

The Yorik Adventurer

lupus non timet canem latrantem

October - 1 , 2023 A.T.

Duke's Estate Destroyed in Attack: Infernals, Kazzok Worshipers

A vicious late-night attack on the estate of Duke Hayden of Gelrich has left his personal estate in shambles, and many household staff slain or forced to flee. In September, a large force overtook the Ducal estate, and engaged in a pitched battle, leading to the edifice falling.

Although his grace Duke Hayden and Lord Donovan also in residence, were safely escorted out unharmed, over sixty members of the estate staff were slain, and the building was

razed with torch and sword. A large Kazzok-aspected infernal claiming to represent the Fear of Death, was directly responsible for at least twelve deaths – if not more – wielding a large two-handed scythe-like weapon.

While these assailants were slain, banished back to their own dimension, or driven off, this has had a negative impact upon the proper governance of the area surrounding Yorik. Safety measures are underway to ensure that such a force is more difficult

for Kazzok's faithful to mount again in future.

Although violent, it appears that nearby homesteads were not directly assaulted in this attack. If you know of anyone that has been affected by this assault from the outlying towns, please inform the Yorik town guard.

Such attacks take coordination, resources, and troops. If you know of anyone acting strangely, or see infernals, make it your first priority to let others know.

Yorik Node Captured: Recaptured, In Need Of Tuning

In the same assault that felled the Ducal estate, the Yorik town node was captured using an unusual magical effect. This magic was intended to draw power directly from the node, and use it to feed the dark machinations of Kazzok, god of fear and demons.

Representatives of the Guild Arcane were able to disrupt this effect, causing it to collapse before much power had been stolen. However, the disruption caused by the magical interference combined with the efforts undertaken to repair the issue, have left

the energy from the Yorik node scattered and unfocused.

Consulting with experts, representatives of the Guild Arcane are now undertaking efforts to "tune" the node, concentrating the magical power that emanates therefrom, so that it will once again work with full efficacy.

If you know of any other nodes that have suffered similar attacks, it is believed that this repair will cross-apply. These efforts should be undertaken only under the supervision of guild experts.

Black-Veined Creatures Roam Countryside

Creatures marked with dark veins, including vrek, humans, and even some reported vampires, have been spotted moving through the hills and dales of Yorik.

These creatures are pretty well universally aggressive, and seem to have power and might beyond a comparable iteration of their species. However, they seem to have lost their free will, behaving extremely aggressively, and they seem to answer to the Dracolych, a monstrous undead dragon whose rampages have been previously chronicled by this publication.

If you see creatures with pronounced black veins, remember the safety tip, DOWN.

D – Don't approach! And if the creature behaves aggressively, don't let it get too close!

O – Observe! These creatures may manifest different powers, so be conscious of your surroundings.

W – Write! (or otherwise communicate) what you see to the town guard.

N – Never be afraid to disengage – we'd rather have you alive and well.

A Tale For the Table: The Necromancer's Lair

Recently, the Adventurer's Guild of Yorik has sallied forth to find out where an increasing number of zombies came from. What they discovered was truly shocking, and recounted hereunder.

A strange cellar door marked the entrance to an underground facility. Within, more zombieified minotaurs roamed, and the lock that had held the door shut for many years before had been broken, by forces yet unknown. While the adventurers were swift to find the source, they were not

the first to find their way to this ruined wizard's tower.

A long hallway with traps further impeded the party's progress. The first of the tripwires had already been activated, but it took a steady hand and a careful eye to navigate the rest of the hallway with anything like safety.

Dispatching further zombie minotaurs, they came to a strange surgery, where monstrous zombie ogre was chained down to the table. Snapping its bonds, the

zombie lurched forth, its arm replaced with a sharp-edged blade, its intent on murder.

Most horrific still was the necromancer's study, where a ghoul, crafted of a troll from a bygone era, was being drained for strange fluids. Upon this discovery, the adventurers once more did battle, though each strike corroded their weapons.

Who was the individual the preceded the Guild to the lair? Perhaps we shall yet learn.

Madam **Augusta Raventhorpe** is now offering *Spectral Soap*
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SIGN OF THE LATE MESSENGER, HOGGSPORT
C/O **Barthan Norbs, Proprietor**

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)

Oil on troubled waters can calm waves; oil around a fire can ignite. The same solution may have vastly different results depending upon circumstance, and this is a lesson that you must take to heart this month. Lucky numbers are 3, 7, and 11.

The Harp (Jan 29th – Feb 27th)

Read carefully any document that is put in front of you; the greatest sign of mastery of language is economy of language, but precision in documents of import can make a big difference in contracts and laws. Seek wealth from an unexpected avenue this month.

The Fount (Feb 28th – Mar 30th)

We are equal to the challenges that we face if we make ourselves equal to them. The greatest impediment that we will reliably encounter begins within; the doubt that we are able to make good on our oaths, to combat the foe, to build what we need. This is a lie told from within, and must be overcome.

The Dice (Mar 31st – Apr 28th)

Do not underestimate the costs of a strategy that may prove victorious. There may be no better solution; there

may be no better choice. But simply dismissing the cost without consideration will lead to ruin just as surely as ignoring the problem because the cost is too high. Make your decision from an informed and sage perspective.

The Arrow (Apr 29th – May 27th)

The Shroud will have insights for you this month that you may not wish to hear. Nevertheless, your life will be bettered by listening to the advice of someone that you might not otherwise have agreed with. Beware beings in black and red offering deals.

The Stone (May 28th – Jun 25th)

The undead are not the only creatures thought put to rest who may trouble you this month! Old business may rear its ugly head once more, and the shadows of deeds and actions thought long past will return to haunt you. Consider what you have done in past and how it may arise.

The Coin (June 26th – July 28th)

A coin that is spent, is spent. You cannot reliably count on refunds or returns; rather, acknowledge that when you have made your purchase, you got something in return that you may be able to leverage in a new or different way than what you spent in order to get it. Use this to your advantage and growth.

The Spade (July 29th – Aug 30th)

The Hearth may appear to be in opposition to you; consider that you may be working toward the same end via differing means. There is no substitute for hard work in overcoming the challenges that will face you this month, but you do not need to do it alone.

The Blade (Aug 31st – Sept 27th)

The weapon nearest to hand may not be the only one available to you, and may not be the best one for the foe you now face. Consider whether there are other options, less intuitive, that may fit the problem that you are facing better; these solutions may be more effective in seeking a resolution.

The Mask (Sept 28th – October 31st)

There's nothing that you need that you cannot acquire; the question is in addressing the things that you *want*. Separating your needs from your desires can help you to form a more healthy relationship with both. Avoid things that come in fours, for they are marked by death.

The Shield (Nov 1st – Nov 29th)

Nothing lasts forever; the ability to withstand must therefore include the ability to flow and balance your life with change. Sometimes the greatest testament to resilience is flexibility. You will have an unusual encounter with someone dangerous; be careful what you say, and doubly careful what you commit yourself to doing.

The Hearth (Nov 30th – Dec 30th)

Don't despair; though things may seem grim, this is the pain of movement. You may encounter a leap of faith; it is no crime to not find yourself in a position where you can trust it enough, but if you do not undertake it at some point, ready or not, you will miss out on an important opportunity. The Fount has thoughts that may help to clarify lingering concerns that you have had for a while.

Combating the Undead

With undead burrowed into the snows throughout the nations of the Lakes District, it behooves the Adventurer as a public organ to provide a public service reminder.

When facing off against the undead, it can be easy to panic. There is an inherently unnerving nature to seeing the dead move autonomously, in ways that resemble but do not closely mimic the movements of the living.

Keeping your head is the surest way to keep your head. Remember these techniques, and you will have a fighting chance at surviving your encounter

and even coming out on top!

When facing **skeletons**, remember that as they do not bleed, edged weapons are of limited effect. A stout cudgel is your friend here, or a staff – seek, and the forest will provide.

Skeletons are largely immune to arrows, but succumb quickly to the careful slinger; again, nature is your friend here. If you have access to holy light, this too is of great effect.

Zombies are stronger, tougher, and have retained their flesh to

better tear and beat at yours. Although still arrow resistant, they have no resistance to blades. The true horror of a zombie stems from its ability to rise again after being apparently slain.

To forestall this, you are best served cleaving heads and limbs, such that this reanimation avails them naught.

Of **Wraiths and Ghouls**, the average adventurer is well served to flee. Although aggressive, these undead have no ability to move faster than a running person. Wraiths can phase through solid objects,

and ghouls can manifest spell-like abilities, both resistant to steel or wood.

A silvered weapon may serve well the hand that bears it against these foes, and magic – excepting dark magic – is the adventurer's friend.

As these are both spirit-type undead, a cleric capable of raising the dead from a spirit may be able to raise these fallen foes once they have been defeated. Doing so is initially likely to be a liability in a fight – the subject, like any raised soul, will not recall their time spent dead, or an hour before. If you do this, be prepared to defend your new friend.

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.

Reports in of an old well on a homesteader's household in the township of Buriden's elbow that produced not water, but a bucket of silver coins. These proceeds were donated to the local church.

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.

A goat has been born with three tails, in town of Kelmwick. Those interested can go and see the beast for five copper pieces, or the donation of preserved food.

Portents: Bees swarming a dead and rotten tree. Magpies landing throughout the barony in forces of exactly seven.

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!

Slimey salamanders need slaying?

Dragons need dragging on?

Need to put a wurm on your hook?

ISAAC'S ARMS

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Editorial: Terror's Breach

The year turns as it is wont to do, and while every day brings us further from the previous year's breach, it perversely brings us closer to the next.

Although the shape of the danger that Breach brings changes from year to year, it is consistently one of the most dangerous times of year. Each year, our foes grow a little more dangerous, a little more aggressive, and a little more cunning in their wicked and wily ways.

But all is not lost.

If there is no rest for the wicked, then the brave heroes that persistently foil the wicked must be working evenings and weekends. It is natural to feel some trepidation in the face of danger; heroism is moving forward in spite of that anxious feeling.

This Breach, don't focus on what perils are brought – remember instead that the heroes that stand next to you

have, many of them, seen such perils before. Sent monsters and madness packing; have slain undead and demons alike. In spite of every Breach being a beacon of badness, we have prevailed.

Kazzok by his very nature wishes for us to be afraid. But each year, those forces alligned against us are put to their heels or to the blade. Prepare, certainly. But do not let fear control you. Because I know that we have this, and I want you to know the same.

Oren D'vann Freedman, Editor

Matters of Faith

Holy Days Just Past

August 8th: Mushroom Feast (Blythe)

An unpalatable observance, the Mushroom Feast is the holy day of Blythe, god of decay and disease. While not ideal, there are still some observances that are well-advised on this day. Having a thorough physical, to say nothing of being especially wary of poisons in food, beverage, and the sting and bite of creatures are all excellent ideas.

September 18th: Day of the Blade (Hemulis)

The god of warfare's holiday is celebrated by his faithful through trials of combat and tests of martial prowess. It is said that on his holy day, Hemulis spends the day embodied upon the plane, training with some of his faithful and recharging in holy battle. Servants of Hemulis spend this day in holy struggle

\Forthcoming Holy Days

October 6th: Dreamer's Wake (Bard)

The servants of Bard commemorate this day as the day that Bard returned to the world. The goddess of stories and dreams, Bard's servants often mark this as a day of rest, or a day to tell tales, both tall and true. Most importantly, it is observed as a day when anything, even outlandish things usually only found in fairy stories, can happen. Join friends in telling stories of times past or dreams yet to be realized.

October 15th: Harvest Song (Arkady)

The celebration of Harvest song is a celebration of the beauty of autumn, and the joys shared at the harvest. Harvest song traditionally notes the changing of the colours of the leaves, and is celebrated with a large feast. Primping and preening before the feast, and donations to Arkady are traditional.

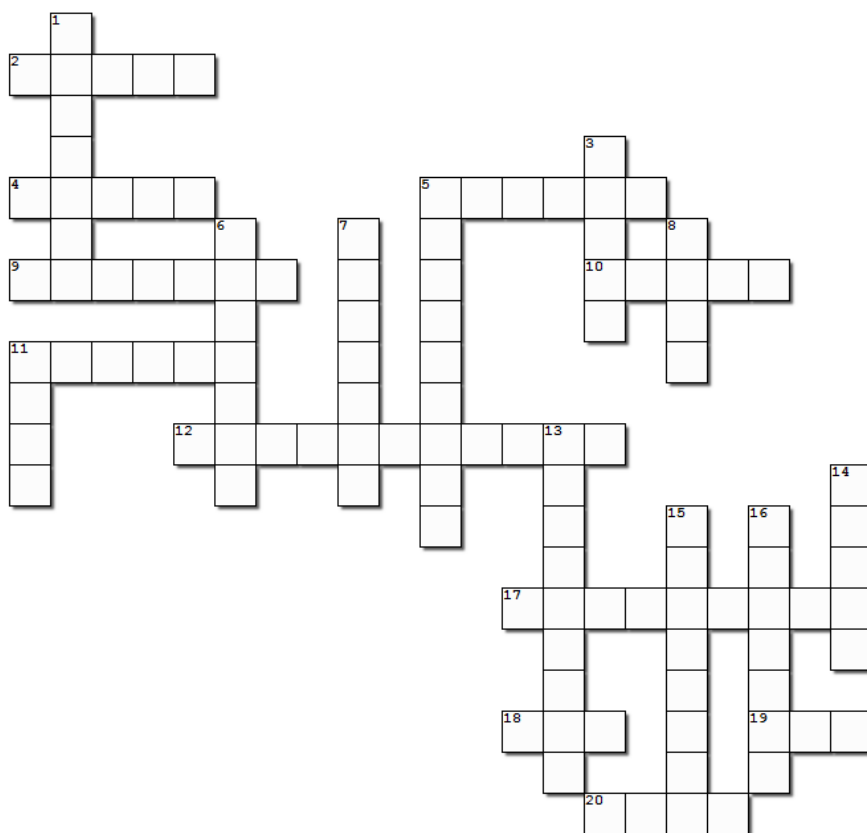
A Message of Faith

Honouring one's commitments is literally called 'keeping faith' for a reason. While someone may be held blameless for losing faith, or for breaking an oath under extreme duress, these are the challenges of keeping faith in difficult times.

Breaking faith when times are easy is paradoxically simple. You can lose faith when there is nothing testing it, because it is easier to stray. To allow one transgression, to permit one excess. Failing to keep the faith when things are going well is simple because there are few reminders of the need for that commitment.

Whether you find yourself in peace or in struggle – and there is, admittedly, no shortage of struggle in the world at the moment – remember that the commitments that you make speak more to your character than the benefits that you may receive.

Crossword



Across

- 2. Moving to music
- 4. Not sure if it's true.
- 5. Plain or straightforward
- 9. Flee, in an organized way.
- 10. Two gods of this, natural and sudden.
- 11. A wine glass with a belled bottom.
- 12. Alchemy bad for mages.
- 17. The 'zombies' of infernals
- 18. A disease causing lesions.

19. Fiona's sign

- 20. The breath of Alwyn

Down

- 1. A cord, tight against the throat.
- 3. Sept 18, Day of the _____
- 5. Sidearm of Kazzok
- 6. Oil light in a cage.
- 7. A layered pasta casserole.
- 8. A dreamer, awoken in Yorik

- 11. All that glitters is not this.

- 13. Flint, steel, and wood shavings carried by a traveler.

- 14. A sign for the ear.

- 15. A killer for hire.

- 16. A spell or blow that breaks a blade.

Riddles

Riddle 1:

I am a vessel, holds within,
All that you were, now are
I'm often carried forth by
six,
Though not to travel far.

Answer 1: niffoc A

Riddle 2:

I am a secret closely kept,
Lest all might venture
through,
So say my name to those
who ask,
And you can venture too.

Answer 2: drowssap A

Riddle 3:

There is no dark, however
long,
That always wins the fight;
I'm heralded by feathered
song,
And spell an end to night.

Answer 3: esirnuS

Riddle 4:

I'm am a thing that's built of
holes,
A lattice binds them strong,
And if I'm used upon you,
then
You'll have to come along.

Answer 4: eloh A

Riddle 3:

Cradle of joy, excitement
abound,
Where there's a party I'm sure to
be found,
Some in a bottle, some in a
game,
Some with each other, doing
what, I won't name.

Answer 3: nuF

Riddle 4:

I am a marker for terror and
pain,
I sing out frustration, I'm
harmony's bane.
I shatter the tranquil, I give rage
a voice,
Yet no one would sing me, if
given a choice.

Answer 4: maercs 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.

Handy To Have On Hand: A Guide to Adventuring Kit

It can be hard to save the region, fight evil fae, and still remember to take care of yourself. In this ongoing series, the Adventurer will give some tips for keeping your gear in functioning order.

Don't forget – if you look after your gear, it will look after you.

There are many who, when asked "what the most important equipment to have and maintain for an adventurer?" will say that surely the answer must be arms and armour. However there are a number of mundane articles which, kept in reasonable quantity and available to hand, may prove just as invaluable.

Consider packing some of these articles:

Rope: A good length of rope, ideally weighted to bear at least your body weight, can allow you to easily climb, bind, or work together to pull a large object.

Oil: Useful for keeping lamps lit, lubricating rusty hinges, burning a troll, or helping you to squeeze through a tight spot.

Lamp/Torch: You might be travelling in broad daylight, but your adventures may take you somewhere dark. Having a lamp specifically can be useful; a hooded or bullseye lantern allows you to shutter it when you don't need it.

Tinderbox: The ability to make a fire anywhere at any time can truly spell the difference sometimes.

Chalk: If you need to leave a quick note for those that come after you, mark out a trap, or work out some arcane maths, a stick of chalk can be very useful.

Paper and Oil Crayon: Ink is useful as well, but an oil crayon allows you to take rubbings of reliefs or impressions, which can help to study findings in a safer locale.

A Ball of Twine: With uses too numerous to succinctly summarize, a ball of twine can serve as a fuse, or even tie thumbs together.

Deck of Cards: There may come times when the best thing that you can do is wait. Why not lose a little money to your friends while you do so?

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Comical Strip: Dungeon Buddies



Recipe of the Month: Ratatouille

A hearty vegetable stew to keep out the chill of autumn nights.

- O Freedman

Ingredients:

1/3 cup Olive Oil
5 large cloves of garlic
2 large onions, sliced
2 medium bell peppers, cored and sliced.
6 medium tomatoes, cut into 8 pieces
6 medium zucchini, cut into 1/2 inch thick rounds.
1/4 cup flat leaf parsley, roughly chopped
1/4 cup basil, roughly chopped
6-8 springs of fresh thyme
2 tsp salt (to taste)

Add olive oil and garlic to a large, heavy-bottomed pot and saute until garlic is brown and fragrant.

Reduce heat to low, and add in onions and bell peppers. Cover, and allow onions to wilt, stirring occasionally. Remove the lid, and allow water to evaporate until onions start to brown.

Add the tomatoes, cover the pot with the lid, and simmer until the tomatoes are soft and have released a lot of liquid.

Add the zucchini, parsley, basil

thyme, salt and pepper to taste. Stir to combine and then cover with a lid and allow the vegetables to cook until tender (30-40 minutes), stirring occasionally.

When the vegetables are soft, remove the lid, and let the ratatouille continue to simmer until the excess liquid has evaporated and the stew is nice and thick. Adjust the salt and pepper to taste and serve with crusty bread.

Goes well with a few shots of hot sauce if you want some additional kick.

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.