

The Travance Chronicle

January 1213

Unity

Editorial by Amizar Wuzwhir, Editor-in-Chief

In her toast at the Baronial Feast of December, Baroness Hartwoode spoke of the need for unity in Travance. I join the Baroness in her call for unity. When we all join together, we are far greater than the sum of our parts. Unity, by definition, is when we come together with other individuals or groups to form something greater than any of us. For many people, the heart of spirituality is a sense of being part of something larger than ourselves, a unity or oneness with our fellow beings and with the vast and intricate reality in which we have our existence. Unity is often built around a common purpose = a harmony of interests or values that create a shared identity. When people are united by shared values and goals, they can move together, synchronizing their efforts to attain things that none could attain alone. Our common goals in Travance: fighting evil, building a safe place to live and grow, and discovering new knowledge.

Unity is inclusive. It frees us from the divisiveness of prejudice. We see our commonality without devaluing our differences. A sense of unity can transcend our fear of each other. In unity, the joy of one is the joy of all, and the hurt of one is the hurt of all; the honor of one is the honor of all. Our community is filled with an amazing variety of races and creeds, each one special in their own way. In days past, some groups would seek to exclude or discriminate. Now is the time for such prejudice to end. The only way we will triumph against the dark forces arrayed against us is if we all put aside the differences of the past and join together as a single unified community.

A Sondwyn Look

by Squire Jack Cypher

Currently Travance is being accosted on all side by every foe imaginable. However, while this is a pressing issue that we are fighting on a daily basis, there is a glimmer of hope and a lesson to be learned in this. I will direct your attention humbly towards the nation of Evernight. While I may not be the foremost expert on the subject, I can say with great confidence that they have a decided weakness that has lead to many recent advances in the fight against them: discord. They are squabbling over politics and who should be sitting upon the throne. While we do not suffer at the hands of civil war as they do, we can learn much from them. As powerful as they are as an enemy, without unity, their numbers, tactics, and ability means little. This does not pertain to merely war though. Each of us in turn should strive to be there for our fellow subjects. A wall with any cracks may eventually be toppled no matter how strong. The Isles of Sevenlore saw an opportunity in their unharmonious status and took the Malorn fleet against them. If we cannot unite at even a basic level of etiquette, respect, and humanity, followed all the way up to maintaining and improving our battlefield tactics, then how quickly will Galadron cut us down? Pesmerga? Lord Fallow? The list goes on and on. I came to Travance a foreigner. You welcomed me with, for-the-most-part, open arms. Whenever I have truly been in need, I have not been let down. The subjects of Travance are capable of amazing displays of humanity and morality. Let us pursue the higher echelons of that mindset and give our enemies no weak point in which to bear down upon us.

Romani Tales and Adventures

by Zafrin Phatzi

Let me tell you a story...

Esmeralda is a legend among my people. Esmeralda is the embodiment of adventure, the one Romani who always lives life to the fullest and teaches everyone she meets to be humble and to never cross the Rom.

The first story I was ever told of the great Esmeralda was by my mother when I was very young. Esmeralda was visiting her cousins in a village that was full of worry over their selfish Baron who wished to take more power for himself. Many of Esmeralda's cousins lost their lives in the Baron's ploys and schemes, breaking poor Esmeralda's heart and lighting a fire within her soul. The villagers were scared, the Romani, being treated worst among all, knew that it was only a matter of time before their lives would be forfeit in one of the Baron's schemes. No one in the village was happy with the way they were being treated, but no one had the courage to stand up against the Baron. Esmeralda didn't want to get involved but then as she was getting ready to leave the village, the family received word that Esmeralda's favorite cousin was murdered by the Baron to instill fear in the villagers. Esmeralda, furious and full loss, convinced the villagers, Romani and gadje alike, to rise up against the Baron. They took up arms and killed him and his guards. Without Esmeralda there to bring the two sides together, they would have never defeated the Baron and stopped the oppression he brought down on them.

Esmeralda's story inspires my people to work together against all odds with outsiders in order to keep everyone happy and safe.

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Quizically Puzzled

by Memorial Silverbow

I'm by nature solitary, scarred by spear
and wounded by sword, weary of battle.
I frequently see the face of war, and fight
hateful enemies; yet I hold no hope
of help being brought to me in the battle,
before I'm eventually done to death.
In the stronghold of the city sharp-edged swords,
skillfully forged in the flame by smiths,
bite deeply into me. I can but await
a more fearsome encounter; it is not for me
to discover in the city any of those doctors
who heal grievous wounds with roots and herbs.
The scars from sword wounds gape wider and wider;
death blows are dealt to me by day and by night.

The answer is: _ _ _ _ _ (two words)

The answers to the quiz questions (below) provide the solution to the puzzle (above). Take the letters located inside of the ovals "○", and place them in the blanks above, in order 1-7.

1) A truly superordinate mind protection

_ _ _ _ _ ○ _ _ _ _

2) To perform this is an aspiration of most mages

○ _ _ _ _ _

3) His vassals are books and all the knowledge within them

_ ○ _ _ _ _ _

4) Former Lord of Dregamire

_ _ ○ _ _

5) First name of the 1st Knight of the Barony

_ ○ _ _ _ _ _

6) Forested land where the griffons fly proud and free

_ _ ○ _ _ _ _ _

7) A skill specific to Jaruaryans

_ _ _ _ _ ○ _ _ _ _ _

2. Clavering
6. Kaladonia
5. Zethias
4. Drias
3. Chronicle
2. Sorcery
1. Mind Shield

Answers