



Who is Canvas?

A starry night

A starry night,
the moon is high,
I think of you,
and times gone by.

Your face,
Your touch,
Your endless kiss,
My fondness lingers,
and you I miss.

Never needing
Ever bleeding
A singing sorrow
for lost tomorrows

Fire consumes
Nothing blooms
edging out
my endless dooms

My element...

Fire consumes me,
Ice ignores me,
Life forgot me,
Death adores me.

Chaos left me,
Evil needs me,
Order chose me,
Good concedes me.

Dream is in me,
Reason abounds me,
Time pitties me,
Earth surrounds me.

The sky I watch,
and lighting claps,
between the clouds,
Yet here I'm trapped.

Here I Stand

Here I stand,
So far away,
Time exhumed,
but yet I stay.

A aching heart,
a pounding head,
a sorrowful voice,
and feet of lead.

Always watching,
his anger seething,
my love for you,
keeps me breathing.

A night a knight...

A night a knight,
comes crashing through,
the doors that bar,
my love so true.

Here, its here,
that I remain,
until your love,
comes whole again.

I'm waiting, waiting,
with every breath,
as longing lingers,
I wait for death.

Some call me Canvas,
Of the Daemone,
My mother an Ahora,
My daughter Jongleur.

My blood and clan complex,
Yet it gives me sight,
For what I see I speak,
And what I speak I write.

My travels bring me closer,
And for soon you'll find,
That though I cannot see,



Your fate is in my mind.

Klickity Klack

Klickity klack
Rising from the dark
Attacking first eve
Thinking
Enticing
Entry

Never knowing
Invisible forces
Sealing her doom
Come to my parlor
Ongoing hunger
Mesmerizing voices
Insides out
Never screaming
Glowing, dreaming

Anger rising,
Something taken,
Her children follow,
There is no mistaking.

Discretion is key,
Knowledge the load,
You're not the first,
to Decipher code.

Keep your wits,
Bite your tongue,
Prepare to fight,
The battle's begun.

Rumor Has It...

- ... that Tynsil Treehawk knows of the location of a grand treasure, but it is buried under a tree and so she will speak not of it, lest someone chop down the tree to claim it.
- ... that one hundred children have gone missing across Therendry this past month. All signs point to a mysterious being known as The Shepherd as being at the root of this evil.
- ... if you kiss an honest farmer and make a wish the wish will come true.
- ... that Beryl Qain is being courted by Culain Winterborn.
- ... that Duncan is founding a guild of warriors under the name of The Scarlet Company.
- ... that Krateen is a giant spider who's carapace cannot be harmed by enchanted weapons.
- ... that The Marrs of Blackstone have taken control of the Guilds there, and now plan on using their positions of Guildmaster to finish what Rawlings and the Saxons began over two years ago.
- ... that there is a wasting sickness in Therendry where the dead vanish entirely by turning into dust.
- ...that below the town of Exeter there is a maze of ancient passageways. Somewhere within there, far below where any living man has set foot in decades, the artifact twin of the Crown of Therendry, the fabled Orb of Rule, may be found.
- ... that decaying corpses clad in rags have been observed in the swamps, with small balls of light circling amid them. The dead follow the lights.
- ... that enormous spiders have been attacking the peasantry in small groups. The peasants have not been seen again.
- ... when Beryl of Hawthorne's Bluff meets Beryl of Myrr the resulting mischief will cause more chaos in Exeter than a pack of chaos elementals ever could hope to.
- ... that Glenn Stormwolf plans upon exerting a claim of Alpha over the lands of Therendry as Baldur, Lord Slateron, and Finna, Lady Calais, have been absent from many of the past gatherings and the wilderness cries out for leadership.
- ... that Goodman Wilber Saltmonger, a farmer who lives north of Exeter, has been having problems with larger wolves attacking his sheep.
- ... that "Action" Jack Fidian plans of holding a fighting tournament at the November gathering.
- ... that highlanders have been spotted in hilly parts of Lyonesse. They have bagpipes and wear skirts.
- ... that barbarians have been raiding villages in Stormhold.

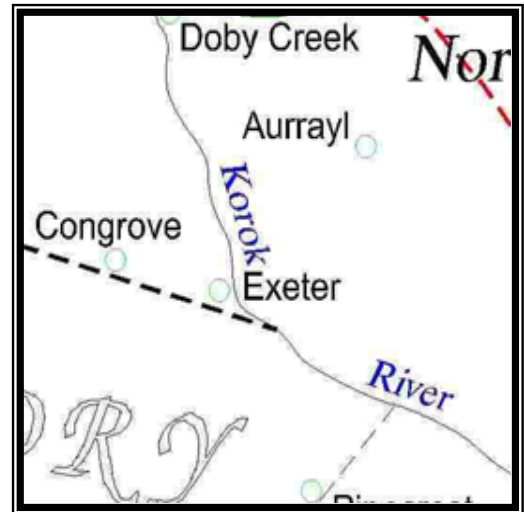
Announcements

A Ducal Announcement

Gathering of the Peerage
Oy Ye! Oy Ye!

Be it known on this day that His Grace Duke Ellis Pinetree has commanded the presence of all of the peerage of Therendry in the town of Exeter for the Winter Revel on December 10, 605 E.Y. A conference of the peerage will be held during the afternoon immediately preceding the feast that begins the revel.

Reginald
Herald to His Grace
Ellis Pinetree
Duke of Therendry



GUARDIANS BEWARE!

...AND GUARD YOURSELF FOR TRUE. THE TIME OF
ACTION NOW APPROACHES AND YOU WILL BE NEEDED
ONCE MORE AFTER YOUR LONG REST.

LORD OF WINTER

Riddles

*There is a thing that nothing is,
and yet it has a name.
It's sometimes tall and sometimes short,
joins our talks and joins our sports,
and plays at every game?*

*What can run but never walks,
has a mouth but never talks,
has a head but never weeps,
has a bed but never sleeps?*

*"I never was, am always to be,
No one ever saw me, nor ever will
And yet I am the confidence of all
To live and breathe on this terrestrial ball."*

*"At night they come without being fetched,
And by day they are lost without being stolen."*

Another Ducal Announcement

On this day,
The lands of Blackstone are now divided into six Baronies.

Arawyn Barony &
Blackhills Barony
are now the Darksands
County

Whitemane Barony
Blackmoor Barony

Northreach Barony
Southport Barony

Lord Huntington has been
elevated to the position of
Count of Darksands.
Huzzah!!!

Baron Delwyn Mithrilmist is here by elevated to the title of Lord
Viscount of the Hearth
Huzzah!!!

Zug De'Kiernan is hereby elevated to the title of Knight of
Justice, Baron of Whitemane
Huzzah!!!

Sir Cedric Warclaw has been given the charge of Seneschal
of Blackmoor, Knight of War and Field Marshall of the Army

Danrick has accepted squirehood to His Grace Duke Mikhail
Blackstone.

This is a good day for Blackstone, these
men shall from this day foward bring honor
to our fair Duchy.

Huzzzah!!!!!!

Ducal Scribe and Librarian
Christoph of Braughm-Raor



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hahahahah



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spidey



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Get your own...
Matron Kilana Doll!

I call upon
Chaos!!



Walk into
this?

Get your own...
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Get your own...
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Lookit the
stars...



I am
Pyromorgis!



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Special Edition Nekura and Tsume Doll Set

Get your own...
Not-Quite-Pyromorgis Doll!

"The Lost Guide of Osta Min"

Many ages ago in the village of Narwen, the powerful adventurer Quaan set out on a journey to conquer Osta Min, the Mountain of Ice. Along with the necessary tools, he took with him two mountain guides.

The journey was beset with danger, and when the climbers came upon the Abyss of the Moons, one of the guides fell into the dark chasm and was lost from view.

"Shall we attempt a rescue?" asked the second guide. "No," replied Quaan.

"The first guide was not important, and can be replaced. No rescue attempt was made and Quaan, with the remaining guide, continued the climb.

When they returned to the village, no alarm was raised to signal the loss of the first guide. Were the people uncaring, oblivious, or was there another reason for their lack of concern? What is the secret of the lost guide?

"The Elder"

In the mountain village of Hugorlad, one of the community's Elders has just passed away. It is said that he lived one-fourth of his life as a boy, one-fifth as a youth, one-third as a man, and spent his last thirteen years as an elderly gent. How old was he when he died?

"The Dragon's Game"

The dragon loved to entertain himself by picking on his prisoners. He brought in a box with five hats, two red and three white. He then blindfolded his three prisoners and placed a hat on each head. "Each one of you must guess the color of the hat on your own head, without using a reflection," said the dragon. "I'll remove your blindfolds one by one and let you try. If none of you guesses the correct answer, you will all die."

The dragon removed Arenon's blindfold first. He examined the hats the other two prisoners were wearing, then, admitted he didn't know what color his own hat was. Baren insisted he be given the next chance, but after his blindfold was removed he admitted that he, too, did not know what color hat he was wearing. Finally, Quaan, the third prisoner, spoke up. "You don't need to remove my blindfold. I know what color hat is on my head." Did the three go free? What color hat was on Quaan's head?

"Crossing the Calledin"

Two men and two women stand on the banks of the river Calledin. They would like to get on the other side with a boat. Unfortunately, the boat can only carry as much as two people. The 4 people can not cross the river at the same speed. One woman is able to cross it in 5 minutes and the other in 10. The men can cross it in 20 and 25 minutes. (This means that if a man is in the boat, the minimum cross time - one way - will be 20 minutes.) How can they cross the river in one hour?

"No room at the Inn?"

A traveler wanted to get into the tavern's private rooms, but he needed a password. So he listened as other members were going in. When the first man knocked, the doorman said "twelve", the man answered, "six".

When the second man knocked, the doorman said, "six", the man answered,

"three". Our friend thought he knew the pattern so he knocked on the door. The doorman said,

"ten" our friend answered, "five". He was not let into the club.

Why?

Tovolia Solves Everything!
Your questions answered by a Biata.
A guide to a celestial free lifestyle.

This month's installment of *Tovolia Solves Everything* will not solve everything, in spite of the mountain of letters I have received from adventures and common-folk alike, begging me for guidance. No! This month you shall receive a rare treat, loyal readers, as I do give you information on the greatest feat of engineering in the history of Evendarr! All do celebrate Completion Day in May with a day long festival of drinking and merrymaking, but come the year 606 another day shall be celebrated just as famously, for a marvel unlike any before it shall be erected!

This work will be grander in scope than the Blackstone Military Highway, one of the only two paved roads in Evendar, more vibrant and decorative than the mile long Bridge of the Sun in Braugn Roar, and will be more extravagant than The Palace of Goldhaven, seat of His Royal Highness Prince Gabriel Harcourt of Southwatch. I do speak on the soon to be Grand Wall of Exeter!

With mine own hands, and with a team of Dwarven laborers I have been building a great wall, ten heads high by five heads wide, around Lord Baron Exeter's fair city. And when completed this wall will stand for all time as a testimony of the might of Exeter, of the power of civilization and order beating back the monsters and savages who do haunt the wilderness and threaten the scantily of Evendarian rule! This wall will be lit by grand torches at every hundred paces, to curse the darkness of ignorance with the light of truth, and patrolled by teams of the finest guardsmen. No force on Tyrra or any of the planes of power will be able to breach the defense the Grand Wall of Exeter shall generate! Eight guardhouses shall stand beside four grand doors of ironwood, one places at each cardinal direction of the compass, and half a hundred swords shall guard each one! None shall pass be they not on the business of the Crown or Therendry!

With this grand project coming to completion in the early days of December I shall return to answering your questions and solving the problems of your petty lives at that point. Until that day know that you sleep in the shadow of the wall, and the wall shall protect you!

~Tovolia.

Schedule of Events:

Date:	Location:	Chapter/IG Loc.:
December 9-10	Prince William Forest Park Park Camp 5	METRO/Exeter
Decemeber ??	To Be Announced	VALOR 1-Days
January 27-29	Prince William Forest Park Park Camp 5	METRO/TBD
February 10-12	Prince William Forest Park Park Camp 5	METRO/TBD
March 31-April 2	Prince William Forest Park	METRO/TBD

Contacts for METRO (Therendry): Website: <http://www.therendry.com>
Pre-registration:
 Gateways, 2350 Soft Wind Court, Reston, VA
 20191
Mike Smith: illuminating1@hotmail.com
Logistics for METRO: characters@therendry.com

Contacts for VALOR (Blackstone): Website: <http://www.valornero.com>
Pre-registration:
 VALOR, 4709 Guinea Road, Annandale, VA
 22003
Chris Hill: valornero@aol.com
Logistics for VALOR: valorlogistics@yahoo.com

Costs for Events:

2-Day Event: \$55 at the door, \$45 pre-registration, for PCs.
 NPCing is free.

3-Day Event: \$75 at the door, \$65 pre-registration, for PCs.
 NPCing is free.

Those with a good NPC/PC ratio may be given a discount.
 Logistics must be contacted for pre-game production prior to event.

