

The Travance Chronicle

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Doing Your Part

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Pieces of the Whole

By Seneschal Lois Maxwell

We speak often in this town of Heroes: we praise great deeds of valor aloud, and in darkened corners we spread the tales of the more infamous members of our barony. We can point to specific instances in which each of these people did their part. It is solid: we can count monsters slain or armies routed.

But what of those of us who do not slay monsters, those of us who would not know what to do facing down an army of any sort? What is our part in Travance?

I was asked, once, what exactly it is a seneschal does. What's written on all those papers I am always pushing around? I ask you to consider for a moment: how did you get where you are reading this paper? Did you travel by carriage to the Proper for the Feast, or did someone deliver the paper to your home? Think, for a bit, about the routes both you and this paper have taken to meet. I mean that literally: think about the roads. It has taken over 18 years for these roads to reach their current form. Years of sweat, backbreaking labor, patrols, supply transport, and other components have come together to make it so this paper can journey to you from The Chronicle presses in Honor's Peak to your hands. All those parts take planning to accomplish efficiently, and that is what I do. I endeavor to make sure no effort or supplies are wasted in the various projects across the Barony, from building roads to seeing that the Baron's Law is upheld throughout the land.

And I could never do it alone. I couldn't even come close. I rely on all of you, from the farmers growing the food we eat after a long day's work, to the people out on the trails every day pruning back the overgrowth so we can all travel from place to place, to the brewers and the bards and the papermakers, all the way up to the Baronial officers and nobility. I am grateful every day for all of you.

This is what it means to do your part: to recognize that everyone has a place in Travance, and every

single one of those places matters, for lacking any one piece of the whole we could never achieve the great things we do every day. The only difference between you and I, Travance, is that in my position I can see more of the whole. In seeing the whole of the forest, though, I may miss the trees, and so I ask you for something: please, tell me how I can help you do your part.

Doing Your Part

By Grashugel

What does it mean for one to truly do their part? Does it require one to partake in heroic endeavors and devote oneself to a higher calling day in and day out? Does it require saving the town and the many beings that reside within it? Or is trying to achieve an impossible task?

To some this may be doing their part, but it is not the only way. Think of any task no matter the size as a puzzle composed of interlocking pieces that come together to form a complete picture or in this case, a goal. Anyone can help to contribute a piece of the puzzle in their own unique way and they can place as many pieces as they want regardless of their size and impact on the task at hand. I see Travance as a glorious puzzle where each and every one of its inhabitants helps to provide their own pieces to the puzzle. While sometimes these pieces do not seem to fit perfectly in the overarching picture, they do provide a unique way of achieving whatever goal we are trying to achieve. Anyone can do their part in their own way, you just have to see it.

Even then - these puzzles don't have to be a goal for the town. They can be for the friendships and loved ones we hold dear. It can be for a stranger who is down on their luck or in danger. It can be for yourself, for the betterment of your person, and the betterment of your pieces in the puzzle that is Travance. There is no template in doing your part, however, there is a mindset.

To do one's part requires the desire to better the lives of the town and those around them. It requires the will to make an impact in one's own community. It requires the will to cooperate and desire to work towards completing the puzzles that fill our everyday lives. When one has this desire in their hearts, one could always count on them to do their part.

In the end, when there's a will there's a way and as long as you make the choice to benefit our community and those who reside in it, you'll be ready to do your part. A word of advice from me is to start small. Keep an eye on your companion's well being, offer water to those who need it, ask them how their day is going, and be friendly to those who need it the most. These are all ways to do your part and more importantly ways to better your community.

On Regret

By Nalick Demonteforte

Many times have I heard the pronouncement that one should live with no regrets. To those who espouse this philosophy, I must disagree.

To look back over your life at failures and mistakes and deny their existence, is a mistake in itself. They do not become immune to criticism because they were actions you believed in wholeheartedly at the time. We are all fully capable of making bad decisions, of that I lack no faith. Look around at any given moment and you may bear witness to a good number of examples. That its practice is so widespread should not erode its great wrongness.

Yet I refuse to look back at poor decisions made or actions taken without pausing to reflect upon them. To paint over your sins with roses is a sin in itself and even roses have thorns. They are not perfect, nor is anyone else.

The first step toward growth, is the admittance that perfection is not real, and that having scars does not diminish your worth. To yourself confess that you have done wrong, understanding that you are no less valuable for it. This is regardless of what you may see when you stand before a mirror.

You are enough, despite dark deeds and memories swirling to the fore. May you see in yourself what I already do.

GHOULISH HOUSE OF HORRORS DISCOVERED

J. Alexavier Sunchild

A local fletcher by the name of Jon Wilkes was discovered dead in his workshop earlier this Fall. What's more is what the local guard found in his cellars: over a dozen corpses, victims to a crime with details too ghoulish to put to print! The Baronial Guard have not yet been reached for comment but they have been turning that shop of horror upside-down!

Reliable sources have told me, your intrepid chronicler, that they are hot on the heels of a killer known only as "The Shrike". The story goes this "Shrike" abducts men and women from the forests and skewers them on brambles so he can take his time with them. While this sounds like the kind of stories you use to keep kids from playing in the woods at night, years of reports are being uncovered of murders from across the rift that match the hunting habit of this Shrike.

Did the Shrike kill Wilkes? Did he stuff his basement with bodies? When and where will this Shrike strike again? I don't know readers, and I'm happy it isn't my job to find out.

While it's hard to tell fairy tales from reality out here, the facts are clear: whether it's that Night Haunt, the Moat-Beast, or the Shrike--there are always monsters in the woods.

Stay safe out there.

Shining A Light – J. Sunchild

**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 Pen-
darwin!**

**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.**

Corpse Tree Lore

By O. Nesterin



Corpse trees call home to lands with mild temperatures and weather, much like Travance. Unlike most plants, corpse trees are carnivorous and are known to consume the flesh of other creatures, dead or alive. Corpse trees prefer fresh food (including undead) because of their seemingly predatory instincts. Although carnivorous, they still do require sunlight, soil, and water to survive.

Corpse trees, as some of you may have seen, are mobile. Unlike other plants, they can uproot themselves and use their roots to propel them toward more prey. As they get older and larger, it becomes harder for the trees to move, but they compensate for their lack of mobility by increasing their lethality. Their attacks often come from their very strong, flexible branches and vine like tendrils. They are exceedingly durable and seem to be immune to poisons (except in their seed state) and Necromancy.

Corpse trees reproduce by implanting their seeds inside a living host. Eventually, the seed's roots take hold of the host's body and control the host like a puppet. These puppets have been observed utilizing the skills they possessed before the implantation of the seed, including their use of magic, psionics, and other magical abilities. The seed ultimately kills the host as it grows into a sapling; the new sapling uses the former host for food before seeking out new prey.

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

On Doing Your Part

By Grimkjell Eirson

To do your part, in both war in peace. That is the nature of the duty of a subject of Travance. In peace, be diligent in your work, and obedient to the nobility. In war, be fierce in your fighting and dutifully obey the word of the Warlord, who speaks for the Baron in times of war.

A good example of the town working together to do their part, even in a harsh circumstance, is the recent battle with the Night Haunt. Though

it cost us much, indeed almost more than we could bear, we banded together after two nights of terror and flushed it out of hiding, ending the chase in the great field beyond the Baronial Manor. While it was brought down by mighty warriors such as my cousin Burkhart, if not for the dedicated pursuit and sacrifice by the Shadow Squad of the Guard, sir Caelvan Renaith, and others who were able to detect its malignant presence, we would not have been able to bring the beast to bay, and destroy it. The fine work of the healers and doctors of Travance, such as

Seneschal Dr Lois Maxwell is not to be overlooked; far more would have slept on the red snow had they not been on top of their game. I saw Kyras save several crew of the winged Victory who had been cut down on a path to the inn.

Sometimes we must do our part to stand and watch against unknown threats. If any townsmen encounter plant-like beings that are infesting human bodies, and making them hostile, please let the guard know immediately. There has been an infiltration of our borders by a murderer most foul, who uses plants to subvert and enslave the bodies of his victims, and force them to fight against their fellows. If anyone hears the name of the Shrike spoken, even in passing, inform Lt. Allyce of Shadow squad immediately.

We all serve, even those of us who only stand in the rain and wait for danger. The simplest duty may carry the greatest burden upon it. I may now be a Lieutenant of the Royal Guard of Travance, but I began as a recruit, and a runner and messenger for the mighty and good of this place. Most times doing your part isn't a dramatic act. It may be one of simple hard work and sacrifice, rebuilding a house that has been devastated by marauding bandits, or forging a new lock for a door so that people can sleep more safely during the night. A good example of this was when we took the town back from the nulls, many of us donated much from our stockpiles of goods that we have acquired over years of living in Travance. We sacrificed in order to get the town repaired and working as best it could in the aftermath of the husks running rampant within our walls. Sometimes that is how we're asked to do our part.

And sometimes, like Jack Thorn, we're asked to give of our very life in order to create something to protect us all. He gave of his very soul to produce the prison for the Null.

We must never forget the dangers we may be exposed to while living in this wild place, but as long as we approach it with a willing heart and open mind, Travance shall yet be a shining city and exemplar in Palmydia, and the envy of not only Kormyre but all countries which surround us.

Hero of Mordavia



Brik Brockles defeats the belligerent bandits

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 townsmen should be aware of the presence of a very strong natural threat has shown itself within the confines of the Proper. A newly discovered species of vines are now known to infect a living humanoid host and grant them immense strength and martial power. The infected do not act under their own free will and likely being directly controlled by a source currently under investigation. They should not be engaged in any direct confrontation or combat under any circumstances. If you come in contact with these beings, inform a member of the Baronial Guard immediately so the treat can be contained swiftly.

∴ Important Notice for Guardsmen ∴

By order of the Captain Oren Tenderson, all

Guardsmen are to report for a mandatory meeting at 1am on the 5th of November. If you cannot make it, please offer your explanation to your ranking officer. In addition, all those seeking payment for services rendered to the defense of the Barony over the past few months should report to the Vice Chancellor of the Exchequer, Corp. Arradir Go-Dringol, before 11pm on the 5th of November.

.: 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.

.: 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 Tension* regarding the standing charges of assault, attempted murder and evasion of the Law. *Anyone attempting to conceal his whereabouts will be charged with a Standard Punishment. Failure to willingly do so by the Closure of this Feast's Festivities without good reason will result in further charges and escalation of punishments as seen fit by the Magistrate or his Excellency.*

.: Law of the Month .:

None shall hold or 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.

Whomever breaks with this law shall be subject to a Standard Punishment.

.: Reminders .:

- Remember to travel in large and well-

armed groups during the late hours of the day. All Town's members 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 do diligence can be preformed 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.

If you wish to aid the Guard but must honor your given word to your Lord and Lady, you may be deputized. Please speak to any of the Lieutenants regarding this if you plan on lending your hand regularly.

Justice in Travance

By T. Hewitt Everett Kidd

Two months back, the Baron held an open court presided over by his Magistrate. The two most interesting matters brought before it were the matters of Sylus Crone's assault on two Bards, Trent Mayfaire and Creepy, and the latter's written diatribe against the justice system.

Master Crone was charged with assault with intent to commit great bodily harm. He freely admitted his guilt, but in an effort to ameliorate his culpability claimed that the singing voices of the bards he attacked were of such low quality as to make them deserving of his wrath, and hence his actions were both acceptable and given the circumstances, not a crime.

The Magistrate found these arguments less than convincing, particularly as the bards involved have fine singing voices. While objectively, Crone's deep baritone carries better, both Trent and Creepy have superb voices and both are considered entertainers of the first rank. The magistrate found him guilty on all counts.

The Baron imposed the following sentence:
1 - A hefty fine payable to the Barony. It has not yet been determined if Crone paid the entire

amount assessed or if any went to the aggrieved parties, as is the custom.

2 - Crone is to be at the complete beck-and-call of the Baron. His refusal of even the slightest order will result in extra punishments (mostly further fines). This means that if the Baron summons Crone at 4am and orders Crone to dance like a Halfling on Pixie Dust, Crone must do it.

3 - Additionally, until such time as the Baron removes this sanction, Crone is not permitted to step outside the borders of Travance. If he does, he will be executed.

4 - As an additional punishment, meant more to humble him, the Magistrate ordered Crone to produce a play on the new stage that is being built (bearing the name of our beloved and ascended Baroness). While the judge did not set down stipulations for the play, Trent Mayfaire requested that the play either be at least three acts in length or that there be regular (albeit shorter) plays spread throughout the year.

There is an unspoken expectation that Crone will deliver the best play of which he is capable.

The sentence imposed on Trent Mayfaire, who organized a performing stoppage among the bards due to Crone's comments, was to have him act as Herald of Truth about the trial for 4 more moons (5 in total) and have to play herald for the Baron or Nobles if they choose to utilize me for that option.

Shortly after the verdict and sentence was announced, I heard the following being chanted:
"Sylas Crone is the Baron's bitch, now everybody laugh!
Throw some insults or stones at him, just for a little gaff!
Ask the Baron to embarrass him by having him stub his toe,
There's now a court order, so Crone can't say "no!"

Travancian Masses

Saturday

3:00 PM Bar Mass - Location: Bar in the Dragon's Claw

Officiant: Chaplain Aldric

This Mass is for those unfamiliar with faith. Talk and learn about the United Churches of Light with some light refreshments and a drink.

5:00 PM Mass of Light - Location: Church Annex

Officiant(s): Chaplain Aldric

Note:

A Mass dedicated to the Word and Teachings of Brazen is to be held at the Kaladonia Altar space this coming feast Saturday at about fifteen after 10 bells.

The Subject of Mass... will be pertinent to what is happening within the Proper, I assure you.

Remember, only you can determine how much effort you give to anything. But if it worth your time to do, its worth doing right.

Get Up

Do Work

And do it right

-Father Duncan MacKenzie

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Questions, comments?

Contact our offices in Honor's Peak
