

The Travance Chronicle

August 1213

Amizar Wuzwhir, Editor

Poetry Contest!

by Loremaster Aemorniel Silverbow

Attention all! The Travance Chronicle is happy to announce its first ever contest. What sort of contest might a humble newspaper as ourselves hold? Why a writing contest of course! Are you a fan of putting your pen to parchment? Do you find a need for eloquence in your words? Perhaps you simply enjoy a good rhyme or two! If this is so, submit your poetry to our Editor-in-Chief, Amizar Wuzwhir, or Assistant Editor, Aemorniel Silverbow before the September feast.

For a prize, the Count has stumbled across a rather peculiar gaming device called "The Bard's Bones". It is said to gift rather impressive ballads to the possessor depending on the roll of the die. Try your luck and see if you win!

GinGinny GinRum's Guide to Drinking-On Sharing a Mug

Londwynu, Khitanese, Satyr, Quinarian, Kormyrian, Selenidian, etc. We citizens of Travance are an eclectic group of nationalities and races. With such diversity, misunderstandings, forgetfulness, and cultural differences could be as a spark on dry tinder—our careful balance could go up in flames. Often a common foe can bring us together in common goals...but what about the rest of the time? Let me urge you, dear readers, to do one simple action which can bridge these gaps: share a mug of ale.

It doesn't have to be ale—it could be elven reserve or a satyr's family wine. Buy a second mug while at the bar, share some out of your bottle, or give your own to someone more parched than you. The simple act of sharing what is yours with another, of metaphorically breaking bread and listening to another's tales, can be the start of ties that bind us together for reasons stronger than yet another werewolf run amok or a new gang of bandits. True friendship should be what motivates us to assist another land's woes, not simple self-preservation in the face of who will be attacked next.

To this end, I invite all of Travance to buy me a drink! Or perhaps join me at a harvest festival in Alisandria to share a mug with neighbors and break bread with family. There will be shade from the sun, shelter from the rain, games, prizes, and enough alcohol to make all of Travance the closest of friends.

Butcher Tips

by Jouas Kane

Many of you fine people might know that I am the proprietor of the Dragon's Claw Inn and a Philanthropist of Travance. What many of you might not know is that about 75% of all the meat that goes into the Dragon's Claw food is personally butchered by me. Butchering is one of my lesser known passions; mostly because I do it in private, seeing as butchering is a dirty job and I like to be seen in my finest. This month I'm going to share with you a tip on how to properly dispose of rotting meat when you accidentally let a whole carcass spoil and need to dispose of it fast.

You're always gonna have problems lifting a large animal carcass in one piece. The best thing to do is cut it up into six pieces and pile it all together, and when you've got your six pieces, you gotta get rid of them because it's no good leaving rotting meat around for your patrons to discover now is it? The best thing to do is feed them to pigs. You gotta starve the pigs for a few days, then the sight of rotting meat will make the pickiest swine lick its own chops! You gotta shave off any hair or fur and pull the teeth out for the sake of the piggies' digestion as well. They'll go through bone like butter! You need at least sixteen pigs to finish a job in one sitting. They'll go through a carcass that weighs 200 pounds in about eight minutes. That means that a single pig can consume two pounds of uncooked meat every minute... Hence the expression "as greedy as a pig".

Harvest Festival Next Moon!

Alisandria is the bread basket of Travance, and during autumn its basket overflows with bounty. Come to Alisandria's Harvest Festival on the Saturday of the next Baronial Feast for food, drink, and merriment. Will you be able to beat a member of the Crimson Watch in a one-on-one duel? Can you arm wrestle an Alisandrian smith—and win? Perhaps you think you can win at games of chance! Test your wit, strength, luck, or skill for a chance to win prizes!

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Romani Tales
by Dame Zafria Phatzi

It is time for another installation of The Great Stories of Esmerelda. This is one of my favorite stories; one that the elder's would sometimes tell at great parties.

Esmerelda was visiting cousins in a small village that was not far from a river. Esmerelda and her cousin's children were playing near the river when they discovered a baby girl in a basket. Unsure what to do with it, Esmerelda brought the baby back to the village. That night, a pack of quoll's attacked the village, killing several people and injuring many others. The head of the company asked Esmerelda to take the child somewhere else as the elders predicted the baby would only bring misery on the town. Esmerelda set out at once to deliver the child to someone who could care for it but soon learns the baby is Flora Tanan; the baby girl destined to bring about the downfall of the dark mage Countess Bardorma. Esmerelda was worried that the Countess would discover the child and kill her, so she recruited some help. She called upon the help of a mercenary, the great Martin Gale, a mage known as Din Rafael, and a pair of Halflings named Fran and Wool. Esmerelda took it upon herself to protect Flora from the evil Countess who intended to kill Flora and prevent her from fulfilling her destiny. Esmerelda and her allies were pursued by the Countess' daughter, Cora, and the dark commander of the Countess' army General Mayel, whom are searching for Flora after the Countess received a vision. They planned on capturing Esmerelda and Flora in order to bring her back to the Countess' castle where Bardorma planned to kill Flora in a ritual that would bind her destiny and prevent the prophecy of her downfall. To make matters worse, the great Martin Gale accidentally drank a love potion that Esmerelda had planned to sell at market and he fell in love with Cora. This is almost their downfall as the group was almost captured by Cora and the General but they narrowly escaped on some stolen horses from a tavern. Esmerelda led the group to an old castle that was said to have a protection on it from the Countess, but Bardorma had already thought of this and they find all the castle's inhabitants frozen in ice. Martin Gale, refusing to give up home, prepared for Cora and the General to attack while Esmerelda looked for the protection. Cora and her army arrived and Cora found herself falling in love with the dashing mercenary, Martin Gale, and in the midst of the battle, she changed sides. Flora was still taken though and whisked off to the Countess' castle. At the same time, Esmerelda found the protection and Din Rafael was able to use it to protect the entire group from the Countess' magic. They snuck into the castle and, in true gypsy fashion, Esmerelda showed up just in the nick of time to stop the murderous ritual Bandora was in the process of trying to perform on the baby Flora. Bandora was destroyed, in part by her own magic failure erupting on her. Esmerelda left Flora in the caring arms of Martin Gale and Cora. She left her new friends to return home to the Romani, where she gave them a book of magic she liberated from Bandora's cache.

Tips for Survival in Travance
by Sir Jack Cypher

New adventurers often come to Travance and are woefully unprepared for the dubious dangers that await them. I have for you a series of tips that will ready you for the horrors that you are no doubt about to experience firsthand!

1. Not all trees should be cut down. Some are in fact actually people. That is to say they are alive, they think, and they can hit very hard.
2. Always buy the most expensive liquor at The Dragon's Claw Inn. While it may seem a frivolous purchase, only the strongest of spirits will warm your body and numb your mind to the level that will be required for you to continue on with a peaceful and ignorant existence.
3. Do not trust Black Sorcerers. Even when they assure you that "everything will be ok". They lie and lie often. If you see them, they are quite flammable and may be disposed of via vast quantities of fire.
4. Introduce yourself to Malyc Weavewarden.
5. Lake Jonathan contains at least a hydra and a moat beast. If you swim, understand you can be disemboweled at a moment's notice. Unrelated, this week should be very hot and sunny, perfect for a cool dip!
6. The volcano in Pendarvin is used as a giant dumping hole for magic items that are to be disposed of. One day the volcano will either explode showering us with these items again or someone will invent "Volcano Diving." You have been warned.
7. The three keys to happiness in Travance: Booze, Hookah, and Gold. Live well. Live Happy.

Virtue Series
by Bat Cooper

Article 1: Introduction

This is the first part of an occasional series on virtues. In each part I will discuss a particular virtue, what it is, and why it is useful for the individual and the society in which the individual lives. Though some of the virtues could be connected to a particular deity, they are not meant as a religious concept. Patience, for example, is just as useful for a Palosian as it would be for a Loudwynian. For this first part, let us look at one of the reasons for virtue, that being the principle of interconnectedness.

When we live our lives we have an idea of separation. I am Bat Cooper who is friends with Magnus and is the student of Ekaterina, for example. However, if you really look at this closely this separation is much less cut and dry. I breathe the same air and on more than one occasion have broken bread with both of them. Furthermore we all interact with the same group of people and therefore how I interact with them will affect them and myself. If I say something hurtful to Tobar, he could get irritable and snap at Ekaterina which would upset her and cause her to think that me running around the monastery for my cleric lesson is an excellent idea. This is why virtue is good even for those who do not care about the Gods.