

The Yorik Adventurer

Vincit qui se vincit

September, 2019 A.T.

Heroic Rescue of Yorik Townsperson

Late in the evening following the Yorik Town Faire, it was discovered that a kidnapping had transpired – that a resident of the town of Yorik had been forcibly taken by way of magic, against their will. With speed, cunning and strength, the townsfolk, led in part by local faith and guard leadership swiftly convened a posse of volunteers to perform an heroic rescue.

Although names have been withheld to respect the privacy of those involved with the incident, it is the editorial

opinion of the Yorik Adventurer that this initiative and the philosophy of mutual assistance behind it deserves our commendation.

The daring late-night action involved threat to life and limb of the gathered adventurers who undertook it, although none were available to speak on the subject.

If you observe unusual magical happenstances including but not limited to mystical portals, strange arcane objects or designs, or inexplicable magical

happenings, it is requested that you inform the local town guard immediately. There have been a series of unusual cursed objects found in the region which may pertain to this most recent abduction.

Finally, in the event that you should happen to see other members of the town's populace behaving in an heroic fashion, acting in the best tradition of Yorik heroism, please inform the Adventurer, so that we can properly applaud such initiatives.

Strange Man-Spiders Seen in Region - Unconfirmed

Large spider-like figures have been seen by multiple residents of the region, notably hunters and woodsmen, in the past few weeks. Although giant spiders are not uncommon in the woodlands surrounding Yorik, these spiders were around the size of an average human, and yet seemed to blend in well with their surroundings.

Although no bodies or reliable sketches have yet been provided, the Yorik Adventurer urges caution for anyone traveling by themselves through the wooded areas of our region, as spiders, obligate meat

eaters and notorious hazards to travelers may pose a threat this month.

If anyone can confirm these sightings, they are urged to contact the Adventurer with a description or, ideally, an accurate sketch. We want pictures of Man-Spiders!

As always, this paper would like to reaffirm its commitment to the sharing of essential information with all who reside within this region. The more that we know, the better capable we are of keeping ourselves and one another safe from harm.

Healers Arrive to Assist With Lingerin Spell- Plague

Those still suffering under the lingering effects of the extremely virulent magical ailment that has plagued our community in recent days may rest somewhat easier, knowing that help is on the way. Healers from nearby settlements are arriving in Yorik to help to clean up the last of the Spell-Plague.

Because of its magical nature, direct solutions for this issue have proven difficult, but it has been confirmed from trusted sources that the healers are confident in their ability to help wipe out the last of this dire illness.

Although the healers now arriving in the region were not free to speak for long, it is understood from them that they have spoken with the Church of Sasha and are emboldened in their endeavours.

If you are still experiencing effects of this ailment or encounter anyone who is, please speak with these healers immediately. A little bit of proactive action may help them to finally put an end to this affliction.

We hope to give further updates as this story progresses, in local health news.

Heroes of Yorik: Carissa of Alejandro

In an effort to help the people of Yorik learn more about their friends and neighbours, we sat down with Carissa, High Priestess of Alejandro.

Oren: So, first question: What brought you to Yorik, Carissa?

Carissa: Ashe and I came about a year ago. Our parents had both passed, and we were told Yorik was a more accepting place for *she gestures to her face* some of us.

Oren: As a priestess of Alejandro, have you found the

locals to be receptive to your ideals and philosophy?

Carissa: I've found that people have been quite open to them. We all have deep connections: my calling is to help us nurture those.

Oren: *smiles* Fun one: what's the most incredible thing you've seen?

Carissa: I think, perhaps, the most miraculous thing I've seen in Yorik is the strength of the emotions here. I have seen the entire town rally to rescue one of our own. I've seen the most

incredible love when a partner was in danger.

With everything I've seen in this town, the people I've met are still the most incredible thing.

Oren: Last question: Is there a message you'd like to give to the newcomers to Yorik?

Carissa: To remember that we are all together in this. Lean on those around you. Our community and our differences are our strength.

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)

A decision you have been waiting to make will remind you of its unresolved state this month. Putting off such an important decision will increase the chances that you will make a bad one. Spirits may meddle in your affairs this month; be on the lookout.

The Harp (Jan 29th – Feb 27th)

'Gather ye roses while ye may, for comes tomorrow, flees today'; life is brief, and you will find death shows its face this month. Take time to revel in the moment, but beware foolish words and fast tempers. The symbol of Rising Fire predominates, and may bring good luck to those who share their fortune.

The Fount (Feb 28th – Mar 30th)

Someone who does not have your best interests at heart will attempt to persuade you this month. Be resolute, or be warned. You will also face a challenge that resists your first attempt to resolve it, so don't be afraid to be creative – it's the only way to win.

The Dice (Mar 31st – Apr 28th)

Someone knows the answer to the riddle you hold in your heart. Only by seeking the counsel of others can you find that

which you need. The steadfastness of the Earth will play some significant role this month, but be warned; great harm awaits recklessness.

The Arrow (Apr 29th – May 27th)

Opportunity is knocking! If you chance to act now where fortune beckons, your cup may overflow. Beware betrayal from a trusted friend, and beware the colours red, white and black – the symbol of a hanging blade dominates the night sky. Fortune or folly will come in threes this month.

The Stone (May 28th – Jun 25th)

Many go their entire lives without encountering direct signs of divine providence; your stars suggest you will not long be one of them if you are among their number. Not all is at it seems; some asset, apparently meager, will turn out to be a great boon, if you but give it the opportunity. Conversely, beware a poisoned cup.

The Coin (June 26th – July 28th)

Not all coin is silver and gold. If you have secrets worth spending, recall that this is a currency that quickly loses its value if it remains in the purse overlong. Crossed stars denote conflict in your immediate future, so it's never too early to make some friends willing to raise blades on your behalf. Corporeal undead may make an appearance in your life – beware the blade, but doubly the hand that bears it.

The Spade (July 29th – Aug 30th)

Know what you have, and do not exceed your resources or energy. Overextending may leave you unable to do anything of

use whatsoever. Storm clouds gather, but whether it is a ruinous blow or a gentle rain for those around you will depend on your actions this month.

The Blade (Aug 31st – Sept 27th)

You will lose something precious to you this month – decide what loss can be survived. The number seven and the smell of the Earth will be in witness to your deeds. Good things come to those who strike at the most opportune time.

The Mask (Sept 28th – October 31st)

The fate of liars is to believe their own lies. Self-deception will be a dominant theme this month, and its consequences dire. If you are guilty of this sin, free yourself however you can, for the truth will carry with it gain or grief, depending on whether or not you hear it when it's given voice.

The Shield (Nov 1st – Nov 29th)

Infernals seem likely culprits for mischief this month. Seek to know yourself, and hold that shred of certainty to your breast. You will gain much if you abandon some pride; don't be afraid to join in with a group, even if the doings seem silly at the moment.

The Hearth (Nov 30th – Dec 30th)

Roads will carry you away from hearth and home this month, and into peril. How far you walk them is up to you, but the more of yourself that you give up to walk those roads, the less of yourself you will find at the end. Kindness is a resource that replenishes; spend it, and watch it grow in your path like wildflowers.

Town Paper Seeks Patronage Candidate

If you're a writer, a singer, a painter or a sculptor, or practice any other of the fine arts, the Yorik Adventurer would like to offer you a patronage to practice your art!

Although the offered sum is not enormous, the

Adventurer will cover your cost of living for a year so that you can pursue your craft.

Patronages will require that you produce at least one piece of work for a calendar year.

Contact O. Freedman.

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!

Bounty Hunters: One-Handed Jack Still Has One Hand

Recent reports that a One-Handed Jack has escaped the Bounty Hunters' custody have been fervently denied by representatives of the Bounty Hunters Guild.

Rumours had swirled around reports of sightings of the felon, having escaped both Guild custody and the corporal punishment inflicted for his crimes.

A member of the Bounty Hunters who declined to be identified for the public record stated that this was flatly 'impossible', and further implied that any rumours to the contrary were fabrications or simply inaccurate.

The Yorik Adventurer will continue to attempt to get to the bottom of this rampant speculation.

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* has heard reports of increased goblin sightings following the Yorik faire. In the interests of journalistic balance, the *Adventurer* wishes to remind

anyone overly concerned by these reports that Yorik is in the middle of goblin tribal lands, and that sightings of goblins are actually quite common.

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The *Adventurer* is looking for contributors, artists and columnists! Show off your skills and give back to your community, or show how wise and clever you can be with an

advice column. Contributions will not be paid, but expenses may be compensated.

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Strange portents across the Barony: a two headed cow born in Buriden's Elbow, vision of a plum sinking in a man's hat filled with perfume. Tea leaves continue to take no discernable shape. Seers forecast rainy autumn.

The Adventurer Declares a Quest!

The *Yorik Adventurer* wishes to announce the beginning of a new Quest. In the interests of preserving our current state of prosperity, the *Adventurer* proposes to undertake a quest to seek out a component capable of cleansing an area of Plague when and if such a state of affairs should once more occur in our lands.

Once a plague has occurred, it is often difficult to undertake such a search; if it should take the seeker far from the afflicted area, they may even not be

permitted to leave the region, for fear that they will spread the contagion.

Toward this end, it is proposed that interested parties should meet up to seek out such a magical component well prior to necessity, that it might be at hand in advance of need.

Funding for this quest will be provided in part by the *Adventurer*, with the hopes that any tales of daring-do or goodly acts will be provided to the paper to inspire others to

similar great deeds. While the road may be long, to undertake this quest is to write one's name into the history books, as a proactive hero with foresight.

While any may undertake this quest, those who have previously expressed an interest in the deliberate spread of disease are asked not to seek involvement.

Interested parties should contact *The Adventurer*, c/o Oren Freedman D'Gelrich, editor in chief.

Editorial: The Meaning of Adventure

Long time readers might recall that the paper wasn't always called 'The Adventurer'. Previous iterations of this paper were known as 'The Eye', and substantially, the content of the paper hasn't changed.

We still intend to bring you the truth, as near as we can determine it. But we changed our name for a reason, and it's toward that end that I write to you now, hoping that these words find purchase in your mind and a place in your heart.

What's in a name?

Here in Yorik, we have a number of people that would comfortably self-describe as adventurers. In a sense, this paper is for them – they might find interesting leads to follow up on, or interesting ideas to pursue.

But it's not just that. This paper is meant to be a call to action. We don't have to wait for monsters to attack, or for trouble to come to us.

Here in Yorik, we're fifty pounds of trouble in a five pound bag, and we can use that energy to make the world a better place. We don't have to just tread water, we can do *positive good*. And I think that's something worth a little editorial change over.

So I'll bring you stories of heroes. I'll bring you ideas for adventure. Come with me on this journey, and you never know what'll be waiting just beyond that horizon.

- Oren Freedman, Editor

Matters of Faith

Holy Days Just Past

August 8th: Mushroom Feast
The holy day of Blythe, Font of Decay, has passed largely without incident this year, happily leaving the recent town Faire untrammelled.

Nevertheless, it is advised that anyone feeling even somewhat unwell speak with their healer, as Blythe's holiday is notorious for the spread of disease.

September (Friday) 13th: Stasa's Harvest

Once again, we mark the passing of another dark day of worship for Stasa the Unmaker. Going into it, one can only speculate as to the potential misfortune that would follow in such a day. Followers of Stasa also tend to be more active during their holy day, so please be advised of such a potentiality. Deaths after a 13th should be thought suspicious, and unexpected or sudden deaths should be reported to the local guard.

\Forthcoming Holy Days

September 18th: Day of the Blade

Hemulis' holiday is regularly marked by tests of skill and might by His followers, but for the laity, there are few traditions that must be observed. If you make your living through martial pursuits, this may be a fortunate time to sign new contracts. For all others, consider ensuring your home defenses are prepared for winter.

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.

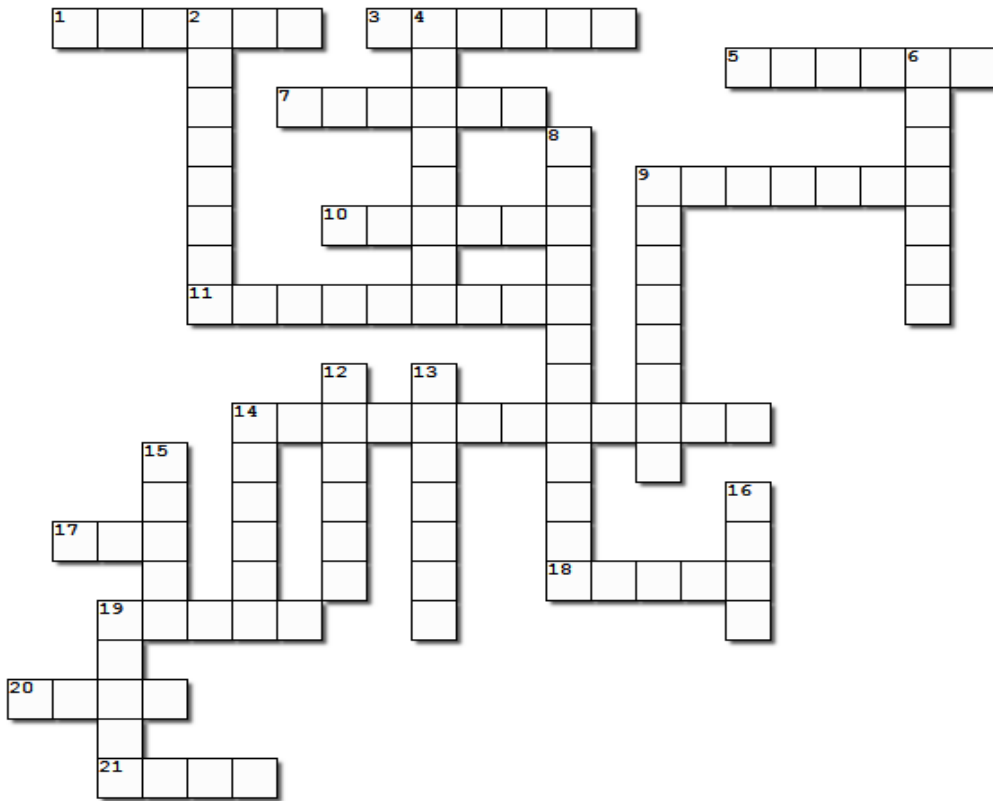
A Message of Faith

The turn of the seasons takes us further from the dead heat of the summer into autumn. Come winter, when paths become more difficult to pass, and nights become long and repetitive, it may help to already have friends and neighbours with whom you have forged friendships.

In what time is available, it behooves us all to reach out to those around us, to ensure that they are preparing or are adequately prepared for the winter to come. These past few winters have been especially harsh, and even just knowing that there are others in the area who care can warm a chilled heart.

These ties that we make between us make us stronger than any of us standing alone. Reach out a hand in fellowship now, to form the warmth of fellowship, while the autumn sun still shines.

Crossword



Across

1. A corpse that won't stay down.
3. The ability to see, or what's been Seen
5. A wax illumination
7. The name of the sun
9. It keeps the Outside out.
10. A noxious brew
11. The original blade of Clovis
14. Arkady's holy day.
17. Balaxa's building material

18. Tivolous' twin
19. The weapon to use on bones
20. Bard's precious stone
21. Markings on old gold coins

Down

2. A soldier's home
4. A trick of the light or hand
6. Human emperor, 1369
8. A knotty organization
9. A spell to empower a hero
12. A mage's magic

13. A wood alike to metal
14. Family name of the current Duke of Gelrich
15. Letters placed right, or magic done well.
16. An apiarist's ale.
19. Sept. 18th: The Day of the _____.

Riddles

Riddle #1: *The more you take, the more you leave behind. What am I?*

Answer: *.spetstooF*

Riddle #2: *What room do all ghosts, spirits, spectres, ghouls, and wraiths avoid?*

Answer: *.moor gnivil ehT*

Riddle #3: *You have built a beautiful one-story home of redwood. The kitchen is painted blue, the door is painted green, and the bedroom is painted purple. What colour are the stairs?*

Answer: *.esuoh yrots-eno a ni sriats on era erehT*

Riddle #4: *You have me only as long as you do not give me away. When you pass me along to another, I may never be returned. What am I?*

Answer: *.terces A*

Riddle #5: *I am only useful when I am broken. What am I?*

Answer: *.gge nA*

The Cartographer's Guild of Harodom WANTS YOU

To RUN, not WALK to meet up with a local guild representative! Opportunities abound for treasure, excitement and ADVENTURE!

*Treasure. Adventure. Excitement.
A chance to make history.*

The Cartographers Guild of Harodom is seeking to establish a local guildhall to make all of this available to you, the deserving public. Surveyed adventure sites in need of clearing, filled with secrets of bygone eras and all of the adventure you can handle.

Reasonable membership fees:

3 Gold to register a map with the Guild.

5 Gold to gain a 1 year membership.

25 Gold to become a member for life*

All of this and more, coming here to where you live.

(* Until final death)

The Lakes Region of Harodom has dozens, hundreds of ancient ruins that date all the way back to the age of Alexander. Forgotten treasures line the halls, and harrowing traps and monsters deter the unwary.

There's a way to find these troves!

The Cartographer's Guild clears regions for the Duchy, to make dangerous lands useful again! *You could help to build a brighter future.*

Talk to your local Cartographer's Guild representative, and sign up to fill your pockets with gold and pave the way for a brighter tomorrow.

This has been a paid advertisement by the Cartographer's Guild of Harodom.

Recipe of the Month: Soda Bread

Autumn is stew and soup season, and a hearty bread to go along with it can help to stretch it to feed many mouths, as well as giving you a pleasantly full feeling. For the novice baker, who often buys loaves rather than making them, this recipe is also a bit simpler.

Whether you're new or an old hand at baking, this bread is what I'll throw in the oven to help get me out on an fall night

- O. Freedman, Editor.

Ingredients:

- 2 ½ cups of flour
- 1 tsp salt
- 1 tsp baking soda
- 1 ¼ cups of buttermilk

Directions:

Heat oven to 350 degrees.

Combine dry ingredients together in a large bowl. You may wish to use a fork to stir the dry goods.

Add buttermilk and mix until

the dough comes together. If the dough seems a bit too dry, you may need to add some more buttermilk. The dough should be moist and sticky.

Shape into a round, and place in a cast iron frying pan. Cut an X into the top with a sharp knife, and bake for 45 minutes until dark golden.

The loaf should sound hollow when you pick it up and knock on the bottom.

Cool for at least 15 minutes.

ADVENTURE INTO ADVERTISING

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Contact Oren Freedman, Editor, for more information.
