

# The Travance Chronicle

VOL. 6 NO. 2

*Thinking Quickly*

February 1217

## Events of Last Feast

By Reyna

I had not encountered Wendigo since leaving the North. They attacked Travance last feast since the cold and snow was enough to bring the creatures to us. Their attack on the Proper itself began late Friday night. The Wendigo possessed many Travancian commoners, and they were overcome by an intense hunger for human flesh. The minds of some of the heroes attending the feast were also attacked, and several were possessed by the Wendigo's hunger.

The attacks continued throughout the night, and the town figured out how to save those who had been possessed. We all encountered the atrocities committed by the Wendigo and possessed, and while I did not see this for myself, I even heard reports of dead children frozen in the woods.

Saturday afternoon, the Proper was attacked by a blight that caused blizzards in every building in town. None of them were safe to enter for a while. Wendigo and other creatures attacked during this, and fighting occurred all over the town while the Druids worked to clear the buildings.

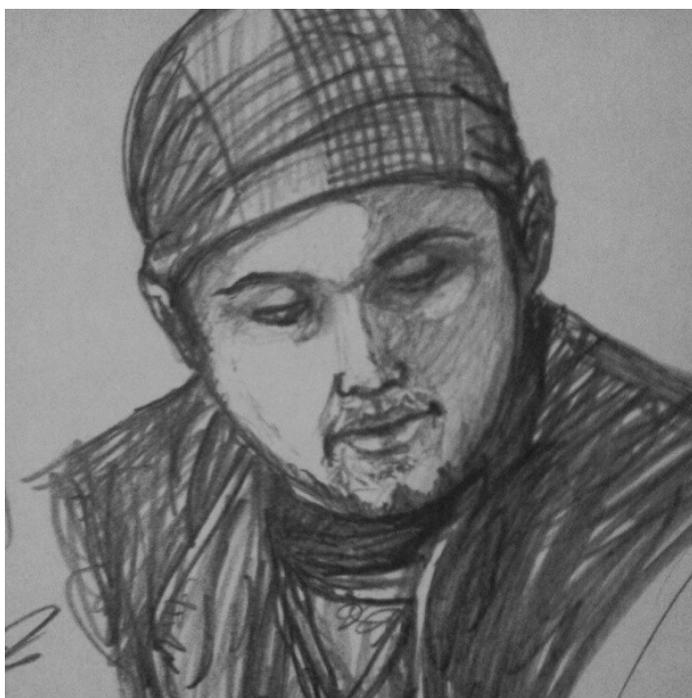
In addition to the fighting in the Proper, many of Travance's clergy and witch hunters travelled to Glangsdale in an attempt to close the demon gate there. The battle against the demons was difficult and bloody, but our mission was successful.

The Feast itself was a peaceful respite from the violence of the weekend. However, after we had eaten, the town was attacked by many Wendigo. For a brief time, there was confusion, but eventually most ended up between the Guard barracks and the Kaladonian statehouse. After a lot of difficult fighting and bringing friends back from the edge of death, all of the Wendigo were defeated.

As a witch hunter, something that stood out to me as odd about the weekend was the lack of Negative Energy creatures. I'm not complaining, but it stood out that the first Negative Energy creatures I heard of in the Proper were the handful of undead

that attacked the Inn late Saturday night. Another interesting Negative Energy attack came in the form of demons Sunday morning where a few of them could use Positive Energy.

Finally, the weekend ended on a rather enjoyable note with a Battle Royale hosted by Burkhart. There were two groups, one open to all combatants and one open to less seasoned heroes. Both groups fought incredibly well, and hopefully events like this will happen again. The victor of the general competition was Erik, and the victor of the second competition was Fyodor.



“Boryev”, By Yaya Smut'yan Silverfang

## The Baronial Guard's Monthly Advisory to the Populace

by Corporal 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.

**.: Important Notices for the Barony .:**

By order of the Baronial Guard, all townsmen should bring any and all information related to the following threats to the Barony to active Guardsmen:

**The Arcane Sons:** A cult of active necromancers. To be captured for interrogation by an active guardsmen at the jail.

**The Lanii Outbreak:** Highly dangerous outbreak of nocturnal, predatory vine-like creatures in the forests of Ostcliff. They should be approached with caution and do not take kindly to natural fire sources.

**The Storyteller, Elthias:** A wiry and thin man in stature with a clean shaven face, short blonde hair and a rope burn around his neck. He often is seen wearing a red cloak with a drawn hood. He smiles quite often, and liked to speak in riddles. If seen, alert the nearest guardsmen.

**The Assassin, Ren:** Dangerous male assassin with a large supply of deadly poisons. His hands are notched wears spectacles that are cracked and dark clothing with a drawn hood. Last seen with Elthias outside the in at 4am on Sunday of the January Feast.

**Conspirators Against the Railway:** Any information leading directly to the arrest of any conspiring to perform illegal actions against the "Railway" project will be rewarded at the normal rate.

**.: Alert to Openings within the Baronial Guard .:**

It should be publicly known that the Baronial Guard is always looking for new recruits to join the ranks. If you are of able body & mind and have not become a Land's vassal, please consider asking the nearest guardsmen for information regarding meeting and training times. The current salary for recruits is 10 gold per Feast with additional paid work available between feasts and coverage of certain equipment costs.

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.

**.: Wanted Enemy of the Barony .:**

Anyone with information regarding a young Kornyrian woman by the alias of Cecani Denman is to report themselves to the nearest Baronial Guard. She appears to be between the ages of 14 to 18, of a light complexion with dark hair, and is often found

wearing second-hand fine clothing. If encountered, attempt to draw her to a public area before confronting. She is known to be a very capable necromancer and escape artist, so proceed with extreme caution.

**.: Wanted Fugitive of the Law .:**

By order of the Barony, the man going by the name of Radu Dragovic is to report to either the Magistrate Robert Tzaareth or Captain Oren Tenderson regarding the standing charges of assault, attempted murder and evasion of the Law. Anyone found attempting to conceal his whereabouts will be charged with a Standard Punishment.

Information regarding this man's whereabouts should be conveyed to Cpl. Arradir Go-Dringol. Compensation will be made for information leading to his capture. The most recent sketch of this man is provided here:



**.: Law of the Month .:**

None shall engage in Racketeering, Blackmail or Extortion. Whomever breaks with this law shall be subject to a Standard 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 preformed during the investigation. Anonymity will be preserved to the fullest extent of the law.

## **Elementals**

**By Master Edwin Haroldson**

All elementals share certain traits in common. Depending on the element they represent, all can surge cast arcane spells associated with their element. The number of spells and their ranks are dependent on their strength, which correlates to their status. From lowest to highest, the statuses are: Lesser, Normal, Greater, Elder, and Lords. The first three are common, with Elders much less numerous and Lords rarely being encountered.

### **Creation:**

Elementals come about as a result of a concentration of one of the four elemental forces, which allows them to pass through from their home planes. In the case of Fire Elementals, they are brought about by an intense localized heat. One reason Travance has an abnormally high number of fire elementals is the concentration of volcanoes in Pendarvin, coupled with a large number of unusually powerful fire mages. When circumstances are right, the result of such a concentration is the creation or summoning of a Lesser elemental.

### **Motivation:**

Common elementals are mindless creatures, driven by the compulsion to grow stronger by absorbing more of their elemental energy. They are capable of following directions provided by an Elder or Lord. In the absence of orders, they wander and instinctively seek their elemental energy. The ki of intelligent creatures also provides energy, which explains the constant elemental attacks on the subjects of Travance.

After obtaining sufficient energy to reach Greater status, the elemental continues absorbing energy at a high rate, eventually obtaining sufficient energy to obtain intelligence, at which time it becomes an Elder. While the total process from Lesser to Elder can occur in as short a period as a month, it is much more common for it to take years, even decades. The strongest of the Elders becomes their Lord, ruling by strength and cunning. In Travance, since the death of Surtur, there has been no Lord.

Elders and Lords have other defenses, the most common being elemental resistance. This alone makes them very formidable in a fight.

### **Strengths:**

In addition to surge casting spells from their associated Sphere (the number and rank depending on their status), elementals can strike as if wielding a weapon imbued with their element. They are immune to attacks based in their element, and in fact are healed if struck by it.

### **Weaknesses:**

Elementals suffer greatly from attacks based on their opposing element, moreso than if struck by a regular blade. They also tend to lie dormant during the season in which their opposing element is strong. For example, given that cold is the antithesis of fire, fire elementals are usually dormant in the winter, during heavy rain, or in the snow.

[OOG Note: The above article counts as the Monster Lore: Elemental. If you have the prerequisite of a single build to spend, you may learn "Lore: Elemental" on your card and spend your build. The teacher will be "Chronicle February 17".]



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

## **Glangsdale: We Will Answer The Call**

**By Kardin Armister**

Glangsdale. A city under siege by Demonic entities since the middle of the Demon Wars which was only recently freed from a great deal of the taint that had plagued the Kormyrian holding for years. Father Aldric, Templar of Valos called a contingent of fighters to action in defense of Glangsdale in response to the courageous and inspiring entreaty of Lord Wellington Wellington Wellington of House Wellington, a distinguished member of the Wellington line who has given his all to the defense of Kormyre and the people of Glangsdale for years.

I have encountered Lord Wellington once before, near the end of the Demon Wars. Back then I was impressed by his decorum, but his true heroism and courage was displayed a thousand-fold as he led the charge against the hordes of demons and aided us in taking back the land of his people just last moon. Armed with nothing but a dagger and his wits I saw the man slay a giant Demon that threatened the whole contingent.

I was among the warriors called to aid in the fight to reclaim the town and close the opening to the Abyss that the Demons spouted from. The reclamation of the town didn't come easily but as the fighting dragged on, the sources of the Demonic power were discovered and destroyed in short order.

As we drew around the portal, holding back the lines of infernal warriors so the other units could destroy the power sources, something from the Abyss tried to grab the Templar, myself, and a few other warriors from the front lines, with the intention of dragging us back with it.

But the day was won, and the people of Glangsdale can start to rebuild what they've lost.

To any citizens of Glangsdale, former or current, know that you will always have an ally in the Barony of Travance so long as we are free to extend a hand. The dangers that exist in Arawyn are better handled with allies than alone. If Glangsdale has need of us again, there are those here who will charge into the fray to protect any who ask for our help.

Lord Wellington, you know where to find us.

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## **Haste on the Battlefield:**

**By Terzak Winstonshire**

Though I am sure that most who read this will know my following statement by heart, I believe this sentence deserves repeating: All Travancians will eventually fight something, somehow. Yes, I do mean all of us, down to the last man, woman and child. While more experienced fighters might use this fact to lecture you on the nature of tactics or perhaps illuminate us upon the proper stance, formation and grip for wielding even a mere kitchen knife, I believe it important that you learn about any Travancian's greatest hidden ally: haste. Despite my lesser breadth of experience, I can say with complete honesty that quick thought has saved the lives of myself and allies more often than even the blade at my side.

Allow me to provide an example: A few moons ago, my brother and childhood friend were told to

stand a good twenty strides ahead at the path nearest to the Inn and serve as scouts, to determine if our enemies, (as I recall, they were the Green Null of Magic and Purple Null of Creation) were near. I decided to join them. Naturally, we talked about various subjects while occasionally peeking our heads outward to see if they were coming. At one point, I had decided to walk even further ahead than before and by the fence I saw the Green Null. It reeked of power, and I could see its presence from where I stood while my companions leaned their backs against a tree, unawares. Within a split second, I was forced to consider how powerful a Null might be, what good a sword would do, the state of my allies, its current distance and so on.

I believe I truly embodied the nature of quick thinking during that potential encounter by, and I quote my brother Oscar on this one, running like Xualla himself was throwing flames at my arse.

I assure you, I did not learn this strategy until very recently. It took me about three years to truly appreciate the validity of this way of thought. I have, however, seen it many times before among my allies, as they were more accustomed to the ways of battle. In fact it was a mere two years ago when my closest friend Dahl said to me, "If there is any hint of danger, I am turning around and running like Hell." When danger did come in the middle of the night in the form of eight adversaries, I was unable to conjure the magic I needed and resorted to drawing my quarterstaff, only to find that my halfling companion was long gone. It was only luck that saved me from a hearing in Galladel's court that night.

In more recent memory, I and the three allies I mentioned prior found the path to our tent blocked by what I believe to be a small Orc warband. Though we had all been split up (in hindsight, I advise never making that mistake) with our swords drawn, it was my brother, the cavalier Oscar Winstonshire who sprinted away when he heard the delightful sound that is an Orc's pike finding itself a space between two of my ribs. This act, coupled with the fact that the orcs apparently wanted to take my corpse as a trophy, allowed me to live another day. For that I am eternally grateful. That is why I advise you, adventurers of Travance, to heed my advice: Think fast, run faster!

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## **Quick Thinking**

**By Grimkjell Eirson**

Quick thinking in Travance can save a life far more effectively than a sword can, or even a healer. A good example was when my sister Bear used a grappling hook to drag down a flying demon. Delaying an implacable foe with talk or even using martial abilities to move to avoid the crow's feast when you can - all these are examples of the kind of quick thinking Travance needs.

Improvisation and a quick word can change many things for the better. A fine example of this are the careers of Captain Jackdaw and the crew of the Winged Victory. They are not particularly mighty in magic or with a blade, but they are where they need

to be, acting with confidence and panache.

The key to useful quick thinking in Travance is observation. Read the kind of situation you're in. Understand the levers to manipulate what they want, not simply the brute force of will or arms that you might enact to achieve your own goals. Learn what drives others, what they fear, and you'll be better able to move the situation in towards a good resolution as it plays out. Listen, and watch, before acting or speaking.

We so often resort to tests only of strength and courage that we forget the power of wit. A word can be a far more effective weapon, or shield, than anything you can hold in your hands. Remember always, my fellows. Your first weapon is your mind. Your second is your tongue. And last, only if these fail, do you use your blade.

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## Issues with Healers

By Ergos

A submission in last month's Chronicle contained an article related to issues that healers feel they have to deal with on a constant basis. Following this article, I became aware that some people in the town have issues treating healers like people. I personally heard arguments stating that healers ask for too much praise when they do less work than the praiseless fighters on the battlefield. Perhaps it is

because I am not the best of readers, but I felt as though the point of the article was straightforward.

Although it would be nice, healers are not requesting endless gratitude and praise. We are not expecting large payment for what we do. We are asking for respect as people. We have names. We have lives. We have feelings (more so than most people). We suffer equally if not more in Travance, and some of us are getting tired of being treated as second class subjects compared to those who are more prominently seen as useful (fighters, scholars, etc.).

Soon enough, people might start to regret treating healers like this when healers start to treat others just as poorly. I cannot say that I feel the same lack of respect as my friends have felt, but I care about them and I would like for you to care about them too. Travance is full of thankless jobs, but I think we could all get along better if we just treated people like people. I am sorry if I offended anyone, I just want my friends to be happy.

## 'Run'

Quick on your feet  
get out of the way  
something is near  
and it wants to play

Running and dodging  
on the edge of their attack  
hiding and breathing  
always watching your back  
Take careful steps  
make not a sound  
get out of there quickly  
lest you want to be found

Help is close  
just get to them fast  
don't get caught  
or your next breath could be your last  
-Ebony Hale

"Self-Portrait" by Althea

