

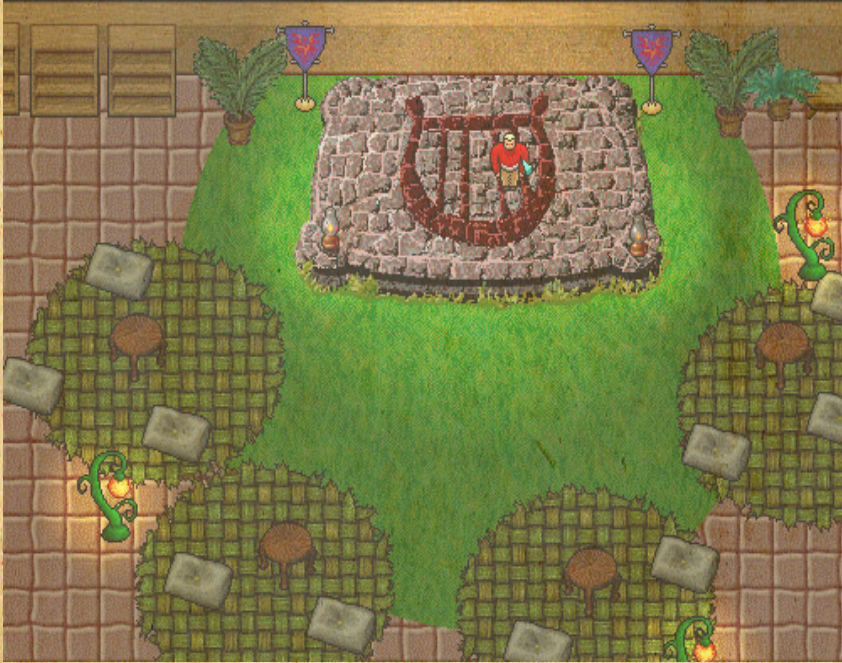
THE VOICE OF ARILON

10 Coins

News - Quests - Gossip - Fun - Riddles - Interviews

ISSUE Spring 570

FIRST BARD AUDITIONS OF THE NEW AGE



The first bard audition is done! Read everything about the new bards and the nice songs of the first audition!

On page 4....

With a small fee you could bring your ad to the newspaper!

YOUR AD HERE?

Contact one of the reporters

THE VOICE OF ARILON - YOUR NEW SOURCE OF INFORMATION

Hello dear reader, right now you are holding the first issue of Arilons newest journal in your hands. We would be happy if you would not only read this issue but also our next ones, as „The Voice of Arilon“ will be published on a periodic basis.

This newspaper will keep you up to date not only about the most recent gossip, fashion and hunts, but also about important quests that we have to solve, we have an advertisement section and will present tasty recipes or your upcoming horoscope.

To guarantee reports about events important to every inhabitant of our town, please inform one of our reporters about events you witnessed, if you made scratches or notes about it, we'd appreciate that aswell. If you plan to do an event or work on a quest a note to one of our reporters would be nice aswell. In case of important quests or events which will take place in shorter time than the next issue will be published, we may publish special editions to keep you up to date about those things aswell.

Our current team of reporters includes Braxlet, Circe, Dido, Glamdring, Splash, Zifer and Zyrober. As you can see on page 2 we are looking for some support for the team, if you are interested to join us, tell us! If you know an interesting story and see one of these reporters around, please tell them about it.

We hope that you like this issue and will buy the next ones aswell!

SNU ARRIVED IN OUR LANDS

Snu the friendly Blymoid appeared in our town. He is well hidden in towncenter now. But why does he need to hide? Read everything about Snu and his angry brothers. Why do they want to attack us? Why do we hide Snu from his evil father? More on page 7!

HERODAYS 5 - GET PREPARED

Build your perfect team! Train every day! Get prepared! The Herodays 5 are coming! With brand new events and new rules! Read the details on page 6!

THE UPS & DOWNS OF AN APPRENTICE MAGE

As the beautiful wannabe mage, Braxlet, sort of explains, there is no common path for wannabe mages. Each has to find his or her own route.

The first big problem is to discover if you have actually made the first step on your own particular path to begin with. A reasonable comparison is to imagine you have been kidnapped by pirates, blindfolded, and then left in the middle of who knows where to find your way back to the Town Centre with no idea which way you are facing. You walk off in one direction hoping against hope that the smell you can smell is Tiara's perfume or even Falk's underpants.

So for the first few weeks you blunder around introducing yourself to every little beast that wants to kill you. You wander into areas you really should not be in, fall and so annoy everyone because you forgot to mention where you would be.

One day, if you are lucky, you will find a clue as to what you are meant to be doing - at least you think it is a clue. So, in great excitement, you rush from snell to snell, from puma to panther, from one fall to another to find... nothing. You wonder about the clue you have. Did you understand it correctly? Was it a clue? Or are you going mad?

Then without warning you will get some encouragement. You don't know where the encouragement comes from or who sends it, but it must mean you are doing something right. You don't know what you are doing right, or how, or why but it seems you are. So more great excitement, more encouragement, more falling with your face in orga dung and still no real idea what you are meant to be doing.

Finally, the day dawns when the great mystery is solved. You have what you need. You can face your examiners, (provided you can find them). But they are insane, crazy, they should be locked away in a special hospital. They ask questions that no one can possibly understand. So the search starts again - this time for the answers. Ah what fun.

RIDDLE TIME

Solve the Riddle and win amazing prizes!
Which creature do we search?

NERMINE

Answers to Splash or Glamdring
Prizes: 1x100Coins - Lottery Tix

With a small fee you could bring your ad to the newspaper!

YOUR AD HERE?

Contact one of the reporters

WANTED!

THE TEAM OF "THE VOICE OF ARILON" IS LOOKING FOR A LITTLE REINFORCEMENT TO THE TEAM OF REPORTERS. WE ARE LOOKING FOR TALENTED WRITERS, WHO HAVE SOME EXPERIENCE IN MAKING SCETCHES OF THE EVENTS THEY REPORT ABOUT ASWELL AS PEOPLE WHO KNOW A LOT ABOUT WHATS GOING ON AND WANT TO TELL OTHERS. YOU SHOULD BE A TEAMPLAYER AND ABLE TO ATTEND MOST OF OUR MEETINGS TO STAY UP TO DATE ABOUT OUR NEXT TASKS.

IF YOU FEEL YOU ARE READY FOR THIS, JUST CONTACT ONE OF OUR REPORTERS AND TELL HIM YOU WOULD LIKE TO JOIN US. THERE IS NO NEED TO WRITE AN EXAMPLE ARTICLE OR SOMETHING SIMILAR. WE WILL DISCUSS ALL APPLICATIONS AND ANNOUNCE THE LUCKY NEW REPORTER(S) IN OUR NEXT ISSUE.

COOKING TIME

CARROT-MUFFINS

Ingredients:

- 6 eggs (from chickens on eastfarms)
- 300g sugar (or honey, from honeybears)
- 2cl Twisted Raspberry Cooler in rainbowntavern at dyers)
- 250 g grated carrots (on carrotsfarm in Kittyland)
- 50 g flour (from grainbags)
- Some peanuts (in Rockovalley)

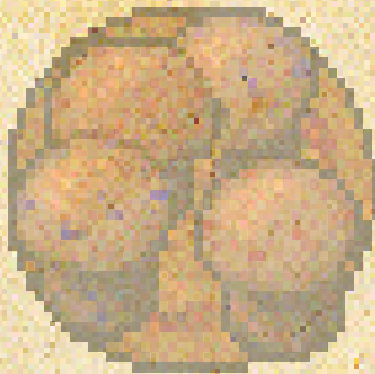
First seperate the egg-whites from the egg yolks. Whisk the egg-whits stiff. Add the Twisted Raspberry Cooler and the sugar to the egg yolks and hit it foamy. Mix up the flour, the peanuts and the carots. Alternatly fold in the egg-white the egg yolk and carrots bulk. Sprinkle the buttered baking-tin and fill in the dough.

The muffins need around 25 minutes at 180°C.

Decorate your muffins the way you want to, et voila.

Bon appetit,

Zifer



ARILON LOTTERY

Win fabulous prizes and coins. For only 25c you can buy a ticket and get the thrill. Lottery drawings are every 2 weeks in Lottery house. We had many lucky winners, be one of them! Combined with special offers you may even have better chances to win.

Even losers have the chance to win intersting stuff. Be quick and contact Zifer or Gilgamesh and reserve your ticket for next drawing.

Zifer



THE NEW BEGINNNING

As you all know we had a great war with the undine that ended around 14:00 Sombdi, Day 41 in Autumn 569. We entered our world again around 22:00 the same day. Until now we don't know what exactly happened in these 8 hours of weakness. We could be lying in town center. Some say the last thing they remember is the sight of all Arilonians dead. But how did we get alive? Did our power enable the Arindal not only to clean the lands of Undine and dark portals but also to revive us again? Until this moment it stays a great mystery.

When we entered our town we saw it had changed. It had grown, we had more buildings near the meditationtower, some buildings even moved 2 miles. And we had more space to sit and lie down in the sun.

We found several builders in our new expanded town: a builder for a school, post, clanmaker, house area. And some builders far away: Jan-Joep is building a tunnel from Akvumi to Savannah and Zufftz is clearing the caves to Grendels. Please give them something when you see them.

When all explored the town, the challenge began. We started to hunt mice, vermines, scorpions, panthers and even a maha died during the first hours. We experienced how it felt to be weak again.



Most people found it nicer than they had expected to. Everyone fell, even those who were strongest just some hours ago. I even heard someone say he didn't fall so much in such a short time for years and he liked it.

And we had fun collecting items again. Most people forgot how it felt to collect so much different items from various animals. Personally searching items for yourself or for your friends is like smoking Kudzu, but only the best Kudzu.

FIRST BARD AUDITIONS OF THE NEW AGE

On Day 86 in Winter 570, it was a Lundi, the bards Lasifa, Resol and Mido held the first bard auditions since the great storm. Everyone was invited to the bard house in beergarden, hopeful composers aswell as everyone else to provide a big audience.

After Lasifa had explained the rules again, which mainly say that every composer has to play three self-written songs, she opened the audition with two songs, one of them was „In honour of Sir West“ by Blue.

After this introduction Ayella climbed the stage. She is a bard in the far lands of Puddleby for 30 years already and is really skilled in composing aswell as in mastering the various instrments. Her title „Ethereal Battle“ was celebrated with standing ovations and some of the auditioners began looking doubtful wether their songs could compete against such brilliant music. But Lasifa tried to put them a little more at ease and told them, that a bard career never reaches it's climax, there is always more to be learned and that these songs were only a glimpse of what might be possible one day if the bards keep practicing and enhancing their art.

Finally the audition could begin and 5 brave Arlonians said they wanted to give it a try. The first one was Bingro, an Azcatl healer, who looked a bit nervous, but didn't let that disturb his performance. He played pretty selfconfident and presented his songs, one being „Rrrrrabit“. Next auditioner was Dido, a Maqua fighter who had put all the emotions after the big storm in her songs, for example in „Exploring a new world“. Although some may think Nors have the courage to perform, but not the dexterity to be bard, Falk proofed the audience wrong with his performance, which even included a trio called „Sudden Death“ that he played with Abe and Baucis. Although the three of them had some problems coordinating in the beginning, once the song was played, the audience was thrilled. The Kyttyn Newt gave his best to top that performance and did not only play his songs but also performed on stage to his songs and told tales, „The Kyttyn Meal“ getting the most appreciation. Last but not least Splash, another Nor, was entering the stage, although Lasifa seemed to get confused over his name every time she addressed him. As he had been a bard before the storm already one might think that he had the most pressure, but he performed like an old pro and his song „Emotions“ surely impressed not only the audience.



The decision for the jury was surely hard and so Ayella took the chance to present a broad variety of songs from her distant lands, many of them so emotional that some persons in the audience could be seen secretly wiping away a tear or two. Ayellas country surely is home to many great bards, as she did not only perform own songs, but many from other composers aswell. When Lasifa, Resol and Mido finally came out again expectation rose to unknown hights and several auditioners...

....showed slight signs of sweat on their foreheads. Lasifa called the auditioners one by one in the order of them playing. Bingro was the first and although the jury thought his songs melodious, they thought he needed to get slightly better and advised him to come to the next audition to try again. Dido was promoted to bardhood, because although the jury still had some suggestions to make, they thought Dido ready to perform in public. Falks songs were thought to be a little short and to have too less variety, therefore he was asked to try in the next audition aswell. Newts performance was complimented on even by the jury, although they criticized him to have hidden his talent for such a long time. After several quarrels about Splash's name he was raised bard aswell.

Our team congratulates the new bards Dido, Newt and Splash and hopes to be able to be entertained everywhere in the world as soon as they could attain their instruments.

Zyprobers Horoscope

The Emerald Cuckoo

For you the courtship is the most beautiful time of the year. What about polishing your blingbling and visit the last year's children?

The Rabbit

Your pacifistic mind is challenged again these days. Albeit the beast in you screams in rage, you rather hobble than being gobbled.

The Oak Giant

You are cool as a cucumber - but much bigger. While this safes you from being Lepori food, it attracts tree-loving Elithren. But don't put up with everything! You are the king of the woods!

The Redwood Giant

No problems for you in the long run. Anyway „long“ is the best word to describe you. With your size, you stand above everything. But beware of smokers!

The Snowpanther

The winter draws to a close, the snow is melting and the sun burns your fur properly. How about taking the chance to have a snow bunny or two?



The Frost Giant

To keep cool is you motto. Nothing can disconcert you - except for the nice wanderer you saw yesterday. Now you feel small and you feel burning inside. Springtime has just arrived.

The Beetle King

Even if the other Arltonians look down on you pitifully, don't hang in there! Let everybody know you are the king - you deserve it!



The Queen of Butterflies

Finally you have time to unfold yourself. For a long time you hung around and prepared for this moment. Come out of your cocoon and ride on the wind!



The Ice Worm

Your inner elegance is often not recognized. But that's no reason to be shy about your body. Maybe your legs are not the most beautiful ones. Maybe you are a bit too long. But don't hole up. Unwind yourself! Wear stripes - that fits you!

The Sun Lion

Bored of your sandy mane? You're right, it's time for a change. Clench your teeth and dye your hair pink! You'll see the world from a different angle.

The Lava Salamander

You're the hot one. But even in the heat of the moment, you always know how to sneak out of the danger zone.



The Scorpion Owl

Which crossing on your path of life do you have to be afraid of if you yourself are such a curious crossing? With such tolerant parents you don't have to fear anything.

The Willow Colossus

Don't be down in the mouth. After the storm comes the calm. Enough mourning - just keep in mind. Your leaves may leave, but live goes on.





HERODAYS 5 COMING TO TOWN

We all know now that there are new Herodays around april 2008. But what are the changes? What's new these Herodays? Let's answer the questions!

There are 5 brand new and never seen before - events!

Some of the older Herodays participants know the alltime last event called: Tactics! FORGET THAT! There's a brand new last event. It's even better and more tactics for the teams.

We also have a new rule. Every team can choose one of another team to defer! That means if team A chooses to let member 1 of team B defer for event 1, this member can't participate in that event! But beware! That's only possible for the first 4 events and you have to choose always another member for every event. So nobody of the members can defer two times!

There are several class based events this time. There's one event good to have a healer for. One event is better for fighters, one better for mages and the next one is good for all! So I can tell you that this will be the best Herodays we ever had!

So why do you still read this article here? Go form a team!!! There's no time to waste!

HUNTING AROUND THE WORLD

Nothing special I would say when Arilonians are going to hunt. But these days it's a „hunt wherever we can“ situation. The Arilonians are everywhere!

„Kittieland“ „No better Varpis“ „Who want to join Pony hunt?“ „Vermine tree anyone?“ That is what you can hear all the day! Arilonians filled with power want to fight everywhere! Even TIGERS isn't a peaceful location anymore. The footsteps of Arilonians can be seen there now! But the hunts are not always ending happy. Several times you can hear the crying souls of rotten Arilonians! They fall as quick as they change their hunting locations. That's why the healers also busy and it's really a miracle if you see a healer in Towncenter nowadays. So listen to me Arilonians! Take a break in Towncenter and relax a little. Tell your stories to others and laugh about the last departy!



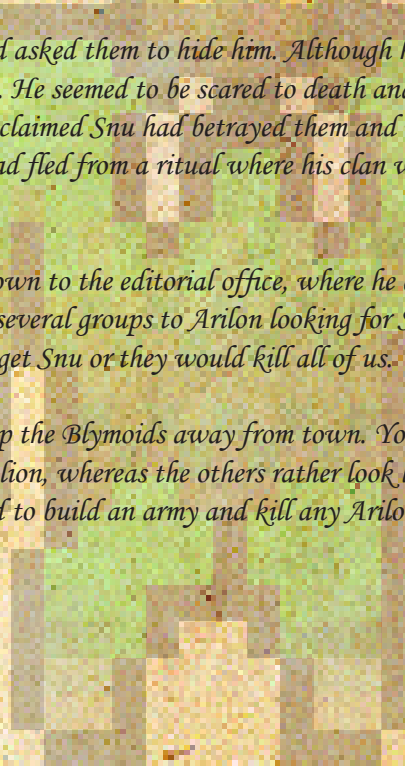
THE KINGS LOST SON

Snu is a friendly woodcreature, who was first seen wandering the Orga Woods before the big storm. He seemed to have trouble speaking our language, but on several occasions we had the chance to talk to him. He seemed to have run away from home together with his brother, but lost his brother somewhere.

Now Snu approached some Arilonians in Three Valleys and asked them to hide him. Although he is able to plant Kudzus and hide behind them, this hiding place did not satisfy him. He seemed to be scared to death and some Blymoids attacking the helpful Arilonians proofed the fear was justified. They claimed Snu had betrayed them and wanted to kill everyone standing in their way getting him. As it turned out, Snu had fled from a ritual where his clan wanted to sacrifice his brother, who is now lost somewhere in the Orga territory.

Snu came with the Arilonians who showed him a place known to the editorial office, where he could hide. It turned out that his father is Snarl, king of the Blymoids. He has sent several groups to Arilon looking for Snu and fighting skirmishes with the present Arilonians since. They always demand to get Snu or they would kill all of us.

We encourage you to help Snu in any way you can and keep the Blymoids away from town. You can easily tell Snu apart from the other Blymoids, as Snu looks a bit like a green sealion, whereas the others rather look like brown beetles walking on their hind legs. Watch out, the Blymoids have threatend to build an army and kill any Arilonian until they get a hand on Snu again.



MAKE YOUR OWN AD!

You want to make a big party but don't know how to tell everyone? You found that awesome frozen flower and want to sell it, but have no idea how to advertise properly? You miss your friend, because you have something important to tell him, but he always leaves the meditation tower at different times and wonder how to contact him? You want to found a clan but don't know how to find the right fellows to start it?

Here is the solution! You can buy advertising space for whatever you like in this paper! Announce hunts, make a lonely hearts ad or tell everyone that you sell you weekend home on Terasia beach.

Prices for ads of half a page are as follows:

- up to 5 lines: 25c
- up to 10 lines: 50c
- up to 20 lines: 80c
- a small picture (like an item): 50c
- a bigger picture: 100c

