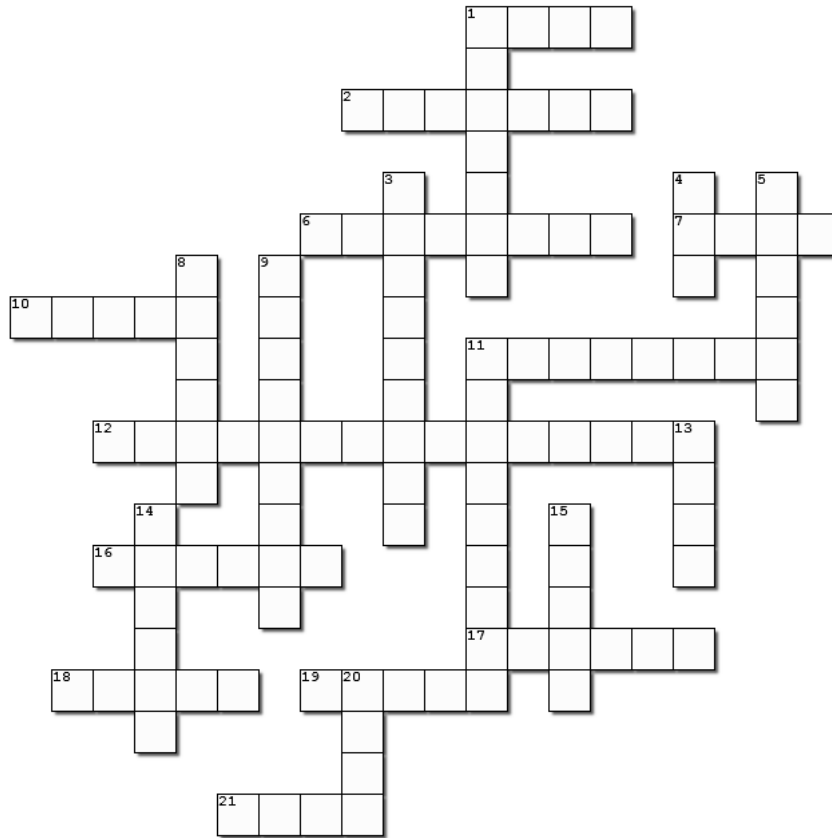
### A Message of Faith

You do not need to have faith in the gods; while the divine and their servants help to shape the world upon Ariel, there is more than one kind of faith, just as there is more than one kind of love, and one kind of hope.

We show our faith, even if it is not in the divine, in the simple acts that we do with one another. Though our trust may be undermined, would we rather that we live in a world where we act as if we can trust no one, and therefore hold no strength in that bond? Or would we rather run the risk of betrayal, but live that same life to a fuller and more fulfilling extent?

The answer to this will vary from individual to individual and person to person, but I implore you to consider this; that the world might be a brighter, happier, more pleasant place to be. If you are able to not only act with trust and compassion, but define your success by how much you help others.

# Crossword



## Across

1. A false face
2. The veil that Clovis pierced
6. The first letters of a name.
7. Alchemical armour eater.
10. A lick of fire
11. Where patients can find physicians
12. Balaxa's Day, Dec. 23
16. Lines of verse.
17. A leather sleeve for a blade.
18. A sea in the veins.

19. Charisma, or mind altering magic.
21. A plant with ears.

## Down

1. Silvery anti-magic metal.
3. All-black infernal with huge teeth that screams.
4. Acorn's parent.
5. Violin's rowdier cousin.
8. God of seas and sailors.
9. Eyeless carrion eater worm.

11. Using platns to make medicine.
13. Wickedness for its own sake
14. A brew with a spell in it.
15. Large, dog-like infernal.
20. Minotaurs usually have two; drinkers often have one.

# Riddles

## Riddle 1:

Wander the world,  
Go everyplace,  
Find where you are,  
Write on my face.

**Answer 1: pam A**

## Riddle 2:

Through the day,  
I am a sight,  
In shadows cast,  
The hour is right;  
I cannot tell the time  
At night.

**Answer 2: laidnus A**

## Riddle 3:

Whitewashed walls,  
That easy-crack,  
Under a rap or sharp attack.  
But with that rap,  
I cannot hide;  
A golden secret rests inside.

**Answer 3: ggE**

## Riddle 4:

Carried on the wind I am,  
With no two quite the same,  
A tiny fractal work of art,  
I ask you, what's my name?

**Answer 4: ekalfwons A**

## Riddle 5:

My head is quite heavy,  
In building I thrive,  
And I raise quite a ruckus,  
When my targets I drive.

**Answer 5: remmaH**

## Riddle 6:

I'm often caught but never  
hunted,  
Inside you but not eaten,  
By my presence you're  
affronted,  
By your leisure I am beaten.

**Answer 6: dloc A**

# ***The Yorik Stumbling Players Seek Actors to Perform at this Winter's Masquerade***

*By command performance, the Stumbling Players seek actors willing to take on "A Testament of Brack", a play telling the tale of Brack's ascension to divinity.*

*Performers will be awarded an equal share of any proceeds resulting from this performance.*

*Please see Oren D'vann, Editor, for more information or to sign up for casting.*

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## **The Bane of Future Generations Or: How to Become a Drakeslayer and Lose Your Dignity in the Process**

*The Adventurer is pleased to recount tales of adventure; this one, from Gaster, a relative newcomer to our community. Join us on a recounting of the most unkindest shot of all; a tale and apology in one.*

Our people, the D'shunn, are the Gods' forsaken.

The benevolence of divinity, the grace of the crown, even the light of the sun. All of these dear friends of Harodom are strangers to us. We have toiled in darkness for centuries, viewed only as monsters for the brief moments in which we were even perceived. Perhaps for this reason, a determined few of us cling to our virtues like a stone foothold over an abyss. Brutality is the tool of

those who mean us harm, and the most grievous injury our adversaries could inflict on us would be to infect us with their savagery. The light of the Gods may be beyond us, but the soul of a penitent mortal burns brighter than any star.

What I'm trying to say is that I shot someone in the balls and I'm sorry.

Combat is messy. I, and most others I know, am not above using the occasional dirty trick to come out of a fight in one piece. There are, however, strategies that do more damage to one's pride than they do to the enemy.

I believe I am in the regrettable situation of having made an enemy of dragonkind.

I would also ask you to understand that a shaking hand does as much evil as a vicious heart. While I make no apologies to the band of fire drakes who attacked the Green Pony (unprovoked, as far as I know), I do make apologies to the one specific fire drake who suffered needlessly, and to a proud and ancient people for the new generation that may be a touch fewer in number.

May your aim be truer than mine,

Gaster

*The Adventurer prints tales of adventurers and short essays by those who pursue the paths of adventure within the community of Yorik.*

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**Adventure into Advertising!  
1 Silver Piece per Column Inch**

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# Comical Strip: Dungeon Buddies



## Recipe of the Month: Fresh Shrimp Curry

*A quick egg recipe that cooks quickly and has enough spice to keep out October's chill.*

- O Freedman

### Ingredients:

2 large garlic cloves, minced or grated  
1 tsp minced or grated ginger  
1 tsp ground turmeric  
Salt and black pepper  
1 tbsp olive oil  
1 lb large shrimp, peeled and deveined, tails off  
2 tbsp vegetable oil  
14 oz full-fat coconut milk  
1 tbsp soy sauce  
3 cups baby spinach  
1 lime, halved

1 fresno, jalapeño or serrano chile, thinly sliced  
2 scallions, white and light green parts, thinly sliced  
½ packed cup cilantro leaves and tender stems, roughly chopped

In a mixing bowl, mix together the garlic, ginger, turmeric, 1 teaspoon salt, ½ teaspoon pepper and the olive oil. Add the shrimp and mix to coat well.

Heat the vegetable oil in a large skillet over medium-high until shimmering. Add the shrimp in an even layer and

cook, undisturbed, for 2 minutes. Pour in the coconut milk and soy sauce, stir to combine and turn the shrimp. Raise the heat to high and adjust it to maintain a simmer (avoid bringing to a boil), and cook until the liquid is slightly thickened and shrimp are almost cooked through, stirring occasionally, about 3 minutes. Stir in the spinach in batches until wilted.

Remove from the heat and squeeze in the juice from a lime half. Adjust seasoning with more lime and salt as needed. Top with the chiles, scallions and cilantro.

## 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.**

Would you believe that for the **auction** to be held during the **Masquerade**, Phillip arranged for **twenty elephants** to bear the weight of his merchandise?

It didn't happen.

But the sheer volume in **amazing auction items** would have made it well worth it!

**Thrill** at the astounding value!  
**Gasp** at rare luxuries and arcane magicks on offer!  
**Stand in silent, rapt amazement**  
at all of the incredible goods, all in one place!

**An auction this great comes along once in a lifetime, sometimes never!**

Saturday, January 27, 2024 AT  
Don't miss it.  
**Bring your coin!**

## Tale for the Table: 'The Greatest Imp Ever Saw'

*This tale comes to us by way of townsfolk Azure. It has been published in the form submitted and not verified for factuality.*

Long ago... in terms of a fly's lifespan... 4 bold adventurers wandered the woods with rumor of a great imp wandering the wilds. This being the day of the breach they feared a great incursion to arise if this imp of wonderous stature would go unstopped.

After a great many minutes passed, they came upon this imp and what an imp it was. With teeth as sharp as daggers that were as sharp as a common imps' teeth, and wings as wide as an imp sized albatross. This imp stood formidably before them.

This Imp let out a mighty cry that would rival the cry of any average imp. And these brave adventurers stood their ground. "We are here demanding a wish from you all powerful imp" One of them spoke "if that's alright with you of course"

The imp simply stared at them with piercing yet oddly attractive eyes. Eyeing them up and down as if it were an imp eyeing up and down four adventurers...

"What is your wish that you ask of me?" the imp asked coyly.

The young and dashing non-conventionally attractive curtain born walked forward.

"I who is made of Chitin and goo wish to be made whole so that I may know what it feels like to have a heart beating in my chest."

"Then hold out your hand and touch mine and it shall be done..."

The extremely dashing curtain born stepped forward and touched the imp's hand.

Instantly magic flowed forth and compelled the unbelievably stunning curtain born to follow the imp.

"I feel it I am whole again here cut my arm and see the bone that is inside." they said.

The imp began to strike the Strikingly gorgeous curtain born and so true did the blow expose flesh and bone just as if they were human, elf or gnome.

"My wish came true!"

And at that the 4 adventurers jumped the imp and sent it back to its home safe and sound.

And thus ends the entirely true story (not peer reviewed) of the greatest imp and how Curtain born everywhere received their flesh and bone!

*The Adventurer prints both verified and fanciful tales of adventurers, as well as short essays and creative works. Submit at the sign of the Print Shed, near the Ducal Estate.*

*(theadventurer.fa@gmail.com)*