

The Yorik Adventurer

Actiones sicundum fidei

October, 2019 A.T.

Townfolk Kidnapped *Hemulite 'War Council' Behind Abductions*

Sources report that a number of residents of the Yorik region have been abducted by being, or beings identified as members of the Hemulite 'war council'. At press time, no full list of abducted residents is available, but missing persons should be reported to the town guard at the soonest opportunity.

The 'War Council', an organization of both mortal and supernatural (Celestial and Infernal) servants of Hemulis,

has stated grievances with the residents of Yorik, claiming them to be insufficiently warlike. This point of grievance will likely be clarified in the near future, as adventurers residing in Yorik have no small number of martial accomplishments.

It is anticipated that conflict with members of this 'War Council' will make battle with the residents of Yorik within the month. Please be advised that they do not recognize the status

of non-combatants, and have scorned both wartime laws of conduct and long held tradition in stating that they will not hesitate to target non-militia civilians.

All reasonable efforts are being made to resolve this hostage situation and to retrieve town citizenry with due speed. We hope and pray for the safe return of these captured citizens, and cast a long shadow of shame on their abductors.

Dwarven Aristocrats Vanish from Hammerfrost: Rumour

Dispatch:

Word from far-off Hammerfrost brings rumours of the abduction of one or more of the Thanes of that land. Details are still difficult to secure, but word of this abduction has come by way of travelers going in that direction, and although these rumours have not yet been verified, they appear to be credible.

At press time, the Adventurer has not yet been able to determine whether this abduction is in any way related to the recent abduction of Yorik townfolk by the Hemulite forces (suggesting that they

may be attempting to sow discord between Harodom and another land), or whether this is an unrelated abduction.

If related, this will be the highest-profile abduction by the renegade Hemulites, as the title of Thane is similar in the dwarven peerage to the title of Baron in the Harodonian aristocracy.

If these abductions are unrelated, we are forced to wonder who may have engineered such dreadful circumstances.

The Adventurer will bring more news as events unfold.

- *Balan is a dwarven correspondent for the Adventurer*

Fae Influence Continues to Plague Yorik Region: Illusions, Charms

Long a persistent threat to travelers and residents within the Yorik region, the reappearance of creatures of faerie has been a distressing development in this already troubled time. With motivations which have proven difficult to understand in past, and abilities that defy conventional magical theory, such creatures have proven difficult to predict.

Recently, both a contingent of militantly pacifistic Alejandro followers and the appearance of yet another existential threat to the region have been tied to faerie meddling.

Whether this is the beginning of a lengthy campaign of attrition and trickery, or simply the work of a few malevolent actors from the world of faerie, the *Adventurer* recommends traveling in groups, being regularly checked for mental influence, and carrying some amount of steel with you at all times.

If you notice someone in your vicinity acting out of character, reacting to things you cannot see, or otherwise behaving in an unusual or abnormal manner, behave casually and seek to consult with the guard at your earliest opportunity.

Heroes of Yorik: Verongen (Vair) of Apenca

In an effort to help the people of Yorik learn more about their friends and neighbours, we sat down with Verongen, Friar of Apenca.

Oren: So, first question: How would you describe your role in town?

Vair: "My role? To put it quickly, I cast lend health and I run fast. There are many healers more skilled than I, but I've found my niche serving Apenca in this way."

Oren: Have you found that the messages of Apenca land well

in such a martial town?

Vair: The benefits of the preservation of life are readily apparent and self perpetuating, so the messages and teachings of Apenca are best communicated through saving as many lives as possible. Action rather than speech."

Oren: What would you say is the most incredible thing you've seen hereabouts?

Vair: "The willingness of people to put their lives on the line for their friends. Sebastian's... courage.. being

one such example.

Oren: Alright, one last one: do you have any message for our readers and more generally the people of Yorik?

Vair: "It is not one person or blade alone that is responsible for our survival. It is the squire that arms the knight, it is the mother who raises the squire, and it is the friendship that shields our backs. Sometimes with four shields."

Oren: Thanks for taking the time.

Heroes of Yorik will be a recurring feature.

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 looming shadow that threatens some aspect of your being in a way that you cannot defend against. It is imperative that you do not allow this state of uncertainty to push you into rash action. Infernal influences may seek to lead you down the wayward path; be vigilant.

The Harp (Jan 29th – Feb 27th)

Take time to help a friend this month, and you will find that the dividends far outweigh the costs. An ounce of cunning may pay for a pound of fortune, if spent wisely. A figure in black will answer a vital question that you haven't yet asked.

The Fount (Feb 28th – Mar 30th)

"Winter makes stone the waters of heaven and the hearts of mortals." Do not allow the harvestless winter of your fortunes to harden your heart, or you may find that what little compassion you had left sours on the vine. Be wary of accepting advice from those in masks.

The Dice (Mar 31st – Apr 28th)

Ultimately it all comes down to chance, but that is no excuse not to stack the deck. Challenges that exceed your

abilities are best resolved with a smile, hard work, and as much underhanded chicanery as you can muster. The world cannot save you from just action.

The Arrow (Apr 29th – May 27th)

Keep to the straight and narrow this month. Behave honourably and with justice, not merely when it is easy or convenient but when it is difficult. Cruelty is the domain of the weak, and gentleness is expected only from the strong; decide which you would rather be considered.

The Stone (May 28th – Jun 25th)

Be resolute. You will face adversity that may make you question that which you know beyond question to be true. Your resolve will be as a shield to you in these hard times. The sign of the Mask may be your ally, if you let it. Be wary of anyone trying a little too hard to convince you of something.

The Coin (June 26th – July 28th)

This month will be one of providence for seeking to make new friends! Reaching out to others with a sign of good will is suggested, and even a rival may be on your side against a true adversary. Fortunes overflow for those who seek them out; be wary of truth that seems over-obvious, but once you have spied for traps, do not be afraid to claim the bounty of your pains.

The Spade (July 29th – Aug 30th)

Harvest time is upon us, and the sign of the Spade may harvest well-deserved respect if they keep to their commitments and go the extra mile. There is room to grow even as foliage

withers and dies. Be wary of corporeal undead; they may prove a constant threat in days to come.

The Blade (Aug 31st – Sept 27th)

Strange magical phenomena will dog your every step. Do not be afraid to seek out expert advice when encountering these, because while some people know a great deal about very specific subjects, nobody knows everything about everything. Admitting ignorance early is the surest balm against dealing with the consequences of acting on knowledge you do not have.

The Mask (Sept 28th – October 31st)

The truth will hide itself from you if allowed. Seek it in the tales of travelers, workers by hand and by tool, and the songs of the road. Travel is indicated, sometimes to far-off places few have ever been.

The Shield (Nov 1st – Nov 29th)

Celestial forces gather, and you must view them with clear eyes to know their true purpose. All that glitters is not gold. The number five will be auspicious for you this month, and a man or woman in red will try to deceive you.

The Hearth (Nov 30th – Dec 30th)

Gather to the fire and share stories of days gone by. It is only through the sharing of wisdom that it can grow, and by bringing such tidbits together, the puzzle pieces might finally interlock. There are few mysteries that cannot be unraveled through cooperative labours.

Yorik: A Newcomer's Guide (pt 1)

As Yorik may be a hostile place, columnist Mist as prepared some notes as to how a newcomer might survive or even flourish in such environs.

It has come to the Adventurer's attention that there are a great many new residents to our little town. As such, we have taken it upon ourselves to offer all new residents basic survival advice. The usual advice – don't fight spiders, don't fight in caves, and don't fight spiders in caves – will only carry one so far.

1. Your mother told you not to go off with strangers, and that

advice remains true in Yorik. If someone offers to go into the forest alone with you, just don't go! If you are forced by circumstance, at least let people know where you are going and why.

2. Violence and strife are common experiences in Yorik. Don't suffer in silence! If you are attacked and believe you might die, yell, shout, even scream! This could bring healers or backup to save you from monsters or bloodloss!

3. Yorik is not a place for lone wolves: they fall prey to threats beyond their skills but

common to the region. Consider joining up with a guild or followers of a faith, if you have one! Only united are we stronger than what we might face.

4. Yorik is a special town due to the challenges faced by its residents. What you were born as is less important than whose side you stand by and what you can do to help. As a great many of the residents have 'beast' friends, it's recommended to treat all persons you encounter with respect as they may be helping to keep you alive in the days to come.

5. Share information about common threats. Yorik has many secrets, and everyone has their own little ones, but small problems can become large ones. If you think that the secret that you have stumbled upon may come back to bite the community as a whole, kindly tell others! Obviously, some of this is at one's own discretion, but as a rule of thumb: if you find a secret cave of necromancers, share! If you find a portal to Hell, share! If you find grandma's secret pie recipe... you can keep it to yourself. But tell us about the troll war camp.

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.

cannot generally move quickly, so the safest course of action is to flee if you see them.

*

*

*

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.

Lurching or staggering figures believed to be corporeal undead of some kind have been seen at a distance in this past month. Please treat this with caution, and recall that undead

Strange portents across the barony: chicken lays same egg four times in a windstorm. Lightning raking the sky takes the form of the word 'beware'. Corn stalk produces carrots beneath their leaves. Tea leaf shapes continue to baffle.

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!

A Public Service Announcement

Apparently normal items bearing some manner of enchantment have proven to be cursed in the local area.

Looking for ADVENTURE? EXCITEMENT?
Some of those STASANS out there PROBABLY think you can't find your ass with both hands and a MAP!

If you find an item that seems to exhibit some manner of strange magical property, please bring it to the attention of the Guild Arcane.

GO BUY A MAP.

In addition to being a lawful requirement regarding the discovery of magical items, this body may be able to tell you if the item you have found is safe.

PROVE THEM WRONG.

The life you save could be your own.

CARTOGRAPHER'S GUILD OF YORIK

Editorial: Why do we Fight?

Recent struggles with the Hemulite 'War Council' have suggested that we are not sufficiently warlike for their liking. This despite the fact that the town of Yorik has fought off invading armies, world-threatening demons, and undead abominations on a regular basis since the town was founded a little over a decade ago.

One can only imagine what they think about large cities that enjoy relative peace and

prosperity.

There are probably some residents of Yorik who came here because they enjoy fighting. If so, I mean them no disrespect. They've found a good place to settle, where their gifts and inclinations can be put toward fruitful ends.

But not all of us are here for that. Some of us have built a life here because it's ironically a safer place than where we come from, or because it's a

place where we can be proud of our accomplishments, even in peacetime. If that's you, then I'm speaking to you now.

We study tactics and strategy so that our children can learn rhetoric and philosophy. When a bully comes and tells us that he doesn't like our faces, we don't stand up for ourselves just because we have some native bloodlust, but because some part of us is drawing a line in the sand, here and now.

Let's not let them change who we are.

Oren D'vann Freedman, Editor

Matters of Faith

Holy Days Just Past

September (Friday) 13th: Stasa's Harvest

Now well past us, Stasa's Harvest nevertheless brought some of the Unmaker's faithful into the region. It behooves any traveler to beware of potential danger in encounters with these profane worshippers as they may be seeking fodder with which to make new undead, especially as Terror's Breach is just around the corner, a holy day of an allied faith.

September 18th: Day of the Blade

Hemulis' holiday has regrettably been observed by His faithful with a renewal of hostilities and the abduction of our fellow townsfolk. Loyal Hemulites should consider assisting in the search of the area, lest the faith of Hemulis fall into disrepute. Apart from that, local tourneys and sparring seems to have gone fairly well.

\Forthcoming Holy Days

October 15th: Harvest Song

Take this opportunity to share some artistic working on Arkady's holy day! If you have the time and opportunity, it is not uncommon for the socially ambitious to hold masquerade parties, but if you are of more modest means, there's nothing wrong with simply sharing the providence of harvest with friends and neighbours. The trees decorate themselves this time of year, so indulge in this natural beauty.

October 31st: Terror's Breach

The holy day of Kazzok Demonbringer, Terror's Breach is traditionally marked in the Yorik region with increased activity from His faithful, and an otherwise observable increase in the danger that befalls those within the region. Look out for one another; offer aid and shelter to any who seem to be without it, on this, one of the most dangerous nights of the year.

A Message of Faith

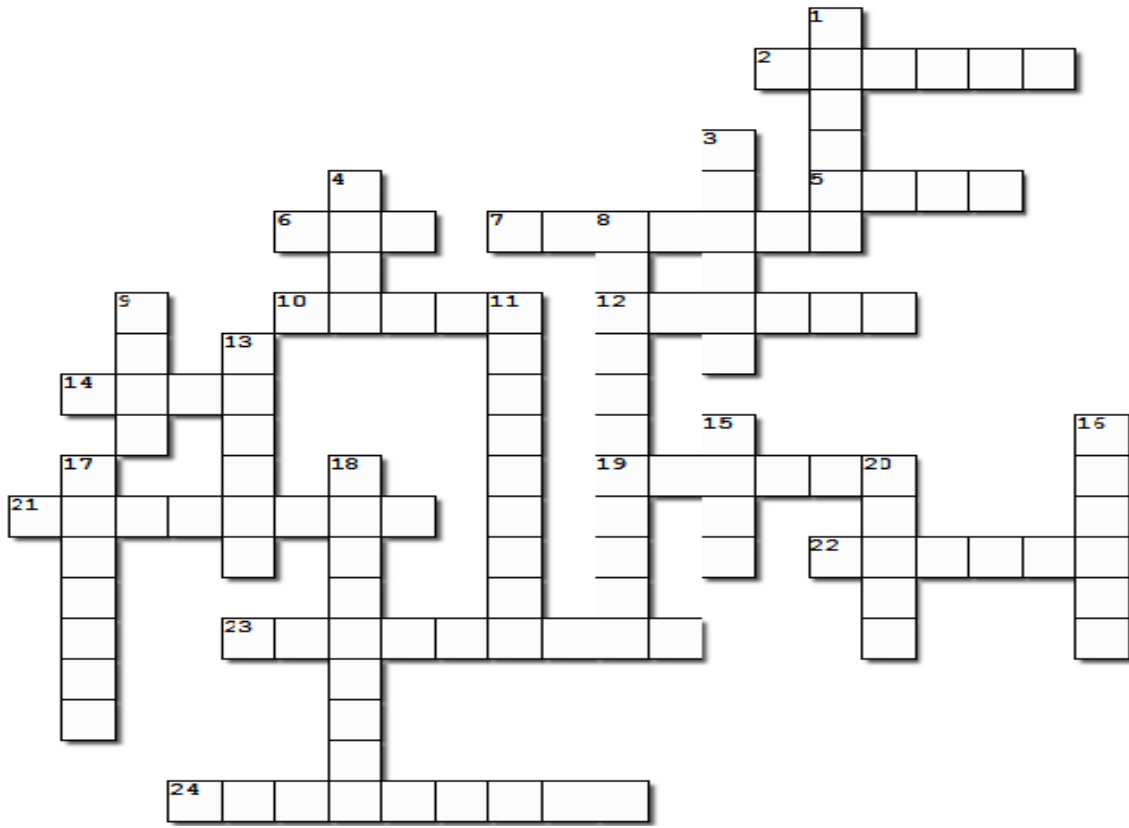
As a subject relevant to recent ecclesiastic discourse, it is worth considering the distinct types: that is to say, there is faith which is demonstrative, and faith which is performative.

There is no inherent hierarchy between these types of faith, no good or bad type, but it may be easy to misapprehend the faith of another if you do not recognize the shape that it takes.

Performative faith is frequently manifested through ritual examples. The speaking of specific holy words, kneeling in prayer, and other actions which are *performed* to show that manifest belief.

Demonstrative faith is frequently shown through deeds and actions consistent with the tenets of belief held by that faith. Please consider this when observing the faith of others.

Crossword



Across

2. Dragon
 5. What we are 2019 years past:
 the _____
 6. Beldon's salt
 7. The Duchy Yorik is in
 10. Dissembler's bane
 12. A soldier's portable wall
 14. Unprocessed leather
 19. Yipping jerks
 21. A person who has lost their
 upper limbs is this:

22. A physician helps you to
 keep this:
 23. Golden Age ruler
 24. Fortune telling by the stars.

Down

1. A corrupted spirit
 3. A person's inner being:
 some can see.
 4. A reasonable response to the
 walking dead.
 8. A chilly alchemy.

9. Gold, silver, copper of the
 realm.
 11. Ashen faced infernals
 13. Past thought or experience.
 15. A growing pantheon
 16. A necromancer's grasp for
 arcane power.
 17. Magebane
 18. A warrior who works
 themselves into a lather.
 19. A blacksmith's bounty

Riddles

Riddle 1:

I am the road, leading to
 no return. Secret of life
 nobody wants to learn. I
 am the ship sailing for
 distant shores. What am
 I?

Answer 1: *htaeD*

Riddle 2:

What manner of coat is
 wet whenever it is first put
 on?

Answer 2: *tniap fo taoC*

Riddle 3:

I have towns without
 houses, forests without
 trees, rivers without water,
 and mountains without
 boulders. What am I?

Answer 3: *pam A*

Riddle 4: Though
 brought to the table, cut,
 and served to all who sit, I
 am never eaten, even with
 butter. What am I?

Answer 4: *sdrac fo kceD*

Sept Crossword Solutions

Across: 1. ZOMBIE 3. VISION
 5. CANDLE 7. CALLIS 10.
 POISON 11. SKYRENDER 14.
 HARVESTSSONG 17. ICE 18.
 SARNA 19. BLUNT 20. OPAL
 21. EYE **Down:** 2.
 BARRACKS 4. ILLUSION 6.
 LANNICK 8. KINDRETTIES
 9. CHAMPION 12. ARCANE
 13. KERRESTE 14. HAYDEN
 15. SPELL 16. MEAD 19.
 BLADE

The Yorik Stumbling Players Want You!

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

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

Gender/Species Blind Casting

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

Recipe of the Month: Ratatouille

The saying goes, 'make hay while the sun shines'. It might well also go 'make ratatouille while the veggies are in season!'

- O Freedman

Ingredients:

- 1/3 cup of olive oil
- 5-6 cloves of garlic
- 2 large onions, diced
- 2 medium bell peppers, seeded and sliced
- 6 medium tomatoes, cut into 8 pieces.
- zucchini, cut into rounds
- basil, parsley, thyme, salt, to taste.

Instructions:

In a large, thick-bottomed pot, pour the olive oil and bring to medium heat. Add in chopped garlic, and cook until fragrant.

Now, add onions and peppers, reduce heat, and cover, stirring occasionally, until the onions are wilted. Remove cover, and saute until the onions brown.

Add in tomatoes, and again, reduce heat, simmering until the tomatoes have released a lot of liquid. Remove lid, and simmer until the released liquid is reduced.

Add zucchini (I like going half-and-half green and yellow zucchini), and chopped parsley, basil, thyme. Cover, and simmer for as much as thirty minutes or more!.

Ratatouille is a recipe for patience, but makes enough to feed several hungry people for a couple of days. It is well served with crusty bread.

For a bit of variety, consider adding curry powder for additional spice, or chicken breasts while the tomatoes simmer. Enjoy!

ADVENTURE INTO ADVERTISING

* * *

***You might have the finest product, the greatest guild, or the best solution to a problem someone didn't know they had.
But they won't buy it if they don't know it exists.***

1s/1 column inch. 2 silver engraving fee for images for 1st printing of image plate.