

The Travance Chronicle

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The Consequences of Our Actions

JULY 1216

Events of Last Feast—Part I By Squire Ilana Darkwood

As many who were present last feast know, Travancians travelled to the legendary city of Vardimir last moon to release Miranda from her detainment in the Weave prison, Myrinod. With Fiona and Corsair's assistance, the people of Travance prepared themselves, splitting off into different groups to research ways to overcome the various traps and puzzles that were the seal of the prison.

The writer does not wish to specify who completed the various tasks for concern of incorrectly informing the populace and slighting individuals with the writer's lack of knowledge. However, they would like to thank every single member of Travance who remained patient while tasks were completed by others. Without your cooperation and understanding, those with even the most practiced hands and minds would have failed. If you are interested in what the various tasks were, please seek out the multitude of scholars or members of Travance willing to provide accurate information.

The final step in freeing Miranda is one the writer is happy to write. The Pentirr Knights, the guardians of the Weave and the keepers of the gates of Vardimir, were freed from their centuries-long enslavement. The Knights were murdered and turned into undead by the forces of Evernight long ago and while Travance had successfully freed a few over time, it has always been an interest to free the others. Once Travance had succeeded in besting the original defenses of Myrinod, the guardians of Vardimir were immediately summoned to Miranda's cell, restoring them to full power, humanity, and freedom. They were convinced to allow the town through and release Miranda, and then left, but left with their freedom intact. In the future one hopes to hear from some of them, to at least know they are alright in this new world.

It is important to note that the prison within the Weave was not meant for Miranda, as many have been taught over the years. This prison is meant for the aberrations created by magic, Hydras as an example, to be sent to and replenish the Weave over time. Corsair will be assisting those of greater magical talent in understanding how to send creatures into the prison and,

in the coming moons, we may see changes as we did when the Arcanite attempted to destroy the Weave. This time, however, it is speculated the Weave will be stronger as it no longer bears the strain of trying to hold the power of Miranda from the world. Magical anomalies witnessed should be relayed to the Mage's Guild in the future.

Finally, the writer would like to announce the defeat of the True Warlock Aruspex during last feast who, for over a year, has been harassing members of Travance. His cult declared themselves worshippers of Miranda's "true evil" and attempted to prevent the town from freeing her so that the Null could wipe Arawyn clean, allowing the Anastazi to reincarnate them in a new world of evil. Though an attempt on Miranda by a group of Malycites after she was freed was made, the writer is unsure if they were working for Malyc himself or are zealots with another purpose.

Our future is in our hands now. Stand united with Arawyn and the kingdoms that have come to our aid. Thank all our brothers and sisters in arms and stand against the consuming force before us. Be well everyone.

Events of Last Feast: Facing Down Nightmares By Meander Correlis

In an excellent lead-up to Travance's confrontation against the nulls, Travancian ingenuity triumphed over the power of a harbinger! After the town's success in freeing Miranda, Dr. Tobias Armitage set up and implemented a ritual to remove the influence of a harbinger known as the Lord of Tears from the minds of several townsmembers.

The ritual was a complex mix of alchemy, sorcery, druidics, divine magic, and technology. Each direct participant was injected with a potion of my own creation, the Potion of Shining Mind, meant to tremendously strengthen them against fear and create a sort of mental/metaphysical light that would push at the presence of the Lord of Tears. The participants were connected to a circle of copper wire and pairs of opposing ele-

mental essences, meant to further draw the Lord of Tears out of their minds. Once out, the Lord of Tears would be drawn through an "astrological buffer", a barrier composed largely of astral essence that would, in theory, force the harbinger into a physical form. And what is made physical can be defeated by Travancian strength!

The most important aspect of the ritual, the removal of the Lord of Tears from people's minds, went off without a hitch. The ritual circle was activated, sorcerers and druids cast their mental protections and consecrated the participants, and with some maneuvering, the participants were freed from the harbinger's nightmare and constant fear. From there, however, we could not force the harbinger to take physical form. There yet remains one person under its influence, and it is Dr. Tobias' hope that once this last sufferer is released, the second half of the ritual can be completed, and the Lord of Tears eradicated for good.

The Baronial Guard's Monthly Advisory to the Populace

By Private Arradir Go Dringol

Honorable Populace of the Barony of Travance, the following article was written with the intent of furthering your knowledge on the criminal element at large and updates regarding matters of the Law.

.: Notices .:

- It is the MANDATORY duty of all Guardsmen and future recruits to report to the Baronial Barracks for the monthly meeting at noon of the day of likely Null Contact - Saturday.
- In addition, Captain Oren Tenderson will be conducting interviews on Friday Evening through Saturday Morning of Guardsmen and recruits. Be sure to be in attendance if this affects you.
- *All guardsmen active and non-active are being conscripted and ordered to report to the leadership of the Baronial Guard for further orders.*

.: Summons .:

By order of the Baronial Guard, the man going by the name of Radu Dragovic is to report to either the Magistrate or Captain Oren Tenderson regarding the assault of two Baronial Guard officers, Former Knight Captain Magnus Zero Von Ritter and Lieutenant Allyce, and attempted murder of Private Ketryn Shiverthorn. Failure to willingly do so by August's Feast without reason will result in further charges.

.: Law of the Month .:

None shall refuse to be conscripted in the defense of the Barony in a time of war, if they are able to fight. None shall withhold valuable information knowingly from the Barony, when this information is deemed important to the barony itself.

Whosoever breaks with this law shall be subject to a Minor Punishment.

.: Reminders .:

- Remember to travel in large and well-armed groups during the late hours of the day. All Town's members have the right to ask to be escorted by any Guardsmen on duty.
- Please report all suspicious activities to the Guard with as much information as possible so that due diligence can be performed during the investigation. Anonymity will be preserved to the fullest extent of the law.
- If you are interested in joining the Baronial Guard, please see a Guardsmen to inquire about the monthly meeting and training times.
- If you wish to aid the Guard but must honor your given word to your Lord and Lady, you may be deputized. Please speak to any of the Lieutenants regarding this if you plan on lending your hand regularly.

.: Active Investigation(s) .:

For the record, the following cases are publicly open. Anyone with information regarding these crimes are asked to seek out the lead investigator during this Feast.

- *The Mages' Guild Robbery* - A theft of various goods took place in the Mages' Guild early Sunday morning of the Extended Feast. Lead Investigator: Private Ebony Hale.
- *The Barn Robbery* - A theft of 50 gold pieces belonging to newer townfolk took place during the evening hours after May's Feast within the Barn. Lead Investigator: Lieutenant Grimkjell Eirson.

.: Closed Investigation(s) .:

For the record, the following cases have been closed by the Barony. No further charges regarding these cases may be leveled after sentencing has been carried out.

- *Assaulting a Smith* - Huntress Lorelai S. VonRitter submitted herself willingly for judgment regarding the assault of the smith known as Mileof. She was assigned a six hour guard detail overseen by Captain Oren Tenderson as per the standard punishment.
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The Dirty Spoon

By Chet Hardwick

You know, the last time I was in Travance, I served as the bartender for a group of new townsmembers.

When I came up for air from pouring a pint from a cask, a nobleman approached the bar and wordlessly handed me something. It was a metaphor.

What I held in my hand was a spoon, greasy in texture, obviously coated in whatever food they had eaten. It smelled of beans. With almost a smirk on their face, they turned around and left almost as hurried as they arrived. Busy man that I was, I tucked it away in my overalls and kept working, but forget that spoon I did not.

That is what nobles are. A fair observation or not, they are men and women free from the responsibility to clean up after themselves, the spoon only a small example. Someone else, usually of far lower station, gets to handle the dirty work. That work is all too literal in the case of the dirty spoon.

Responsibility

By Fenri Kantaris

Responsibility is one of those ugly Kormyrian words that has multiple meanings, positive and negative, one that has a weight to its meaning. Responsibility is something that every citizen in Travance has, be you a peasant, a noble, or a god. We can run from our responsibilities, but we can never escape them.

I tried to run from my responsibility, I tried being locked away, I tried to ignore the pain of others that I felt, I tried to ignore those that were considered below my station.

I ran for so long I became tired. I ran until I arrived in Travance, a place where those can hide from their responsibilities or a place where those can embrace their responsibilities, to shape and mold them as they see fit. Travance was supposed to be a place where I hid from my skills and abilities, until I learned how to embrace them, utilize them, hone them and constantly work on perfecting them.

Pray, stand tall, and embrace those responsibilities.

Editor-in-Chief: Huntress Lorelai K.S. VonRitter

Assistant Editors: Meander Correlis, Dennis Brand

Payroll: Thalia Burdorn

Editors Emeritus: Amizar Wuzwhir, Seneschal Lois Maxwell

Questions, comments? Contact our offices in Honor's Peak

Travance Mass Schedule

Friday

12:00 AM - Midnight Mass of Gaia - Kaladonia Altar Space

Officiant: Gothi Caldor

Topic: Last Chances

Saturday

10:00 AM - Brazen mass - Kaladonia Altar Space

Officiant: Father Duncan MacKenzie

3:00 PM - Bar Mass - Bar in the Dragon's Claw

Officiant: Chaplain Aldric

5:00 PM - Mass of Light - Church Annex

Officiant: Chaplain Aldric

Topic: Call to War

All are welcome to the Triumph of Unity!

The greatest of holidays and the chief-most celebration of Gaaldron comes to Travance!

Under the command of Nashgoth Vaar Granok, Emisary of Gaaldron, we are hosting the Triumph of Unity celebration for all races and walks of life in Travance this coming feast. Blessed is the Proper in this wonderful time of year! Blessed in the name of Enax!

After baronial announcements, join the goblinoid races in celebration at the Romani camp.

Opening benediction for Enaxians followed by feasting, gladiatorial combat, Kvass drinking contest, and finally ending the celebration with a dedication to a newly-placed Enaxian altar.

**Want to see your art or stories in the Chronicle?
Have a poem or song ready to share with
Arawyn?**

**Submit your writing, art, or advertisements to
the Chronicle offices at Honor's Peak in Pen-
darvin!**

**Submissions can also be sent to the Editors.
Please include your name. Printing may be
anonymous, but record-keeping is not.**

**Speak to Assistant Editor Thalia Burdorn for
compensation for submissions.**

Monster of the Month: Devils

By Squire Ilana Darkwood

This article is a brief informational piece on devils. While the following statements are truths, I would not call them facts. With the world in its current (and generally constant) flux, facts vary over time. But, take this knowledge knowing that it is given with genuine care and consideration so that you may learn and be ready for the various oddities that you will find in our small piece of Palmydia.

Devils are a rare sight, even in Travance nowadays. Often mixed up with demons because they have similar features, they are instead divine creatures that hail from the dark pantheon. Devils are intelligent, often fallen members of the faith returned to the world through ritual or sheer will of their deity. Many were warriors of the previous Ascended War and so potentially dwell on the Material Plane currently similar to the angels of the Light pantheon.



Devil attributes are based on the God or Goddess they obtain their power from. It is important to understand they are the embodiment of their faith and cutting them off from that power through malediction or preventing them from invoking prayers is the best way to deal with one. All devils have access to the Sacrament and Darkness domain of prayers and, at the very least, the primary domain of the deity. The primary domains a devil would have access to are:

Aguara - Torment

Galmachis - Death

Glomm - Corruption

Malyc - Mayhem

For more information about the other domains they hold sway over, you may seek out any scholar or clergy and they can point you in the right direction for information.

Devils are immune to mental attacks and several physical detriments depending on the power and kind of devil. Test your skills sparingly at first or you may expend a lot of energy for nothing.

Your weapon of choice should be touched with divine energy, but in some cases magic-imbued weaponry and positive energy will at least harm them. Mundane weaponry has no effect; the divine energies surrounding the creatures protect them except in unique situations. The psalms that scholars can create can be a powerful tool against devils for any member of Travance: the prayer "Aid", of the Sacrament domain, will imbue any weapon with divine power.

If a devil must be fought, use caution. These divine creatures are extremely dangerous and should rarely be fought alone. Even a single devil can prove a challenge for members of Travance that have several seasons of practice. What their place will be when the Null are gone is unknown, but be wary of the potential threat they can be.

Until next time, Travance!

[OOG Note: The above article counts as the Monster Lore: Devils . If you have the prerequisites (i.e. a single build to spend and the ability to learn Monster Lore), you may learn "Lore: Devils" on your card and spend your build accordingly. The teacher will be "Chronicle July 16". If you see a paper copy of this Chronicle at any time, including at the Scholar's Table, you may choose to learn this lore.]

Be Not the Fool **By Datu Guo Chenjing**

Be not the fool who shirks a friend
Though the friend may not yet be
And take not the life when embroiled in strife
Against a common enemy

Our blades are red and our hearts are pierced
But never a greater folly be
Than to take the life when embroiled in strife
Against a common enemy

Sheathe your sword, o noble soul!
Be still your axe, black heart!
Your foes are not one another
So practice not war's art
Instead train your arrows on enemies
Whose souls don't freeze or burn
Focus therefore your efforts
On those whose ire is earned

Be not the fool who spurns a foe
When the foe shares one greater still
Take not the life when embroiled in strife
Lest hope be your only kill

Our blades are red and our hearts are pierced
But there is no greater thrill
Than to share the blade of a friendship made
To combat the force of nil

O green-skinned servant of Gaaldron!
O long-bearded Calasvorine!
Your foes are not one another
So this is no hour to scheme.
Stand rigid, forged of mithril
With authority of divine grace
And when nothing is left besides certain death
Then welcome the Bedouin's embrace!

When Mayhem locks arms with Justice
And Death-lord and Life-giver join hands
Then the sisters unite, as do Ringed and Glommite
And together preserve this, our land!

May the Menagerie stand beside the Reign
And VonRitter beside Malagan
Balfurous shan't taunt, but stand with Belmont
And together preserve this our land!

The age of the trial has ended
So our watchers don't care if we fight
So we'll beat down their pawns, their void-bringing
spawn,
And forge a new peace - dark and light!

The Strength of Suns **By Kardin Armister**

Fire burns bright and slowly fades, leaving impressions
of its beauty.
Its music heard from far away, gathers feeling from the
darkest heart,
So buried in its ashes.
Clearing detritus from a man,
Burning all and making plain,
The truth in every moment,
In a way we can't explain.
Gently soaring melodies that tend the flame in total
night,
Glowing, dimming spark,
Barely living, small in form,
And merry all the same.
But hungry for a greater hand to guide its path so un-
defined,
For a destiny that still awaits, just barely out of reach.
Burdened with such aims it burns relentlessly,
And endlessly.
The gentle song that tends the spark,
It sweetly sings "Such dreams are false,
No starlight comes to greet you now,
All brighter hopes are done,
Forget that once you lit the world,
Forget you were its Sun.
Such musings only bring regret,
Filling you with toxic breath,
Soothing naught but memories past,
While the earth lays claim upon your ashes,
Carelessly left behind.
In escape to a colder land,
That ill befits the living.
A land of ghosts is what remains.
Their desires growing like ragweed in their bones
Shells of blind ambition that end as they begin,
Warming nothing, wildly driven, but hollow from with-
in.
Then what price would match your hunger, Little
Spark?
Who rages mightily against these words,
Who would gladly set fire to Heaven itself,
Engulfing paradise in bitter flames,
And bringing low the skies to regain that glory past.
A path of ruin would just remain.

You who burned with noble presence,
Lighting our world with your crystal purpose,
As a scavenger you would live,
Glowing as does a funeral pyre.
You who had burned to show all that could be
Would find strength in only decay,
Away from sight you remove the dead and accompa-
nying debris.
But in time your purpose shall renew for ancient is
your span,
The hourglass is turning still for those who burn as does
the sun.
Watch and wait,
Wait and listen,
Listen and mourn,
That spark will pass as do the rest,
But you will still remain.
Keeping time with every heartbeat,
You shall perceive the roaring of a flame newborn,
Consumed so it may live again.
So noble,
Strong,
And pure of heart,
But doomed in all but name.
Not driven by the gentle song that guides it as I do,
But the full sweeping booms of a symphony that churn
a wild-fire in the heart and soul,
And burning, ever burning.
Such brilliance leaves an ageless mark,
Branding the soul like the flesh of slaves,
And imprisoning true intent away from common minds
too dull to know,
Till the brilliance is seen as madness and destroyed as it
was formed.
In great throes of emotion within the burning of the
flames.
But though the fire is destroyed, the mark still yet re-
mains.
A mark of tempers ill adjusted,
Bastardized but also trusted,
At least by those who share a curse alike.
Made to cry in agony by all the world's creation
And only made to bear it through the mark that knows
all pain,
On a beast that has no name,
Save for what we call it.
Many become those husks that dwell as wraiths in
colder lands,
But you had hope.
Many fall to savagery, heeding the call of rage to fuel
them,

But you had strength.
Many lose their way within the dark that traps us in
ourselves,
But you always had me.
Even now they travel blindly in the dark for a light
with which to guide them.
And now they have you.

Consequences

By Grimkjell Eirson

The consequences for our actions can be severe in-
deed. As some may recall, not too long ago several of
the newer healers within town were infected by some
sort of plague. We didn't understand the nature of
the affliction, or how to heal it, only that they were
compelled to get to the phocus and we should keep
them away from it. As it progressed, it reversed their
healing abilities and made them dangerous to the
townsfolk. They were incubating soul harvesters, but
we didn't take time to listen to them, to understand.
And in the end, it almost killed us. We were able to
purify them ritually, but in so doing we had to fight
many of the soul harvesters that hatched forth from
them to do so. That is but one example of how a fail-
ure to listen or understand the cries of our own can
harm us.
But there are positive consequences, as well. During
the first time we encountered the progenitor of the
Homonculi, we were able to make allies of, or other-
wise befriend most of the supporting warriors and forc-
es that were brought to bear against cast-off army of
Galdron led by Ravik. Weg still lives amongst us in
Pendarvin, befriended by a child and by Billiam, and
Goard still assists us and his tribe leader Korr from
time to time. We showed them honor and friendship,
and it was reciprocated. An act of kindness can turn
an implacable foe into a stalwart friend, and it would
do us well to remember this as we prepare for a future
beyond our present fight.
I will close with this suggestion. Listen to those who
come here with an open mind. Greet them with a
kind spirit. And perhaps if we do these two things,
less things will threaten us or force us into short term
decisions to save ourselves that shall make us pay a
price in the future.
