

The Yorik Adventurer

collige virgo rosas

September, 2024 A.T.

Town Faire Held In Yorik

A regular event in the calendar year, the Yorik town faire was held in August of this year, with travelers from near and far coming to partake in the festivities.

With the rebuilding still ongoing, and a bit of inclement weather, some of the events had more muted participation than usual. The crafts competition did not occur, owing to regular participants being unavailable, and lack of advertising leading to few possible participants.

Nevertheless, several of the regular events went off quite splendidly, with the following victors:

- The **unarmed 'slap' fight** was won by the Guild Arcane member **Maegril**
- The **all-weapons 2v2** tourney was won by **Sir Schroedinger** and **Kharity of Strega**.
- The **Fair Speech and Compliments** competition was won by **Laz**, a yeoman orc, and

Mari of Alejandro.

- The **Grand Melee** was won by **Taq of Alwyn**, a town guardsman, narrowly beating out **Raven of Alwyn**.

The Adventurer has been asked to thank the **Archer Slag**, the **Seeress Senna**, and the **Fortune Teller Madame Fortuna** for their contributions in ensuring that a good time was had by all. The next Yorik faire is expected to be held summer 2025, although with new facilities.

Town Rebuilding Completes: Vision For The Future?

The damage that was taken by the town facilities over a year of rough treatment at the hands of dragons and bandits alike has finally been restored. This damage made local roads more difficult to travel upon, made the town barracks unusable, burned the noble estate to the ground, and made local farms incapable of supporting the surrounding region.

While Yorik has now been rebuilt, it behooves us to cast an eye to the future. Not only can we continue to push to make our town more secure in our food and supply situation, but we can also

take this opportunity to make our home a more pleasant place to live.

Some of the town projects currently on the docket make our roads easier for caravans to travel upon, or make our barracks a more secure location in which to hold more dangerous criminals.

The Adventurer is soliciting the community for suggestions as to how to make our town a more pleasant place in which to live. Anyone with ideas as to how to do so should submit their suggestion in writing to the Print Shed for publication.

Ash Wraiths? A.G. Investigates

The evening following the Yorik town faire, a number of the members of the town, led by the Guild of Adventurers, followed up on a long buried secret not far from the town.

A demiplane of fire holding creatures that had been corrupted by a rebellious fire elemental surrounded a cavern that held a corrupted unicorn.

Efforts were made to purge this corruption, and to restore the unicorn to life. Unfortunately as the creature's spirit was no longer present, this did not succeed – and after so many years, this may

indeed have been for the best.

Perhaps more concerning is the evidence that this secret was first unearthed by someone seeking to create a new form of undead from the ashes of the fallen. Were this the case, our town's solution of cremating the bodies of the fallen to prevent their rising as undead would be imperilled.

We expect to publish a fuller accounting of these events when *The Adventurer* receives a written report from the members of the Adventurer's Guild. Until then, we are grateful for their pains.

Adventures Abroad

War Correspondent Malkov: On the Importance of Foot Care

Guard Captain Malkov has been seconded to the Hammerfrost Offensive as a part of the Harodonian expeditionary force. He has been good enough to send along notes of his experience, printed below for the information of the masses.

While for many, my passion for dry and clean footwear has been a source of low-brow innuendo comedy, it holds true that for me keeping my boots and shoes clean and well polished has been the source of many successful situations.

A fresh coat of polish keeps the pores on footwear closed, and resistant to water damage or seepage.

Clean footwear also prolongs the lifespan of leather. A pair of boots that tend to dissolve and discolour in a year will suddenly withstand 4 years of daily use!

More malleable and soft fabric will help one's ankles with sudden twists and changes of direction. Not to avoid mention is the fact that your feet will be able to breathe better and air circulation may improve within.

Before you laugh at the guard or knight whom is having their boots well serviced on the tavern bench, or church steps - give a thought with this in mind and proudly raise your boot to the cobbler and proclaim "Me too, please".

As an addendum to this note from Malkov on the importance of shoe and foot care, we have the following advice taken from the Physician's Almanacke of Foot Care.

"Athlete's foot is something that almost everyone has heard of. Sweaty feet in tight-fitting shoes are the perfect breeding ground for foot fungus.

When this happens, a rash appears between the toes, causing irritation, itching and burning. However, just because it's referred to as "athlete's" foot doesn't mean that it affects only athletes. Anyone can get athlete's foot, so it's important to wear clean, dry socks and change them daily."

Scarsinvale Reclaims Town

Although recently overtaken by the mercenary leader 'Griff', it appears that Scarsinvale has been reclaimed by the adventurers that have made the place their home.

It appears that the motivations of Griff were a little less cut-and-dried than they might initially have appeared. Indeed, it has been revealed that Griff's apparent villainy was the result of spiritual possession by a being known to the town only as 'The Empress', a powerful undead force that is seeking to damage the stability of the region.

With this context, it becomes more apparent that the reason that Griff was undertaking these actions was in service not to his own interests (which would have been little served in outlaying a great deal of coin to take and hold a town that had little capacity to produce more for him), but instead that he was as a victim to this undead menace.

With this possession twist, all persons should be vigilant to watch for persons behaving in manners out of character.

First Harodom Convoy Reaches Hammerfrost

The first convoy of goods and supplies has reached the front for the attempt on the part of the displaced dwarves of Hammerfrost to retake their home.

Wagons carrying meats, cheeses, flour, preserves, short beer, rope, steel, stone, tools, and other supplies necessary for reconstruction and fortification have been dispatched, following a massive push, where the Great Walls of Hammerfrost were cracked, and the inner keep was breached. Although the assault was eventually repelled by the undead that have usurped the Hold, this forward momentum has apparently rallied the dwarves over to push, hard and steady – and Harodom has stated its position against the Undead.

Although a positive humanitarian effort is worthy on its own terms, there is potential for a new alliance with a restored Hammerfrost, which would provide a great market for Harodonian goods and foodstuffs, while potentially providing us with a source for high-quality dwarven crafts. Harodom's major exports of food and steel might well find a home there.

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: Why are some items illegal and others not?

In Harodom, some items are legal to carry around, and others are not. Some items are legal to have if you have received special permission to do so. The distinction can be fine, but in most every case it's there for a reason.

Poisons and toxins are fairly easy to get permission to acquire – anyone

that has been trying to remove vermin from their grain storage might have had cause, at one point or another, to put out bait. Potent poisons however can also be used on people – reason enough to keep track of who is using them, but it's not all of it.

Because poisons can be dangerous, using them near food supplies could contaminate those food supplies. As a result, it's important to make sure that the people who are messing around with poison need it and know how to use it safely.

Garrotes are criticized on similar grounds – it's hard to do someone lethal damage with one. However, unlike a dagger or a club, a garrote is

almost useless for self defense – it is a weapon that only works through ambush. Unless you are a bounty hunter, it is unlikely you need one for personal use.

Euphoria, and similar herbalisms, are illegal to have because they pose a danger of addiction to a damaging substance.

And of course, any items that mimic the effects of illegal spells are themselves illegal. It would be silly to forbid the casting of a spell, but to permit the casting of that same spell just because someone had a scroll. The use of some magics is sufficiently dangerous that those same spells are restricted, by guild and nation.

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)

Learn from the small signs in the world, that happen all around you. Trust in the gods, but cut the cards. You will be visited with opportunities if you can but grasp them, but beware; some of the choices presented to you will lead to undesirable outcomes.

The Harp (Jan 29th – Feb 27th)

If fate is a song, then as you sing it, avoid the discordant notes where you can, at least for the near future. While it may well be that you can survive strife, taking chances beyond what is needed at the moment may put you into more peril than you would ordinarily face.

The Fount (Feb 28th – Mar 30th)

Learn from the mistakes of others – you'll never live long enough to make them all yourself. You will be given opportunities to re-evaluate your perspective on something important to you in the near future. Beware beings wearing red that offer you deals without a clear payment plan.

The Dice (Mar 31st – Apr 28th)

You cannot just cut away the parts of yourself that you would rather not have. Instead, learn to deal with the parts of

yourself that you find troublesome, because in the near future you will find them inescapable. Good things are likely to come in threes, but be warned; ill omens come in fives.

The Arrow (Apr 29th – May 27th)

A new venture is likely to come your way, and you can profit greatly by it if you but reach out your hand. There will be an opportunity to build your acclaim by taking a risk, but be careful of who you step on when you are on your way up; you will face them again if you should suffer a reversal.

The Stone (May 28th – Jun 25th)

We are often called upon to plant trees that we will never enjoy the shade from. Something that is being presented to you now will give you a chance to impact people you have never even met; however, this will be a 'sunk cost' that you will not realize in your lifetime.

The Coin (June 26th – July 28th)

Find solace in the small things in life. The near future will challenge you in ways that you may not find agreeable; it is at these times that you must find comfort where it may be found, and accept that there are simply unpleasant things that you will have to cope with that cannot be easily overcome.

The Spade (July 29th – Aug 30th)

None of us can do what all of us can do. Seek aid, guidance, and collaboration with people who are like and unlike yourself, and you will find that the outcomes that you realize will be greater than any that you could have accomplished on your own.

The Blade (Aug 31st – Sept 27th)

A blade carried too long will eventually cut the hand that bears it. You do not need to absolve yourself of the burdens that you carry, but be mindful of them, because in the fullness of time you may find that if you do not rest, rest will take you.

The Mask (Sept 28th – October 31st)

There are some people that, despite your best of intentions, you will not be able to trick or gull; to that end, be ready to be direct and thoughtful in your action. It does not hurt to prepare now for challenges that will come later. Your resolve is likely to be tested; do not be found wanting.

The Shield (Nov 1st – Nov 29th)

Mistaking bluntness for candor is an easy mistake, but not one by which you will profit. Understand that there will be times when a soft answer might turn away wrath – what you do when wrath has turned away, is between you and your scruples. Undead are likely to dog your steps in the near future, and although many are mindless, this means that they are also difficult to overcome through guile.

The Hearth (Nov 30th – Dec 30th)

Keep the home fires burning. There will be enemies at your gate in the fullness of time; already the wolves are prowling. Since you have the time to build, build now, and you will find that your time taken is likely to pay dividends far higher than rapid action in the direct face of an adversary. You will face a stranger in red or black who will offer you a deal.

Better Know a Group: The Church of Clovis

Not all groups or organizations within Harodom are necessarily guilds or trade organizations. Some larger groups organized around faith may have political sway or international power.

Within the Lakes Region, the Church of Clovis is one of the more formally organized religions. In addition to meaning that the good word of Clovis is more readily spread in the Lakes Region nations, this also means that they wield a fair bit of political power as well.

The Church of Clovis is a recognized military ally

of Harodom, Splishenfellow, Michian, Eldershire, and the government in exile of Darkwood, specifically in matters to do with combat against undead and infernal forces.

While not every follower of the god Clovis is necessarily a member of the international church, the resources of the Church are broadly considered to be spent in pursuit of goals consistent with the faith of Clovis.

The Deepwood crusades, taking place in Darkwood, are a military venture between the

once governing bodies of Darkwood and the militant arm of the Church of Clovis.

While faith leadership of the international church tends to be in the form of invested clerics, this is not the case for all persons in the church hierarchy. Although a faith in Clovis is required for the vast majority of roles, the Church structure is meritocratic in other parts, and roles like the Treasurer or High Cleric Militant are based not on levels of investiture, but on ability in matters pertaining to accounting and military leadership, respectively.

The presence of the Church of Clovis in Harodom has been significantly winnowed since the major strongholds of the Church were strategic targets for the Eldershire forces during the war. On a related note, church leadership of faith is, at last reporting currently in turmoil.

The heraldic colours of the International Church Militant division is blue and white or blue and silver for those members who have attained noble title. Small parties of this division are the most common representatives seen in Harodom.

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* 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.

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

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A local horse was accidentally given a coin purse in place of a feedbag, and consumed over fourteen gold before the mistake was discovered. The attending physician says 'no change yet'.

A group of elves living in a forested area have started selling their own brand of cookies. Although pleasant and tasty, these cookies are laced with a powerful hallucinogenic herbalism.

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Portents: Strange dreams of running without seeing a pursuer. Owls flocking during the middle of the day.

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: Permission to Be Good

There are challenges that we face, here in Yorik.

These challenges are of the sort that test our capacity to do ‘the right thing’. They make us cold and cynical, inspire us to listen to the worse angels of our natures. In some cases they are dramatic, making us rethink our very outlook on life.

In most cases, they are not. The challenges that break us down are not a torrent, but water dripping over stone, slowly

wearing away, creating hollows and caverns. A slow winnowing, rather than a single catastrophe.

Don’t fight existential crises in caves.

We have the capacity to do better than to accept the first bad solution that comes our way. Give yourself permission to see a problem, and find the ways in which you can approach it – count out five full minutes by the clock.

But more importantly, don’t say ‘this is what we have always done’. What we have always done is to grow.

I first came to Yorik about a decade and a half ago. There are some things that have changed in ways that I would not have thought of as possible at the time. There are others that we do differently because we have the capacity to be better than we were, and we had the will to pursue that change.

Oren D'vann Freedman, Editor

Matters of Faith

Holy Days Just Past

July 16th: Summer’s Fair (Marius)

The feast-day of Marius is often marked by trade caravans and bazaars, and is considered to be a lucky day for new trade contracts to be signed or negotiated. It is considered bad luck to cheat or swindle someone on Summer’s Fair, with Marius said to be watching over every transaction. In Marius’ role as the god of travel, new voyages are often begun on this day.

August 8th: Mushroom Feast (Blythe)

The holy day of the god of rot, poison, and disease is one most often celebrated with a visit to the local physician. While the faithful of Blythe may be abroad on this day – and every reasonable care should be taken to avoid them – in Harodom and tradition has formed for ensuring that your own health is good... and not leaving your food or drinks unattended.

\\Forthcoming Holy Days

September 18th: Day of the Blade (Hemulis)

The festival of Hemulis is frequently viewed by His faithful as a chance to test their mettle against one another in holy combat. However, it is also a day to begin great quests, and in military or guard organizations, it is also frequently a day upon which new officers or NCOs are named. Hemulis famously trains with his faithful on Ariel upon this day.

October 6th: Dreamers Wake (Bard)

The goddess of stories and dreams, celebrations of Bard’s holiday are always a little more pronounced around Yorik, where she was awakened from her torpor a little more than a decade ago. Storytelling deep into the night, especially around a campfire, is a blessing upon Bard – and not forgetting to pass along the wine to the storyteller, the better their thirst to slake.

A Message of Faith

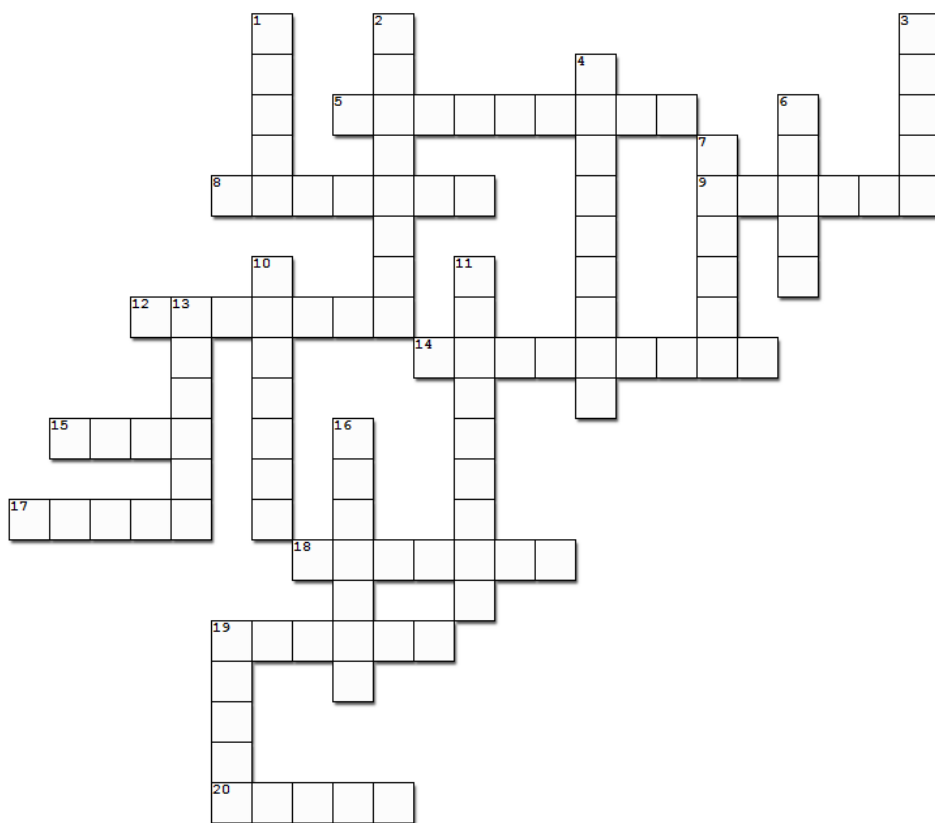
I would speak now on a matter of faith and hierarchy.

With understood ‘tiers’ of investment in faith, it is easy to understand why some people might come to believe that all faiths organize themselves based on levels of investment.

Indeed, being a more invested cleric might mean that you have a *deeper personal relationship with your god*, but not necessarily that you would be able to act as a good *priest* of that divine patron. Someone could, quite reasonably, be an excellent priest and cleric of Beldon, without having the interest or ability to keep or maintain a church, with the requirements of accounting for donations and ensuring that bills and servants are paid.

It is good to respect those deeply invested in their faith in the same way that it is good to respect anyone who has put effort into excelling at what they do. But this does not translate into ‘good at all things’.

Crossword



Across

5. Used for scribing spells.
 8. Faith of the queen mother.
 9. With yellow, colours of the House of Hayden
 12. Illicit strangler's cord
 14. Famous Yorik town tavern.
 15. Sheep fur
 17. The birthplace of iron.
 18. A deer, but on your plate.
 19. Divine god of rot, disease, and poison.

20. Like a knife but longer.

Down

1. A hand-shoe
 2. Makes muscles freeze in place.
 3. A rural fete or festival.
 4. Alwyn's Spear.
 6. Species stereotype: very sturdy craftsperson.
 7. A brew with a spell in it.

10. Overcoming fear within yourself.

11. A mixture of plant substances.
 13. Sweet or sour tree fruit, often red.
 16. Metal-like wood.
 19. **Skeleton components.**

Riddles

Riddle 1:

I'm stillness where life
 Once found a home
 An end to strife,
 No longer roam.

Answer 1: *htaed*

Riddle 2:

Name me,
 And so break me.

Answer 2: *ecneliS*

Riddle 3:

My name has three syllables,
 But I contain only a single letter.

Answer 3: *epolevne*

Riddle 4:

Smith's friend,
 Chef's tool,
 Burns you in
 The hands of (a) fool.

Answer 4: *eriF*

Riddle 5:

A mighty army guards me,
 And I am a golden hoard,
 Your victory is sweet with me,
 You need a comb, not sword.

Answer 5: *yenoH*

Riddle 6:

The first in my name
 Is the shape of my form,
 I'm naked less 'd'
 To follow

Answer 6: *ekanS*

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 1/5th of the way to completion. Check at the local planning office to help out.

Construction Project: *Repair and expansion of nearby roads*

Status: Complete

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 also makes it more likely that town amenities – as they are constructed – will earn outside revenue and support from other towns in our region.

Progress: At time of printing, this project is about 1/3 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.

Construction Project: *Repair and reconstruction of local farms.*

Status: Complete

Overview: The principle exports of Yorik are ore from some of our strongest iron mines in the country, and farmed produce and animal products from successful farms in rich and fertile soil.

Following dragon attacks, our farms were devastated. Thanks to an outpouring of effort and support, the farms surrounding Yorik are nearly entirely rebuilt, in time for autumn planting.

Progress: At time of printing, the contributions of less adventurous townsfolk have completed this task. This means that the town will be able to finalize their plantings for the autumn harvest,

Tool Highlight: Herbalism

*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. While it can be expensive, **herbalism** can be useful beyond the immediate, in an adventurer's career.*

Herbalism is, broadly defined, the branch of natural philosophy that has to do with the mixture of animal or vegetable-based compounds to synthesize new effects. The art of distilling and reducing is core to herbalism, but so too is the cultivation and careful harvesting of rare plants and glands of unusual beasts.

Notable in herbalism is the distillation of powerful stimulants that act as healing tinctures. **Energy Boost**, **Wonder Tonic**, and **Miracle Tonic** are non-magical mixtures that can be used for medical remedy purposes in response to injury.

The **silk bag**, containing a sticky material, is the only herbalism that can be thrown on its own, often gumming up the arms and limiting mobility of the victim.

Adrenal rush, **greater adrenal rush**, and **hero's last stand** are powerful stimulants

capable of making someone more adept in combat, at the expense of badly poisoning or injuring them when the effect wears off.

Leather balm can be applied to leather armour to make it more effective; **leather skin** is applied directly to the skin to make you more resistant to injury.

Sleep, **berserk**, and **hallucinogen** are powerful concoctions that, when drunk or consumed in food, have potent mental effects, which can significantly impact the behaviour of the subject.

Comical Strip: Dungeon Buddies



Recipe of the Month: Oren's Garlic Dill Pickles

One of my few concessions to the art of canning, and a worthy way to spend a long autumn afternoon.

- O Freedman

Ingredients

Short Brine

- 2 4 litre (quart) heaping baskets of pickling cucumbers
- 8 Litres (quarts) drinking quality water
- 1 1/2 Cups pickling salt

Pickling Solution

- 8 Cups white vinegar
- 1 cup pickling salt
- 1/3 cup white sugar
- 12 Cups drinking quality water
- 3 Tbsp whole mixed pickling spices

Canning Process

- 10 Litre (quart) canning jars with snap lids
- cheese cloth
- 20 Tsp whole mustard seed (2 tsp in each jar)
- 10 to 20 Cloves garlic (1 to 2 cloves in each jar)
- 30 Dill heads (3 heads in each jar OR 10 tbsp of dill seed, 1 tbsp per jar)

Instructions:

Short Brine

Make a 5 percent brine with the water and pickling salt. Wash and brush scrub the cucumbers and place in a non-corroding crock or kettle and cover with the brine. Place a plate on the top of the pickles to keep them submerged. Let them stand overnight.

Pickling Solution

Combine vinegar, salt, sugar and water: tie pickling spices loosely in cheese cloth and drop into the mixture. Bring to a boil.

Canning Process

Use clean canning jars. Fill them with boiling water. Place the snap lids in a small pot, cover with water and bring to a slow boil to activate the rubber in the lids. Prepare your Boiling-water canner. Fill 2/3 full with water. Bring to a boil.

Drain the cucumbers that had been in the brine overnight. Add the mustard seed, dill and garlic to each jar. Then pack the cucumbers into the jar, adjusting them to get as many as possible, while still leaving and 1/2 inch headroom at the top. Cover with the pickling solution. Boiling water bath for 20 minutes, to seal.

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.