

THE ARCHIVER

R E C H I S O T A N

Issue 4 · March 2007

Live Goes Live!

What's Happened and
What's New Since Live's
Official Launch on
February 15th.

Marker Quests

Uru Live 102 Continues
With the KI User Guide
Part 2.

Also...

Yeesha Appears!
Events Timeline
Community Bulletins
And More!

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Welcome Back Uru!

The Cyan Cookie Caper

February 15th was, as I am sure everyone is aware, the official launch date for *Myst Online: Uru Live*. It was a day filled with celebration, exploration, and, in the case of the 30-some employees at Cyan, a day filled with pizza, cake, and cookies. More on the in-Cavern Launch Day events in a moment. I think you'll enjoy the bit about the cookies.

It all started innocently enough. I was shopping with my wife, Osceolot, when the idea struck her to bake cookies for Cyan and take them to the office on Launch Day. Having recently moved to Spokane, this was suddenly a terribly practical idea, so I went along with it. We e-mailed RAWA, who informed us that Cyan was not “in the habit of turning down cookies,” and so the insanity commenced. Oscy proceeded to bake 70+ cookies – enough to give two to each employee – and, not content with this feat, made a construction-paper basket to tote them around in.

The sole condition on our being allowed to visit on the 15th was that we come, drop off the cookies, and leave. Understandably, Cyan was going to be extremely busy, and RAWA kindly requested we not get in anybody's way. With this in mind, we drove to the least conspicuously marked World Headquarters in, well, the world, and walked up to the front door. Despite the fact that we had been invited, we were still oddly nervous about not having 200 people surging around us as we approached the building.

What we received merely served to cement the long-standing belief and running joke amongst the long-time community members like myself and Osceolot: that Eloise (Cyan's secretary) really is a wonderful person. She ooh-ed and ahh-ed at the makeshift basket my wife and I managed to assemble, and dragged us down to the kitchen to drop off the cookies and have some left-over cake. I don't think she was going to let us leave without having some. To our surprise, Tony Fryman and Rand suddenly appeared in the kitchen, though whether they were invited or Rand just smelled the cookies I'm not entirely sure. Some amusing conversation about cookies, ponytails, and the privileges of being the CEO of a company ensued, and eventually we made our way back upstairs to the front door.



The completed cookies basket, complete with cookies.

We had one final surprise on our way out: BennyD, perhaps better known in-Cavern as ResEng B.Dreschel, dropped by to say “hi” before we left. This was a nice surprise for me, as I had worked with him a number of years ago trying to re-build D'ni in 3D, not realiz-

ing we'd be beaten to the punch so professionally.

In all, we had a great time while doing what we could to show Cyan our appreciation for all of their hard work. I'm just glad they enjoyed the cookies.

Written by Alahmnat, photograph by Alahmnat.

The Launch

Well, it's finally happened. After many long years of waiting, filled with false hopes, we have finally gone Live.

Parties erupted in the streets of the various Bevins – and also amongst the buildings of Ae'gura – on the 15th of February, 2007, as the long awaited event occurred. By all rights, Uru should have been Live 3 years ago; however, to the dismay of Cyan and explorers, it wasn't to be. Thanks to GameTap, though, the Restoration is now back on track.

The one big difference after Launch is the new Age, Eder Tsogahl. It is another Garden Age, this one being more similar to Kemo than to Delin. It is slightly swampy, with shelters like those in Kemo around the landscape. There is also a Bahro Door, which is, as in Delin, the central puzzle of the Age. As a reward for completing the Age, the explorer receives a disk, the same as in Delin. The question is, what is this disk for? Does it have something to do with the Bahro? Do the disks belong to them? There have been no significant encounters with the Bahro since the last Town Hall administered by the DRC Liaisons, but, from what we've seen recently, it is probably safe to assume we will be seeing more of them in the future.

So, while nothing drastic has occurred since Launch, we can already see glimmerings of what is to come. Is there a need to be worried about lack of activities and events? Probably not. After all, it is only the beginning of what is sure to be a long stay in the Cavern, with plenty more people to meet, artifacts to find, and Ages to explore. And, of course, a wonderful Community to be a part of.

With any luck, the End will never truly be Written.

Written by Narym, photograph by Ehsahr.



The DRC's New Digs

In addition to the official launch of Uru Live, February saw the re-launch of the DRC's website. A long-standing component of the Uru Live story outside of the Cavern, for many it was their first form of contact with Uru back in 2003. Although the site has existed for longer than its address was known publicly, the DRC site appeared to the public on April 21st, 2003: the D'ni New Year. At the time, it was a very earth-tone-oriented site, with regular updates from the DRC's activities in the Cavern posted on the front page. Many of these updates can, with a little bit of imagination, be interpreted as in-Cavern status messages to the Authorized Explorers (a.k.a. Cyan's alpha testing team) regarding the game's stability and performance, and all of these updates have been archived in [this entry](#) at DPWR.NET's Archive.

The new DRC website is a huge departure from the old one. Gone are the dark browns and reds; in their place sits a very glossy and somewhat Web 2.0-ish site of blue and white. Perhaps the most obvious change besides this is the rather prominent photograph of Cate Alexander, the DRC's new sponsor, along with a sort of "mission statement" letter beside it.

Most, if not all, of the information that was available on the old site is still there, along with a considerably expanded [Restoration List](#), though this seems to have begun falling out of sync with the areas and Ages currently accessible in the Cavern. Still, it provides explorers with a good overview of what's coming soon, and perhaps not so soon as well.

One may notice that the link to the DRC forums is inactive. This is because initially, Cate was against the use of the forums, presumably because she saw no need for them on a site primarily devoted to the DRC itself. Following a less-than-well-executed sit-in in the Cavern, along with considerable prodding

from DRC member Michael Engberg, the forums were returned, but without the previously-accessible Liaison Election forum. The reasons behind this have not been made public, but it can be surmised that Cate doesn't want them visible because of the number of admittedly ugly topics contained therein. There is no word on when (or even if) the DRC forums will be linked to from the front page again, but until that happens, you can always continue to access them through the following address: <http://forums.drbsite.org>.

Written by Alahmnat.



Above: drbsite.org 2002 - 2006.

Below: drbsite.org 2007

Yeesha Returns

It had been in the planning for weeks, and on Tuesday, February 20th, it happened. Explorers from all around the Cavern gathered in Sil_oh_wet's

Bevin to get in touch with Yeesha. It was kind of like "O Come All Ye Faithful". The call went out, and the faithful came. Explorers arranged themselves in a pattern resembling the Journey Spiral in Eder Delin and Tsogal. The

meeting had been on for hours when reports of snow in Eder Delin were made and many went out to Eder Delin to see for themselves the meteorological miracle that had taken place. It was then, while many of the explorers were making snowmen in Delin, that Yeesha appeared.

At first there was a dull static around the linking point, then they saw her. Explorer Aaronius, when asked by the Archiver what he felt when he realized that he was in the presence of Yeesha, said

"The first thing I felt was just total shock. I was actually standing just a few feet away from the link-in point looking right at it when it happened. Just bang: there's Yeesha, with no trumpets or angelic choirs or anything. It was jaw dropping, and very spooky"

Sosiqui, the organizer of the event, was not there are the time she appeared, but in an Archiver interview, she told us how she reacted when she heard

about the apparition: "Holy cow, holy cow... it WORKED?!"

Explorer Azador's thoughts were along the same line, "It worked!! Sosiqui's crazy summoning actually produced results!"



Yeesha appears in Sil_oh_wet's Bevin on February 20th to a crowd of anxious but surprised explorers. Photo by Azador.

All those present said that Yeesha didn't speak throughout the "meeting", and that she also did not appear on the Age Players list, and could not be interacted with.

So as the speculation machine starts to head into full gear, here are

some ideas and impressions heard throughout the Cavern:

Aaronius proposed that she was being restrained; that she wanted to show herself but for some unknown reason couldn't. "The impression I got, which is maybe purely subjective, is that Yeesha couldn't manifest herself fully," he said. "She was trying, but something was preventing her from talking or fully linking in". Others think that she simply wanted to make her presence known; showing that she is indeed still alive. Still others believe that what we saw was a ghost of Yeesha or that she has somehow transcended to become pure energy.

It's too late to tell which of these is factual, if any. All we can do is wait. They come. He comes. And she shall come as well.

Written by LegoAddict, photograph by Azador.

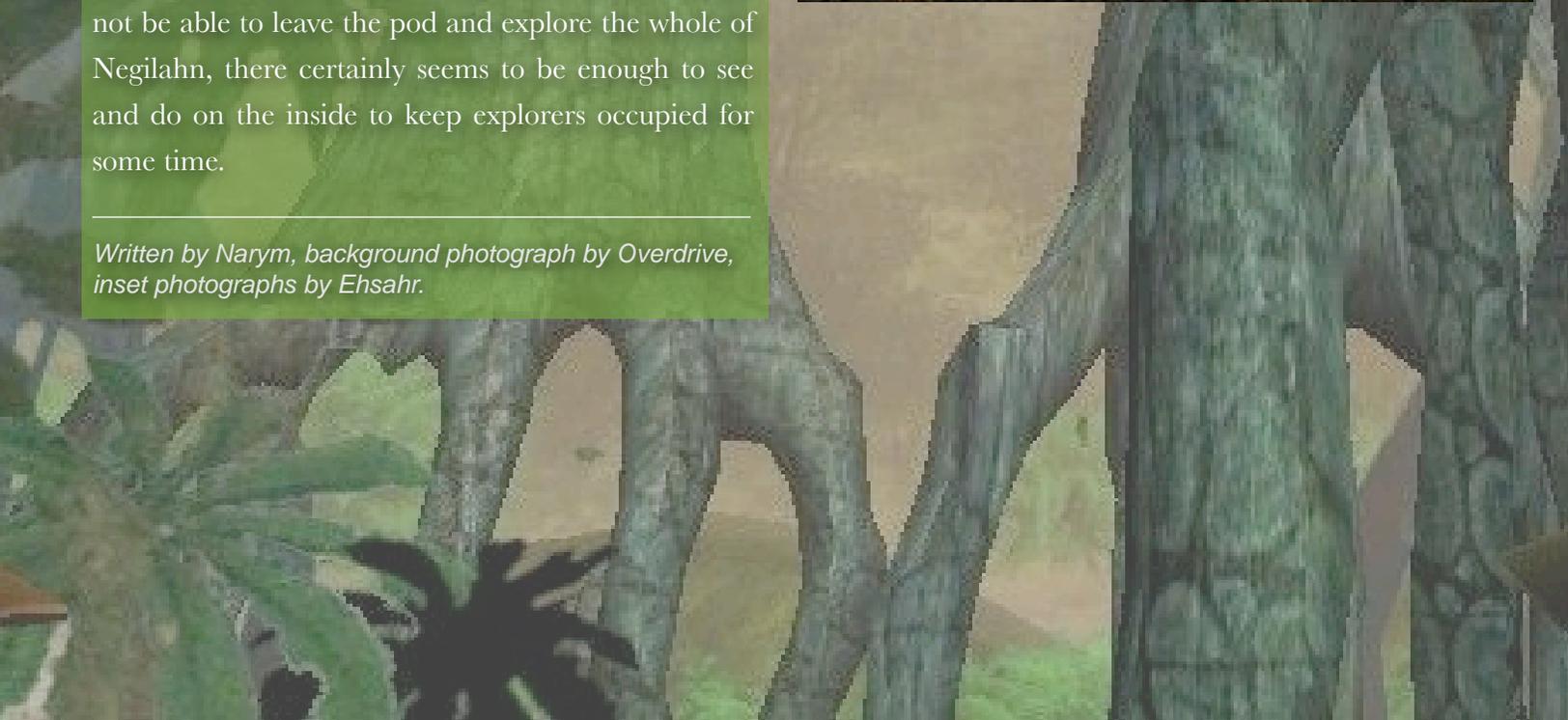
Negilahn's Arrival

It turns out that we didn't have to wait long for the next Age. Just before this issue of the Archiver went to print, a new Age was released via the Museum. This newest addition to the Relto bookshelf, Negilahn, is what is known as a "pod Age". The Age is itself a large jungle, but when one travels to Negilahn, he or she finds themselves in a pod that allows them to safely view the outside world, the weather and the wildlife.

Negilahn is a world teeming with life, including a varied collection of fauna. The only named creature at the moment, the Urwin, has been described a 'giant chicken', and it certainly fits the description. Also seen have been a small, monkey like creature, and mammoth of a monster that can only be described as 'King Kong'. Of course, the scenery is also quite astounding, with plenty of luscious plant life to be seen.

Negilahn also experiences a day/night cycle, and the pod is thus equipped with lights, presumably to view the animals more easily in the dark. Some explorers, however, have suggested that these lights are part of a puzzle. It seems that a Bahro cave can also be reached from Negilahn, though exactly how that is to be achieved is unclear. In any case, while we may not be able to leave the pod and explore the whole of Negilahn, there certainly seems to be enough to see and do on the inside to keep explorers occupied for some time.

Written by Narym, background photograph by Overdrive, inset photographs by Ehsahr.



Contributors



Alahmnat

Editor-in-chief

Alahmnat is the senior member of the community within the staff of The Archiver, having joined when RivenGuild was still in its heyday, in the summer of 1998. He created The Archiver as a way to record the events of Uru and the movings of the community surrounding it in a more permanent form.



LegoAddict

Journalist

LegoAddict is an explorer from Canada whose obsession with Uru has surpassed his Lego obsession. He loves the community that has developed around Uru, and tries to learn all he can from older members. He is one of the newcomers to the Uru world, entering on the Slacker's Shard thanks to the efforts of the Slackers to help him get online. He likes to code websites and do the graphics, and works for his mom's web design company.



Narym

Journalist

Narym, an explorer from Australia, is a long time fan of everything D'ni. While he was relatively late in actually entering the Cavern itself (he only entered during D'mala), he considers himself to have been a part of the community long before that, and counts said community as one of the greatest parts of Uru. He has interest in the arts and in writing (the regular kind) and so seems to have found his niche with The Cavern Today, and in particular the Archiver.



Kiteerah

Journalist

Kiteerah is an explorer from the Midwest, who came to love everything D'ni after playing Myst as a teen. She came to the Cavern in late 2003 and was a member of Prologue. After visiting the City on various shards, she made D'mala her home. The wonderful URU Community has made her feel as though she is part of a huge and loving family. On the surface she is a mother of 4 who creates web pages and loves to read and write.



The Guilds of D'ni

Almost since the arrival of explorers into the Cavern, it has been deliberated whether or not to establish a system of Guilds. Indeed, many de facto 'guilds' have emerged, such as the Guild of Greeters, The Great Tree and others. However, some explorers desire a more official arrangement, with a system more like that of the original D'ni. The question that begs to be asked, though, is what this system looked like.

The Guilds were as old as D'ni itself; actually, they were older, as it is believed that the original D'ni home Age, Garternay (also the original home of the Terahnee) possessed a somewhat similar system. Ri'nerf, the man who led many of his people from the doomed planet to Earth, reinitiated the Guilds, but with stricter guidelines in an attempt to eradicate the arrogance and superiority that had been rampant on Garternay.

The original 18 major Guilds were the Analysts, Archivists, Book Makers, Caterers, Chemists, Engineers, Fine Artists (divided into four Minor Guilds and replaced by the Miners in 2488DE), Healers, Ink Makers, Legislators, Linguists, Maintainers, Mechanists, Stone Masons, Surveyors and the Writers. Each of these Guilds was responsible for overseeing an aspect of D'ni society integral to the functioning of D'ni society, from procuring food, to construction of machinery, to medicine, to the maintenance of knowledge, security and order, and, finally, the Art of Writing. Although the Guilds were envisioned by Ri'Neref to be essentially equal in stature, as time

wore on, some of the guilds became more prestigious, namely the Guild of Writers, the keepers of one of the most unique elements of D'ni culture: the ability to write Links to Ages, or other worlds. The Writers could count among their number many of D'ni's most famous Guildsman, including Ri'Neref himself. They were responsible for writing Ages for various uses, such as agricultural worlds, scientific outposts, prison Ages, and personal Ages for higher ranking guildsman and other citizens.

However, the potential always existed for dangerous Linking Books to exist, so a Guild was made to police the Ages. This group was the Guild of Maintainers. All Ages were to be assessed by the Maintainers for instabilities or dangers before being brought into general use. They were also charged with maintaining relations with the *abrotabntee* or 'book-worlders', the indigenous

inhabitants of the Ages, and also maintained order in D'ni itself, making them the closest D'ni equivalent to a conventional police force. They were also the inventors of the KI devices we now use as a matter of course. The Stone Masons, a Guild to us that may seem of lesser importance, was another of the Guilds that was integral to D'ni society. The D'ni, who lived in a monstrous Cavern deep beneath the Earth, relied on skill with stone for construction. Thus, the Stone Masons were responsible for much of the stone work we see in the cavern, and devised the special D'ni stones *nara* and *derenthi*. The main reason much of the D'ni stone work lasted as long as it did was due to the incredible strength of materials such as these. The purposes of some of the other Guilds are less

Prominent Guilds and Groups In the Cavern

Guild of Greeters
The Great Tree
DPWR's Archivists
Cavern Activities Team
Cavern Communication Network
The Cavern Today
Uru Obsession
The D'ni Jazz Club
The D'ni Network
D'ni Linguistic Fellowship
D'ni Explorers Guild
D'ni Zoological Society

certain; however it is probable that they more or less followed what their names imply.

In addition to the Major Guilds, there were (as far as we know) also 9 Minor Guilds, Guilds less critical to the day-to-day functioning of society, but still a component of D'ni Culture. These were the Guilds of Actors, Architecture, Artists, Bankers, Burial Workers, Educators, Illusionists, Musicians and Sculptors. The Actors, Artists, Musicians and Sculptors were the 4 Guilds resulting from the disbanding and dividing of the Major Guild of Fine Artists. However, probably the most interesting of the Minor Guilds was that of the Illusionists. While they were purportedly a group of magicians, the Guild was in fact a cover for the D'ni government's secret police known as the *relyimab*, or 'unseen'. They were responsible for finding and eliminating threats to the stability of D'ni, particularly in the years of unrest in D'ni's later years, but were eventually disbanded.

The hierarchy in the Guilds was relatively straightforward. Prospective Guildsmen joined a Guild as children, and were taken from their parents in to what we would think of as a 'boarding school' environment. These children would learn the craft of their particular Guild, until they were accepted as a full Guildsman. The highest rank in any guild was that of Grand Master. This person essentially oversaw the functioning of the Guild, with the assistance of their Guild Masters. Between these two ranks lay those of Guild Master (immediately below Grand Master) and Guild Captain (place in hierarchy unknown). According to *Myst: The Book of Ti'ana*, a Guild Cadet's rank (the lowest in the Guild system) was indicated by a set of symbols on the trim of their Guild robes; Guild Cadets had eight of these symbols, while the Five Great Lords had but one.

In terms of political power, the Guilds held relatively little sway over D'ni government in the early years, owing mainly to the fact that D'ni was a mon-

archy, as established by Ri'Neref. However, during the reign of King Kerath (whose name was applied to the former Kings' Arch), the monarchy was done away at the behest of Kerath himself, and was segued into a Guild-controlled political system, deemed a more representative government. It was decided that D'ni would be ruled by a High Council consisting of the 18 Major Guild Grand Masters and 5 Great Lords, former Grand Masters elected from 5 of the of the Major Guilds. Around the time of the Fall, some of the Lords were Lord R'hira of the Maintainers, Lord Rakeri of the Miners and Lord Nehir of the Stone Masons . There was also a regular Council including 19 Guild Masters from each of the Major Guilds.

Clearly, the power and prestige of the Guilds greatly increased in D'ni's later years. Rather than being truly representative of the people as a whole, the Guilds mainly consisted of an elitist group, of those who could afford to join the Guilds. Having said that, it was possible for talented individuals to join the Guilds without financial assets, and the lower classes of D'ni certainly didn't live in poor circumstances, but it was not quite the society of equality and humility it started off as. Indeed, many have pointed to the Guild system as an indirect cause of the Fall, due to the animosity it created between various individuals. The 'Guilds' of today hardly fulfill these same roles, and are certainly not as stringent in their administration. Do we want a system such as this to characterize the 'new' D'ni as it did the old? Or will this new D'ni be destined to follow a different path? Only time will tell...

Written by Narym.

URU LIVE 102



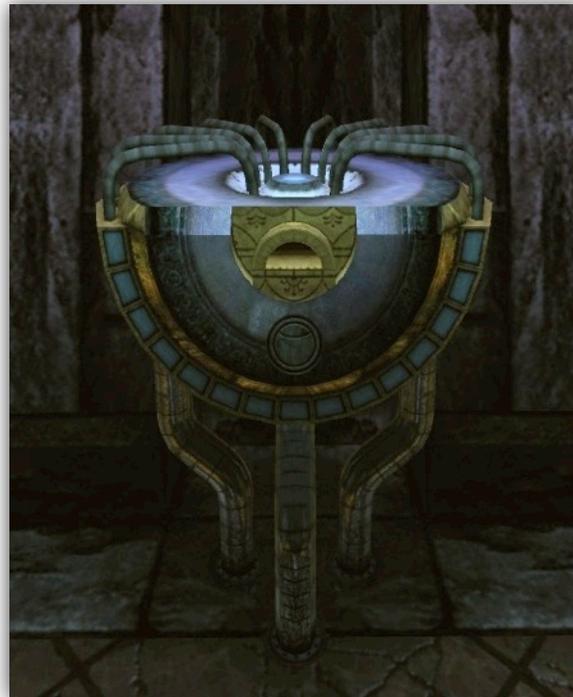
KI User Guide Part 2: Markers and the Great Zero

Last issue, we reviewed the basic functions of the KI, as well as a few that are important to getting the most out of Uru, but which are difficult to grasp or master for whatever reason. With the opening of the Great Zero, we decided to extend Uru Live 102 to cover Markers, and how to collect them using your KI.

Three years ago, Victor Laxman and the rest of the DRC opened up the Great Zero, enabling explorers to aid in the re-calibration of the massive D’ni device. This device is used to aid in navigation and location pinpointing, similar to the GPS system in use on the Surface. The DRC has cleverly titled this technology “KI-PS” (pronounced “key P S”).

Now, with the resumption of the Restoration, the Great Zero has been opened once again in the hopes of completing the project begun three years ago. Anyone in the Cavern is free to help with this project. All you need is a KI from Gahresen and you’re almost there.

First, you will need to upgrade your KI to receive Great Zero data. You can do this by linking to your Neighborhood, going to the Book Room, and linking to the Great Zero Antechamber. Once there, insert your KI into the device below the window facing the courtyard (this device is a Great Zero Marker Dis-

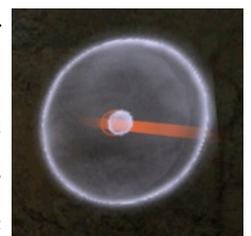


Great Zero Marker Dispenser in the Courtyard.

notice a new pulsing, target-shaped icon on the left side of your KI. This is the Register Marker button. It will pulse slowly in white if it does not detect a Marker (sometimes abbreviated “GZM”, or “Great Zero Marker”), and will blink red if it does (GZMs must be within 25 feet of your location to be visible and be detected by the KI).

While you are in the Antechamber, take a minute to read the provided DRC documentation, as it is quite exhaustive. Additionally, you will find your first Marker here. Click on the Register Marker button to “grab” or “capture” the Marker. Once you have done this, one of the dim green lights will become a solid green light, indicating that you have captured that Marker. There are two of these “Marker Missions” that the Great Zero will issue to you from the Marker Dispenser: the first (“green”) will, upon completion, grant you access to the Great

Zero Courtyard (a link will appear in your Nexus Book Terminal). The second (“red”) will grant you access to the Great Zero Calibration Chamber mentioned in the DRC’s Great Zero documentation;



A GZM

however this mission can not yet be completed as there are not enough accessible Markers in the Cavern. Expect another installment of the KI User Guide once access to the Calibration Chamber and additional Marker functions is granted.



Register Marker

penser). A string of 15 dim green lights should appear around the outer edge of your KI. These indicate Markers that have yet to be located. You will also

Written by Kiteerah, Alahmnat

BULLETINS

Cavern Activities

Some activities courtesy of the D'ni Network News Service

The Cavern Choir Debut March 4th

Join the Cavern Choir for their debut concert!

The concert will trace the amatory journey of a young gallant from love at first sight through wooing by moonlight and beyond. Don't miss the Choir's very first performance in the Deep City — they promise an afternoon of rare and ravishing song!

Sunday, March 4 1pm Cavern Time (8pm GMT, 3pm EST) A Beginner's Bevin Community Room

For more information on the musical selections, and the theme of the concert, visit <http://linguists.bahro.com/domahreh/cavernchoir/performances.html>

D'ni Cocktail Party March 9th

Come to the D'ni Party Bevin for music and dancing. Music is on Shoutcast on the Great Tree server at this url (<http://gtradio.zapto.org:8000>) typed into any music player or into your browser's address bar. May also be simulcast over Teamspeak, using the Great Tree server at gtchat.hopto.org. This is a C.A.T. sponsored event.

St. Patrick's Day Parade March 17th

The third annual St. Patrick's Day Parade will be held on March 17th in the following Neighborhoods:

- GameBoomers
- NULP
- The Great Tree
- The Institution

- The Meeting Place
- Uru Obsession

Sign-ups for spectators are being held [here](#).

Rand Miller has again agreed to be Parade Master, with GreyDragon acting as his aide.

Monthly Hide & Seek March 25th

The first monthly game of Hide & Seek took place on Feb 18th and went really well. The next event is already being planned and we would love to see more of the community get involved. Pop into Hide&Seek's Bevin for more information, PM Slightperil on the Myst Online forums, send a KI message to 432106 or 1445567, or take a look at mystlive.com. Hope to see you in the Cavern.

– Slightperil

KI Image Easter Egg Hunt April 8th

Golden Wedge and the Guild of Greeters are pleased to announce the 2nd Annual KI Image Easter Hunt to be held on Easter Sunday, 8 April 2007. You and your fellow explorers are invited to join the fun as you hunt for things that have changed in some special KI images. It will be the most fun if you hunt in groups or as teams, so get your groups together and get ready. This would be a great time to involve some of our newest explorers in some URU fun.

BULLETINS

Community News

Mystralia 2007

This year's edition of Mystralia - Down Under will be held April 14-15th in Melbourne, Australia. Meeting place is at Flinders Street Station, under the clocks, at 9 am. Plans are for the Werribee Zoo, and house on Saturday, and Melbourne museum, aquarium, and footy match perhaps, on Sunday. For more information please see the Mystralia forums.

Ron Meiners Stepping Down

Ron Meiners, better known on the forums as Randomos, is leaving GameTap to pursue a local career, and so will no longer be acting as the Uru Live Community Manager. Sad as this news is, we are glad that Ron has decided to remain active as an explorer and continue to visit Uru as a "regular Joe".

Mysterium 2007

The dates and location for Mysterium 2007 have been selected. This year's Mysterium will be held on the weekend of July 20 - 22 in Los Angeles, California. This is one week ahead of ComicCon, so those already planning on attending, or those interested in doing so, will not have to miss the event or make the same trip twice (provided you can afford the hotel fare). Lodging information will be provided at a later date.

Additionally, the Mysterium 2007 T-shirt design contest is currently underway. Those wishing to submit an entry should visit mysterium.net for more information.

Notable Events in Uru Live

- February 1 - Second spark appears in one of the Ages.
- February 2 - Barriers to the Library are removed and Fire Marbles appear in Neighborhoods.
- February 7 - Library Doors are opened.
- February 15 - Books to Eder Tsogal are found in some Neighborhoods.
- February 19 - Door to Museum is found open, but barricaded.
- February 20 - It begins to snow in Eder Delin. A sit-in was organized to call Yeesha in the sil_oh_wet Bevin, and to everyone's surprise Yeesha appeared.
- February 22 - Michael Engberg has asked explorers to restore the stained glass window in the Neighborhood Book Rooms for Eder Tsogal. - [Contest Details](#)
- February 23 - URU Obsession Ayoheek Tournament has begun.
- February 28 - Museum opens and a new Bahro stone has appeared in the City.
- March 1 - A new spark appears in one of the Ages, Negilahn is unveiled, and a Bahro stone has been found in some Neighborhoods.

Content Call! We Want to Hear From You!

Got some thoughts on what's going on in Uru Live, or the community in general? Have a piece of art or a story you'd like to see published? Email archiver@thecaverntoday.com with your thoughts or artwork, and you could be showcased in next issue's Creativity Corner or From the Cavern segments.

