

The Yorik Adventurer

Nihil Desparandum: Yorik Invictus!

October - 2 , 2023 A.T.

Mass of Infernals and Undead Spill Forth From Undercity

Late-breaking reports tell that a large force of infernals and undead, no longer constrained by the machinations of the vile Twins Sarna and Tivolous, are now pouring forth from the Undercity.

Although not yet confirmed, early reports suggest that these beings are marked with strange black veinous markings across visible portions of their anatomy.

How this mark appears specifically on skeletal undead is as yet unclear.

These markings are consistent with markings seen on living creatures as described in last edition, including vrek, humans, giants and giantkin, and even some reported vampires. If so, this suggests that the creatures are under the control of the dracolych.

The being known as the dracolych is now in fear for its continued existence and may be ruthless. If you see these black veined infernal or undead creatures, get to a place of safety

that can be secured against intrusion. Arm yourself if possible, and seek the aid of others if possible.

This is not the first time that Yorik has faced considerable threats during Terror's Breach. We have improved our survival rates by being smart in the face of danger, by being careful when facing a foe with unknown capabilities or capacities, and by being swift and clever with our words, deeds, and blades. *Nihil Desparandum: Yorik Invictus!*

Giant Ants Cease Attacking Farmsteads: Further Woes?

The giant ants that had been recruited to help dig to the Dracolych's spirithold suddenly began an assault on neighbouring townfolk recently. These attacks have since ceased, but the reason may not be as comforting as one might hope.

Control of the ants appears to have been suborned by the dracolych, the very subject of the ants initial capture and to whose demise they were digging. Some ants have been seen with the notorious black veins typical of creatures under

the Dracolych's control.

It is likely within the next few days, we will see some additional ants among the forces allied against the town.

More importantly, it should be noted that once the Dracolych is defeated, a prospect that is (hopefully) imminent, these ants will revert to their initial control. Without a queen or other controlling figure, they may roam freely, seeking food and being effectively wild prior to the winter die-off. If this is the case, please make sure all food is secure.

Dracolych Loses Last Spirithold

Hours of grueling battle spelled a triumph for the heroes of Yorik, as they made their way to the spirithold of the dread Dracolych.

Fighting their way through suborned ants, who had been recruited to dig the tunnel but whom the dracolych has since taken hold of, the adventurers were able to finally reach the chamber that held the mystical device.

With a joint mystical and melee effort, the adventurers were able to dispatch the spirithold. This in turn has led to

some developments in the battle against the Dracolych.

With no spirithold left on this plane, the dracolych is now left vulnerable. This means that if it is dispatched one final time, it will be gone from this world for good.

This does however mean that the Dracolych is in a singularly vulnerable and fragile position. It will use whatever means remain at its disposal to battle the town to prevent its finishment. This may include the surge from the undercity, giant ants, and other minions.

A Tale For the Table: The Squeak-Easy

Guardsman Malkov has been kind enough to pass along a few stories that help us remember that adventuring can be funny sometimes as well.

Welcome back adventurer – what tale would you like to hear about today? Perhaps the castle of deception? The fortress of frost and fire? The prison of souls?

Ahhh, you want to hear more about Gorge and Thaddeus, no doubt.

Well let me set the table for you. Decades ago, an evil wizard named Mangar the Dark summoned evil creatures into our merchant town of

Skara Brae and more joined his nasty empire of ...nastiness.

Mangar froze the surrounding land with a spell of eternal winter. We were completely cut off from the rest of the world. No one could help and the town militiamen all disappeared shortly after. I disappeared into the tavern and progressed to get completely drunk. I call it my blackout phase. Thank the gods we had Thaddeus and his team. Who else did we have? A few unproven warriors – a few novice magic users – rogues out of work.

I remember folks trying to coax me out too – they wanted to search a wine cellar. I gathered my strength and my

spear. Stumbled my way down the snow covered stone streets and found the tavern that sold the wine. I went inside and attempted to be a hero, like Thaddeus.

I tried it once. I was chased back by rats. You might be thinking giant rats or humanoid rats. If you saw a room with 20 rats running about, you'd have given up too! I went back to my usual tavern and I don't remember leaving it again.

Did you know elephants are born weighing over 250lbs? They are known to be the second largest babies on earth. Want to know the largest baby on earth?
It was me.

Madam **Augusta Raventhorpe** is now offering *Spectral Soap*
"Guaranteed to scrub-a-dub unclean spirits"
SIGN OF THE LATE MESSENGER, HOGSPORT
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)

Our dreams can teach us lessons we are ill-prepared to hear when fully waking. Listen to the world that might be, and you will find your map to get there, if that is what you wish. A stranger bearing a sword will make you an offer – be wary.

The Harp (Jan 29th – Feb 27th)

The same hands that mend wounds can make wounds. Listen to the wisdom of **The Shield**, but remember that this is only their perspective; what you learn from them will naturally be applied differently in your own life, if you choose to heed their warning.

The Fount (Feb 28th – Mar 30th)

Do not let the perfect be the enemy of the good. Sometimes, the best thing that you can do is to find a plan that works for now, and solve the new problems it causes as they arise. Remember that though there is no wisdom at the bottom of a bottle, those who seek it there often think themselves wise.

The Dice (Mar 31st – Apr 28th)

Consider the direction you face before you loose an arrow – who else might end up in the path of that wayward bolt, if it

should go astray. You will have to take violent action this month – there is no escaping it. But violence may take many forms, and not all of them are found in the fury of the melee. Your lucky number is four.

The Arrow (Apr 29th – May 27th)

The truth that you seek is best found by speaking truth yourself; like calls to like. When you open yourself to hear it from others, the truth will reveal itself. Do not be deceived by those who would endanger you for their own petty profits; stand firm to your principles.

The Stone (May 28th – Jun 25th)

A promise made is a debt unpaid! Seek to clear your ledger before taking on new commitments. The touch of wild magic will alter your life in ways that you cannot predictably imagine at this point; be careful around the mystical and the strange, or heed the consequences.

The Coin (June 26th – July 28th)

Plant more than you harvest; some for the land, and some as seed for the next season. Without something set aside, the coming planting season will be brief and both figuratively and literally fruitless. You will be asked a riddle this month, though you may not recognize it as a puzzle when first you hear it.

The Spade (July 29th – Aug 30th)

Consider that there are forms of strength beyond force of arms this month. You will encounter those who will benefit by limiting your scope of imagination; do not let the whims of those who would undo you limit your potential. You are more powerful than they.

The Blade (Aug 31st – Sept 27th)

The scythe too, has a blade; so too the Spade. The tools that plant and harvest are as much weapons as the sword and spear; do not miss them simply because their stature is more humble. An opportunity will knock: choose if you shall answer, but choose wisely and with care.

The Mask (Sept 28th – October 31st)

There is a looming precipice: an opportunity to change not merely your own fate, but those of all those around you. The stakes may be higher than you even realize at this moment, but giving them voice gives them power. When the right moment comes, do what you need to. There will not be another.

The Shield (Nov 1st – Nov 29th)

Do not give up anything that you cannot live without. You cannot guarantee that it will return to you, even if the need is dire. Everything else, consider to be fungible; not necessarily something that you must sell, but the trading of which may benefit you in ways that keeping does not.

The Hearth (Nov 30th – Dec 30th)

Darkness gathers. From the safe places, the storm's rage seems impressive but unthreatening; from within, it offers neither recourse nor respite. If you are within, give shelter to those that you can; if you are without, take shelter where it is offered. Some storms can be fought, and others merely endured; know which one surrounds you.

Combating Least Infernals

The term 'least infernal' may seem pejorative, and certainly we at the Adventurer do not mean to flatter these creatures, but it is a term of art denoting specific types of demons, notably those described hereunder.

The **hellspawn** is the feudal levy of an infernal force. Within their realm on the other side of the curtain, hellspawn come in all shapes and sizes,

Hellspawn do not tend to be especially clever, and do not have any resistances to common weapon materials. They do not take any special damage from particular

damage types either!

Imps are tricksters and rogues – in every sense of both terms. They can blinkwalk through battle, and when they blink out, it's good to get your back against something solid, or an ally. They have venomous stinger tails, and the ability to charm the unwary.

This charm effect works like any other – it won't turn you against existing allies, but it will incline you to perceive everything the imp does with the best possible light. This is most dangerous when not in active battle.

Imps have been known to use this ability on their summoners – to convince them to call forth more powerful infernals.

Manes resemble large doglike humanoids, often pale white. They're strong, and resistant to any mundane damage except for silver. These creatures are brutes – some more intelligent than others – but less likely to trick you than to just beat you to death.

Manes blood is addictive, and acts as a strength boost, but long-time users start to become infernal themselves. Not even once!

Devils are the 'classic' infernal – magic-users, strong in martial combat, and charismatic. Devils may serve other gods, but the majority of devils serve Kazzok, god of infernals. Powerful mages have been known to summon devils to act as advisors or casters.

More perilous perhaps is that Devils and Manes can call forth other Least Infernals, allowing a summoner to gather a large army more cheaply. Catching a summoner and a single devil is a lucky endeavour – stopping these forces when they are still small is the best bet.

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.

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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.

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.

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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!

**Breach breaching your bastions?
Infernals infesting your armaments?
Did a skeleton shatter your sword?**

ISAAC'S ARMS

**Arm up! Breach isn't the last dangerous night of the year!
Be your own knight in shining armour!
Trust the blade with the brand displayed!**

Editorial: Yorik Triumphant

There is no rule saying that we have to win.

The town of Yorik has suffered setbacks. We have even suffered defeats. There is no rule saying that we're going to win, but whatever the odds – however long, difficult, or painful the battle – there has always been hope.

Holding on to that hope, and using it as fuel for our bodies and minds, that has turned many a certain defeat into the

most unlikely of victories. If we say 'this peril will surely spell our end', then we are already preparing to be defeated.

Let us instead focus on our strengths; that we hold fast to one another, to our commitments, and to the sure and steady belief that what we have is worth fighting to protect – and fighting to grow. Let us take the time to build our community, so that we have something worth fighting

for.

Yorik's inexplicable triumphs are sometimes fortune, often won in blood, sweat, and toil. We have shed tears for our fallen, and we have buried foes that by all means ought to have buried us.

With another breach upon us, let us remember this. That we need not despair, for our strength is not merely magic or melee; it is our hope, and fellowship.

Oren D'vann Freedman, Editor

Matters of Faith

Holy Days Just Past

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.

\Forthcoming Holy Days

October 31st: 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 5th: 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.

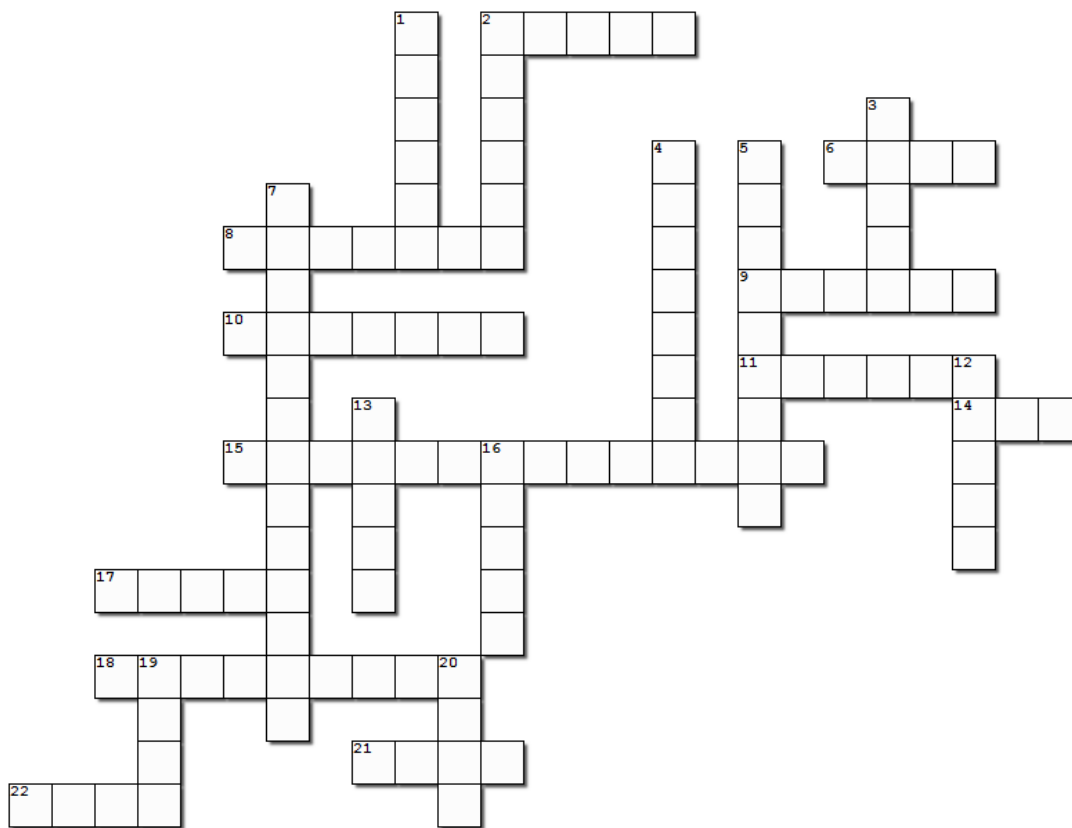
A Message of Faith

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. Sweet treats of honey or sugar
 6. A subset of a religion or small faith-group
 8. An unsolved question, murder e.g.
 9. Grandfather of the gods
 10. The fastest way to someone's heart is through this..
 11. Deity with holiday Nov. 5
 14. Leaf liquid: make to summon foes.

15. Herbal solution for fear.
 17. Large, dog-like infernal
 18. Jackass undead dragon
 21. A tree's flesh
 22. Stick with a weight at the end.

5. Large settlement sunk underground during the WoT.
 7. Alchemical superglue
 12. Demon holes in the curtain
 13. What a harp or flute might make, e.g.
 16. A slithering creature
 19. Braided from hemp or silk.
 20. A curved piece of catching-steel.

Down

1. A troll's, to remove 3d.
 2. Group name for ants
 3. To swear, or a vile spell.
 4. A warrior representative.

Riddles

Riddle 1:

Child of the lantern,
 Darkness outlast,
 Sunbeam's shine pattern,
 Shadows are cast.
 What am I?

Answer 1: thgiL

Riddle 2:

I may be played,
 But have no strings,
 You're off dismayed
 To face my stings.
 In cards I'm won,
 A knee, undone.

Answer 2: kcirt A

Riddle 3:

First weapon ever made,
 Only wood and never blade,
 First clean-off my barky skin,
 Then you can stave skellies in.
 Bludgeoning I am so good,
 You will find me in the wood.

Answer 3: bulC

Riddle 4:

My strings tempt the knife,
 When my body is fat,
 And I'll ring as you walk,
 Like the bell on a cat.

Answer 4: esrup A

Riddle 5:

Unmoved by blowing breeze;
 I line the edge of seas.
 Black brown or silver-gray,
 I am patient as the clay.
 Body hard and cold to touch,
 Sitting still, not doing much.

Answer 5: enotS

Riddle 6:

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 6: ten 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.

Learning Through Play: Games to Hone Adventuring Skills

It can be hard to save the region, fight evil fae, and still remember to take care of yourself. However, many of the skills needed by the adventuring community are mirrored in recreational leisure activities as well!

In this article, we will explore just a few.

Riddles: Understanding of riddles or 'kennings' (lit: an additional way of understanding something) can be useful to any adventurer. First and foremost of course, there is the immediate utility of being able to solve riddles, often used as a way of leaving clues or as passwords for areas.

However, riddles are also useful for learning *lateral thinking*, a skill that encourages

you to view the same situation from multiple angles.

Having the ability to come up with more than one way to address an individual problem, is an invaluable skill for an adventurer.

Games of Bluffing:

Frequently involving cards, but sometimes involving other games of chance or skill, bluff-games teach the art of thinking without making it obvious that you are thinking.

Bluffing can be a very useful skill especially if you are in over your head in an encounter.

The best line in the world is useless however if the truth is spelled out all across your face; while lying is not generally a polite thing to do, these games

are a safe and fun way to practice a useful skill set without anyone getting upset.

If it's a natural part of the game, then everyone knew what they were sitting down to do – and you can practice a fib that will someday save your life.

Knitting: Not a game per se, but definitely of use to an adventurer: in addition to being a good 'pick up and put down' pass-time that allows you to make something while you wait for the next rush of monster attacks, knitting helps with fine manipulation.

Surgeons and lockpickers alike take notice; someone with hand-made knitted socks may have a steady hand and good detail in their stitches!

Adventure into Advertising!

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

Comical Strip: Dungeon Buddies



Recipe of the Month: Eggs On Breach

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

- O Freedman

Ingredients:

2 tbsp olive oil

2 large cloves of garlic, sliced

3 anchovy fillets, minced

Red-pepper flakes to taste.

2 14-ounce cans, diced tomatoes.

A generous amount roughly chopped Italian parsley and basil.

Grated Parmesan, measured by your heart.

6 eggs

Crusty bread for serving.

Add olive oil to a pan that can be covered, and heat to medium; when shimmering, add garlic, anchovy, and pepper flakes. Turn to medium-low, and simmer for about one minute.

After the garlic turns golden brown at the edges, add in tomatoes, herbs, and additional pepper flakes or salt to taste. Simmer, squashing the tomato chunks with a spoon or masher until the tomatoes break down and thicken into a sauce, 20 to 25 minutes.

Using the back of a spoon,

make six divots in the sauce in the pan, and crack an egg into each divot. Cover the pan, and let cook until the eggs are set to taste, about two to three minutes for runny yolks.

(Be sure to cover the pan, or the eggs won't set correctly.)

When the eggs are done, serve with crusty bread (toasted to preference), and you'll have a meal fit for a demonslayer!

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.