

The Travance Chronicle

VOL. 5 NO. 6

A Balance of Extremes

EARLY JUNE 1216

Schedule for the Extended Feast

As compiled from the Baronial notice boards

Wednesday

Night - There will be fire at the Kaladonia firepit for stories, songs and marshmallows.

Thursday

10:00 - Father Duncan MacKenzie will be hosting a mass to Brazen at the Kaladonia Altar Space unless weather does not cooperate, in which case this will be in the inn near the stove.

11:00-1:30 - Fancy tea and brunch, with games to be held at Alisandria statehouse

11:00-2:00 - Guard doing drills and practice by the barracks.

1:00 - Captain Charlotte Tempest and the Black Orchid Merchant Company will be hosting a party! Check inn for clues.

4:00 - The Londwyn tent in Pendarvin will be hosting tea - contact Meander for the details.

4:30 - A gathering in celebration of nuptials located around the Alisandria statehouse, during which a friendly tournament between the lands and guilds shall take place.

7:00 - Romani party will be taking place in Ostcliff, outside by the fire.

Evening - The Barony is going to be hosting a gathering with food at the Baronial Manor.

Friday

11:00-2:00 - Guard drills and practice by the barracks.

12:00-8:00 - You bring it, you grill it at the Kaladonia firepit

3:00 - The Londwyn tent in Pendarvin will be hosting tea - contact Meander for the details.

Saturday

10:00 - Father Duncan MacKenzie will be hosting a mass to Brazen at the Kaladonia Altar Space unless weather does not cooperate, in which case this will be in the inn near the stove.

All Feast Long

For the duration of extended feast Lake will be building a traditional log frame "Trapper" style cabin

Trent Mayfair and the Creepy Bard will be roving about Travance for Wednesday, Thursday and Friday and are encouraging people to join them at random gathering spots for song and merriment.

Hierophant Keavy will be holding Druidic Totem meditations throughout the week. Seek her out for more information.

Weeds

By Chet Hardwick

They come in different sizes, shapes, and heights. Some are even different colors. You'll find them literally everywhere, but they tend to stick in groups of their own kind. Though they seem pretty, looks can be deceiving.

Weeds abound all about. If you haven't got the keenest of eyes, you might mistake them for a flower. You might err and think that they're also pleasing to the eye. You might think that finding something attractive is up to your own opinion, for you to decide, and not someone else. You might find out only too late that their abundance is a wonder and not a curse.

For instance, the white heart rose is scattered about in large beds. They're awfully tiny compared to actual flowers, but the most important ingredient in poison antidotes.

Monster of the Month: The Undead Menace

By Ilana Darkwood, with foreward by Seneschal Lois Maxwell

This article is a brief informational piece on general Undead traits. 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. To begin, some very important words from our Seneschal:

There are few moments in Travance I remember keenly, but one conversation I had when I had been here less than a year has stuck with me to this day. I sat down across a table in the Dragon's Claw from Lethias VonRitter, and asked him to tell me of the undead. This is what he told me:

The first thing to understand about the undead is that they were once alive. They were once our families and friends. It is our duty to give them the peace they deserve. He told me they are not trophies for hunting; that watching young witch hunters run out gleefully into battle and compete with each other for "kills" sickened him.

He told me of what positive energy was - a subject for another article, I think - but also of negative energy. Negative energy is not merely the absence of the positive energy of life, but another, opposing force altogether. This force is what animates the undead, and drives them to do their master's bidding. It corrupts what is around it. To him, there was nothing worse than a necromancer, because a necromancer not only keeps the dead from their rightful rest, but also spreads more of this corrupting force throughout the world.

Of course, to bring these souls and remains to rest, it is useful to know the types of undead, and their strengths and weaknesses. To fight them without knowing this is to risk becoming one of them.

The strongest weapon against undead is daylight. The corrupt creatures cannot stand the sunlight. The reason this is different within Travance at this time is because our land is cursed by an enchanted tarot card (the Sun Card) that blankets the area with energy that allows undead to walk in the sun.

To combat the undead, an individual's best weapon is a weapon infused with positive energy or the focused power of a healer. Divine power can also be quite effective. However, anyone is capable of fighting the common undead as long as they are competent in defending themselves and causing harm.

Undead cannot be stunned, paralyzed, rendered unconscious, poisoned, diseased and, most importantly, they have no mind to be affected by mental abilities (psionic bolts are still effective.) The exception is if you have a poison or alchemy imbued with positive energy from a Shadow Hunter.

While there are many kinds of undead with unique abilities, traits, and weaknesses, the below are commonly seen undead around the Proper. There are many scholars and others in Travance willing to give you more detailed information on each type, if you should ask.



WR Ghoull

Common Types of Undead

Skeleton	Usually summoned by necromancy. Rusted weaponry common. They appear as bones and little else.
Zombie	Usually summoned by necromancy. Eats subdued victims to restore vitality. Must be struck harder than a commoner with a simple blade could strike to be damaged. These undead often may look mostly as they did in life, but with rotting, festering wounds.
Ghoul	Claws and bites may cause paralysis. Can be poisonous. These undead appear dehydrated, with leathery skin.
Vampire	Quick movements. Drains blood to restore vitality. They are often very pale, with bloodshot eyes and bony limbs.
Ghost	Can become incorporeal. Can possess others. Often these appear as people, but very pale and insubstantial. Sometimes they have a chilly aura nearby.

[OOQ Note: The above article counts as the Monster Lore: Undead. If you have the prerequisites (i.e. a single build to spend and the ability to learn Monster Lore(s)), you may learn "Lore: Undead" on your card and spend your build accordingly. The teacher will be "Chronicle WitL 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.]

Baronial Positions Open

The Barony is looking for people to fill certain roles.

The first is that of census-taker. The Census is responsible for recording and maintaining the current list of nobles, officers, vassals, and guilds, and their positions therein, within the Barony of Travance.

There may be additional duties. You will also be invited to participate in the discussions concerning the general administration of the Barony. The responsibility of this position and title does not require a subject to renounce his or her sworn oath of fealty if they have sworn fealty to a noble of Travance other than the Baron himself.

This is an ideal position for a subject who is newer to town who wishes to learn more about the governing of Travance and get to know its people more closely.

The second opening is for Ambassadors. The Ambassador is expected to travel in order to interact with their respectively designated culture and perform negotiations on the Baron's behalf. Further, in times of situations local to the Barony where their respectively designated country of culture is involved, the Ambassador is expected to act as an advisor alongside the Baron throughout its conclusion.

This position and title does not require a subject to renounce his or her sworn oath of fealty if they have sworn fealty to a noble of Travance other than the Baron himself.

We have a small handful of names for consideration as Ambassadors already, but we wish to open up the applications to the general populace before making our decisions.

If you are interested in either of these positions, either seek out Seneschal Lois Maxwell at this coming Feast, or send her a missive. Applications will be accepted until July 1st, 1216.

If you are interested in an Ambassador position, please be sure to include the culture to which you wish to represent Travance.

Editor-in-Chief: Lorelai Sihnon VonRitter

Assistant Editor: Meander Correlis

Assistant Editor: Dennis Brand

Payroll: Thalia Burdorn

Editors Emeritus: Amizar Wuzwhir, Seneschal Lois Maxwell

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

A Message of Thanks

To the Paladin in Grey and Red from Travance- I didn't know how to contact you to express my gratitude, so I hope that this message of thanks finds its way to you.

You probably don't even realize what you've done that could mean so much to us. I'm probably one of thousands of faces in your mind, one of hundreds of lives that you've saved. But I will never forget you, nor what you've done for me and my family.

As Valeria fell, you risked all to save us, pushing my children and myself through the gate before everything was destroyed. I waited to hear word of our friends and neighbors, but the silence only confirmed the worst- monsters that swarmed our home left naught but a trail of blood in their wake. There is nothing left.

But we have our lives, I have my children, and we have hope of a future, a hope to rebuild, thanks to you. We leave to cross the Rift in search of a safe haven to start again, but I cannot express enough my thanks to you for what you've done for me and mine. May the Gods smile upon you.

R. Hollis

A Threat, or an Ally?

By Grimkjell Eirson

Or both? I am uncertain about Father, the creator of the Homunculi. But I can tell you a few things based on a conversation I had with him last feast. He is aware of other time streams, other lines of possibility that have died out before or in the future which will not bring him the result he desires. It is likely he has some power or consciousness of time in the way that the Lorestri or certain Sorcerers do.

He is not possessed of morals such as we understand, and his ethics are rather alien to us as well. Last feast, one of his stage three Homunculi went against the Father's orders and started producing greater amounts of flawed Homunculi in a great golem to attack the town. He congratulated it on its skills,

then commanded it to keep fighting until we were forced to destroy it, saying such a flawed creation had no place in his plans.

While we do not understand his morals, we do know something of his goals. His stage four "perfect" Homunculi are not the end of his goals for creation. He has tested them, and will continue to test them in relation to us. But his final creation - his final goal. When I asked him about it, he looked at me and said, "You are." He may intend to forge us into even mightier beings, or use the crucible of war or conflict to in some way improve us. Whatever his plans for Travance are, he does not mean to simply destroy us, but rather to test and refine us in some way.

An important thing to know about the Father's creations is that he sometimes uses creatures of pure maleficarum in their creation. Some of them have demon parts, others have undead parts: we've seen one with a vampire fang. We must be very cautious, as they may well manifest powers that such creatures possess. Speculatively, they may have their weaknesses as well.

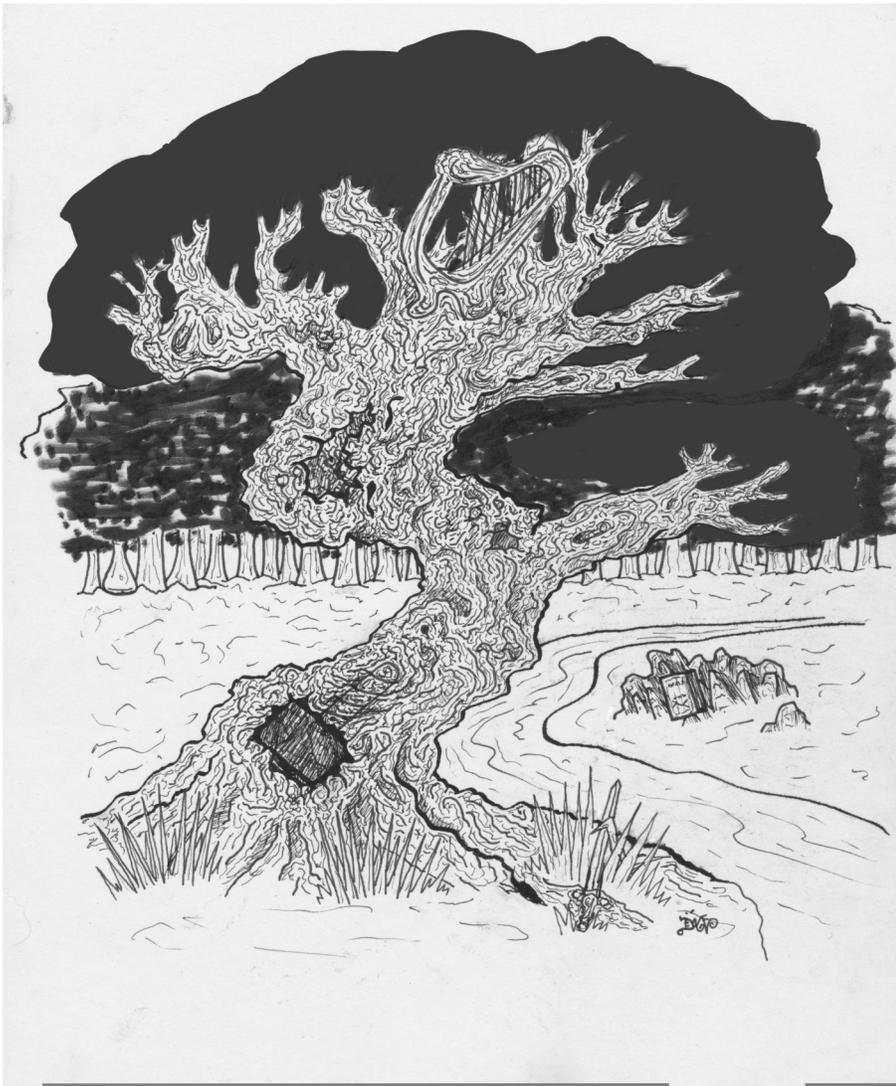
This is all I know about Father and his creatures for the moment, beyond that his perfects have both names and numbers. The highest number I saw blazoned upon one was 25, though when I asked him how many he had, he simply said, "Enough."

I hope this will prove helpful to the subjects of Travance, both in how to react to Father and his servants, and in how we will deal with his future plans, for good or for ill.

On the Subject of Extremes

By Argyle

I'm urged to speak plainly on the topic of extremes. I'm not one for an antiquated sense of morality. Oftentimes, it's mortality that is my first thought. I am a killer, yes. Does that make me evil? I'm a believer in good and evil, so surely I would wish to be good,



“Tools of the Trade”

By Voo

This is a puzzle with hidden items and images. You may find following hidden items, which are tools related to certain trades:

- The Smith's Hammer
- The Warrior's Sword
- The Scholar's Book
- The Alchemist's Vial
- The Bard's Instrument

Assistant Looking To Help

Nigel Whitworth's Master Assistant, Keola, is looking to help the creators of Travance Proper! She can assist with the crafting projects of any profession including Artificers, Surgeons, and Pioneer Occultists. She is willing to help perform rituals as well.

Keola will be in the Proper Thursday around noon until bored. She is the sylph with the red and yellow markings wearing a red hood. In the future, you may send her missives directly with inquiries about pricing and to schedule help with projects.

and not kill? I've found that Travance is far removed from this black and white view of morality. I kill to save lives, and because I'm ordered to.

For me, it's numbers. I kill this many to save that many. I follow my command without question. Violence to me is a tool, just as peace is; they be but means to an end. If I were never to swing a sword again, would I still be violent? It is rarely that simple for anyone. A friend recently spoke of the beauty in life, but there also is beauty in death. A rose has its thorns, just as nightshade its petals. In such stark days, I couldn't help but compare these extremes to Miranda and Fiona. I was reminded of an old Coast Haven tale told to me as a wee lad:

Long ago, Life asked Death, "Why am I so loved and you so hated?" Death, paused, then answered with a grin, "Because you are the prettiest of lies, and I, the ugliest of truths."

My point: there need to be extremes in all things, and we can't have good without evil.

Church Bulletin

The Travancian church has had a structural change with instructions from Pontiff Artreus. The flurry of activity in recent months has kept this information from being publically disseminated to everyone, so we are using this opportunity to inform you of the current status of the church of light.

The churches of light no longer operate as a single entity under the direction of a single Bishop. Each light god has their own separate church that works together as The United Churches of Light under an elected Priory. The United Churches of Light are still part of the church of Kormyre and still report to and serve under the Pontiff.

As part of the reorganization, the Pontiff appointed a number of High Priests and Faith Defenders for each faith. These individuals are there to help guide and answer questions for the faithful, and help the other clergy complete their tasks.

The High Priests are as follows:

Gaia: Mother Maralas Silverstream and Gothi Caldor
 Eirson
 Valos: Mother Ellie AriaBella Darkheart
 Galladel: Father Elric Ashby
 Andorra: Mother Angeliana Himmlisch and Father
 Nalick Underhill

The Faith Defenders are as follows:

Valos: Currently Vacant
 Galladel: Templar Bran MacInnes, Brother Seamus
 Aeslin
 Andorra: Brother Neesowee
 Gaia: Currently Vacant

The Clergy have appointed their own Priory to guide them and handle Church business including political, business, and internal affairs. The Priory consists of one priest representative of each faith and a representative of the Clerics, chosen from across all faiths. There will also be a Steward who handles organization of information provided from and to the church.

These positions will be up for reelection on a regular cycle so the holders of these seats will change.

The current elected Priory Members are:

Gaian Representative: Mother Maralas Silverstream
 Andorran Representative: Father Nalick Underhill
 Valosian Representative: Chaplain Aldric
 Galladelian Representative: Father Elric Ashby
 Cleric Representative: Templar Bran MacInnes
 Steward: Friar Illana Darkwood

While the Church no longer owns the Monastery Building, the faithful of the Light need not want for altars for prayer, as there are many public altars still available for use. The main altars are available in the following locations:

The Annex is the tent-like structure located in the field across from the Dragon's Claw Inn. This

contains the Blessed Altars of the Light as well as a unique Andorran altar.

The Baronial Manor contains Altars to Gaia and Andorra.

The Barracks has an altar to Valos.

The Kaladonia Altar space (located behind the statehouse in the woods) has Altars to all of the gods of light, as well as the neutral gods.

The Druid's grove has an old and powerful altar to Gaia resting at its entrance.

As many will be in the proper early this feast, The United Churches of Light has a list of masses to be performed throughout the week.

All who are willing to be respectful to the Lords of Light and those present 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.

Event	Date/Time	Location	Officiant(s)
Andorran Mass Topic: Heroism	Wednesday Midnight	Waterfront	Father Nalick
Seminary Lectures/Mass Topic: "How to be a Cleric or Priest in the Church of Light."	Thursday Noon/1 Bell	Annex	Chaplain Aldric Others based on arrival
Seminary Lectures/ Mass—see above	Friday Noon/1 Bell	Annex	Chaplain Aldric Others based on arrival
Midnight Mass	Friday Midnight	Kaladonia Altar Space	Gothi Caldor
Morning Mass	Saturday 10 bells	Annex	Mother Maralas
Bar Mass	Saturday 3 Bells	Dragon's Claw Inn Bar	Chaplain Aldric
Andorran Mass	Saturday 7 ½ bells	Market or Annex	Mother Angeliana
Formal Mass and Ordination	Saturday 5 Bells	Annex	Chaplain Aldric Mother Maralas Gothi Caldor