

# GOLDEN GLOBE GAZETTE

ISSUE #003

APRIL—MAY 2009 EDITION

## MD ANNIVERSARY, 4 DAYS, 3 PAGES!

### WORDS BY GREMLIN

The First Day of the Magic Duel Anniversary turned into a day unlike any other, it turned into migrating season. Players from all over the realm flocked to the Gazebo of Equilibrium to "Party like it's 1999".

People of every kind joined together for delicious cake, a series of enjoyable games, and a friendly chat, forming new and lasting friendships along the way. The preparations for the party were not an easy task, but thanks to the efforts of MANY people it was made possible.

Ten people were given awards for going above and beyond the call of duty in their services to the Archives, thank you all for your efforts. A couple of people were given RPC promotions as well, congratulations Peace and Cryxus

The Magic Duel Anniversary had a lot of different, yet quite interesting, things going on. There was a market caravan selling items, ranging from hats to poetry. The Mobile market became a success as it travelled from the Howling Gates to Winds Sanctuary, making a few stops along the way.

The biggest event of the day was the slave auction which was held at The Wind and Rain Pub.

**Gremlin:** Kragel...What inspired you to do the slave auction and creature auction?  
**Kragel:** Well I have seen and heard of a lot of people selling and trading creatures

and people many times and thought it could be done in a fun and enjoyable way to make things interesting and to help raise funds for the market, making a little coin for a certain half dwarf we all know and love too.

**Kragel:** The slave portion of the auction was a huge success, the creatures were only tossed in for some spice and to get some more coin back to make sure the market got their full share, I heard that Krikah was pleased with the items and things she sold and traded with in the silent auction she held. The next auction will be held earlier, it will be on a weekend so more people can enjoy it.

**Gremlin:** What was the most memorable moment you have of the First day of the Anniversary celebrations? Other than Intrigue making you all pretty.

**Kragel:** Well I have to say Poofy the Squirrel, he made everyone laugh with his trying to bid with nuts, but as far as most memorable, hmm... seeing the first bid start taking place, it was a feeling of instant success.

**Gremlin:** Sounds like a winner to me Kragel, thanks for your time.

People of every race and gender were auctioned off by Kragel. The bidding prices ranged from a whopping 90 silver coins to a mere single silver coin. People not only traded their silver coin for the slaves, they were even bidding with their creatures, ranging from your basic and easy to get creatures with tokens, to the mighty and rare Drachorn.

All in all, the first day of the Magic Duel anniversary was a huge success, and an enjoyable time for everyone. I would like to give a special thanks to everyone in the realm, because if it wasn't for everyone selling, buying and even throwing in a few laughs, neither market or anniversary would have been as enjoyable as it was.



**Gremlin:** How did you come up with the exchange rate for the creatures?

**Kragel:** Well I tried to think of what they would be worth then tried to offer a lot less, I'll be stuck with some of them, and others I have already sold out of but that's business.

**Kragel:** The point is to offer less than people will want to trade so you get more coin and less creatures to work with.

**Gremlin:** Do you think both the auctions as well as the market were a huge success?

## SHINE A LIGHT! IT'S THE TORCH CONTEST!

# MO BIRTHDAY — DAY 2 & 3

## WORDS BY BURNS

First of all, the most interesting turn of events: the AL got updated several times just before midnight, and it seems like the Shade Sentinel got captured in a White Cube similar to the one that captured a part of Khalazdad... Several other noteworthy things occurred, too.

People were running around naked [again...]; people got drunk; Shady Jester and Burns started making plans for gathering adepts and tried to outsmart each other with nice slogans; someone started tackling others with Shut-spells, which became a habit rather fast, as it always does when one starts;

MRD cursed Burns several times and move-locked and froze him for about an hour; Mur came down from the heavens and gave an extra slot to every player present at the Gazebo of Equilibrium and told us about an upcoming ad-hoc contest [the Trivia-Quiz and Torch Contest, read more about that on the 3<sup>rd</sup> day];

Inner Necrovion and the Death-marrow were opened; plans for an Anti-Rusty-Alliance were made; Rex Umbrae popped in to spread some joy; Creatures were traded, epic battles were fought, and Peace postponed her story for an urgent ally meeting about the fall of the Sentinel;

Fenrir replaced it with a story about his family history at the Tranquil plains, but unfortunately just a few listeners took the time to hear it...

*And those are just the major events from day 2 in a very short, summarized version O\_o*

*Pals, I'm really sorry to say that, but if you missed that fun, you definitely missed something ;-)*

*Editor's note: I wish I had been there. :P*

## WORDS BY .GARGANT.

*Day three of the festival was all about trivia. Mur hosted an impromptu trivia contest at the gazebo of equilibrium.*

*Many people attended from all across the realm and prizes were given to the winners of each round, now I wasn't there for most of it due to real world commitments, but from what I did see, there was a good time had by all.*

*The first round kicked off with a win for our very own Burns, but then in the next few rounds the quiz was absolutely dominated by lifeline.*

*Now although I do not dispute that Lifeline had insanely quick fingers and all the answers, I'm sure a lot of people would agree that it had become a battle of connection.*

*Faster connections waging war on slower, more 'lagtastic' connections. Some people may call me cynical but just because I had one of those slower connections does not mean I'm bitter in anyway.*

*In an unrelated incident Lifeline is now on my 'list'. Most of you would not know I had a list, and as a matter of fact, neither did I until I put Lifeline on it. As a side note, I am only joking. Congrats to all the winners.*

*After the first few rounds I had to leave, but I returned shortly before the last few rounds and the scene of a friendly competition between server speeds had dissipated and had clearly descended into madness. Bodies were strewn about the Gazebo of equilibrium, there were cries of anguish and pain. Clearly this had escalated into an out and out war, it is a shame what trivia can do to people.*

*The promise of prizes had become too much for some who had tried and failed in the connection war, a first aider was needed on site immediately.*

*For those wishing to help victims of trivia quizzes that got out of hand, please call 'Trivialine' on: 01902-555-DRACHORN-TOTHE-FACE*

*Or visit us at:*

*[www.quizquibbles.org/triviaid](http://www.quizquibbles.org/triviaid)*

*Your continued support is much appreciated.*

*Calls cost £95.60 per minute, 0.0003p of each call goes to charity. Website donations require bank details including sort code and pin number. Terms and conditions apply.*

# MD BIRTHDAY—DAY 4

WORDS BY .GRIDO.

*On the fourth day of the Magic Duel Anniversary, the fires of war were ignited for the first ever Torch Competition, a competition unlike which has been seen before in this realm. As with any new thing, there was, of course, some things which needed to be smoothed out.*

*Those involved had to ignite their torch at their home base, and carry it all the way to their enemies base, either Raven's Hold or Wind's Sanctuary depending on their side, and defeat all those they encountered of the opposing team along the way, to gain points and to stop their enemies getting any for themselves.*

*When asked, it was noted that the people partaking enjoyed it, even if some things obviously needed to be changed to improve fu-*

*ture competitions. A participant was quoted as saying "The Torch Competition lit up Magic Duel" and that was a common thought among all those asked.*

*Some upcoming changes planned for future competitions include; varied torch art for each land, removing the ability for alliance members to jump to their leader, and the location you go to when you die being changed from the Gazebo of Chaos.*

*Marind Bell was found to be the most popular land to join forces with and by the end of it all, they had four times as many competitors than Loreroor. Likely as a result of the overwhelming forces amassed against them, Marind's Bell extinguished Loreroor, in this, the first ever torch competition.*

*Even though the competition was supposed to be between just Loreroor*

*and Marind Bell, Necrovion also joined in the fight against Loreroor, perhaps due to some unknown standing issues, or perhaps because of the close connection the Sentinels share with death and wanting to impart it upon their fellow people of Magic Duel.*

*Some of the fighters appeared to be unstoppable and repeatedly scored for their land, spreading fear and terror in their wake, their enemies strewn about them and littered along the path of their wake. Competitors were free to compete again and again.*

*The competition was stopped and started from time to time allowing for improvements to be made to how it worked. Whilst it was stopped those holding a torch were still able to score points but it prevented others from igniting new torches to fight with.*

*--Grido*

# GAR WARS - EPISODE 1: THE PHANTOM MARIND

## WORDS BY .GARGANT.

### Chapter 3:

Anyway, after the regeneration counter had ticked down to zero, this happened...

The BID-I knights follow Gar gar through the forests where they come across a well that seems to lead to some sort of underground civilization, they near the city and are treated to the sight of an underground paradise, as they enter, the idyllic image is soon shattered as they are apprehended by one of the guards who is not happy about Gar gar's return to the Gargan city. The odd trio are led away to the mighty Gargan leader, Boss Cless.

Boss Cless is a proud being, a fighter of notable worth although his appearance would lead you to believe otherwise. He is a short, stout creature who obviously enjoys his food on account of him being so large in stature, he sits atop a regal looking throne aside a council of elders who advise and aid him with his decisions. The two BID-I's approach him and try to reason with him, explaining about the approaching perrobot army, "They are advancing and are going to wipe out the lorootians", explains Ale-ron. "Dis is neya concern o' ours, we dooant li' t' lorootians" (This is no concern of ours, we don't like the lorootians) replied the chief of the Gargans, (yes it seems that the Yorkshire accent is actually a racial trait of the Gargans and is not restricted to Gar gar alone). The BID-I senses that the Gargan chief is reluctant to help them and tries to negotiate with him, "If they manage to take hold of the surface of Loroo, they will no doubt attack here next", "Ah dunt fink sa, thee doun't kna li' abaht wee daahn 'ear" (I don't think so, they don't know about us down here) exclaims an increasingly furious Boss Cless.

Realising he they aren't going to get anywhere by straight forward negotiation and reason, Ale-Ron Jinn decides that to get better results that he should use his BID-I Mind trick, he waves his hand in front of the Gargan and quietly says "We could use transport", Boss Cless repeats "Theur could use transpoarts, T' fastest way ta loroo is thru t' undergroun' tunnels, Ahl provide theur wi' eur drachorn" (You could use transport, the fastest way to Loroo is through the underground tunnels, I'll provide you with a drachorn).

As the two BID-I knights turn to leave, gar gar whispers to them "It's eur trap, they're settin theur up. t' undergroun' tunnels are suicide" (It's a trap, they're setting you up. The underground tunnels are suicide). Yami-no Kenobi turns back to Boss cless saying "What about Gar gar, we saved his life, he owes what you call... A life debt and we need a navigator", the Gargan chief thinks for a moment and agrees to allow Gar gar Blinks to live and go with them." The BID-I knights and their new traveling companion set out to the regal palace of Loroo. After a turbulent underground flight, the BID-I knights land their craft outside the palace walls on Loroo's surface.

Meanwhile, Queen Ailithdala has been found and captured by the necrovion viceroys, while the viceroys discuss how they are going to explain the attack to the MD lands council, she refuses to partake in any cooperation with the necrovians. The viceroy tells the perrobot commander "Take them to camp four", the queen, her handmaidens and advisors are led away. It seems as though the entire Loroo capital is under Necrovian control.

Three figures skulk along a balcony high above the queen's captors, the shadowy characters make their way to a bridge that crosses the queen's

path. As the perrobot guards get closer to the bridge the three figures drop down and reveal themselves in a rain of bullets and heatsabers, It's Yami-no, Ale-Ron and Gar gar. The two BID-I's deflect a hail of bullets and swiftly dispatch of the perrobot guards.

After explaining how the negotiations never actually happened, Ale-Ron and Yami-no lead the queen and her entourage into one of the Necrovian's hangars. "Communication must be made with the council, it might be wise if you come with us to Golescant, given the circumstances" explains Ale-Ron, the queen decides on her best course of action "My place is here amongst my people". Ale-Ron hopes to make her see sense, "your highness if you stay they will kill you, you need to come and help Senator Zleipatine", "Then I will go and plead our case to the senate, I will go with you" replies the queen.

After a short exchange with one of the perrobot squads the BID-I knights, the queen, Gar gar blinks, the queens handmaidens and her advisors are one their way to golescant. Soon however they come up against the Necrovian's blockade, set up to halt the trade routes. As Necrovian bullets pepper the outside of the craft, the RJ units are released to repair the ship's hull. As two of the RJ units, the third soldiers on trying to repair the rips in the ship. The little unit manages to fix the hole and RJD2 returns to his position safely inside the ship. Although the shields were repaired there is irreparable damage to the fuel line and the ship is forced to land in the nearby land of Archooine. The only difference between Archooine and any other nearby planet is that it is not controlled by the necrovians, it is controlled by the notorious Hun family. However the motley crew is less likely to be caught here since the Huns are not looking for them.

# CRAZY MIKE'S DUELLING DEVELOPMENTS

## EXCITEMENT IN THE AIR

*Recent developments will definitely make gameplay more exciting.*

*First, we have Kragel setting up shop, ready for making new items. (His shop is, like, so far away that every time I see him, I feel like playing a round of dwarf tossing). It will be very interesting to see what kind of items he'll be churning out.*

*Also, new creatures have been added. We have the Tormented Soul and Unholy Priest in Necrovion, and, very soon, we will have an Angien creature. I just hope that it's easier to get than a Drachorn. (Please Mur... I am on my knees.... Please give me a Drachorn...)*

*Looking at the players, it has become obvious that there is slowly emerging a divide between the haves and have-nots. Mur is trying to make the divide slimmer by having the Drachorn eggs sacrificed, but it doesn't take away the fact that players with better connections can get certain creatures easier than others. Kudos to our God Mur for making an effort. (But please... My knees are hurting... I need a Drachorn...)*

*Besides the new developments, it is also interesting to see politics being played out among alliances. The looming wars, the hijacking of the Savelites, the backstabbing, the whining by unhappy players... (Btw Mur, I am not whining, I am grovelling at your feet... and my knees are still killing me).*

*There is also the new maze. (Getting lost in a dark, empty dungeon is always exciting).*

*Has anyone figured out the new teleporter at the Gazebo of Equilibrium yet?*

*A new contest... The torch run is going to be a regular feature. (I had a noob sending me a message begging for his torch to be taken away, as it is giving him nightmares... Hahahahaha.)*

*All new; all fun; all very exciting.*

*I would like to thank Mur in advance for the Drachorn he is sending me. I would like to thank my grandmother as well for having my mother, and I would like to thank my mother for having me. Thank you.*

*Now I will go play with my new Drachorn.  
\*wink wink hint hint\**

# The Olde Worlde MD Markete

## WORDS BY BURNS

*On Thursday, Day 119 in the MD Calendar, Krishna Arcanu and Kragel were doing their combined Item Fair and Slave Auction in Wind's Sanctuary.*

*At this insane festival full of singing, dancing, taking off clothes, and of course bidding for slaves, Kragel sold all those who volunteered on the Forums to the highest bidder, accepting not only silver, but also creatures as valid payments, and all those who got somebody else's slave were tagged and got a nice description from Akasha, telling whose slave a person is and how much the final bid has been.*

*While Kragel was ruling the chat with his steeled hands, Krishna was having a silent item auction on her hate page, taking the latest biddings for each item and transcribing them to her page while people were already PM-ing their next offers.*

*The auction on slaves went on the following night, because there were just too many slaves and breaks in between, mostly when slaves started making minor riots in*

*order to get their prices up.*

*A few days after that auction, Krishna and Kragel were proposing their ideas on how the new market they want to implement should look like.*

*In a short, basic summary, they see a job market where people pay others for doing something for them (like paper layout, grammar corrections, and such, but also RP things like being a 'slave') with silver coins, and those can in return buy services or items from others, to see the full discussion on the topic, check*

*<http://magicduel.invisionzone.com//index.php?showtopic=3835>*

*The problem that is still unsolved is how the chain reaction should start, as it doesn't seem appropriate to have buying MD Shop items as the only source of Silver Coins, but this will surely come to an end in time. Mur has already stated that this idea has his full support and will get special arrangements once the details are thought out.*

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

*Did you know that...*

*... 'hit and run' strategies work quite well, especially on mp4?*

*Hit and Run is a common tactic used by weaker players to strengthen their creatures:*

*Hide in a sanctuary to get your vit full, run to Willow's, win three fights and run back to a sanctuary.*

*That way you will get stronger creatures fast and easily, without needing to work in the dojo, where nearly nobody is giving really good xp...*

*Still, trying doesn't hurt, so you might also try to go to the dojo. Some players are strong enough to fight without VE, too; they are very generous when giving xp. ^^*

*Plus, hit-and-runners will most likely miss the good tips of the combat pros who are playing at Willow's most of the time; trust me, I know that from experience...*

*The secrets of the game won't come flying by; you'll*

*need to ask around to find them. ;-)*



*Did you know that...*

*... there are ways to take out Nightmares easily?*

*Well, I've already given the hint last time, but some might have missed it:*

*The usual Nightmare uses a creature that targets multiple, so you might want to use a single [for further comments on singles, check the April edition].*

*Your best shot against a Nightmare would be a Lore-rootian Archer, as this creature has the strongest single-attack,*

*But obviously the Nightmare will lose to any damaging single, so get creative :D*



*Did you know that...*

*... there are enhanced Nightmares?*

*Well, if you read the last edition, you should know that they exist, and maybe you have already experimented with them ^^*

*If you have tried the normal Nightmare, you will have realized that they don't work that well on singles, and that they are unable to kill opponents fully.*

*So, you can either design an enhanced Nightmare to destroy enemies by setting an all-damager with the elemental, or create one to get done with singles by placing a single-stealer in the ritual.*

*But there are many other ways to set Nightmares, so get creative and surprise your opponents with rits they haven't even thought about before :)*

*Just watch out to not use too many creatures; Nightmares lose their efficiency when they are too low on stats and vit! Sometimes 5 power, 10 def or 200 VE more or less make the difference of surviving and being killed!*

# MMM, SACRIFICE

## WORDS BY .GRIDO.

On midnight of Day 105, the inner reaches of Necrovion were unlocked, so that those who could enter Necrovion, could enter the darkest depths of it. A sacrifice took place that night, of a virgin soul, doomed to die. That soul was one Wane, young in this realm, and too inexperienced to be aware of his circumstances. So there he stood, on a dark night, in the presence of the Princess of Necrovion, Peace.

He wished to enter those lands, he knew where the door was if he wanted to leave, but yet he stayed, perhaps not aware of the danger he was in. It has been described as a mad place, and can drive someone's mind crazy, this can only be imagined as the reason to why he stayed, for all rational thought must have hit out at him telling him to run and leave as fast as he could.

At this time, the Shade Sentinel had recently disappeared, Peace came upon the

idea that perhaps if a virgin soul was sacrificed it would give the Shades the strength to overcome this new foe that they faced.

Wane was in the wrong place, at the right time. He was fresh into the realm, he was pure. In short, the perfect sacrifice.

Peace drew her blades across his cheek several times. She would have no mercy upon this soul. The circle and candles were set, all was prepared. Pure blood makes the best sacrifice, and indeed Wane's blood was pure. Pinned down, his soul was to be given to the Shades and his blood was drawn into a cup, to be stored for a later use.

The honour of the sacrifice was given unto Tzaroth, who accepted the offer Peace had made him. Vainly an attempt was made by MRWander to steal Wane away into the darkness, away from the madness that was surrounding them. However the prone body was too much for him, the weight too much to carry, Wane was left there at the

mercy of those who would kill him.

The ritual words resounded through the air outside Deathmarrow, "Spirits of the Dark, hear this call. To you we dedicate this sacrifice, this pure spirit we will deliver into your hands. Most Powerful Shades, accept our offering as we end a life in your honour!" The mistress of the sacrifice and Tzaroth both painted bloody red lines on their faces. Wane's time had come, he was to die for their cause, his meaningless existence had been given a purpose. Here, now, death was going to validate Wane's life.

The blade tore through Wane's shirt like butter, exposing his chest to the elements. A humble offer from the Shades servants, in the hope that it may please and strengthen their Master. The blade was raised up to the sky, before plunging down again into his chest, his screams echoed throughout all of Necrovion that night, heard by all.

~~Grido

# MID POETRY CORNER

*A Pirate's Lament*  
By Phantom Orchid

The twilight flows in  
Through the big window pane.  
The moon, like a boat,  
Is sailing the sky.  
The bright evening star  
Shows the way onward:  
A vision as fair  
As an old lullaby.

She sits by the window,  
Watching the moon  
And the star's golden light.  
Though her mind and her body  
Are no more, her spirit  
Is sailing away  
In the deep cerulean night.

When she was alive,  
She lived on the ocean  
And gathered the waves  
With you by her side.  
And when she died,  
She moved to the prairie  
And dreamed of the waves  
Where her spirit now abides.

When you were with her,  
She taught you the star-rhyme:  
"I wish that I may,  
And I wish that I might."  
But the sweetest of wishes  
Are the ones never answered,  
The longing as rich  
As the azure evening light.

What is she wishing,  
Tonight by the window,  
Watching the moon  
And the star sailing by?  
Though her body is gone,  
Her spirit is happy,  
Sailing away  
In an old lullaby.

Scorn  
By Amoran.

Birthed from the shade that mixes with red  
A shadow's passer by  
Wandering  
Limitless wastelands  
From which, no return harbors  
Like water, it ripples  
Yet no moisture collects  
Thought, cease  
Time, cease  
For now, only a memory remains  
Foreshadowed by time and place  
Delve deep in the jaded pit  
Crawl, struggle  
Release.

**Mirth**  
By Dayredeemer

Listen... Listen...  
Listen to the elemental orchestra of water  
Filling to the brim the basins and bowels  
of the earth with music,  
Each chiming chord regulated by The  
Maestro's  
Fluid, tempered hand.

Today, without the wind and absent rain  
The baton rests and Mirth takes a leaving  
bow.

The fountain's chorus sleeping, the whirl-  
pool's rondo aquiet.  
The low meandering river hymns its bleed-  
ing threnody,  
And the mouth that kisses the ocean's lips  
surrenders the sweetest of lyrics with an  
exhausted sigh.

Tomorrow the land will be dry.

It falls to Memory to shed a tear,  
A cry containing the moist melodic seeds of  
life.

Beseeching the sky to reform the world  
With vital verse and prodigious rhythm.

Seize these semi-quavers of hope  
Place them upon Nature's stave.

Create a new signature of time  
and bless the fresh key changes.

At last, at last,  
Mirth sloughs off the drought of slumber,  
And with experienced, spinning hand  
Collects The Sky's scattered dew drops,  
And beats down blue thunder taps from  
the podium.

The land has life and can now listen  
to the new strong song sung.

**Poem of the month**  
Will receive \$2 credits

Torment  
By Lightsage  
(Dedicated to Camilla)

Waves crushing on the shore,  
Each one like a spire through my heart,

Wind blowing the sand into my eyes,  
Each grain making me see,

The sun shining on my skin,  
Each beam leaves me cold,

For precious time of love is lost,  
With each crushing wave,  
For love is blind,  
With each grain of sand,

And your smile,  
Makes me feel warm inside,  
My heart healed,  
And my love blind again.

L'aria, il mio amore A lei.  
By Zalabar

Amor mio, caro bene  
Perché vai lontan da me?  
Giurasti un amor, che mai non dovea  
Aver fine per noi

Nei momenti di tristezza  
Nei momenti di dolor  
A te, mia stella, penso  
Con infinito ardore

Un legame senza speme  
Perché mai dovrei aver?  
Che cosa tu vuoi ch'io faccia oramai  
Mi devi dire tu

Ti ringrazio, caro bene  
Amor mio, vita mia  
Al grave doler, al buio timor  
Che il cuore mi turbó

Dolcemente, con amore  
Hai risposto al mio gridare  
Per sempre ognor, per sempre ognor  
Qui a me, t'attenderò

Aria, my love To you.

My love, dear one  
Why do you go so far from me?  
You swore a love that should have never  
Have an end for us

In times of sadness  
In times of pain  
I think of you, my star  
With infinite ardor

Why must I have  
A bond without hope?  
What would you have me do now?  
You must tell me

I thank you, dear one  
My love, my life  
To the grave sorrow, to the dark fear  
That disturbed my heart

Sweetly, with love  
You have answered to my cries  
Forever, every day, forever, everyday  
I shall wait for you here.

Original Italian and English Translation.

## INNOCENT'S 60 SECOND ADVENTURES

## GETTIN' A ROUND IN WITH FIRSANTHALAS

### A QUICK TALE FROM THE ADVENTURE LOG ARCHIVES

#### *No One's Nightmare*

*No One, unsure of why he has been saddled with keeping I am Bored company, leaves the annoying brat behind and wanders into Necrovion. However, now that he is alone, he feels the Shades stalking him.*

*While he tries to keep up a brave front, No One cannot help but give into the paranoia and panic he feels. Desperately trying to outrun his own demons, No One falls unconscious.*

*No One slips into a nightmarish dream state where he is assailed by shadows and fiends from all sides and where all his attempts to escape fail.*

*A puppy appears within the dream with him and the two find themselves enclosed in a bubble of sorts. As he dreams, No One is granted a vision of night and of a light surrounding Marind's Bell. He is quickly pulled out of this, though, as the puppy smashes through the bubble.*

*The nightmare continues for No One, with him being assailed with one hellish image after another until he finds himself awake, screaming and covered in sweat. He rushes out of Necrovion and to the Gazebo of Equilibrium where he reflects on his past deeds and the apparent loss of his soul to darkness.*

*Unwilling to let darkness take his soul, No One discovers he can keep the darkness at bay as he helps others. He now walks the lands looking for others to assist in hopes of finding redemption for his own tormented soul.*

### A HUMOROUS NEWS ROUND UP WITH MD'S VERY OWN HAPPY DRUNK

*I collected 15 tokens from packets of Grasan's Cornflakes, and hey presto I got my very own degree in astrology and fortune telling. After extensive practice reading the booklet and stars for 15 minutes, I have come up with these predictions which are very accurate. If you can't see the relevance to your life in them, then you really should go back to school.*

#### **Aries (Mar 21 - Apr 19)**

*Don't close yourself off all the time. Open yourself up. Seriously, take a can opener and just make a few incisions in your abdomen. Cheer up though, it's not all bad. Next week you will win the MD lottery. Or then again maybe you won't.*

#### **Taurus (Apr 20 - May 20)**

*You're like a bull in a china shop, and you're and just as welcome. Stop making a mess, and think before you charge in horns first. If you see a guy with a brightly coloured cape, run in the opposite direction.*

#### **Gemini (May 21 - Jun 21)**

*I'd hate to be you, I would. Having a twin must be a drag. Looking over your shoulder, and wondering if your twin is the evil kind. Mustn't be nice that. What, you're the evil twin? How do you know the other one isn't the eviller twin? Yeah, you're screwed.*

#### **Cancer (Jun 22 - Jul 22)**

*Now this just bugs me. What fupin eejit decided to name my star sign after a disease? If I find out I will kill them to death with murder. Cancerians are cool, sensitive and super in bed. It's great to be a Cancerian. It's so great that they had to give us a disease as a star sign to compensate.*

#### **Leo (Jul 23 - Aug 22)**

*Rawr. Stop licking your bits in public.*

#### **Virgo (Aug 23 - Sep 22)**

*You've been feeling down lately. Fear not however, for love is on the horizon. It's there, but you might need a pair of binoculars to see it.*

#### **Libra (Sep 23 - Oct 23)**

*The moon's alignment means that things are going to get weird this month. Yes that's right, weirder than last month, when your neighbour snuck into your house and put your clothes on. Perhaps now is a good time to change your washing detergent, or just move house.*

#### **Scorpio (Oct 24 - Nov 21)**

*My sincerest condolences. You will know what I'm talking about when it happens.*

#### **Sagittarius (Nov 22 - Dec 21)**

*Beware of the people that you work with. They are planning to take you out, and get you drunk. They will then ply you for embarrassing stories and recount them at the Christmas party next year. The new person thinks you're cute though.*

#### **Capricorn (Dec 22 - Jan 19)**

*Things have been going really well for you lately. Don't worry, that trend will continue until you feel ill one day and die. I recommend a visit to the doctor sometime next week. Do it before Wednesday though.*

#### **Aquarius (Jan 20 - Feb 18)**

*Venus is in your orbit. Expect a new romance to blossom for you during this period. I'd change the locks though if I were you. Stalkers can get a bit scary.*

#### **Pisces (Feb 19 - Mar 20)**

*I hate fish. I much prefer a nice steak with chips and onion rings. I suppose you could get a Grasan to slap you around a bit. Battered Cod and chips is quite nice with mushy peas.*

## A WORD FROM THE EDITOR

*First, I'd like to apologise for a couple of mistakes last issue. Some of the titles were cut off but you can see what they should have been from this issue's titles.*

*That said I have to make another apology for the lack of content for this issue. This is simply because several of my staff have been away from the game or have had exams and the like so we've been a little sparse on stories. But nevertheless we've worked our unmentionables off to bring you a nearly full edition. Hopefully we'll be back to strength next month.*

*As a final note I'd like to welcome our newest staff writer Gremlin. He wrote an outstanding piece and it went straight to the front page. So I, as well as others are looking forwards to seeing more of his articles.—Garg.*

