

GOLDEN GLOBE GAZETTE

ISSUE #001

MARCH – APRIL 2009 EDITION

BIG C’S BIG COMEBACK

WORDS BY .GARGANT.

BigC, a Legend of MagicDuel, a character supposedly fated to be eternally tormented in the deep pits of Necrovion, but there have been recent sightings of him around willows shop. It seems as though the legend had somehow returned from the necrovion pit. But how could such a miraculous occurrence come to be?

January 15th 2009 outside Willows shop, a figure stands atop the shop in front of a bemused crowd. They have been called together, but are unsure why. The crowd comprised of people from all over MD, RPC’s, PWR’s, Old hands and fresh blood. The crowd swarmed around the outside of Wil-lows, wondering what would hap-pen.

The figure atop the shop steps for-ward into the never ending daylight of Marind’s bell. The silhouette of a familiar figure, to most, is seen by the clamouring masses. It is SmartAlekRJ, he has returned from a two month absence from the game.

The Drachorn master began his speech by explaining to everyone his purpose, “Most of you will be won-dering why I wanted everyone here” The crowd looked on in awe, he con-tinued “I have been away for the last two months, but I want you all to know I did NOT leave.”

The figure of RJ strides up and down atop willows shop triumphantly “The reason I have been absent for the last

two months, and the reason I bring you all here today is because I have been on a journey to the depths of Ne-crovion in order to resurrect a leg- end in his own right.” The crowd falls si- lent, hanging on his every word, “I have resur- rected and brought before you today, the legend that is... Big C!”

A wave of emotion falls across the horde of players, disbelief amongst the older characters, and confusion between the younger players.

Another figure steps out from behind Smartalek, the figure of Big C stands proudly, silently in front of the dumbstruck throng. One of the older players begins a round of applause and as more people realised what RJ had actually achieved, they join in and become elated, a frenzy of rap- turous applause was heard ringing out around all of Marind’s bell.

Big C remained silent, and stepped back allowing RJ to take the floor once more.

As the crowd settled once more Smartalek explained his other motive for calling together the gathering “I want you all to know the new rules



on receiving drachorns, the main change is that you can get more than one drachorn, I will have a new quest up at the start of the week, MP3’s will still not receive a drachorn, but they will receive a drachorn’s crest which can be traded for a drachorn at MP4, Thank you all for attending!” Another round of applause rose up from the crowd before they began to disperse.

This is not the only return from a vet- eran player however, sightings of other older generation players have been seen around the lands recently, these include sightings of Morgana le fey, a return of phoenykez (originally ady, the writer of the little poems de- scribing each area) and also Ragnar, aka Valy (The original artist) has been spotted idle outside the archives. What is creating this sudden resur- gence of older players? Who knows.

LUNAR FESTIVAL, FULL STORY INSIDE!!!

RENAVOLD'S RENOVATIONS

WORDS BY BURNS

Late in the evening of February 10th, Renavoid. had an interesting meeting in the Archives Lobby. *Kragel*, dst, .Braiton., .GlorDamar. and many others helped form plans for the new east wing that Glor is about to draw. For this purpose, Ren has had a quest up for some time now, but on that day, there was a huge amount of progress, decisions such as which room should go where were being made, and everybody in

the room received inventory items. Here's a little sneak peak on what is planned (none of the following is confirmed by Glor and Ren, so there might be some further changes): There will be a hall of fame, with statues of important inhabitants and notes about their glorious achievements (there might also be a statue of a bunny decorated with rotten eggs, or a statue of an egg decorated with rotten bunnies for

Metal Bunny, but it's possible that dst's and Brai's ideas on that matter won't be realized).

Ren will get a new office, there has been some discussion as to whether or not he should get a large room with windows (which is mirrored by the study

about this yet as it's unknown what can be realised to this effect, we invite readers to e-mail us some ideas for this.

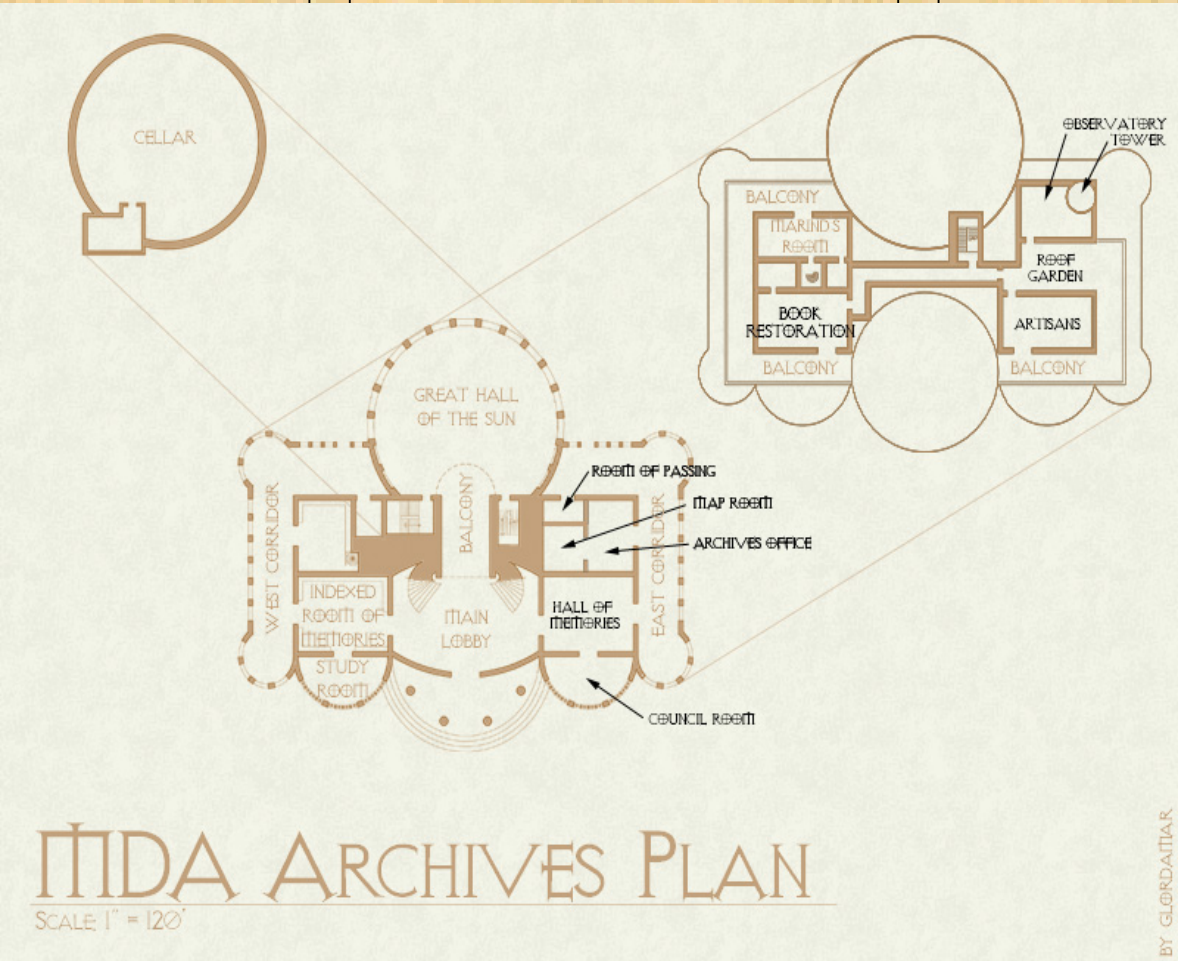
A new museum for artworks will be created on the upper floor, including paintings and statues made by our famous avatar-artists.

One of the rooms in the west wing will be changed (the one with the spiral staircase up to Ren's current office, Marinds Bed-room) into a reading, writing and living room, to which Ren will get a spell to lock the door when important

meetings are held.

Bootes's observatory will be positioned on the roof, there will also be a roof garden there, those areas will look great as our artists have complete freedom on creation of those areas.

There is also going to be a so-called room of passing, which will have portals to each land in MD (Necrovion, Loreroor, Golemus Golemicarium) which



room in the west wing) or the closet at the top of the maintenance access stairs, there was no final decision, so we are waiting for Glor's and Ren's opinion on that matter.

There will be a map room with detailed maps of each realm in MD.

There is going to be a games room with some mini-games, there are no final decisions

would be guarded by riddles and passwords.

And, last but not least, the newspaper staff is going to get an office in the cellar of the Archives, where Garg can chain his people to their desks so that they finally do their work;-)

That’s all folks, maybe Glor will give us a sneak peak on some of the artwork once he and his guild have concepts for the rooms and the inventory.

**DON'T GET BURNT:
BURNS' STRATEGY
GUIDE**

Did you know that...

... there is a huge difference between 'heal' and 'regen'? Healing is an ability that, obviously, heals the target. This means that healing takes the power value of the healing creature and gives it as a vitality bonus to the target. Regeneration works on a percent basis. It takes the values of the regenerating creature and gives the target a percentage of its actual health equal to the regen value the regenerating creature has. Example: A Barren Soul performing heal at 200 power will give 200 vitality; a tree performing regeneration with 40 regen will give 40% of the target's current vitality. Regeneration, however, is limited to 50% at maximum, while healing can go through the roof.

**LUNAR FESTIVAL
MD ECLIPSED**

WORDS BY CRYXUS	
January brought about “The Lunar Festival”, a week of celebration and merry-making, hosted by the Children of the Eclipse in honor of the moon. Many people gathered at Maple Road and Wasp's Totem to watch the event. There was catering, food, drinks, and live entertainment, as well as a battle pit. Truly it was a magnificent event whose impact will reverberate through MD history.	the moon came to be. Calyx presented a speech about moon myths, and Apophys briefly spoke about the composition of the lunar surface. Also in attendance was Bootes, who did a magnificent trivia game with prizes as well as a lecture on the origin of the moon.
Many toasts, and speeches were had there. Lucius Tarquinus shared with us the importance of dreams, especially shared dreams of loved ones. He also honored the beautiful Penelope Lightmoon, touching us all with his recounted tales. It truly was a touching recount of how the Children of the Eclipse came to be, and how shared dreams can truly change the world.	Everyone was less than excited to see the festival finally come to an end, but like all good things, it had to happen. Everyone who came to the event left entertained, and had even learned a few things while they were there. Almost everyone who visited was thankful for the food, friendships new and old, and the love shared. Lucius Tarquinus, founder of the Children of the Eclipse, had this to say on the matter: “The Lunar Festival exceeded all our expectations, with a high turnout, much enthusiasm, and speakers of surpassing quality”.
A couple Children of the Eclipse members made speeches on the new alliance's behalf. Meru Chi made a speech on the importance of self-discipline, respect, and loyalty. Karak did a synopsis of what battle meant to him. Also Cryxus, a friend of the alliance, told a myth of how	However, with the end of one good thing comes another, and next on the agenda is the Spring Festival. If you are interested, some of these events can be found in the MD-Archives http://md-archives.com/

GAR WARS - EPISODE 1: THE PHANTOM MARIND

WORDS BY .GARGANT.

Chapeter 1:
A long time ago in a galaxy far far away... Well, last Tuesday in Marinds bell... Around breakfast time... Anyway... Turmoil has engulfed the galactic feder... I mean... The Magic duel lands; the taxation on sacrificing creatures is in dispute.

Hoping to resolve the matter with a blockade of deadly shades, the greedy Necrovians have stopped all sacrificing in the land of Marind Bell. While the congress of the other lands endlessly debating this alarming series of events, the Supreme Chancellor (Or Mur, as most of us know him) has secretly dispatched two players, Guardians of Bob and the hope of the MD lands, to solve the conflict...

Meanwhile in other parts of MD, A shadow moves through the archives towards marind's room, the figure turns the handle and steps through the door, the figure is Renavoid, head archivist, he was hoping to find the ghost of marind so he could once again act out his sordid fantasy... Alas for Ren, the only thing he found was I am Bored... Being bored.

Anyway down in necro... This was happening...

A pair of cautious players make their way through one of the necrovion strongholds to meet with

the necrovians, one of them stops sensing that something is wrong; he insists that his adept also stops. "Wait, I sense there is something wrong here", he says, "There is a disturbance in the farce, I sense this is a trap. Ready yourself young one, I fear we may have been deceived", At these words the young BID-I knight swiftly draws her heatsaber as a bullet of pure energy comes flying down the corridor at her, he deflects the bullet with her lightning reflexes, the bullet is sent hurtling back down the corridor at the Perrobot guard that shot it, a loud 'bzzzzt' is heard shortly before a satisfying BANG CRUNCH, the perrobot falls to the ground. The young adept picks up a little "That was easy, I don't know what you were worried about, there was only one guard". It was at this very moment that the master tapped his adept on the shoulder, the adept looks round and in an instant, performs a double take of almost comedic proportions and thanks her lucky stars that her robes are naturally brown anyway, she shifts uncomfortably and thinks to herself "I'll have to get those dry cleaned now, dammit", the reason for this sudden faecal evacuation was the sight of a hundred more Perrobots stood facing the two BID-I knights, soon after the adept's rectal embarrassment the perrobots open

fire, a swarm of bullets heads directly towards the two knights, a raging battle ensues, perrobots firing in all directions, the BID-I knights leaping about acrobatically deflecting bullets and swinging wildly through the barrage of perrobots. As the final perrobot falls, the adept lands gracefully from a vault, the two knights retract the blades on their heatsabers and a panel of five people hold up some cards with numbers on them, '5.5, 7.0, 8.0, 8.5, 6.5', a voice is heard from nowhere "And that's good scoring from the judges but the low score from the Jamaican judge still leaves the BID-I's two whole points behind the Russian team, they will be disappointed".

In another part of necrovion, two ambassadors of the Necrovion alliance are having a meeting with their leader, a mysterious black hooded figure.

The necrovians are not happy that the players have been brought in and that they are refusing to be dragged in to the game that the figure has lined up...



CRAZY MIKE'S DUELLING DEVELOPMENTS

Congratulations to Children of the Eclipse for being recognized officially recently. My brother, Targuinus, is the alliance leader and bears the burden of making the alliance a significant one.

It's interesting to note that the majority of players are indifferent to the presence of a new alliance. They know that there is a new alliance, but they have no idea how it would affect their game play. More experienced players feel that their presence will make the Adventure Log more exciting.

Even some of the members of the new alliance are unsure how they will affect the game play. I feel alliances should be more active in game play to make a difference. Currently, players want to join alliances for the sake of being in an alliance, without really understanding the significance of being in one.

All alliances have their personality, strengths, and weaknesses. Alliances should be making an impact to make the game play more exciting, not only by making a difference in the Adventure Log.

Bring on the rivalry, start the wars! The public wants drama and blood. Feuds that will make players take sides, fights that will make players cringe. Bring back the spies, the backstabbing.... Then the public at large will be more interested in alliances.

I know I am not scoring any points with the Council members but the truth hurts. Peace is boring. Diplomacy is boring. Alliances are dead if it is not doing anything towards game play. Alliances have the potential to make MagicDuel more interesting. It's time alliances show their true colors.

Peace Out!

Revealing Personal Conversation

WORDS BY PAMPLEMOUSSE AND UDGARD

Not your typical interview, .GlorDamar. has answered 10 one-word questions with three words of his own. Take a peek into the mind of this RPC and see what you will find. One of the most talented artist in MD, he is responsible for some of those cool avatars you see on MD. He founded the Artisans Guild (originally named the Summoners), and is now a team leader on avatars matters and the manager of MD artists.



Glor used to have an avatar of a guy sleeping on his desk, and to be honest, it suits him cause you're gonna see him sleeping (idle) a lot =D, but when you get the chance to meet him awake, you'll find out that he did all that sleeping to save energy for some of the funniest roleplay you'll see.

Pamplemousse: "So, here's the scoop. You are an artist and I hate dumb, boring interviews. So..."

.GlorDamar.: "So I should act like a jackass?"

P: "No, unless, you are actually a jackass. Which you aren't. I would like to do a 10-question interview. I will only say one word, so it is like word association."

G: "I'll give it a shot, but I reserve the right to over-hyphenate"

1. Creativity
.GlorDamar.: "Left-field. Left-brained. Unfortunately, not one of my highest-level traits all the time"

2. Time
.GlorDamar.: "Too short. Too long. Inexorable"

3. Darkness
.GlorDamar.: "Blue. Static state. Cover"

4. Victory
.GlorDamar.: "Typical. V. Satisfying."

5. Purple
.GlorDamar.: "Higher learning. Top of the Rainbow. Underrated."

6. Mur
.GlorDamar.: "Busy. Genius. Scatterbrained"

7. Duty
.GlorDamar.: "Necessary. Obligated. (Insert toilet joke here)"

8. Role
.GlorDamar.: "Playable. Consistent. Maturity."

9. Age
.GlorDamar.: "Irrelevant. Imperfect-indicator. Necessary for upgrade."

10. Balance
.GlorDamar.: "Overrated. Experience-boost. Reasonable-goal"

TRIAL OF A KILLER

WORDS BY BURNS

The well known RPC, .Rex Umbrae Killer., was accused of abusing RPC powers and bugs in order to get himself an advantage. So, the trial under Judge .Akasha. was held in Wind's Sanctuary.

Rex's mistakes were numerous: He abused his RPC powers, he abused bugs, he didn't report the bugs to the bug masters or the GM, and when Muratus del Mur finally asked him about the bugs, he deliberately led him on a wrong trace and wasted his time. So, .Akasha. had a gathering in Wind's Sanctuary and set a Player's Vote on Rex (the balloons thing) about whether he should be punished or not. Ledah and Rex used their many alternate accounts to vote in favor of Rex, therefore the outcome of the vote was predictable. All other players were just about balanced, but after all, there were only three or four people in there knowing all the facts. .Akasha. could obviously not give away how the bugs Rex used worked.

In the end, that thing called a trial was just .Akasha. giving us normal players parts of facts we could neither test nor find ourselves, and Rex, who did-

n't even try to defend himself.

He even strengthened the arguments against him and got himself banned instead of just demoted by claiming that bugs are open to every player, and not restricted to the use of RPCs. So that argument, which he obviously didn't think through before bringing it forward, broke his neck. Around the same time as the trial, dst was imprisoned by .Shoeps. in order to get her talking about the bugs Rex used, but obviously, dst didn't tell .Shoeps. what he wanted to hear. That's what got her demoted.

The final decisions on both cases were posted on the announcements. Rex was banned, but not IP-banned (nowadays, he can found as killer2), and dst lost her status as team member and bug researcher. .Shoeps., on the other hand, cleaned his name from former accusations and a temporary demotion, and acted totally according to the rules he has been given (remember, this is MD, Mur makes the rules and he doesn't know the human rights convention ;-))

The newspaper staff wants to point out that toying with bugs is not a trivial

offence; it might get you banned. If you think you found a bug, report it to .Shoeps., Mur, or No One (personnally, I'm quite sure that dst would test and forward it, too, but that is not to be decided by you and me, but by King Manu (Mur)) immediately and leave any testing to them!

DON'T GET BURNT: BURNS' STRATEGY GUIDE

Did you know that...

... being in an alliance also has drawbacks? While alliance members have some bonuses, like a stat bonus and a 40-minute waiting period for attacks, an alliance member's regeneration is totally messed up. That is, alliances have less AP per hour and need days to regenerate vitality and value points. This means trouble when trying to buy creatures and equipment. They also can be attacked by every other MP (including 6), and may face serious troubles when they jump to their leader while s/he's idle in a non-public place. So think carefully before entering an alliance at a low level!

THE MILLSTONE

WORDS BY WATCHER

Gunshots Heard Within the Archives.

Today, at about 02:00 server time, what sounded like gunshots were heard within the Archive lands. Witnesses reported hearing 'loud bangs' but were unsure as to what the source of the sounds were. When asked, local Archivist and construction drone, Kragel sounded clueless. "I'da been workin' on them thar Arkivees, tryin' ta expandinate them. We's been doin' all kinda konstructionate'in' on 'em. Coulda been jus' 'bout any gosh durned thing!"

Other passersby were questioned, but they, too dismissed the sounds as something else. One was on his way out of the Archives lands when he was asked. "I know the MR Fraternity has some training grounds out this way. I was on my way to them when I heard the sound. I didn't think anything of it - I thought it was something the MRs were doing."

Pamplemousse, leader of the Archivists and all around Big Citrus, believes that she was closest to the sound. "I was in my office when I heard what sounded like gunshots. I had sent off some corrections to a document that MRD had me look over for errors and was re-

sponding to another message when I heard it. They were very loud and sounded quite close. I jumped up from my chair and looked around, but I didn't actually see anything. I thought I smelled burnt gunpowder. However, Logan Marquis came running into my office and asked me if I'd heard something strange. And, well... you know he's all on fire now and emits that strange scent. If I did smell something, it was quickly covered up."

When asked about what he thought had happen, Logan Marquis had this to say. "I was just looking for my boss, Yami no Sakura, when I heard the shots. I rushed into Pample's office to see if she was okay. She said she thought she smelled gunpowder... I blushed and excused myself... On my way out, I could have swore I heard someone running away. I think I saw a one-armed man with a... with a.. what is it called? A 'gun'? He was running away, dressed in a black cloak, I gave chase, but I lost his footprints just outside the Archive Land's main gates." After his statement, Logan quickly excused himself, citing "other pressing business which needs attending."

We will bring you further updates as they occur.

This just in:

Multiple contracts offered up

on shooting Renavoid. Some hit men say, "You don't have to pay me anythin'! Just let me have one, good shot! Please?"

Renavoid's publicist released this statement: "Mr. Renavoid does not wish to, in his words, 'give credence to these cretins,' and after some incoherent grumbling muttered "damnable dst! Wait a moment... I don't believe I was supposed to include... are you still quoting me? Stop! No, I mean -- stop! Give me that quill!! Get back here you little basta...!-" We will present more news as it develops...

DON'T GET BURNT: BURNS' STRATEGY GUIDE

Did you know that....
... 'weaken defense' is a very valuable ability?
While 'weaken defense' itself doesn't deal any damage, it will increase the damage of the next two attacks by the value you have weakened your enemy. Example: You have four archers, three of them damaging, one weakening. Normally, the damagers would do 50 damage, but once the weakener strikes, your opponent's creature will take 100 damage per strike for each of your damaging archers. But since a weakener doesn't do damage itself, you might not want to use more than 2-3 per ritual, or else you could easily lose once your opponent takes your damagers out!

THE EVERFLOW PITCHER

WORDS BY MARVOLO

There was once, in a long forgotten and distant land, a very small settlement. It was located in a dense forest and was populated because of the perfect farming conditions. The land was wet, and there was a lot of sun bringing heat. The perfect place for farmers to live.

In the settlement there was also a knight. He was called Viridian, to the colour of the forest. He moved into the village long ago after falling in love with Mira, a farmer's daughter.

Viridian was the only knight in the village and so he was responsible for their safety. He killed bears, wolves... everything that was a treat to the settlement.

Everything was nice and peaceful... until one day.

That day, it stopped raining. First, it wasn't a big deal, because there was a lot of spare water in the wells. But after some days without rain, they dried out. They ran out of water.

Viridian immediately began to research how to save the settlement from total catastrophe. His eyes fell on a book entitled 'The Everflow Pitcher'. It told the tale of a hidden artefact that contained a Never-Ending supply of water, which was last seen in the caves under a mountain far away.

Viridian didn't need to think twice. He readied his horse, took

some food, and went to search the pitcher.

Days and days he travelled. Through deserts and forgotten lands he rode.

Until he saw the mountain. It was impressive, dominant, huge,... He couldn't describe it. After a day of scouting, he found the entrance to the caves. When he entered, he found the caves very wet and dark. He lit a torch and saw that the walls were covered with drawings of strange water beings. They seemed to make water?

When he examined them further, he saw that there were some who made the clouds, some that made rain, others filled seas and lakes,...

He decided to walk further not to lose time.

Every step he took, he found it more difficult to breathe... But he didn't give up...

Then, he noticed a little light. Excited, he went further to investigate it. The light came closer and he saw a kind of altar, with a silver pitcher at the top of it.

He ran to it and looked at it closer. The insignia said: 'Everflow Pitcher'.

Excited he picked it up. When he turned around there was a water-like creature in front of him.

'Thief!' it yelled. 'No no!' Viridian replied 'I need it to help my people! I must save them!'

'Liar!' the creature said. The creature took the pitcher out of Viridian's hands.

Then Viridian unsheathed his sword. 'Give that back!' He yelled.

'Never shall I let our most beloved artifact leave this cave.'

'Then you'll die.' replied Viridian, and attacked the creature. Viridian was no match for the strong and ancient being and was overpowered quickly.

The creature smacked his chest. Then Viridian knew he would die and he began to cry. Overwhelmed by grief and sorrow. He knew that he couldn't save his settlement and his love, Mira. He started to curse and cry.

Then the being of water began to feel sorry for him. And so she walked to Viridian and said: 'Your travelling wasn't in vain; your courage will be rewarded. I shall carry your tears to the place you call home, and give them water forever. Viridian smiled. Then he died, having saved his village and love.



A CELESTIAL LOVE

WORDS BY CRYXUS

Once upon a time the goddess of the sun ruled the heavens, alone, and night time was a place where the skies were filled with perpetual darkness, and sorrow. Also upon this time there existed a woman, whose grace and radiance was unmatched, then or now. Flowers would bend in her direction, favoring magnificence. The very tides themselves would gravitate to her.

The sun goddess watched, and adored her, as she grew from a little girl into a lovely lady, and watched as she fell in love with a noble warrior. The warrior loved the girl with all his heart, and she loved him. A truer love has been scarcely felt.

Then one day the goddess came to the girl and offered her a place in the heavens. The woman looked at the warrior, her eyes seemed to be filled with joy and at the same time she longed to be with him. The man took her hands and looked her in the eyes, and he told her, "I will love you as much as I do now, forever,

and if you want a place amongst the heavens, my love will go with you."

His heart ached because he knew this was the last time she would be at his side, but he knew that true love comes when you are willing to give up anything for the one you love.

The woman jumped with joy and shared one final kiss

was a wreck. He would only eat at night, when he could feel his love's radiance, because this was the only time he truly felt alive.

The sun couldn't help but watch the man as he grew more and more frail, and his sorrow never passed. Everyday she would see him at his worse, and she knew he hid his sorrow from the moon, and

knew he tried to put on a happy face for his love.

Eventually, like all mortals, the man passed on, only ever loving the moon, and the moon seemed to shine for him even in his passing.

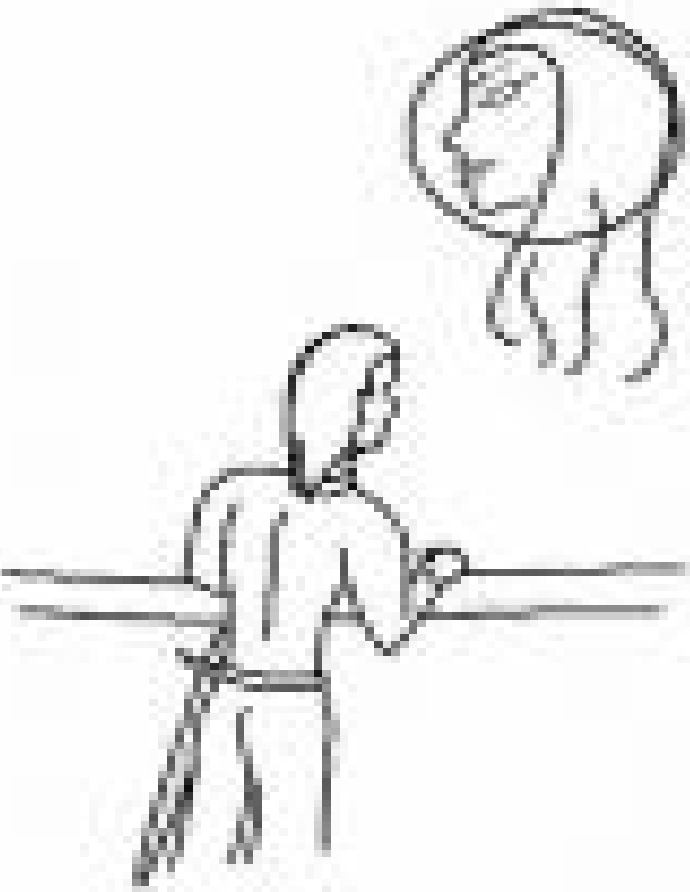
The sun felt so sad for what she had done, she turned her back on the world and cried for a whole day, and her tears clung to the heavens as the stars...

...The world moved on, as is the nature of things, and the mans

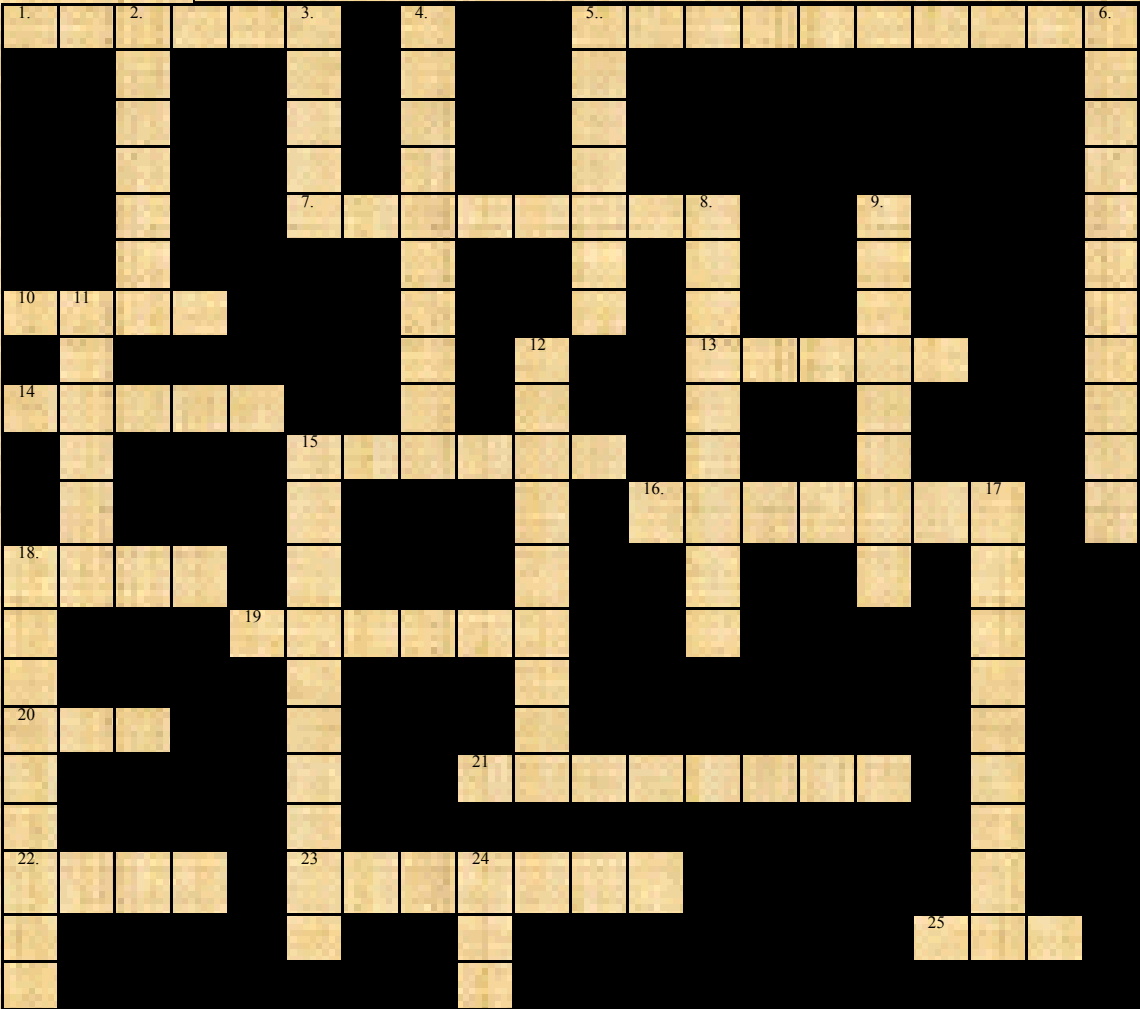
story passed into the legends, but every now and then the sun turns her back and looks out as a reminder of the love the man gave so that the whole world could know the beauty, and joy of a moon.

with her love before she ascended to the heavens. Her essence filled the night with brightness, and she stood alone against the night sky.

For several days the man would hide his sorrow at night, so his love would not see the what he was feeling, and during the day the man



GOIN' IDLE



S L M N C R E M F B W E L N B L N D Y R A R A R S
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MARINDSBELL	NECROVION	LORERROOT	ARCHIVES
GOLEMUS	WINDSSANCTUARY	ANGIENSFERRY	MAPLEROAD
ROADOFBATTLES	MARBLEDALEPARK	WILLOWSSHOP	FENTHSPRESS
FORTUNESWELL	OLDMANSROAD	HOWLINGGATES	PAPERCABIN
ARAMORY			

ACROSS

1.Expanding the MD com-
munity

5.MD's very own Stenaline

7.Prize from recently re-
turned RPC

10.Top right Value

13.High ranking Lore-
rootian bird

14.Not Everyone

15.Ghostly child

16.Tree named shop owner

18.Weather change over
christmas period

19.Garden Furniture or
slightly more?

20.Broken gazebo's most
famous completist

21.Find Ren here

22.Be attacked like this for
6 hours

23.Jonn's type of player

25.One of the Alliance kill-
ers

DOWN

2.Homeland of the game

3.Type of Gravitation near
MDA

4.One of the first creatures
you can get

5.What the university is
split into

6.Type of magic used by
RPC's

8.Dark type's homeland

9.Where the hidden exit
leads

11.A warming device per-
haps?

12.Your MD level

15. Is this player really so
awesome?

17. Dark types keeping
lookout

18.Use of the presses

24.Lonely Flora

	7	5	4	9		6	3	
8					7		1	
		9	1	2	6	5		
5	2		3		9	1	4	6
6			8					
	9					8		7
7		1				2		3
		4		8	3	9		
		6		5			8	4

THE RULES

SUDOKU— Fill in the gaps using numbers 1 to 9, each row column and box cannot contain any duplicate numbers.

WORDSEARCH— All of the words in the lower box can be found in the large grid, words can be vertical, horizontal diagonal and even backwards.

CROSSWORD— Solve the clues and put the answers in the grid

Feel free to submit your own suggestions , comments and letters to:
newsroom@magicduel.com

INNOC'S 60 SECOND ADVENTURES		GETTIN' A ROUND IN WITH FIRSANTHALAS	
A QUICK TALE FROM THE ADVENTURE LOG ARCHIVES		A HUMOROUS NEWS ROUND UP WITH MD'S VERY OWN HAPPY DRUNK	
<p>The Inner Sun Saga begins with Bootes, among others, finding documents which seemed to have appeared overnight after the end of the Shade threat. Unsure where these documents come from or what their exact purpose is, a search is conducted to determine if there are more to be found within the realms.</p> <p>Bootes is directed to a local pub where a man passes on information to him that what he seeks may be found within the Sage's Keep.</p> <p>He travels there, and after passing a test, is allowed to enter the keep. Bootes' search is fruitful and he is presented with another challenge. He quickly solves this puzzle which directs him to his next destination: the House of Tainted Times in Necrovion.</p> <p>Bootes then travels through the wasteland that is Necrovion and eventually finds the place indicated in the image on the box he found within the Sage's Keep. After coming upon what looks like a library and the remains of a fire, Bootes finds yet another puzzle on a door. Using the key found within the box from Sage's Keep, Bootes eventually decodes the puzzle and enters the chamber. He quickly escapes back to his studio within the Archives.</p> <p>While looking over all of the documents he has obtained through his adventure, he hears a knock at his door. Bootes and Tarquinus speak shortly about what needs to be done, and during this conversation, spot the last piece to the current mystery. A plan is formulated and executed, bringing all the pieces together at last. Bootes knows where he must go and heads out immediately.</p> <p>However, Bootes' progress is impeded by the Guardian of Golemus, who challenges Bootes to prove his worth. MRD and Bootes square off in an engrossing and intense game of chess. Bootes is victorious and MRD allows him safe passage.</p> <p>After a brief respite, Bootes is joined by Nelya Setesh, and together, the two ultimately unlock one of the many secrets behind the Pillars of Harmony. To their surprise, this also seems to set the heavens in motion. They watch as the Eternal Sun is eclipsed and the Moon and Night return to the land of MagicDuel.</p>		<p>Some readers may not be aware of these almost legendary figures, but they have and indeed, continue to play an important role in MD.</p> <p>Sometime ago BigC was tasked by the Shades to seek out and kill the Golemus Wizard who was attempting to summon Wodin Ullr. At the last moment BigC decided that he would not complete this mission. We aren't sure why, perhaps he left the iron on and needed to go back and turn it off, perhaps something else. When he returned from Golemus Golemicarium he was stabbed from behind by a mysterious assailant and dragged helplessly into Necrovion and thrown into a deep dark pit by the Shades.</p> <p>Thanasia, a young girl from Marinds Bell, set about casting a spell of protection for BigC and gathered a group of people to aid her in this task. They had a lovely party with orange juice and brownies and said some prayers for BigC. This helped to sustain BigC in his time of imprisonment.</p> <p>The Shades later asked Akasha and STF to complete the mission, but they also failed. This really proves that if you want a job done right you</p>	
		<p>should do it yourself, or at the very least don't use the contract agency used by the Shades. As a result Wodin Ullr was summoned.</p> <p>SmartAlekRJ later went to Necrovion to rescue BigC. However, he fell into the pit and it seemed that they would both share the same fate. After two months though, they have both returned. When asked about what happened Smart said "I was busy with BigC, It's hard to bring a person back to life once he dies".</p> <p>Both parties have remained tight-lipped on their ordeal and how they managed to escape. It is also unclear as to the Shade's intentions now that SmartalekRJ and BigC have escaped Necrovion. The paper has however, received some advertising material for a 'Contract Killers R Us', so you never know.</p> <p>In related news, SmartAlekRJ offered to give people Drachorns if they could complete his quest. Now it seems that Braiton's latest experiments resulted in some sort of mindreading Drachorn. This is evident by the large number of MP2 players who seemed to have the answers to the quest. So, if you hear strange voices in your head, or suddenly know the answer to questions like 'How do they get the figs into a figroll?' and 'What is a Mur?' please report to Necrovium for re-edumacation as soon as possible.</p>	
A WORD FROM THE EDITOR			
		<p>I'd just like to say a big thank you to everyone involved, and I don't just mean people currently involved, I'm talking way back to when Myrrh proposed the idea. Thanks to Glaistig for carrying the project after that. When I took over there wasn't even a team of staff so it shows just how far we've come since the concept was first brought about. There were times when we never thought a finished product was possible but we rallied round and managed to pull this first issue out of the bag.</p> <p>Thanks to these people - Jazira, Apophys, Grido Glor Damar, Watcher, Pamplemousse, Udgard, Marvolo, Innocence, Burns, Cryxus, Firsanthalas and Crazy Mike. I'd also like to thank previous staff for their input: Myrrh, Glaistig and Treehill. Thank you everyone for making this unique project a reality and I hope to see many more issues in the future. Thanks -Garg-</p>	