

The Travance Chronicle

VOL. 5 NO. 5

Rejuvenation

MAY 1216

The Laws of the Barony of Travance Copied from the Baronial Notice Board

- *Ignorance of the law is not an excuse from the law.*
- *Insanity does not excuse oneself from the law.*
- *A noble may always choose to demand a trial by combat in order to decide their guilt or innocence.*
- None shall steal, damage, or destroy another's property, including the desecration and robbery of graves.
- None shall invade the domain of another uninvited and with malicious intent.
- None shall forge the name or seal of another, nor claim to be the person of another, nor speak falsely in another's stead, nor bear false witness, nor perjure.
- None shall bring harm, or attempt to bring harm to another, excepting in the virtue of defense.
- None shall unjustly torture another, nor cause the insanity of another, nor control the mind, body, or emotions of another, excepting with the explicit sanction of a Lord or the Baron, or if the subject be - of free and clear spirit - willing.
- None shall confine another, nor conceal the whereabouts of another without consent, excepting the Guard or the Sheriff in the courses of their duties, or one of noble title where necessity demands.
- None shall buy, sell, or keep slaves. Whosoever serves another unwillingly and without compensation is called a slave.

•None shall commit murder upon any subject of the Barony.

•None shall practice Necromancy, nor shall anyone buy, sell, keep, or use items in any

way associated with Necromancy.

•None shall claim falsely to be of noble title, nor claim falsely that another is of noble title, nor through ambiguity allow another to believe one to be of noble title who is not.

•None shall refuse the Guard or the Sheriff in the courses of their duties, nor interfere in their conduct, nor refuse one of noble title in any regard, nor interfere in their conduct.

•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.

•None of common rank shall mislead or abuse one of noble title.

•None shall buy, sell, keep, or use poison without possession of a Baronial Writ.

•None shall engage in Racketeering, Blackmail or Extortion.

•None shall worship, nor preach, nor serve dark forces. None shall summon dark forces, nor shall anyone call forth powers granted by dark forces.

•None shall serve or aid an enemy of the Barony, nor take arms against the Barony, nor commit espionage against the barony, nor hinder another in the pursuit of an enemy of the Barony.



See it



Hear it



Report it

•None shall commit treason against the Kingdom of Kormyre.

•None shall conspire to break with a law of the Barony.

•None shall attempt to escape from lawful detainment or punishment.

Light Mass Schedule

The United Churches of Light will be offering several congregations this moon.

All who are willing to be respectful to the Lords of Light and the others in attendance are welcome to attend. All light clergy are welcome to speak at mass and, if time permits, others will be allowed to speak as well so long as they remain on topic and respectful.

Friday

12:00 am **Midnight Mass of Gaia** - Location: Kaladonia Altar Space. Officiant: Gothi Caldor

Topic: Cleansing and Rebirth

Saturday

3:00 PM **Bar Mass** - Location: Bar in the Dragon's Claw. Officiant: Chaplain Aldric

5:00 PM **Mass of Light** - Location: Church Annex. Officiant: Goth Caldor and Templar Aldric

Topic: Springtide! (A Gaian Holiday)

Post Feast Mass of Valos Location: Church Annex. Officiant: Chaplain Aldric

Want to see your art, news or stories in the Chronicle? Did you witness something news-worthy or hear of something that should be common knowledge? Submit your writing, art, or advertisements for the Chronicle to the Editors or our offices in Honor's Peak. Please include your name. Printing may be anonymous, but record-keeping is not.

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

Kormyrian Passenger Vessel sinks off coast of Drega'mire

Travance Ambassador Christoph Leem reported missing.

The Kormyrian Recovery Armada, a division of the Royal Kormyrian Fleet responded to reports of cannon fire off the coast of Drega'mire. Upon arrival, the KRA discovered the wreckage of the *Winddancer*, a 243' privately-owned passenger ship. The KRA is reporting all souls lost, as only a dozen bodies have been recovered. Reports out of Drega'mire indicate that 136 passengers and crew were aboard. Kormyrian Ambassador Christoph Leem is listed on the passenger manifest. It is unknown why he was aboard the chartered vessel heading toward Port Valandra.

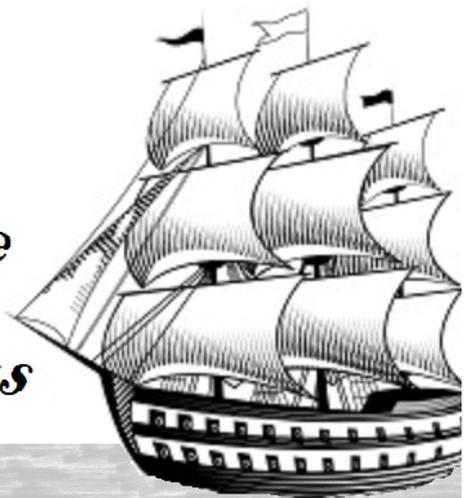
Search and rescue vessels dispatched to the location of wreckage have confirmed that the majority of the vessel along with any cargo is completely submerged. An initial investigation has determined that the ship was indeed attacked, but the enemy vessel is unknown. Due to rough seas and the increasing threat of pirates, search vessels were forced to withdraw to safe harbor.

Can you hear the calling?

Help crush

the menace

of the seas



Join the
Kormyrian Royal Navy

Information Wanted

Curious academic looking for any information on the Great Winged Calamity, Tellegrim, and Psionic Espers. Please see the "Good Doctor", Murdoch Kroh, late Saturday evening of May Feast or send a Raven to Stonefall post-Feast. Payment or information-trade will be made for useful data.



Dr. M. Kroh

The Baronial Guard's Monthly Advisory to the Populace

By Private Arradir Go Dringol

Honorable populace of the Barony of Travance - It is my honor to announce that in the months to come, the Baronial Guard will be producing monthly advisory to the public regarding the state of the law within the Baronial Proper. These updates will include basic information on active investigations and arrests to drive public awareness of the criminal element within our borders. For now, please enjoy a taste of what is to come.

Notices and Reminders:

- Remember to travel in large and well-armed groups during the late hours of the day. All Townsmembers 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.
- This month is the ONLY month where the old Baronial Poison writs are to be accepted. Please see Seneschal Maxwell regarding this change if you have any questions.

Active Investigation(s):

- The Barn Murders - Two of the newer townfolk were murdered on Friday evening of April's Feast. Lead investigator, Sergeant Erik Silverfang, is asking that anyone with additional knowledge about parties involved to speak with him this Feast.
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Queries

By Grimkjell Eirson

There is little I can say about rejuvenation in the north. I would write a bit about the chance to rise again from the ashes of a broken world which has been presented to us, if we can keep the Null from demolishing it.

Already major changes have been made with the death of Corsair. We have done things thought impossible, and defied Time itself in the form of the Reavers. Travance, with the assistance of the Light and Dark, will rise again if we follow our present course. The question I pose to you all is this: When it flowers again, and is a wealthy center, as the Baron predicted it would become, what face should we present to the world? Strength alone? A place of peaceable cooperation, and kindness? Or perhaps a place of iron and blood, ready to do whatever needs to be done?

While I often have truths or wisdom to impart, or at least I'd like to believe I do, I instead will pose these questions to Travance. If we succeed in stopping the Null, we will be renewed. We have choices coming, important ones. We should bear this in mind with every choice we make in the next few months.

A New Day Is Dawning

By Aneira Maloovic

A new day is dawning,
Winter has given its last breath
A gentle breeze upon your neck
The sky shows life instead of death.

A new day is dawning,
Morning dew upon the grass
Songbirds sing their lovely tune
Like wind chimes made of glass.

A new day is dawning,
Life returning to the field
The deer are in the meadows now
The lands have all been healed.

A new day is dawning,
Winter's chill has rustled past
Barren branches budding leaves
Spring is here at last.

Rejuvenation

By Max Garnett

I traveled to Travance for the opportunity to shed my old life and start anew. It seems fitting that I arrived in the very early spring, when it seems like the earth itself is beginning to reawaken and remake itself.

I have experienced more in the last two moons than I have in all my time before arriving in Travance. Perhaps my most notable adventure so far is my first experience with a severed limb. Having a limb cleaved from my body was painful. But, regrowing it was far worse. The rejuvenation process was quick, but it packed a lifetime of growth into those few seconds. I would not be surprised if my weariness after fighting the Morgazi with my fellow warriors last moon was due more to regrowing limbs than it was to the actual battle itself.

Rejuvenation is exhausting. I don't know how Arawyn does it every year.

A Place for Mercy

By Midori Suarez, Mercy's Daughter

We are Azrans. We called Her Mercy because She saved us. She called us to her when we would have died, and She give us a second chance to live. Some of us were born on Her island, but they wouldn't be alive without Her either.

For me, it was five years ago. I was working on board my husband's ship as a healer, and we were boarded by bad pirates who wanted to take what we had. One of them pointed his gun at me, and there was a loud sound, a flash of light, and pain. It hurt so much!

And then it didn't. I fell on grass, not the deck of a ship. And it didn't hurt anymore. I looked around, and there was no ship. No crew. No husband. But the ocean was there. It was a hundred feet below crashing around the rocks, and there were strangers all around me. They told me that I was on the Island of Mercy, and She became home. I could always feel Her watching over me and protecting me and loving me like a mother would. Going into a tree was like being hugged, and even though I missed my husband Felix, it always felt like it would somehow be okay.

Mercy was alive. Not everyone believed it, but I did. And the other Adherents did. Some of the others hated that we couldn't leave. The Skylari wanted to go home, but there was no way to get off of the island.

There were cliffs on all sides with sharp rocks and crashing waves below. They missed their families and their jobs and their homes. The Ill'umar wanted to explore Her and learn all of Her secrets. The other Adherents and I were happy to make Mercy our new home. Then there were the people on the other side of the wall. They were banished there and called Outcasts. They fought with us a lot. And with each other. But that's not what She wanted. She loved us and wanted to keep us safe and happy.

Then The Stranger came. He washed up on the rocks, and the Skylari rescued him with their winch. He didn't talk much, but as soon as he was better, he started to explore Mercy. He was the only one who had come to Mercy without being called by Her, and without being born there. The Ill'umar wanted to understand why he was so different. The Skylari hoped that he could get them home. The Adherents saw that he caused earthquakes and mudslides and storms.

The Warlord and the Farseer brought us to meet Her, and She spoke to us from inside a crystal that made stars shine on the cavern walls. She told us that he was trying to steal her power, and if he did, the island would go away, and we would all die. She never let us die except of old age. If we did, we came right back because She loved us.

The Ill'umar discovered that Mercy was an esper, and during our gathering, The Stranger told us his name was Telligrim. He was angry because he was trapped in a human body, and he wanted to take Mercy's power so that he could turn into a dragon again. To stop him, Farseer Saeyrlei gave up her life and her body so that Mercy could speak to us. She asked us to help her delay Telligrim by helping her remake the island to put obstacles in his way, and people fought him and died over and over and over just to win us some time to stop Him from reaching Her before we were ready.

Mercy knew She was going to die, and She said that she didn't want us to kill Telligrim. She forgave him, and the only thing that She ever asked of us who owed Her our lives was that we help Her perform a ritual to preserve a small piece of Herself in a magic stone. While the others fought, we helped Her perform the ritual, adding some of our compassion to Hers to create it. It was beautiful.

When we finished, the dragon burst through the doors and there was more fighting, but there was nothing we could do. He killed Her, and when Mercy died, the

island disappeared and we all fell into the water. So many people died that night, but I think She called your ship to us. We never had a ship come by before, and thanks to Travance, many of us survived the ocean. They say Mercy's new heartstone survived, and will survive so long as Her Azrans keep compassion in their hearts.

Part Two of the Adventures of Father Haroldson

By Corvin Ralenfolly

Remember, times back then were very different from today's modern society. This was before the Rift had opened and travel between the kingdom and this area wasn't much effort. So while some of the following might sound like a Tavern story designed to ensure the bards a chance to slumber, every word I speak was told to me as a child and I would never call my mother a liar, nor should you. Now back to our fair story!

Having captured poor father Haroldson, they took his bound and struggling body to the farthest reaches that they could imagine to the lands that Travance is now formed within. Of course this was many years before the kingdom of Kornyre ever established their claim on the area and its lands.

Having been beaten every way imaginable by these bandits over the course of their travels, slowly young Haroldson began learning the ways of swordfighting that weren't taught by his tutors. He began to gain the bandits' respect as a man of persistence and a man of quick wits.

However, on the horizon that grew closer each day, he could see their destination. It was a dark area next to a large mountain, which very well could have been Honor's Peak. He knew that time was growing short.

A few days later he awoke and knew that this was the day they'd arrive. He knew he had no choice but to defend himself against the beasts they were to find. They made no mystery of their plans that his death lay here and his broken body would be returned to Fenwick along with the information of where he died, to be cashed in for a heavy bounty and perhaps noted for their bravery.

They tied him shirtless and bedraggled to a post in the center of a clearing under the shadows of this great mountain, hoping to lure a mysterious creature out of the wilds surrounding them,

Had they a ranger among them they would have realized that not even the sounds of the great beasts were present in the shadows of this mountain. Had they a mage they might have realized the shadows of that mountain shouldn't have been able to reach where they were. Before they could react these shadows started to expand and night came sooner than they expected.

Then formed beastly terrible shadows of creatures that were once mighty, now warped with black pupils. These shadows began eating the bandits from every direction as Father Haroldson screamed - if they would only untie him he would aid them, despite their treatment of him, but his screams were drowned out by the wanton slaughter of the men around him. Soon it was just him and Kar-Ren left back to back in the center of this shade-filled meadow, the tall grass covered in blood of every other member of the Bandit's crew.

She slashed his binding, knowing that it was probably too late to save them, but desperate times called for desperate measures. However, in a stroke of brilliance that would soon become Haroldson's namesake, he remembered creatures such as these from a class he received as a child. He knew that fire was the only way to defeat them.

He quickly removed a large chunk of his pants and doused them in lantern oil from a discarded lantern and fumbled around in the dark for the flint and steel while Kar-Ren held them off with the last of her strength.

The Bonfire raised mighty in its fury as if the flames themselves knew their purpose was to destroy these beasts and it was their one true purpose.

Haroldson and Kar-Ren huddled for safety under a large fallen tree and trusted in Gaia to save them as the fire destroyed all their belongings. The flames leaped from creature to creature and eradicating the shadows.

This was the Day Father Haroldson learned the secret of fire and forevermore would light one when he believed the lands were in danger to protect them from these mysterious shadow creatures.

As for him and Kar-Ren, after his undeserved heroism, well let's just say they did indeed lay in the shadow of Honor's Peak.

More Next Time from Corvin Ralenfolly

Writs for the Use of Poison

The following is a description of types of writs available for the use of poisons, the requirements of a writ holder, and the fee required to keep your writ current.

If you find these terms too onerous and wish to withdraw your application for a writ, please let us know.

Types of Writs

Travancian Writ: This writ grants the bearer permission to carry, use, buy, and sell poisons in all of Travance, including the Lands. This requires Great Council review and approval

Baronial Writ: This writ grants the bearer permission to carry, use, buy, and sell poisons in the Proper, Valdalis Crossroads, and other Baronial estates only.

Physician's Writ: This writ grants the bearer permission to obtain poisons within the Proper and Baronial estates, in the presence of anyone with a valid Baronial or Travancian Writ, for the purpose of performing inoculations or education. The poisons must be used immediately and their use must be supervised by someone with a Baronial Writ.

Land Writ: This writ grants various permissions related to poisons within one of the lands of Travance. It is issued by the Lord of the land or his designee. The terms are decided by the Lord of the land, and the writ is only valid for use within that land.

Conditions

These conditions apply to those holding Travancian, Baronial, or Physician's Writs. Lords of the individual lands may set their own conditions for their writs within their borders. As always, the Baron's word can override these at any time.

- 1) Poisons are not to be distributed to non-writ holders under any circumstances.
- 2) Buying and selling of poisons must only occur between writ bearers. You may not buy or sell poisons otherwise.
- 3) Those with higher writs are expected to assist those with Physician's Writs when possible. Bearers of Physician's Writs are expected not to impose unduly upon the time of the bearers of higher writs.
- 4) You must carry your writ on you. If you do not have your writ when asked, you must turn over your poisons to someone who is authorized to carry them, or destroy them. This may carry further penalty according to the laws of the Barony and if you are able

to furnish your writ later on.

- 5) If you lose your writ you must notify the Master of Health immediately.
- 6) A small fee will be charged every January and June for continued use of the writ. The writ of anyone who fails to pay the fee will be considered invalid, and they must turn over or destroy their poisons.
- 7) Additional conditions may be added to writs on an individual basis.

Failure to adhere to these conditions will result in the revocation of the writ.

Application for a Writ

Applicants may speak with the Master of Health or Seneschal in person, or send a missive to the Master of Health. Applicants must state their reasons for desiring a writ in detail. References are recommended.

Fees

Those holding Travancian, Baronial, or Physician's Writs must pay a fee twice yearly from the following list. If you will not be in the Proper during the appropriate month, you may make alternate arrangements for payment. It is on your shoulders to pay the fee on time; the Barony will not be reminding you.

Choose One:

- 10 gold;
- Perform an inoculation of someone as directed by a Baronial official;
- 10 Elemental or Alchemical essences, of any type;
- 1 Lesser essence of Divine, Arcane, or Druidic nature;
- 5 of the following alchemy, in any combination: Giant Strength, Salve of Healing, Potion of Lesser Healing, Salve of Soothing;
- 2 of the following alchemy, in any combination: Itching Powder, Potion of Moderate Healing, Potion of Lesser Antidote, Potion of Lesser Refreshment, Clarity Bomb, Potion of Sleep
- 1 of the following alchemy: Potion of True Heroism, Paste of Mending, Potion of Greater Healing, Smelling Salts, Greater Refreshment

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