

The Travance Chronicle

VOL. 6 NO. 1

Talk Of The Town

January 1217

Welcome to Travance

By Reyna — January 23, 1217

So this is your first time in Travance. Or your second, or your third. Point is, this place is still new to you. Full disclosure, I've been around here since July and it's still new to me. Travance is full of dangers, and I'm hoping that this article will allow me to pass on a few things to those newer than myself.

First—and most important—do not go anywhere alone. Ever. I don't care if it's the middle of the day and the sun is shining and you're on a main road. I don't care if you see people wandering off alone all the time. Do not go anywhere alone. It's stupid, especially for the less experienced. You never know what monster might be lurking in the woods, away from civilization. If you fall, there is a chance you may not be found in time to save you.

Secondly, if you do happen to fall while fighting, scream. Once you hit the ground, you will most likely be unconscious and unable to speak, so alerting someone to the fact that you have been struck down is your best chance for survival.

Thirdly, the Dragon Claw Inn is a great place to find information, adventures, or quests that can help you build the bonds of friendship with your fellow heroes, earn some gold, grow in power, or whatever it is that you want to do while in Travance. Saturday is an especially good time to find various quests and adventures suitable for new arrivals.

Many people will probably give you the advice I have written here. Listen to them, it is sound. In my time here I have benefitted from following it, and I have put myself in positions I would have preferred to have avoided when not following it.

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Dragon's Claw Tales

By Swamp Fist

The Dragon's Claw Inn: one of the largest buildings in the Travancian proper and also the meeting place for the greatest heroes of Arawyn. Here many words are shared, drinks are bought, and things can happen ranging from the most wonderful and spectacular, to the worst and most horrifying that you can imagine. However, even in this place, misinformation can be disastrous, which is why I have taken to simply sitting and listening within the inn. If you wait, and you listen, you can learn many things, especially if you are around the scholar's table. Sitting and listening can lead to knowing more of the world than you thought possible, especially in Travance.

Talk Of The Town

There is word going round

Perhaps it is a discordian clown

Maybe a pack of drow

Is everything fine

Did somebody die

Maybe someone told a terrible lie

Should it concern you and I

So many whispers

So many threads on the web of fate

It makes you want to jump in the lake

However there is no reason to frown

For it is merely the Talk Of The Town

—Grashugel

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 Notice for the Barony .:

By order of the Baronial Guard, all townsmembers should be aware of the presence of a very strong natural threat, known as the Lanius. While work is being done with the aid of Ostcliff to contain the known populations of these vine-like creatures, there is still a chance that they may appear during the evening. It is encouraged that all townsfolk travel with a way to produce natural fire to ward off any Lanii that approach. They should not be engaged in any direct confrontation or combat under any circumstances. If you come into contact with these beings, inform a member of the Baronial Guard immediately so the threat can be contained swiftly.

.: Important Notice for Merchants .:

By order of the Baron, the Chancellor of the Exchequer has made the new Trade Regulations public for all to view. Please be advised that all mercantile actions are to remain within the bounds of the laws set forth by this declaration and the already standing laws of the Barony of Travance. Anyone found operating outside of these new regulations will be fined and punished for other criminal actions by the Baronial Guard. In addition, Market Faire will be held between 11am – 2pm and will be under the protection of the Baronial Guard.

.: Wanted .:

Anyone with information regarding a young Kormyrian 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.

.: Summons .:

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.

.: Law of the Month .:

None shall practice Necromancy, nor shall anyone buy, sell, keep, or use items in any way associated with Necromancy.

The Healers' Lament

By Anonymous

During the December 1216 feasting weekend, many healers—new and seasoned—came together for a meeting. At this gathering, your fellow Travancians discussed a great number of healer-centric situations and also aired a number of concerns.

Despite the fact that the majority of you were not present for this meeting, I urge you deeply to heed the warnings I will put forth here. Some healers admitted they do not feel respected. Your natural inclination upon reading this may be to dispute this. To argue, even. You may be standing, or sitting, in the Inn, staring at this paper and scoffing. You may roll your eyes, you may vehemently disagree. I urge you again, to stop, to consider the consequences of not paying a great deal of attention to the feelings of others.

As a healer with some Empathic training, I must remind you that healers are some of the most deeply feeling beings you will ever come across, and whether or not you believe these concerns to be legitimate, you must believe that the majority of Travancian healers believe they have been mistreated. At this meeting, the term, "Healing potions with legs!" was spoken several times. Do you want your healer friends believing this is what you think of them? I highly doubt this is the case.

Many feasts past have seen healers dealt with in a number of ways, ranging from circled in the center of the battle (with many healers falling during battle—a great danger to all!) to being locked in the Inn. Travance—this is *not* the answer. After the battle we saw in the dead of night this past Feast, we were all walking back to the Inn, tired, dirty, but hopeful after the outcome of battle and do you know what words I managed to overhear? Some members of town were walking together, discussing their experience battling with a well-known healer at their side, "She kept pace with us perfectly," one stated. They were outraged at the idea, because as they mentioned this healer was able to entirely keep up.

At the healer meeting, the idea of pairing healers with a fighting partner was discussed. To my knowledge, this was tested during the battle. Although we did have a triage group outside the Abyss, many healers were in the line of battle and what was the outcome? I will tell you! The outcome was that very few Travancians ended up at triage. This is a good thing! I spoke with fellow healers after the battle, only to be informed that very few fighters fell in battle, due in great deal to the healers fighting at their side.

With all of this in mind, I will ask you to do a few things as you approach the possibility of your next battle. Firstly, please find a healer you consider a friend and thank them for their healing services. Make sure they do not believe you see them only as a salve with legs, for that they are not. Secondly, if you are headed into battle in a small group, make sure someone in your group is a healer, and assign someone to protect them to the death! Protecting your healer means you are all safer. Lastly, do not lock them away anywhere - building, circle within the battle, or otherwise. Bring these healers with you into battle and know that they are quick and able to keep up. Trust your healers, Travance. We are here for you.

Monster of the Month: Wendigo

By S. Nagell

Good day, fine people! It has been requested of me to inform you all of the nature of certain beasts that tend to plague Travance this time of year. I speak, of course, of the beast known as "Wendigo." They are known to be highly aggressive creatures commonly associated with the cold, starvation, and cannibalism.

Now, Wendigo are known to originate within the Northlands, where the extended cold months afford them a longer hunting season, but there have been reports of sightings in Quinaria, the Highlands, and of course, Travance. They have not been sighted within Bedouin lands, as it is speculated that the hot temperatures make the area inhospitable to these beings of winter. Indeed, the winter is the only time that Wendigo are normally seen, and usually only in the coldest, snowiest parts of the season. This has led to speculation that there is some elemental connection, however no such thing has yet been proven.

Northmen speak in hushed tones of Wendigo during the cold months, for fear of drawing the attention of the beast. It is said that during snowstorms, if you hear your name in the howling winds, to pay it no mind, for it is the Wendigo on the hunt, trying to draw out prey.

They are known to be quite stealthy and may sometimes hunt in packs. They have been observed utilizing Arcane energies, specifically of the Water sphere, and seem to be unaffected by offensive abilities centered around ice.

The most well-known and feared of the Wendigo's abilities is its capacity to possess other beings, causing them to become ravenous and cannibalistic. Many Northern tales tell of those taken by a Wendigo killing and devouring their entire family before wandering off into the woods, presumably to continue their hunt.

Should you find you find yourself facing Wendigo, it is recommended that you find a way to strengthen your will, or reinforce your mind's protections, lest you find yourself attacking your friends and allies. Their inhuman strength and lack of any immediately apparent weaknesses make Wendigo fearsome creatures indeed, but with careful prudence and staunch comrades, they may be defeated or driven off, as you make it to safety.

I hope this information is found to be timely and informative, and may make the difference between life and death for someone.

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



Two Left Feet By Chet Hardwick

Late in the wee hours of the night and into the morning, you made my heart pound for all the wrong reasons.

If being straight like an arrow flies were a crime, dear me, you would be a saint, and if I were sorry to say that I would apologize, but my heart's been cracked open before. The martyrdom fell out like a yolk.

I'm done.

Any sensible man would be, but for a great deal, I was blissful without my senses.

Ignorance is bliss after all, isn't it?

Following one's own advice can be difficult at times and I'll have you know I've fallen short more times than I care to admit. Make damn sure you can stand on your own two feet before you find a partner for a waltz.

Heroes Walk Among Us

By Grashügel

Heroes walk among us

Never chasing glory or praise.

They choose not to seek recognition

In return for their thoughtful ways.

Going about a life full of commitment

To the ones they hold dear

Ever ready and with a strength of heart

These are the everyday heroes

And they are heroes we all need to be

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 Pendarvin!

Looking for authors of the following columns:
Events of Last Feast
Monster of the Month

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.

Missing Persons



Lark of the Winged Victory. Female Satyr. Blue eyes and brown hair. Dark brown horns and cream colored fur. Freckles. Has a tattoo on her lower back of a rose. Horns are like that of a ram. Also a tat-

too of the Winged Victory sigil on upper right arm. Last seen in New Coast Haven (Lower Drega'mire) on the night of August 1216's feast day. If you have any information on her whereabouts, please contact the crew of the Winged Victory immediately.

Brunner Rubicon of the Witch Hunter's Academy. Brown hair, average height, concerned eyes. Spectacles. Wears a large black coat. Last seen in Pendarvin Statehouse area in June of 1216.

Any with information should seek Huntress Lorelai VonRitter or other Shadow Hunters.
