

The Yorik Adventurer

quicquid coepit et desinit

November, 2024 A.T.

Natural and Supernatural Disasters Rock Yorik

A series of apparent natural disasters, including but not limited to whirlwinds, wildfires, and earthquakes have recently rocked the town of Yorik, in the barony of Yorik.

The area of impact seems to be limited to the area immediately surrounding the town, and correlates strongly to threats made by the supernatural entity that has identified itself only as “Desolation”, after being freed from a container that was found in the Undercity.

These natural disasters, whatever their cause, could hardly come at a worse time. The node, center of arcane activities in Yorik, has been acting erratically, similar to how it behaved after it was impacted by servants of Kazzok last year.

As well, local churches have reported that while their shrines still function, the buildings themselves no longer seem as tied to the power of their respective deities as usual, another unsettling trend.

Whatever the cause of these strange phenomena, one thing is for sure; the ‘natural’ side of these disasters implies a greater involvement than some Kazzok infernal alone could muster. The gods Callis (god of fire), Atha (god of the earth), and Alwyn (god of wind and storms) are known to jealously guard their domains.

If anyone uncovers more substantive information pertaining to these impacts, please inform the local guard.

Tremendous Bardic Ritual Performed: Town Involved

A ritual in service to the goddess of tales and dreams Bard was undertaken by local priests of that divinity on Saturday, October 5th. Heroes and townsfolk turned out in a large group to share stories of heroism, personal growth, and allegories for important lessons that they had learned through their lives.

As well, small sacrifices of material goods, in the form of meaningful items and some items of mystical significance were given up to Bard in the hopes that they would help to reinvigorate and recharge the powers of a servant

of Bard that has been active in our area.

In addition to helping to mark the holiday of Dreamer’s Wake, and thus bringing our community closer together, the ritual is also reported to have had strong mystical significance as well.

Long-term residents of Yorik will recall that the holiday of Dreamer’s Wake marks the awakening of Bard from an eons-long slumber, ended through the actions of heroic adventurers in our community. This marked the return of the goddess to our pantheon.

Light and Darkness Scatter Yorik!

Strange beings of both light and darkness caused chaos in Yorik last month, as local adventurers were forced to scatter into the surrounding forests to regroup and form a defense, and to plan a counterattack. This came after a month of growing natural disasters centering around the town, a possible cause of these creatures arrival.

Reports indicate that the entities in question were attracted to strange fields of energy appearing around the town of Yorik and the surrounding fields, also manifesting following the recent earthquakes. Eyewitness

confirm that the entities, apparently attuned to mystical light, were not aggressive unless provoked, but drawn to these pools of energy. Coming into contact with the pools, the creatures appeared to draw power and shift into aggressive shadows, attacking any nearby.

Due to the number of these foes, the heroes of Yorik were forced to retreat. Although at least one casualty was noted, The Adventurer is pleased to report that the combined forces of Yorik’s defenders were able to drive back these odd creatures, and revive the fallen.

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: What sort of paperwork does the kingdom manage?

In Harodom, the once-common practice of having citizenship papers held at all times by citizens has now fallen from fashion. Depending on the barony, duchy, and town, some papers may still be managed by the kingdom.

Traveler Papers are documents provided by the kingdom stating that

a citizen or yeoman is a resident of an area in good standing, with no outstanding warrants for arrest. Although Michian does not require traveler's papers in order to cross at the border, other neighbouring lands may do so. Traveler papers have a resident's name, physical age, and a short description. These papers usually have an expiry date.

Writs may be issued by the kingdom, duchy, barony, or land, in circumstances in which they are appropriate to do so. Writs vary considerably depending on the permitted behaviour.

Contracts are more often lodged with a relevant church or guild hall, but in

some circumstances, a local court may hold a copy of a contract for enforcement purposes.

Deeds of Land are documents that confer some privileges of land-ownership or stewardship to the bearer. Depending on the deed, this may include the right to mine or harvest timber from the area as well.

Letters of commendation are issued to persons who have excelled in heroic or military deeds.

These are just the most common documents that are handled in most areas. In some regions, or for some specific purposes, processing fees may be applied.

Time is running short – only two months to Terror's Breach!

Get your orders in today!

Made *Yorik Strong*, Isaac's weapons are reasonably priced for the adventurer on the go!
"Trust your blade to the brand displayed!"

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 mist that obscures the near future for your fate, suggesting that there are decisions that you will have to make in the near future that you do not yet fully understand. Beware of strangers offering deals that are too good to be true – for their true price may be dear.

The Harp (Jan 29th – Feb 27th)

Let the land sing of your noble deeds and the world triumph at the example that you set. If you have kept good works that you have undertaken a secret, it's harder for others to feel emboldened by them. Do not be overproud, but do not let humility starve legacy.

The Fount (Feb 28th – Mar 30th)

An issue of memory will plague you in the near future. Be careful to mark what you know upon your diary or calendar, and do not let small details escape you. Failing to take appropriate care may lead to a costly mistake, or a social blunder that may take more time and energy than you have to recover from.

The Dice (Mar 31st – Apr 28th)

Do not wait until the iron is hot to strike, but make it hot by striking. Decisive action, tempered with care, will better

your situation and give you a chance to finally get on top of the problems that lie before you. Failing to take your chances into your own two hands may lead to others making those decisions for you.

The Arrow (Apr 29th – May 27th)

Go to places seldom seen, and drink from yet-untasted wells. The future is yours to make, and by taking some informed chances, you stand a better chance to profit by this unexplored land of opportunity. A stranger in black or red will seek to do you harm – be wary, and travel not unarmed.

The Stone (May 28th – Jun 25th)

Even the mightiest stone may grow or fall by the virtue of a persistent drip. Be wary of small but persistent annoyances – these may similarly eat away at your strength of will and self control. Not all that wander are lost – but sometimes when wandering, you may become so.

The Coin (June 26th – July 28th)

If you truly open your eyes, you will see beauty even in the deepest of adversity. This is not a call to seek out that adversity – you may be badly hurt, if those conditions that still spark beauty pose a threat to you – but this fact may bring you solace in a difficult time that is to come.

The Spade (July 29th – Aug 30th)

Be bold and resolute. You may be tempted in the near future to 'choose not to choose' on a difficult decision. All that this does is take the agency from your hands. If you choose not to choose, you will be granting that power to the first person to make a decisive choice.

The Blade (Aug 31st – Sept 27th)

Remember that steel untempered is brittle. Allow more than one source to feed you – allow more than one voice to join you in song. Taking the plurality into yourself will make you more able to deal with adversity than following just one route.

The Mask (Sept 28th – October 31st)

There is a task that you have been avoiding; undertake it or face the consequences of failing to do so. The act of procrastination will not shield you from consequence, and will not make the final act perfect; it will simply lead to you having to rush when the piper is paid.

The Shield (Nov 1st – Nov 29th)

Help your friends bear their burdens, but do not take them all upon yourself. Even the mighty need assistance, and taking on all the woes of the world will move you from being able to help others to not even being able to help yourself. The solution, if so it can be called is to work with others, but not to take on more than you are able to bear, for fear of creating more of a problem than you are solving.

The Hearth (Nov 30th – Dec 30th)

Good things will come in twos, and woes of the world will come in sevens. Although this seems dire, consider; good, more firmly concentrated, will be more good, while the woes will have to divide their forces more to create such greater numbers. Take a chance in a matter of the heart, for it is better to burn out than it is to gutter in obscurity.

Better Know a Group: The Assassins

In order to better inform the populace about the guilds and groups that affect day-to-day life in Harodom, The Adventurer is putting a spotlight on The Guild of Assassins. As with the previous article regarding the Guild of Thieves, this does not constitute an endorsement.

Although playing a smaller role recently in the Lakes Region, the Guild of Assassins has at varying times been a political tiger lurking in the comparatively innocuous reeds of international politics. The Assassins have been

marked as having a structure that resembles a Guild since at least the late 11th century A.T., coming to full force near the end of the First Age of Reason.

Although there have not been any successful finishments attributed to the Guild in terms of heads of state, they have a long and bloodied history of being the blunt object in terms of foreign affairs. Guild leaders, lesser nobles, and rich merchants have all been subject to their indelicate ministrations.

The Guild of Assassins is only the largest group

known to perform acts of murder for hire in the Lakes Region, with lesser such groups including the Society of Murder and the Ungentlemanly Order.

Recently, the guild of Assassins has been comparatively quiet. While individuals operating as targeted killers for hire have been observed, the hallmarks of a Guild Assassination have not been observed.

It is thought that this recent dwindling, welcome though it may be, is as a result of a series of overreaches by Guild assassins in the

early 2010s, causing Guild leadership to call for a moratorium on formal guild activity until such time as it became safer for them to operate in the region once again.

Guild Assassins did carry rings marking them as such for a time, but when greater scrutiny came upon them in the mid-1970's, this practice was apparently discontinued. It is rumoured that the current head of the Guild of Assassins may be a powerful infernal of some kind, meddling in mortal politics by dubious virtue of their additional supernatural abilities.

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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Consider effective means of combating nightmares, such as rubbing garlic on the soles of your feet or eating rose petals, if they can be locally sourced in this season.

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

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Travelers are warned to remain vigilant when entering or exiting Yorik; with Breach approaching, bandits are taking advantage of underprotected merchants and travelers.

Physicians and gardeners are advising against using a sachet of soil under one's pillow to repel nightmares and cryptids. It doesn't work, and introduces pests into your home near where your ear is at night.

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Portents: A tower on a broken plain. Sudden change, upheaval, chaos. A sachet of straws are unbroken.

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!

Yorik can be dangerous.
Monsters might try to kill you.
Don't put up with that shit. Get some armour.

The only cheap thing at Sunbeard's Forge is the price!

Armour so good that the smith wears it himself!
"When in duress, dress for success!"

Editorial: Be Not Afraid

The *Adventurer* does its best to stand for truth. Not because truth is beautiful – for often there are ugly truths. Not because truth is liberating, for sometimes, knowing the extent of a problem may make it seem even grander.

The Adventurer stands for truth because the only other option is to fear in ignorance.

It is our goal to seek to pass along to our readers what we learn, through reports and by

virtue of seeking. We do this in order that we might be able to share with you the tools to better the world around you.

We seek joy in the unknown, in exploration – indeed, in *Adventure*. One of the ‘Thirteen’ is ‘the stranger’, representing both the fear of other people, and the fear of estrangement from self. This as fear seems almost incomprehensible.

What joy, in knowing that we

are not alone in this world! That there are others willing to offer us perspectives we would never take, ideas that we would never voice.

What joy in knowing that since we were young, we have grown! That in future we may yet grow! Those persons are not us-as-we-are-now, but if we value who we have become, then we must also consider the possibility of joy in what we may grow into. The Stranger is a friend, and may be ourselves.

Oren D'vann Freedman, Editor

Matters of Faith

Holy Days Just Past

October 15th: Harvest Song (Arkady)

Feasts celebrating the harvest are often paired with the debuts of new artworks and masterpieces. In more rural settings, country dances are often performed – in more urban areas, galleries of art and homes of wealthy patrons are open to the populace, and food and drink are freely shared in honour of the goddess of beauty. New patronages are often pledged on Harvest Song.

October 31st: Terror's Breach (Kazzok)

The holy day of the god of infernals and terror often sees the curtain breached and infernal beings walking the land. It is not uncommon for undead, or other threatening creatures to be summoned forth as well, all in service to the Lord of Fear. Many laity will mark Terror's Breach by lighting lanterns and barring doors, and the guard and Church of Clovis are busy.

\Forthcoming Holy Days

November 5th: Curtain Watch (Clovis)

The holy day of Clovis begins at dusk, and marks a night of vigil, followed by a day of feasting. Often, people who wish to seek redemption for past wrongs, will begin quests of atonement or self-improvement on November 5th. It is traditional to gift food, drink, candles, incense, and teas to the churches of Clovis, although recently coffee has become a new traditional gift.

Winter Equinox: Kell's Embrace (Kell)

Although little is traditionally known of the mysterious god of darkness and secrets, it is fitting that the longest night of the year marks his high holy night. The rituals performed by the mystery cults of Kell are kept deeply occluded, but it is whispered that a dreadful secret, pressed into wax and then melted on this night, will form seals that cannot be broken for sending letters.

A Message of Faith

I would speak now on change and growth.

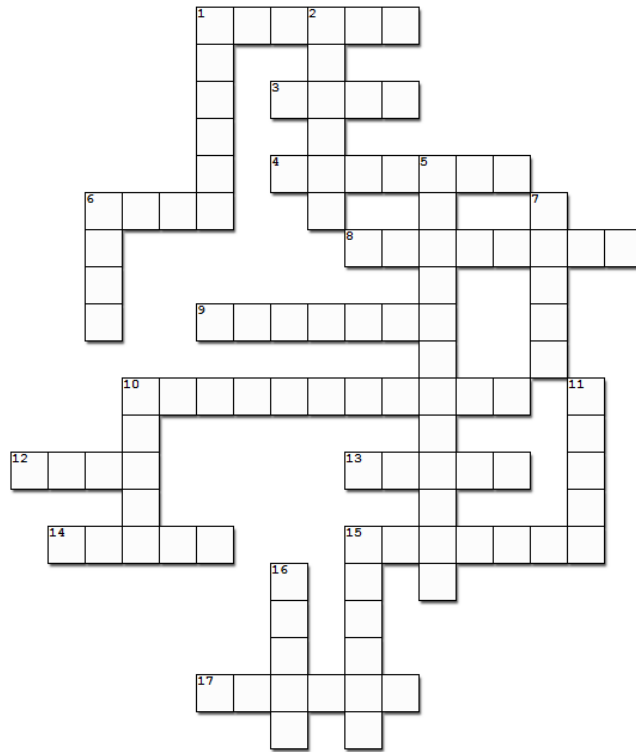
We would not say that a shop keeper that opens a shop, runs it successfully for twenty years, and eventually closes it, is a failure. Why then, are we so harsh upon ourselves?

There is no night however long that will not give way to dawn. All things in time change, but not all changes are dire.

If we are pushed to move, then let us grow by moving. If we are faced with challenges, let us bear them if we can, and see the opportunities that bearing or overcoming these challenges may yet provide!

It is easy for us to feel like, if we do not achieve a sense of stasis, if we are faced off against consistent challenge, that we are in some way failing or less than. Do not let this voice lie to you so. We are faced with challenges because we are not alone in this world, and in triumph lies growth.

Crossword



Across

1. Adding flavour to food, often dried
3. A bottle's woody barrier
4. Illness or ailment
6. A bee's tipple
8. Ritual pomp and circumstance
9. The barrier between worlds where stars were cut
10. Twice as potent as Lend Health
12. The king's house
13. Where metal is heated and shaped
14. To slumber or rest
15. A cake named for being 'baked twice'.
17. Wood shavings good for lighting fires

Down

1. A portable bullwark
2. Holy day celebrated November 5th.
5. A strength boosting herbalism
6. Yours, or where metal rests
7. The barony that Yorik is found in
10. Famously great alchemists and herbalists
11. When stars come out to dance
15. A woven container
16. Used to hurl rocks, handheld

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Riddles

Riddle 1:

I once was a grass,
Now liquid, alas,
I'll go to a head,
If you drink mine instead.

Answer 1: *reeb*

Riddle 2:

Found at night,
Shining bright;
Distant souls,
Curtain holes.

Answer 2: *sratS*

Riddle 3:

As my life passed by,
I shorter grew,
And figures danced,
When breezes blew.

Answer 3: *eldnaC*

Riddle 4:

An icy hand upon the heart,
A chill that trails the spine;
Can stop you cold before you
start,
It's Kazzok's home-divine.

Answer 4: *raeF*

Riddle 5:

I am a short phrase
That brings joy to the
destitute,
And sorrow to the well-
heeled.
Comfort and hope to the sick.

Answer 5: *ssap llahs oot sihT*

Riddle 6:

I have two heads,
You, only one,
I stiller stand, and
Faster run.

Answer 6: *ssalgruoh*

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 Expansion of the Town Guard Barracks*

Status: Begun

Overview: Town barracks are the home base and offices of town guardsmen. Completing the reconstruction of the barracks, the barracks are now being improved and expanded to better serve the public.

Progress: At time of printing, this project has begun, and is approximately 1/4th of the way to completion. Check at the local planning office to help out.

Construction Project:

Improvement of nearby roads

Status: Begun

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.

This project will make travel between the various towns of the barony easier and smoother, meaning greater access to more difficult to convey merchandise.

Progress: At time of printing, this project is about 1/10 complete. Further funding, as well as materiel and skilled labour is required in order to finish this ongoing project. Check at the local planning office to find out how you can help open Yorik up to the world.

Possible Future Projects:

A town *Granary* would allow for the farms to continue to produce large amounts of high quality foodstuffs, hardening the area against potential hardship from poor harvests.

A town *Water Mill* goes in a different direction. Rather than acting as an economic shield, it's a step into a broader mercantile sphere, where outside traders and merchants would be brought into the town by the outlying farms coming in to mill grain.

With a seized encampment complete with palisade, a town *Fort* would give a safe location for noncombatants to evacuate to, as well as giving home to troops garrisoned in the region.

Whatever our decision on a next step, these projects would help to secure our borders and make us more economically prosperous.

Tool Highlight: Axes

The Saga seeks to highlight a few of the tools useful in the business of adventuring, and how to use them to the greatest effect. This month, the handy ax gets a closer look by contributor and staff writer Dominic Blackdog.

Picture this: you are lost in the woods, the sun is setting through the branches and the temperature is dropping just as fast. Unknown enemies lurk in the dark, and with your supplies dwindling low, you have very little time to set yourself up for survival. Thankfully, you have had the foresight to bring along a tool capable of helping you acquire shelter, a fire, and defense.

Looking to deal some damage? You can choose between throwing axes, hand axes, battle axes, bastard axes, and two-handed axes, all at your disposal. As a bladed weapon, you'll find that these handy tools can benefit from a blade oil tincture - just remember to follow through on your swing.

Axes have also been used as religious items, in rituals to honour warriors. A follow of Hemulis might find favour using one, but followers of Atha should remember that she is fiercely protective of her trees.

Finally, if you're short on coin, a modest wage can be earned

as a lumberjack or sawyer, felling trees and harvesting them for their timber. With the cold season approaching, having an axe in your home will mean access to firewood, or indeed, the tools and supplies needed for home repair.

As always, the Yorik Adventurer reminds you that having a full and varied kit is the best way to maximize your odds of success and survival, since your challenges may be just as varied. That said, if you are looking for a one-stop tool for all the fundamentals of adventuring, make sure to grab your axe!

Comical Strip: Dungeon Buddies



Recipe of the Month: Nutmeg Cookies

Soft biscuits that please the mind and soul, and speak to warmer times and softer hearts.

- O Freedman

Ingredients

1/4 cup soft butter
1 1/2 Cups white sugar
2 Large eggs
2 1/2 Cups all purpose flour
1/4 Tsp salt
1 Tsp ground nutmeg
1 Tsp baking soda
1 cup commercial sour cream

Cream the butter gradually with white sugar, until light and fluffy. If you add the sugar all at once, it takes longer for the sugar to break down and mix with the butter. It is this creaming technique that makes the cookies delicately crumbed in texture.

Add the eggs one at a time and beat with an electric mixer until they are incorporated; scrape the sides of the bowl as you are beating in the eggs.

Measure the flour, salt and nutmeg and mix together. Stir into the creamed mixture alternately with the sour cream.

Drop by spoonfuls on to the baking sheets, allowing about 12 per large sheet. You may wish to place a large raisin or craisin in the centre of the cookie before baking (just decorative).

Bake in a 375 deg F oven for 12 to 15 minutes or until puffed and lightly browned. Remove immediately from the baking sheets and cool on wire racks or parchment paper. Store in a cookie jar or other covered container.

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Pursue a Career in Mining!

Miners are sought for an exciting opportunity working in Adamantine at nearby Orenstead. In addition to an overtime bonus starting at 24 hours in a workweek, we will pay for high quality tools, and training.

**The further development of Orenstead will require additional skilled labour!
Watch this space for details.**