

Dwarf Fortress – Starting at the Dawn of Time

PHASE ONE: Get Seven Dwarves to the starting Mountain home. (LIST CLOSED FOR NOW)

#1 Orky_Boss: DEAD

#2 Reudh: DEAD

#3 Ubiq: **SUCCESS!**

#8 uggi DEAD

#4 Corai: DEAD

#5 Fen: DEAD

#6 Torrasque666: DEAD

#7 melkor: **SUCCESS!**

#9 Phones DEAD

last spot Crossroads

PHASE TWO: (since we have only 2 Dwarfs make it alive, the others get another round.)

#1 Corai: DEAD

#2 Orky_Boss: **SUCCESS!** (Played via Crossroads)

#3 Reudh: **SUCCESS!**

#4 Fen: Skipped

#5 Torrasque666: Skipped

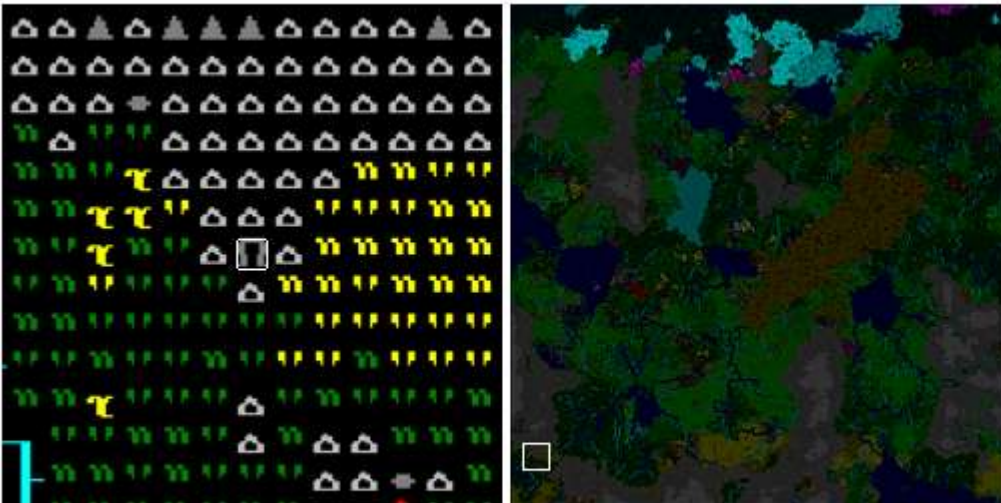
#6 uggi **SUCCESS!**

#7 Phones: Skipped


#8 Hugo: In Progress

DESTINATION! the Fortress of "Silversects' Waaaaaay down south:

Silverysects is a Mountain Halls



Owner History

1. The Distinct Artifact of The Watchful Rags  , founded [Silverysects](#) in 1

Prelude:

Ok... So this came to me last night.

We go on and on about trying to gen MASSIVE worlds with thousands of years of history, 500, 1000, 2000! With huge legends and great epic tales.

But...

What has anyone done the reverse? Gen a new HUGE world, and start playing from YEAR ONE.

That would mean super low population.

Super High Titan and mega beast population.

And it would mean each Dwarf is "the first of their kind"

No kids yet, no epic warriors, no time for anything. So EVERYTHING is new and from scratch.

So.. Who would be on bored for something like this?

Author's NOTE: This is a largely unformatted edition. The documents has been ordered into sections and divided between ROUND I and ROUND II. Each section is divided into the various participants. Skipped players are not included.

ROUND I -

Orkey Boss:

People, I present, "Orky Firebolts of Death". Yes, I made the name myself. Sue me





Question. Should I be able to fast travel, or should I walk everywhere?.

9th of Malacite, 10

Today is the day I set out on my journey. To be honest, I shivering, and now because it was cold or anything, in fact it was pretty warm. I shivered because this was the first time I'd travel away from my home, the mountains. True, I was on a pilgramige to another mountainhome, but the flat plains just seemed alien.

Before setting out, I checked at the last minute if anyone felt like joining me in my adventure to 'The Watchful Rags', but only a lasher stood up. Well, at least the bogeymen wouldn't come after me.

I'm not sure why, but I felt I needed to make the world a little safer in my pilgramige, and after checking me map, I was surprised to see a cave right in my way! I guess I could slay whatever hid in those dark caverns.

As we walked, we suddenly came across a river. I looked at the map to see if we could bypass it, but no dice.

Human Lasher: Uhh, you sure this is a good idea? I'm not really a swimmer...

Orky Firebolts: Stop being such an elf! You'll do fine. The current isn't even going that fast!

A piece of balsa wood flashes by

Human Lasher: Whatever you say...

Diving into the water, that water was faster than I expected, but I was more or less okay, although the

same couldn't be said for the lasher. He simply floundered around a bit, then drowned. Not that he would've been that useful, since this was a pilgramige for **Armok**, not some tree-hugging elf god. In hindsight, I could've taken his armor, but as long as I stayed low, I wouldn't have to worry about getting hit.

After practicing my swimming for a bit, I came out of the water to see a group of rhinos. Luckily they hadn't spotted me, so I layed on the ground, aimed my bismuth bronze crossbow, and fired.

Hitting him in the front right leg, I smiled as the rhinosaurus looked around in confusion.



The flying bismuth bolt strikes the rhinosaurus in the right front leg, bruising the muscle!

Another shot, a third shot. The rhinosaurus came down, and I continued to fire at the beast, but the wriggling thing was much harder to hit than I thought. Eventually I thought "F*ck it." and got out of hiding, running up to the crippled rhinosaurus and slashed the beast up with my copper dagger, deciding my crossbow wouldn't be a good melee weapon.

eventually the thing bled to death, and after butchering it for it's meat I covered some more ground before becoming drowsy during the night. I lit a campfire, layed down, and went to sleep.

All in all, it wasn't all that eventful of a day, and I hope tomorrow will be more fun.

Page 1 of Orky Firebolt's Journal.

Page 300 of "Stupid Adventurer Deaths". #5647

Now there was a dwarf named Orky Firebolt who was on a pilgramige to 'The Watchful Rags' with no reason other than because Destiny said so. Only a day had passed when...



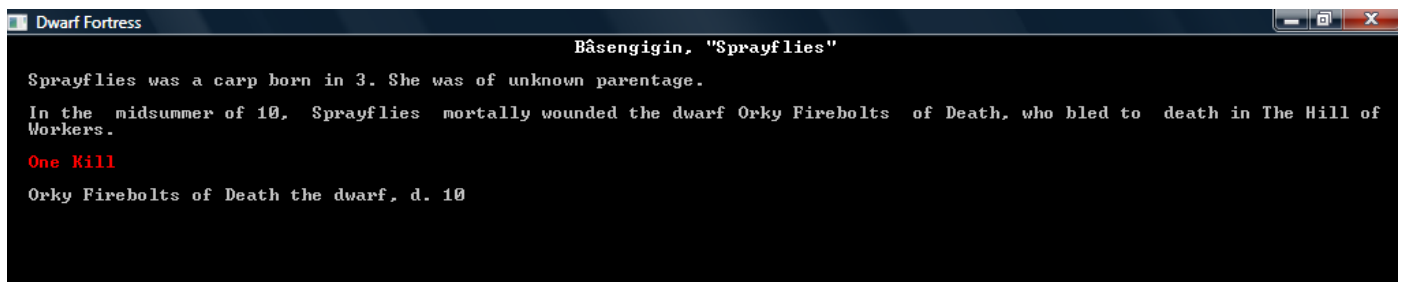
...he was pulled into the water by a group of carp facefirst. He managed to drag himself out of the water, but the carp still managed to rip at his flesh at the edge of the water, and he quickly bled to death.

"So what's the moral of the story, uncle Urist?"

Well, never walk right by a river that you are not sure has carp of not, and if you are, then you should do your best to keep your journey as far away from that deathtrap as possible.

Downloading the world now. (I've got an active DFFD account so I can upload it there when I'm done.)

Before I start: Orky, your killer:



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Dwarf Fortress
Bâsengigin, "Sprayflies"
Sprayflies was a carp born in 3. She was of unknown parentage.
In the midsummer of 10, Sprayflies mortally wounded the dwarf Orky Firebolts of Death, who bled to death in The Hill of Workers.
One Kill
Orky Firebolts of Death the dwarf, d. 10
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Reudh:



Day One of the life of Lord Reudh Noblebattle the Ageless Nightmare of Apes:

I awoke to find myself in a human town. Filthy creatures. I also appear to have a silver battle axe. Curses. I hope to acquire a new weapon soon.

To that end, I met a young human called Kes Pessalcone, or Kes Renownrinsed. He seemed pleased to see someone other than the raft of farmers that inhabit this hovel. He's coming with me; to die or to accompany me, I don't know.

I hope to head south west to the mountainhome. ((Is it southwest?))
No one seems to need service of me; it's almost enough to drive a dwarf mad.

So I head with Kes west out of the town. We see some buzzards, so I throw stones at them while Kes sits back and smiles. He's alright, for a human.
I couldn't seem to hit them until I figured out I could arc my stones up in the air- with one shot I

hit the pathetic bird in the guts, making it sick. It fell to the ground where I chopped its wing off.

Kes and I have dinner tonight.

By the time I picked up the buzzard's meat, Kes espied two snapping turtles and chased after them. His copper greataxe really is amazing- with two shots he got both of them. I may as well stock up on the meat.

I think that Kes and I are going to make a formidable duo. Over a feast of turtle tripe and buzzard meat, I told him that he is now to be known as "Kes Renownedrinsed", the Not Bad Ape.

Day Three of the life of Lord Reudh Noblebattle, the Ageless Nightmare of Apes:

I'm getting rather thirsty. My water has frozen solid, and Kes and I are searching for animals so that we may drink their blood.

Don't get me wrong, I'm no vampire. But blood contains water, and it quenches my thirst, no matter how repulsive it is drinking groundhog blood off my battleaxe.

Day Four in the life of Lord Reudh Noblebattle

Kes and I found no animals. But, we did find the river, and I hopped in to drink some water. Kes fell in and floundered around for a while before pulling himself out, silly ape.

We managed to get ourselves stranded on the wrong side of the river, and so we're looking around for a way to get to the other side, so we can finally start our quest to find Akath Clashesfin, whoever that is... I just got told to go get them and kill them.

Hey, whatever works.

Day five in the life of Lord Reudh Noblebattle

We awoke to find blasted giant dingoes! Three. Kes luckily awoke to face one, and suffered a few bites. I lost my left hand to one, and hence my axe, but two of the dingoes fled after Kes managed to cut its head open and I stuck my shield in its brain. I'm looking for my axe now.

I found my axe, and we're fleeing...

Kes must've taken some serious injuries, and it seems like he can't stand up for very long before falling down. This is not good. I'm going to try to find a were so I can regenerate my arm.

Day six in the life of Lord Reudh Noblebattle

Blast. They found us.

They got Kes. They got Kes.

I'm not going to be a legend...

The giant dingo bites the Not Bad Ape in the skull, smashing the skull, tearing the brain and jamming the skull through the brain!

The Not Bad Ape has been struck down.

The giant dingo bites You in the skull, tearing the brain!

You have been struck down.

Ubiq:

Things are keeping on if rather slowly. I'm currently walking across a mountain range alone after my idiot sidekicks went storming off after yaks or mountain goats. The first was a female pikeman and the latter was a male crossbowman. The three of us had one real adventure before parting; we headed for a lair with the intention of killing whatever was inside and spending a night in a location where they wouldn't wander off after some animal. Turned out it was a giant, Stazpo by name. The crossbowman wound up getting credit for the kill as the giant bled to death from a gutshot despite the fact that I had spent several turns stabbing him in the head and the pikewoman and I brought him down.

Since I am now without companions and have absolutely no shot of getting more, I'm sticking to the mountains as much as possible to avoid being attacked by bogeymen.

One problem that I face is that my dwarf only has a speed of 1010ish despite having a High Agility. Since this is vanilla, attributes do not increase from activities like sneaking, throwing, or swimming. I can't recall if they increase from fighting or not, but I don't think that they do. So I'm stuck with a speed that guarantees instant death in the event of an encounter with bogeymen since I will not be able to outrun them. I've had enough adventurers die at their wretched hands to know that. Yet another reminder of how much I hate skill rust as an utterly unworkable concept that adds nothing to gameplay but only detracts.

Such an encounter is probable as well; I checked a map to see where the Scholarly Fingers are located and I had the fortune to start on the upper righthand corner of the map when my destination is the lower lefthand corner. After I leave the safety of the Scholarly Fingers, there's a rather long portion before I can reach the safety of the sea or a city. There's also a lair or cave closer than either, but I don't know what is in it.

It'll be a while yet either way as I have to finish crossing the range and then make my way downwards. My predecessors have taught me the value of staying away from rivers as much as possible and I'll primarily stick to going back into the mountains to sleep until I get to the southernmost tip. I'm not sure as to what I'll do after that. I might try sleeping until a few hours before dawn and then sneak as far as I can towards the lair/city/sea until dawn breaks and I can travel safely again. Again, bogeymen are instant death as I cannot possibly outrun them with this dwarf. I suppose I could try lighting campfires around me in the event that night catches me before I make it to safety, but that seems to be a hit or miss proposition from what I've seen. Sometimes the campfires remain lit and sometimes they go out for no good reason.

-----UPDATE-----

As I travel south, I pass a "cave", which is a spot on the surface occupied by two helmet snakes. The site of the cave entrance is a valley carved through with a brook so it is bugged. I kill them with rocks and continue south; I return to the mountains mountains to sleep and cross the rivers when they are brooks

to avoid possible incidents. Oddly enough, after one night of slumber, I return to the swamp and get a combat message involving an owl and a sturgeon. The sturgeon won and swam off so I help myself to its victim's carcass. I arrived at the southernmost point of the Scholarly Fingers and encountered a new difficulty. It is cold enough that fresh water is hard to find and having only one waterskin means that the bulk of my time is spent in various levels of thirst. I kill a goat in bloody fashion but somehow do so without creating blood or getting any on my blade. Bah. I eventually manage to find a source of water and return to the staging ground. From here, I head to the nearest cave by waiting until an hour or so before dawn and sneaking until dawn. Had a brief scare when a chinchilla decloaked me; sadly, they're too small to be butchered and I once again can't get any blood. I made it to a nearby ravine and began sneaking again. Dawn soon breaks and I make a run for the cave. I cross a frozen river, quick travel to the next one that has to be covered, and finally discover running water. I fill my waterskin and move on.

The cave is an actual cave that drops several levels down. I explore a few levels down just to see if there are any moles or anything lurking about, but find nothing. I pass the night near the cave entrance and set out once more. I reach the hamlet, but there are no buildings anywhere. I flee in a blind panic towards the city and run across a Cathedral, which I sleep inside figuring that it would count as indoors. Either it does, or I lucked out as I don't encounter any monsters. I have a brief chat with the priest or flicker, who is not impressed by news of the death of Stazpo, and head southeast to the fortress. I recruit two guards, a Pikeman and a Swordsman, and head out for adventure. We make our way over to a nearby lair and charge in. Despite my stabbing it in the head about a half dozen times, it's the Pikeman who gets credit for killing the Cyclops. Oh, well. I return to the city to sell the items found in the cave. Sadly, the only shops are uninhabited and waiting around doesn't help. So I purchase some food from the marketplace and start looking around. I really want another waterskin to help alleviate the problems of thirst, but no luck.

Turns out that a keep was five or six steps away from the lower corner of the Cathedral that I could have spent the night in without worrying. Bah. I look around a bit and head back to the fortress to recruit some more soldiers in case one of these idiots takes off after a horse or something. I also talk to the law-giver (APE SHALL NEVER KILL APE.) since I was told to by the guy I brought the prickleberries and wild strawberries from. He tells me to kill a Giant Cave Spider for him so I go and recruit another swordsman, an axewoman, another pikeman, and a bowwoman. I'm hoping that the bowwoman kills it from a distance while it keeps shooting web at the melee fighters. I'll also huck some rocks at it as well. I'm not getting close as I don't have a cap or helm like these guys and a webbing will almost certainly be fatal as a result. If I had a bronze helm or better, I wouldn't care as it'll just raise my Armor User levels trying to bite through it, but not this way.

There's a goblin camp nearby, but I'm not going near that on the chance that they have lashers or crossbows. Same for the lair to the north as it has a hydra according to the locals. The GCS is to the west, which is the way I have to head anyway. Well, provided that I can get across all those rivers without these guys drowning.

-----Update-----

Scratch that, there are a lot of rivers in that area than I thought and I don't want to risk losing any of my escort. According to the locals, there are a lot of horses in the area and those are one of the most dangerous animals that you can encounter thanks to their kicks. Oddly enough, that cave I visited is supposed to be the home of Sprayflies the carp. There is also a kobold group in the area, which is worrisome thanks to their habit of spamming bowmen in ambushes. I might have been lucky in deciding not to go further down as the only cave I see is the previously mentioned one.

-----Update-----

As I said, I bypass the cave with the GCS and head southwest. There is a narrow strip of land that cuts between peninsulas. I immediately lose one swordsman, who charges off in a random direction and never reappears. Twit. I don't even know what he was chasing. I continue down the isthmus and emerge into the large plains between the seas. Dingo swarm happens and we slaughter the lot with no problems or injuries. We cross a stream and I lose three people. I don't think they drowned, they just didn't show up again. I still have the axe and bow women though.

Fast travelling is interrupted twice in a row by my ability to predict dingo swarms. The first one is defeated without incident, though we no longer have any arrows. The second one gravely injures my axewoman, who doesn't quick travel along with us. My dwarf is scarred up badly and I fear dearly, but almost all of the injuries heal up after quick travelling. I now am a mass of scars and still have damage to the fat and skin of my hands. Lord, I hope I'm able to retire before infection sets in.

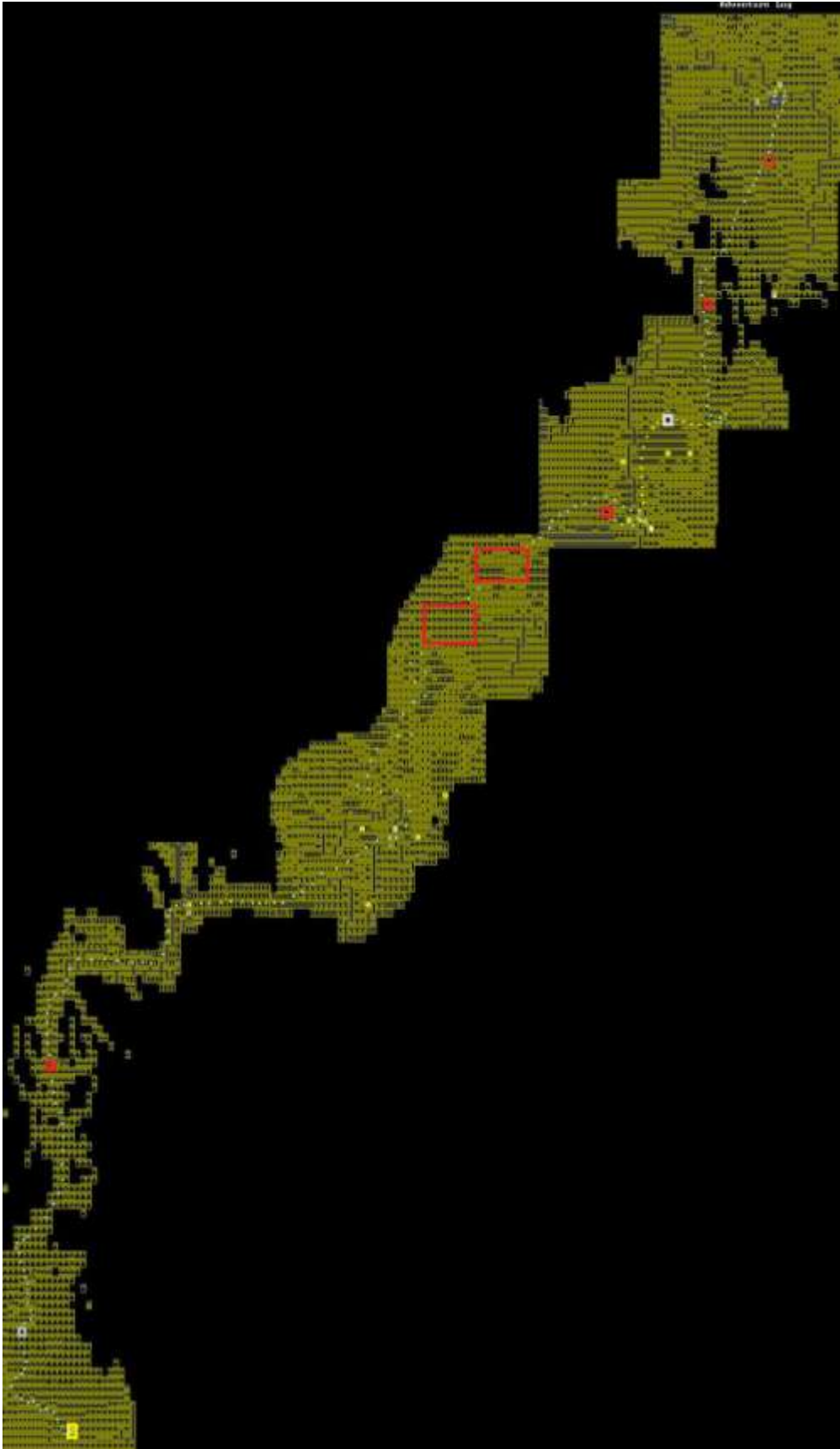
My sole remaining companion and I flail around in the wilderness until we run across a town and fortress on the Quest Map and make a beeline for it. We're from too far away for the cyclops to count for anything so I can only recruit a single axeman. On the upside, I find a *bunch* of shields in the keep that I acquire and equip as well as a nickel flask. FINALLY. We set off again and head southwest towards the Bronze Towers. Tragedy strikes when we cross a river as both escorts disappear. I start quick travelling in a blind panic to the west as I am thoroughly certain that I'm screwed and blunder right into a human town that I had no idea existed just as night falls. I encounter a general, which I haven't seen in a human hamlet in a long time, and get an idea of the surrounding area. Rattlesnakes in the desert. Bleh. I recruit a bowman and learn from him that a nearby area has foul blendecs, which is tops on my list to avoid, and he also mentions a blessed area. I'm not certain, but that might even be the evil forest/serene swamp combo I mentioned so I must be reasonably close to The Valley of the Dwarves. Nobody has mentioned the Bronze Towers though so that must still be a ways off.

Next I will head for the hamlet nearby where their lawgiver apparently is to see if I can find another Pikeman or melee specialist as that bowman won't be much help against a bunch of dingos. I don't think this civ even has a fortress or town as it appears to be just two hamlets right next to each other. I haven't explored any of the surrounding area yet though as it is night.

It's actually a different human civ each time and they're spread roughly the same distance apart from each other. Only the last group was a real surprise as I had been looking around for the others in the Quest Map or in Legends Mode and had no idea how close I was to safety until I ran right into it. Since I have the original version of this world, I check it every so often to see how far away, it was while looking for the Scholarly Fingers that I found the town where I recruited the replacements for my first comrades. I could see the cave from the Quest map at the southernmost point, but not the sea or human civ.

Far as survival goes, two things have been critical here. Maintaining companions when not in a bogeyman-safe zone and avoiding confrontations as much as possible. I find out where bandit camps are and steer clear of them; same for kobold caves. I go out of my way to cross brooks instead of streams or rivers or attempt to ford them at night to see if they freeze, which seems remarkably common until you get to the lowest portion of the map. The two biggest risks I've taken are venturing into the lairs of the giant, cyclops, and the most recent one and that's primarily just so we can all rest in safety. If I didn't have companions, I wouldn't have done any of those.

Far as screenshots go, I'll have a few next time. I promised a screenshot, did I not?



Blue dots indicate travelling in relative safety while red indicates major incidents, yellow dots are moments of blind terror, blue square is where I started, and yellow is where I finished. White and gray squares are special markers.

In order:



1. Nish Koltulan finds himself in the hamlet of Toolwards in The Wealthy Confederacies, a human civilization in the Granite Plains, which is roughly two-thirds of the world away from his homeland in the great mountain range The Bronze Towers.

2. He recruits two humans from a nearby fortress as bodyguards and heads south. It becomes dark so they venture into a lair named Certainsculpted the Apogee of Harvesting that is inhabited by the giant, Stasoz. The three of them manage to kill the giant by bleeding it to death with a copper bolt. Kor Cheesecandle gets credit for the kill.

3. The three reach the Scholarly Fingers and begin to cross rather than taking a longer route around. Cheesecandle wanders off in

pursuit of the local wildlife while the other, On Enjoycrested, is foully slain by Rightscale, female yak cow. Cheesecandle is apparently still out there.

4. Now bereft of companionship, Koltulan crosses the range by himself and turns southwards in the hope of finding replacements. He happens across a region called Glovemined which oddly enough has two helmet snakes lounging around on the surface. Knowing that they cannot survive outside of their nature subterranean habitat, Nish throws rocks at them until they die.



5. After a mad dash to avoid being stranded out alone after dark, Nish takes refuge near a handy cave entrance and manages to make a nearby city the next night without incident.* The city Whimtakes is the largest settlement in the Lined Realm. He recruits two replacement humans and ventures out to survey the area.

6. There are a lot of rivers here so Nish decides he needs backup. He sneaks into a lair named Renowned Feral the Hale Spark and discovers a cyclops. He wisely lets the humans take the lead and Dosheb Cudgelprairies takes the credit for the kill. Nish and colleagues return to the city and he recruits more bodyguards as the slaying of the cyclops improves his standing with the people. Nish learns about the region in more detail; reputedly a dwarf-eating carp lurks either at or very near the cave he stayed at recently. It ate some poor fellow by the name of Orky apparently. The local lord Tor Minecrowd assigns Nish to slay a giant cave spider and he sets off in that direction with his entourage.

7. A lot of the rivers prove to be nigh impassible despite Nish's competency as a swimmer. Since entering them instantly grants a status of drowning and the water isn't potable due to its stagnant nature, it is decided to head southwest towards the Bronze Towers instead. There is a narrow ithmus that way which leads between the two local seas. Despite attempts to keep them together, one of the swordsmen runs off immediately after something. During the crossing, several of the party are drowned including both Dosheb Cudgelprairies**, the heroic pikeman and his namealike spearman.

8. Those remaining are set upon by dingos three times, one of which manages to inflict numerous scars on each of Nish's hands. Nish manages to use the situation to become a novice Butcher.

After the third encounter, Nisam Uncleweak is wounded and falls behind. He is still alive apparently somewhere out there in either The Cavernous Swamp or The Prairie of Queens.

9. Nish and his surviving colleague get lost for a while before deciding to follow the largest river in the region in the hopes of finding a city. This one is Whimkin as the humans of this continent apparently have a naming tendency that favors the whimsical. His past adventures have no influence on the locals and he only manages to recruit a single replacement for the five fallen comrades. While there, Nish visits the local cathedral and admires some of the local artwork.



10. The trio sets off due west towards the Bronze Towers and have to cross a particularly marsh region that costs him both his escorts. In a blind panic, Nish flees directly westward in an attempt to reach the mountains before sunset. He's too far away but walks right into a human hamlet by the name of Depthbronze. After a talk with a General Ino Gladnessgorged about the surrounding area***, Nish manages to find a female archer that agrees to go along. Depthbronze is separated from its elder twin Dendwellings by a river too wide for the limited bridge making attempts of the humans; he attempts to swim across but immediately has to return to shore as the stagnant, yet moving water makes him flounder. That seems annoyingly common on this continent for some reason. His companion Rogon Cavetrails also manages to clamber back to shore.

11. It is discovered that the strange river freezes over completely at night a bit to the south of of Depthbronze and the duo crosses over. They meet the law-giver of the Romantic Empire****, Thel Sloppykindness and talk to every single person they can find with nobody willing to take Nish up on his travel offer. In the middle of the following night, they cross back over and find a

swordsman to accompany them, Mukca Purpleprison.*****

12. The trio sets out, cautiously avoiding the evil forest in the region and crossing the blessed swamp. Finally reaching The Bronze Tower, they turn south to follow the mountain range and eventually run across a lair called Dwellerechoed. Since it's getting dark (and there is a mountain range nearby that Nish can run for if necessary, not that the humans needed to know that), it's decided to look inside and see what inhabits it. Nothing more than a jaguar, which is slain by Mukca.

13. The trio sleeps and sets out south, which leads to them finding out that the way forward is blocked by The Bronze Tower. While they were travelling south as they thought, it was actually within a large valley and not the outside edge of the range as previously believed.***** Rather than backtrack, it is decided to simply cross the vast range on foot.***** The name The Bronze Tower apparently comes from the fact that the range mainly consists of conglomerate and other rocks of a vaguely bronze coloration.

14. After a long while, Mukca wanders off in pursuit of whatever it was that she was after. While a bit of the fool, it is hoped that she managed to return to The Romantic Empire as she was a lot more faithful comrade then some like a certain swordsman from Whimtakes whose name I can't be bothered to recall. Nish has taken to using a crutch that he acquired in the lair of Ator the Cyclops as a walking stick.

15. Nish and his remaining comrade trudge on alone. At one point, Nish spies a particularly majestic peak in the distance and makes a detour towards it. Nish Koltulon and Rogon Cavetrails are the first to ever reach the summit of the Plain Thorn, one of the highest peaks in the Bronze Towers. Days later, they reach a small swampy valley and cross it. Tragedy strikes when Rogon drowns during a standard river crossing. In an uncharacteristic moment, Nish chooses to honor his fallen comrade by carrying her corpse and items along with him.*****

16. After several days of travelling alone, Nish arrives at Silverysects while muttering about how he is "gonna fly now" and is somewhat annoyed to find nothing there.***** Using campfires, he creates a funeral pyre for his honored comrade Rogon Cavetrails and decides to retire in the area just to see who else shows up.



*It turns out a coyote devil settled somewhere in this cave, which makes that decision not to actually delve into the cavern a good one. I just looked around to see if there was any wildlife before sleeping.

** I thought that bug was fixed a long time ago, but whatever.

*** Turns out that the generalship was a collaborative effort by the citizens while law-giver was created by forceful arguments.

**** I just want to say that I like the idea of two cities forever parted by circumstances being The Romantic Empire.

***** Seriously, there is nobody in Dendwelling that will go. I didn't bother with Empathy though which might explain that.

***** I genuinely was surprised when I found out that I was in The Valley of the Dwarves as I thought I was southwest of there.

***** I don't recommend this unless you have a lot of time on your hands; it takes forever to walk from the Valley to the southernmost tip of The Bronze Towers.

***** I don't get too attached to companions since they have an annoying tendency to walk off randomly, but this one had been a faithful follower for about a third of the trip. Hence it being marked.

***** It's the dwarven equivalent of Oakland!

Stuck with the slow connection tonight so I'll upload the save tomorrow.

Nish is a Legendary+1 Crutchwalker or better thanks to hiking across the Bronze Towers.



I started in the town in the top-left corner. Lonely little place with not much going on, a few abandoned houses and some village people doing village people things. (Not singing or dancing, though)

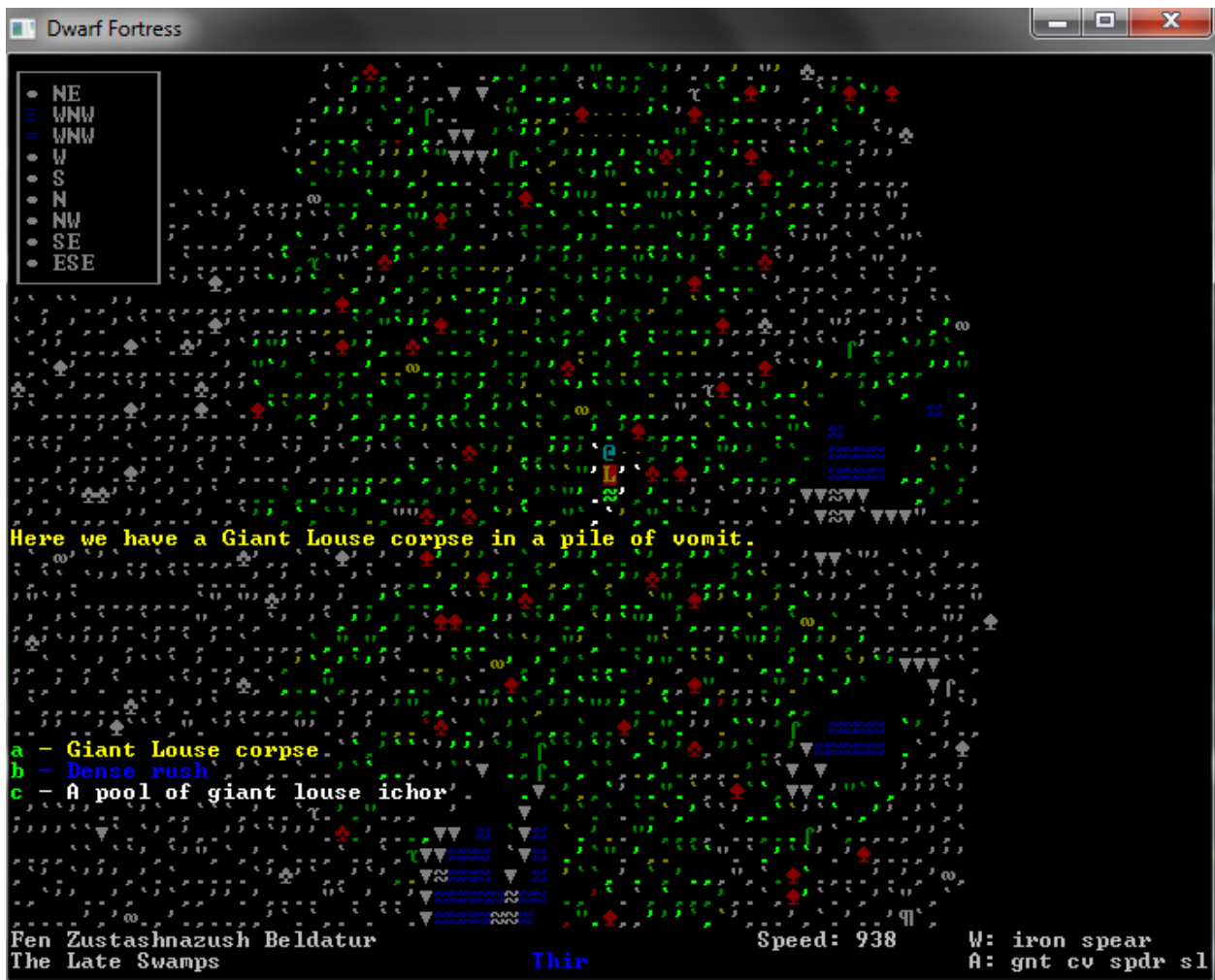
One fortunate thing about my location, however, was that there was enough wildlife around that I managed to get the jump on a giant thrips, and secured a source of food!

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Dwarf Fortress

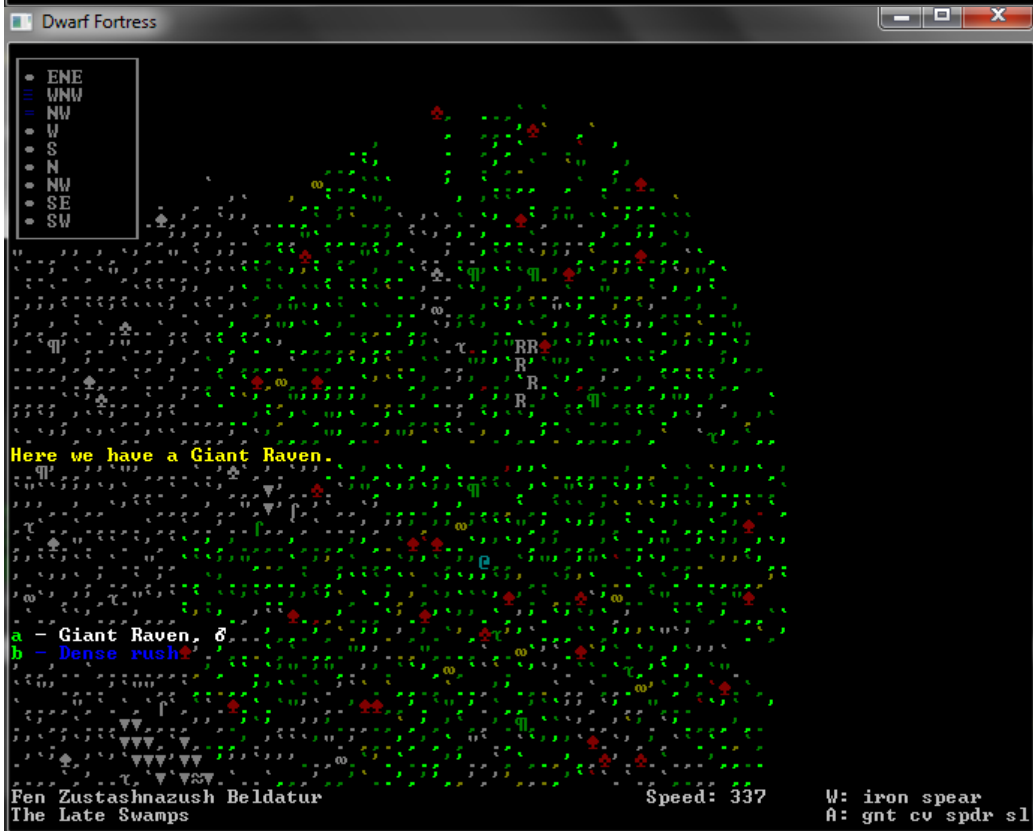
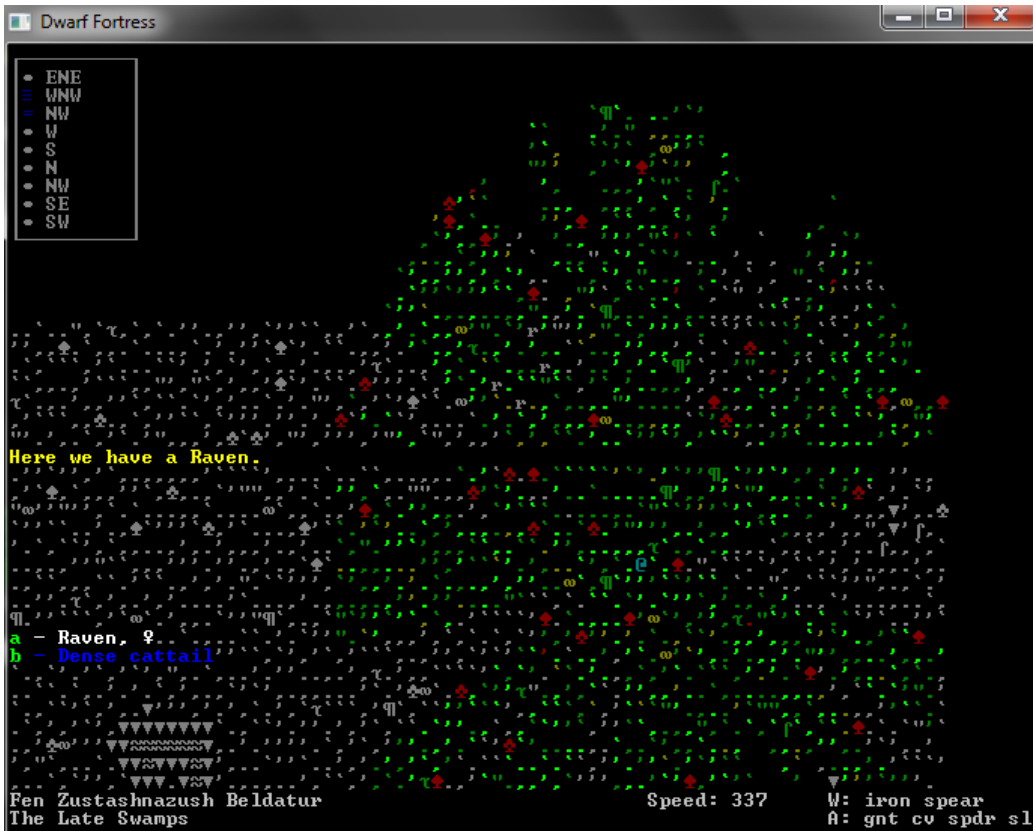
You counterstrike!
You miss The Giant Thrips!
You are no longer stunned.
The Giant Thrips misses You!
You stand up.
You stab The Giant Thrips in the right first leg with your iron spear,
tearing the fat!
A ligament has been torn and a tendon has been torn!
The Giant Thrips misses You!
You counterstrike!
You stab The Giant Thrips in the thorax with your iron spear, tearing the
muscle!
You stab The Giant Thrips in the left first leg with your iron spear,
tearing the fat!
A ligament has been torn and a tendon has been torn!
The Giant Thrips falls over.
You stab The Giant Thrips in the head with your iron spear, tearing the
muscle and tearing the brain!
A ligament has been torn and a tendon has been torn!
The Giant Thrips has been knocked unconscious!
The Giant Thrips has been struck down.
You are too full.
You butcher the Giant Thrips corpse.

Announcements 166-188 of 188
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In fact, the place was absolutely teeming with giant insect life. Later on, I found a giant louse as well... While insects don't make the greatest eating, I got what I needed in a short amount of time. The only other wildlife I'd seen were some elk and buzzards; both too hard to catch for me. I took to sneaking near creatures, knapping a bunch of rocks, and throwing them at it. I figured eventually I'd become good enough at throwing for it to be a viable ranged attack rather than a hope for a lucky shot.



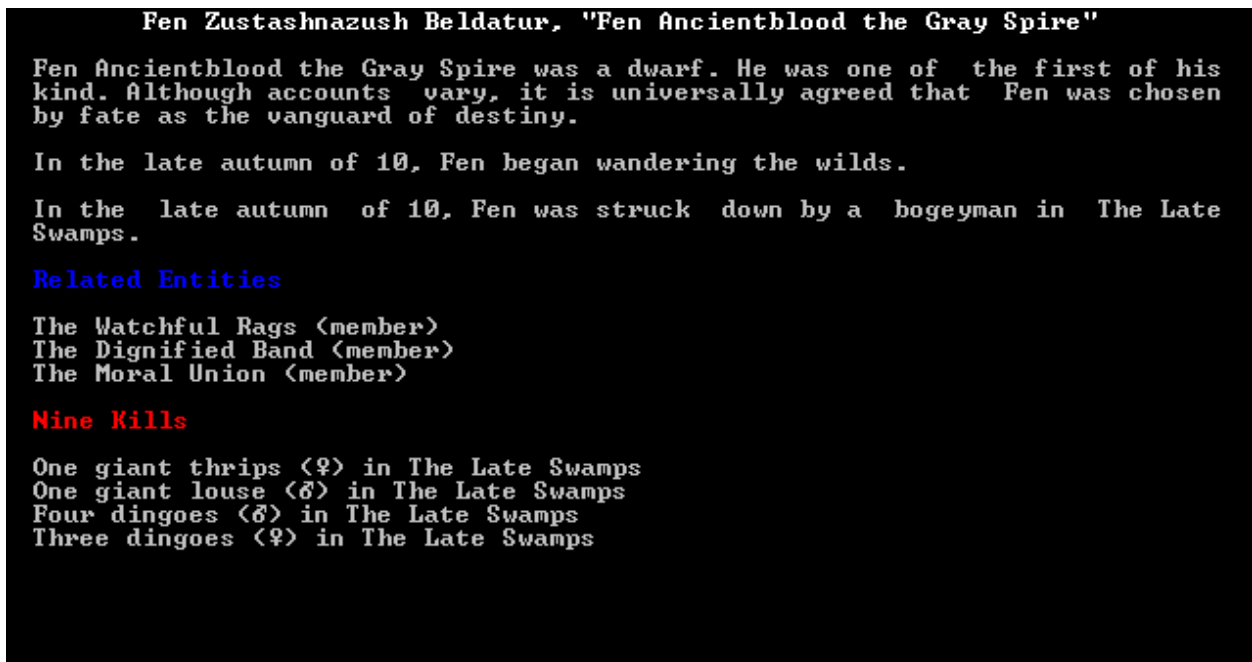
I carried on, as you might guess from the first screenshot, to the south-east. And on the way, I found murders of ravens. And some of them were very, very big ones. I must have passed at least three groups, hoping they didn't decide I would make a wonderful meal.



One thing I noticed, was the large number of rivers which would freeze over sometimes, but be regular rivers at others. Fortunately, I never fell to my death in one or got frozen solid, but I would have to stop traveling and wade through a river fairly often, removing my blood coatings I was saving to drink later. At one point when I stopped to move through the river, I encountered a pack of (normal-sized) dingoes and managed to kill them all. Unfortunately, I can't find the screenshot anywhere.

I had thought I could jump from lair to lair as a resting place safe from boogeymen, on my way to the only other town I could find, off to the south-west. Unfortunately, time did not agree with me. On my way from one lair to the next, I knew about halfway there that I wasn't going to make it. The distance was too far with nothing inbetween but wilderness.

That night, I was beset by boogeymen. I couldn't land anything on them, and prayed for a martial trance that never came. In the dark of the night, Fen Zustashnazush Beldatur, Fen Ancientblood the Gray Spire, was slain.



I'll have the file up for the next person in line as soon as I can. Be prepared, potential adventurers- I died in the late of autumn. I've seen the beginnings of something few would be able to overcome. If your turn is soon, brace yourself.

Winter is coming.

Torrasque666:

I actually had the good fortune to start out where Ubiq did, so I'm just following his path of destruction. Also helps that I practically have an army with me. I'll post more later.

My army contains three crossbowmen, two hammermen, a swordsman, an axeman, and a lasher. Wait, scratch that lasher, I think some yaks killed him. And I do have the map that was posted up in another window so I can see where you went so I can go around, or in the case of those damns mountains I'm in right now I realized that I could have but didn't go around. I'm regularly taking pics, but I'm going to post my tale when my turn is over. Whether that be by victory or by dingo, we'll find out.

EDIT: Scratch the hammermen and the axeman, they either wandered off or died, and I'm too lazy to check.

I'm working on it. Do you have any idea how slow it is to actually walk over a mountain range? Pretty damn slow.

scholarly fingers. Its taking forever...I'm going to find the next town and retire for a bit, and pass it on. I'll start back up should my turn come around again.

fast traveled to the base of the mountains, then started to hike. Stupid me tried to cross at its widest part. Or maybe it just seems that way to me...

If I can make it to the base, then I'll be fine for a while. I'm moving it all to a bigger and faster computer so that I can take more than 5 steps before freezing.

UPDATE: I've been keeping on with my quest and I just made it to Evandlions. I have recovered Uggi's body and I'm bringing it with me. He deserves a dwarf's burial, not just laying next to a stairway.

Army keeps them away. This is my process for building my army:

- Go to nearby fort
- Recruit all seen soldiers
- Go back to Evandlions
- Sleep till dawn
- Repeat
- ...
- Profit

I've had my time. As soon as I can I'm going to retire and upload the file. I'll have another chance soon. Unfortunately I'm away from the comp with the file right now and won't be able to access it until saturday.

Something weird happened. I somehow wound up back in the mountains north of the towns. So its gonna be a while before I can get back there to retire.

Gave up, my guy died of starvation in the Scholarly Fingers. Going to upload the data now.

Melkor:



```

Name: Melkor Nogleshlibash, "Melkor Savageaxes"
Race: Dwarf, ♀, Hero

Competent Speardwarf
Novice Fighter
Competent Observer
Adequate Swimmer
Adequate Shield User
Novice Armor User
Adequate Dodger
Novice Knapper
Adequate Reader

```

sorry it took so long its just a smal update but i promise i will complete before next monday.

Melkor's log 20th moonstone

This is insane I am not a fighter nor am I a explorer, yet they send me to a far away outpost. But staying here doesn't help as well. Everywhere I go these day all I see are abandon houses. They say my job is to lead a small group of dwarfs, I hope they know what there doing.

Melkor's log 26th moonstone

Today I am being send of, I have been given little time to train with a spear and a shield I have been given a extra dagger to throw but not much else.

This page is sodden with blood.

My arm he tore my arm of.

```

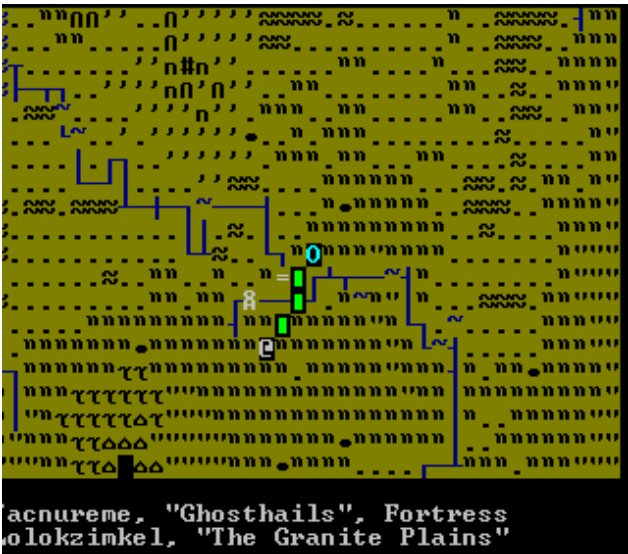
Speardwarf
Dabbling Butcher 30/500 Faint
Competent Speardwarf 85/800
Adequate Shield User 42/700
Novice Armor User 3/600
Dabbling Thrower 60/500
Adequate Swimmer 15/700
Competent Observer 56/800
Adequate Reader 0/700
Novice Fighter 296/600
Dabbling Archer 60/500
Dabbling Wrestler 116/500
Adequate Dodger 36/700
Novice Knapper 30/600
Average-sized for a dwarf
Speed: 751
upper body
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot

```

A aligator attack me.... At first it went well, I stabled the beast and it fled but I had to pursue it. Then it came around and tore my left arm of. I make it to my dagger and was able to throw it through his head.

You lose hold of the copper shield.
The Alligator shakes You around by the left lower arm and the severed part sails off in an arc!
The left lower arm is ripped away and remains in The Alligator's grip!
You are no longer stunned.
You stand up.
The Alligator drops your left lower arm.
The Alligator charges at You!
The Alligator attacks You but You jump away!
You miss The Alligator!
The Alligator counterstrikes!
The Alligator misses You!
The Alligator misses You!
You attack The Alligator but She jumps away!
You pick up the large copper dagger and put it in your cat leather backpack.
The spinning large copper dagger strikes The Alligator in the head, tearing the muscle, chipping the skull and tearing the brain!
A tendon in the skull has been torn!
The Alligator has been knocked unconscious!
The large copper dagger has lodged firmly in the wound!
The Alligator has been shot and killed.
You pick up the large copper dagger and put it in your cat leather

I haven't made it barley out of the town and already I am dying.



edit: put the update in __-

edit2: sleeping on mountains protects you from the bogey man right?

melkor's log 26th moonstone

I am trying to find shelter for the night but then some dingo think I am a tasty meal. I ran for it as hard as a could I dropped my shield and my left glove no need for them anymore anyway. But they are still faster.

I can't remember anything... one moment I was running for my life, and now... I am standing I the middle of 4 dead indigo.

```
The Dingo stands up.
Swordswart has entered a martial trance!
The splintered lance copper dagger strikes The Dingo in the left eye tooth
and the severed part falls off in an arc!
You lie on the ground.
The Dingo strikes you!
The Dingo strikes you!
The Dingo strikes you! You remember none!
You can't think because somebody can see you.
You don't feel safe enough to rest.
You stand up.
The Dingo strikes you!
You charge at The Dingo!
The Dingo looks surprised by the ferocity of your onslaught!
You stab The Dingo in the upper body with your copper spear, tearing the
muscle and tearing apart the right lung!
An artery has been opened by the attack!
The Dingo is having trouble breathing!
You collide with The Dingo!
The Dingo is knocked over and tumbles backward!
The Dingo strikes you!
The Dingo strikes you!
You charge at The Dingo!
The Dingo looks surprised by the ferocity of your onslaught!
You stab The Dingo in the head with your copper spear, tearing apart the
muscle, shattering the skull and tearing apart the brain!
A tendon in the skull has been torn!
The Dingo has been knocked unconscious!
You collide with The Dingo!
The Dingo is knocked over and tumbles backward!
The Dingo has been struck down.
The Dingo strikes you!
You charge at The Dingo!
The Dingo looks surprised by the ferocity of your onslaught!
You stab The Dingo in the upper body with your copper spear, tearing the
muscle, shattering the left false ribs, shattering the right floating
ribs and tearing apart the liver!
A tendon in the left false ribs has been torn!
A tendon in the right floating ribs has been torn!
You collide with The Dingo!
The Dingo is knocked over and tumbles backward!
You kick The Dingo in the right front leg with your left foot, bruising
the bone!
The Dingo stands up.
You stab The Dingo in the tail with your copper spear and the severed
part falls off in an arc!
You stab The Dingo in the head with your copper spear and the severed
part falls off in an arc!
The Dingo has been struck down.
Swordswart has left the martial trance.
You charge at The Dingo!
You stab The Dingo!
The Dingo is knocked over and tumbles backward!
The Dingo strikes you!
You stab The Dingo in the upper body with your copper spear, tearing the
muscle and shattering the right false ribs!
An artery has been opened by the attack!
A tendon in the right false ribs has been torn!
You stab The Dingo in the upper body with your copper spear, tearing the
muscle, shattering the left false ribs and tearing apart the liver!
A tendon in the left false ribs has been torn!
The Dingo is no longer standing.
The Dingo strikes you!
You punch The Dingo in the upper body with your right hand, bruising the
muscle, shattering the left false ribs, jamming the left floating ribs
through the liver and tearing apart the liver!
The Dingo stands up.
The Dingo strikes you!
You grab The Dingo by the teeth with your right upper arm.
You struggle for the copper spear.
You gain possession of the copper spear.
You stab The Dingo in the lower body with your copper spear, tearing the
muscle and tearing the gut!
The Dingo looks sick!
The Dingo strikes you!
You charge at The Dingo!
You stab The Dingo in the upper body with your copper spear, tearing the
muscle, shattering the left true ribs and tearing apart the left lung!
A tendon in the left true ribs has been torn!
The Dingo is having trouble breathing!
You collide with The Dingo!
The Dingo is knocked over and tumbles backward!
You stab The Dingo in the upper body with your copper spear, tearing
apart the muscle and tearing apart the right lung!
The Dingo is having trouble breathing!
You collide with The Dingo!
The Dingo is knocked over and tumbles backward!
You stab The Dingo in the lower body with your copper spear, tearing the
muscle and tearing apart the lower spine's sacrum tissue!
A tendon in the lower spine has been torn!
The Dingo gives in to pain.
The Dingo is no longer standing.
You stab The Dingo in the head with your copper spear, tearing the muscle
and shattering the skull!
A tendon in the skull has been torn!
You stab The Dingo in the head with your copper spear and the severed
part falls off in an arc!
The Dingo has been struck down.
The Dingo strikes you!
The copper spear has lodged firmly in the ground!
The Dingo has been struck down.
```

I need to rest I must find shelter.

Finally a cave where I can sleep, its already night time.

Wait are... are those bones and.. fat.

Hello is somebody there? As I walk forward I see something glowing.

There used to be a campfire here.



Melkor's log 27th moonstone

The night was horrible, I kept hearing sounds from the surface. I hope it's safe to travel again.

Melkor's log 28th moonstone

I have been traveling through the mountains, the progress is slower than I first thought. I was able to find a cave to sleep in but it was far away and had to walk to the east away from my goal.

I have found snow, this concerned me greatly because it will be harder to get water.



What...what was that?

the bones are from uspumsesnum

the fat is from amar boweltribes dingo

A great beast stands before me, I quickly grab my..... where is my dagger!!!! I forgot to pick my dagger up when I had throw it to a dingo.

I search my pockets and find nothing but rocks. The beast rose to the sky with its great wings made the sun go dark. All I could do was throw what little I had to the beast, but it was all in vain. I lifted my left upper arm and hoped it would bite my arm instead of my right hand only then would I have a chance. The beast land only a few inches away from me and bite my left upper arm. I scream in pain while I thrust my spear in his foot.

The spinning *sharp* dolomite strikes The Roc in the right wing, bruising the muscle!
The Roc jumps away from The spinning *sharp* dolomite!
The spinning *sharp* dolomite strikes The Roc in the upper body, bruising the muscle and bruising the heart!
You miss The Roc!
The Roc bites You in the left upper arm, tearing apart the muscle through the pig tail fiber robe!
The Roc latches on firmly!
You stab The Roc in the right foot with your copper spear, tearing the muscle!
The Roc falls over.
The Roc shakes You around by the left upper arm and the severed part sails off in an arc!
The left upper arm is ripped away and remains in The Roc's grip!
The Roc spits out your left upper arm.
The Roc attacks You but You jump away!
You stab The Roc in the lower body from the side with your copper spear, tearing the muscle and tearing the guts!
The Roc looks sick!
The copper spear has lodged firmly in the wound!
You punch The Roc in the lower body from the side with your right hand, bruising the fat!
The Roc misses You!
You have nothing left to wear.
You struggle for the copper spear.
You gain possession of the copper spear.
You attack The Roc but She scrambles away!
You stab The Roc in the lower body from the side with your copper spear, tearing the muscle and tearing the guts!
The Roc looks even more sick!
The Roc misses You!
You stab The Roc in the head with your copper spear, tearing the muscle, fracturing the skull!
A tendon in the skull has been torn!
The Roc vomits.
The Roc retches.
You stab The Roc in the right lower leg with your copper spear, tearing the muscle!
The copper spear has lodged firmly in the wound!
You twist the embedded copper spear around in The Roc's right lower leg!
You maintain possession of the copper spear.
The Roc retches.
You stab The Roc in the tongue with your copper spear, tearing the muscle!
The copper spear has lodged firmly in the wound!
The Roc retches.
The Roc misses You!
You twist the embedded copper spear around in The Roc's tongue!
You maintain possession of the copper spear.
You stab The Roc in the left lower leg with your copper spear, tearing the muscle!
The copper spear has lodged firmly in the wound!
You twist the embedded copper spear around in The Roc's left lower leg!
You maintain possession of the copper spear.
The Roc misses You!
You stab The Roc in the left wing with your copper spear, tearing the muscle!
The Roc gives in to pain.
You stab The Roc in the head with your copper spear, tearing the muscle, fracturing the skull!
A tendon in the skull has been torn!
The Roc retches.
You stab The Roc in the head with your copper spear, tearing the muscle, fracturing the skull!
A tendon in the skull has been torn!
The Roc retches.
You stab The Roc in the head with your copper spear, tearing the muscle and fracturing the upper spine's bone!
A tendon in the upper spine has been torn!
The Roc retches.
You stab The Roc in the head with your copper spear, tearing the muscle and fracturing the skull!
A tendon in the skull has been torn!
The Roc retches.
You stab The Roc in the head with your copper spear, tearing the muscle, fracturing the skull!
A tendon in the skull has been torn!
The Roc retches.
You stab The Roc in the head with your copper spear, tearing the muscle and fracturing the upper spine's bone!
A tendon in the upper spine has been torn!
You stab The Roc in the head with your copper spear, tearing the muscle!
A tendon in the upper spine has been torn!
You stab The Roc in the head with your copper spear, tearing the muscle, fracturing the skull!
An artery has been opened by the attack!
A tendon in the skull has been torn!
You stab The Roc in the head with your copper spear, tearing the muscle!
A tendon in the skull has been torn!
You stab The Roc in the head with your copper spear, tearing the muscle and fracturing the upper spine's bone!
A tendon in the upper spine has been torn!
You stab The Roc in the head with your copper spear, tearing the muscle, fracturing the skull!
A tendon in the skull has been torn!
The Roc retches.
You stab The Roc in the head with your copper spear, tearing the muscle, fracturing the skull!
A tendon in the skull has been torn!
You stab The Roc in the head with your copper spear, tearing the muscle, fracturing the skull!
A tendon in the skull has been torn!
The Roc retches.
You stab The Roc in the head with your copper spear, tearing the muscle and fracturing the upper spine's bone!
A tendon in the upper spine has been torn!
You stab The Roc in the head with your copper spear, tearing the muscle, fracturing the skull!
A tendon in the skull has been torn!
The Roc retches.
You stab The Roc in the head with your copper spear, tearing the muscle and fracturing the upper spine's bone!
A tendon in the upper spine has been torn!
You stab The Roc in the head with your copper spear, tearing the muscle!
A tendon in the skull has been torn!
The Roc regains consciousness.
The Roc passes out from exhaustion.
You stab The Roc in the head with your copper spear, tearing the muscle and tearing apart the upper spine's nervous tissue!
You stab The Roc in the head with your copper spear, tearing the muscle and tearing apart the upper spine's nervous tissue!
You stab The Roc in the head with your copper spear, tearing the muscle and tearing apart the upper spine's nervous tissue!
You stab The Roc in the head with your copper spear, tearing the muscle and tearing apart the upper spine's nervous tissue!
You stab The Roc in the head with your copper spear, tearing the muscle, shattering the skull!
A tendon in the skull has been torn!
You stab The Roc in the head with your copper spear, tearing the muscle, shattering the skull!
A tendon in the skull has been torn!
You stab The Roc in the head with your copper spear, tearing the muscle

I kept stabbing and stabbing till there was nothing left to stab. I looked at my left arm. This time there was nothing left, nothing at all.

PS: picture is coming imgur it seems is a bitch as well fixed

PSS: what can i do with eggs, they're weight is enornes

PSSS: the battle report is bigger but that would make it to big, just imagine that there are +200 line of me stabbing it

Melkor's log 4th opal

I haven't written for some time now. Mostly because I can't find any safe place to hide. Last night I was attacked by some dingo. Lucky I have been getting better at fighting with one arm. I think I can finally cope with the lost of my left arm. I have also been training throwing quite a bit.

Today was a good day I was able to reach a castle and 2 human pike man want to join me. Finally some luck on my end now I won't be alone al the time, I don't however know anything about commanding. I just hope I don't get them killed. 1 of the pike man already deserted me. I guess I am not cut out for this. We found a cave with the body of simin wemanba, ipan tiquoushcen, ator anamkebul rinul tomud and the list continues.

Melkor's log 5th opal

I hear screams outside, I woke up and noticed that dosheb apugnebo wasn't laying next to me. I grabbed my spear and ran outside where is see a pack of dingo's attacking dosheb. I ran to aid dosheb but it seems he doesn't really need my help, yes I stab a few times but dosheb is killing them all. After the battle was down I asked him why he didn't wake me up. He said he didn't want to bother me with something so simple. I told him I prefer to know when he gets attacked so I can help. The rest of the night was peaceful.

Melkor's log 8th opal

I am getting used to this adventure stuff, mostly because I know dosheb will keep me safe. I know that because there was another pack of dingo's and dosheb killed them all, it's good to have somebody with you. It's been a bit harder to find good caves mostly we travel at night and sleep during the day. I really like having dosheb around, before him this mission seemed pointless.

Melkor's log 9th opal

Today we reached a small town, here we recruited a small army.

6 people wanted to join us, to be honest I am a bit overtaken that humans want to join us so eagerly. I also feel a bit bad, we are kind of taking their entire military. Sadly they didn't have any supply we could buy, not that we have anything to trade with though.

Companions [?]			
a	- You		
b	- Dosheb Apugnebo, Human Pikeman, ♂	↓	SSE
c	- Kor Anigkofi, Human Crossbowman, ♂	↓	S
d	- Eko Adimistir, Human Swordsman, ♀		SW
e	- Noloc Rulaksina, Human Maceman, ♀		SSE
f	- Eslo Doslaupek, Human Hammerman, ♀		SSE
g	- Uthra Kopkapuc, Human Crossbowman, ♂		SSE
h	- Iral Ishahonu, Human Hammerman, ♂		SSE

Melkor's log 11th opal

Why don't they indicate on this map the size of these rivers. This river is so big and the current is so strong even I can't cross it. There was only 1 option, go around it. I was a fool, this is what happens when you get to overconfident, there were a few unicorns and we needed more food so we attack them first 1 of them stabs me in the chest, I felt my lung screaming for pain. But then he hits 1 of my companions and he dead.

And what did I do? I picked up the stuff I needed and left. I have change during this journey and not the good way.

Melkor's log 14th opal

I have failed my companions again. There was a small river we had to cross, even though I knew they couldn't swim we when trough it anyway. We lost 2 more. They simply drowned. But the worst was how dosheb looked at me. He was disappointed at me, I tried to apologize but he wouldn't listen. He said: I thought you were a better leader then this.

A few hours later we set up camp in a cave, he didn't even said goodnight to me. I promise I will be a better leader I will be carful and won't make any rash decisions.

Melkor's log 15th opal

He left... he just left. Yesterday he was still sleeping but when I woke up this morning he was gone. Was he really that disappointed in me? I want to go back I want to find him but.. my duty, I have to go there're dwarfs waiting for me.

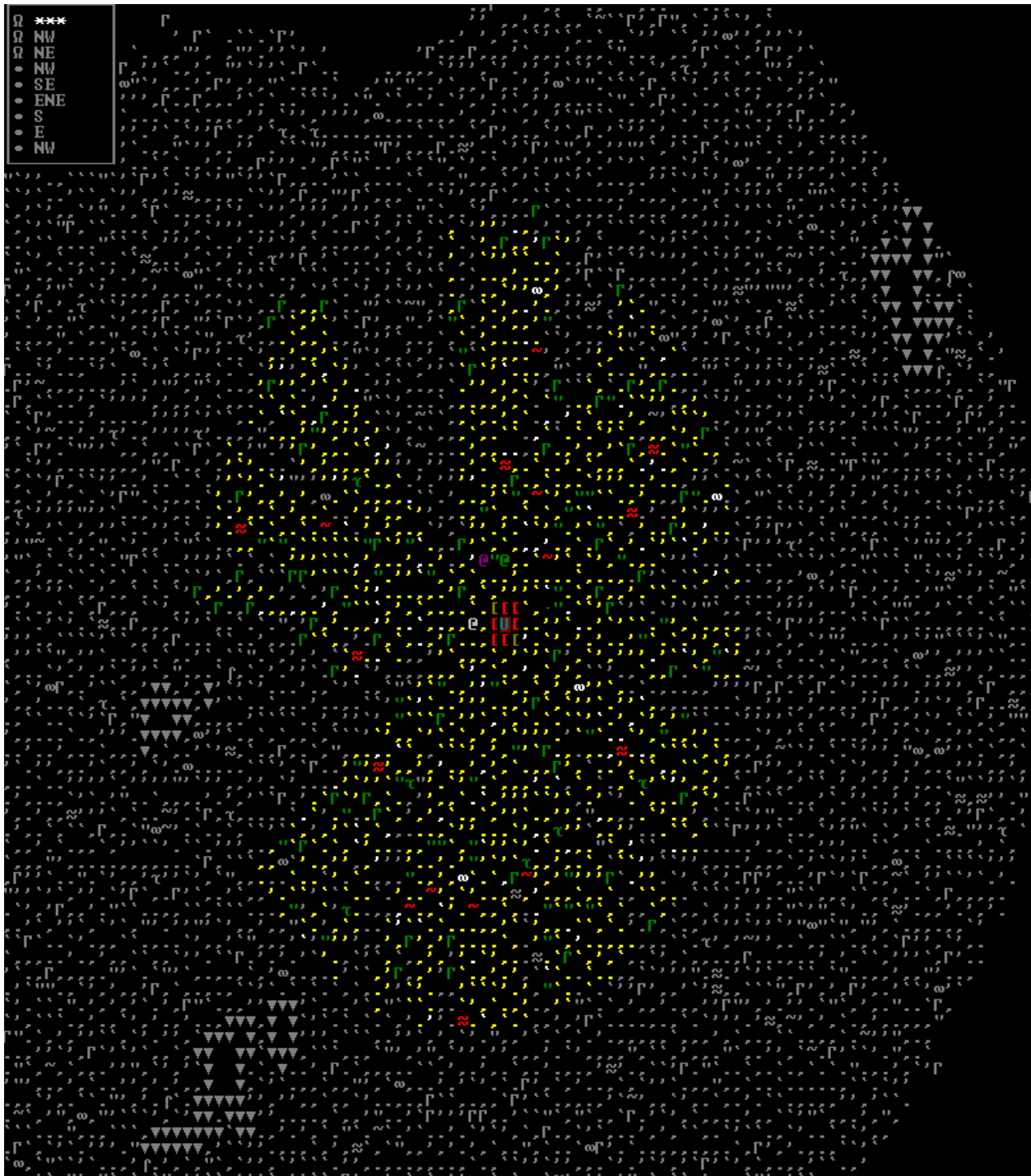
Melkor's log 18th opal

I have decided to go around the mountains. There is no reason to take a slow and dangerous route when we can also take a faster and safer route.

Melkor's log 20th opal

I am here I can't believe it the last 2 companions seem exited to see what we dwarfs will build here and what has been built already.

As we approach the site my heart stops for a moment. There is nothing here. Well there is a pile of body's and clothes, but where are the dwarfs.



Ha! Finally, somebody showed up.

Melkor jumped at the sound of Nish talking to her.

w-who are you?

Me? Well I am Nish and I am the first dwarf of the settlers to arrive at this 'glorious' site.

The first? Melkor's eyes opened wide. He was the first...

she thought there would already be a fort, or at least a pit, but there was nothing.

Wait... does that mean the 2 of us are going to build a fort?

Well not the 2 of us that is just stupid. We are going to build a fort with 7 dwarfs... they just haven't showed up yet.

Melkor had to sit down for a moment, she had to build a fort with no experience, hardly any resources and they only have 7 dwarfs.

I can't go back that would be the death of me, but staying here?

Hey missy you alright.

Ye-yes.... Yes I am fine. So what should we do while we wait.

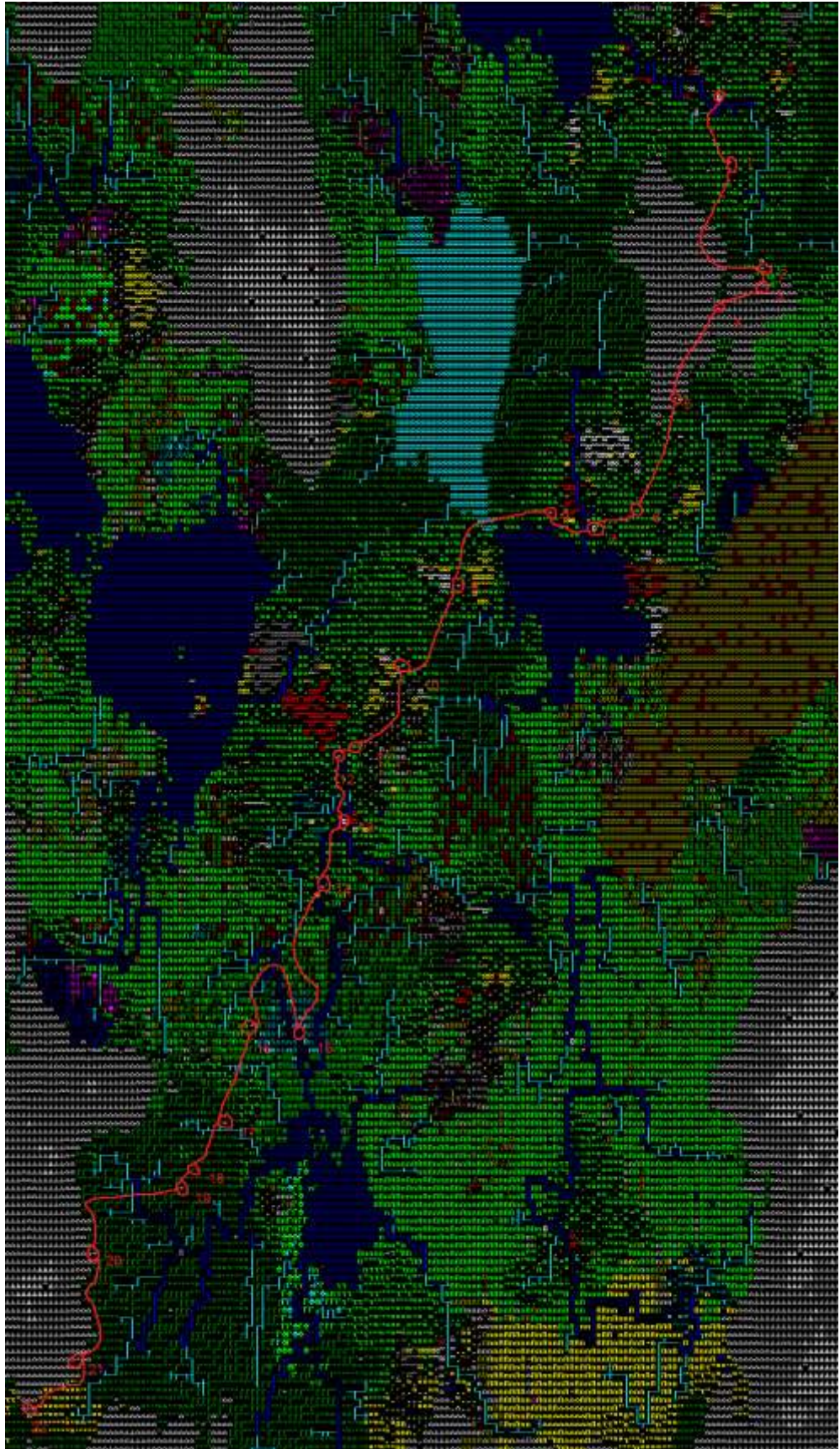
I don't know eat, drink, talk?

Okay..want some unicorn meat?

as you can read i have made it. here is my char at the end

```
Speardwarf
Dabbling Butcher 210/500 Drowsy
Proficient Speardwarf 702Thirsty
Adequate Shield User 42/7Hungry
Novice Armor User 159/600
Accomplished Thrower 970/1500
Adequate Swimmer 223/700
Competent Observer 423/800
Adequate Reader 0/700
Talented Fighter 773/1100
Accomplished Archer 970/1500
Adequate Wrestler 79/700
Dabbling Biter 43/500
Dabbling Striker 186/500
Dabbling Kicker 92/500
Adequate Dodger 630/700
Competent Knapper 500/800
Average-sized for a dwarf
Speed: 1005
upper body
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot
second toe, right foot
third toe, left foot
```

and here is a small list of stops that i made.



1 first night found a camp fat and bones

2 dingo attack and cave to sleep

3 found the roc

4 took shelter

5 took shelter

6 attacked by dingo

7 took shelter hired 2 human pikeman

8 took shelter

9 took shelter

10 took shelter

11 dingo attack

12 took shelter

13 hired human crossbowman and hammer man

14 took shelter

15 attacked by unicorns lost a human

16 took shelter

17 took shelter

18 crossed a river, lost several humans

19 took shelter

20 took shelter

21 took shelter

22 goal reached

then i went digging into the legends and founf some interesting things.

here is melkor hero in the eyes of EVERY FRICKING CIV

Melkor Angleshikob, "Melkor Savogokso"

Melkor Savogokso was a dwarf. She was one of the first of her kind. Although accounts vary, it is universally agreed that Melkor was chosen by fate as the usnagard of destiny. In the early winter of 18, Melkor began wandering the wilds. In the early winter of 18, Melkor mortally wounded the ran Duore, who suffocated, with a copper spear in Haterotindras. In the midwinter of 18, Melkor became a hero in the eyes of the Hall of Twinkles. In the midwinter of 18, Melkor became a hero in the eyes of The Dungeon of Bearing. In the midwinter of 18, Melkor became a hero in the eyes of Stalin. In the midwinter of 18, Melkor became a hero in the eyes of The Special Book. In the midwinter of 18, Melkor became a hero in the eyes of The Confederations of Hading. In the midwinter of 18, Melkor became a hero in the eyes of The Absolute Nightmares. In the midwinter of 18, Melkor became a hero in the eyes of Elidistheagldin. In the midwinter of 18, Melkor became a hero in the eyes of The Moral Swims. In the midwinter of 18, Melkor became a hero in the eyes of The Charcoal Inspects. In the midwinter of 18, Melkor became a hero in the eyes of The Flashy Wealth-Pillars. In the midwinter of 18, Melkor became a hero in the eyes of Theolokonus. In the midwinter of 18, Melkor became a hero in the eyes of The Watchful Bags. In the midwinter of 18, Melkor became a hero in the eyes of The Laborious Book. In the midwinter of 18, Melkor became a hero in the eyes of The Wealthy Confederacies. In the midwinter of 18, Melkor became a hero in the eyes of The Wickedness of Exalting. In the midwinter of 18, Melkor became a hero in the eyes of The Ironed Trades. In the midwinter of 18, Melkor became a hero in the eyes of The Pointy Book. In the midwinter of 18, Melkor became a hero in the eyes of The Midnight of Hailing. In the midwinter of 18, Melkor became a hero in the eyes of Thilologs-ika. In the midwinter of 18, Melkor became a hero in the eyes of the Obscene Confederation. In the midwinter of 18, Melkor became a hero in the eyes of Beauralnia. In the midwinter of 18, Melkor became a hero in the eyes of The Jackal of Branding. In the midwinter of 18, Melkor became a hero in the eyes of The Scorching Bells. In the midwinter of 18, Melkor became a hero in the eyes of The Rivers of Sport. In the midwinter of 18, Melkor became a hero in the eyes of The Lined Book. In the midwinter of 18, Melkor became a hero in the eyes of The Tulips of Hatching. In the midwinter of 18, Melkor became a hero in the eyes of The Romantic Empire. In the midwinter of 18, Melkor became a hero in the eyes of Gishatlesma. In the midwinter of 18, Melkor became a hero in the eyes of The Brass Quake. In the midwinter of 18, Melkor became a hero in the eyes of The Defended Dungeon. In the midwinter of 18, Melkor became a hero in the eyes of The Sorcerer Mirror. In the midwinter of 18, Melkor became a hero in the eyes of The Nation of Thrones. In the midwinter of 18, Melkor became a hero in the eyes of The Nightmares of Dimpling. In the midwinter of 18, Melkor became a hero in the eyes of The Blackened Winds. In the midwinter of 18, Melkor became a hero in the eyes of Flakalibho. In the midwinter of 18, Melkor became a hero in the eyes of The Godly Book. In the midwinter of 18, Melkor became a hero in the eyes of Bukayho. In the midwinter of 18, Melkor became a hero in the eyes of The Carolean Canyon. In the midwinter of 18, Melkor became a hero in the eyes of The Confederacy of Sanctuaries. In the midwinter of 18, Melkor became a hero in the eyes of The Reliquant Nightmares. In the midwinter of 18, Melkor mortally wounded the onicose Gildespeak, who bled to death, with a copper spear in The Hill of Honoring. In the midwinter of 18, Melkor settled in Silovymcta.

Books

- The Jade Coalition (hero)
- The Wealthy Confederation (hero)
- The Hall of Twinkles (hero)
- The Brouled Book (hero)
- The Dungeon of Bearing (hero)
- The Pointy Book (hero)
- Stalin (hero)
- The Special Book (hero)
- The Infinite Glass (hero)
- The Confederations of Hading (hero)
- The Circular Fellowship (hero)
- The Absolute Nightmares (hero)
- The Immortality of Trades (hero)
- Elidistheagldin (hero)
- Infalusavla (hero)
- The Royal Union (hero)
- The Dismantled Band (hero)
- The Charcoal Inspects (hero)
- The Bones of Fire (hero)
- The Flashy Wealth-Pillars (hero)
- The Squa Staba (hero)
- Theolokonus (hero)
- Sibilolibus (hero)
- The Distinct Artifact (hero)
- The Laborious Book (hero)
- The Jumble of Letters (hero)
- The Wealthy Confederation (hero)
- The Jade Coalition (hero)
- The Wickedness of Exalting (hero)
- The Record of Puz (hero)
- The Ironed Trades (hero)
- The Brouled Book (hero)
- The Pointy Book (hero)
- The Scorching Bells (hero)
- The Midnight of Hailing (hero)
- The Lined Book (hero)
- The Tulips of Hatching (hero)
- The Romantic Empire (hero)
- The Society of Bees (hero)
- Gishatlesma (hero)
- Flakalibho (hero)
- The Brass Quake (hero)
- The Defended Dungeon (hero)
- The Sorcerer Mirror (hero)
- The Nation of Thrones (hero)
- The Nightmares of Dimpling (hero)
- The Blackened Winds (hero)
- The Tornado of Trunquet (hero)
- Flakalibho (hero)
- Dukayho (hero)
- The Carolean Canyon (hero)
- The Confederacy of Sanctuaries (hero)
- The Reliquant Nightmares (hero)
- The Immortal Bees (hero)
- The Rider-Group of Galleries (hero)
- The Leafy Bees (hero)
- The Group of Dismar (hero)
- The Papers of Pointing (hero)
- The Narrative Story of Allice (hero)
- The Old Jew (hero)

i looked up the named kills that i made.

enore, the roc

```
Enore, "Enore"

Enore was a roc. She was one of the only ones of her kind. Enore was associated with hunting, the wind and the sky.
In 1, Enore settled in The Scholarly Fingers.
In the midspring of 3, Enore became an enemy of The Lined Realms.
In the midspring of 3, Enore attacked the human Ari Lionholds.
In the midspring of 3, Enore fought with the human Ari Lionholds. While defeated, the latter escaped unscathed.
In the early spring of 9, Enore became an enemy of The Oars of Clearing.
In the early spring of 9, Enore became an enemy of The Scorching Bells.
In the early spring of 9, a cave fish, ♀ was stolen from Soakedgild by Enore.
In the early winter of 10, Enore became an enemy of The Watchful Rags.
In the early winter of 10, Enore suffocated, slain by the dwarf Melkor Savageaxes with a copper spear in Watertundras.
Related Entities
Blikistloldus (enemy)
Shralalakumus (enemy)
The Immorality of Trades (enemy)
The Jade Coalition (enemy)
The Oil of Clashes (enemy)
The Group of Streams (enemy)
The Intense Dread (enemy)
The Group of Dinner (enemy)
The Sorcerous Fellowship (enemy)
The Spiders of Fainting (enemy)
The Absolute Nightmare (enemy)
The Scourge of Balancing (enemy)
The Oars of Clearing (enemy)
The Considerate Barricade (enemy)
The Scorching Bells (enemy)
The Awe-inspiring Demon (enemy)
The Malignant Nightmares (enemy)
The Group of Swallowing (enemy)
The Lined Realms (enemy)
The Joyous Council (enemy)
The Wealthy Confederacies (enemy)
The Unthinkable Ticks (enemy)
Throfogorbin (enemy)
The Profane Joys (enemy)
Dostrugis (enemy)
The Mists of Dreading (enemy)
The Watchful Rags (enemy)
Related Sites
Watertundras (lair)
```

and the unicorn that killed one of my companions

```
Urdebeva, "Glidepeace"

Glidepeace was a unicorn born in 4. She was of unknown parentage.
In the midwinter of 10, Glidepeace mortally wounded the human Iral Cherishedblunts, who suffocated in The Hill of Honoring.
In the midwinter of 10, Glidepeace became an enemy of The Watchful Rags.
In the midwinter of 10, Glidepeace became an enemy of The Jade Coalition.
In the midwinter of 10, Glidepeace became an enemy of The Wealthy Confederacies.
In the midwinter of 10, Glidepeace became an enemy of The Obscure Confederation.
In the midwinter of 10, Glidepeace became an enemy of The Untamed Coalition.
In the midwinter of 10, Glidepeace became an enemy of The Lined Realms.
In the midwinter of 10, Glidepeace bled to death, slain by the dwarf Melkor Savageaxes with a copper spear in The Hill of Honoring.
See Also: See it too
The Watchful Rags (enemy)
The Jade Coalition (enemy)
The Wealthy Confederacies (enemy)
The Obscure Confederation (enemy)
The Untamed Coalition (enemy)
The Lined Realms (enemy)
See Kill
Iral Cherishedblunts the human, d. 10
```

and yes i did offer this unicorns meat to nish

then i wanted to know what happend to dosheb, there were multibale but this one seems to be the correct one.

Dosheh Cudgelprairies was a human. He was one of the first of his kind.

In the midwinter of 18, Dosheh began wandering the wilds.

Related Historical Figures

Woge the Massive Tones, object of worship

Related Societies

The Lined Realm (member)

Related Sites

Whistakes (home)

Twenty-Two Mills

Two dingoes (♀) in Renownedferal the Hale Spark

One dingo (♂) in Renownedferal the Hale Spark

Three dingoes (♀) in The Plain of Murdering

One gander (♂) in The Hire of Coincidence

Three dingoes (♀) in The Prairie of Queens

Eight dingoes (♂) in The Prairie of Queens

One kangaroo doe (♀) in The Prairie of Queens

One troglodyte (♀) in The Puzzling Deep

One raven (♂) in The Prairie of Queens

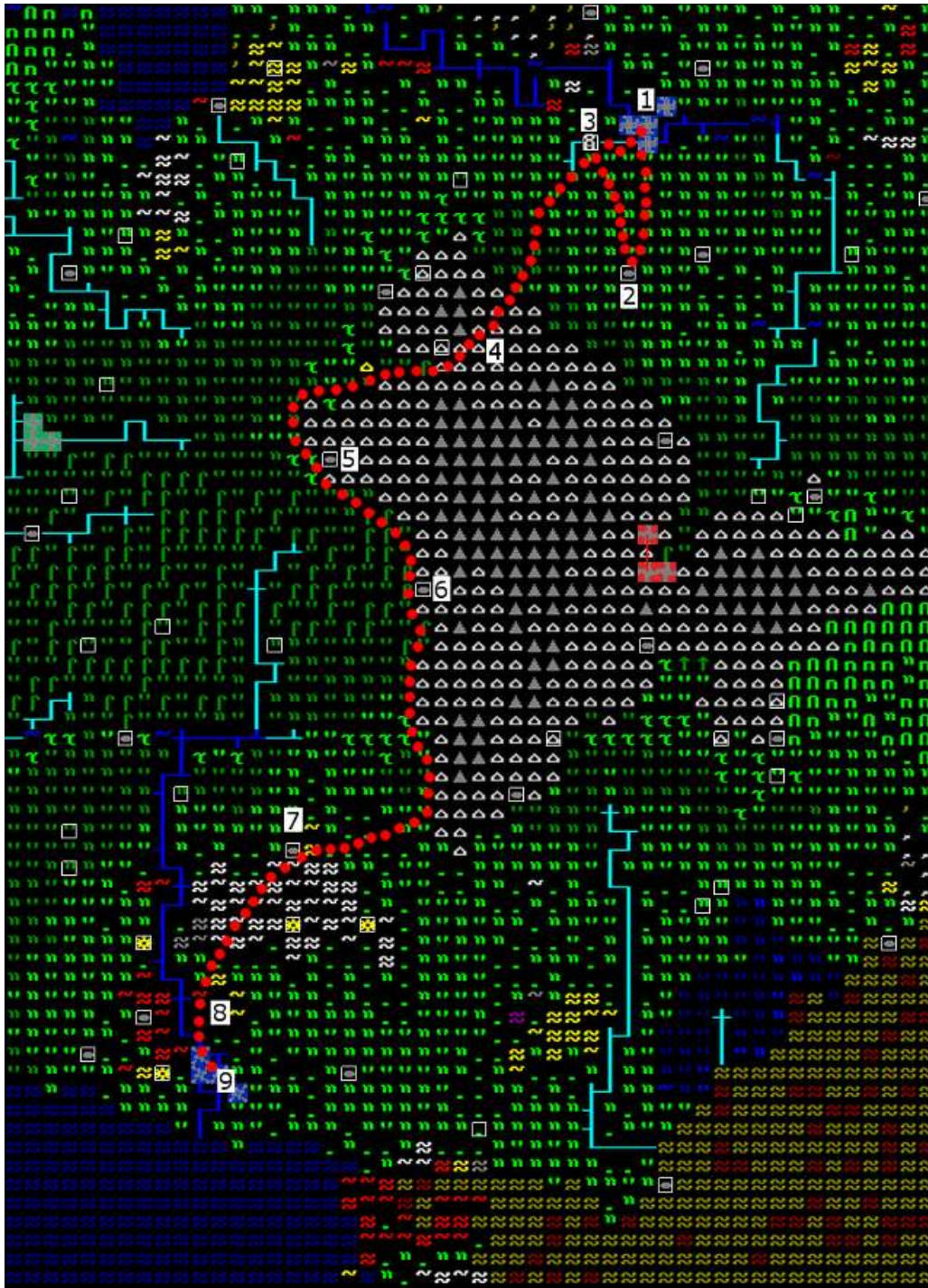
One milkfish (♂) in The Hill of Honoring

al in al this was pretty fun.

Uggi:

Here's more detailed story of my journey. Too bad I took screenshots only from the last battles. I found some combat logs though.

First of all, the map. I have numbered some highlights



1: My starting point was in one of the three human hamlets: Silverfreckles, Lanternvirtue or Toolwards. Can't remember which one. I took short trips into the wilderness to wrestle groundhogs and other wildlife, and then spent the nights in the hamlets.

2: After I had built up some skills and stocked up on food, I recruited a human ranger to join me in a quest to kill a dingo in a nearby cave. I think his name was Imi Medoncosla. He almost got killed by a sea lamprey on the way to the cave. I went to rescue him but the damn fish refused to die easily.

The Sea Lamprey bites The Human Ranger in the upper body, bruising the muscle and bruising the heart through the large rope reed fiber cloak!

The Sea Lamprey latches on firmly!

You struggle for the bronze spear.

You gain possession of the bronze spear.

The Human Ranger is no longer stunned.

The Human Ranger breaks the grip of The Sea Lamprey's mouth on The Human Ranger's upper body.

You stab The Sea Lamprey in the lower body with your bronze spear, tearing the muscle and tearing the guts!

The Sea Lamprey looks sick!

The Sea Lamprey slaps The Human Ranger in the head with her tail, bruising the muscle, bruising the skull through the large horse leather hood!

The Sea Lamprey misses The Human Ranger!

The Sea Lamprey gives in to pain.

You stab The Sea Lamprey in the head with your bronze spear, tearing the muscle and tearing apart the upper spine's nervous tissue!

The Sea Lamprey falls over.

We finally reached the dingo cave and sneaked in. Damn human almost stole the kill with his long-range crossbow. I had to resort to throwing rocks.

The flying silver bolt strikes The Dingo in the head, tearing the muscle and shattering the skull!

A tendon in the skull has been torn!

The silver bolt has lodged firmly in the wound!

The spinning -sharp- conglomerate strikes The Dingo in the head, bruising the muscle, shattering the skull and bruising the brain!

You stab The Sea Lamprey in the head with your bronze spear, tearing the muscle and tearing apart the upper spine's nervous tissue!

The flying silver bolt strikes The Sea Lamprey in the lower body, tearing the muscle and tearing the stomach!

The silver bolt has lodged firmly in the wound!

You bash The Sea Lamprey in the head with the shaft of your bronze spear, bruising the muscle and tearing apart the upper spine's cartilage and bruising the nervous tissue!

You stab The Sea Lamprey in the upper body with your bronze spear, tearing the muscle and tearing apart the heart!

A major artery in the heart has been opened by the attack!

You stab The Sea Lamprey in the head with your bronze spear, tearing apart the muscle and tearing apart the upper spine's nervous tissue!

An artery has been opened by the attack!

You stab The Sea Lamprey in the upper body with your bronze spear, tearing the muscle and tearing the middle spine's nervous tissue!

The Sea Lamprey has bled to death.

The Human Ranger flounders in the water!

Dingo has been shot and killed.

You butcher Amar Uspumesnum's corpse.

You pick up the Amar Uspumesnum's skull and put it in your sheep wool backpack.

3: I recruited more humans, a pikeman and a trapper, from the hamlets and headed southwest towards the mountains. On the way there we visited a beautiful shrine here. The legends say that a bronze colossus lives in here, but we found nobody there.

4: We had to cross many rivers, and we got attacked by sea lampreys almost each time. The pikeman and ranger drowned. The trapper just couldn't keep up with me and I lost the sight of him somewhere in the mountains. Can't even remember his name.

Stram Mabsan, Human Pikeman has drowned.

Imi Medoncosla, Human Ranger has drowned.

5: My original plan was to head west from this point, but as I had already lost all of my companions I had to stay close to the mountains to avoid the bogeymen. Visited a cave here and had much fun torturing the troglodytes living in there.

The Troglodyte strikes at You but the shot is blocked!

The Troglodyte has been struck down.

You gouge The Troglodyte's left eye with Your right hand, tearing it apart!

...

You gouge The Troglodyte's right eye with Your right hand, tearing it apart!

You kick The Troglodyte in the left hand with your left foot, bruising the muscle!

You pinch The Troglodyte's throat with Your right hand, tearing apart the hair!

You punch The Troglodyte in the right lower arm with your right hand, bruising the muscle!

...

The Troglodyte gives in to pain.

You punch The Troglodyte in the head with your right hand, bruising the muscle, jamming the skull through the brain and tearing the brain!

You punch The Troglodyte in the head with your right hand, bruising the muscle, jamming the skull through the brain and tearing the brain!

...

The Troglodyte has been struck down.

You kick The Troglodyte in the head with your right foot, bruising the muscle, jamming the skull through the brain and tearing the brain!

6: Found some remains of helmet snakes around here. Very likely the ones that Ubiq killed. Couldn't find a cave entrance anywhere. I followed the stream into a canyon and found a wounded yak bull near the waterfall. It was vomiting all around the place and looked like it had been poisoned by a helmet snake. I tried to put it out of its misery by wrestling, punching and kicking. It took a very long time. Poor thing.

7: As I had no companions, my plan was to spend the next night in this cave and then continue to the human settlement south of it. The legends said there were supposed to be giant bats in the cave. I sneaked inside, found the first bat and threw some sharp rocks at it before it even saw me.

You begin sneaking.

The spinning -sharp- conglomerate strikes The Giant Bat in the right upper leg, bruising the bone!

The spinning -sharp- conglomerate strikes The Giant Bat in the right upper arm, bruising the muscle!

The spinning sharp conglomerate strikes The Giant Bat in the upper body, bruising the muscle and bruising the left lung!

When it got closer I first targeted its limbs to cripple it, and threw rocks at it when it dodged away.

You stab The Giant Bat in the left paw with your bronze spear, fracturing the bone!

A ligament has been torn and a tendon has been torn!

The Giant Bat falls over.

You stab The Giant Bat in the right paw with your bronze spear, tearing the muscle!

A motor nerve has been severed!

The Giant Bat is having trouble breathing!

You've been spotted!

...

You attack The Giant Bat but He rolls away!

The spinning -sharp- conglomerate strikes The Giant Bat in the lower body, bruising the muscle and bruising the stomach!

The spinning +sharp+ conglomerate strikes The Giant Bat in the right lower leg, fracturing the bone!

The Giant Bat gives in to pain.

I finished the job by strangling.

You grab The Giant Bat by the throat with your left lower arm!

You place a chokehold on The Giant Bat's throat with Your left lower arm!

You strangle The Giant Bat's throat, tearing apart the hair!

You strangle The Giant Bat's throat, tearing apart the hair!

...

The Giant Bat regains consciousness.

You strangle The Giant Bat's throat!

The Giant Bat gives in to pain.

You strangle The Giant Bat's throat, tearing apart the hair!

You strangle The Giant Bat's throat, tearing apart the hair!

...

The Giant Bat has suffocated.

A second giant bat was hiding around a corner and surprised me. It charged at me, knocked me down and while I was stunned by the blow it ripped my foot clean off.

The Giant Bat collides with You!

You are knocked over!

The Giant Bat bites You in the lower body, bruising the muscle and bruising the pancreas through the giant cave spider silk robe!

The Giant Bat latches on firmly!

The Giant Bat shakes You around by the lower body, tearing apart the lower body's fat and bruising the muscle!

The Giant Bat grabs You by the thumb, left hand with her left upper arm!

The Giant Bat bites You in the left foot, tearing apart the muscle and bruising the bone through the dog leather shoe!

A motor nerve has been severed, a ligament has been torn and a tendon has been torn!

The Giant Bat latches on firmly!

You are no longer stunned.

You lose hold of the dog leather shoe.

You lose hold of the pig tail fiber sock.

The Giant Bat shakes You around by the left foot and the severed part sails off in an arc!

The left foot is ripped away and remains in The Giant Bat's grip!

The Giant Bat drops your left foot.

You stab The Giant Bat in the right hand with your bronze spear, tearing the muscle!

An artery has been opened by the attack and a sensory nerve has been severed!

At some point it had grabbed my waterskin and was really obsessive about it. While it was trying to wrestle the waterskin off from me I managed to get critical hits with my spear.

You've lost possession of the sheep leather waterskin.

You begin sneaking.

You pick up the your left foot and put it in your sheep wool backpack.

You pick up the pig tail fiber sock and put it in your sheep wool backpack.

You pick up the dog leather shoe and put it in your sheep wool backpack.

The Giant Bat regains consciousness.

The Giant Bat is no longer stunned.

The Giant Bat gives in to pain.

You stab The Giant Bat in the head with your bronze spear, tearing the muscle and tearing the upper spine's nervous tissue!

A tendon in the upper spine has been torn!

The Giant Bat loses hold of the sheep leather waterskin.

You stab The Giant Bat in the head with your bronze spear, tearing the muscle, shattering the skull and tearing the brain!

A tendon in the skull has been torn!

The bronze spear has lodged firmly in the wound!

The Giant Bat has been struck down.

You pick up the sheep leather waterskin and put it in your sheep wool backpack.

You butcher the Giant Bat corpse.

You pick up the Giant Bat skull and put it in your sheep wool backpack.

I was sure there would be more giant bats deeper in the cave, so I dragged myself closer to the entrance, backed up into a dead-end corridor, lit up a campfire in front of me and slept a few hours. When I woke up another giant bat was staring at me on the other side of the campfire. I got a lucky headshot with a single rock.

You eat the prepared giant bat spleen.

You fall over.

You regain consciousness.

The spinning -sharp- conglomerate strikes The Giant Bat in the head, bruising the muscle, shattering the skull and bruising the brain!

The Giant Bat has been shot and killed.

I spent several days in the cave, waiting for the campfire to burn out, because I was stuck behind it. My waterskin was already empty and I had to lick the blood remains from my clothes. I was getting desperate.

You eat the yak tripe.

You drink the giant bat blood.

You drink the giant bat blood.

...

There are no traces of sunlight here.

You cannot travel until you leave this site.

It is cold.

You eat the prepared giant bat brain.

You drink the Uggi Granitegods's dwarf blood.

There is nothing to pick up here.

Your intense search turns up nothing.

You've already searched this area recently.

So apparently indoor campfires burn forever. I had to use DFHack to extinguish the campfire with water.

8: When I finally got out my only option was to crawl south towards the nearest hamlet. I headed off very early in the morning. Just when I thought I would make it before the nightfall, a pack of dingos surrounded me. I targeted their legs and managed to cripple most of them, taking when available.



Thanks to dwarven martial trance, I survived although badly bruised, and finally reached the hamlet of Hoofapes when it was already dark. I spent the night in an empty house.

9: The next day I crawled around the hamlets and the town of Evenedlions, searching for a crutch, which I never found. Spent a night in the cathedral and then explored the keep next to it. I had a talk with the lord of the keep in his penthouse on top of the central tower, recruited a human maceman and headed downstairs to the basement. Opened a door and got jumped by kobolds.



When the first arrows struck us, we had lost the fight. Looks like I managed to kill only one swordskobold. I managed to crawl a few steps upstairs before suffocating. I was hit by a total of 30 arrows and about a dozen of them were lodged in me



My stats from my very last moments and the obituary page:



Wrestler	
Dabbling Butcher 450/500	On the Ground
Skilled Speardwarf 339/900	Over-Exert
Proficient Shield User 84	Winded
Adequate Armor User 105/7	Thirsty
Novice Thrower 460/600	
Competent Ambusher 19/800	
Adequate Swimmer 529/700	
Skilled Observer 789/900	
Legendary Fighter 1727/2000	
Novice Archer 460/600	
Accomplished Wrestler 289/1500	
Novice Biter 124/600	
Novice Striker 42/600	
Novice Kicker 31/600	
Competent Dodger 701/800	
Dabbling Misc. Object User 409/500	
Novice Knapper 370/600	
Average-sized for a dwarf	
Speed: 242	
	upper body
	lower body
	head
	right upper arm
	left upper arm
	right lower arm
	left lower arm
	right hand
	left hand
	right upper leg
	left upper leg
	right lower leg
	left lower leg
	right foot
	left foot
	left lung
	guts
	liver
	stomach
	left kidney
	8293: Scroll
s: View Attributes	h: Health
k: Kills	d: Desc
	v: Cust

Uggi Loloknòm, "Uggi Granitegods"

Uggi Granitegods was a dwarf. He was one of the first of his kind. Although accounts vary, it is universally agreed that Uggi was chosen by fate as the vanguard of destiny.

In the midautumn of 10, Uggi began wandering the wilds.

In the midautumn of 10, Uggi shot and killed the dingo Amar Boweltribes with a small conglomerate rock from a copper crossbow in Yawndeeps the Hole of Floods.

In the midautumn of 10, Uggi became a hero in the eyes of The Wealthy Confederacies.

In the late autumn of 10, Uggi became an enemy of Thlufriilmis.

In the late autumn of 10, Uggi struck down the kobold Flubulraylmis with a bronze spear in Evenedlions.

In the late autumn of 10, Uggi suffocated, slain by the kobold Joboboshluger Burialrift with a silver arrow from a iron bow in Evenedlions.

Related Entities

- The Hall of Twinkles (member)
- The Sorcerous Fellowship (member)
- The Wealthy Confederacies (member)
- The Wealthy Confederacies (respected for heroic acts)
- The Jade Coalition (respected for heroic acts)
- The Sorcerous Fellowship (respected for heroic acts)
- The Joyous Council (respected for heroic acts)
- Thlufriilmis (enemy)

Two Notable Kills

- Amar Boweltribes the dingo, d. 10
- Flubulraylmis the kobold, d. 10

Thirty-Three Other Kills

- Two groundhogs (♀) in The Granite Plains
- One pike (♂) in The Granite Plains
- Two groundhogs (♂) in The Granite Plains
- One barn owl (♂) in The Granite Plains
- Three wild boar sows (♀) in The Granite Plains
- Three wild boars (♂) in The Granite Plains
- One sea lamprey (♀) in The Granite Plains
- One buzzard (♀) in The Granite Plains
- One pike (♀) in The Granite Plains
- Two sea lampreys (♂) in The Granite Plains
- Three troglodytes (♀) in Wipedmines the Deep of Reigning
- Two troglodytes (♂) in Wipedmines the Deep of Reigning
- One gander (♂) in The Scholarly Fingers
- One yak bull (♂) in Glovedmine
- Two giant bats (♂) in Templedeep the Abyss of Kindling
- One giant bat (♀) in Templedeep the Abyss of Kindling
- Three dingoes (♀) in The Plain of Murdering
- Three dingoes (♂) in The Plain of Murdering

Phones:

Entry 1-

Phones StarChampion

Date: 5th of Obsidian, 10

Status: Healthy

Location: The Prairie of Queens, The Hamlet of "Sensedied"

Goal: The Mountain homes of Silverysects

It's the start of a new day, and a new adventure. I have recieved word from King Glovekissed to make way for the Silverysects in the south as he is forming together a team of adventurers to send to a fortress he plans on founding in the near future. I will record my journy in this logbook and try and keep it up to date as often as possible.

Below is a map with my destination circled in blue and my starting point in red.



High Strength	20		
Above Average Agility	10		
High Toughness	20		
Above Average Endurance	10		
Average Recuperation	5	Name: Phones Virakur, "Phones Starchampion"	
Average Disease Resistance	5	Race: Dwarf, Hero	
Very Low Analytical Ability	1		
Average Focus	5	Competent	Speardwarf
Average Willpower	5	Novice	Observer
Very Low Creativity	1	Novice	Swimmer
Average Intuition	5	Adequate	Shield User
Very Low Patience	1	Competent	Armor User
Average Memory	5	Adequate	Dodger
Very Low Linguistic Ability	1	Skilled	Kicker
Average Spatial Sense	5		
Very Low Musicality	1		
Above Average Kinesthetic Sense	10		
Average Empathy	5		
Above Average Social Awareness	10		

Entry 2-

Phonon Starchampion

Date: 5th of Obsidian, 10

Status: Dead

Location: Unknown keep in a town adjacent to "Sensedied"

Goal: Deceased

I traveled north to the local fortress, but sadly found no soldiers to aid me on my journey, asking around I was told that a castle lied to the south from the fortress and that I may find a group to join me over there.

So I traveled there, and hearing odd grunts from the basement I went downstairs to find a goblin with a spear.

-The rest of the book is shredded and bloody-

Round II –

Corai:

Im up.

Today, shit will go down.

Im gonna be a marksdwarf, cause I am scared shitless right now by the things that are hunting dwarves.

-Edit-

I checked out the three maps you included with the file.

I AM SCREWED. And if you want music on, you may have to change the init files once I am done, cause I turned sound off. I'll try to remember to turn them back on.

Name: Cog Tarondomm

Profession: Marksdwarf

Location: Arthuleba, the Maroon Plains

Destination: Home, directly north

Goal: Survive

Weapon: Iron Crossbow, fewl

Lets shoot some ass.

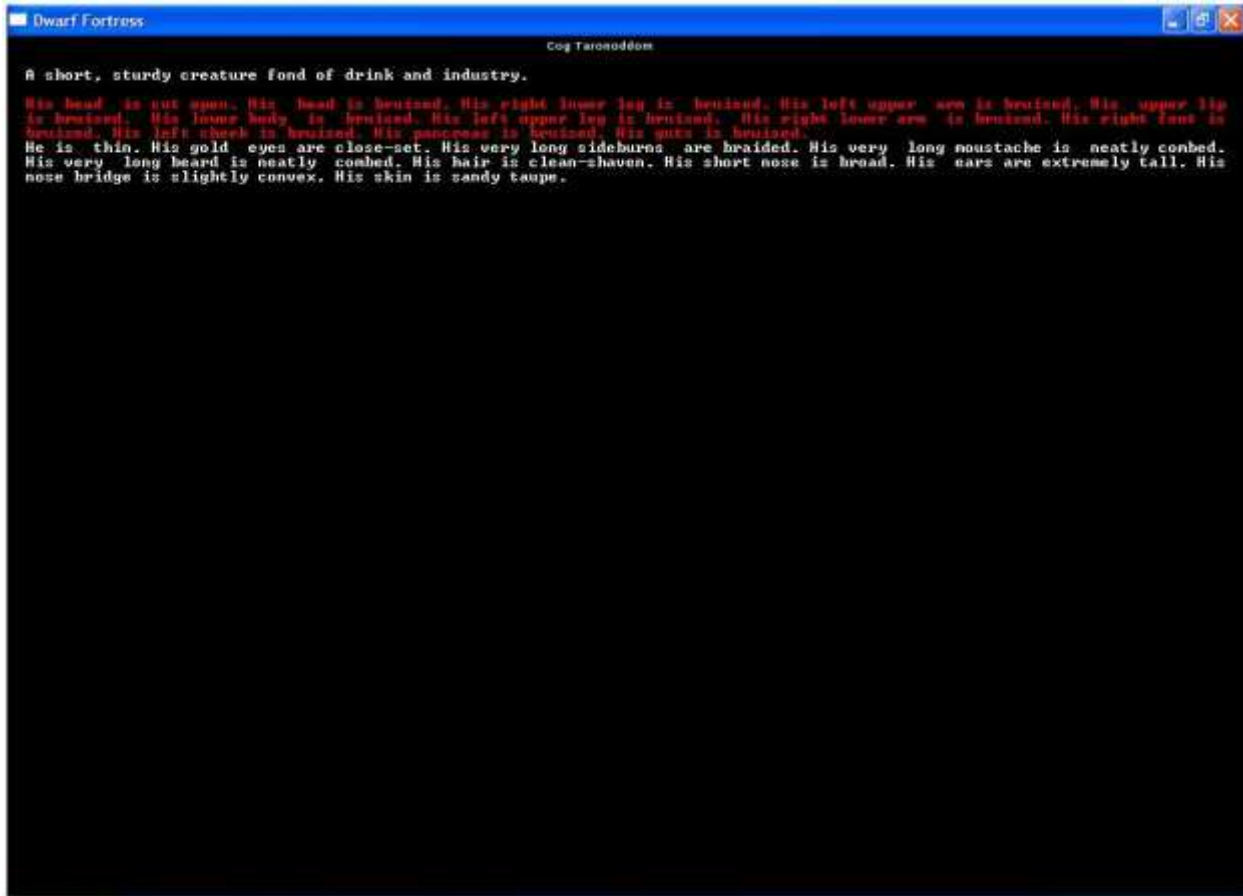
DAY 1

After days of wandering, I came across a hamlet. There I stole a crossbow and bronze bolts and quickly fled north. After only a few hours, a pack of wolves charged me. Im sheer terror, I swung my crossbow screaming, then I ran. They caught up and attempted to attack me. I turned around, and screamed like a madman, charging with a dagger.

Cog Tarondomm has entered a marital trance.

I slew many of the beasts, then they surrounded me. As I calmed, they bit and scratched me, holding me down. I lost grip of my dagger and I flailed with my crossbow, killing two with bashes to the head. I broke the grip of there biting and fled. They came after, or should I say the only one left came after. I fired my crossbow and tore it's liver. It left whimpering. But I wasnt gonna let it go, I charged after with

my crossbow in a bloodlust. I mauled it, then threw it. It escaped sadly, I threw it to mightily. I butchered two of it's siblings and left the area, taking there skulls.



I went further down the hill, and several emus were down there. Knowing there strength, I kept my distance and readied my crossbow for the worst as I quietly sneaked away. A while later, I found a lone emu. Knowing my own strength, I readied my crossbow and I snuck. I prayed it wouldnt see me.

I fired three bolts, they all went right over it's head and it never noticed. I decided to meele it and it fled. Damn it.

I later came across another herd of emus, determined not to be defeared by them I went behind a tree and let off four bolts. Three missing, one clipping a leg. They fled, but the wounded emu was to slow. I bash it's neck in and then its head. I smiled as the herd fled. Again, wolves came to attack. I smiled as they came, I brandished my crossbow as a hammer and charged. I took one down, then began smashing every bodypart I could find with my crossbow. The rest of the pack fled.

I returned to the hamlet, and out of curiosity I asked where the capital was. A clothier said this WAS the capital. I laughed my head off, as there leader wasnt even a king, or lawgiver. He was a PUMP OPERATOR. BAHAAHAHAH.

I asked a suterer for a quest, and a dingo was apparently bugging them. Smiling, I said i will set off after getting a nights rest, they let me sleep in there house that night.

DAY 2-

I woke up and walked out of the cottage. One farmer was awake, and he gave me a fare-well and good luck. I returned the gesture, giving him luck on his crops. I set off south, to the acursed dingo-den.

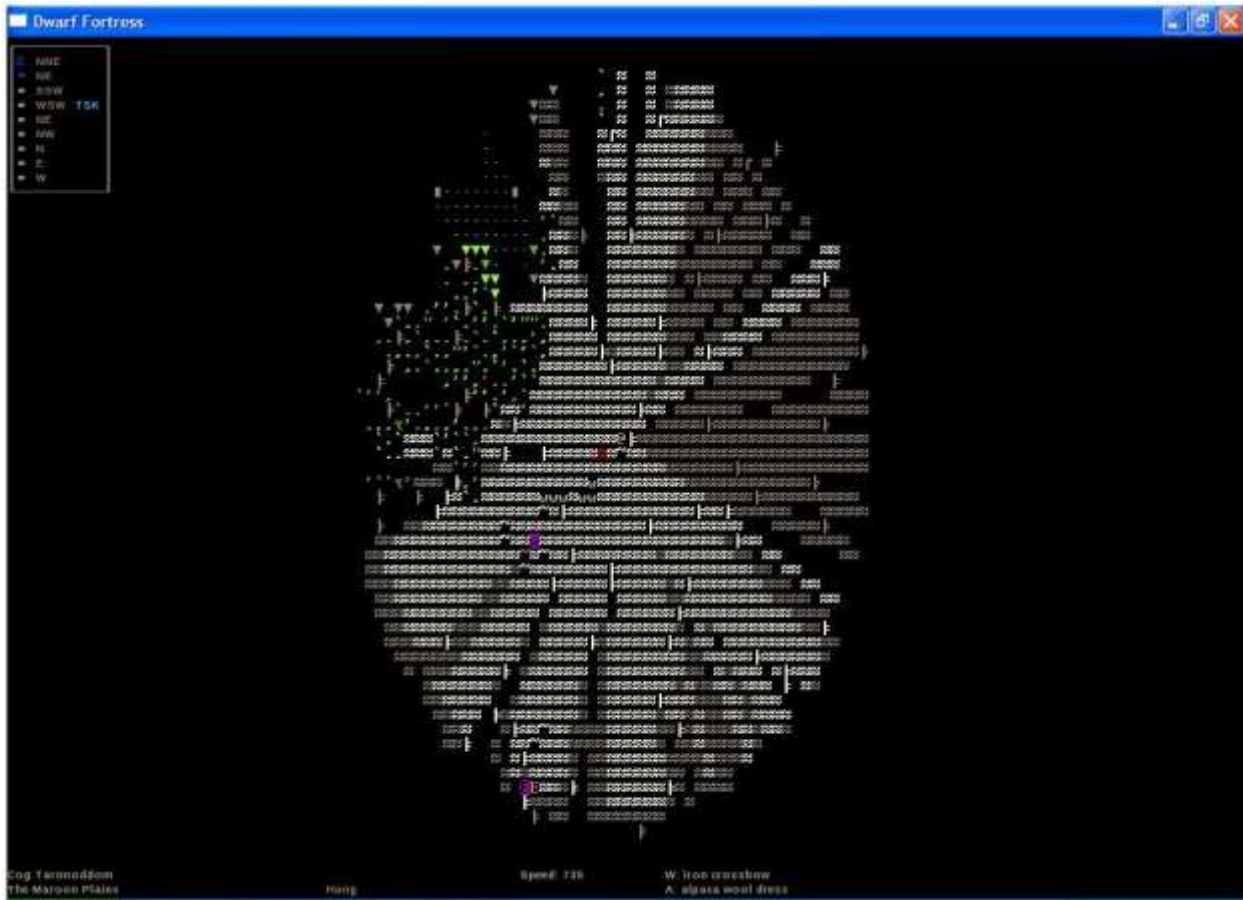


Finding a river blocked my path, I groaned as I had to go around. The hamlets nether bothered to make bridges. By the time I made my way I was to far away to get back to civiilization to escape the impending night-creatures. I groaned as I started making fires around me.

-DAY 3-

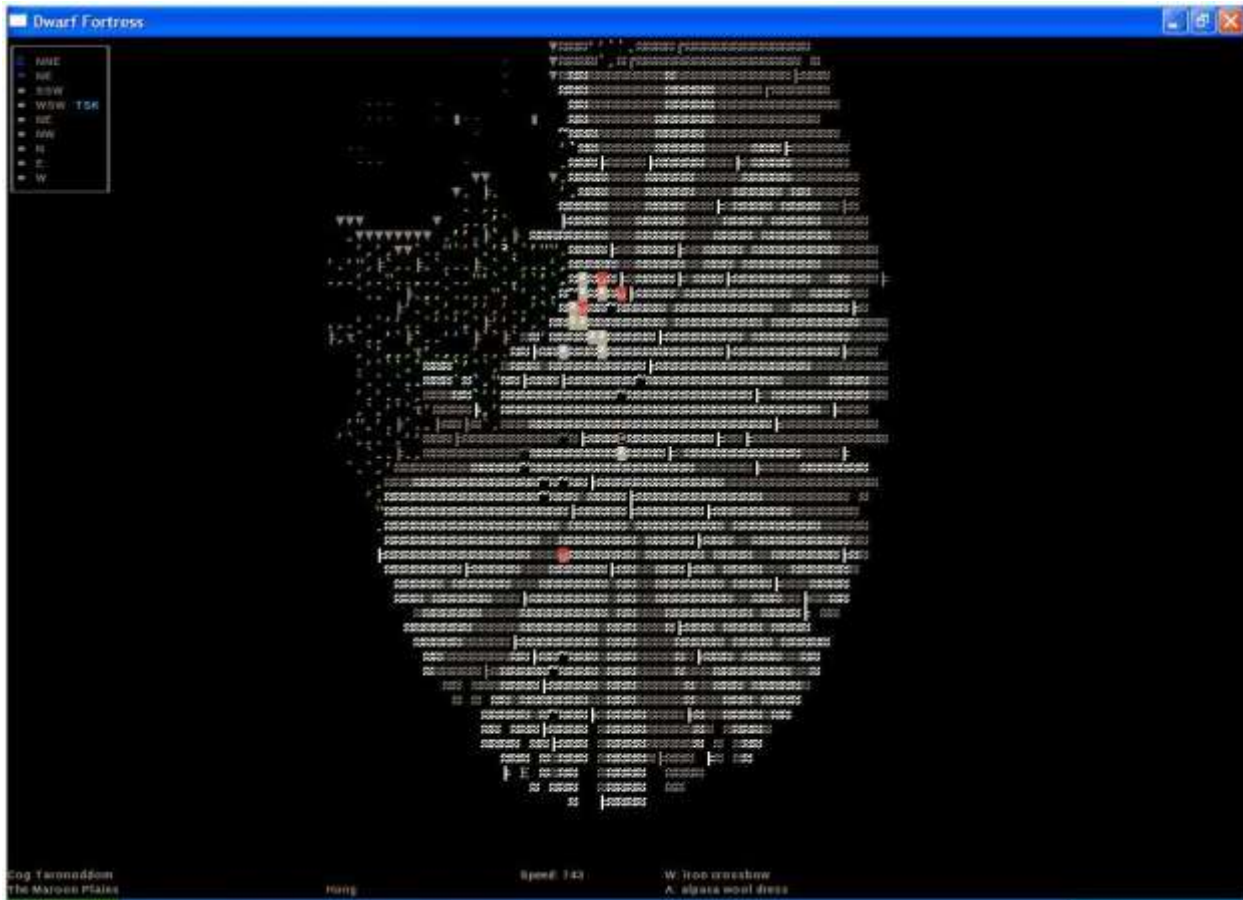
I awoke from my slumber, stomping the fires out I headed west, intriqed by the whiteness of my map.

I took three steps in, and I got ambushed by wolves.



Once more, I entered a state of mind I shall now refer to as a "marital trance" as I charged, screaming about kobolds. In seconds, I brain one wolf, shatter every limb of another, send a leg flying. The wolves would not relent, but against a dwarf in a marital trance they had no chance. Still screaming, I drew my dagger.

Blood flew, wolves screamed, and limbs were missing. Laughing like a maniac, I slaughtered the wolves as they whimpered. One wolf landed a bite on me, so I bit him and began ripping him limb from limb with me teeth. Once it was dead I brained another wolf and began kicking. I left the marital trance, but I killed to many to be defeated now. Refusing death itself, I withstood there unrelenting bites and scratches and fought on. I continued bashing with my crossbow and stabbing with my dagger. Stab there, bash there. I was fueled by a unholy conviction to defeat these wolves. Dying and dead wolves littered the snow. Satisfied, I finished off the unconscious and went on.



-This was a major ambush, I counted 13 before they pounced. A few escaped though...-

DAY 4-

I awoke and began my trek, jumping into the river, I floundered my way across. I leisurely walked towards the dingo's lair, feeling invincible when a pack of wolves attacked, big surprise. Luckily, I made many sharp rocks earlier so I bombarded them with it. Before they even reached me many were crippled. I began bashing them with my crossbow.

By the end of the battle, I was gasping for air. This pack of wolves are skilled fighters, crippling my left lung. I needed to rest, but I traveled on.

The day ended quickly, and as I began to light my safety-fires I swear, I saw a something staring at me before fleeing.

-SHAMELESS BUMP OF NIGHT 2-

I awoke from my slumber soon after falling asleep into a deep plunge of nightmares. Aiming my crossbow, horrific beasts stared at me from the other side. I screamed, they cackled. They did not attempt to breach my wall of fire, so I began throwing my bolts in panic.

In moments, two were in critical conditions, bleeding and cackling. -Google a picture of Jeff the Killer to get a image-

I screamed at the sight and threw more and more, none died. I resorted to throwing ice at the beasts. I stopped throwing and began shooting. I finished off the chances of survival for two of them, but I was out of weapons. I had to wait them out and hope my campfires didnt die out.



-Night 2-

GODDAMNIT!

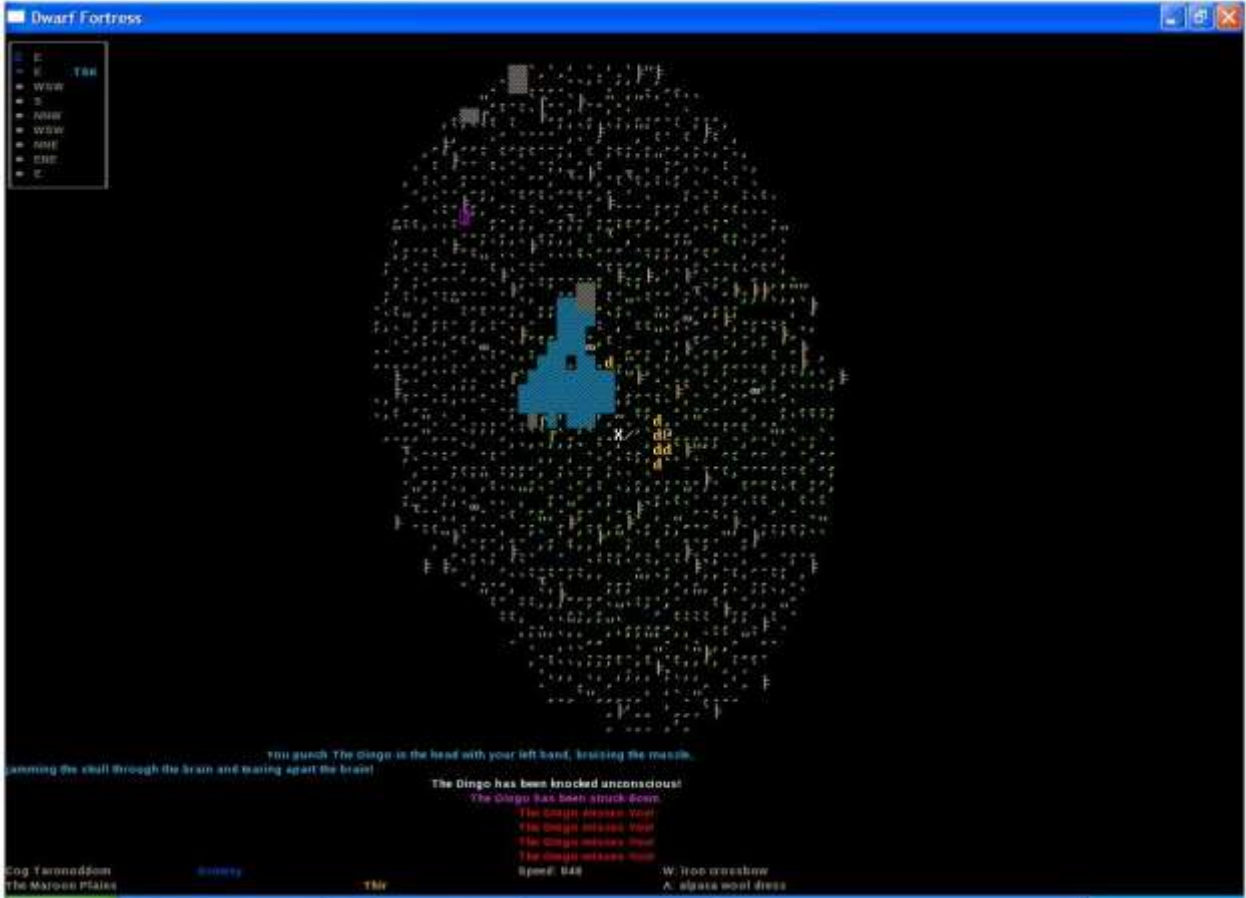
Two left, TWO LEFT, both almost dead, and they dodged into the fog-of-war.

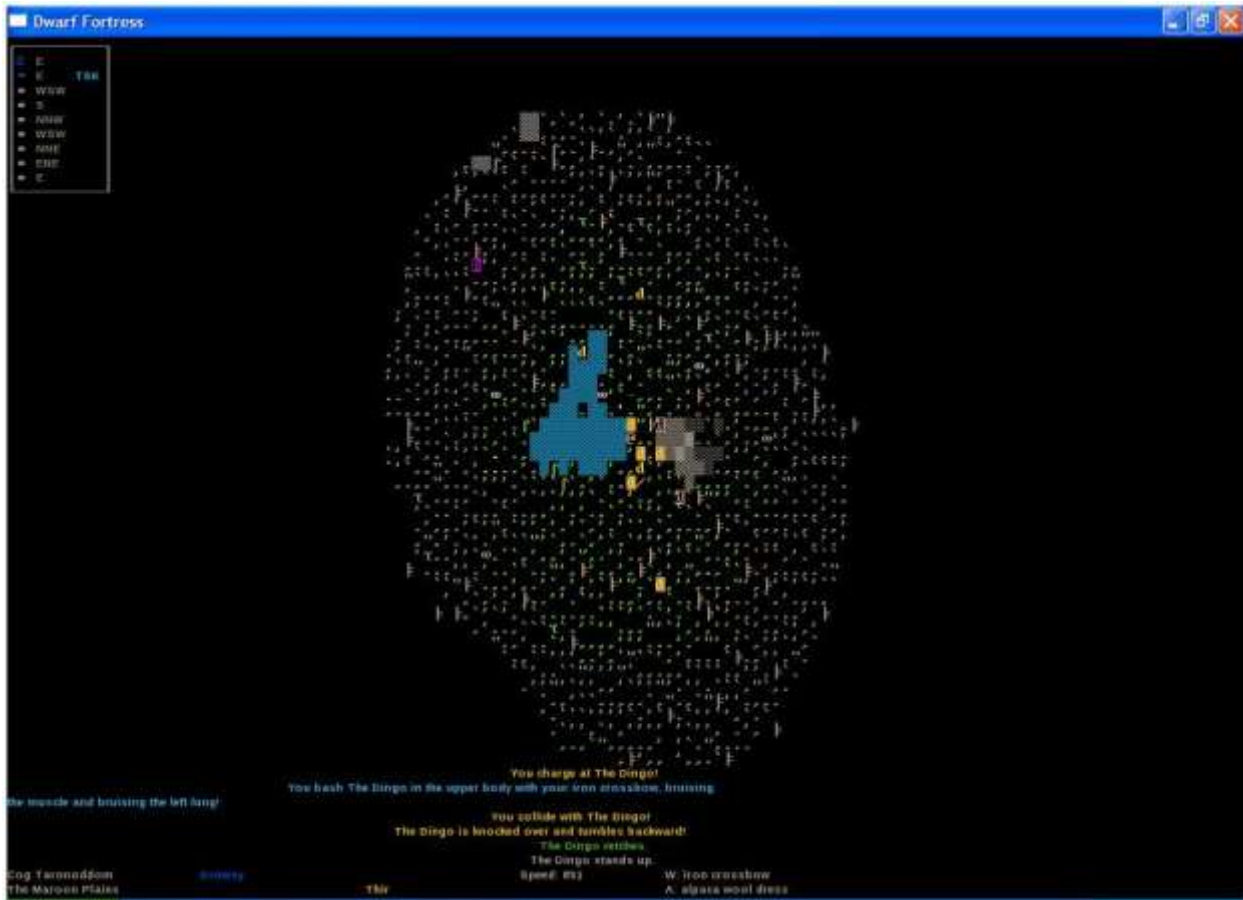
How do I kill them now. I dont want to spent 20 hours spamming > and < to make time pass.

ARMOK. THANK YOU! THANK YOU! THE FIRES FINALLY DIED, AND I CAN FINISH OFF THE BOGEYMEN.

Update soon, probably 10 minutes.

-Day 5-



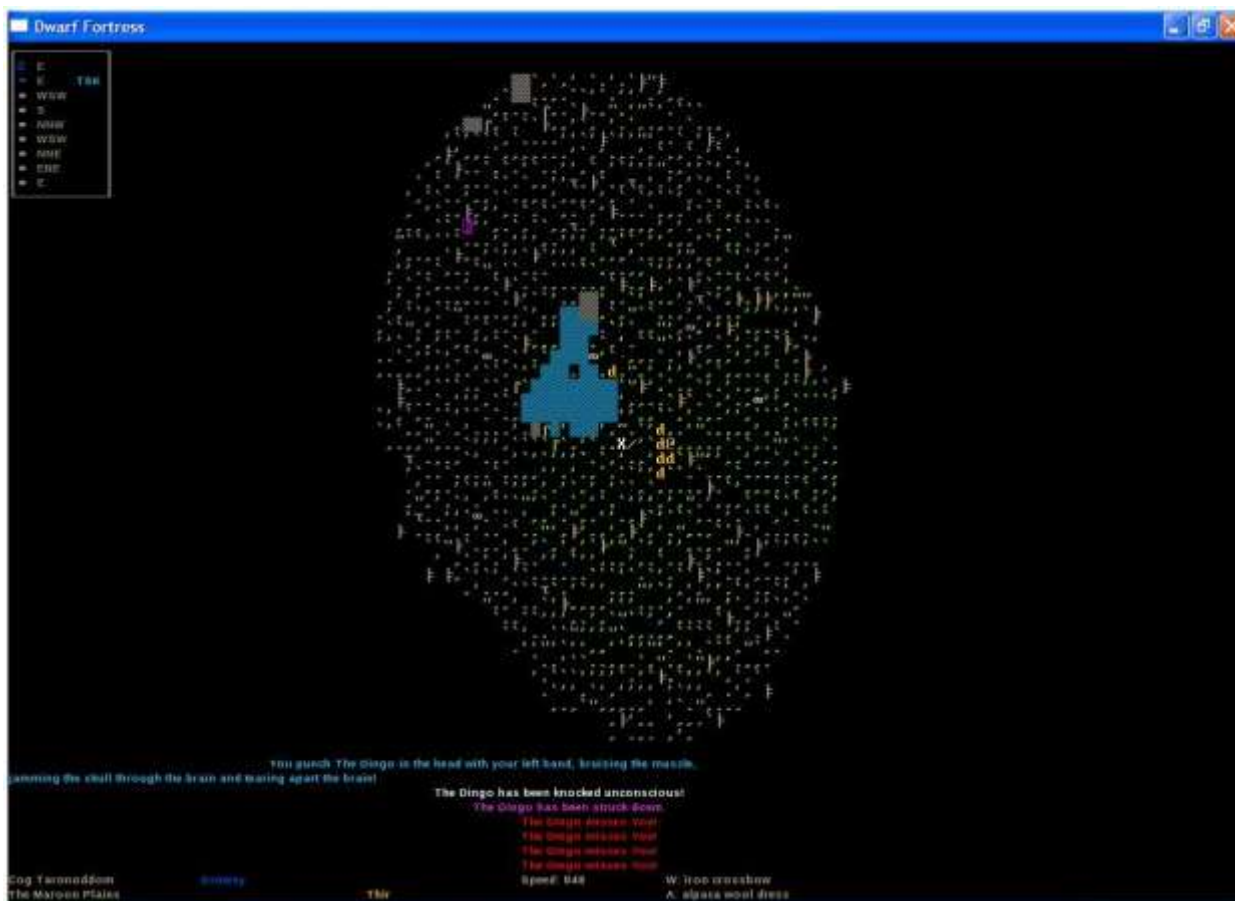


-DAY 6-

I jerked up suddenly, sweating. Looking around I remembered I was in oxox's lair, his corpse still there, I opened my bag and smiled at the skull in it. I got up and began my travel back to town.

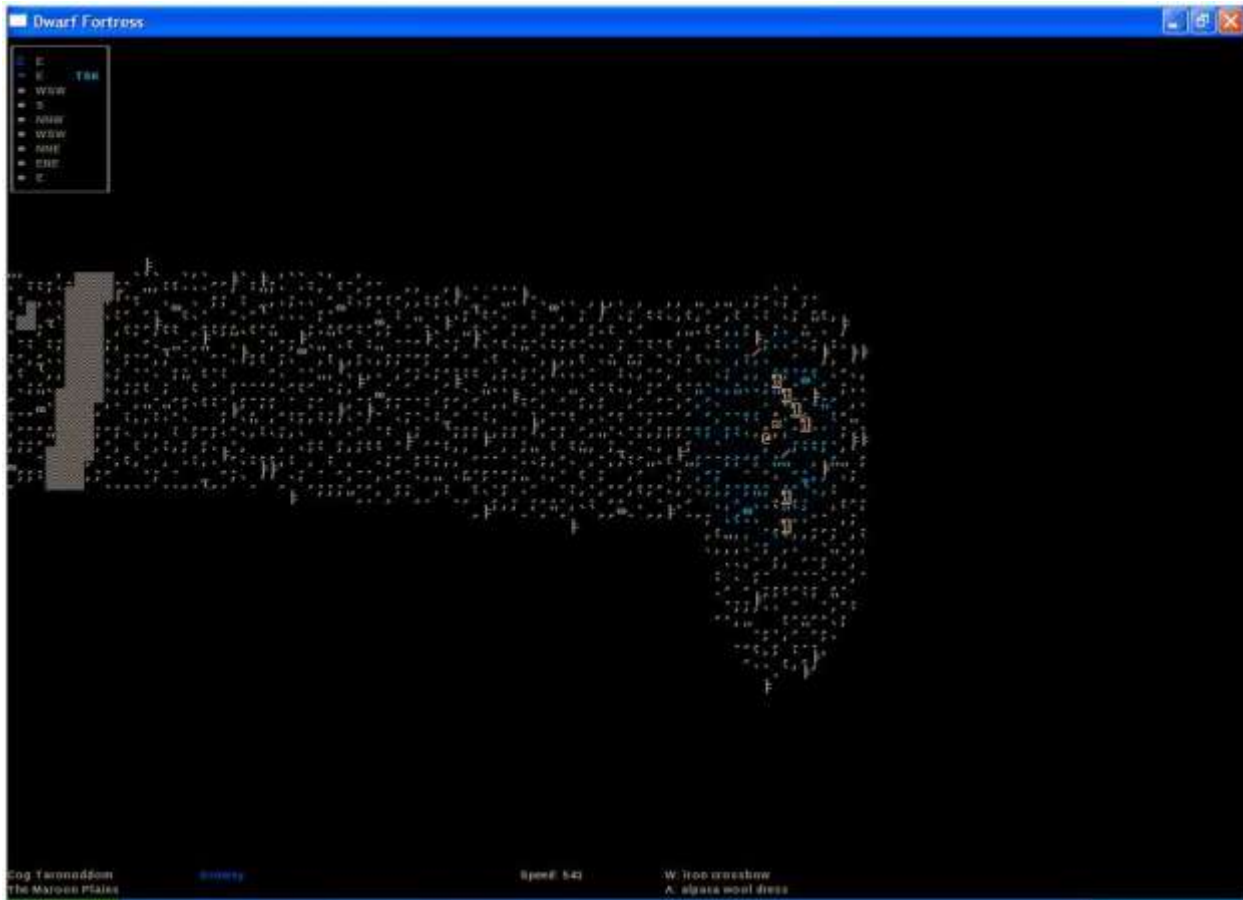
In a few hours, the moon rose. I began lighting fires when a pack of demonic creatures from the depths of hell attacked.

Dingos.



One pounced on me, I panicked and punched it's head, caving in his's skull. By the time it died the entire pack fell upon me. I entered my martial trance and began stabbing the beasts with my crossbow bolts, they fled as I stabbed. I downed half of the pack in moments, the other half onconious. I finished off the beasts, took their skulls and some meat, and went on my way once more.

In the middle of the night, they attacked again. A smaller pack, but they bore more vicious attacks. I instantly entered my martial trance and slaughtered a few, but then they got me by the legs and dropped me. I stabbed wilidly, killing one every few stabs.They surrounded me, I thought it was over as I left the trance. One made a lunge for my head, which would had surely killed me if not for me rolling away. I fled and threw rocks at the beasts, finishing off the crippled. The last dingo stood before me, covered in my blood. I charged, and it became enraged. I forget what happens there, but I remember me choking it and ripping out it's eyes. I took my bolt and began carving into the heads, taking the skulls. In the distance I swear I saw something...



This is a giant cross between a dingo and a wolf. It is twisted into humanoid form and it is skinless. Beware it's deadly minions. It kills and devours the souls of anyone to defies the dingo's commands. Now you know why you fear the night.

-DAY 6-

-NIGHT 3 GOES HERE-

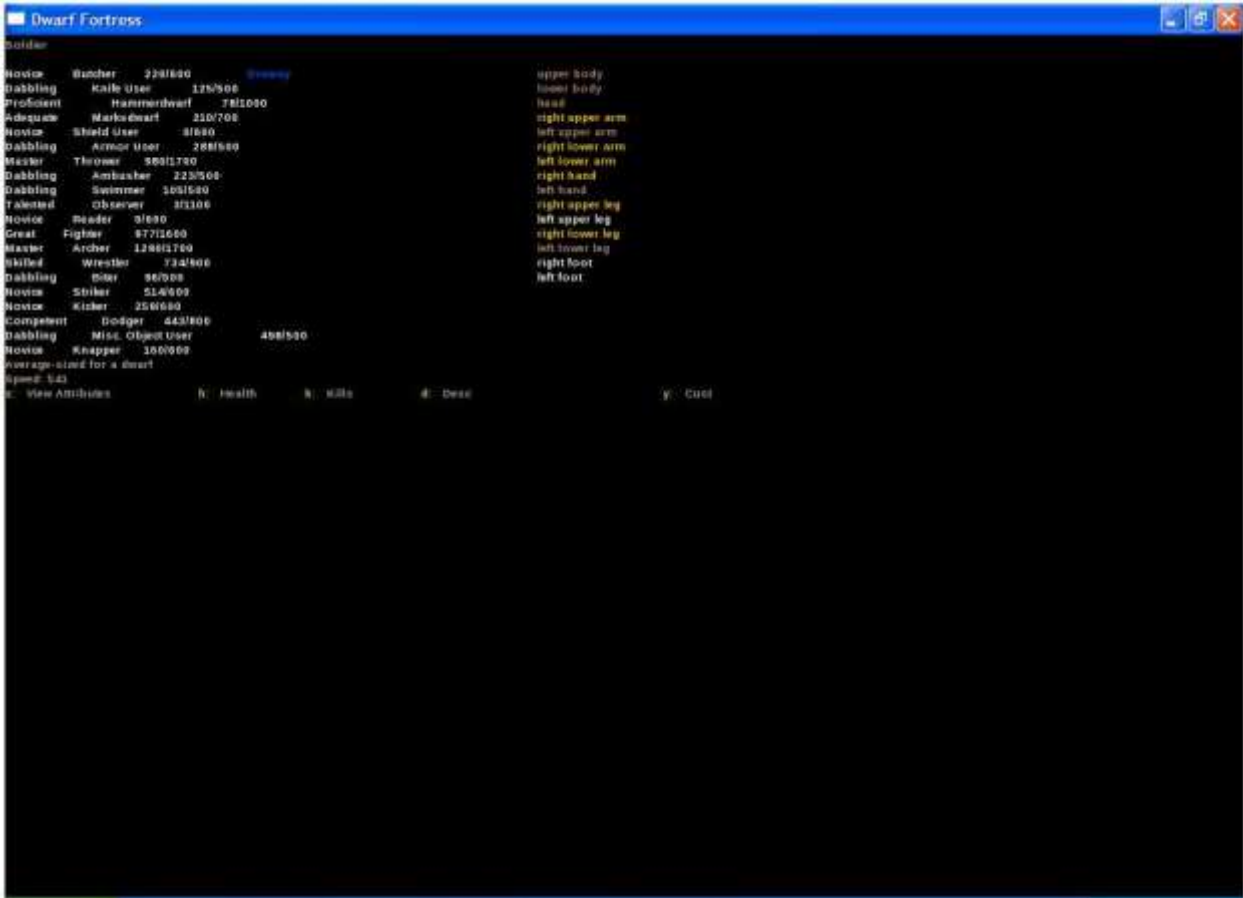
-CURRENT STATS, KILLS, SKULLS-

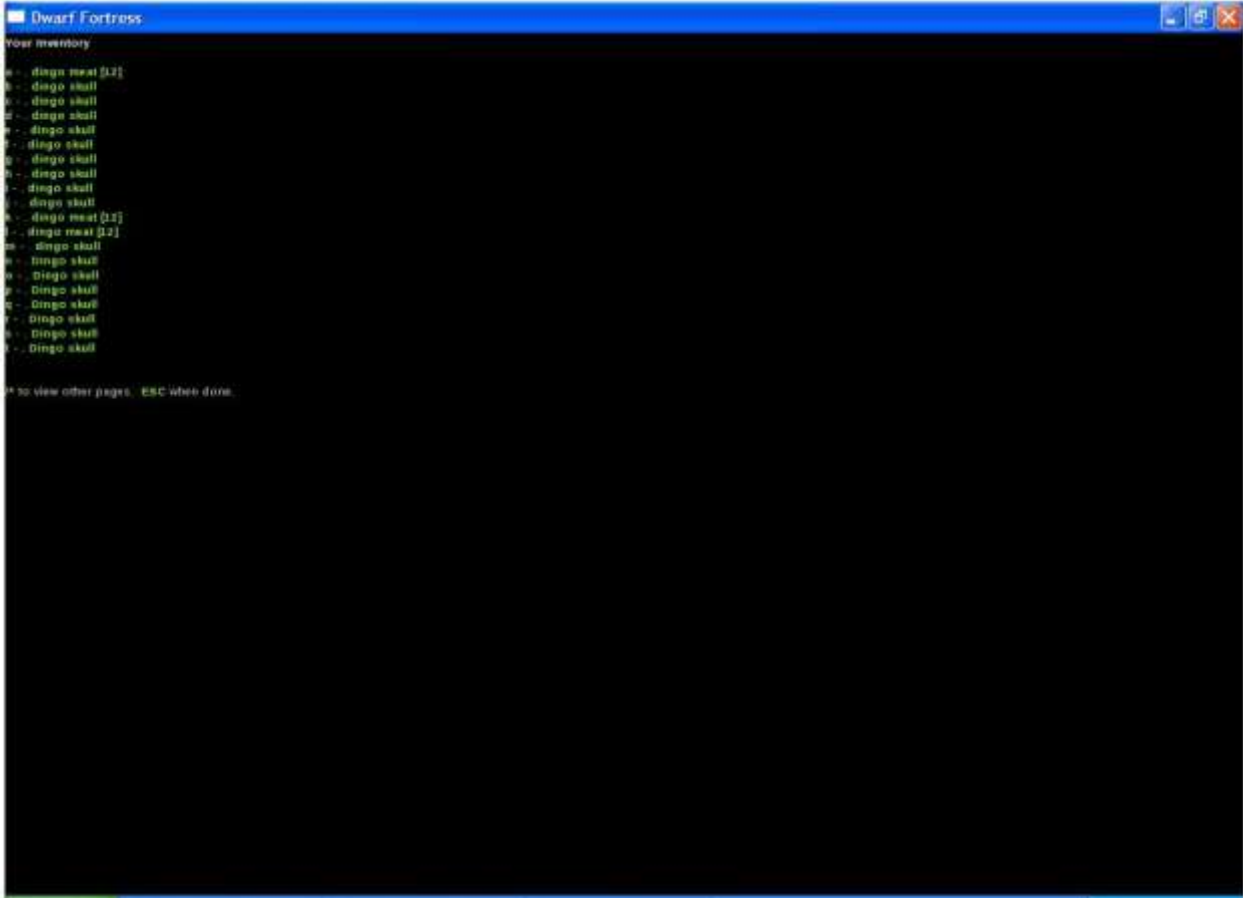
One Weasle Kill

Oxox Meethlann: the dingo, d. 10

Forty-Five Other Kills

Eight wolves (W) in The Maroon Plains
Ten wolves (W) in The Maroon Plains
One emu (E) in The Maroon Plains
Five bogymen in The Maroon Plains
Thirteen dingoes (D) in The Maroon Plains
Eight dingoes (D) in The Maroon Plains







-DAY 5-

-Night 3 for the third time. CRASHES FTL.-

I ran throughtout the night, I could not light fires and the beasts of the night would be coming for my soul soon. Metallic clanks and low booms surrounded me, cackling from the shadows. Ghosts of wolves and dingos followed me.

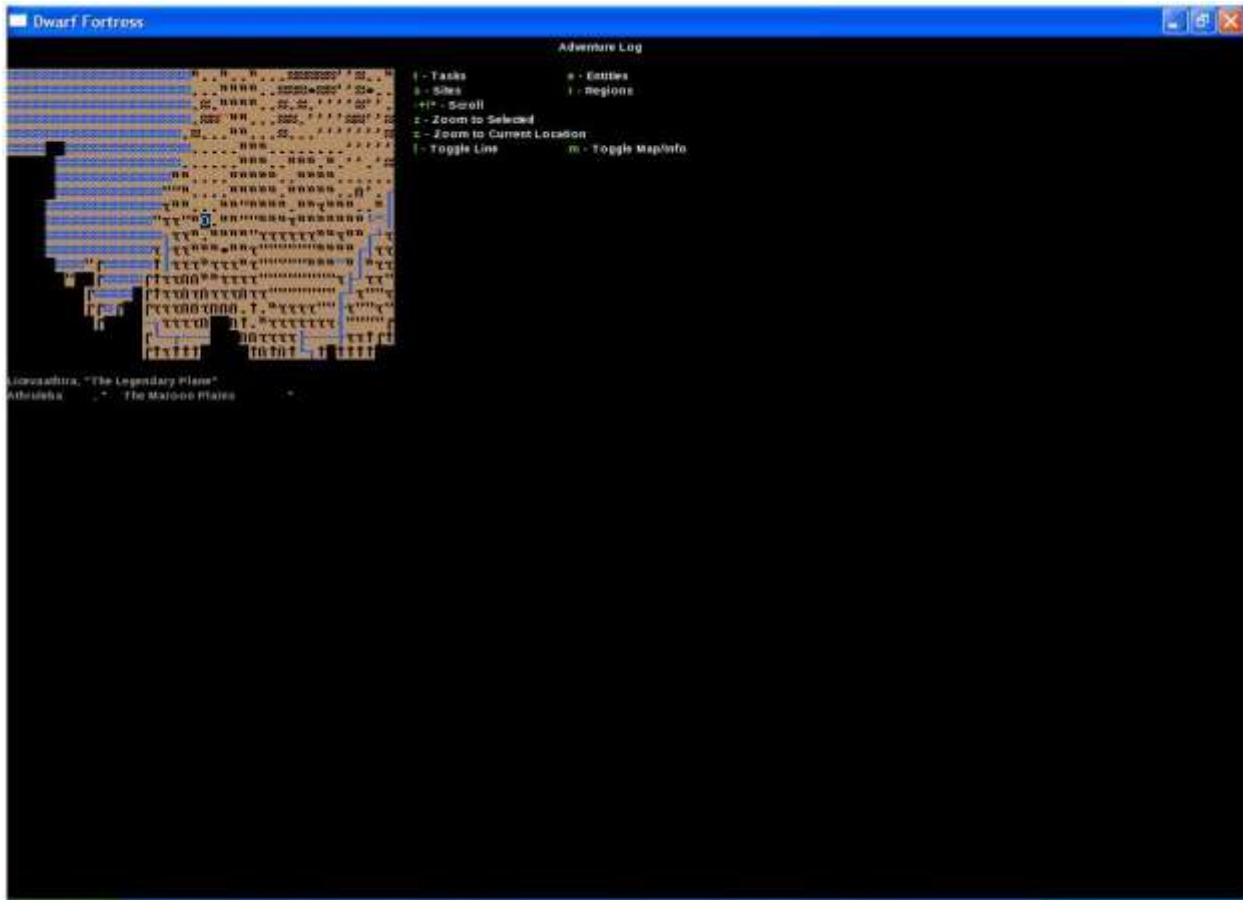
The writing became unreadable and mangled for several pages, it resumes 4 hours later. It is smeared with blood and ripped.

I was caught in combat with a great beast, a mighty cougar. As it snuck up on me, I swung my crossbow and it shredded both of it's lungs. I stabbed it's head with a crossbow bolt, and it was dead in moments. I took it's skull and some meat for commemorate my victory. I swear, I saw a troll following me in the distance, I fled across several frozen rivers as the sun rose. I was so close to the town... Death was not a option.

I ran into town and kicked a door open, falling in panting. Several humans awoke and ran over, helping me to my feet asking what was wrong. After explaining my chaotic night, they let me lay down for the night.

I have gone into V THIRSTY five times now. I am existing off of the rare dingo swarm.





Okay guys, WTF? How are you guys dieing? I havent come CLOSE to death aside from bogeymen.

In the center of the world, a great army of wolves, dingos, bogeymen, and assorted animals all surrounded a dead dwarf. They trampled the corpse, and ripped it apart in a rage.

"This Cog Tarandom! He must be stopped!" A wolf howled.

"HAHAHAHA. MY MEN. MY MEN TAKE CARE OF TINY MAN. HAHAHAHAHHAH. HE HAVE FRIENDS THOUGH. ME NO RISK MEN." A bogeymen cackled out.

"WEEEEEEEEEE MUST SLEW HIM! I HAVE MANY DINGOS THERE. I WILL GET THE KILL!" A giant dingo howled.

"That dwarf cannot reach the mountains, or we will never get him!" another wolf screeched out.

"WAIT. HEHEHEHEHEHEHEH." A bogeyman screamed.

"What?"

"SILLY DWARF. SILLY DWARF! HAHAHAHHA, DWARF GO EVIL LAND. HE GO EVIL FOREST!" the bogeyman cackled.

"By Armok! That idiot!" A groundhog squeaked.

"The zombies will get him!" a dingo said, smiling.

"HHEHEHEHEHEE. ZOMBIE KILL COMPANIONS. BOGEYMAN KILL COG TARONDDOM! HAHAHAAAAH. HAHAAAAHAA. AHHAHAHAHAHAHAHA." the bogeyman cackled, falling to the floor. The other beasts looked in horror as the vile man kept laughing, even with a crossbow in his head. A dwarf and two humans pushed the corpse away and walked forward. A wolf charged the three, it was quickly put down with a crossbow bolt to the face.

"For all you the dwarves you bitches have killed." The dwarf said, loading his crossbow.

-Got bored, wrote this.-

Armok sat at his skull throne, listening to the night creature's pleas.

"This dwarf, you say. Is killing off your brethren?" He said, then erupted in a laughter, sending his clown-slaves trembling.

"THATS FANTASTIC!"

"But there will be no more to kill soon!" A wolf said, Armok instantly stopped laughing. "What do you need." He said.

"Power." A dingo said. The dingo was then struck down by Armok, the rest of the creatures fled back into reality.

Cog Taraddom and his companions marched south, now horribly lost. They laid down for rest, and two hours later, they awoke to a demonic howling.

Taronddom looked at the beasts, dingos. But these...they were faster.

In moments the pack pounced, shredding a companion as it screamed.

Another got the metalworker by the throat.

Taronddom got the worst of it, running to save his allies, the pack instantly turned and bounced. Flesh ripped from bone, bleeding profusely, he screamed for the first time in ages. No marital trance came to save him, Armok forsaken, he kept swinging his crossbow.

The dingos were repelled, leaving three mortally wounded warriors. Trekking on, they went to a cave. The dwarf was determined to die underground, like a dwarf. Clutching his skulls, he murmured a prayer to Armok as he took a sharp rock and slit his throat, his bag emptying into the cavern floors.

The bogeymen, dingos, demons, and wolves all laughed. They watched as the dwarf fell over, dead from slitting his throat.

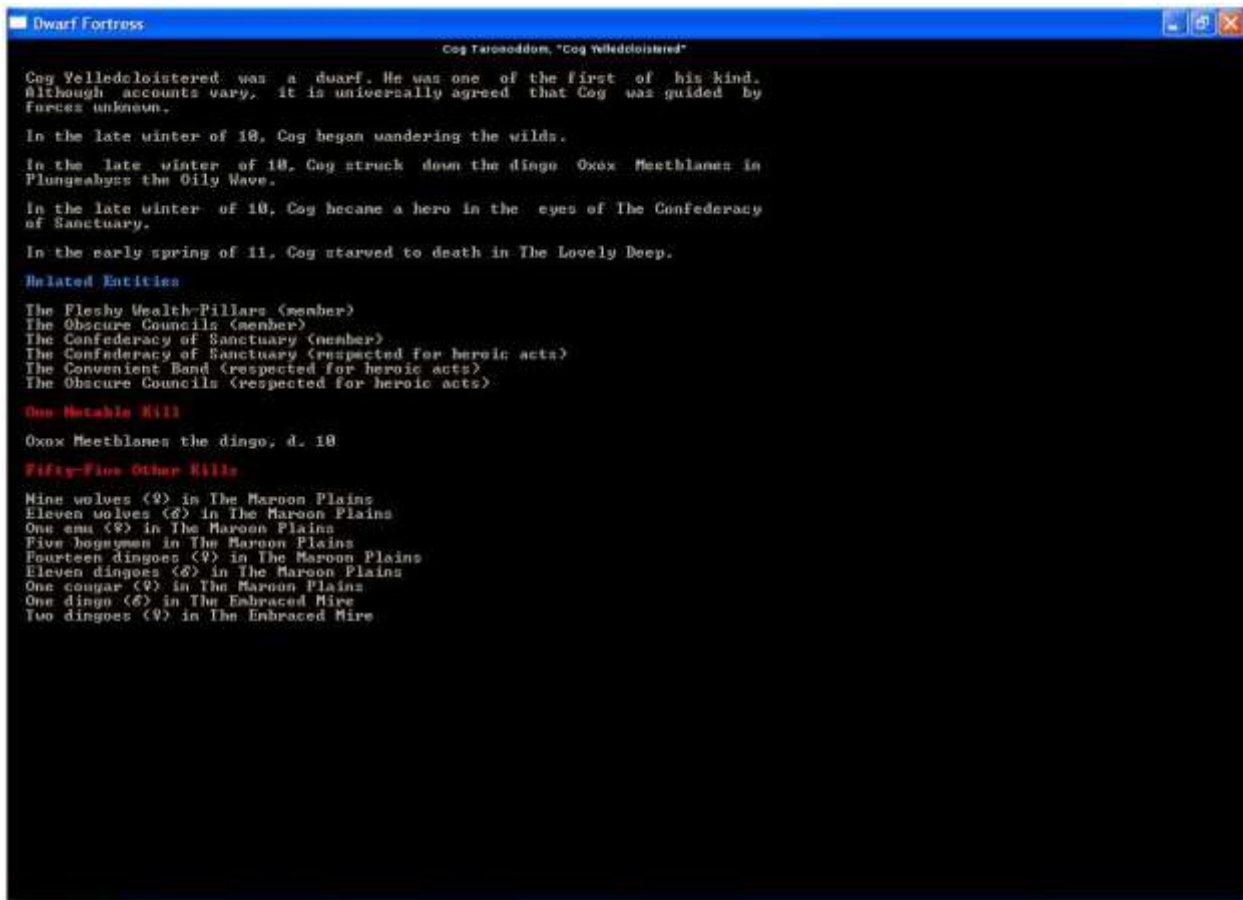
"IT IS OVER. TARONDDOM IS DEAD!" A dingoman said. Roars from around the world were heard. Bogeymen cackled. Wolves howled. The dingslayer was dead at last.

-END-

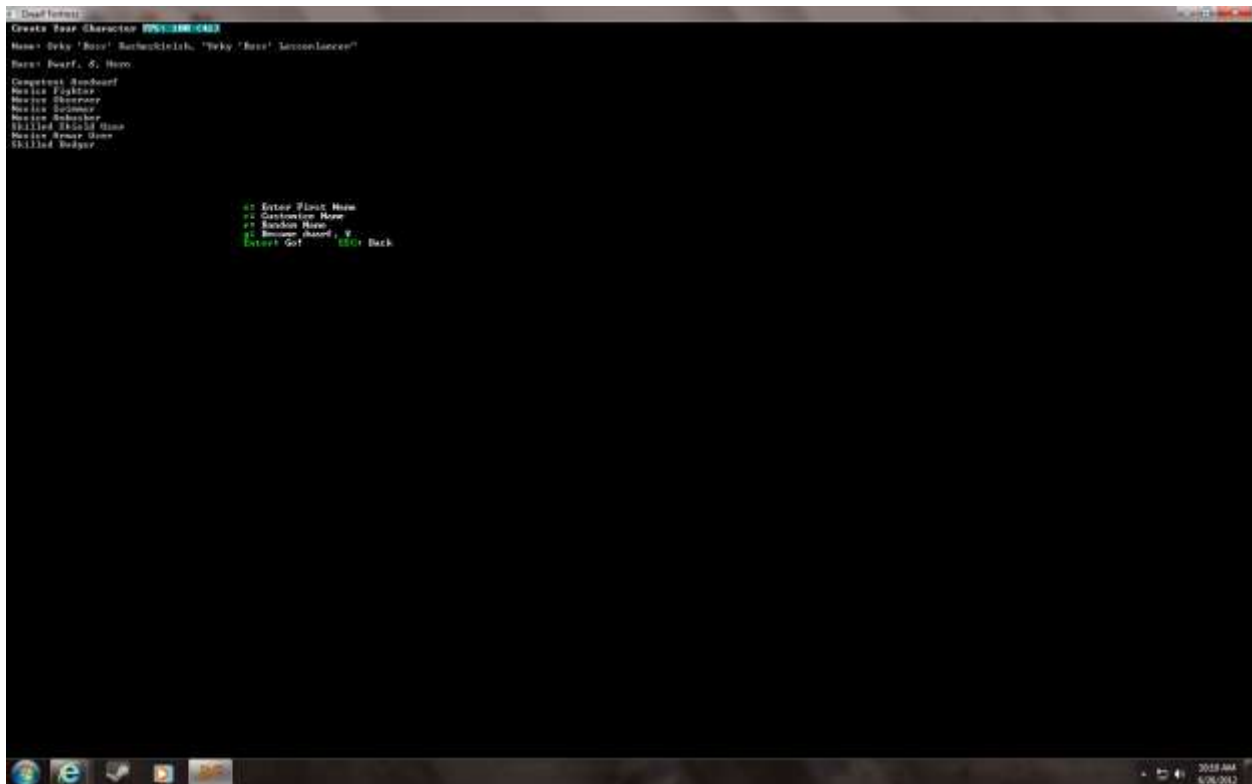
I died. I realised I was WAAAAY over the max-time I could spend on my turn, and it would take a WEEK approx to get past everything in my way to the fort.

COUGH WRONG SIDE, WRONG HALF, WRONG HEMISPHERE, WRONG CORNER

Sorry Crossroads, I went the wrong way.

A screenshot of the Dwarf Fortress game's text output window. The window title is "Dwarf Fortress" and the text inside reads: "Cog Taronddom, 'Cog Yelledcloistered'". The text describes Cog Yelledcloistered as a dwarf who wandered the wilds, killed a dingo named Oxox Meetblanes, and became a hero. It lists related entities like "The Flechy Wealth-Pillars" and "The Obscure Councils". It also lists kills: "One Notable Kill" (Oxox Meetblanes) and "Fifty-Five Other Kills" (wolves, emu, bogymen, dingoes, cougar, dingo, dingoes).

Anyone who goes there, do me a favor and get my skull-bag. My corpse is somewhere in the cave right next to the river.



You pick up a journal with a leather cover and binded with leather strips. On the cover is granite letters that spell out 'Orky Boss's' Journal. The book has seen some use, but it is more or less readable.

Day 1

Greetings. My name is Orky 'Boss' Lessonlancer. I have been assigned to go on a pilgrimage to a fort that is in the edge of known territory, The bottom left corner, to be exact.

I have been lucky enough to have already owned an Iron Battleaxe, and managed to get a steel shield from the marketplaces. Unfortunately, I have no bodyarmor to speak of, so I still need to be careful.

I decided to give those in my town a chance to join my cause, and managed to convince a human Axeman and lasher to join me.

Seeing that the fortress was a simple short walk to the SE of my position, I decide to head on over there to see if I couldn't find some dwarf-size armor. Unfortunately, the marketplace only had general good stores and a farmer's market, so simply asked around for quests.

Turns out a minor criminal was holed up in the catacombs of the fortress, and I decided to take the time to kill him.

What I saw at the stairs to the catacombs was... most disturbing.



The corpse of a dwarf named Uggi Loloknòm.

Further investigation revealed that the dwarf had been a marksdwarf, having a pile of rocks in his bag as well as a pouch full of coins and a quiver full of arrows. It was impossible to find out how he died, as the corpse had rotten too much for any details to remain, but the kill had been messy, that much was certain.

These were the contents of the bag:

```
Contents :
+copper bolts [25]+
giant bat skull
Uggi Loloknòm's left foot
prepared yak lung
prepared yak heart
prepared yak intestines [2]
chopped yak liver
prepared yak kidney [2]
prepared yak brain
Amar Uspumesnum's skull
+sharp+ conglomerate
-sharp- conglomerate
-sharp- conglomerate
sharp conglomerate

-+/*: Scroll          Enter: View selected    v: Description

Weight: 159Γ

Contents :
-sharp- conglomerate
-sharp- conglomerate
+sharp+ conglomerate
*sharp* conglomerate
-sharp- conglomerate
sharp conglomerate
sharp conglomerate
-sharp- conglomerate
-sharp- conglomerate
-sharp- conglomerate
sharp conglomerate
-sharp- conglomerate
-sharp- conglomerate
-sharp- conglomerate

-+/*: Scroll          Enter: View selected    v: Description
```

Weight: 159Γ

Contents:

alpaca wool pouch

 Ostripesor Malki copper coins [77]

 Ostripesor Malki silver coins [17]

iron pike

large copper dagger

sheep leather waterskin

dog leather shoe

pig tail fiber sock

prepared pike heart

llama wool pouch

 Ostripesor Malki copper coin

 Ostripesor Malki silver coins [13]

guineafowl leather quiver

 silver bolt

-+/*: Scroll

Enter: View selected

v: Description

Weight: 159Γ

Contents:

copper crossbow

-+/*: Scroll

Enter: View selected

v: Description

Unfortunately the dwarf did not have any sort of armour, so I simply had to do with feeling naked.

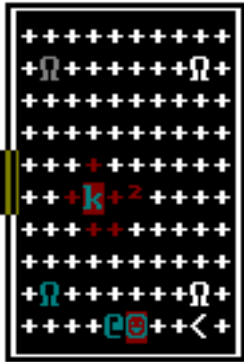
I shall write more later after I kill the bandit.

=End=

Short Update

After a little bit of tinkering, I managed to fuse an iron shield with my steel shield, giving me an extra layer of protection until I found proper body armour. I then noticed the the axeman limp himself over to me, continuing to follow me to the death, despite several flashes of unconcousness. A true companion.

I walked out the catacombs, content to tell of my victory, when I noticed a kobold swordsman lying on the ground, his leg broken likely from a brawl with the axeman, who, sadly, had been unable to climb the stairs. I couldn't give the axeman Armok's mercy without a misunderstanding with the nation which he was from, so I was forced to leave him to die.



As for the kobold, it only took a little bit of limb removal for him to die.

I look back at the corpse of the dwarf known as Uggi, and I suddenly noticed something tucked in his shirt. I picked it up, and it turned out to be a note, an invitation, actually. The note was just like the one I had, an announcement of the pilgrimage all able-bodied dwarves were to take on the journey to the Fortress location at the edge of known land. I look back at the corpse with newfound purpose. This dwarf had worked his last months of life to reach the settlement, and by armok, he would reach the settlement, whether he knew he had done so or not.

And so, I began to drag Uggi's corpse with me in my journey to the dwarven settlement.

=END=

Day 2 of Travel

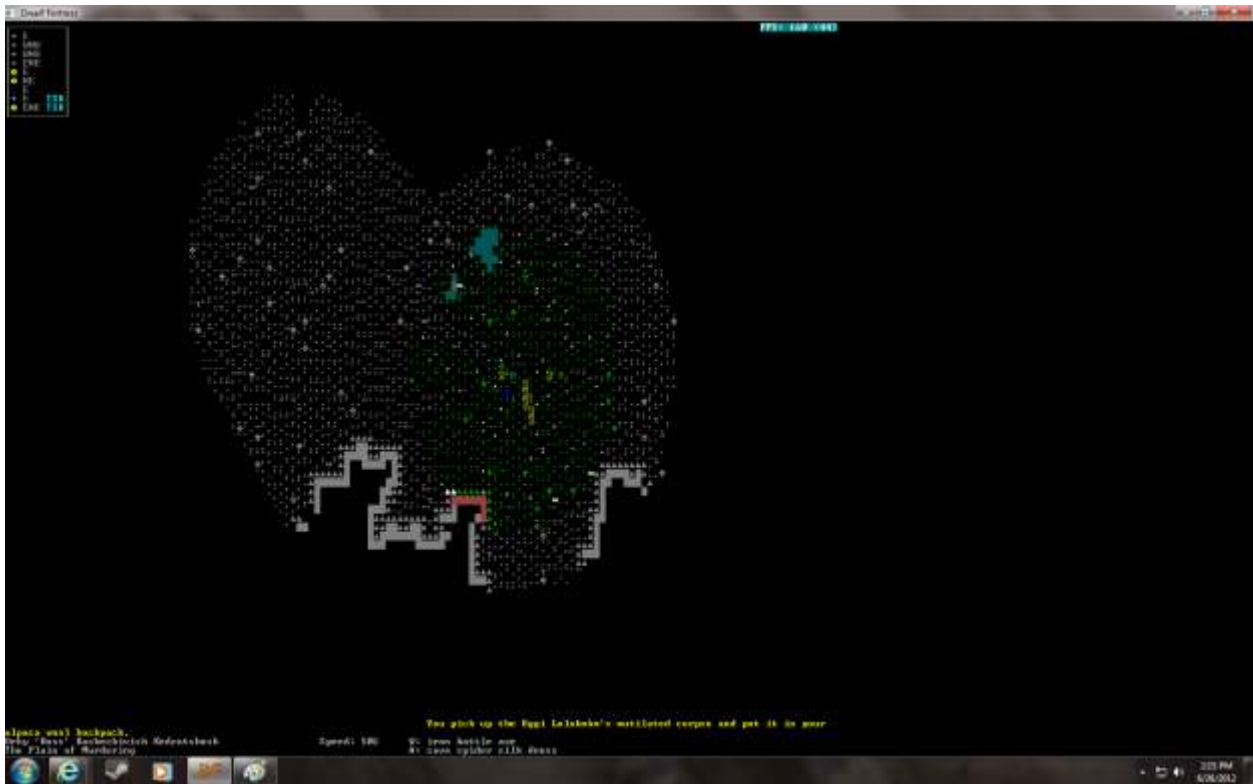
As it turns out, I have actually exaggerated the human axeman's injuries, as he quickly climbed up the stairs after I removed the arms of the kobold, and after a short walk around town, he was fine. We rested for a few days to heal our wounds and make sure we would have adequate rest for the trip, and after successfully stealing some wild strawberries for food from the farmers' market, we set off towards a gap in the sea between me and my quest that would allow for minimum swimming. There had been a few more quests I could've done, but they were too far in the wrong direction for me to bother with completing.

When it became dark, I decided that it was a good time to rest for a little bit, since I didn't want to get lost and I was getting a little hungry as well.

Well, 30 seconds after returning to normal travel, this is the scene.



The dingoes quickly mob my axman companion, and I am content to stay on the sidelines, picking off dingoes one by one and not allowing myself to have the same fate as my companion.



The battle is over as quickly as it had begun, with my companion, Ñethu, his name was, only sustaining bruises across his body, and me coming out without a scratch. I pickup Uggi's corpse again, and decide to rest, letting the battered axeman do watch. We shall see what tommorrow's travel's bring.

=END=

Day 3...4?... of Travel

I have been trekking for the past few days, with nothing but water on my mind. I have reached areas with plenty of rivers and I ended up chancing on some dingo corpses, which I butchered a few for meat, but it is only occasionally that armok smiles on me and makes the ice in my backpack turn to water so to prevent me from dying of dyhydration, but it changes back within the hour, and my belly can only hold so much water at a time.

Not much else has been going on, and I have simply given up keeping track of the days, merely marking a new day number when something of interest happens. I certainly hope I get in a fight soon. Even the blood of my enemies is better than nothing at all...

However, since some of us *Stares coldy at Crossroads Inc.* have been getting desperate in getting 7 dwarves to or destination, he has convinced me to give me my current save, where he will attempt to continue to the adventure in my stead.

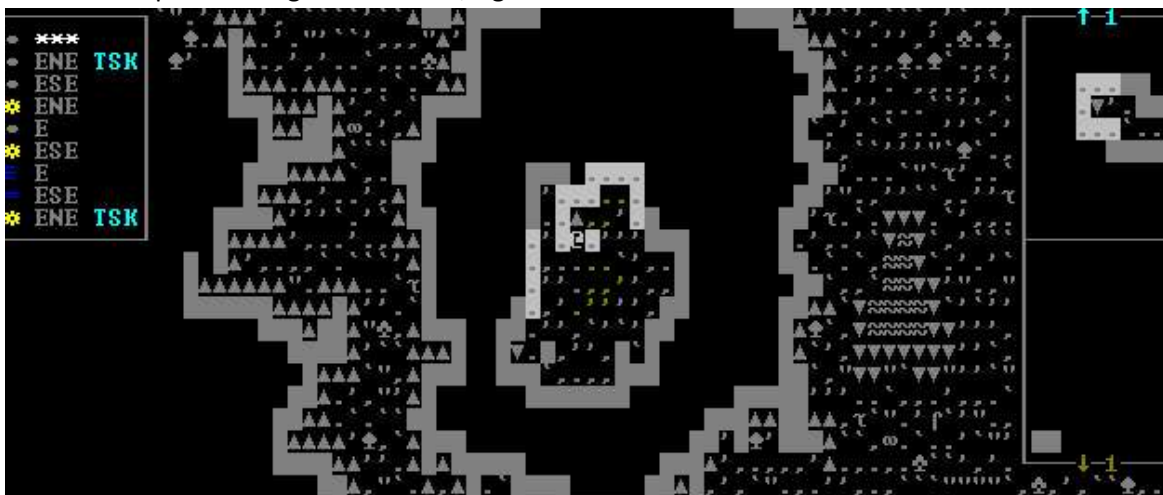
(blushes) Ok so I got a liiiiitttttle desperate there... But I promise I shall be an honest and worthwhile custodian of the game you entrust me with.

(bows deeply)

Lets DO THIS BABY!

Dear Armok, one day into this and I think I just fcked myself! I went into a Cave to kill a beast, and I can't bloody get out!!!

Well I was experimenting with a Dwarf, right now hes stuck in a cave:



been trying to come at it from different methods for the last 5min...

I think I am pretty well fcked.

(eyes the cave)

Ok... Lets go out in style...

AWESOME~!

this is ONE thing I do not mind "Cheating" at, I'll be home from work in about an hour and then send you the save file.

And yeah we should mark that spot for the future.

Back home from work, sending the file to Uggi.

And the cave... It is a double ended cave trap...

The bottom of the cave passage goes out into a sea. You can't go ANYwhere.

I couldn't even die a heroic death to some monster if I wanted to

So Uggi is my only hope

The Adventures Continue...

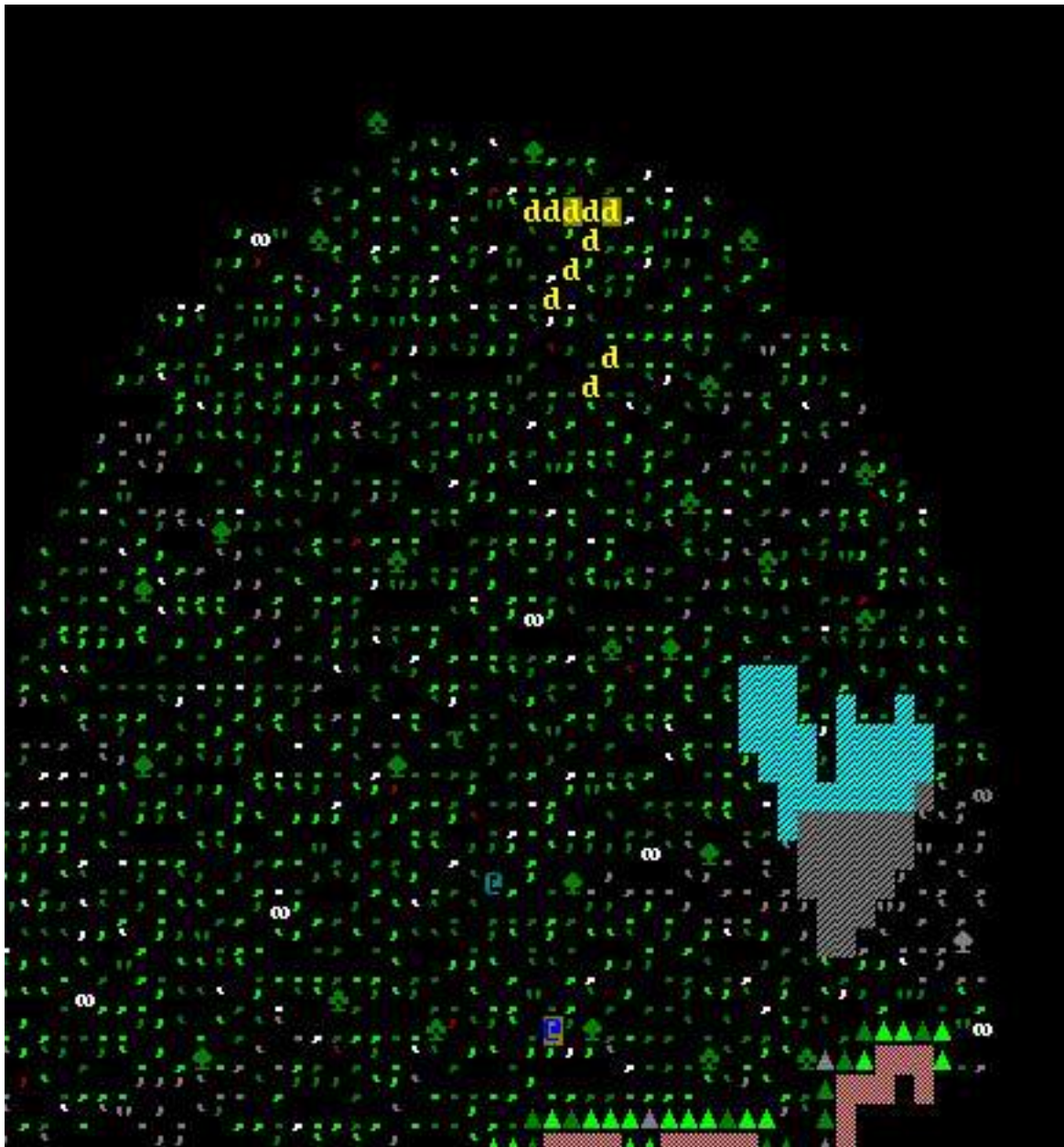
(A note, the save file Orky sent me had him back in town shortly after his adventure killing Kobolds and grabbing Uggi's body. I decided to finish off one or two more quests in the area before heading out... It lead to much "FUN")

"There was a moment, as if I felt the world suddenly split into two worlds...

I looked at my hands, touched my face.. It felt as if some new force was looking out from my eyes... Some unfamiliar entity guided me...I shook my head and ignored it... The Law Giver of this Human town had tasked me with eliminating some more troublesome Kobolds for to the North...

I set off with my companion Ñethu and the corpse of the fallen Uggi. Nethu thought taking the corpse with us was a bad idea, but muttered something about "Dwarves being Dwarves"

We had barely left the town however when it seemed we were once more put to the test. A great pack of dingo's seemed to appear from nowhere and was immediately upon us.



I prepared myself for what was to come, waiting for the beasts to make the first move. Nethu however was not as patient; she charged headlong into the back and brought her axe down quickly.

An artery has been opened by the attack and a sensory nerve has been severed!
You hack The Dingo in the upper body with your iron battle axe, tearing apart the muscle and tearing apart the liver!
The Human Axeman strikes The Dingo in the throat with the pommel of her bronze battle axe, bruising the skin!
The Dingo misses You!
The Dingo has bled to death.
The Dingo attacks The Human Axeman but She rolls away!
The Dingo gives in to pain.
The Dingo falls over.
The Dingo regains consciousness.
The Dingo gives in to pain.
The Human Axeman hacks The Dingo in the head with her bronze battle axe and the severed part sails off in an arc!
The Dingo has been struck down.
The Dingo misses You!
You charge at The Dingo!
You hack The Dingo in the head with your iron battle axe and the severed part sails off in an arc!
You collide with The Dingo!
The Dingo is knocked over and tumbles backward!
The Dingo has been struck down.

Announcements 1382-1405 of 1406

All too quickly I found the beasts upon me as well. I swung my Axe wide tearing flesh and trying to strike as many as I could. I looked up to see one coming upon Nethu, I screamed out a warning and charged forth trying to save my companion.

You charge at The Dingo!
The Dingo looks surprised by the ferocity of Your onslaught!
You hack The Dingo in the upper body with your iron battle axe, tearing apart the muscle and tearing apart the right lung!
An artery has been opened by the attack!
The Dingo is having trouble breathing!
You collide with The Dingo!
The Dingo is knocked over and tumbles backward!
You hack The Dingo in the tail with your iron battle axe and the severed part sails off in an arc!
The Human Axeman hacks The Dingo in the right front leg with her bronze battle axe, fracturing the bone!
An artery has been opened by the attack, a sensory nerve has been severed and a tendon has been torn!
You hack The Dingo in the lower body with your iron battle axe, tearing apart the muscle and spilling his guts!
The Human Axeman hacks The Dingo in the left rear leg with her bronze battle axe, tearing apart the muscle!
An artery has been opened by the attack and a sensory nerve has been severed!
You hack The Dingo in the upper body with your iron battle axe, tearing apart the muscle and tearing apart the liver!
The Human Axeman strikes The Dingo in the throat with the pommel of her

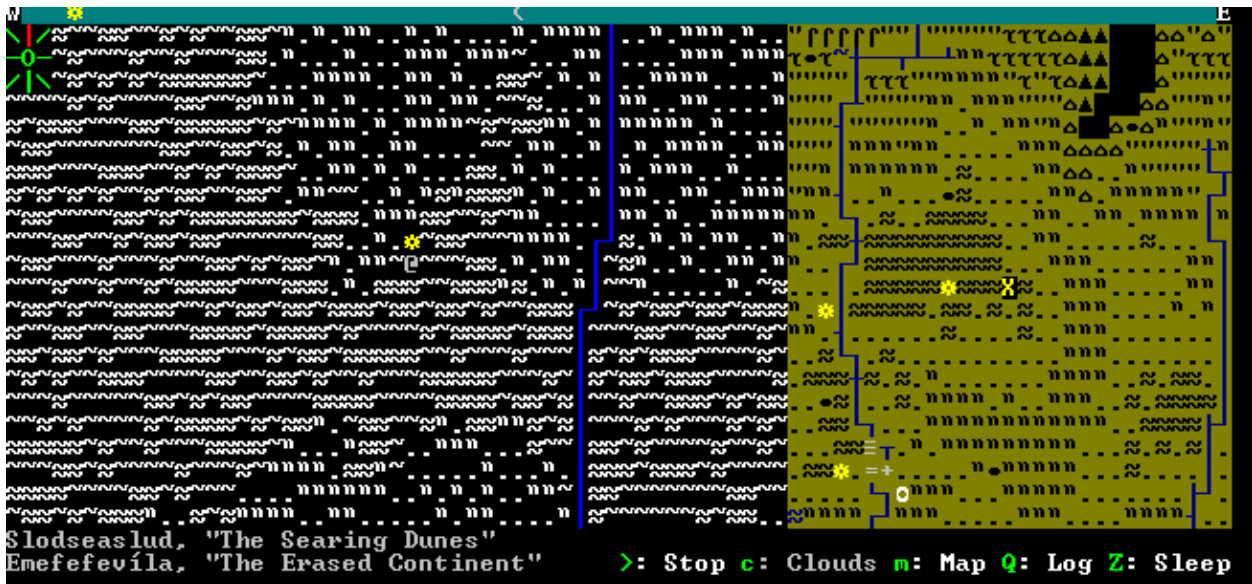
Announcements 1364-1387 of 1388

The battle seemed over in a flash, and yet felt as though it had lasted an eternity... I checked upon Nethu who seemed bathed in blood. she clutched her arm and hand which had oozing bite marks, yet she seemed able to stand.

Once we were certain the danger had passed we fell from exhaustion.

I cursed myself for not preparing a fire... But fate was kind to us. We awoke the next morning, covered in a dusting of snow and Nethu looking better for her wounds. We tacked north for almost two full days. The late winter air cold and chilling. Rivers froze at night, and several times we were forced to melt Ice Water to keep our thirsts sated.

Eventually Nethu spotted smoke far in the distance, campfires from the bandits we were tracking. At last we had come upon our target...



We crept closer to the smoke; soon we could hear the mad jabbering of the bandits. I looked to Nethu and nodded, this was our moment. Leaping forth, the lead Kobold spotted us and snarled as we leapt forth. I dashed forward, colliding with a bandit holding a small silvery sword.



Nethu came quickly to my help as she brought her axe down as well deep into the beasts leg. It snarled and garbled as she twisted it.



Dispatching the first bandit, we looked to the others, each held crude swords and jabbered madly. We charged forward together, our axes rose high as we collided into the others. Both Nethu and I hacked upon the bandits. The Kobold under me snarled and pushed off. Knocking me to the floor for a moment, but it was not enough to save him. Nethu came quickly to my side and hacked deeply at the beasts side.=

The Kobold clutched at his body and fell over. I breathed out thinking the worse was over... Looking up, I knew I was wrong.. I watched in what felt like slow motion as a bandit with a spear appear as if from nowhere. Nethu saw the look in my face and began to turn around but it was already too late... The spear was thrust forward into her shoulder...

Nethu gave a piercing cry as the Kobold moved quickly; I felt myself pushed to the hard ground and was dazed. My companion in mortal danger I tried desperate to pick myself up. I looked up to a horrific sight.

The Bandit had brought the spear down hard upon Nethus Head! I cried out and charged. The distance between my friend and myself seemed forever as before my very eyes, Nethu bled out upon the snow. I was not about to let her die so horribly. I looked at the Kobold, still holding its spear and struck into it with all my fury.

I struck hard, biting into the bandit's leg as we both tumbled to the ground.

The Kolbold knocked at my axe trying to deflect my blows, but I brought my shield down hard upon its arms instead.

The beast seemed stunned and I struck again and again till it collapsed, it's spear and shield falling from it's grip.

At that moment as I looked up, Nethu breathed her last...

```
An artery has been opened by the attack!  
A tendon in the skull has been torn!  
The Kobold Spearman stabs The Human Axeman in the head with his copper  
spear, tearing apart the muscle, bruising the skull through the large  
rope reed fiber hood!  
A tendon in the skull has been torn!  
The Kobold Spearman stabs The Human Axeman in the head with his copper  
spear, tearing apart the muscle through the large rope reed fiber hood!  
A tendon in the upper spine has been torn!  
You charge at The Kobold Spearman from behind!  
The Kobold Spearman looks surprised by the ferocity of Your onslaught!  
You bite The Kobold Spearman in the right lower leg from behind, tearing  
the muscle!  
You collide with The Kobold Spearman!  
The Kobold Spearman is knocked over and tumbles backward!  
You strike The Kobold Spearman in the left lower leg from behind with  
your steel shield, bruising the bone!  
You strike The Kobold Spearman in the upper body from behind with your  
steel shield, bruising the muscle and tearing the middle spine's nervous  
tissue through the small giant cave spider silk tunic!  
The Kobold Spearman loses hold of the copper shield.  
The Kobold Spearman loses hold of the copper spear.  
Nethu Mesikzomuth, Human Axeman has bled to death.
```

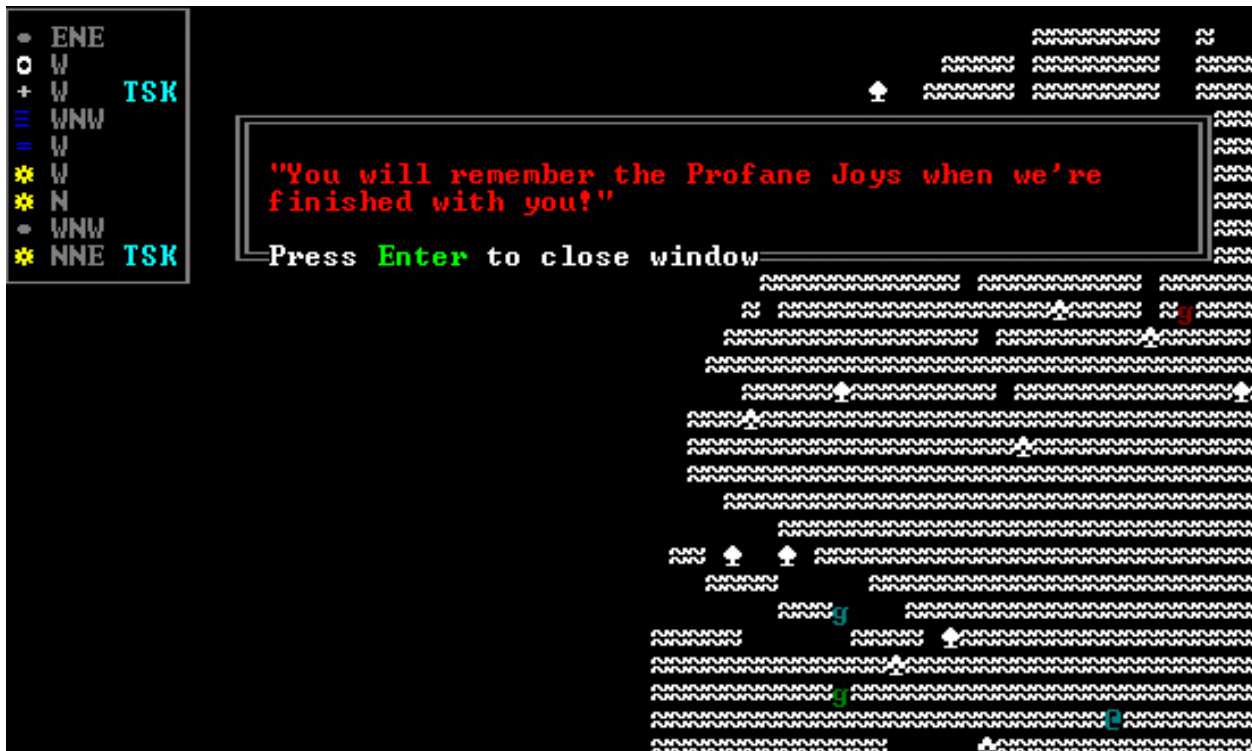
All around me were the dead as I clutched at the fallen humans body.

I debated bringing her body back as well for proper remembrance, but I could not be so encumbered. Regrettably, I lit some fires, making the ground soft enough to bury the brave Warrior. Around her body I dug the weapons' of the slain around her, trophies to her final deeds in this world.

I did take one treasure with me, a Silver sword that seemed far to fine to leave with the filth of the dead bandits.

Hefting up the body of Uggi once more, I set off, my mind ablaze with anger and rage.

No less then a few hours out from the camp, it seemed the cruel fates tested me once more. I heard a cry from above a snow-covered hill...



GOBLINS

No mere jabbering kobols, these were battled hardened warriors in their own right.

There were only three of them, two held ugly black maces while the third I saw raising a Crossbow at me. I moved quickly, my body fuelled by rage over the still fresh death of my Friend. I lashed out at the closest goblin as their leader tried to come at me as well.



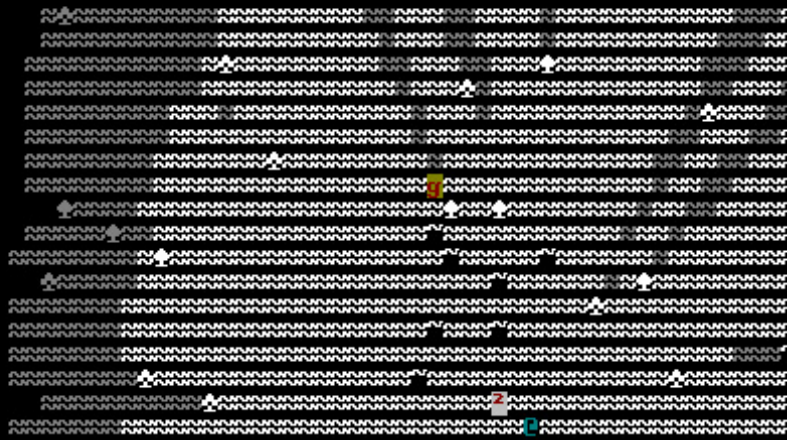
then suddenly I felt my mind grow sharp, the rage reached some sort of crashing height as a new energy welled up inside me! I felt myself go into some sort of Trance. The next few moments seemed a blur, I had only a brief memory of what happened. Yet when it was over, all three laid dead before me...

I sat down in the snow, exhausted as the strange energy left me. Taking stock of the dead, I looked for anything of use. Coming to the body of the leader I gasped...

What would you like to pick up? (< /* to view other pages)

- a - << copper bow >>
- b - << naked mole dog leather quiver >>
- c - . *copper arrows [21]*
- d - << dingo leather loincloth >>
- e - << troll fur trousers >>

* NNE TSK |



His every article of clothing seemed to gleam with gems and decorations. His clothing encrusted with what seemed the wealth of perhaps all others he had stolen from or killed. The cloths were worth more than all my possessions put together as I lifted a pair of glittering trousers:

<< troll fur trousers >>

This is a masterful troll fur trousers created by an unknown artisan. It is encrusted with rectangular granite cabochons and encircled with bands of elk bird horn and rectangular kaolinite cabochons. It is made from troll fur cloth. On the item is a image of valley herbs in troll bone.

Here was the clothing for a true Warrior I felt!

Ignoring the chill of the snow, I cast off the bloodied and torn clothing I had and donned these treasures. I cleaned the stink of goblin from them as best I could before making a small campfire and sleeping for the night.

The next two days seemed uneventful as I made my way back to the Fortress of the Humans. I would have both joyous and sad news for them as I came at least to their stronghold. I met with a Pikeman, whom I told of the loss of Nethu in battle, before telling him of the death of both the bandits and the goblins.


```
You begin a conversation with the Human Pikeman.
Axedwarf: Greetings. My name is Orky 'Boss' Lessonlancer the Fed
Bewilderment.
Human Pikeman: It is good to finally meet you!
Dosheb Apugnebo, Human Pikeman: I am Dosheb Cudgelprairies. How can I be of
service?
Dosheb Apugnebo, Human Pikeman: Life is, in a word, caverns.
Axedwarf: Let me regale you with tales of adventure... [shares news]
Dosheb Apugnebo, Human Pikeman: This is fantastic!
Dosheb Apugnebo, Human Pikeman: May Smunstu Dreadslit rot forever in the
underworld.

Trade
Join
Surroundings
Capital
Service
Accuse of being a night creature
Profession
Family
Goodbye

Press 82 to scroll text.           Press -+/* to select choices.
```

Soon he lead me up to the office of the Law giver whom heard my tale as well... As I finished, I made ready to leave, but both blocked my path. The Law giver seemed pale for a moment, and I could tell there was something else... I asked him quietly, what there was he needed...

```
Axedwarf: I am here to discuss serving your cause.
Tor Boragospo, law-giver: You may think you have proved your mettle by
smiting lesser foes. Now is the true test of your heroood.
Tor Boragospo, law-giver: Win, and be known throughout the land.
Tor Boragospo, law-giver: Lose, and be dead or worse: cursed forever as a
coward.
Tor Boragospo, law-giver: I am speaking for The Lined Realms.
Tor Boragospo, law-giver: A vile beast from the caverns now walks the land.
Tor Boragospo, law-giver: The Quiescent Gloom is far to the west.
Tor Boragospo, law-giver: Seek this place and kill Rushán Polishfades the
giant cave spider.

Trade
Join
Surroundings
Capital
Service
Accuse of being a night creature
Profession
Family
Goodbye

Press 82 to scroll text.           Press -+/* to select choices.
```

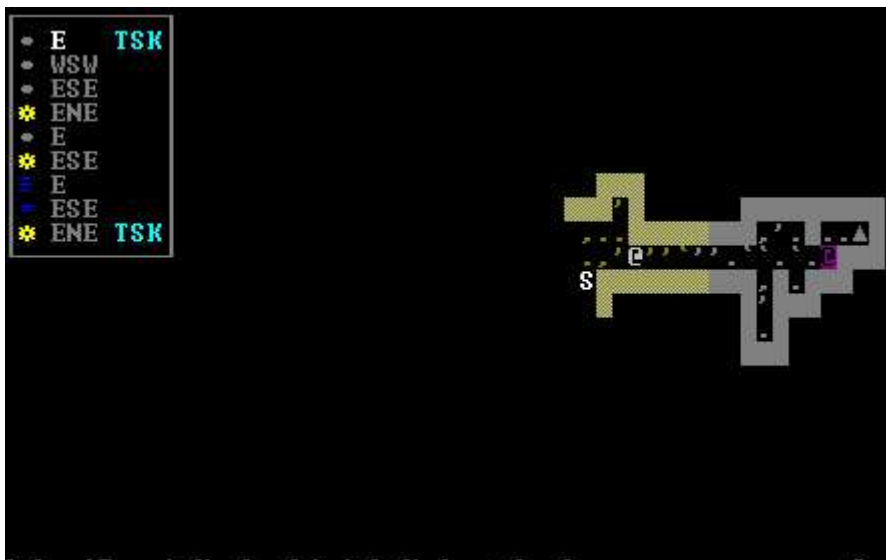
I suddenly grew pale as well... A horror from the depths... a Giant Cave Spider.

Armok protect me...

So... If I was to truly prove myself to these Humans I was to kill a foul beast of the Underworld? I shivered at the thought, yet I would not shrink from my task.

But I would not also go alone; I scoured the fort and found only a lone Pikemen who agreed to come with me. **Dosheb Apugnebo** joined what seemed like a fools errand. I hoped his first adventure with me would not be his last.

We tracked west toward the beast's lair. The trip seemed uneventful, and then tension mounting more and more as we approached. Dosheb kill a few echidnas along the way, which we butchered for their meat. By morning we had reached a large pit in the ground. Fearful, we looked at one another before heading down inside.



The stench was indescribable, each of us gagged and did our best not to wretch. Already we could hear the beast moving toward it, sensing our presence. My heart pounded as the Giant Spider loomed before us.



I beheld the visage of terror as it hissed and shrieked, charging forward toward us. Dosheb held his pike up and cried out as it impacted into the beasts hide. A great squelching sound filled my ears as the Spider turned its fury upon the human, His spear deep in its Side. I lunged forward, bringing both Axe

and Sword down upon its legs. Yet the attacks glanced away on the foul beasts hard chitin.

Suddenly Dosheb was hurled back, his Pike pulled from the beast as it charged once more. There was a horrific scream of terror from my companion as I beheld the site of his head in the beast's jaws!!! Webbing filled the cave and I struggled for what seemed like an eternity to free myself before once more bringing by Sword down upon its limbs. This time my attacks rang true as its leg was hacked clean and hurled away.

```
The Giant Cave Spider bites The Human Pikeman in the head, bruising the
muscle through the large dog leather hood!
The Giant Cave Spider latches on firmly!
The Giant Cave Spider shoots out thick strands of webbing!
The Human Pikeman is caught up in the web!
You stand up.
You slash The Giant Cave Spider in the left first leg with your silver
short sword and the severed part sails off in an arc!
You bite The Giant Cave Spider in the abdomen, chipping the chitin and
bruising the muscle and bruising the guts!
A tendon has been torn!
You latch on firmly!
You release the grip of Your upper front teeth from The Giant Cave
Spider's abdomen.
The Giant Cave Spider shakes The Human Pikeman around by the head,
tearing apart the head's muscle!
An artery in the head has been opened by the attack!
You miss The Giant Cave Spider!
You slash The Giant Cave Spider in the mouth with your silver short
sword, tearing apart the muscle!
A ligament has been torn and a tendon has been torn!
```

The beast seemed little phased by this, all its malice and hate upon my companion as it shook him all the more. I was desperate now to save his life and struck at the beast's head directly. My sword plunged deep into its foul jaws, trying to pry them apart. It shrieked and dropped Dosheb as I plunged up again. This time I felt my sword pierce up into the brain itself. Its body tensed for a moment and lay still.

The deed was done... **The beast lay dead...**

Turning to my fallen companion I looked in horror at the wounds to his face, blood was everywhere and I feared his life was not long for this world.

```
Dosheb Apugnebo, "Dosheb Gudgeprairies", human
copper pike, Multigrasp On the Ground
large rope reed fiber dress Webbed upper body
large echidna leather dress Heavy Bleeding head
large rope reed fiber robe Faint upper body
large alpaca wool robe, UPain body
large bronze breastplate Drowsy upper body
large copper cap, Head
large alpaca wool braies, Lower body
large llama wool braies, Lower body
large rope reed fiber trousers, Lower body
large donkey leather cloak, Upper body
large sheep wool headscarf, Head
large alpaca wool headscarf, Head
large alpaca wool hood, Head
large llama leather left glove, Left hand
upper body
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot
```

I held him in my arms, and there amid the filth and stink of the cave, I passed out into sleep. Morning came and to my shock I found the Human still alive. The beast's own webbing seemed to have saved his life, bandaged around his wounded head. His wounds had clouted during the night and together we rose helping one another stand. I looked down and picked up the beast's hewn leg:

```

Your Inventory
a - steel shield                               Left hand
b - «giant olm leather tunic»                 Upper body
c - «giant cave swallow leather robe»        Upper body
d - alpaca wool backpack                       Upper body
e - . large copper dagger
f - . alpaca wool pouch
g - . wild boar sow ivory [2]
h - . llama wool pouch
i - . «copper bow»
j - . Rushan Ekolomu's left first leg
k - . Uggi Loloknom's mutilated corpse
l - iron battle axe                             Left hand
m - «troll fur cloak»                          Upper body
n - «giant cave spider silk cap»              Head
o - «dingo leather loincloth»                 Lower body
p - «troll fur sock»                           Right foot
q - «giant cave spider silk right glove»      Right hand
r - «troll fur sock»                           Left foot
s - «cave spider silk shoe»                   Right foot
t - «cave spider silk shoe»                   Left foot

```

True proof of our dead... Together we headed back, the only incident along the way, a pack of stray dingos that we slew together. The whole time Dosheb said barely a word to me, a strange distant far away look in his eyes....

We approached the fort and were hailed as heros full and true. The Human Lawgiver looked pale as we showed her the beasts hewn leg. She bid us take it away quickly needing no further proof...

We left, my task completed, I felt the time had come to embark upon my **True** quest. I told Dosheb of my task. That it would take me to the edge of the world across lands few if any have travelled. He gave me a strange look, saying only that he would follow where his Pike led him. I puzzled at his words but did not question them.

We embarked the next day and quickly made a dangerous but needed choice. To reach my goal, I would have to pass a great inland sea. To track around it would take months and I feared I would not have such time.



With the grip of winter still hard upon the land, we set off upon a frozen Sea. Knowing at any moment death could greet us should the Ice break.

The trip was freezing cold and taxed us both. Dosheb kept us fed killing stray crabs that seemed stranded upon the seas surface. At night we risked making a small fire upon the ice. We needed water and melted what we could; putting the fire out as quick as we could should it risking breaking up the ice.

It was another before day before the endless blue wastes finally gave way to land, We both cheered as we stepped upon firm ground.



Ice and cold was still deep upon the land, a new land for us both. We had truly left behind our old world and all that we knew as our journey was just beginning.

We hiked inland for a day before coming to an immense forest. It seemed to stretch out in all directions. The snow was still thick and the air still chilled to the bone. We decided to make

camp for the night, once more using melted snow water to keep us sustained. We had plenty of chilled crabmeat as well for at least the next few days.



After thawing the ground a bit, we camped and made to sleep for the night.

The new land and woods did not seem to wish to give us a pleasant welcome. No sooner had we both gone to sleep then we felt the rush of jaws and claws upon us! WOLVES!

They seemed to appear from the snow itself, rising up and charging at us! Dosheb was the first to be attacked; a wolf bit down hard upon his arm and latched on firmly! Dosheb reacted quickly bringing his

Pike up into the wolfs paw.



As Desheb grappled for his life, I struck at the Wolf coming at me. We charged together, my body slamming the wolf to the ground as I lashed out wildly with my sword. I caught only a glancing blow as watched as the beast ose sailed off. It leapt back, howling in pain as I turned against another. Again my sword cam down in the beasts under belly, pushing deep into its guts as Dosheb did the same to the wolf he was locked in battle with.

```

You charge at The Wolf!
You stab The Wolf in the right rear leg with your silver short sword,
tearing the muscle!
An artery has been opened by the attack and a motor nerve has been
severed!
You collide with The Wolf!
The Wolf is knocked over and tumbles backward!
The Human Pikeman stabs The Wolf in the lower body with his copper pike,
tearing the muscle and tearing the guts!
The Wolf looks sick!
The copper pike has lodged firmly in the wound!
You stab The Wolf in the nose with your silver short sword and the
severed part sails off in an arc!
The Human Pikeman twists the embedded copper pike around in The Wolf's
lower body!
You slash The Wolf in the lower body with your silver short sword,
tearing apart the muscle and tearing apart the spleen!
The silver short sword has lodged firmly in the wound!
The Human Pikeman stabs The Wolf in the left front leg with his copper
pike!
A tendon has been torn!
You hack The Wolf in the left rear paw with your iron battle axe and the
severed part sails off in an arc!
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```

Within moments, the three laid dead before us, the snow deep with blood. Both there's and ours... I fared well and Dosheb seemed to have only slight wounds to his arms and legs. The two of us were exhausted and had slept little. We spent that night sleeping in turns, neither of us trusting the woods

```

Dosheb Apugnebo, "Dosheb Cudgelprairies", human
copper pike, Left hand Drowsy
large rope reed fiber dress, Upper body
large echidna leather dress, Upper body
large rope reed fiber robe, Upper body
large alpaca wool robe, Upper body
«large bronze breastplate», Upper body
large copper cap, Head
large alpaca wool braies, Lower body
large llama wool braies, Lower body
large rope reed fiber trousers, Lower body
large donkey leather cloak, Upper body
large sheep wool headscarf, Head
large alpaca wool headscarf, Head
large alpaca wool hood, Head
large llama leather left glove, Left hand
upper body
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot

```

By dawn we saw how thick the forest truly was. We could scarcely see in front of us and could make little of the lands around us. Our only guide was the on the declaration that I had been given so long ago. It spoke of a human fort far to the west that we could find refuge and sanctuary at.

We made our way as best we could. All the time I worried of Dosheb, he seemed to sleep less and less, and looked fitful during the day. He would never leave his Pike even at night, and seemed to grip it as though his life depended on it.

I did not speak of this, wishing only to make it out of the darkened woods.

We walked for another full day, always on guard from attack. We knew for some time we were

being tracked, something was following us. Dosheb looked as though he were ill, sweating and exhausted. I made to make camp to rest by, and it was then we were set upon!

GOBLINS!

Three of the green beasts jumped into the clearing. One with an evil looking mace, a long Spear, and the third wielded a monstrous Axe in both hands!

We went back-to-back immediately, out numbered and out armed!

I leapt first, charging at the goblin Mace holder. The small beast moved quickly, the two of us dodged each other blows as we struck again and again. I soon found myself against the Spear of another. Again they dodged over and over as if trying to tire us both!

Finally my sword made contact and cut deeply into the goblins leg. The goblin cried out as I hacked at it again, it's leg flying off as it fell to the ground. It snarled and I left it quickly behind to face the Mace wielding goblin behind me....

```
"Wait in the name of the Dungeons of Bearing!"
You drop Uggi Loloknòm's mutilated corpse.
You attack The Goblin Maceman but He jumps away!
You miss The Goblin Maceman!
The Goblin Maceman counterstrikes!
The Goblin Maceman misses You!
You attack The Goblin Maceman but He jumps away!
You charge at The Goblin Maceman!
The Goblin Maceman looks surprised by the ferocity of Your onslaught!
You miss The Goblin Maceman!
You collide with The Goblin Maceman!
The Goblin Maceman is knocked over!
You attack The Goblin Spearman but She jumps away!
The Human Pikeman regains consciousness.
The Human Pikeman stands up.
You attack The Goblin Spearman but She jumps away!
You charge at The Goblin Spearman!
The Goblin Spearman looks surprised by the ferocity of Your onslaught!
You miss The Goblin Spearman!
You collide with The Goblin Spearman!
The Goblin Spearman is knocked over!
You stab The Goblin Spearman in the left upper leg with your silver short
sword, fracturing the bone through the giant cave swallow leather cloak!
```

Behind me however the spear-wielding goblin was far from out of the fight. As I swung wildly to attack the mace goblin, the spear goblin lunged at Dosheb! Driving its cruel spear deep into my companion's hand! I could do nothing to save him as I grappled for my life, finally striking the Mace goblin in the arm and knocking him back!

```
The Goblin Spearman loses hold of the troll fur sandal.
The Goblin Spearman loses hold of the cave spider silk sock.
You hack The Goblin Spearman in the right lower leg with your iron battle
axe and the severed part sails off in an arc!
The Goblin Spearman falls over.
You strike at The Goblin Spearman but the shot is blocked!
The Goblin Spearman counterstrikes!
The Goblin Spearman strikes at You but the shot is parried!
You strike at The Goblin Maceman but the shot is parried!
The Goblin Maceman counterstrikes!
The Goblin Maceman misses You!
The Goblin Maceman attacks You but You jump away!
The Human Pikeman misses The Goblin Spearman!
The Human Pikeman misses The Goblin Spearman!
The Human Pikeman misses The Goblin Spearman!
The Goblin Spearman counterstrikes!
The Goblin Spearman stabs The Human Pikeman in the left hand with her
silver spear, tearing the muscle and bruising the bone through the large
water buffalo leather left mitten!
An artery has been opened by the attack, a ligament has been torn and a
tendon has been torn!
The Goblin Maceman loses hold of the troll fur right glove.
```


The strike cleaved the goblins arm clean off, and yet... One goblin had no leg, another had no arm and yet *Still they came at me!*

Back and forth I hacked at both of them, again and again till they lay still.

```
You hack The Goblin Maceman in the right upper arm with your iron battle
axe and the severed part sails off in an arc!
The Human Pikeman loses hold of the copper pike.
The Human Pikeman attacks The Goblin Spearman but She scrambles away!
The Human Pikeman misses The Goblin Spearman!
The Human Pikeman attacks The Goblin Spearman but She rolls away!
You bite The Goblin Spearman in the lower body, bruising the muscle and
bruising the guts through the troll fur cloak!
You latch on firmly!
You shake The Goblin Spearman around by the lower body, tearing apart the
lower body's fat!
You release the grip of Your upper front teeth from The Goblin Spearman's
lower body.
The Human Pikeman attacks The Goblin Spearman but She rolls away!
You hack The Goblin Maceman in the left lower leg with your iron battle
axe, tearing apart the muscle through the troll fur trousers!
An artery has been opened by the attack and a sensory nerve has been
severed!
You hack The Goblin Maceman in the tongue with your iron battle axe,
tearing apart the left cheek through the cave spider silk cloak!
The Goblin Maceman falls over.
The Human Pikeman kicks The Goblin Spearman in the right hand from behind
with his left foot, bruising the bone through the troll fur right glove!
```

For a moment I thought the night was won, and then, I realized we had but been fighting only TWO of the goblins. It was too late that I remembered the giant Axe wielding goblin. Already he was upon Dosheb, intent on ending his life once and for all. My companion tried to strike by his the weight of the Axe was too much!

I watched for a moment as Doshebs own spear dropped from his grip, the Human weak and bloodied, he watched, his mind twisting as his spear, his center fell away into the night. I could do nothing to retrieve it as the Axe goblin lay into him, twisting the wicked thing into Doshebs arm, as if mocking his agony!

```
Many nerves have been severed, a ligament has been torn and a tendon has
been torn!
The Human Pikeman loses hold of the copper pike.
The Human Pikeman strikes at The Goblin Axeman but the shot is blocked!
The Goblin Axeman counterstrikes!
The Goblin Axeman misses The Human Pikeman!
The Human Pikeman attacks The Goblin Axeman but He rolls away!
You strike at The Goblin Axeman but the shot is blocked!
The Goblin Axeman counterstrikes!
The Goblin Axeman misses You!
The Human Pikeman strikes at The Goblin Axeman but the shot is blocked!
The Goblin Axeman counterstrikes!
The Goblin Axeman hacks The Human Pikeman in the left lower arm with his
silver great axe, tearing apart the fat through the large alpaca wool
cloak!
The silver great axe has lodged firmly in the wound!
The Human Pikeman strikes at The Goblin Axeman but the shot is blocked!
The Goblin Axeman counterstrikes!
The Goblin Axeman twists the embedded silver great axe around in The
Human Pikeman's left lower arm!
```

I gathered myself up and then... And then the world went red...

I do not know what happened next, other then to awaken some time later. The goblins were all dead around me. The massive silver Axe lay broken in two at my side, splitting the head of the

goblin that once wielded it.

At my feet lay Dosheb, breathing ragged, his arm was broken and bleed rapidly, his face and legs all were torn open. His bronze chest piece was cleaved almost in two, just keeping his guts from spilling out... I looked at him as he looked up, his mind seemed gone from his body, and I contemplated ending his pain and letting him depart.. But, NO! No I would not let him go, He clung to life even now. I looked at the corpse of **Uggi** who I already carried so far. I carried his corpse to our goal, I would not carry another with me.

For the next three nights I made camp at that spot, The bodies and corpses of the goblins around us always. I felt at any moment we would be attacked again, yet we seemed to be left alone. Perhaps the goblins would not face such a foe again...

For those three days Dosheb said not a word to me, his eyes seemed distant and dead. Only once did I hear him mutter "**Lost, my Pike, lost to me**" but it was all but a whisper...

On the dawn of the third day, I helped him up as his resolve to live seemed to grow day by day. Together we hiked to the edge of the woods. The endless forest ended at last, and far, far in the distance I beheld Salvation!



A city at LAST!!!

((NOTE)) *I have had companions die at the drop of a hat, But Dosheb seems made of pure **Bad-Assium!** Most of his body was yellow, and his arms and legs red. I honestly didn't think he would ever stand again. I was going to rest for 5 days, and if he didn't heal would leave him behind. But by Day three he was back on his legs and following me... I tried to find his spear to carry with us, but it seemed totally gone. Either way it;s twice he **SHOULD** have died, but has lived, the guy is a monster*

A town at last!

We have finally reached the end of the dark forest and have come upon a Human settlement. The rest of the trip Dosheb walked as if in a trance, not speaking to me. I am still amazed he survived his wounds,

but fate seems to have plans for him. Coming upon the town itself, we find first a large Temple at its edge. I spend some time investigating it's carvings and find one stands out among the others...

Ramul Githa, "The Plane of Flags"

Engraved on the wall is an exceptionally designed image of humans. The humans are traveling. The artwork relates to the foundation of Whinkin by The Group of Boats of The Obscure Confederation in 1.

I ponder its meaning.. Founded in Year "One" what could that mean? How could time start like this? Surely we have been on this world for centuries. It says it is year 11, yet I am 60years old at least... I do not tax myself with things for too long. My companion and I are both in need of rest and food.

I trade what trophies we have collected in exchange for rooms and fresh food. It seems like forever since we have feasted on another but dried gamey meat and uncooked plants.

Dosheb eats slowly as I feast on roast pig. Again his mind seems no fully there, yet he follows me still, he is faithful and I owe him my life.

In the morning we find ourselves back in the market, and I find myself in need of proving myself to these Humans. The previous night I visited the Lady whom rules this town. She seemed not impressed by my tales, or simply not to believe them. I find now I have to prove myself all over again. Speaking to a simple farmer, I am giving a task much like the one that I remember from so long ago...

```
Ersi Rosmicanba, Human Planter: We are in Whinkin.
Ersi Rosmicanba, Human Planter: In the late winter of 10, the dwarf Phones
Starchampion was struck down by the goblin Snodub Uileseals with a silver
spear in Whinkin.
Axedwarf: I am here to discuss serving your cause.
Ersi Rosmicanba, Human Planter: A particular outlaw has been causing us much
hardship.
Ersi Rosmicanba, Human Planter: Swimapple is nearly a day's travel to the
northeast.
Ersi Rosmicanba, Human Planter: Seek this place and kill Ibid Earlyshades the
overlord.

Trade
Join
Surroundings
Capital
Service
Accuse of being a night creature
Profession
Family
Goodbye
```

While speaking to him, I ask about the lands around us and he speaks of another outlaw named **Snodub**. The name means little to me until he speaks of who the goblin is an outlaw. He says he killed another Dwarf named **Phones Starchampion**.

I look up suddenly, we have been wondering for months it seems, and not even seen another Dwarf Now I hear there was one murdered near this town? I wonder for a brief moment... Could it be...

But no, for now we must do the task before us. We need the good will of this town if we are to take on any more help in our quest. I, trust Dosheb as a friend, but I fear I can no longer trust him in battle. We must find more help.

We set off the next day into the wilds. We have been told the bandit camp is not far from us. The air is clear and I notice day by day it grows warmer as winter thaws around us.

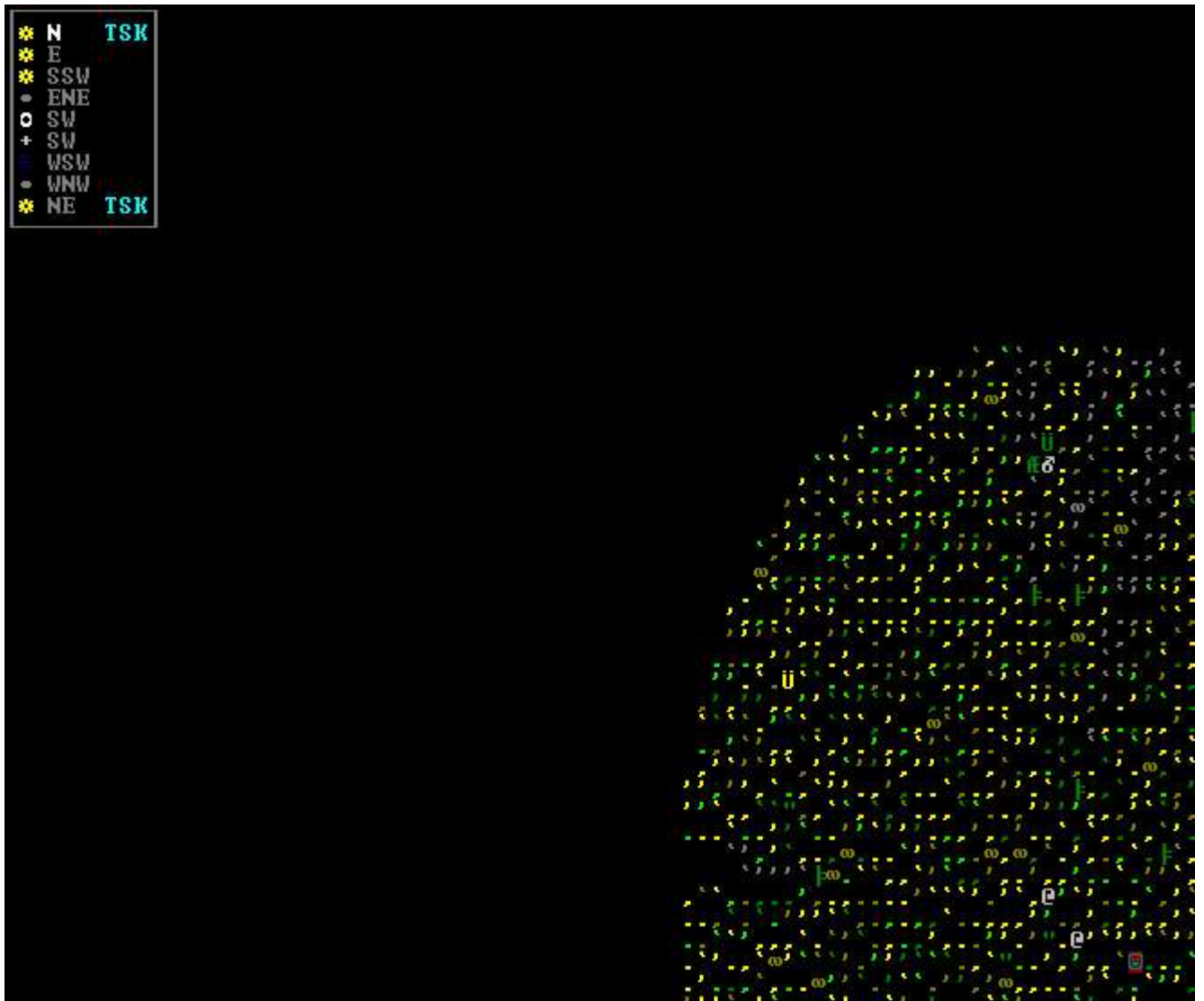
Late in the afternoon we come upon some game. Our bags are full of provisions and I feel no need to hunt. Yet, something inside Dosheb seems to snap. He races out of view, moving quicker than I can imagine. In moments I see him attack a Kangaroo with his bare hands, pummeling the large creature. The creature tries to kick out, but cannot land a blow, Dosheb seems as though possessed!

I watch in horror as his huge hands grip the beast throat and squeeze!

```
The Human Elite Wrestler strangles The Kangaroo Doe's throat, tearing
apart the hair!
The Human Elite Wrestler strangles The Kangaroo Doe's throat, tearing
apart the hair!
The Human Elite Wrestler strangles The Kangaroo Doe's throat, tearing
apart the hair!
The Human Elite Wrestler strangles The Kangaroo Doe's throat, tearing
apart the hair!
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apart the hair!
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apart the hair!
The Human Elite Wrestler strangles The Kangaroo Doe's throat, tearing
apart the hair!
The Human Elite Wrestler strangles The Kangaroo Doe's throat, tearing
apart the hair!
The Human Elite Wrestler strangles The Kangaroo Doe's throat, tearing
apart the hair!
The Human Elite Wrestler passes out from exhaustion.
The Human Elite Wrestler strangles The Kangaroo Doe's throat, tearing
apart the hair!
```

Over and over he crushes the beasts windpipe, yet it seems not to pass. His eyes water as he froths as he seems intent on murder. Eventually I notice he passes out, exhausted from some inner madness. I step in finally with my Axe and put in end to it..

By the time Dosheb regains consciousness, he seems to have regained enough of his sanity to continue. The camp is almost upon us, and I hope he shall stay with me enough to fend off these thieves...



We step out into a clearing, surprising the bandits and giving us the drop on them. I made a quick count of my foes, Two with Pikes, one with a sword, one with a Hammer and one with a Crossbow. They all seemed to be caught off guard and staring at us, perhaps all the plundering had dulled their sense of battle.

I charged to the first Pikeman who tried to block my Silver Sword. It's blade cut deep into his hand holding the Pike and he screamed out. I brought my other hand up holding the axe into his leg and dug in deep. Blood poured out as from behind Dosheb, once again a mad look in his eyes... Punched deep into the Humans chest, his face making a loud cracking of bone as I could see ribs sniping apart.

The Pikeman slumped and fell dead before us. Coins fell from his pockets. I snatched them up quickly, the glint of gold speaking to me deeply...

I turned around just in time to block the sword of another Human. The death of their comrade seeming to finally get them roused.

I pushed up and then with a mighty roar brought my Axe arm around to the human's side. There was a scream and the body slumped down, cloven in two!

```
hand, bruising it through the large rope reed fiber cloak!  
You hack The Human Pikeman in the left upper leg from behind with your  
iron battle axe, tearing apart the muscle through the large rope reed  
fiber cloak!  
A motor nerve has been severed!  
The Human Elite Wrestler punches The Human Pikeman in the upper body with  
his left hand, bruising the muscle, jamming the left false ribs through  
the left lung and tearing the left lung!  
The Human Pikeman is having trouble breathing!  
Human Pikeman has bled to death.  
You pick up the Mobmuanthath Lastret Ininpika gold coins [5] and put it  
in your alpaca wool backpack.  
The Human Swordsman misses You!  
The Human Swordsman loses hold of the llama wool pouch.  
The Human Swordsman loses hold of the large rope reed fiber shoe.  
The Human Swordsman loses hold of the large rope reed fiber sock.  
The Human Swordsman loses hold of the large rope reed fiber shoe.  
The Human Swordsman loses hold of the large rope reed fiber sock.  
The Human Swordsman loses hold of the large llama wool skirt.  
The Human Swordsman loses hold of the large cow leather loincloth.  
You hack The Human Swordsman in the lower body with your iron battle axe  
and the severed part sails off in an arc!  
Human Swordsman has been struck down.
```

The other Pikemen came at me then, I could see by his clothing he must be the Ringleader... He seemed fat and already breathed heavily. I came down upon him in a fury, my axe, already dripping blood, caught his arm and split the bone. The arm flew away and the Human clutched at the bloodied stump. My axe continued on it's trip cutting into his side before coming down on his legs. That too split and fell away. The human falling to the floor gurgerling and spluttering.

```
The overlord loses hold of the large rope reed fiber left mitten.  
The overlord loses hold of the large alpaca wool left glove.  
You hack The overlord in the left lower arm from behind with your iron  
battle axe and the severed part sails off in an arc!  
You hack The overlord in the upper body from behind with your iron battle  
axe, tearing apart the muscle and tearing apart the heart through the  
large sheep wool cloak!  
An artery has been opened by the attack!  
A major artery in the heart has been opened by the attack!  
The iron battle axe has lodged firmly in the wound!  
You twist the embedded iron battle axe around in The overlord's upper  
body!  
You maintain possession of the iron battle axe.  
The overlord loses hold of the rope reed fiber pouch.  
The overlord loses hold of the large llama leather shoe.  
The overlord loses hold of the large alpaca wool sock.  
You hack The overlord in the right lower leg from behind with your iron  
battle axe and the severed part sails off in an arc!  
You slash The overlord in the lower body from behind with your silver  
short sword, tearing apart the muscle through the large sheep wool cloak  
and spilling his guts!  
An artery has been opened by the attack!  
The silver short sword has lodged firmly in the wound!  
Announcements 2978-3000 of 3000
```

I turned and caught the one with the Crossbow now... He seemed too stunned even to fire at me and instead tried to just hit me with the weapon. Dosheb struck at him from behind, his mad hands pummeling the hapless Human as once more my Axe swung around. This time cleaving the head right

off.

By the time it fell the Human was dead. I turned back to the self proclaimed "Overlord" of these bandits.. His bloody body trying to crawl away with just one arm and leg...

I saw Dosheb walk over to him, a clam look on his face before he brought his fist down hard and ended the Human once and for all.

```
have been severed, a ligament has been torn and a tendon has been torn!  
The Human Elite Wrestler scratches The overlord in the left lower leg,  
bruising the muscle through the large rope reed fiber dress!  
The Human Elite Wrestler punches The overlord in the right upper arm with  
his left hand, bruising the fat through the large donkey leather cloak!  
You hack The Human Crossbowman in the head with your iron battle axe,  
tearing apart the muscle, shattering the skull and tearing apart the  
brain through the large rope reed fiber hood!  
A tendon in the skull has been torn!  
The Human Crossbowman has been knocked unconscious!  
Human Crossbowman has been struck down.  
The Human Elite Wrestler kicks The overlord in the left foot with his  
right foot, bruising the bone through the large sheep wool shoe!  
The Human Elite Wrestler kicks The overlord in the right cheek with his  
right foot, bruising the skin through the large donkey leather cloak!  
The Human Elite Wrestler kicks The overlord in the head with his right  
foot, bruising the muscle, jamming the skull through the brain and  
tearing the brain!  
The overlord has been knocked unconscious!  
Ibid Rashedgorbe, Human Pikeman has been struck down.  
The Human Hammerman loses hold of the large rope reed fiber left mitten.  
The Human Hammerman loses hold of the large rope reed fiber left glove.  
You hack The Human Hammerman in the left upper arm with your iron battle
```

I turned now to the final Human, his War hammer shaking in his hands. I almost felt pity for him as I easily struck him down. his skills not worth mentioning...

With the Bandits gone, I took what I wished from them. Mostly gold coins, which would serve me well back at the town.

```
Your Inventory  
a - steel shield                               Left hand  
b - <<*giant olm leather tunic*>>             Upper body  
c - <<*giant cave swallow leather robe*>>     Upper body  
d - alpaca wool backpack                       Upper body  
e - . large copper dagger  
f - . alpaca wool pouch  
g - . <<*copper bow*>>  
h - . Rushán Ekolomu's left first leg  
i - . <<*giant cave spider silk cap*>>  
j - . Mobmuanthath Lastret Ininpika gold coins [5]  
k - . Mobmuanthath Lastret Ininpika gold coins [3]  
l - . Mobmuanthath Lastret Ininpika gold coin  
m - . +<<oaken crutch*>>  
n - . Mobmuanthath Lastret Ininpika gold coins [2]  
o - iron battle axe                             Left hand  
p - <<*troll fur cloak*>>                       Upper body  
q - <<*dingo leather loincloth*>>             Lower body  
r - -<<*troll fur sock*>>-                       Right foot  
s - <<*giant cave spider silk right glove*>>   Right hand  
t - <<*troll fur sock*>>                         Left foot  
  
/* to view other pages.  ESC when done.
```

The trip back was uneventful and quick. We stopped only once at a river to wash the blood from us as best we could before returning to town... The Human Leader of the town seemed far more receptive to me now as I informed her of the bandit's deaths.

```
You begin a conversation with the Human lady.
Axedwarf: Greetings. My name is Orky 'Boss' Lessonlancer the Fed
Bewilderment.
lady: It is good to finally meet you!
Tegism Lukiisun, lady: I am Tegism Curledbasis. How can I be of service?
Axedwarf: Let me regale you with tales of adventure... [shares news]
Tegism Lukiisun, lady: This is fantastic!
Tegism Lukiisun, lady: May I bid Earlyshades rot forever in the underworld.

Trade
Join
Surroundings
Capital
Service
Accuse of being a night creature
Profession
Family
Goodbye

Press 82 to scroll text.           Press -+/* to select choices.
```

Having finished our task at last, we left the Keep, eager to seek aid in one of the Human warriors, hoping they would join us.

Exiting, a Farmer came up to us. The one I had spoke to earlier, he seemed worried as he spoke to me, I asked what was happening...

It seemed there was a simple thief and outcast who had finally overstayed his welcome. He had killed someone and was now on the run from the guards. Asking more it seemed he had last been sighted in one of the nearby stores.

I left quickly the name of this outlaw struck a memory...

```
Talking to the Human Planter Ersi Rosmicanba
You begin a conversation with the Human Planter.
Axedwarf: Greetings. My name is Orky 'Boss' Lessonlancer the Fed
Bewilderment.
Ersi Rosmicanba, Human Planter: Hello, dwarf. I am Ersi Slaughtersgirl.
Axedwarf: I am here to discuss serving your cause.
Ersi Rosmicanba, Human Planter: A lowly outcast has perpetrated enough crimes
against our community to gain notice.
Ersi Rosmicanba, Human Planter: Seek and kill Snodub Vileseals the goblin
Spearman.
Ersi Rosmicanba, Human Planter: Search first in The Magics of Scaling, a
general imports store to the east.

Press Enter to continue.
```

It was the same name as the outlaw who struck down a Dwarf... A Dwarf who may have been on the same journey as I was!

SO...

It would seem we had been tasked to find an outlaw who may have struck down one who came before us? Just as our un met companion **Uggi** had been. This was a task we would finish with glee.

While I had been intent on seeking another human warrior and departing, such actions could wait. A Dwarf had to be avenged!

We had been told the outlaw still dwelt within the town walls.

We searched several abandoned stores he had been sighted at, and even ventured down into the catacombs beneath the temple. We came upon a few ill trained and un worthy bandits that we struck down. But no sign of Snodub.

After almost a day of searching I began to doubt things. Everyone I spoke to said he was within the town, yet no where could we find him... I would never shrink from a fight, but how could I fight if I could not find our target?

Eventually, and with a heavy heart we returned to the Farmer, prepared to admit defeat. Yet it seemed not to be. Upon seeing us we were embraced!

```
Axedwarf: Greetings. My name is Orky 'Boss' Lessonlancer the Fed
Bewilderment.
Ersi Rosmicanba, Human Planter: Hello, dwarf. I am Ersi Slaughtersgirl.
Axedwarf: Let me regale you with tales of adventure... [shares news]
Ersi Rosmicanba, Human Planter: This is fantastic!
Ersi Rosmicanba, Human Planter: May Snodub Vileseals rot forever in the
underworld.

Trade
Join
Surroundings
Capital
Service
Accuse of being a night creature
Profession
Family
Goodbye
```

He seemed overjoyed that "We" had killed Snodub!

I looked around for a moment. Dosheb was of no help in pondering this strange matter and so I again spoek to the Farmer.

'Whom has told you this news? That we slain the outlaw?'

He instructed us to a local guard who had told him, a female Human not far from us. Determined to get to the bottom of this mystery, we came upon a small house and entered. Inside the first thing that caught my eye was a Large Silver spear, still stained with the blood of a goblin!

silver spear

This is a silver spear.

One Kill

Snodub Uileseals the goblin, d. 11

Slayer

Dag Campechoes the human, one kill

The home we were in was small and I could see a Human and some children around, I asked who the owner of the spear was and to my surprise the Woman raised her hand. She said her name was **Dag Muthisimo** and that it was indeed she who slew the outlaw...

Dag Campechoes was a human. She was one of the first of her kind.

In 1, Dag married Furi Boardedlure.

In 1, Dag settled in Whimkin.

In 2, Dag began wandering the wilds.

In the midspring of 11, Dag became an enemy of The Unnameable Enchanters.

In the midspring of 11, Dag struck down the goblin Snodub Uileseals with a silver spear in Whimkin.

Related Historical Figures

Enim Fragrant smiled, object of casual worship

Furi Boardedlure, husband

Ecroh Tombsblood, only daughter, b. 2

Obu Homely matches, eldest son, b. 3

Kiñá Weaverlyric, second eldest son, b. 4

Adi Rightsmead, youngest son, b. 8

Related Entities

The Obscure Confederation (member)

The Mountainous Society (former member)

The Group of Boats (member)

The Unnameable Enchanters (enemy)

Related Sites

Whimkin (home)

One Kill

Snodub Uileseals the goblin, d. 11

the kills of dag

She told us she did not wish to take credit for such a task, and had told the guards we had done the deed. I think for a moment and ask if the goblin outlaw had anything 'Strange' on his person. Dag seemed as if expecting the question and handed us a Dwarfish scroll. It was indeed the **Same Scroll** That both I, and my fallen companion **Uggi** had been given.

Surely this was no accident; fate had put her into our lives. And, a Sear, that she wielded a Spear, the same as Dosheb had once held. Already I could seem him staring at it, like a lost friend. His eyes already seemed calmer.

I spoke to Dag, I knew I would ask much, but I felt Fate had picked her to join with us.!

```

Talking to the Human Spearman Dag Muthesimo

You begin a conversation with the Human Spearman.
Axedwarf: Greetings. My name is Orky 'Boss' Lessonlancer the Fed
Bewilderment.
Human Spearman: It is good to finally meet you!
Dag Muthesimo, Human Spearman: I am Dag Campechoes. How can I be of service?
Axedwarf: Join me on my adventures!
Dag Muthesimo, Human Spearman: Surely any place is better than this. Let's
set off immediately!

Press ESC when finished.

```

I was overjoyed when she agreed. She grabbed her spear, said her farewell to family, and soon we made ready.

Now we made ready for the final leg of our trip. Many I spoke to know of no other settlements between here and the Mountain Home we sought. Meat we could get from the wild, but other sustenance we might not see again.

The gold I had taken from the bandits indeed served us well; we purchased a large amount of fresh fruit and other items to nourish us. More indeed than we could carry.

```

your inventory
a - steel shield                               Left hand
b - «*giant olm leather tunic*»              Upper body
c - «*giant cave swallow leather robe*»     Upper body
d - alpaca wool backpack                      Upper body
e - . large copper dagger
f - . «*copper bow*»
g - . «*giant cave spider silk cap*»
h - . Uggi Loloknòm's mutilated corpse
i - . alpaca wool pouch
j - . Gozru Sletbuuksos's right lower leg
k - . prickle berries [30]
l - . fisher berries [50]
m - . wild strawberries [10]
n - iron battle axe                           Left hand
o - «*troll fur cloak*»                       Upper body
p - «*dingo leather loincloth*»              Lower body
q - «*troll fur sock*»-                       Right foot
r - «*giant cave spider silk right glove*»   Right hand
s - «*troll fur sock*»                       Left foot
t - «*cave spider silk shoe*»                Right foot

```

It was then I did something I felt I should have done from our start... We were ot the first to travel this way, and would surely not be the last. Others would follow us. I took would supplies I could and gave them to Dag's family with instruction that should any Dwarf follow us; they were welcome to the food. I also left a message saying that somewhere here, was the body of **Phones Starchampion** and like the

corpse of Uggi, that they too should be taken to the home...

We set off the next day for what would be our final Journey. From this point on, as far as we knew, there would be no more towns, no more people, no one until we reached the mountain home.

We hiked for about a day. Dosheb seemed to calm as he walked side by side with Dag. Weather it was by being next to a Human, or next to a Spear again I could not say.



heading out into wilderness

Another day passed, Dosheb and Dag hunted together game. Often they would vanish from my sight all together, but always they returned and seemed in good spirits.

By the end of the second day, we came over a small crest of hills and before us lay Mountains. REAL Mountains!

I felt a stirring in my heart, as though I was indeed coming home!



We passed along the foot of the mountains; streams and rivers flowed from the base. The farther we went down the hotter it became as well. Not just from winter going into spring, but the very lands grew hot. Even at night the air was still warm, rivers no longer froze and often we had to hike up high into the mountains to find a place where we could cross around them.

During one such trip along a river, we came to a field that had a strange bluish hue to it. The trees were strange as well and looked like great white Feathers.



Dag said she had hold stories of such places, that Elves and Unicorns sometimes inhabited such lands. I looked fearful at this news, clutching my Sword tightly. Dag seemed confused that I would be fearful of such things. Truly Humans have much to learn...

We made our way to a large Cave where we made camp for the night



I awoke in the middle of the night to a horrible sight!

Cyclops had also made it's home in the cave and was upon us!!!

At first I was not sure of what I saw, for it seemed as though Dag and Dosheb had already been

fighting. They seemed not to be wearing much of their clothing and Dosheb was holding his Loincloth!

I made a quick attack at the beast with my Axe that just cut a glancing blow upon the beast. It turned and charged at me knocking me down! As I did so, Dosheb once more seemed to enter into some sort of Madness!

Both he and Dag had been interrupted by the Cyclopes and it had grieved him deeply!

Moving quicker then I could see he attacked the one eyed beast, punching it with his aged Loincloth over and over!

Every time I tried to get in closer I was knocked away between the two Humans who attacked over and over!

```
You have discovered a lair.  
You drop Uggi Loloknòm's mutilated corpse.  
You hack The Cyclops in the lower body with your iron battle axe, tearing  
the skin!  
The Cyclops charges at You!  
The Cyclops misses You!  
The Cyclops collides with You!  
You are knocked over and tumble backward!  
The Human Elite Wrestler strikes The Cyclops in the third finger, right  
hand with his large rope reed fiber loincloth, tearing the skin and  
bruising the bone!  
The Cyclops attacks You but You scramble away!  
The Human Elite Wrestler punches The Cyclops in the left lower leg with  
his left hand, bruising the muscle!  
The Cyclops attacks You but You roll away!  
The Human Elite Wrestler strikes The Cyclops in the right upper leg with  
his large rope reed fiber loincloth, bruising the muscle!  
The Cyclops attacks You but You roll away!  
The Human Spearman stabs The Cyclops in the right lower arm with her  
silver spear, tearing the muscle!  
The Human Elite Wrestler strikes The Cyclops in the right hand from the  
side with his large rope reed fiber loincloth, bruising the muscle!
```

Suddenly there was a crack and the beast lay still, yet not dead. Unconscious it fell before us, and I would not give it the chance of attacking us again!!!

The three of us now all attacked it, hoping to delve a fatal blow to it's head!

Spear, Battle Axe, and (apparently) Loincloths where all hammered over and over into the beasts Skull!

```

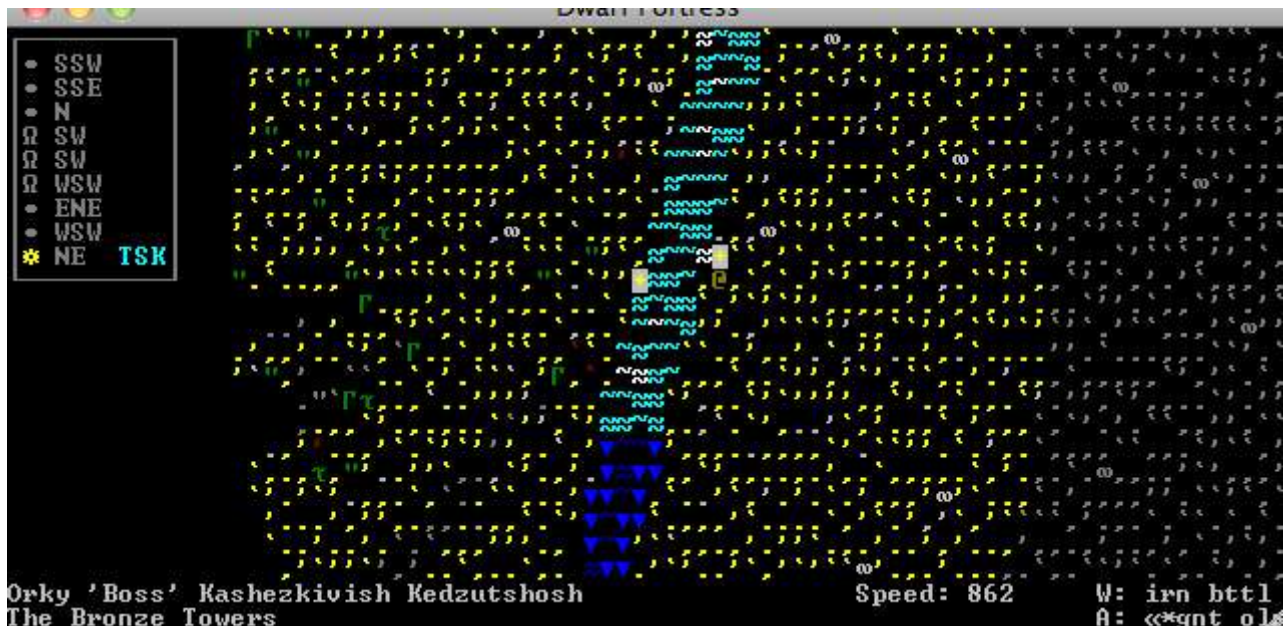
the fat!
The Human Elite Wrestler strikes The Cyclops in the head with his large
rope reed fiber loincloth, bruising the muscle, shattering the skull!
You hack The Cyclops in the head with your iron battle axe, tearing apart
the muscle, shattering the skull!
An artery has been opened by the attack!
The Human Spearman stabs The Cyclops in the head with her silver spear,
tearing apart the muscle, shattering the skull!
A tendon in the skull has been torn!
The Human Elite Wrestler strikes The Cyclops in the head with his large
rope reed fiber loincloth, bruising the muscle, shattering the skull!
You hack The Cyclops in the head with your iron battle axe, tearing apart
the muscle, shattering the skull!
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An artery has been opened by the attack!
A tendon in the skull has been torn!
The Human Elite Wrestler strikes The Cyclops in the head with his large
rope reed fiber loincloth, bruising the muscle!
You hack The Cyclops in the head with your iron battle axe, tearing apart
the fat!

```

At least it seemed death had claimed it and it moved no more.

I looked at the nearly naked Humans, curious of what they had been doing before the attack. Dag seemed not to look me in the eyes, but hurriedly put her clothing back on. Dosheb, perhaps still lost in his Madness, did nothing, remaining all but nude. It was not until morning that he had clothed himself again... Save for his loin cloth which he held as though it were a newly forged spear...

We hiked out from the valley along a river to drink and wash off. The heat was growing intense now and it beat down upon us like a Hammer. We found ourselves having to stop more and more to drink, and we decided to simply follow the river for as long as it took us, lest we wonder away and run out of water in the heat.

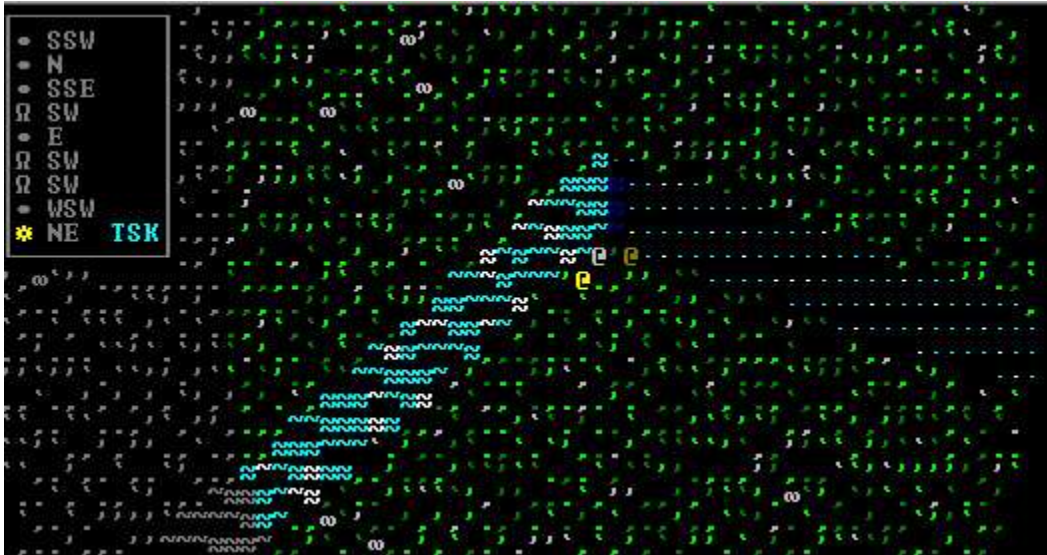


Two more days passed, the time spent killing beasts and snakes for meat. The provisions we had taken

with us and been either consumed or rotted and we had nothing left to consume but game.

Another few days passed, our movement becoming slower as the land grew hot. Ever we followed the river until... Until one day...

The river we had followed fell over a cliff and down below we could see Dwarves.



There was no Mountain Home, No great city... No food no place to rest.

Only you two, who I have told my story too"



The Dwarves **Melkor** and **Nish** both looked up from the camp fire and nodded.

"So it was with us, nothing to find, as if we are expected to build the city ourselves" Nish spoke as he poked at the fire. Melkor spoke up next.

"And what of the Humans? I did not see them after the first day."

"I spoke to them last night. After so long with me, it would seem once I reached my goal they departed. I hope Deshob may find peace, and that Dag may find her way back to her family. Both were mighty Warriors worthy of song!"

The other two Dwarves nodded in agreement, behind them laid the small makeshift shrine of the bodies of the fallen. Nish looked at it and stood up.

"And what of now? You have joined us here, but will there be more?"

Orky looked down at the scrolls in his hands, the one that started him on his quest.

"There will be, We can only wait for them..."

=====

And THUS does the saga come to the end!

A few notes on the quest!

*As far as I know, I had NO hand in killing Snodub, who killed Phones. I actually think I saw "Snodub" on the way into town, cause I only remember seeing ONE goblin above ground. The only thing I can think of, is by starting the quest he suddenly became "Hostile" and The human guard was just next him and struck him down before us.

*I looked around for Phones body, but did not find it, I hope that perhaps someone else may pick it up. Maybe Phones has a better location on it.

*For future travelers, anyone passing through, do a quick search and you'll find (hopefully) piles of berries food and other items to use in an abandoned house. Also there's a lot of gear below the Temple from people we killed, if you are brave enough to look around.

*On the Cyclopes attack... I Have NO IDEA how Deshob came to be holding a Loin Cloth, I am not sure if it was his or not... But he killed a LOT of people with it!

Also FINAL COUNTS for Dosheb and Orky:

Final Kills for Orky

In the midspring of 11, Orky 'Boss' settled in Silverysects.

Related Entities

The Scorching Bells (member)
The Group of Dinner (member)
The Lined Realms (member)
Thlufrilmis (enemy)
The Hall of Twinkles (respected for heroic acts)
The Wealthy Confederacies (respected for heroic acts)
The Scorching Bells (greatly respected for heroic acts)
The Lined Realms (hero)
The Group of Streams (respected for heroic acts)
The Group of Dinner (greatly respected for heroic acts)
The Sorcerous Fellowship (respected for heroic acts)
Dostrugis (enemy)
The Profane Joys (enemy)
The Drinks of Domination (enemy)
Throfogorbin (respected for heroic acts)
The Dungeons of Bearing (enemy)
The Seducer of Itches (enemy)
The Failed Spider (enemy)
The Obscure Confederation (respected for heroic acts)
The Mountainous Society (respected for heroic acts)
The Meandering Takers (enemy)
The Unnameable Enchanters (enemy)
The Watchful Rags (member)

Twenty-Two Notable Kills

Kruduchlagin the kobold, d. 11
Slulin the kobold, d. 11
Joboboshluger Burialrift the kobold, d. 11
Bakaprirbus the kobold, d. 11
Flubulraylmis Calleddrilled the kobold, d. 11
Plufudrimus the kobold, d. 11
Jlotraykis Glowskewered the kobold, d. 11
Stlokopronger the kobold, d. 11
Ilislimis the kobold, d. 11
Shralalapeersnis the kobold, d. 11
Bosa Flygalls the goblin, d. 11
Smunstu Dreadslit the goblin, d. 11
Zolak Hailtorment the goblin, d. 11
Tequil Thronecleaned the human, d. 11
Tequil Thronecleaned the human, d. 11
Rushán Polishfades the giant cave spider, d. 11
Estrur Trashcruel the goblin, d. 11
Ago Malicespatters the goblin, d. 11
Bax Spidergristles the goblin, d. 11
Amxu Morningdevil the goblin, d. 11
Ago Emeraldscorpion the goblin, d. 11
Ithru Droopyevened the human, d. 11

Forty-One Other Kills

Seven dingoes (♀) in The Plain of Murdering
Five dingoes (♂) in The Plain of Murdering
Four giant rats (♀) in The Deeps of Slaughter
Four dingoes (♀) in The Hill of Adventures
One dingo (♂) in The Hill of Adventures
Two wolves (♀) in The New Hills
Two badger boars (♂) in The Blue Jungles
One badger sow (♀) in The Blue Jungles
One badger sow (♀) in The Dipped Prairies
Two dingoes (♂) in The Dune of Mires
Two dingoes (♀) in The Dune of Mires
One vulture (♂) in The Dune of Mires
Two dingoes (♀) in The Prairie of Queens
Two dingoes (♂) in The Prairie of Queens
Two kea (♂) in The Bronze Towers
One weasel (♂) in The Murk of Murdering
One duck (♀) in The Bronze Towers
One weasel (♀) in The Murk of Murdering

Final Kills for Dosheb

Dosheb Apugnebo Nacstak, Dosheb Gai

The Lined Realms (member)
The Drinks of Domination (enemy)
The Scorching Bells (respected for heroic acts)
The Lined Realms (greatly respected for heroic acts)
The Group of Streams (respected for heroic acts)
The Group of Dinner (respected for heroic acts)
Throfogorbin (respected for heroic acts)
The Dungeons of Bearing (enemy)
The Seducer of Itches (enemy)
The Failed Spider (enemy)
The Watchful Rags (respected for heroic acts)
The Obscure Confederation (respected for heroic acts)
The Mountainous Society (respected for heroic acts)
The Meandering Takers (enemy)
The Unnameable Enchanters (enemy)

Related Sites

Whintakes (home)
Evenedlions (home)

Five Notable Kills

Ngokang Seducedwinds the goblin, d. 11
Rozmo Lightningthrowers the human, d. 11
Ibid Earlyshades the human, d. 11
Gozru Spite stole the goblin, d. 11
Konli the cyclops, d. 11

Seventy-Eight Other Kills

One human (♂) in Evenedlions
Two echidnas (♂) in The Plain of Murdering
Six dingoes (♂) in The Plain of Murdering
One horse (♀) in The Plain of Murdering
One horseshoe crab (♀) in The Brushed Desert
Two horseshoe crabs (♂) in The Water of Hogs
Two crabs (♀) in The Water of Hogs
Two crabs (♂) in The Water of Hogs
One horseshoe crab (♀) in The Water of Hogs
One crab (♀) in The Fondled Plain
One crab (♂) in The Fondled Plain
Three dingoes (♀) in The Hill of Adventures
One dingo (♂) in The Hill of Adventures
One wolf (♂) in The New Hills
Three wolves (♀) in The New Hills
Two badger boars (♂) in The Blue Jungles
One badger sow (♀) in The Blue Jungles
One wombat (♀) in The Blue Jungles
Four kea (♀) in The Blue Jungles
Five kea (♂) in The Blue Jungles
One opossum (♂) in The Hill of Labor
Two kea (♂) in The Hill of Labor
One kea (♀) in The Hill of Labor
One badger sow (♀) in The Dipped Prairies
Two badger boars (♂) in The Dipped Prairies
Three dingoes (♂) in The Dune of Mires
Two kangaroo bucks (♂) in The Dune of Mires
One vulture (♂) in The Dune of Mires
One kangaroo doe (♀) in The Dune of Mires
One porcupine (♂) in The Prairie of Queens
Four vultures (♀) in The Prairie of Queens
One vulture (♂) in The Prairie of Queens
Three kangaroo bucks (♂) in The Prairie of Queens
Four kangaroo does (♀) in The Prairie of Queens
One goblin (♀) in Whimkin
Two dingoes (♂) in The Prairie of Queens
One badger boar (♂) in The Prairie of Queens
Two badger sows (♀) in The Hill of Tufts
One kea (♀) in The Bronze Towers
One giant earthworm in Splithells
One anaconda (♂) in The Murk of Murdering
One anaconda (♀) in The Murk of Murdering

How we shape up in History in our civilization

Isdenunib, "The Watchful Rags"

The Watchful Rags was a dwarven civilization of the Legendary Plane.

In 1, the dwarf Onget Stockadebalances became the general of The Watchful Rags.

In 1, the dwarf 8hlel Granitemines became the queen of The Watchful Rags.

In 1, The Distinct Artifact of The Watchful Rags founded Silverysects.

In 1, The Distinct Artifact of The Watchful Rags constructed The Whip of Passes in Silverysects.

In 1, The Swords of Hide of The Watchful Rags founded Cobaltveils.

In 1, The Distinct Artifact of The Watchful Rags constructed The Sanctuary of Brightness in Silverysects.

In the midspring of 1, the bronze colossus Alâth Knightedspike the Savagery of Standards became an enemy of The Watchful Rags.

In 4, the dwarf Catten Tongslong became the general of The Watchful Rags.

In 4, The Distinct Artifact of The Watchful Rags constructed SevereHELLS the Pregnant Deep in Silverysects.

In 8, The Clear Handles of The Watchful Rags founded Languageropes.

In the late spring of 8, the roc Fecaci Bristlestrean the Decisive Vigor became an enemy of The Watchful Rags.

In 9, the dwarf iteb Glovekissed became the king of The Watchful Rags.

In the late summer of 10, the giant Stasoz became an enemy of The Watchful Rags.

In the early autumn of 10, the dwarf Nish Wheelroads became a hero in the eyes of The Watchful Rags.

In the early winter of 10, the yak bull Ashenroughness became an enemy of The Watchful Rags.

In the early winter of 10, the roc Enore became an enemy of The Watchful Rags.

In the midwinter of 10, the dwarf Melkor Savageaxes became a hero in the eyes of The Watchful Rags.

In the midwinter of 10, the unicorn Glidepeace became an enemy of The Watchful Rags.

In the late winter of 10, the goblin Snodub Vileseals became an enemy of The Watchful Rags.

In the midspring of 11, the dwarf Orky 'Boss' Lessonlancer the Fed Bewilderment became a hero in the eyes of The Watchful Rags.

In the midspring of 11, the human Dosheb Cudgelprairies the Guilty Beast became a hero in the eyes of The Watchful Rags.

A final note.

At the very end of things, Dosheb turned out to be so much of a Bad Ass, that he became a Hero to the "Watchful Rags" themselves. The only Human to do so thus far!

Reudh:

A creature awakes... a force possesses it... could it be?

The spirit of Reudh back again?

Oho, it is. It's Reudh, back again!

This time, I will make it to Silverysects! This time! T'ere kin only be one t'ousan!

```
Create Your Character
Name: Lord Reudh II Rakaskezat Toltot Gedor, "Lord Reudh II Strangerdanger the Raven of Evil"
Race: Dwarf, ♂, Hero
Adequate Speardwarf
Competent Swimmer
Adequate Ambusher
Competent Shield User
Novice Armor User
Adequate Dodger
Competent Striker
```

And what of my personality? My skills? They are not much different.

```
Dwarf Fortress
Create Your Character
Race: Dwarf, ♂, Hero
Attributes remaining: 0
High Strength 20
Above Average Agility 10
Above Average Toughness 10
High Endurance 20
Above Average Recuperation 10
Average Disease Resistance 5
Below Average Analytical Ability 1
Average Focus 5
Average Willpower 5
Very Low Creativity 1
Below Average Intuition 1
Very Low Patience 1
Very Low Memory 1
Very Low Linguistic Ability 1
Average Spatial Sense 5
Very Low Musicality 1
Above Average Kinesthetic Sense 10
Very Low Empathy 1
Above Average Social Awareness 10
Skill remaining: 3
Not Marksdwarf 5
Not Macedwarf 5
Adequate Speardwarf 7
Not Swordsdwarf 5
Not Hammerdwarf 5
Not Axedwarf 5
Not Fighter 5
Not Archer 5
Not Observer 5
Competent Swimmer 8
Adequate Ambusher 7
Competent Shield User 8
Novice Armor User 6
Adequate Dodger 7
Not Wrestler 5
Competent Striker 8
Not Kicker 5
Not Biter 5
Not Thrower 5
Not Misc. Object User 5
Enter: Done ESC: Back
829346: Scroll +- to change
```

I awake into a town. A proper hustle and bustle town. This looks like a fine place to begin my journey. This is Praisebasin, in the country of the Confederations of Wading.

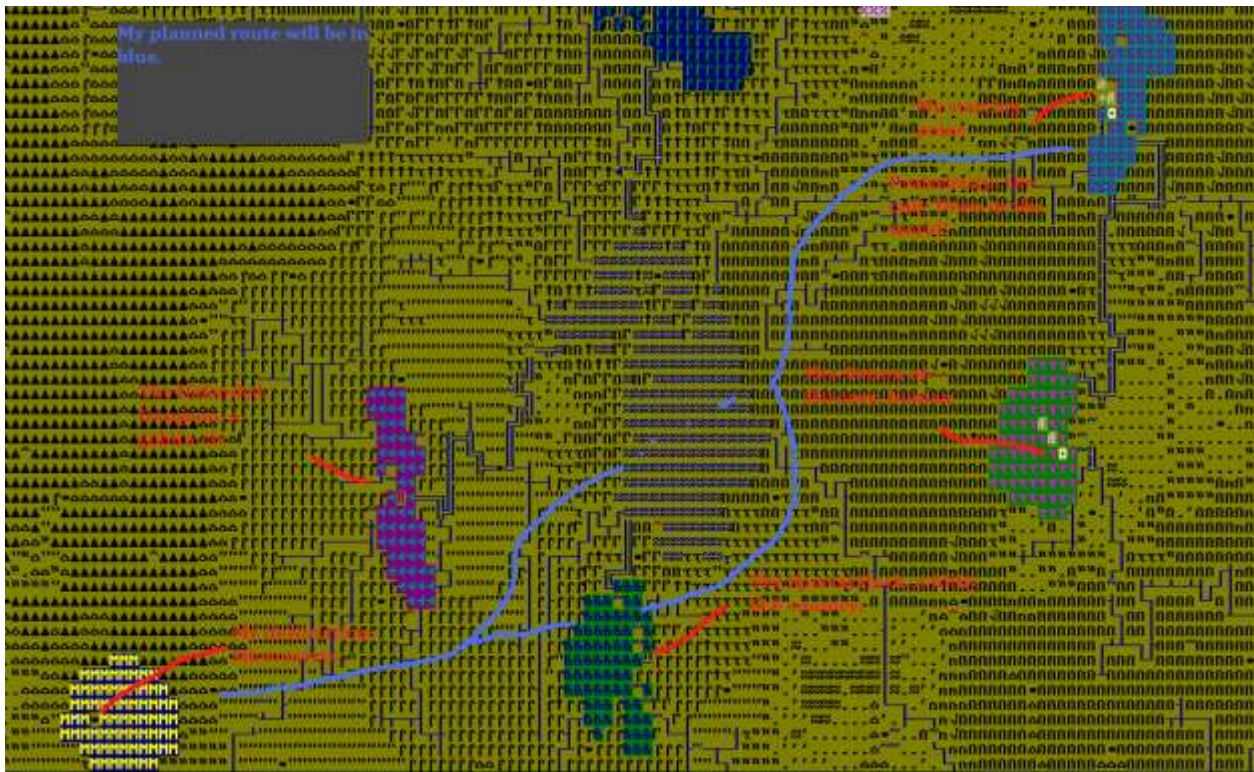
I begin to look for people to recruit to my cause. I find none, but interestingly enough, I find a person

who calls themselves the Exalted Oracle.

```
Talking to the Human exalted oracle Xidel Zizgole
Xidel Zizgole, exalted oracle: Hello, dwarf. I am Xidel Hoaryslipped.
Xidel Zizgole, exalted oracle: Welcome to the The Intricate Temple.
Xidel Zizgole, exalted oracle: Traveling alone in the wilds?! You know
better than that.
Wrestler: Tell me about The Intricate Temple.
Xidel Zizgole, exalted oracle: It is said that the detailed surfaces of The
Intricate Temple can allow one to experience art for the glory of Rushán
Míndorbbs.
Xidel Zizgole, exalted oracle: In 8, The Embraced Faith formed in The
Intricate Temple in Praisebasin.
```

Bah. Everyone knows only I am the true god, the Avatar of Reudh, Armok's Junior Undersecretary to Platelets.

I know now that I must head southwest. To that effect, I summoned my prior knowledge, courtesy of my previous inhabitant: the Ageless Nightmare of Apes-



My thought is that I avoid the goblin country, on account of its danger to me. Goblins are nasty beings, possibly more disgusting than humans. I am not sure weather I should swim across the ocean; I have heard tell of people being snap frozen, especially in colder climates. If I elect not to swim, I must detour around the southern coast of the sea and travel through the Special Buck, an ELVEN country. I hate them too. If they are wise, they'll stay out of my way.

You might say I hate everyone, but oh contraire! I do not hate dwarves. I do not hate gnomes. I do not hate the animal men that creep in the caverns.

I only hate the above ground worms that call themselves sentient.

I remember Kes, though. Kes Pessalcone. The only human I ever considered worthy. Ever. He lived and died with me. We were murdered by three giant dingoes. Like dogs, but angrier. Like dogs, but ten feet tall. Like dogs, but with sharper teeth. It was a terrible pity.

Perhaps the humans of this town are the same. I might find one worthy of travelling with me.

Though it takes ages of sifting through their artificial caves, I find a crossbowman. He's the only guard of the town; sitting in the keep, he fiddled with his crossbow. I see something of Kes in him. He tells me his name is Dof Kisanastrozmo, or "Visionbattered". He claims it is the name of an ancient and powerful family; though all of us remember the Time of Awakening. I scoff, naturally. None of us has existed for more than ten years in Licevathiira.

But, I decide to take Dof with me. I do need a bodyguard to keep the creatures of the night away.

I decide to sneak through the town. The less known about me the better. Dof does not understand why I move so slowly and in such a strange stance, and so he dances about me. Fool.

I check the sky before we begin to walk through the town. The sky is clear- the sun is high in the western sky and a cool breeze plays around my cave spider silk dress.

There are shops everywhere, including a proper butcher's market. I have nothing to trade, unless these foolish humans want rocks or mud I cannot offer anything.

Ha. I scraped kilograms of loamy soil off the ground and offered it to a planter in exchange for ten prickleberries. The fool took the soil with an expression of glee and happily handed me the berries.

This pleases me greatly. I think I shall buy some more.

And so I did. I bought 24 prickleberries. This shall keep me sated for the journey ahead, long enough to catch some meat and kill it.

The only problem with beginning life in Praisebasin is that I must cross a river to begin my journey.

While I am a passable swimmer, Dof has no skills to speak of. I do not want to die, either.

Some of the apes tell me that the river narrows to the north, between Praisebasins and a hamlet a short distance past it.

I think that it is the right way to go.

- + SW TSK
- NNW
- ESE
- SSE
- SE
- NW
- NE
- WSW
- SSW



Lord Reudh II Rakaskezat Toltot Gedor
The Hill of Workers

Speed: 378

W: copper spear
A: cave spider silk dress



And so Dof and I leave Praisebasins to the north, after some consideration. The apes tell me 'Giant hamsters roam freely out there', and to be careful. One ape has the temerity to suggest to Dof that he dissuade me from my foolish pilgrimage, and I nearly lose my temper.

Dof and I arrive in Glazedletters, a tiny hovel of a hamlet. A child ape gleefully admits me entry to the lone house, and Dof and I sleep on the dirt floor. I am hungry. Why I am now hungry I do not know- I suppose it is one of the bad things about "becoming flesh".

Tomorrow, a bright new beginning in our journey. I will swim across the river and make for the nearest town or hamlet, before travelling southwest.

Dof drowned in the river. Fool. He has none of the fighting spirit Kes had.

I snuck across the land. I killed a tiercel peregrine- hitting it so hard that it flew away from my strike and skidded along the ground; bleeding out. I couldn't butcher it for some reason though.

Sneaking further, I found some covies near a creek. I cornered one from the rest of the group, and stabbed it in the shin. Some power guided my strike, for not only did I break its leg, it was thrown away from the force of the strike and landed some metres away.

(Seriously, I've gotten two "propelled away by the force of the blow" and I'm only High Strength, with a copper spear.)

I don't really mind that he'll be pathetic in fortress mode; I put the points into everything that I feel can help my survival.

Also, here's a nice little tidbit for y'all.



Ooer, I didn't see how poorly i'd edited that. Late at night, y'know? Look how far it went from being punched by some berries.

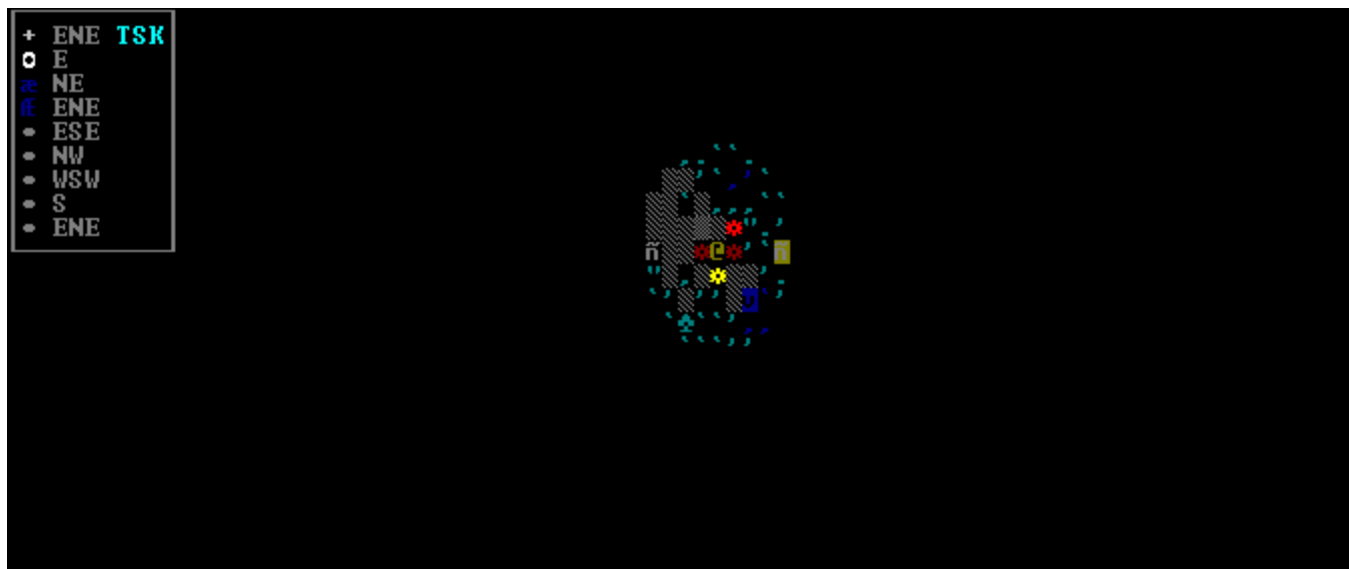
Yes, that's right! Fear me, oh quaking rodents of Licevathiira! Fear me! And you too, Master Armadillo. I will break your shell and so I did!

(Got some nice skills from stabbing over and over and over until i finally severed the shell entirely.)

The night begins to fall. Without Dof I cannot do a thing. So, I do the only sane thing.

I box myself in with fires all around me. And with that, I go to sleep.

I awake to the gargled sounds of a vulture being strangled. "ERK ERK ERK URGK" it screeches before passing out. Pity. One of them managed to kill a bogeyman before it too was strangled to death. So I sit here. I can't go back to sleep, I can't wait. All I must do is count down the minutes to daytime while the bogeymen circle around the fires, unable to come close. I fling my dagger at one, but I miss. There is no clay to fling at them from here either, and I dare not waste any of my other precious substances.



So I must wait, bit by bit.

I saw that as well, about the crown and got a chuckle. 😊

Reudh, did you try to go back for Dof's crossbow and bolts? After he drowned?

Long since left him in the dust. I'm beginning to think it might've been smarter to journey via the other human civilisation to the south before heading west-south-west.

Missmissmissmissmiss -

The spinning water strikes the bogeyman in the upper body, bruising the muscle and tearing apart the middle spine's nervous tissue! The bogeyman falls over!

Brilliant idea, Ubiq!

It's great training, I have gone from dabbling to Skilled in not long at all. One bogeyman dodged right onto the fire and I attacked it, landing myself on the fire. Thankfully I was able to leap back off it, and

the bogeyman fled off screen and vanished. No matter how much I injure them, they just disappear and come back healed.

A problem I foresee is if they dodge onto the fires diagonally to me. I can't move diagonally. I can attack them, but I risk landing on the fire again. I'm going to make a macro that spams . so I can get through the night.

Smart idea, Corai. I have crippled one to the point that it no longer dodges my thrown water, and with a skilful strike I severed its horn. I also recorded a macro that repeats . 30 times and play it when the bogeys are in the wrong spots.

These creatures that taunt me, just out of reach...

Some practice and I can leach the energy out of water, rendering it briefly solid enough to hit and hurt the bogeymen. No, not really. I'm just flinging water at them. It seems to have some efficacy though.

```
bogeyman
A small one-eyed hemannid. It has four long, curving horns and it barks vicious insults constantly. Its clear skin is wrinkled. Now you will know why you fear the night.
Its left hand is broken. Its left hand is bruised. Its right upper arm is broken. Its right upper arm is bruised. Its lower body is bruised. Its head is bruised. Its left foot is bruised. Its left lower arm is bruised. Its left upper leg is bruised. Its upper body is bruised. Its right upper leg is bruised. Its right lower leg is bruised. Its right hand is bruised. Its mouth is bruised. Its right foot is cut open. Its throat is bruised. Its left lung is broken. Its lower spine is broken. Its right true ribs are broken. Its right false ribs are broken. Its left true ribs are broken.
It is scrawny. Its fourth horn is gone.
```

I have flung several thousand handfuls of water. I am now a master thrower.

And with that, I manage to kill one of the bogeymen.

```
The spinning water strikes The Bogeyman in the right lower leg, bruising the muscle!
The spinning water laced with bogeyman blood strikes The Bogeyman in the upper body, bruising the muscle, jamming the left true ribs through the left lung and tearing apart the left lung!
The water laced with bogeyman blood has lodged firmly in the wound!
The Bogeyman pulls out and drops the water laced with bogeyman blood.
The Bogeyman has bled to death.
```

I took a bit of a beating from a bogeyman who hit me after he fell in the fire. Other than that, I feel fine. Just bruises.

```

Dabbling Knife User 38/500 Drowsy
Adequate Speardwarf 471/700
Competent Shield User 0/800
Novice Armor User 15/600
Master Thrower 1410/1700
Skilled Ambusher 803/900
Competent Swimmer 173/800
Novice Fighter 579/600
Master Archer 1410/1700
Dabbling Wrestler 18/500
Dabbling Biter 49/500
Competent Striker 67/800
Dabbling Kicker 11/500
Adequate Dodger 51/700
Dabbling Misc. Object User 11/500
Small for a dwarf
Speed: 1074

```

upper body
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot
left lung
left cheek

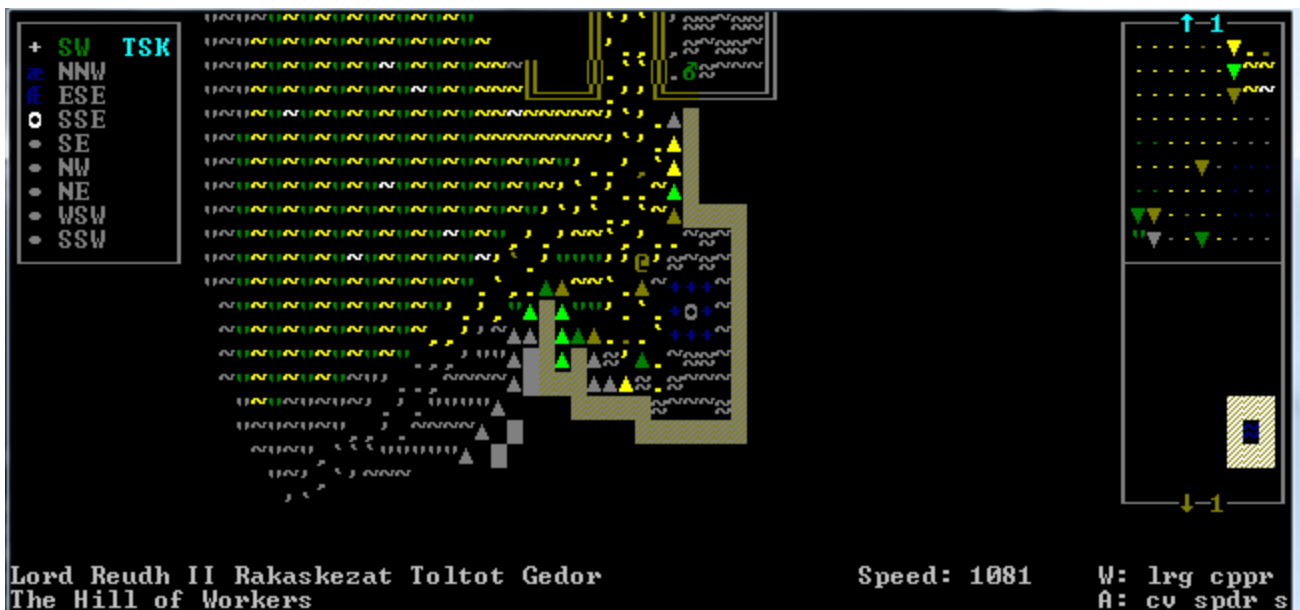
I started with 1003 speed. Now I have 1074. Fantastic!

Removes water laced with boogeyman blood.

Immediately dies of blood loss.

I think he must have pulled out some extra blood while doing this.

Thankfully as I killed one last bogeyman, "the cackling faded away." Tired and struggling to breathe, I hightailed it back to Praisebasin, realising that I had left my copper spear behind. Blast, blast, blast. I think I'll go find Dof's corpse and steal his crossbow and bolts; after all, I am now a Legendary Thrower so an arrow thrown by me should be death in an instant.



Rather than head southwest across country no civilisation exists in, I think instead I shall travel between civilisations. This is doable; I can head to the humans in the south; thence to the elves southwest of them, from there it is only a short journey to my destination.

I look in the keep I found Dof in. There, a carpenter seems to know me. Her name is Nod. I ask her about her family.

```
Wrestler: Tell me about your family.
Nod Raneheju, Human Carpenter: My husband was named Dof Uisionbattered.
Nod Raneheju, Human Carpenter: In the late spring of 11, Dof drowned in
Praisebasin.

Trade
Join
Surroundings
Capital
Service
Accuse of being a night creature
Profession
Family
Goodbye
```

...My actions have consequences...

Nod is Dof's wife.

They had three children...

Oh, cruel fate.

...While searching for Dof's corpse, I find some hippos. Using my newfound powers of hydrokinesis, I invisibly jet water at them.

...To no effect.

I leave south of Praisebasin. There is a fort there, the last bastion of civilisation before the next human country some miles south. I find a new friend there.

Talking to the Human Crossbowman Kado Wuspinjir

You begin a conversation with the Human Crossbowman.

Wrestler: Greetings. My name is Lord Reudh II Strangerdanger the Raven of Evil.

Kado Wuspinjir, Human Crossbowman: Hello, dwarf. I am Kado Cradlerise.

Kado Wuspinjir, Human Crossbowman: Don't travel alone at night, or the bogeyman will get you.

Wrestler: You look like a mighty warrior indeed.

Kado Wuspinjir, Human Crossbowman: I am a soldier.

Kado Wuspinjir, Human Crossbowman: Can you lead me to battle and a warrior's death?

He wishes to leave this fort, inhabited by four.

Kado and I travel far to the south. We are roughly three-quarters of the way to our halfway point, a cave called Necronights. Kado announces he is out of bolts; I spend a good hour chasing after him as he beats impalas, cavies and boars to death with his crossbow, when I suddenly lose sight of him. He is dead or missing. I think missing; though this annoys me it is only Mid-day (It is raining / The sky above you is a uniform and dark grey / The sun is directly above you, behind some clouds / A cool breeze is blowing from the east) and so I keep travelling.

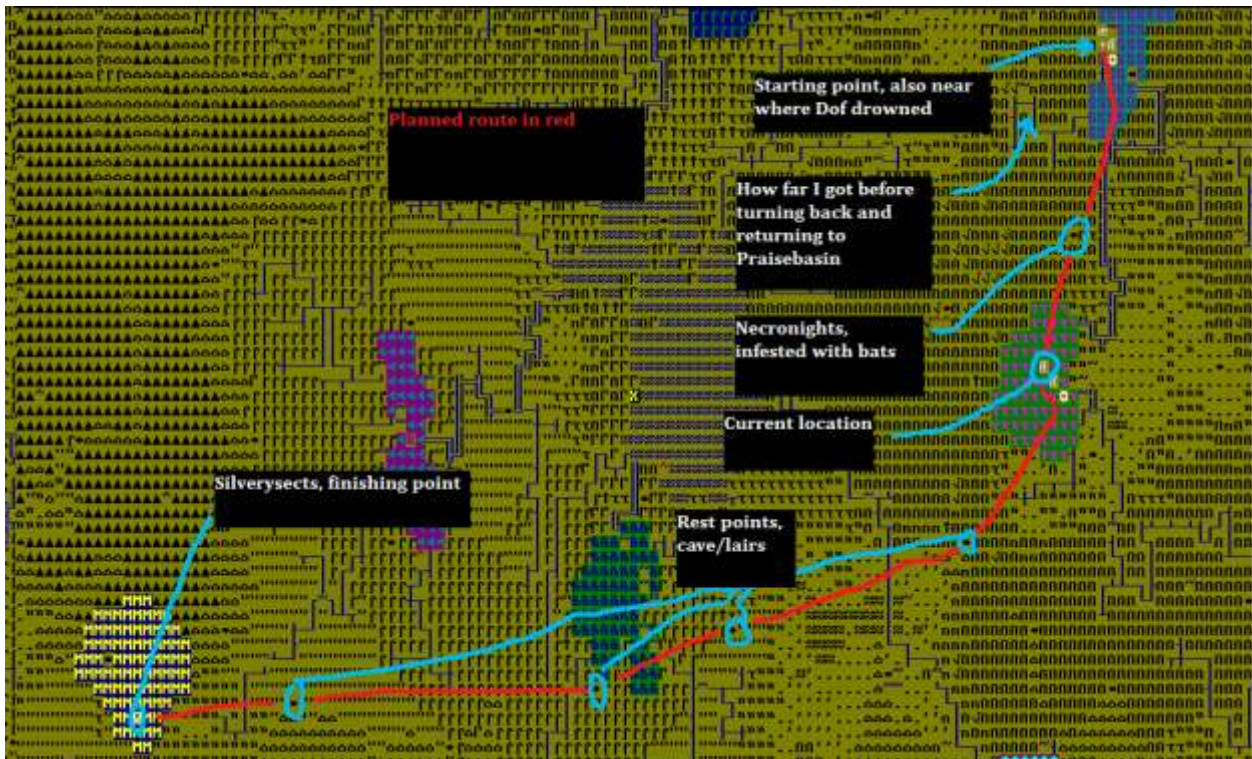
There is nothing of note to report; except that I hope to reach Necronights before nightfall.

I reach Necronights in late afternoon and I prepare to enter. Wish me luck.

I sneak around in Necronights. I fall asleep in there- two giant bats see me and I flee, sustaining mild bruising. It is now just before dawn, so i deem it safe. Eventually the bats give up the chase and return to Necronights. Nothing more of import happens until I reach Zostrastro in the next country, the Nation of Thrones. I am now roughly a quarter of the way through my pilgrimage. There I recruit a maceman to join me.

My food supplies remain strong.

I intend to head slightly southeast to Acspishab, a fortress so that I might get more bodyguards.



I intend to use the caves as rest points, where possible. 😊

All food from this point on must be hunted, as the only markets in the world are in Praisebasin.

Necronights led to the caverns, so I daren't go further into it- i merely slept in the mountain there, safe from bogeymen and (semi)safe from the bats.

I think I am doing well, in that I have no crippling or anything yet. Just heavy bruising that heals when I travel. 😊

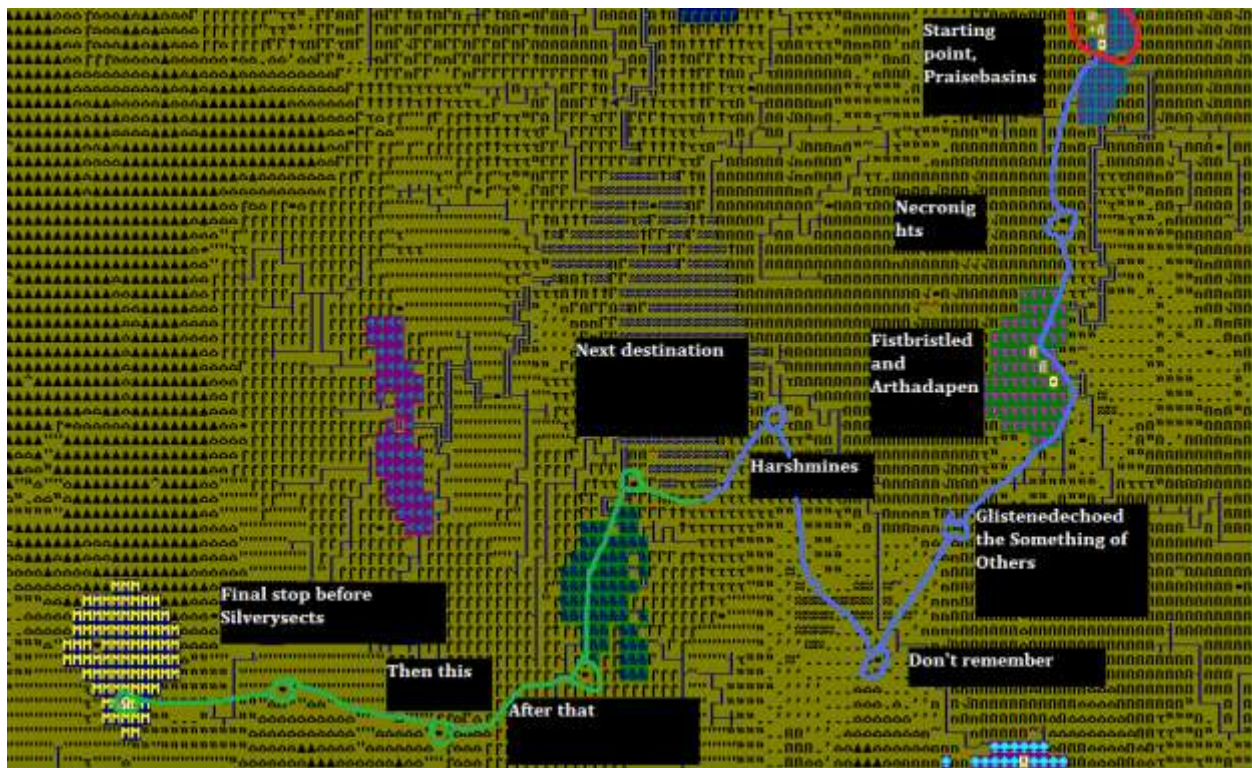
Mind you, I am only a quarter of the way through my journey, so there's plenty of chance for maiming. The travel between the east lair, the elf country and the west lair is going to be the toughest. I hope I don't lose any companions; I think I've exhausted the world's supply. 😊

I arrive at Harshmines to find it uninhabited. I seal up the deeper parts of the cave using my ancient Kamp Fy-ar magic, and go to sleep. Awaking some time later (I was very tired from a fight with an alligator- it managed to nick my ear, but nothing more), I left Harshmines and started to travel along the shore of the nearby inland sea. I continue some ways down, slaughtering crabs in my path.

I named myself Bane of Guineapigs to keep myself amused after defeating an entire family of cavies by throwing them into the water.

I travel along the shore, purely because it is said the proximity of such water keeps bogeymen at bay... This is interesting.

In fact, to test this, I surrounded myself with campfires and slept the entire night. No cackling was heard! Hah! I can skirt using the southern end of the Ferocious Waters and then make a quick journey to the next stopping point.



I arrived at the cave lair just north of the elven lands. Nothing appears to be in there. (I slaughtered many crabs and feasted on their brains. BRAINS. BRRRAAINS.) And nothing was in there.

I leave. Now I am in uncharted lands. Disgustingly GOOD lands. The trees crowd me in and I have almost run out of crab BRAIINNSSS to eat. At least I still have a good supply of prickleberries left. I have actually eaten quite well on this journey. I have feasted on many animals. Would you like to know the culinary delights I prepared for myself?

I saw some unicorns and mistook them for humans. 😊

The unicorn attacks you but the shot is blocked!

Thank goodness for Competent Shield User skill. I ran away from the herd.

Also, I awoke from sleep in the south of the elven lands, surrounded by campfires, to cackling.

Then a GIANT ANACONDA came into screen. It fought all four of the bogeys at once, dying to a lucky kick to the head. The last bogey died of blood loss, and the cackling faded away. Sadly didn't get a screen,

but DAMN.

Shortly after that, I walked on, swimming through a river. Then: Hissing and growling. Oh dear lord.

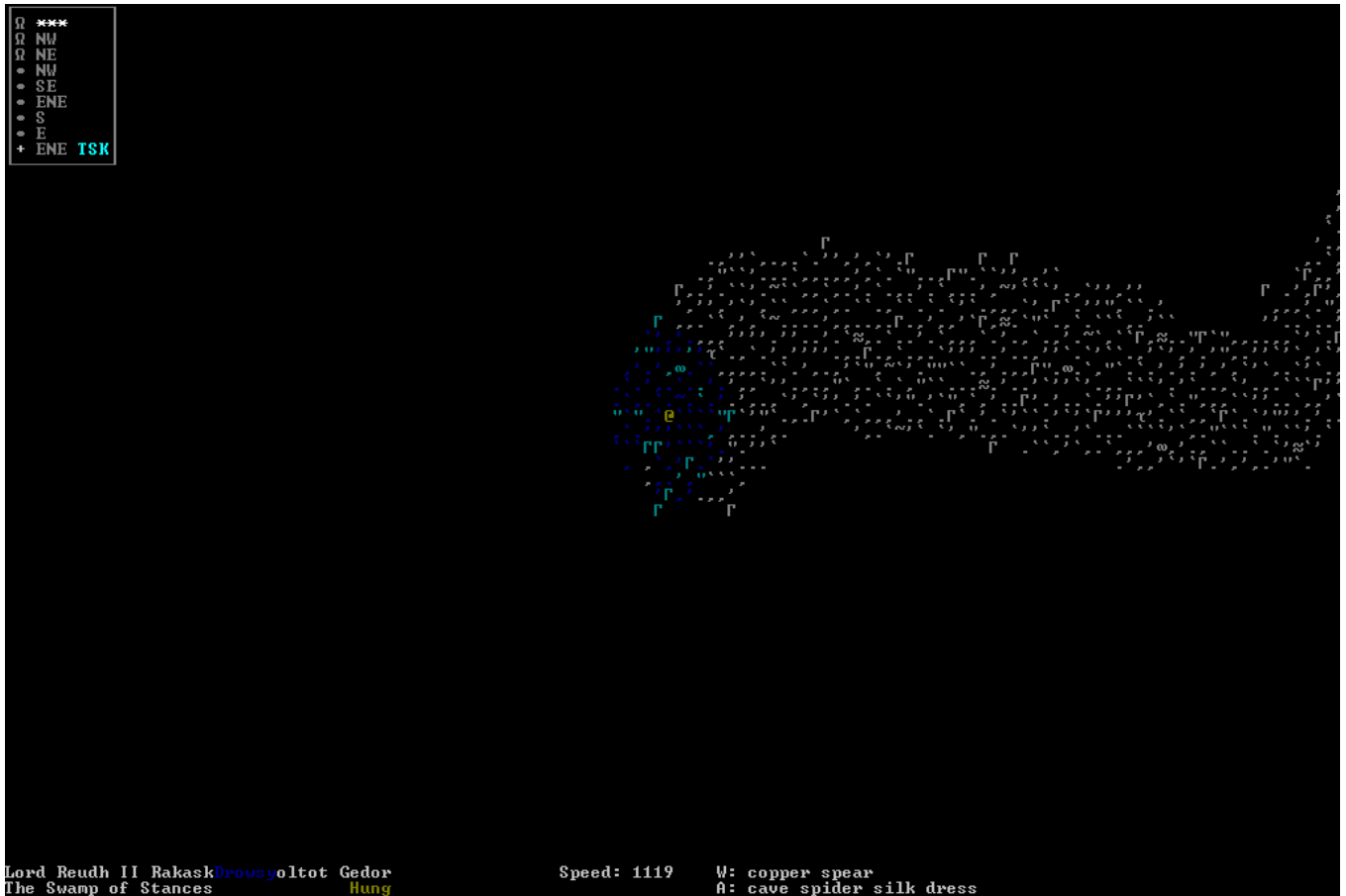
```
You have discovered a river.  
The Alligator misses The Anaconda!  
The Anaconda misses The Alligator!  
The Alligator counterstrikes!  
The Alligator bites The Anaconda in the tail, tearing apart the muscle!  
An artery has been opened by the attack!  
The Alligator latches on firmly!  
The Alligator shakes The Anaconda around by the tail and the severed part  
sails off in an arc!  
The tail is ripped away and remains in The Alligator's grip!  
The Anaconda attacks The Alligator but He jumps away!  
The Anaconda bites The Alligator in the tail, tearing the fat!  
The Anaconda latches on firmly!  
The Alligator lets the Anaconda tail drop away as He attacks.  
The Alligator charges at The Anaconda!  
The Alligator misses The Anaconda!  
The Alligator collides with The Anaconda!  
The Anaconda is knocked over and tumbles backward!  
The Alligator misses The Anaconda!  
The Alligator bites The Anaconda in the head, tearing the muscle, jamming  
the skull through the brain and tearing the brain!  
The Anaconda has been knocked unconscious!  
The Anaconda has been struck down.
```

I hurried away as quickly as I could. (Breaching 1100 speed now!).

Update: I'm halfway between the last cave stop and the second last cave stop, having left the elven lands. I nearly ran out of food, but I've got enough to last me to Silverysects.

Tired, hungry and battered, I make it to Ralevost. As I climb the hill... I see dwarves. I see dwarves!
Dwarves!

My people! I have come home!



At last, at last, at long long last...

I have made it to Ralevost! I have only the last hint of food left, thank Armok I made it here!

Thank you for being a great god, Armok! Truly, you saw that we were going to make more blood than our death would! At last!

I shall settle myself in a small burrow. We catch what we can. I must tell you dwarves of my journey first. Melkor, Nish, Orky...

I cannot bear the full story, I am so hungry and tired so I may just tell you my times.

My first companion, Dof Visionbattered came with me out of Praisebasins to the north. He drowned in the river that followed... He had a wife and six children. Though I admired his tenacity, he should not have followed me.

My second, after arriving at Touchwaved; Kado Cradlerise followed me almost to Necronights before I lost sight of him; thereafter I heard no more of him.

I presume he's still out there somewhere.

Puja and Rakel, my third and fourth, from Fistbristled, were struck down by Smohomli, Distrusthowl, a rhino, and Imigistri, Rumourwarned, an alligator. Tis a great pity, but they had no family so their deaths are not so bad as Dof's.

I myself did not make a name for myself. The name of Lord Reudh Strangerdanger is a dangerous one. I merely slaughtered those who attacked me; carefully to avoid injury.

I did get lightly injured on the way. An alligator manage to break one of my ears; later, a mole smashed one of my toes. I should be alright; I can still walk.

What did I kill? I shall list them.

Two tiercel peregrines in Apap Iman, the Hill of Workers

Four cavy sows in Apap Iman

Two cavy boars in Apap Iman

One Armadillo boar in Apap Iman

Six *BOGEYMEN OF APAP IMAN*

Three wild boars in Apap Iman

One warthog in Apap Iman

One impala in Apap Iman

One black mamba in Apap Iman - Their meat is delicious, especially the brain!

One giant mole from the depths of the world in Glistenechoed the Walled Nettle

One raven in Apap Iman

One alligator that fell to my hydrokinesis in Apap Iman

One crab in Apap Iman, and four in the First Steppes. One more in the ocean, the Ferocious Waters.

Their flesh was delightful. I did not get to cook it.

A Gorlak! What strange creature! I found it prodding my fire in Flierumbra the Ambiguous Intricacy. It was very resilient, but fell to my fist.

I killed another black mamba in the Murk of Murdering, the jungle lands near the elves and near to where we are now.

I managed to fight off an anaconda with only bruising in the Murk of Murdering.

I killed two Troglodytes who tried to kill me in Yearechoes, and one as he fled.

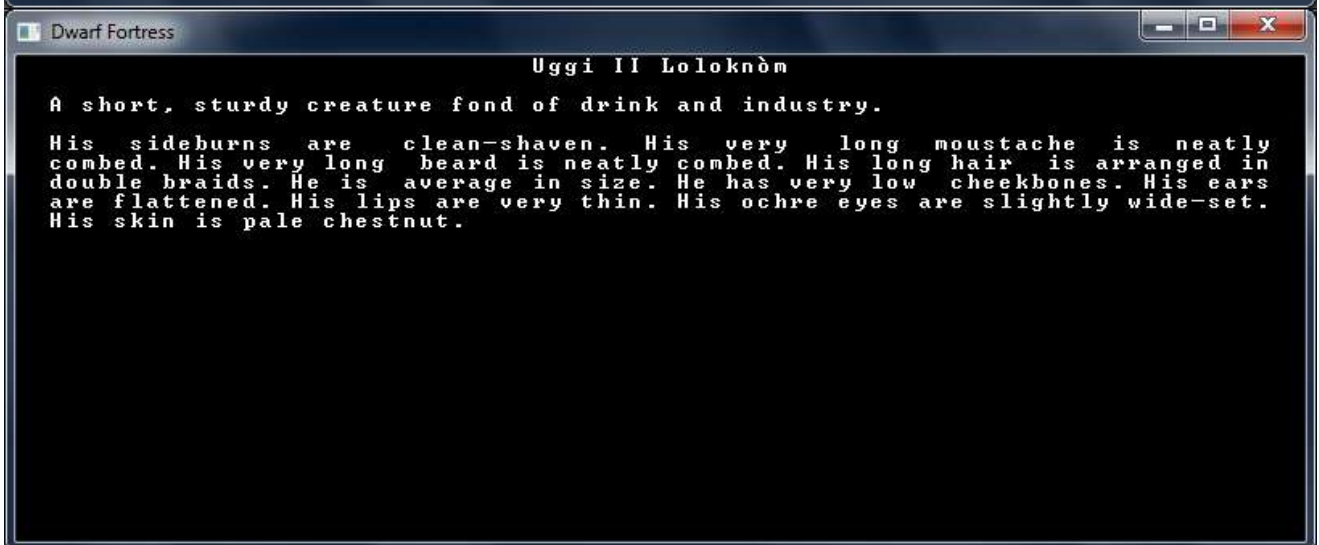
I even managed to defeat a GIANT ANACONDA! Oh heart stopping moment, they are dangerous creatures!

A giant tick too. Those mouthparts are lightning quick, but their head is weak. I stabbed it and took its brains, kidneys and lungs. They sustained me here.

Would you like to see my hydrokinesis? It came to me when I was surrounded by bogeyman. A voice that described itself --- it sounded like it said both "*UBIQ...*" and "*DOSHEB...*" at once, but that is not possible- it told me to drop my water on the ground and I could then generate it in my hands. The tipping point was when I killed one with mere water! Ha!

And so Lord Reudh II Strangerdanger the Raven of Evil, or Lord Reudh II Rakaskezat Toltot Gedor sat down happily with his own kind to a warm meal, the first he had had in weeks. Life was looking good.

Uggi:

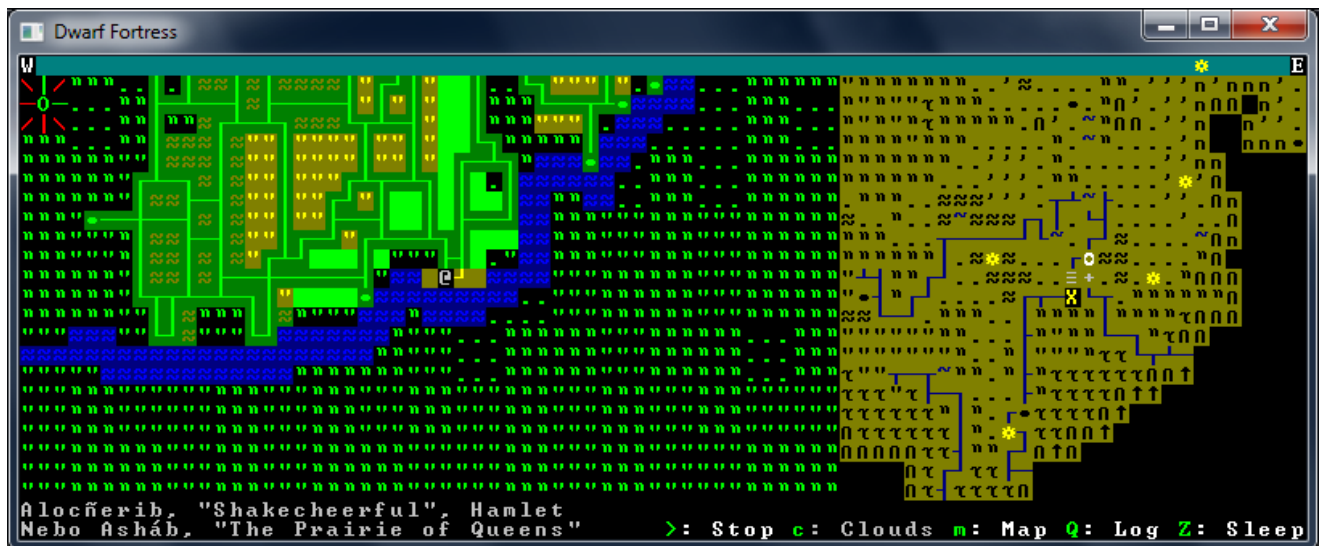


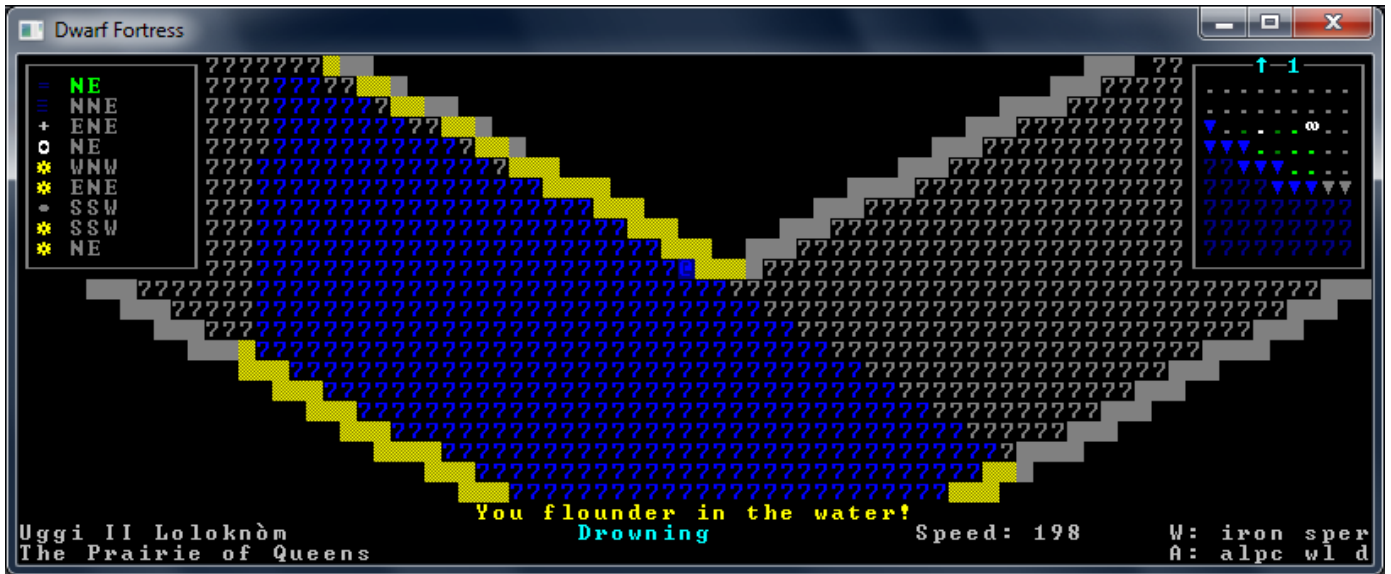
16th Hematite, 11

I begin my journey in Shakecheerful, a very small human hamlet. My destination, the promised land of dwarves, is somewhere southwest. The journey will be long and dangerous so I'll try to increase my chances by practising Mahayana Urithism, in common speak the Dwarven Zen, or the Way of Urist. It is based on the teachings of the Great Urist. Some say it's just another form of dwarven insanity. Those fools.

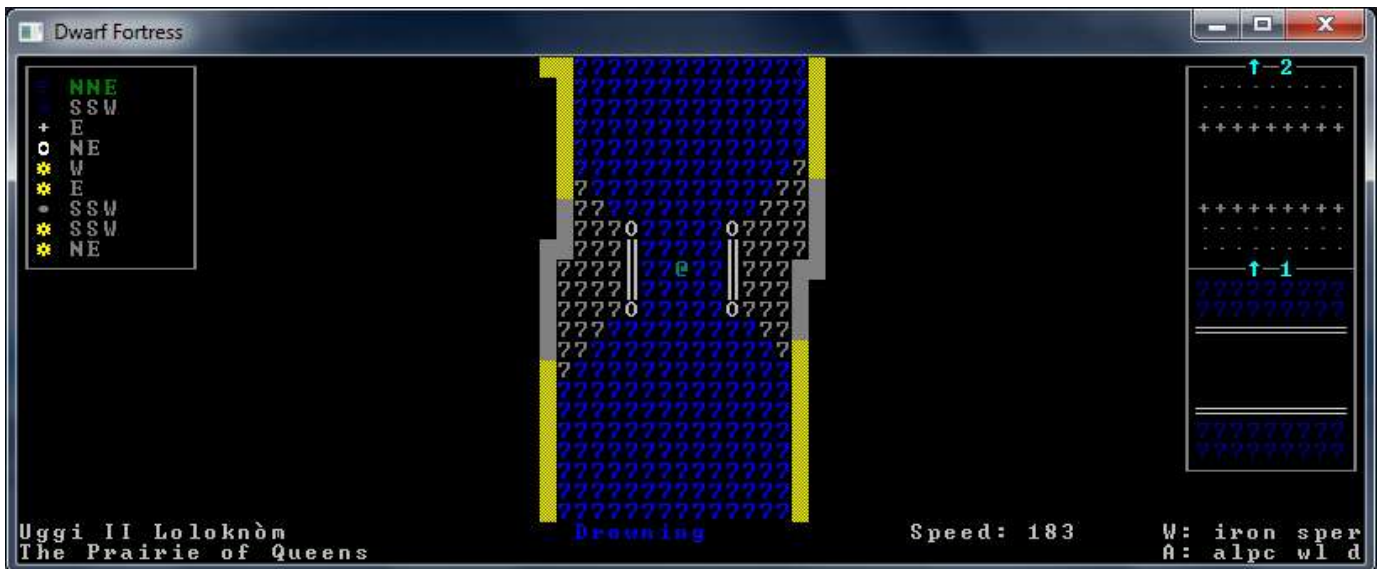
I'll be following a strict physical and mental training program for the next week or so. This training involves swimming in the freezing waters to build up my endurance and striking small rocks together until they're sharp enough to cut through flesh. This repetitive and incredibly dull task will build up my mental abilities and also provides ammo for throwing practises. Also I will have to do everything as silently and stealthy as I can, isolating myself from the society, only asking for a shelter when the night falls. During this training I'll be eating nothing but berries, cleansing my body from harmful toxins.

I spend the morning in the freezing cold river learning the basics of swimming, nearly drowning myself. I however need a bridge for the advanced swimming practises. Shakecheerful is very small, just a few huts next to a big river and we don't have any bridges here.





So I head north towards Sensedied, a neighbouring hamlet, as they have much better infrastructure there. When I arrive at the evening, I find this masterfully designed bridge, admire it for a moment and then spend a few hours swimming back and forth under it.



I get out from the water when the sun is setting down, as the rivers here freeze during the nights. I find a shelter and hear some interesting news about fellow dwarves and a particular outlaw causing some troubles.


```
Dwarf Fortress

Talking to the Human Farmer Rodem Ebdithel

Speardwarf: Tell me about this area.
Rodem Ebdithel, Human Farmer: The Trussed Mire is a day's travel to the
northwest.
Rodem Ebdithel, Human Farmer: Weasels roam freely out there.
Speardwarf: Tell me about this area.
Rodem Ebdithel, Human Farmer: Swimapple is nearly a day's travel to the
northeast.
Rodem Ebdithel, Human Farmer: In the midspring of 11, the human Ithru
Droopyeved was struck down by the dwarf Orky 'Boss' Lessonlancer the Fed
Bewilderment with a iron battle axe in Swimapple.

Trade
Join
Surroundings
Capital
Service
Accuse of being a night creature
Profession
Family
Goodbye

Press 82 to scroll text.          Press -+/* to select choices.
```

```
Dwarf Fortress

Talking to the Human Trader Esxac Gicastlecit

Esxac Gicastlecit, Human Trader: Hello, dwarf. I am Esxac Stylegleamed.
Esxac Gicastlecit, Human Trader: Only a fool would travel alone at night!
Take shelter or the bogeyman will get you.
Speardwarf: Please let me shelter here for the night.
Esxac Gicastlecit, Human Trader: Certainly. It would be terrible to leave
someone to fend for themselves after sunset.
Speardwarf: I seek the capital.
Esxac Gicastlecit, Human Trader: Whimkin is a short walk to the east.
Esxac Gicastlecit, Human Trader: In the late winter of 10, the dwarf Phones
Starchampion was struck down by the goblin Snodub Uileseals with a silver
spear in Whimkin.

Trade
Join
Surroundings
Capital
Service
Accuse of being a night creature
Profession
Family
Goodbye

Press 82 to scroll text.          Press -+/* to select choices.
```

```
Dwarf Fortress

Talking to the Human Diagnoser Sáthra Sheñerulac

Speardwarf: I seek the capital.
Sáthra Sheñerulac, Human Diagnoser: Whimkin is a short walk to the east.
Sáthra Sheñerulac, Human Diagnoser: Tegism Curledbasis the Bowyer is there.
Speardwarf: I am here to discuss serving your cause.
Sáthra Sheñerulac, Human Diagnoser: A particular outlaw has been causing us
much hardship.
Sáthra Sheñerulac, Human Diagnoser: Oxwards is a day's travel to the
northeast.
Sáthra Sheñerulac, Human Diagnoser: Seek this place and kill Gadoc
Creamssteels the ringleader.

Trade
Join
Surroundings
Capital
Service
Accuse of being a night creature
Profession
Family
Goodbye

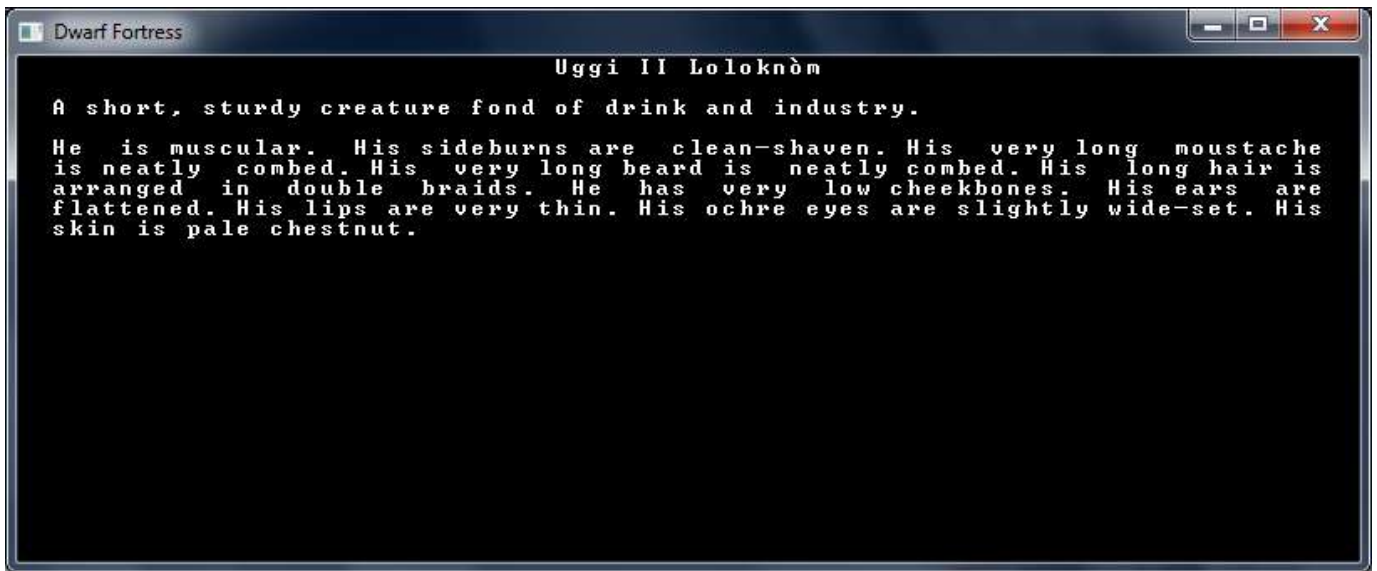
Press 82 to scroll text.          Press -+/* to select choices.
```

18th Hematite, 11

I'm almost halfway through my training program. I feel already my muscles and my senses growing!

```
Dwarf Fortress
Speardwarf
Novice Speardwarf 0/600 Drowsy
Novice Shield User 0/600
Novice Armor User 0/600
Legendary Thrower 1740/2300
Talented Ambusher 690/1100
Master Swimmer 421/1700
Novice Observer 0/600
Novice Fighter 0/600
Legendary Archer 1740/2300
Novice Dodger 0/600
Competent Knapper 540/800
Average-sized for a dwarf
Speed: 154
upper body
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot
s: View Attributes h: Health k: Kills d: Desc y: Cust
```

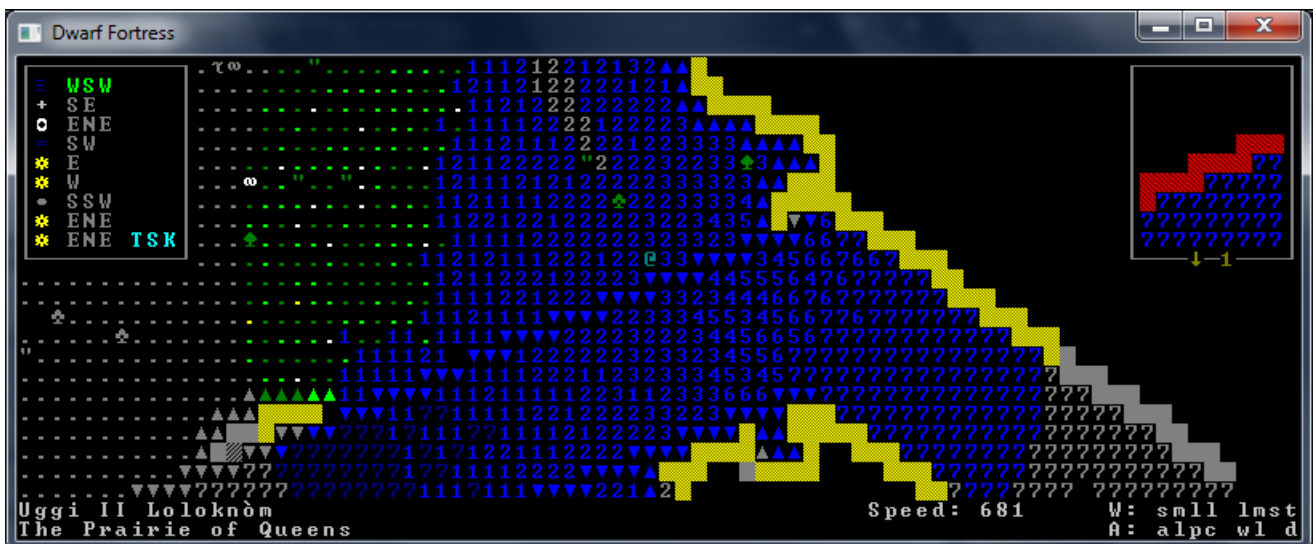
```
Dwarf Fortress
Speardwarf
High Strength Drowsy
Superior Agility
Superdwarven Toughness
Superior Endurance
Below Average Recuperation
Average Disease Resistance
Average Analytical Ability
Average Focus
Above Average Willpower
Below Average Creativity
Average Intuition
Below Average Patience
Average Memory
Average Linguistic Ability
High Spatial Sense
Below Average Musicality
High Kinesthetic Sense
Average Empathy
Average Social Awareness
Average-sized for a dwarf
Speed: 154
upper body
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot
s: View Skills h: Health k: Kills d: Desc y: Cust
```



Skills & Attributes after 3 days of training

21st Hematite, 11

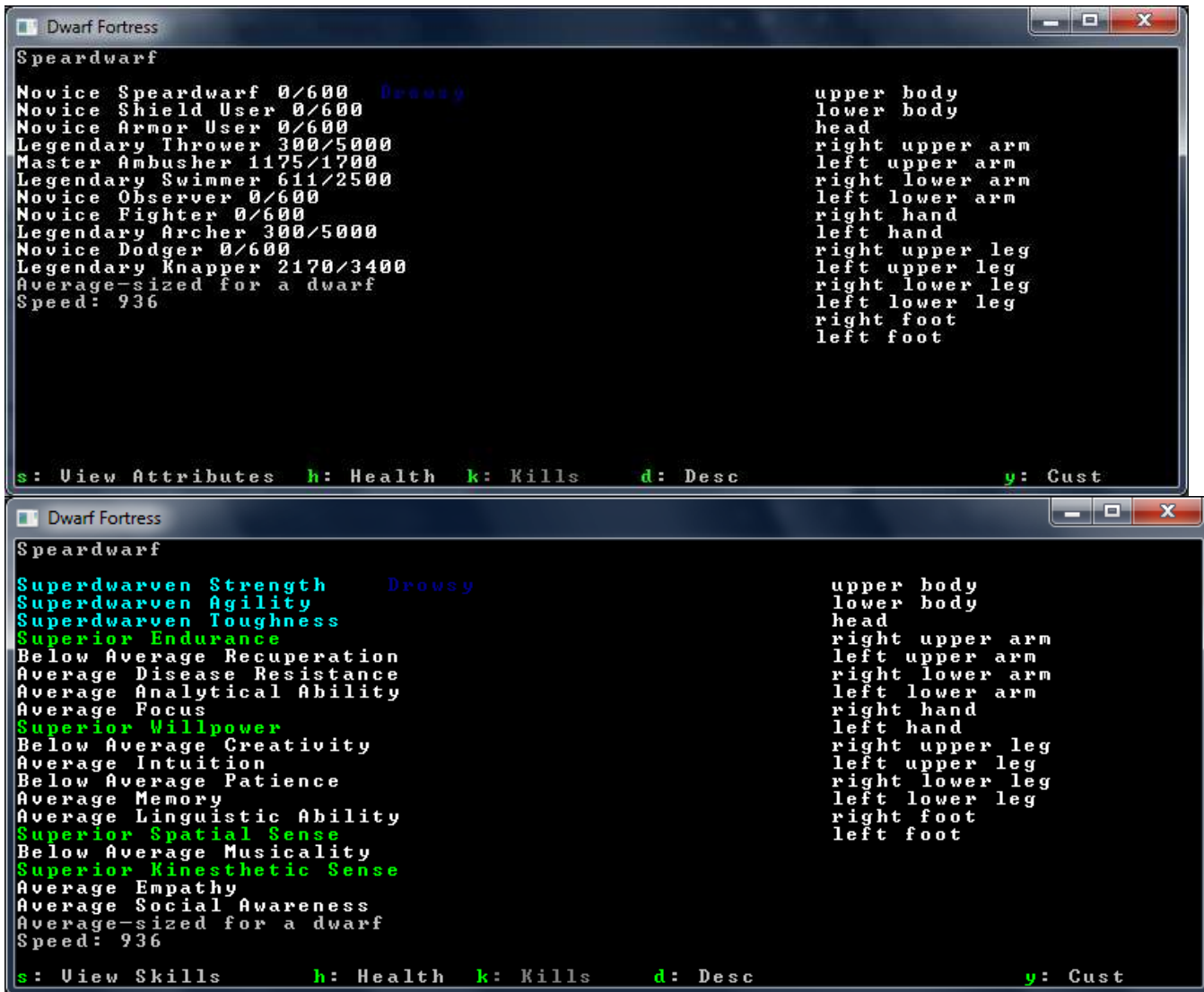
Today I swam upstream until I found this beautiful waterfall. The flow of the water was so great that the downstream of the river was actually overflowing. I tried to swim up the waterfall, but the force of the water was too great even for my legendary swimming skills. I was just thrown back to downstream and getting stunned. I swam back to the village and spent the evening knapping and throwing small rocks.



23rd Hematite, 11

It's been a week since I started my training and I feel like a new dwarf! I've got piles of sharpened rocks everywhere and I feel I should clean up the mess before I leave this village. I'm determined to move

them to a one single pile. I've already spent two full days moving and throwing them. The incredible weight of the rocks is slowing me down and the humans in the village appear to be moving very fast in my eyes. Maybe this will build up my strength as well.



Skills and Attributes after 8 days of training

24th Hematite, 11

I spent the morning moving the last rocks and I'm now ready for my journey. I need some companion to keep the bogeymen from attacking me at nights, but the villagers here have seen me training and think I'm insane. None of them are willing to join me. So I head back to my home village Shakecheerful and try to recruit someone from there.

Back in Shakecheerful, I find only one volunteer. Usmik, a local axeman will join me.

```

Dwarf Fortress

Talking to the Human Axeman Usmik Nubpoirne

Usmik Nubpoirne, Human Axeman: Don't travel alone at night, or the bogeyman
will get you.
Speardwarf: Tell me about your family.
Usmik Nubpoirne, Human Axeman: My eldest son is named Aspa Handlearches.
Speardwarf: Tell me about your family.
Usmik Nubpoirne, Human Axeman: My youngest son was named Ettad Shortrinse.
Usmik Nubpoirne, Human Axeman: In the midspring of 8, Ettad was struck down
by the bronze colossus Irithe Chuckedgrowled in Shakecheerful.
Speardwarf: Join me on my adventures!
Usmik Nubpoirne, Human Axeman: I will agree to travel with you if you lead me
to glory and death.

Press ESC when finished.

Press 82 to scroll text.

```

```

Dwarf Fortress

Usmik Nubpoirne

A medium-sized creature prone to great ambition.

Her hair is extremely long. She is very muscular. Her slightly
flattened ears are extremely narrow. Her head is somewhat narrow. Her hair
is chestnut with flecks of gray. Her skin is ecru. Her eyes are pale brown.

```

```

Dwarf Fortress

+ N
+ NNE
+ ENE
+ NE
+ WNW
+ ENE
+ SSW
+ SSW
+ ENE TSK

Companion
a - You
b - Usmik Nubpoirne, Human Axeman, ♀
Uggi II Loloknom Drowsy
The Prairie of Queens Thir

Speed: 831 W: iron sper
A: xlpc wl d

```

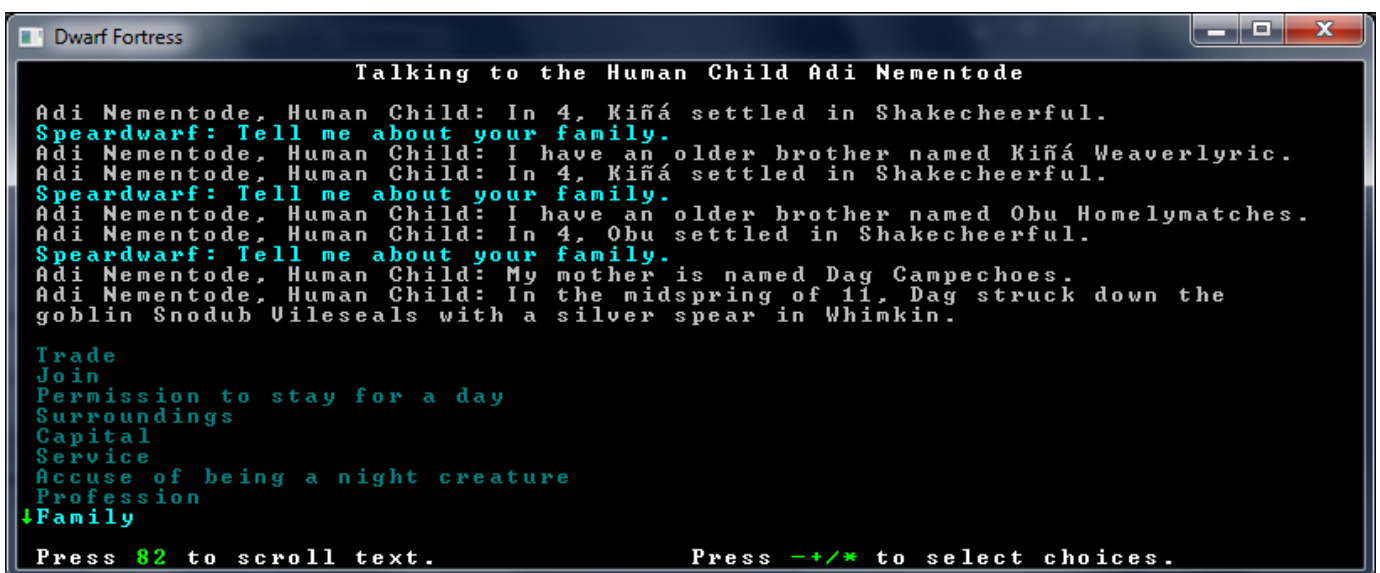
We head northeast to Whimkin, the human town and capital. I hope we can recruit more people and

maybe find out what happened to that poor dwarf, Phones. It's late night when we arrive in the outskirts of Whimkin and spend the night in a farmer's hut in the middle of the fields.

25th Hematite, 11

We arrive at the center of Whimkin at morning, find a marketplace and I sell some seeds to a trader. He's got a nice crutch for sale, it might come handy in the future, but I can't afford it. We visit the Temple of Circumstances, take a quick peek at the basement but find only old skeletons there.

We wander around in the town and suddenly stumble upon a dead goblin inside a shop. How weird. A child tells us his mother slayed the goblin.



The goblin's name sounds familiar. I think it's the one that killed Phones, the dwarf. But where's the dwarf's body? And where's Dag, the human who avenged this dwarf's death? I wonder if the nobles in the town's keep know about this.

We enter the keep and find their small armory. I can't find any armor small enough for a dwarf to wear. There are some long range weapons here but I don't have any use for them, I've got some masterfully sharpened rocks with me.



The lord of the keep, or "the Holy Fortune" as he calls himself has no idea what's going on outside the keep. Damn nobles. I meet one of his henchmen who seems eager to leave the place. She joins me and Usmik.

```

Dwarf Fortress

Talking to the Human holy fortune Ostri Ceroirol

You begin a conversation with the Human holy fortune.
Speardwarf: Greetings. My name is Uggi II Granitegods.
Ostri Ceroirol, holy fortune: Hello, dwarf. I am Ostri Clutchgoal.
Speardwarf: I am here to discuss serving your cause.
Ostri Ceroirol, holy fortune: You? What chance do you have against the great
monsters of this world? Maybe one of my subjects has need of you. Begone!
Speardwarf: Goodbye.
Ostri Ceroirol, holy fortune: Goodbye.

Press ESC when finished.

Press 82 to scroll text.

```

```

Dwarf Fortress

Talking to the Human Crossbowman Zoku Ganuhono

Zoku Ganuhono, Human Crossbowman: In 4, Ishas settled in Shakecheerful.
Speardwarf: Tell me about your family.
Zoku Ganuhono, Human Crossbowman: My only son is named Bengel Stirredcurls.
Speardwarf: Tell me about your family.
Zoku Ganuhono, Human Crossbowman: My second eldest daughter is named Par
Shakenshovel.
Zoku Ganuhono, Human Crossbowman: In 4, Par settled in Shakecheerful.
Speardwarf: Join me on my adventures!
Zoku Ganuhono, Human Crossbowman: Surely any place is better than this.
Let's set off immediately!

Press ESC when finished.

Press 82 to scroll text.

```

```

Dwarf Fortress

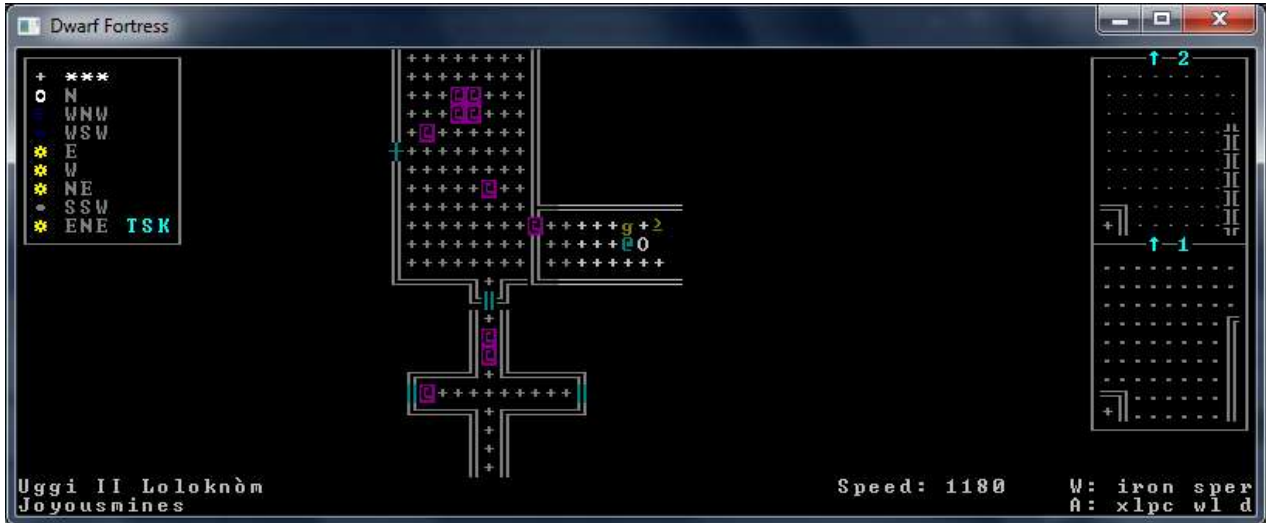
+ WSW
o N
- WNW
- WSW
* E
* W
* NE
- SSW
* ENE TSK

+++++++
+O+++++O+
+++++++I+
++@+@++++
+++++@++++
+++++++
+++++++
+++++U++++
+O+++++O+
+++++++

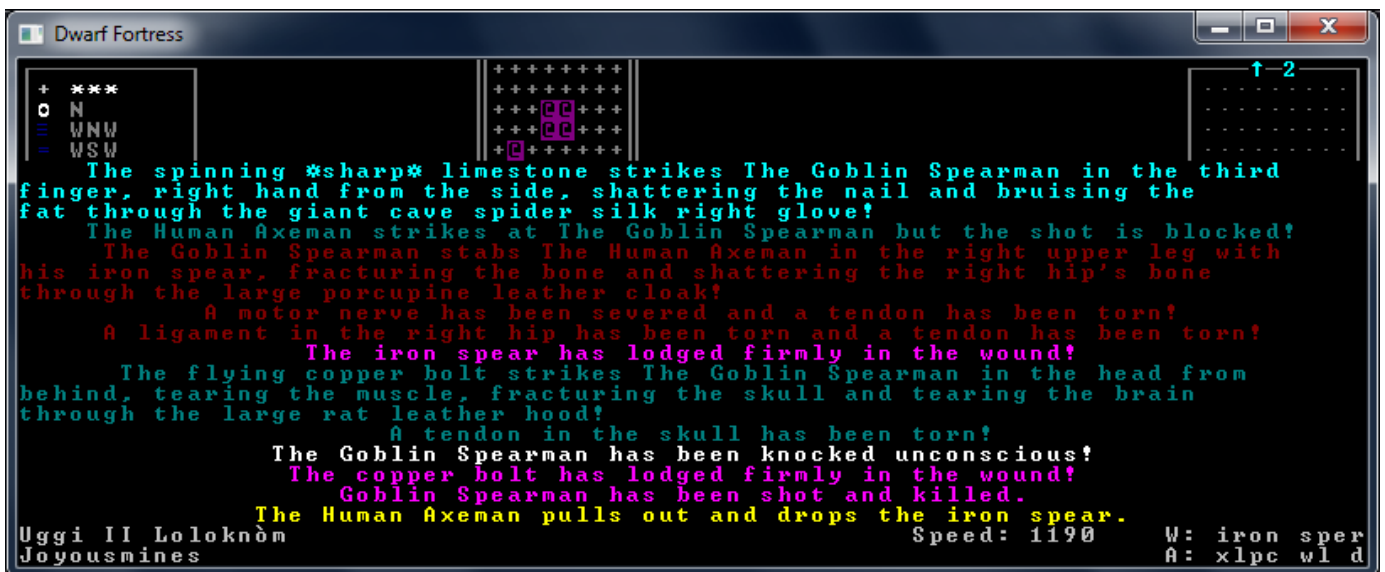
Companions [2]
a - You .....S
b - Usmik Nubpoirne, Human Axeman, ♀ .....S
c - Zoku Ganuhono, Human Crossbowman, ♀ .....W
Uggi II Loloknòm Speed: 763 W: iron sper
The Prairie of Queens A: x1pc wl d

```


As we are leaving the keep, I notice some stairs leading to the basement. I've got bad feeling about it but I also feel we must investigate the place. I leave my bags of berries and the heavy coins upstairs and sneak into the basement. I soon notice a lone goblin spearman in one of the corridors.



As I sneak closer, my human companions stumble loudly into the corridor and alert the goblin. My attempts to stab the goblin are failing. Suddenly the goblin is out of my reach and Usmik gets injured. I throw some rocks at the goblin but it just keeps stabbing the poor Usmik. Zoku saves the day by shooting the goblin with her crossbow.

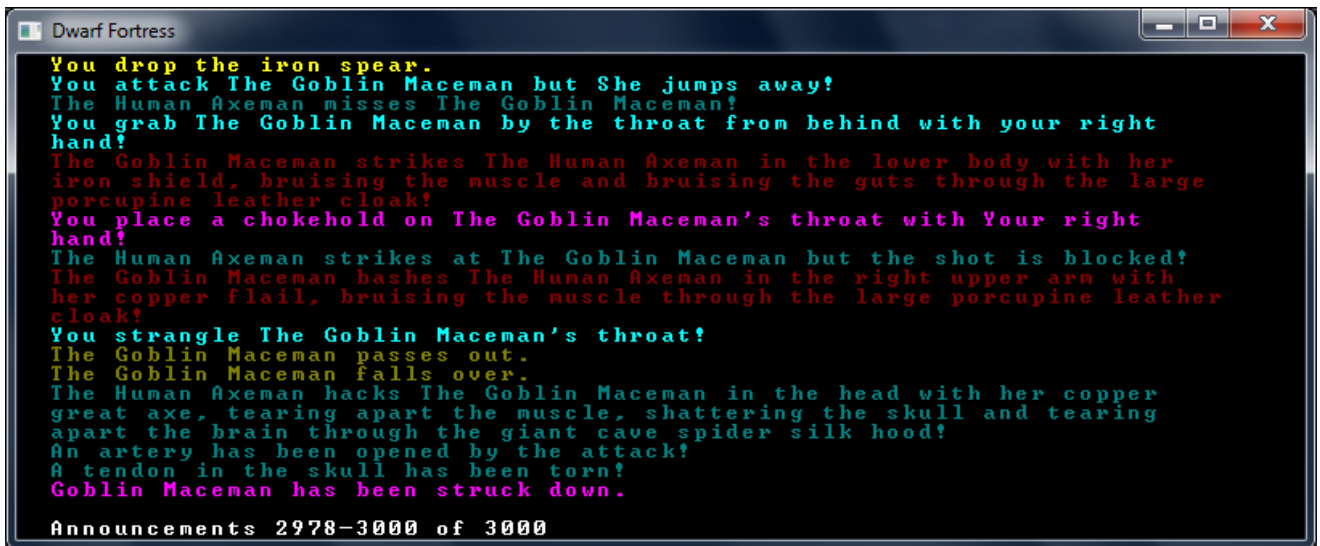


Usmik is too injured to stand so she's staying behind. I soon find a goblin maceman next to a corpse of

another goblin. I sneak closer and attempt to take it down silently with my bare hands.



My first attempt fails, then Usmik suddenly jumps in and messes things up again, only getting more injured in the process. I manage to grab the goblin by its throat and strangle it until it passes out. Usmik gets her revenge and sinks her axe into the goblin's skull.



We search the big room but there's nothing but two statues and a stairway leading even deeper into the basement. I choose to open a door instead, and find a goblin crossbowman guarding the corridor. This time I'm quicker than my companions, I strangle the goblin unconscious and then split its head open.



I find another goblin with a crossbow and kill it before it notices me. I feel I'm in the Zone. This is the Way of Urist. The humans can never understand.

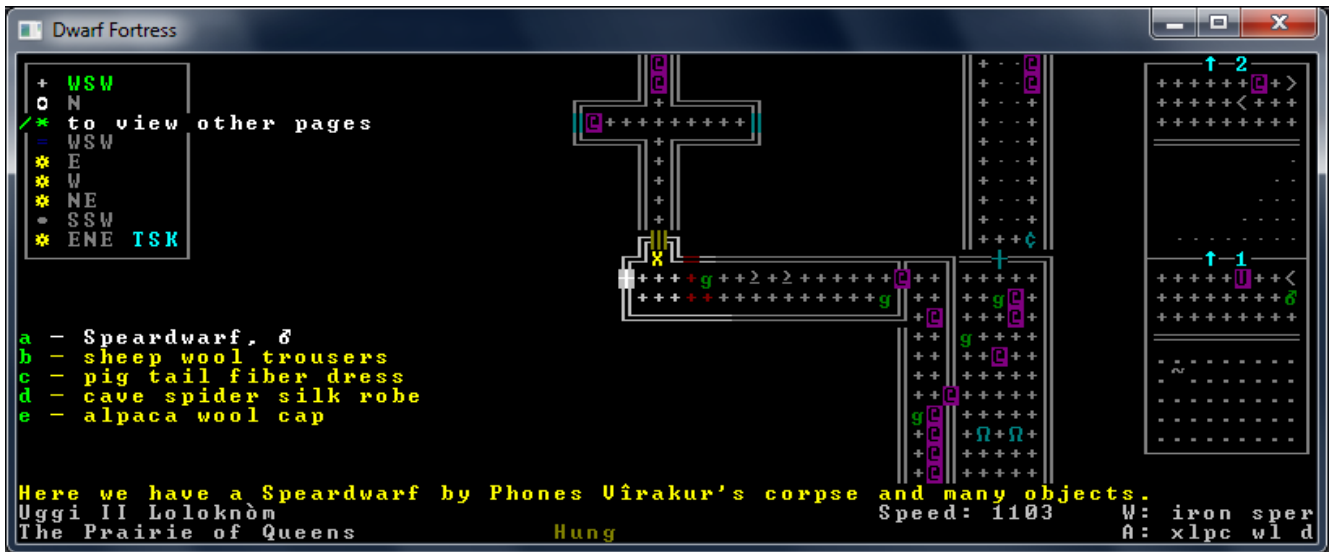


As I'm heading back to the stairs, I find a goblin spearman next to some broken crossbow bolts. Looks like there's been some action here. I take the goblin down silently and finish the job with my spear.



My clothes are already tattered and choose to I pick up some leather clothing from the dead goblin. They'll also provide better armor than my fabric clothing. Then I suddenly notice something. Is that... a dwarf's corpse? What happened here?





I search through the deceased dwarf's belongings and find a notebook. This indeed is Phones Starchampion, the same dwarf that the villager in Sensedied was talking about. Looks like we share the same goal, the big mountain range in the southwest. Phones got his orders from the King himself. I however, well.. ever since I had that horrible nightmare about getting killed by a band of kobolds, I've had this overwhelming feeling that I must get to those mountains. I feel it's my destiny.

This dwarf needs a proper tomb, I can't leave him down here. I'm thinking of carrying his body with me. It's a long journey, but I'm also much stronger now, thanks to my training.

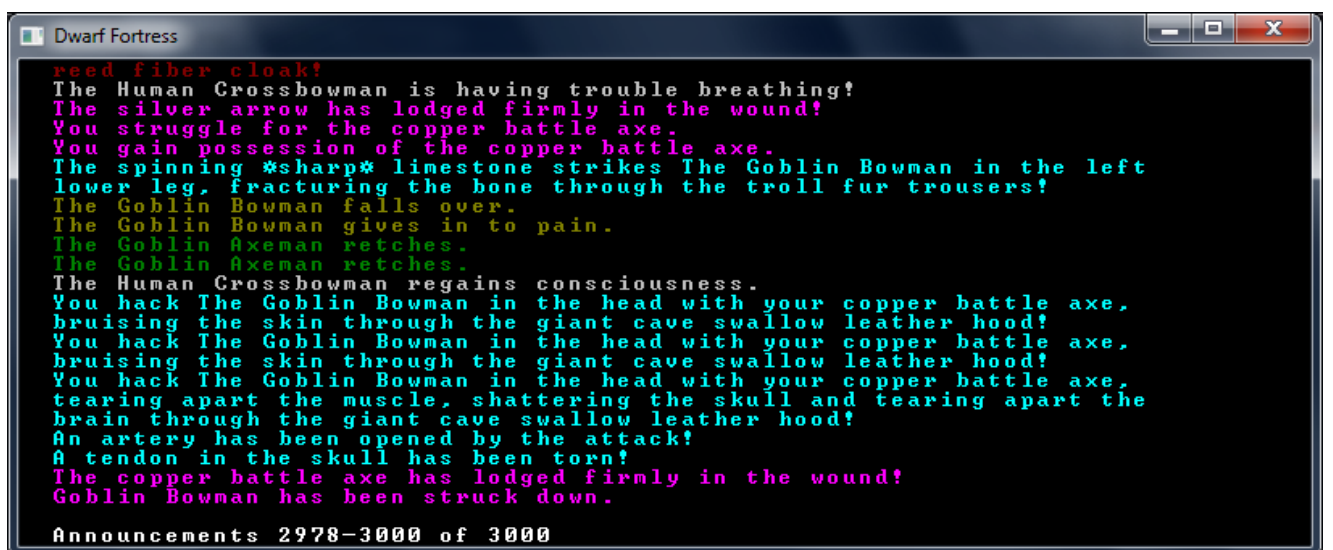
But not just yet. My human companions are still somewhere in these dungeons and I think I heard some noises below. I head back to the big room with statues, and find my companions. Usmik is in bad shape, I think both of her legs are broken.



Me and Zoku decide to take a quick peek downstairs. As we enter another room, I spot a goblin axeman and attempt to sneak closer. From the darkness, an arrow flies and hits Zoku. She tries to shoot back with her crossbow. I can't see how many goblins there are in the dark, but they can obviously see the big human and they have long-range weapons. We retreat back into a smaller room. The goblin axeman follows and starts swinging his axe at Zoku, injuring her. I stab the goblin with my spear but can't do much damage. So I resort to martial arts again and quickly strangle the goblin unconscious.

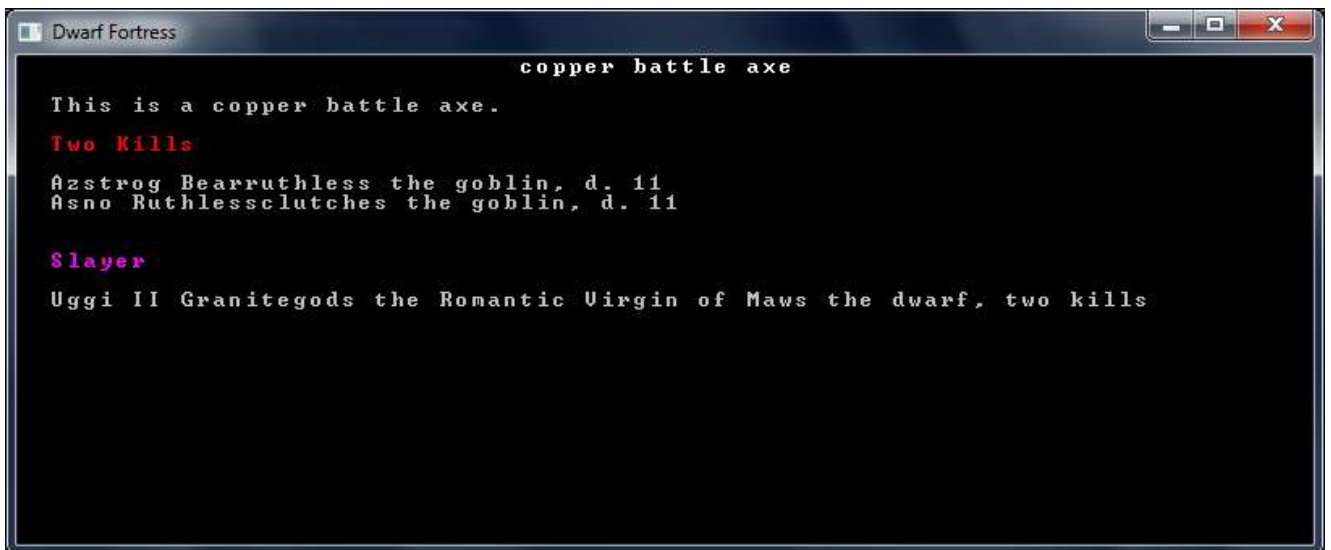


A bowgoblin enters the room and starts shooting at Zoku. She's already badly injured and I try to help her by throwing sharp rocks at the bowgoblin, breaking its leg and disabling it. I grab a battle axe from the unconscious axegoblin and finish the goblin bowman, and then the axegoblin itself.





Zoku is bleeding badly and in great pain. Suddenly she calls me *a romantic virgin* and something about *maws*?! I have no idea what she means by that, she's only barely conscious and probably can't think straight.





What a manly Title

There might still be goblins left in the bigger room so I pick up a bow from the dead bowgoblin and open the door, instantly spotting a goblin maceman nearby. I don't want to go further into the dark room so I stand on the doorway and start shooting arrows at the goblin.



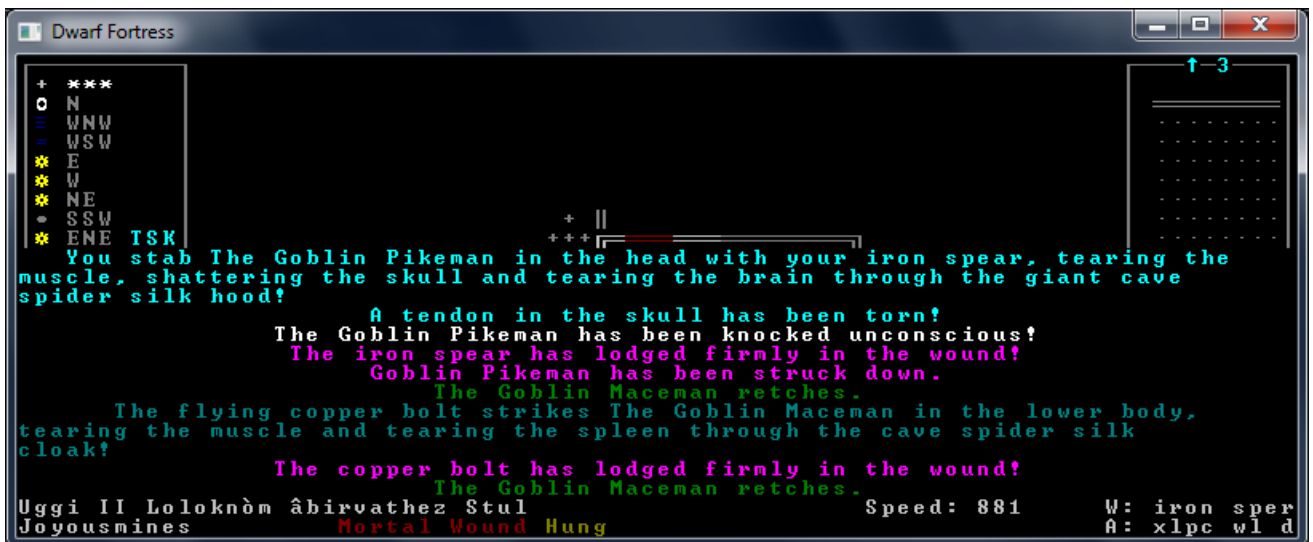
Then all hell breaks loose. Usmik appears from behind, she has managed to crawl downstairs, and she's got company. More goblins! Bolts start flying from the darkness, Usmik gets shot in the head and she drops her weapon. It's not looking good for her.

I've been hiding in the shadows for the whole time, but now one of the goblins suddenly spots me and soon I have three goblins all over me. In the ensuing chaos I try to disable and disarm them as fast as I

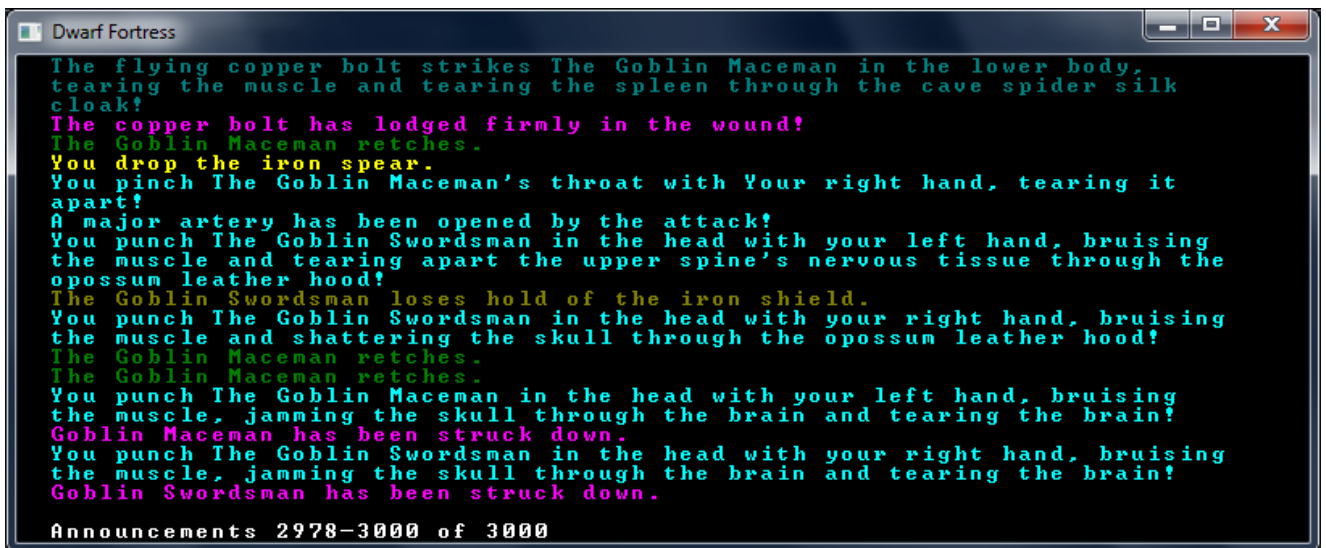
can. Facing many opponents, I enter a weird trance-like state of mind that I've only heard rumors of.



A goblin maceman gets through my defences and strikes me on my right side. I'm having trouble breathing and I'm holding a pike I grabbed from another goblin and I can't figure out how to use it properly. Luckily the goblin maceman dodges away from me as I try to strike it, giving me a second to breathe and also to help Usmik by throwing rocks at her attackers. A goblin swordsman attacks me but I manage to disarm it.



Finally I'm the only one standing. The goblins are all either dead, unconscious or squirming on the floor in pain. I make sure they stay down.



We regroup after the battle and head back to upstairs. Both my human companions are badly crippled. I'm not feeling so great either.



Usmik, being badly wounded, manages to crawl the stairs up and then stops breathing. Me and Zoku decide to leave her corpse behind, it's too dangerous to drag a heavy human body around, there might still be goblins here. We find our way back to the keep and rest for a few hours.

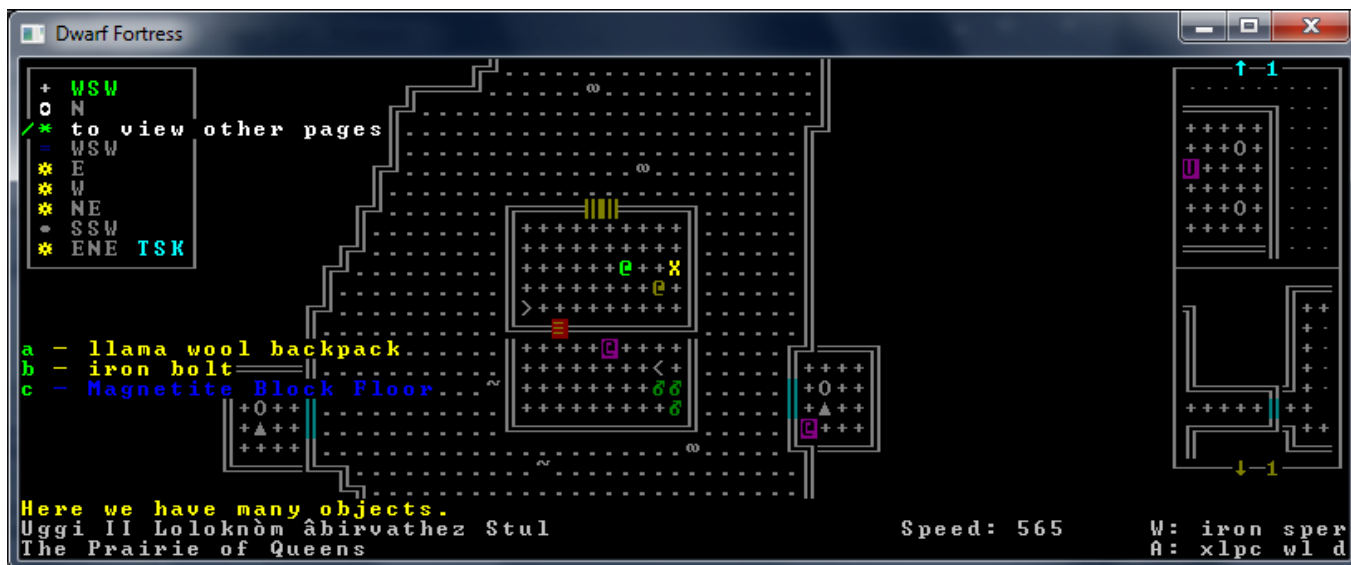


After a few hours of rest I can breath again, Zoku is also looking much better and she can stand up again. We head back downstairs in the hope of retrieving Usmik's body. When we get past the dead dwarf's body, I spot a goblin standing next to it. I quickly take the goblin down. The corpse of the previous goblin guard is still there. Looks like they got reinforcements really fast.



We decide it's best to retreat while we still can. We can't retrieve Usmik's body, but we can at least take the dead dwarf's corpse with us. We drag the body and all his belongings upstairs and place them them in the entrance hall of the keep. We'll pick them up later when we leave the town.





Yes, it's about time to leave this town, and maybe pay a visit to that outlaw hiding in the woods nearby. But first we have to restock our food supply. We head out to get some berries from farmers and suddenly spot a goblin in the middle of the town, in plain daylight! The lone goblin has no chance against both of us. We find a dead human laying in the ground nearby. I wonder what's going on in this town, goblins running around murdering people.





I relieve the dead human from her coins. Finders, keepers. Back in the marketplace, I sell my leftover plant seeds and then try to buy the crutch I was admiring earlier, but the trader only demands more. Maybe I can buy it if I sell the goblin's belongings first.



But the night is already falling so we head back to a farmer's house to get some sleep. It's been a very long day. I slew ten goblins today. The late Usmik got one and Zoku killed two goblins.

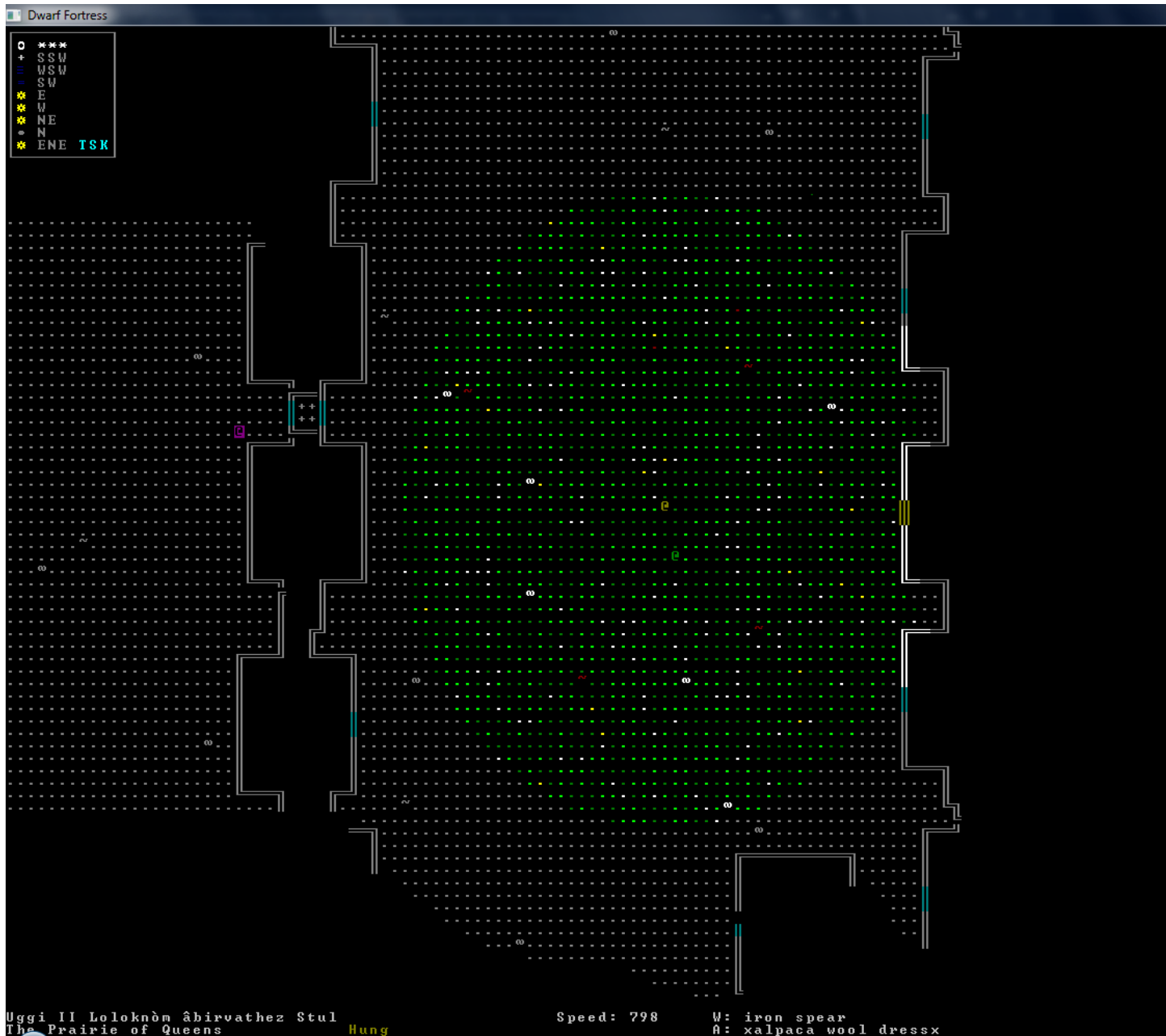
26th Hematite, 11

First thing in the morning we walk to the marketplace to sell some things I had scavenged from the goblins. Then I ask about the crutch again. No deal! The damn trader is ripping me off.

Screw it, I'm leaving this town. Just have to pay a quick visit to that outlaw first, it should be a short trip. I stashed some of my things inside the keep next to Phones' body. We'll be travelling light.



Outside of Whimkin, Zoku spots a flock of ravens and starts shooting at them with her crossbow. Stupid human, wasting bolts on wildlife. So I walk around picking up her used bolts and putting down wounded ravens. Next thing I know she spots a herd of wild horses and starts shooting at them! I lead her away from the wildlife, and suddenly spot a fortress in the horizon. We take a quick detour. The fortress is huge, much bigger than the keep in Whimkin.



We talk with the lady of the fortress, aka the law-giver. She tells us the fortress is called Trammelrisen. As I curse the traders I met in Whimkin, she tells me they have a few extra crutches right here in the fortress and she's willing to give me one for free! Excellent. I just wish I never have to actually use it. Going through their stuff I also spot a nice pick. Now THAT I wish to use some day!


```

Dwarf Fortress

Talking to the Human Axeman Ettad Uselbatow

You begin a conversation with the Human Axeman.
Wrestler: Greetings. My name is Uggi II Granitegods the Romantic Virgin of Maws.
Ettad Uselbatow, Human Axeman: Hello, dwarf. I am Ettad Fighttrade.
Wrestler: You look like a mighty warrior indeed.
Ettad Uselbatow, Human Axeman: I am a soldier.
Ettad Uselbatow, Human Axeman: Can you lead me to battle and a warrior's death?
Wrestler: Join me on my adventures!
Ettad Uselbatow, Human Axeman: I will agree to travel with you if you lead me to glory and death.

Press ESC when finished.

Press 82 to scroll text.

```

```

Dwarf Fortress

Ettad Uselbatow

A medium-sized creature prone to great ambition.

His quite dense hair is extremely long. He is broad and fat. He has a high voice. His head is somewhat short. His slightly large-irised pale brown eyes are close-set. His nose is narrow. His hair is chestnut. His skin is pink.

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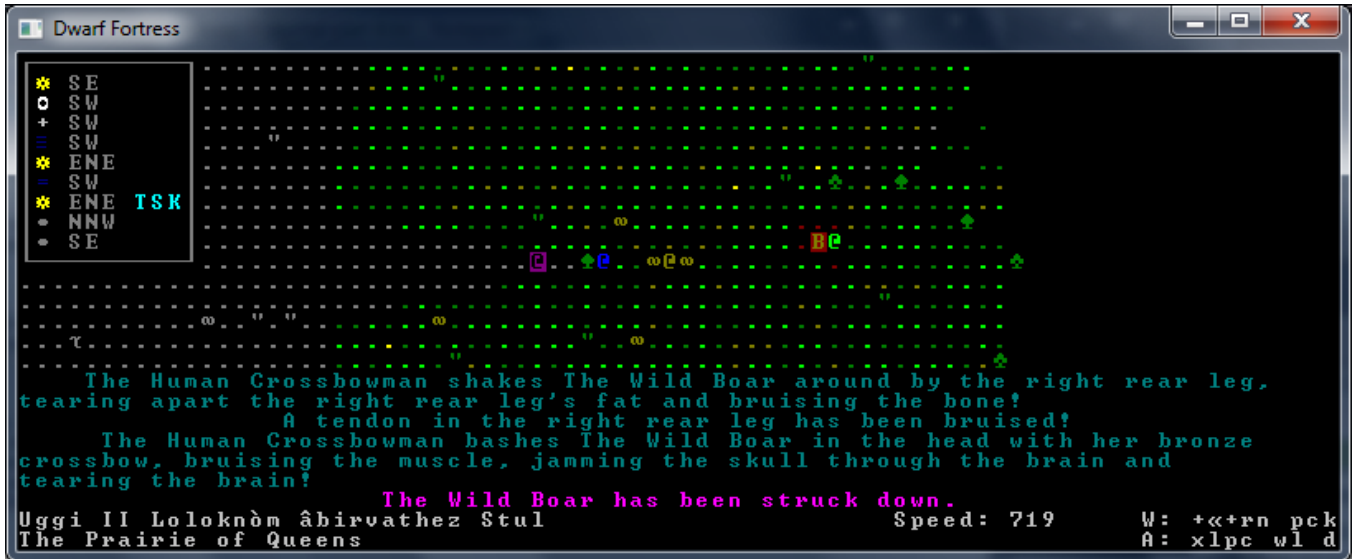
Dwarf Fortress

[Legend]
O E
+ S
= MSW
= SW
* E
* W
* ENE
. N
* ENE TSK

Companions [2]
a - You .....
b - Zoku Ganuhono, Human Crossbowman, ♀ .....W
c - Ettad Uselbatow, Human Axeman, ♂ .....E
Uggi II Loloknòm ábirvathez Stul Speed: 766 W: iron sper
The Prairie of Queens A: xlpc wl d

```

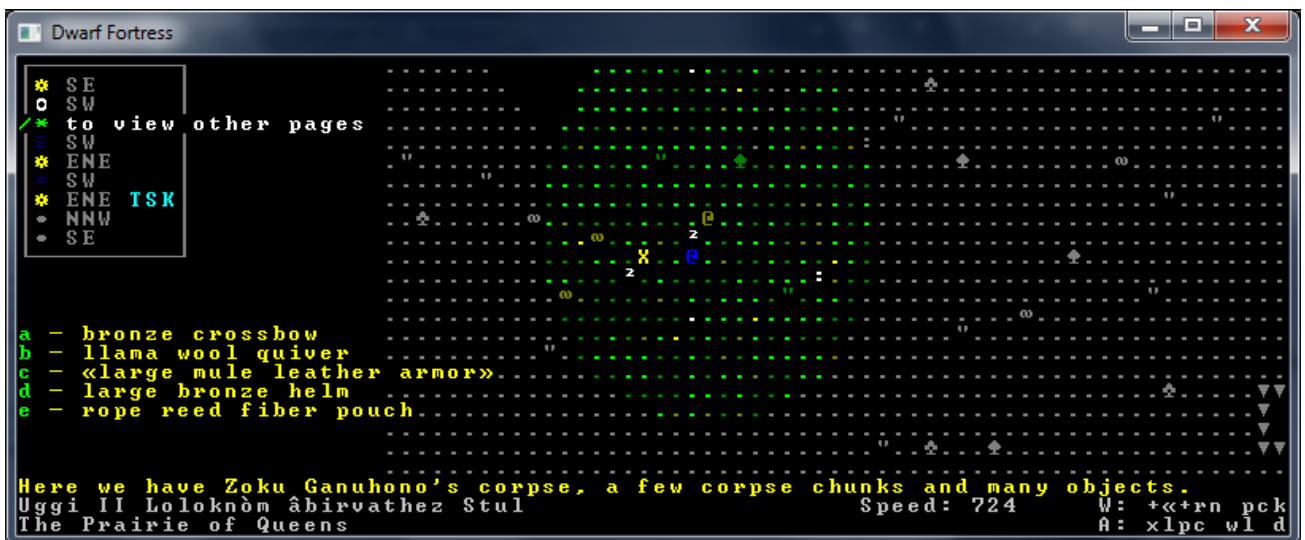
A few moments later, Ettad spots some horses and runs at them swinging his halberd. Damn, he really wants to get some action. Luckily I can lure him away from the horses before he gets a hoof embedded into his face. Later in the dunes, Zoku shoots the rest of her bolts at vultures and then chases one and starts beating it to death with her crossbow. Later she kills a wild boar. Great, no we have no ammo left. Stupid humans.

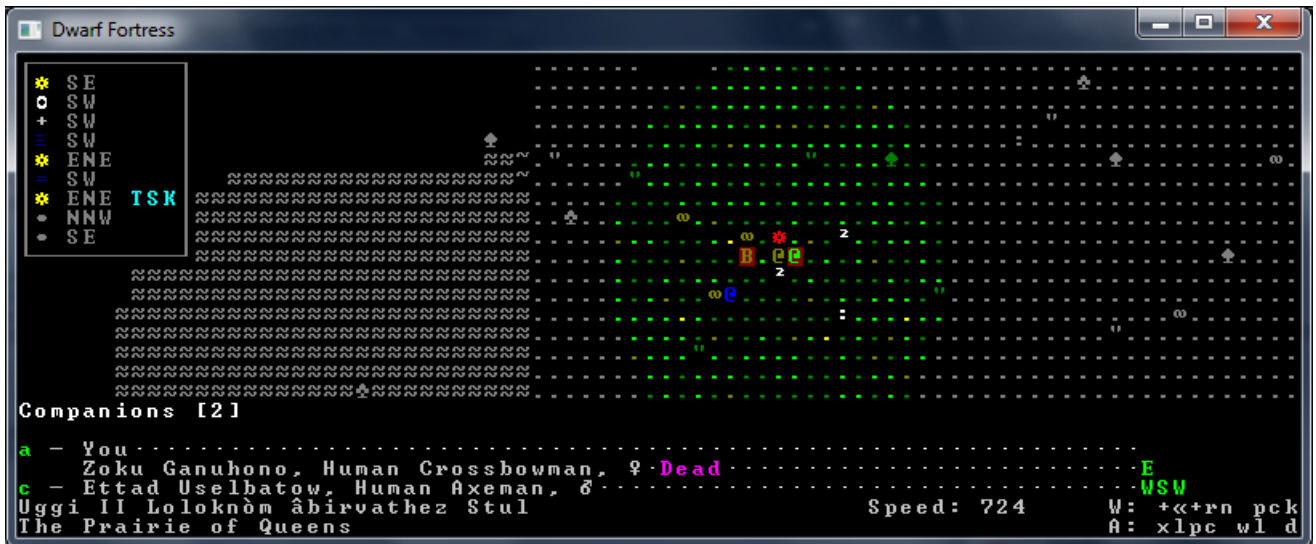


Both of my human companions wander off, distracted by the wildlife. I might as well try something now that I'm alone. Sneaking very quietly, I get close to a wild boar and start using some wrestling moves on it, throwing it around. After a few throws it finally notices something is going on and starts attacking me. Still holding it in my grasp, it cannot run away and I'm blocking it's attacks with my shield. I'm having fun time training my shield skills until Ettad appears. The boar attacks him and Ettad stupidly dodges down the hill, faceplanting himself. I give the boar a few hits from my pick to keep it from attacking Ettad, who is still stunned by the collision. Humiliated, he gets up and hacks the boar to pieces with his halberd.



Wondering where Zoku is, we go in circles and soon find her dead! I have no idea what happened to her. There's a wild boar nearby. Frustrated by Zoku's death we kill it on the spot. It probably wasn't Zoku's killer but at this point we don't really care. The sun is starting to get low, so we set up a campfire and spend the night on the very spot where Zoku died.

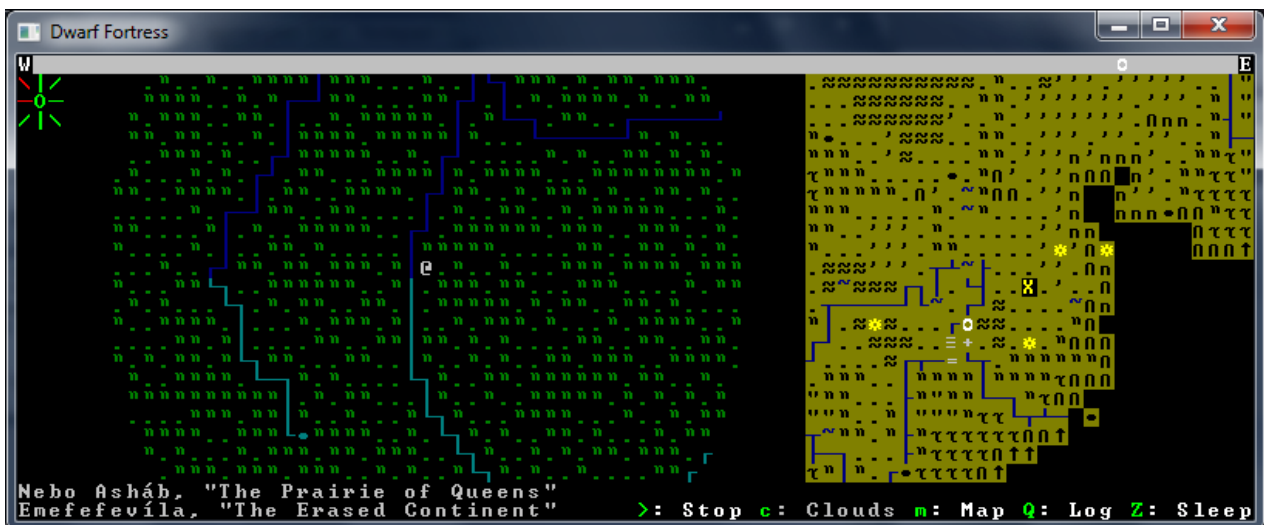




27th Hematite, 11

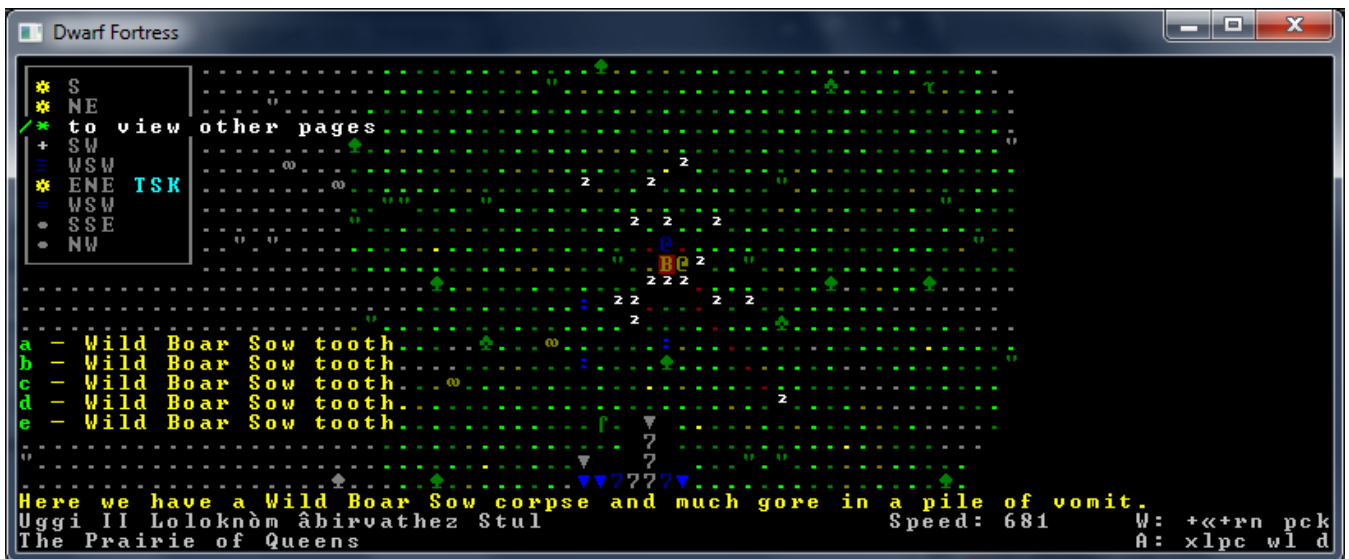
We wake up really early in the morning, before the sunrise and say our farewells to Zoku. I pick up her crossbow and empty quiver, and fill it with the 8 bolts I had collected earlier. We get back on the journey and cross a frozen river. I know humans can't swim well so we have to try crossing the rivers at night when they're frozen. The sun rises and we come across another river. This one has already thawed so we have to go around it. We follow the river south as I think I saw some snowy areas there earlier. Ettad finds and kills a turtle. What is it with humans and wildlife creatures?

It seems the snow has already melted and the river isn't frozen in the south. But after a short walk we find that the river has turned into a shallow brook and we can now cross it without the fear of Ettad drowning.



We are halfway to the outlaw camp. This area is filled with boars and Ettad wants to run after each one

of them. While I'm waiting for him to come back I spend my time wrestling with one of the boars, not harming it. Then Ettad shows up, hitting the boar into its mouth, smashing its teeth into million pieces.



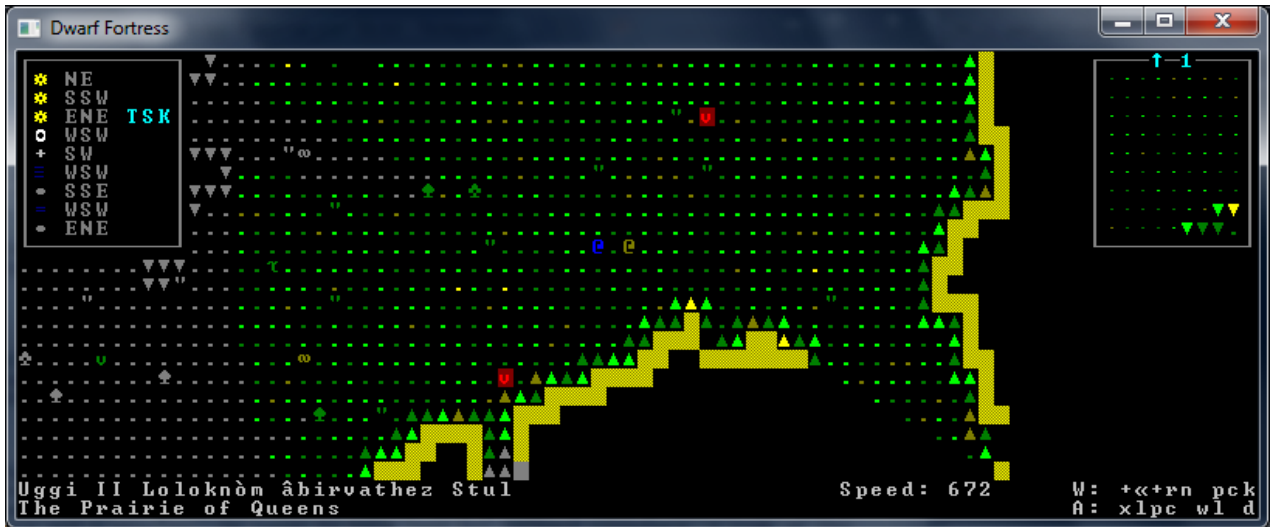
Later, Ettad runs off after a pack of horses. Luckily the horses seem faster than Ettad, so I wait for him again. I'm having a nice shield sparring session with a weasel when Ettad comes back limping, bloody and bruised. He seems to be in great pain and collapses into ground. I take a look at him and I think he's got a broken arm and a shoulder. He seems to have lost his halberd somewhere. I sigh at the stupidity of human beings.



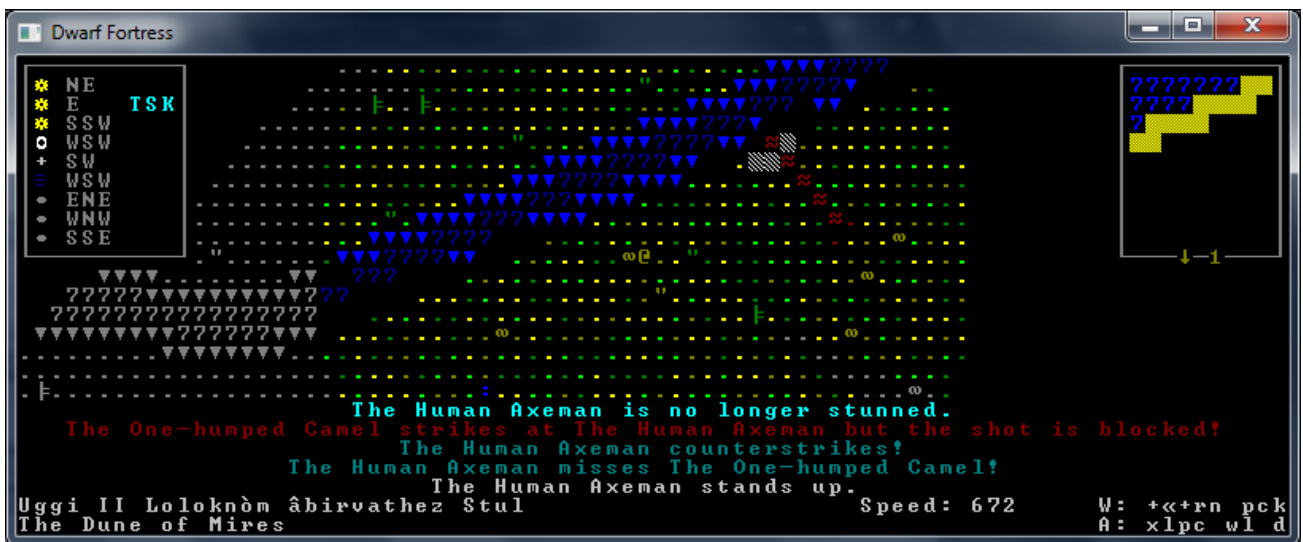
We rest for a few hours until Ettad feels a bit better. We search for his lost halberd and find it near a pack of horses. I see the anger in his eyes growing and I have to hold him back. I tell him to calm down

and pick up the weapon.

We continue towards the outlaw camp and suddenly find several dead vultures. I wonder what happened here. Maybe another crazy human went on a rampage here? That kind of makes sense since the human outlaw camp is near.



Later in the evening Ettad runs off again. Worried, I go after him and I can't believe my eyes. The damn human is fighting with A CAMEL. The camel charges at him and he's thrown into a river. Ettad is clearly in trouble, stunned, drowning and being assaulted by the big animal. I throw my rocks at the camel but only miss it. So I jump into the river and bury my pickaxe into its skull and then help Ettad back up into dry land. Luckily he's only bruised.



where he is, I can only hear the noises of a battle. I find an injured badger and mercifully put it down. And then another. I don't know how many badgers he ends up killing.

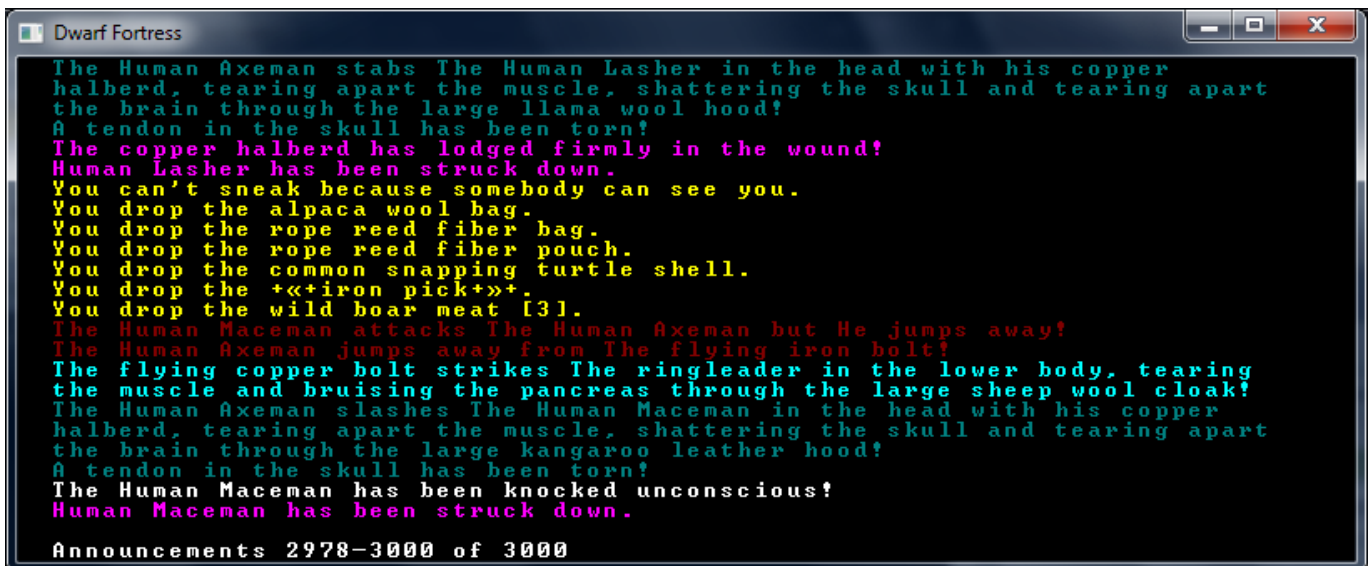


At sunrise, we find the outlaw camp. I've got my crossbow readied, hoping that I could take them down from distance. Ettad of course charges towards the closest target. Ettad quickly disarms a human lasher by slashing him in the weapon arm. I don't want to waste my bolts so I get closer and help Ettad by beating the outlaw with my crossbow.





As we get closer, I start shooting at the leader of the outlaws with my crossbow. He's got a crossbow too and I want to disable him as fast as possible. Ettad kills a human maceman with a single slash of his halberd.



Ettad gets into a close combat with a human swordsman and is doing a good job until the leader shoots him in the leg. Ettad falls into ground.

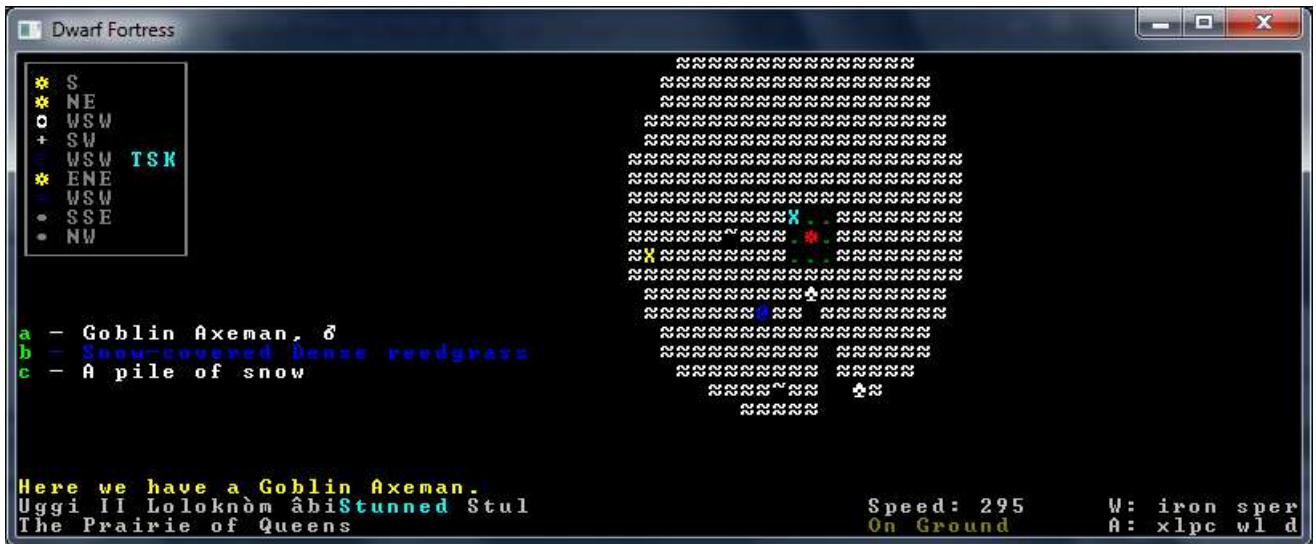
Ettad's injured leg is getting better and he can walk again. Soon he's back to his beloved hobby of killing things, and dives straight into a river, after aCARP?! Clearly he's learned how to swim!



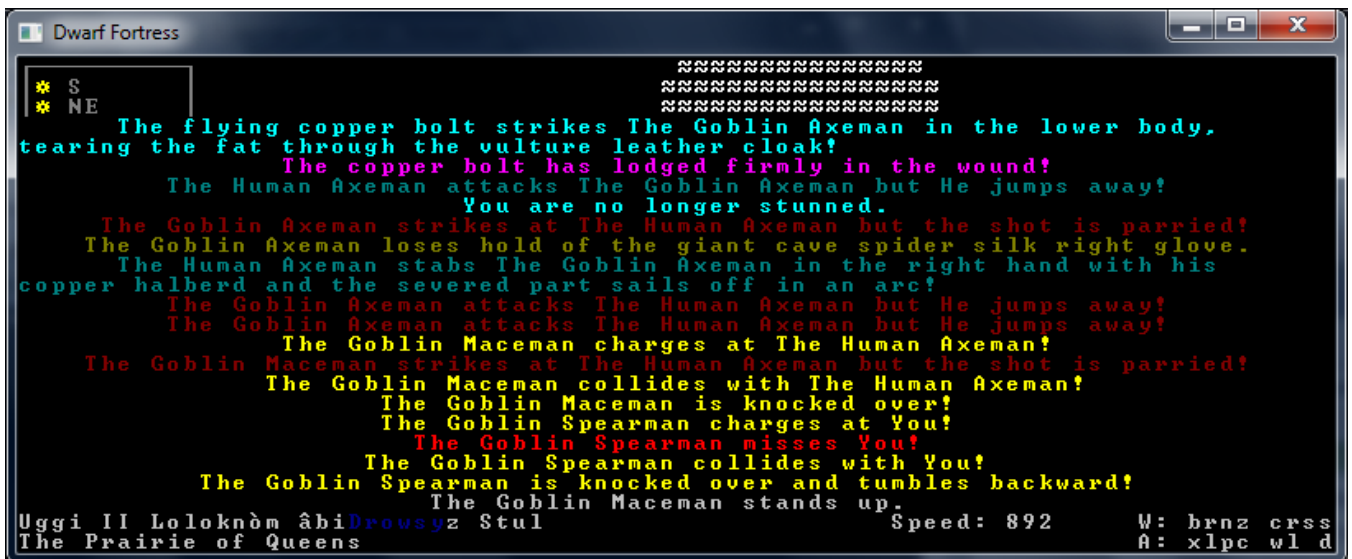
On our way back, Ettad again runs off after a horse and gets himself injured. We rest for a while until he's again capable of holding his shield. Sigh.

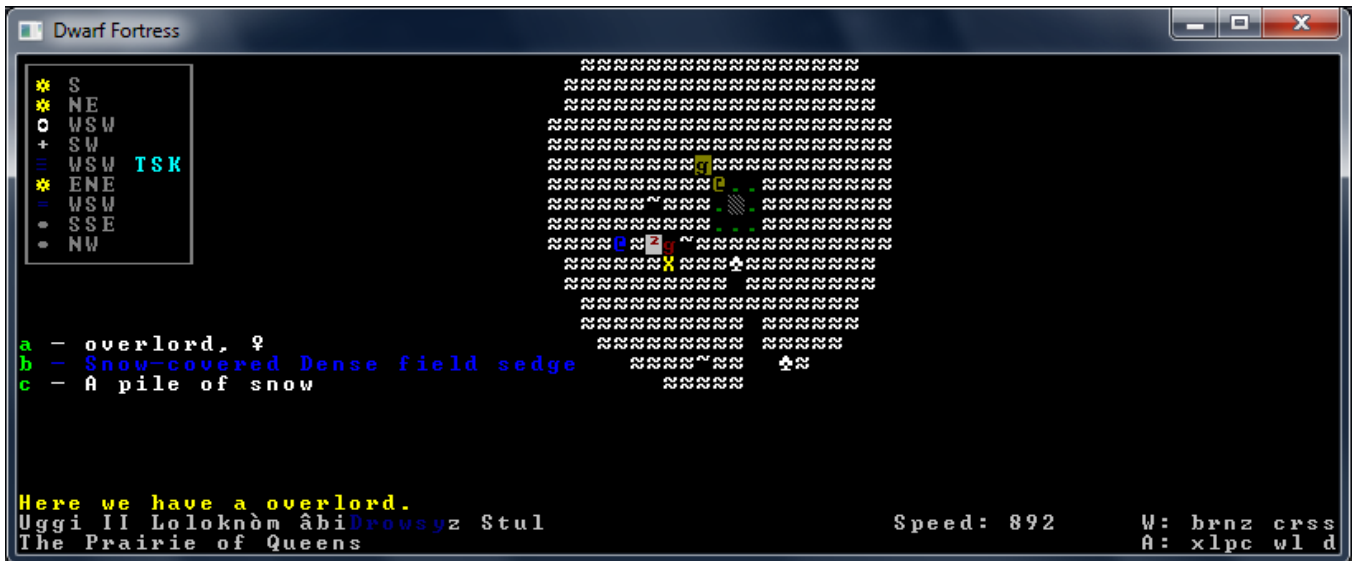


We're halfway back to the town as the night falls, so we set up a camp. Some unwanted visitors wake us up only a few hours later. Goblins!



I quickly drop my heaviest stuff to the ground and grab my crossbow. I shoot at a goblin axeman and Ettad helps by cutting its arm off. I'm not sure how many goblins there are in the darkness, but I can see that one of them is clearly their leader.





A goblin spearman charges at me, but only manages to get itself knocked down. So I switch to my spear and stab it in its face. We're getting attacked by three goblins at the same time. I'm focusing to the goblin leader while Ettad fights with two goblin macemen. These goblins seem inexperienced.



```

Dwarf Fortress

  * S
  * NE
  O WSW
+ SW  TSK
= WSW
* ENE
= WSW
. SSE
. NW

~~~~~

You stab The overlord in the left upper leg from behind with your iron
spear, tearing the muscle through the opossum leather cloak!
The Human Axeman slashes The Goblin Maceman in the lower body with his
copper halberd, tearing apart the muscle through the cave spider silk
cloak and spilling his stinking guts!
An artery has been opened by the attack!
The copper halberd has lodged firmly in the wound!
The Goblin Maceman bashes The Human Axeman in the left ear from the side
with her copper flail, tearing apart the cartilage through the large
sheep wool cloak!
Uggi II Loloknòm âbiDrowsyz Stul           Speed: 892      W: iron sper
The Prairie of Queens                       A: x1pc wl d

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Dwarf Fortress

  * S
  * NE
  O WSW
+ SW  TSK
= WSW
* ENE
= WSW
. SSE
. NW

~~~~~

You struggle for the iron spear.
You gain possession of the iron spear.
The Human Axeman stabs The overlord in the head with his copper halberd,
tearing apart the muscle, shattering the skull and tearing apart the
brain through the <+giant toad leather hood+>!
An artery has been opened by the attack!
A tendon in the skull has been torn!
The copper halberd has lodged firmly in the wound!
Goblin Lasher has been struck down.
Uggi II Loloknòm âbiDrowsyz Stul           Speed: 893      W: iron sper
The Prairie of Queens                       A: x1pc wl d

```

Ettad got a small tear in his ear, and his madness against all living beings raises again, and he BITES one of the goblins, shaking it around.



Moments later, another goblin appears from the darkness. I throw some of my rocks at the goblin, disabling its weapon arm, and then get closer and finish it with my spear.





We patrol around our campfire and find a dead badger. I wonder if Ettad has been up killing animals while I was still sleeping or did the goblins do this? While I'm pondering it another badger attacks us! I resort to my wrestling skills and throw the badger high in the air, killing it in the collision with the earth. Meanwhile Ettad finds yet another goblin. The goblin charges at him, somehow managing to knock the big human down. I help Ettad from the distance by throwing rocks at the goblin. Ettad is furious and dismembers the goblin.



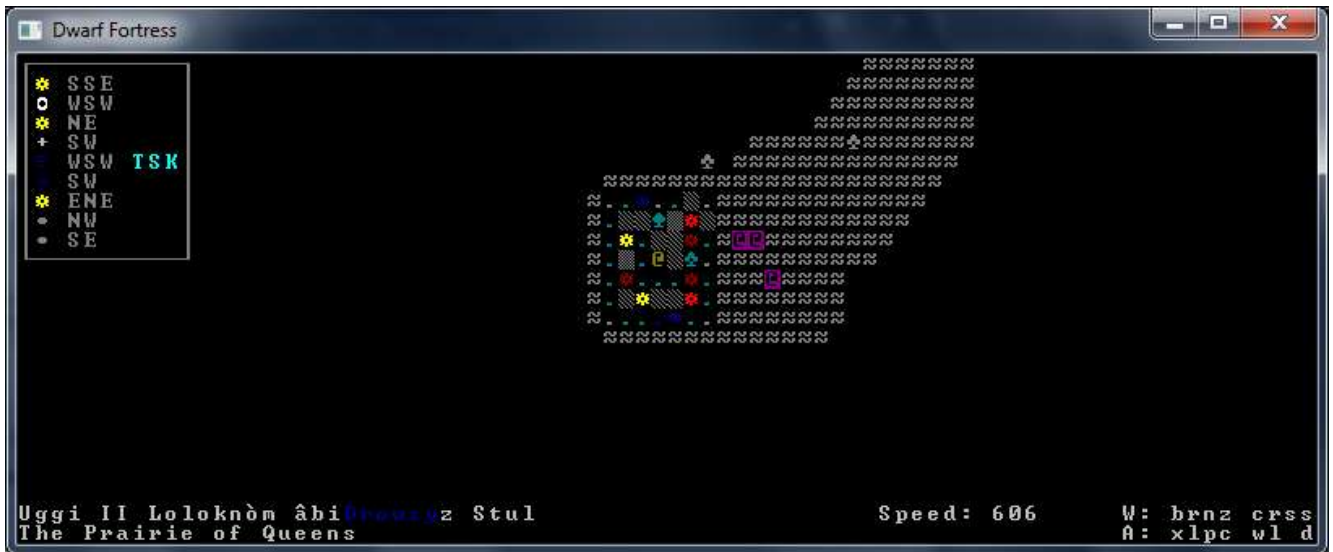


We search around the camp again and only find a badger, which of course ends up dead when Ettad sees it. Somehow the camp doesn't feel safe anymore, so we pick up our stuff and start walking towards the town.

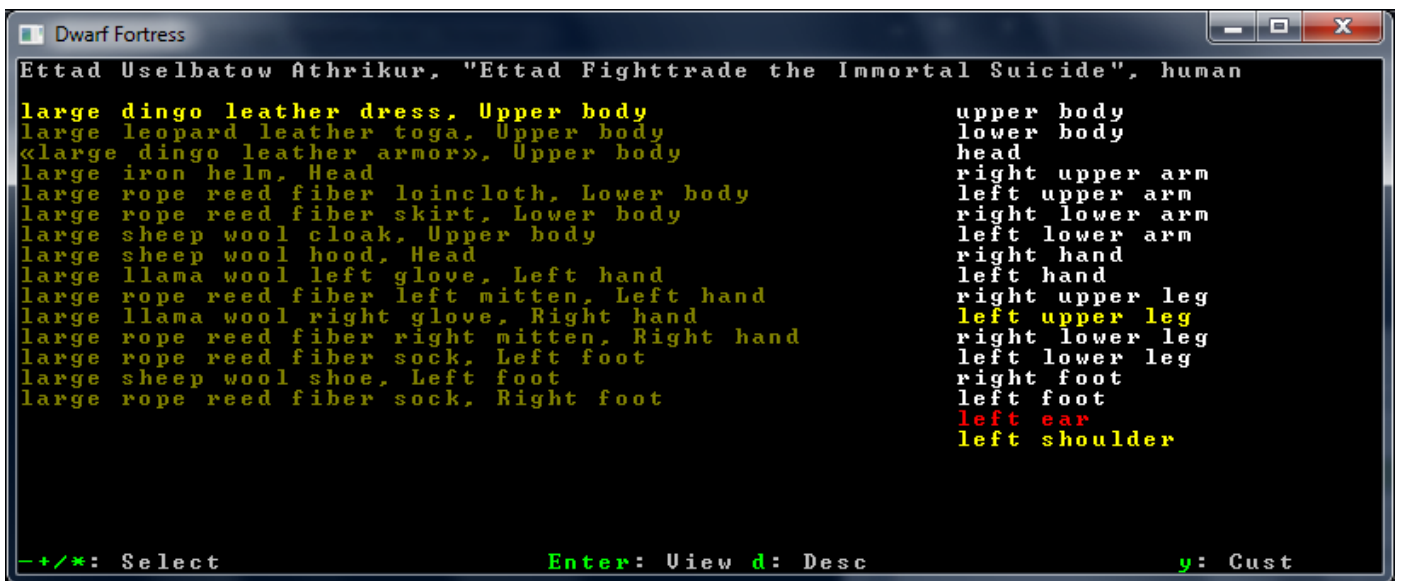
It's snowing in the middle of the night and we can't see a thing. Ettad however can hear the badgers and runs off into the night. I hear screams of dying badgers. I sigh again. I come across his unconscious victims and put them down. If he would at least finish them himself.



After some hiking in the darkness we set up a new camp. I'm feeling paranoid and surround us with campfires.

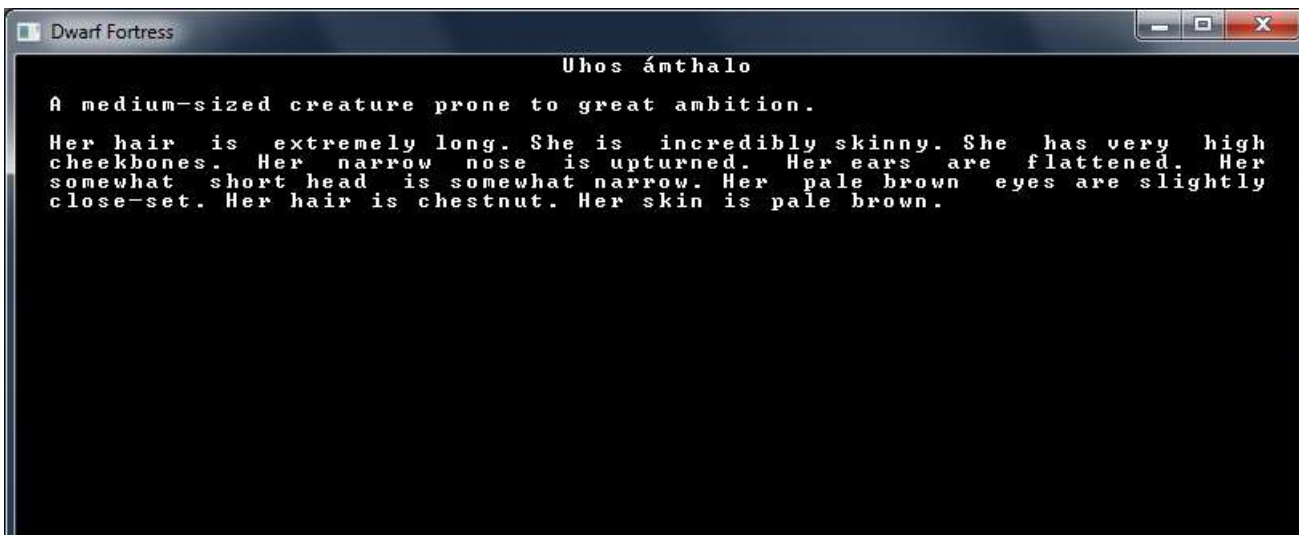
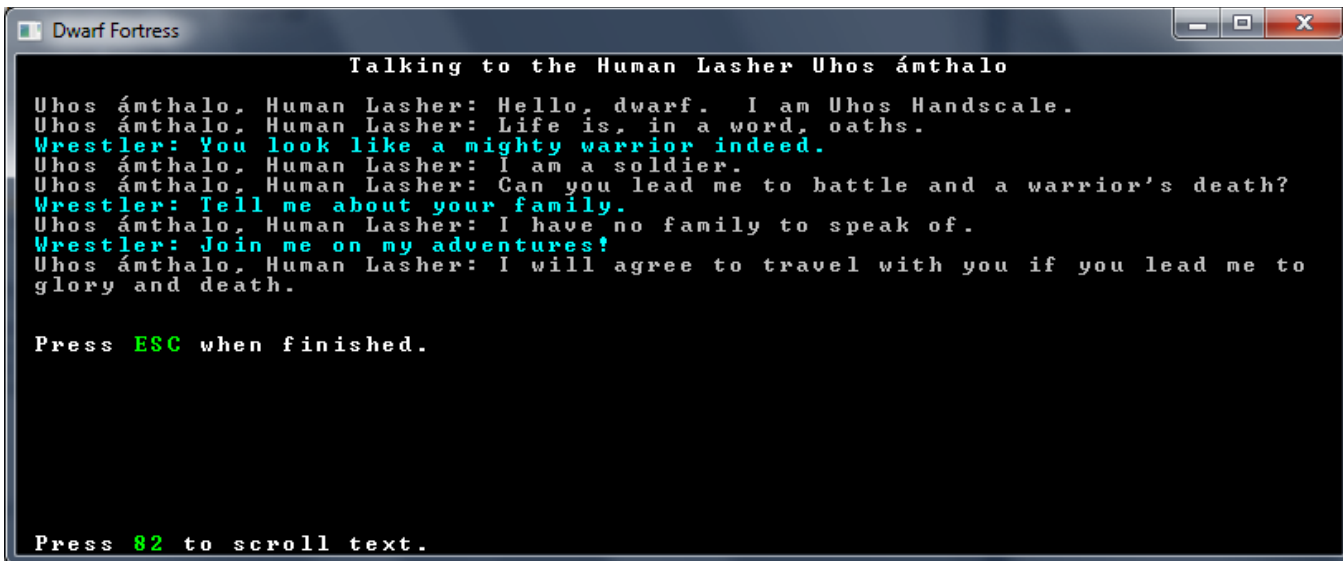


Before falling to sleep, Ettad, in his utter madness declares himself "the Immortal Suicide". Now I'm afraid to go to sleep.

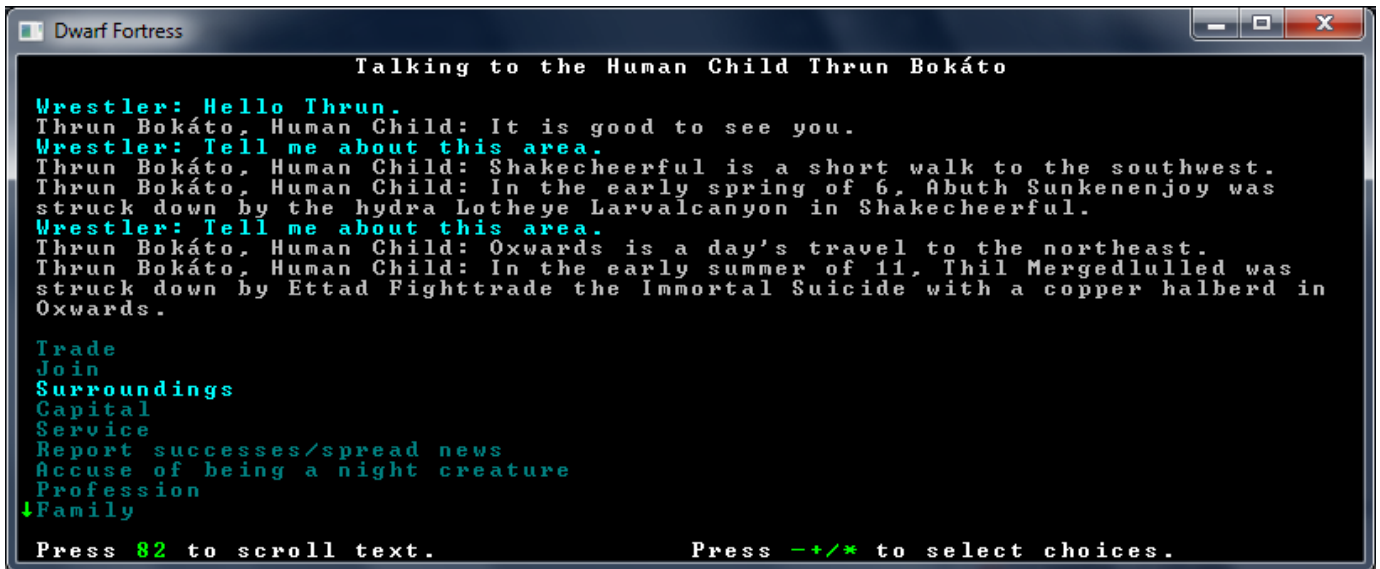


1st Malachite, 11

We spend the whole day travelling. Miraculously I manage to keep Ettad away from animals for a whole day! At evening we're finally back in the fortress of Trammelrisen. We recruit Uhos, a human lasher and spend the night in the fortress.



We're back in Whimkin and make a quick visit to the marketplace, selling seeds to the farmers. We then take a quick patrol around the town, checking the temple and some of the houses, just to make sure there are no goblins running around this time. The town seems clear of invaders and we enter the keep to collect the stuff I stored there earlier. Rumors of our adventures have reached the town already.



The stash I left here seems untouched. I cram the dead dwarf's corpse and all his belongings inside his own backpack and lift the heavy load into my back. I don't have any use for the human currency in the wilderness, so I leave all my coin pouches here. Maybe another adventurer will need it later.




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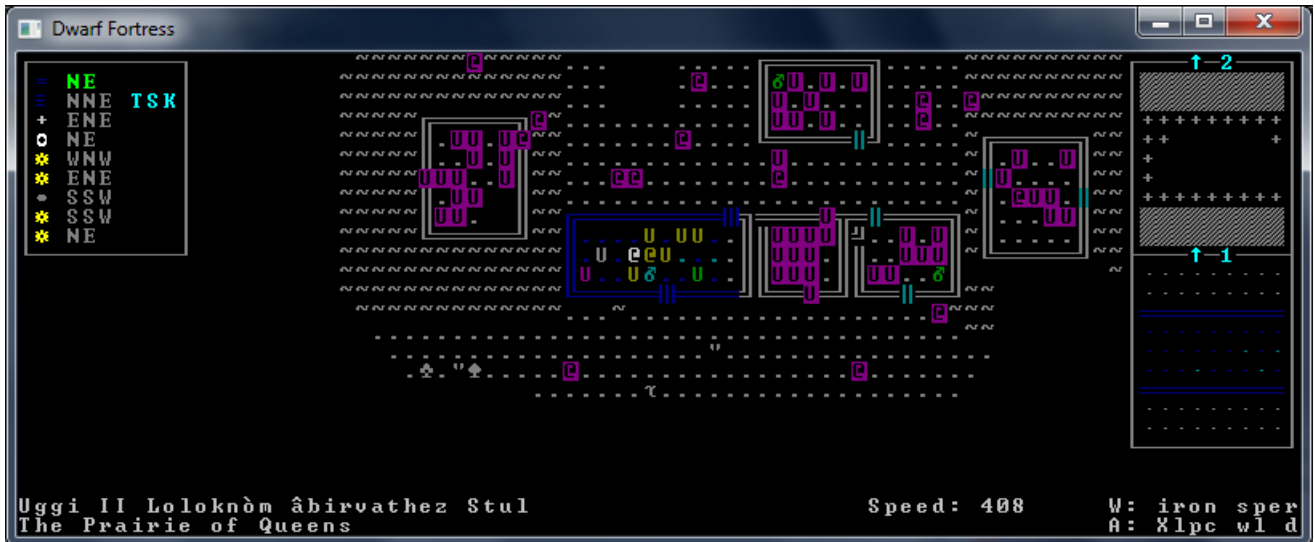
- Xpig tail fiber trousersX           Lower body
- Xalpaca wool dressX                 Upper body
- Xpig tail fiber robeX               Upper body
- Xpig tail fiber capX                Head
- Xllama wool sockX                   Left foot
- Xllama wool sockX                   Right foot
- leopard leather waterskin           Xalpaca wool dressX
- . water [3]
- Xcave spider silk left gloveX       Left hand
- Xcave spider silk right gloveX      Right hand
- Xalpaca wool shoeX                  Left foot
- Xalpaca wool shoeX                  Right foot
- giant toad leather robe             Upper body
- giant cave spider silk backpack     Upper body
- . large copper dagger
- . +ashen crutch+
- . *sharp* limestone
- . *sharp* limestone
- . *sharp* limestone
- . *sharp* limestone
- . *sharp* limestone
- . bronze crossbow
- giant mole leather cloak            Upper body
- large rat leather hood              Head
- troglodyte leather trousers         Lower body
- copper shield                       Left hand
- bismuth bronze shield               Right hand
- llama wool quiver                   Upper body
- . copper bolt
- . copper bolt
- . copper bolt
- . iron bolts [29]
- . copper bolt
- . copper bolt
- iron spear                           Right hand
- llama wool backpack                 Upper body
- . large copper dagger
- . copper spear
- . giant mole sweetbread [5]
- . Phones Uirakur's corpse
- . sheep wool trousers
- . pig tail fiber dress
- . cave spider silk robe
- . alpaca wool cap
- . pig tail fiber left glove
- . pig tail fiber right glove
- . giant cave spider silk sock
- . cave spider silk shoe
- . giant cave spider silk sock
- . cave spider silk shoe
- . iron bolt
- . goat leather waterskin
- . . water [3]
- . rope reed fiber bag
- . . iron pick
- . . iron pick
- . . large table cut red zircon
- . . common snapping turtle shell
- . . common snapping turtle shell
- . . +«+iron pick+»+
- . alpaca wool bag
- . . fisher berries [3]
- . . wild strawberries [16]

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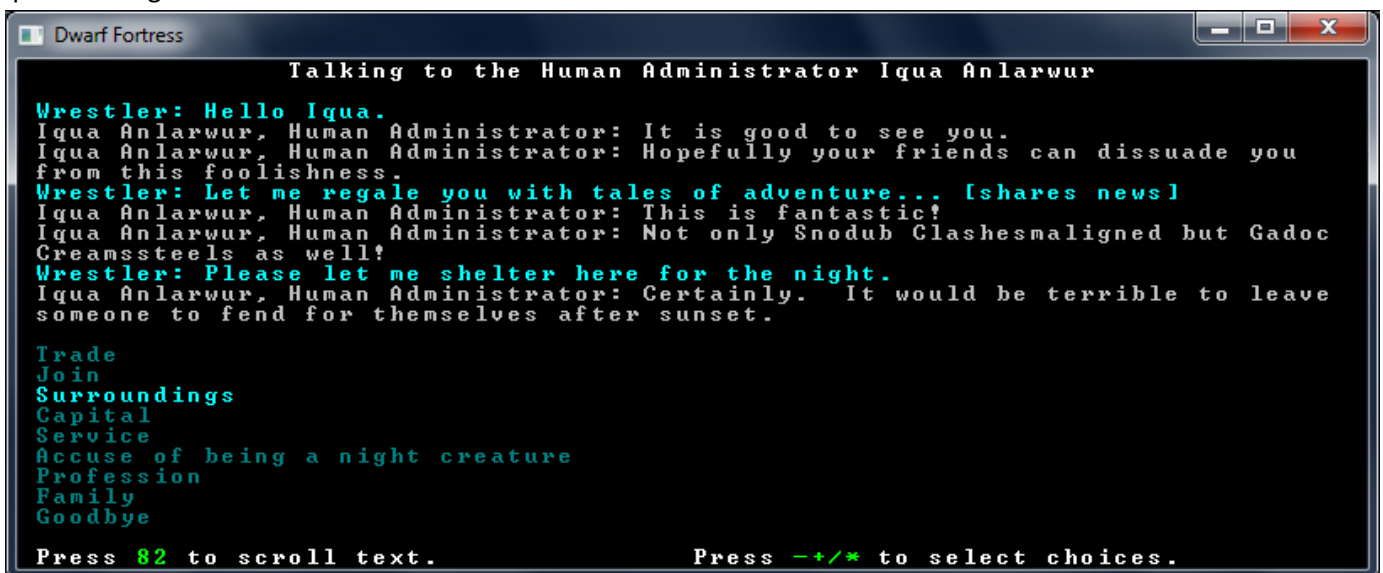
We're ready for the journey! We leave Whimkin behind and slowly start walking towards southwest.

The heavy load is really slowing me down and Ettad and Uhos are running circles around me. Well, at least they're not running after wildlife creatures. We will make a quick stop in Shakecheerful, my home village. It's conveniently in our route and actually the last civilized place we will see in days, maybe weeks.

We arrive in the outskirts of Shakecheerful at late evening and spend a few hours resting and waiting for the big river to freeze so we can cross it safely. Uhos claims she knows how to swim, but I'm not taking any chances with a river this size. It's dark when we finally reach the village.



The people are happy to see me again and I can't wait to tell the news about our adventures. The village chief is a bit skeptical at first, but also excited to hear that we took care of the outlaws and goblins. We spend the night in his house.



3rd Malachite, 11

We wake up early, say our farewells to the villagers and cross the river while it's still partially frozen. Not really sure which way is the best to go, we take a wild guess and head south towards the elven forests. I've heard tales of elves, in fact some very disturbing tales, but I'm also interested to see these creatures with my own eyes.

We come across a narrow river and Uhos demonstrates her swimming skills. This is excellent, now we don't have to wait for the rivers to freeze over before crossing them. These lands are absolutely filled with rivers, we cross several of them before it's even noon. This is going great, I think. And then, naturally, we walk right into a trap./

Something shouts at us in a strange language. Kobolds!

I see a lone kobold bowman in the distance and decide to drop it with my crossbow. Meanwhile, Uhos and Ettad get in melee combat with kobold spearmen. Uhos being not very experienced, gets injured quickly. Ettad however is having a great time dismembering and biting kobolds.



```
Dwarf Fortress
- N
The flying copper bolt strikes The Kobold Bowman in the left upper arm,
chipping the bone and chipping the left shoulder's bone!
An artery has been opened by the attack and a tendon has been torn!
A ligament in the left shoulder has been torn and a tendon has been torn!
The Kobold Spearman attacks The Human Lasher but She jumps away!
The Kobold Spearman attacks The Human Lasher but She jumps away!
The Human Lasher lashes The Kobold Spearman in the right foot from the
side with her copper whip, chipping the bone!
The Human Lasher collides with The Kobold Spearman!
The Kobold Spearman is knocked over and tumbles backward!
The Human Lasher lashes The Kobold Spearman in the left upper leg from
the side with her copper whip, chipping the bone through the small giant
cave spider silk tunic!
The Kobold Spearman strikes at The Human Lasher but the shot is parried!
The Human Lasher lashes The Kobold Spearman in the right lower arm from
the side with her copper whip, bruising the muscle!
The Kobold Spearman strikes at The Human Lasher but the shot is blocked!
The Human Lasher counterstrikes!
The Human Lasher misses The Kobold Spearman!
The Human Lasher lashes The Kobold Spearman in the right lower leg from
the side with her copper whip, chipping the bone!
Uggi II Loloknòm âbirvathez Stul Speed: 930 W: brnz crss
The Prairie of Queens A: Xlpc wl d
```

```

Dwarf Fortress
- N
+ NNE
= N
. SW
o NNE
* SW
* NW
* NE
. E

a - Kobold Spearman, ♀
b - Dense reedgrass
c - A spattering of Difidiklolgin's kobold blood.

Here we have a prone Kobold Spearman in a slurry of blood.
Uggi II Loloknòm âbirvathez Stul Speed: 930 W: brnz crss
The Prairie of Queens A: Xlpc w1 d

```

```

Dwarf Fortress
behind with his copper halberd and the severed part sails off in an arc!
The Human Lasher lashes The Kobold Spearman in the left ear with her
copper whip, tearing the cartilage!
The Kobold Spearman stabs The Human Lasher in the upper body from the
side with his copper spear, tearing the muscle and tearing the heart
through the large chicken leather cloak!
An artery has been opened by the attack!
A major artery in the heart has been opened by the attack!
The Human Axeman punches The Kobold Spearman in the upper left back teeth
from behind with his right hand and the severed part sails off in an arc!
The Human Lasher lashes The Kobold Spearman in the lower body with her
copper whip, bruising the muscle and bruising the guts through the small
giant cave spider silk tunic!
The Human Lasher gives in to pain.
The Kobold Spearman stabs The Human Lasher in the lower body with his
copper spear, tearing the muscle and tearing the stomach through the
large chicken leather cloak!
The Human Axeman bites The Kobold Spearman in the left upper arm from
behind, tearing the muscle!
An artery has been opened by the attack!
The Human Axeman latches on firmly!
The Kobold Spearman misses The Human Axeman!
The Kobold Spearman stabs The Human Lasher in the upper body with his [MORE]
Uggi II Loloknòm âbirvathez Stul Speed: 941 W: brnz crss
The Prairie of Queens A: Xlpc w1 d

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Dwarf Fortress
Uhos ámthalo, "Uhos Handscale", human

Unconscious On the Ground upper body
copper whip, Right hand Heavy Bleeding lower body
iron shield, Left hand Pale head
large rope reed fiber dress, Upper body right upper arm
large llama wool coat, Upper body left upper arm
«large mule leather armor», Upper body right lower arm
large copper helm, Head left lower arm
large goat leather loincloth, Lower body right hand
large rope reed fiber long skirt, Lower body left hand
large chicken leather cloak, Upper body right upper leg
large wild boar leather hood, Head left upper leg
large rope reed fiber left glove, Left hand right lower leg
large sheep wool left mitten, Left hand left lower leg
large rope reed fiber right glove, Right hand right foot
large sheep wool right mitten, Right hand left foot
large alpaca wool sock, Left foot heart
stomach
left true ribs

-+/*: Select Enter: View d: Desc y: Cust

```

I get jumped by two kobolds, so I switch to my spear and instantly disable a kobold spearman by thrusting my spear into its head. Another kobold spearman is heading towards me and in the distance I can see Uhos dying. She went down fighting, striking kobolds with her whip while laying in the ground.



It's getting a bit crowded, so I throw two kobolds in the air and then stab them with my spear while they are stunned by the collision. I manage to disable them, while even more kobolds appear. Soon I'm surrounded by four kobolds, wrestling two of them at the same time.





Finally I manage to kill two of them, first by bashing one skull in with my shield and then another with a classic martial arts technique known as the Fist of Urist. Meanwhile, Ettad takes care of the bowkobolds.



I bash another kobold dead with my shield and then finish the last one with a roundhouse kick to the head.



We patrol around the area and I spot another bowkobold farther away. Using the ground as my cover I manage to sneak closer to it. Just when I'm right next to the kobold, it spots Ettad and shoots him in the leg. Grabbing the kobold by its bow, I manage to disarm it.



Continuing with my wrestling moves, I first break its shoulder and then throw the creature in the air. It flies in an arc and I've got plenty of time to pick up my weapon, walk to where the kobold lands and finish it with my fist. This is the Way of Urist.



I wonder if there are still kobolds lurking behind the trees, scared of us. They should be. The battlefield is littered with corpses. Sadly, one of them belongs to Uhos. We set up a few campfires next to her fallen body and rest for a few hours. No more kobolds show up. Ettad's leg feels a bit better and we continue with our journey.



Later in the evening, we run into a pack of wolves. Well, let's put it this way, the wolfpack runs into Ettad. I quickly drop my heavy stuff to the ground and run into the battle. I'm not letting Ettad have all the fun!



I throw my rocks at the wolves, killing one with a lucky headshot. We get a bit competitive and in the end Ettad gets only two kills, and I get four.



As the night falls I'm again feeling a little paranoid and surround us with campfires.

4th Malachite, 11

We wake up refreshed and continue with our journey. It's still early morning when we meet another pack of canines, this time dingoes. Ettad scores two kills, I got three.



Only a moment later Ettad runs off after a wild boar and brutally slaughters it. Will he ever stop this madness? I spend the whole day trying to keep him out of trouble, but at the evening he manages to catch a kea. Poor bird. At least he finishes it by himself. I hate euthanizing the crippled creatures he leaves behind.

As the night falls, I surround us with campfires. Can't be too careful out here.

5th Malachite, 11

We sleep for a few hours and wake up in the middle of the night. Kobolds! They're shooting arrows at us from the darkness. I should have left an opening in the perimeter of campfires. We can do nothing but trust our reflexes until they run out of ammo. I quickly drop my backpacks to the ground as they are slowing me down.



I make a desperate move and set some of the trees next to the campfires on fire, hoping that they will burn down and we can get out. I spot several kobolds on the other side of the campfires, taunting at us. I pull out my crossbow and shoot at them.





Annoyingly, the kobold bowman manages to stay in a blind spot. I can't shoot at it, but it sure can shoot at us!





This is madness, dodging arrows in the darkness, in the middle of the smoke generated by a dozen campfires and two burning trees. No wonder I got hit. Luckily it's just a flesh wound.

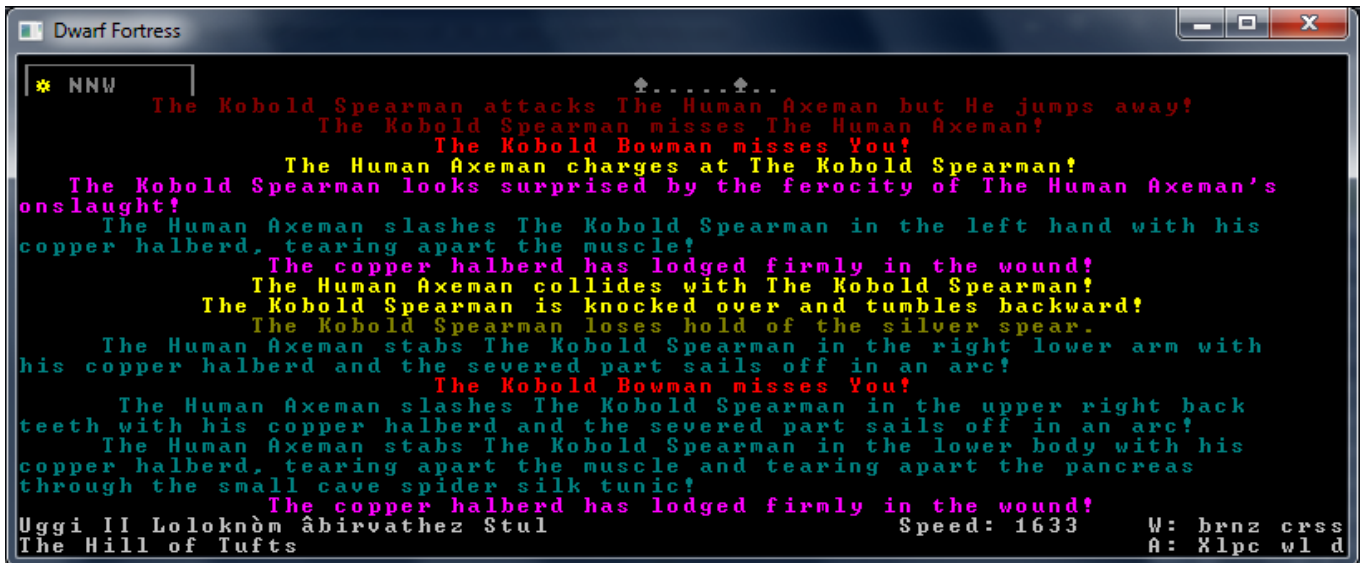


Ettad hasn't been hit, at least not yet. He dodges an arrow and jumps right into a campfire. He quickly jumps back, avoiding getting burned alive.



At last the kobold bowman runs out of arrows! Now it's a staring contest, both sides are waiting for the campfires or the trees to burn out. After a long night the dawn finally breaks, and one of the campfires dies out. Ettad runs head first into the battle, slicing kobolds with his halberd.





I only manage to get one shot at the kobolds until they're at me. I switch to my pick for a change, and start dismembering the kobolds.



Ettad disappears in the darkness after kobolds. The muffled sounds suggest that he's biting things again.



I finish the two kobolds easily and search around the camp. I find Ettad next to a fresh kobold corpse. In the end I find only five kobold corpses in the area. Maybe some ran away.



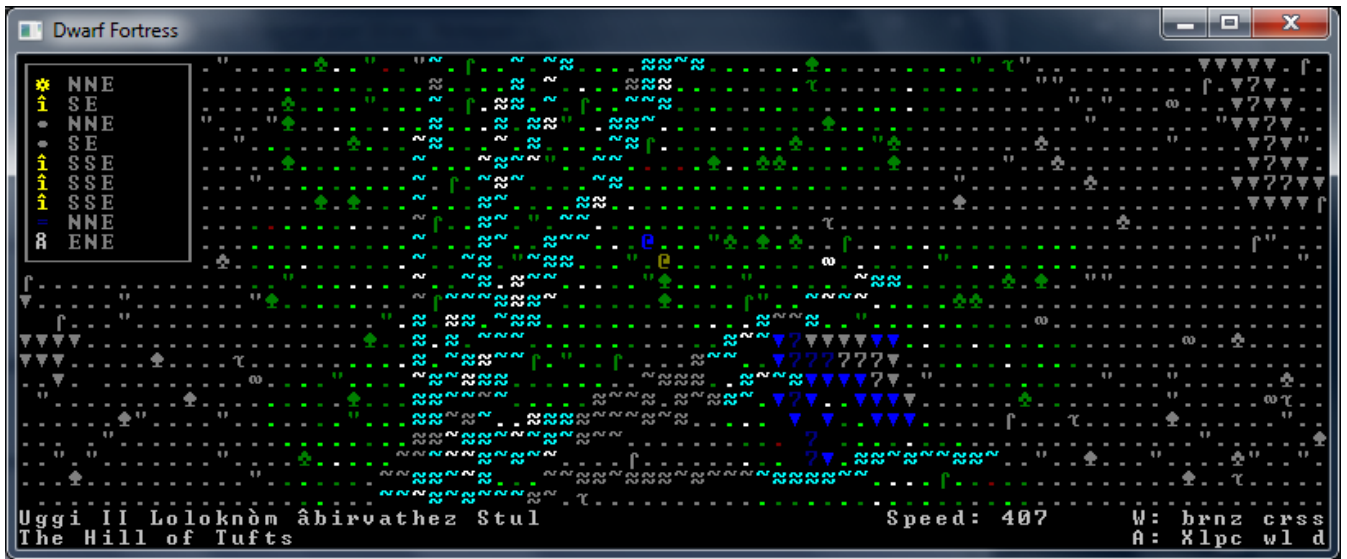
We wait for a moment for my cheek to stop bleeding and then continue walking south towards the elven lands. I've heard rumors of some mythical beasts living in nearby areas and I'm trying to avoid them as best as I can.

The plan:

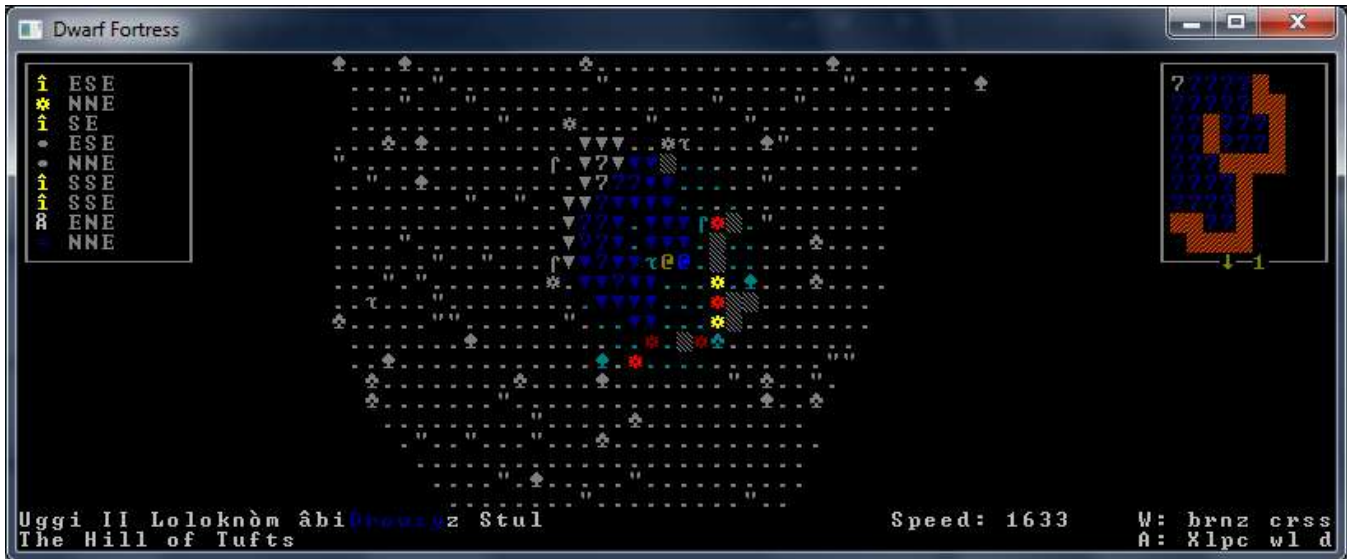


In the hills, Ettad kills more and more wildlife. He's getting better at it, killing them instead of leaving them unconscious. I'm not sure if that's actually a progress or not. Whenever I see a herd of wild boars in the distance, I try sneak around them and hope that Ettad doesn't spot them.

In the early evening we came across a starting point of a beautiful stream. It's flowing in the direction we're heading so we stick on to it.

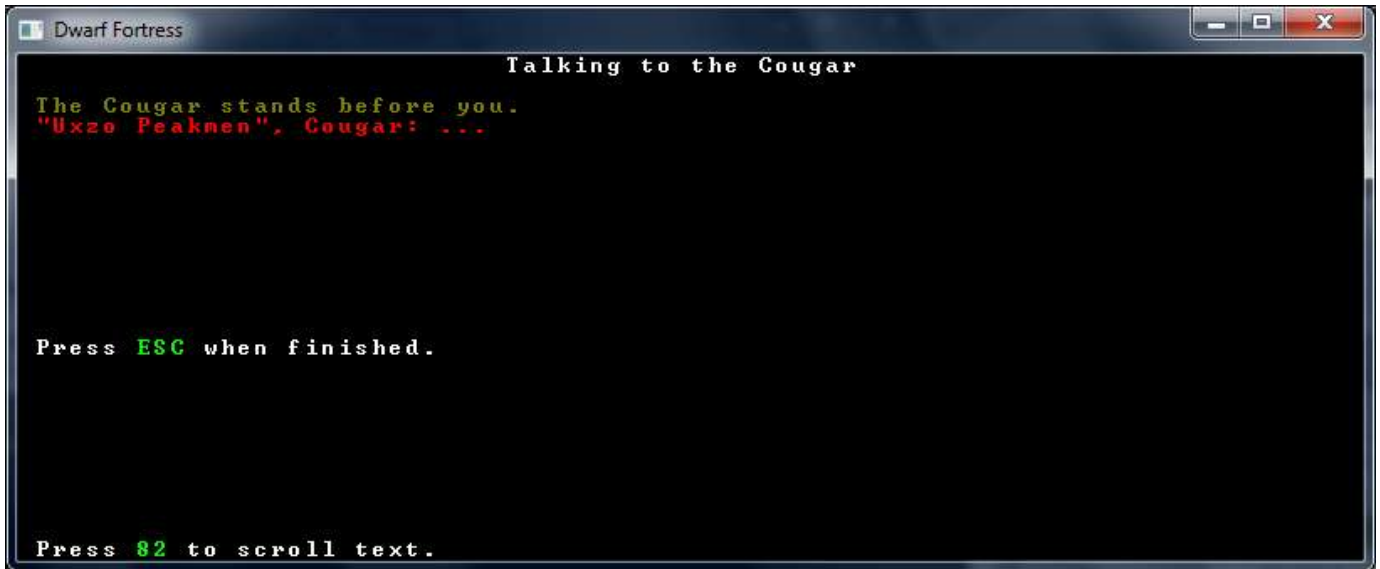


I'm trying a new strategy with campfires. Surrounding us from one side with campfires and from one side with murky pools, I'm hoping this will go better than the last night. If anything wants to get at us, it has to swim through the pools.



6th Malachite, 11

A horrible growl wakes me up. What now?!



A cougar? Ettad is already on the move. Looks like I accidentally left an opening in the line of campfires. He's again faster than me, and when I arrive at the scene the cougar is already laying on the ground, stunned.

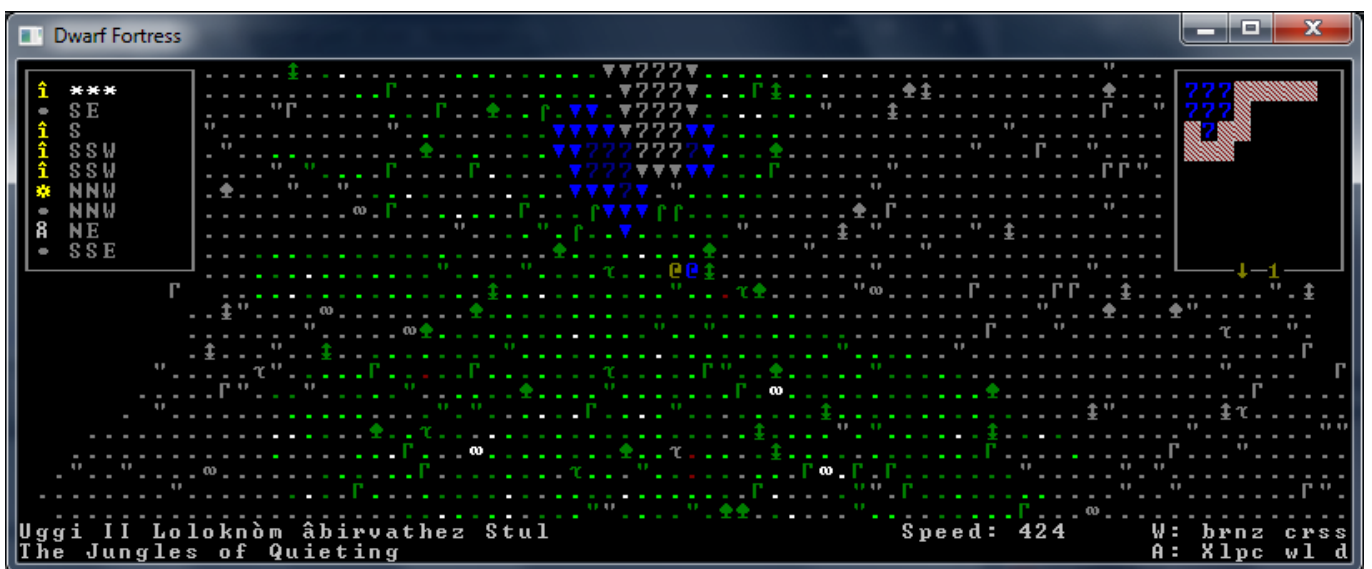


I join the battle and together we give the cougar a proper beating. The cougar finally bleeds to death and we can get back to sleep.



7th Malachite, 11

In the morning we take a short walk to the elven forest retreat, Trussflowers. We meet the elves... and I'm shocked. I had heard tales about them, but I never thought they would be this annoying! They're taunting at us!



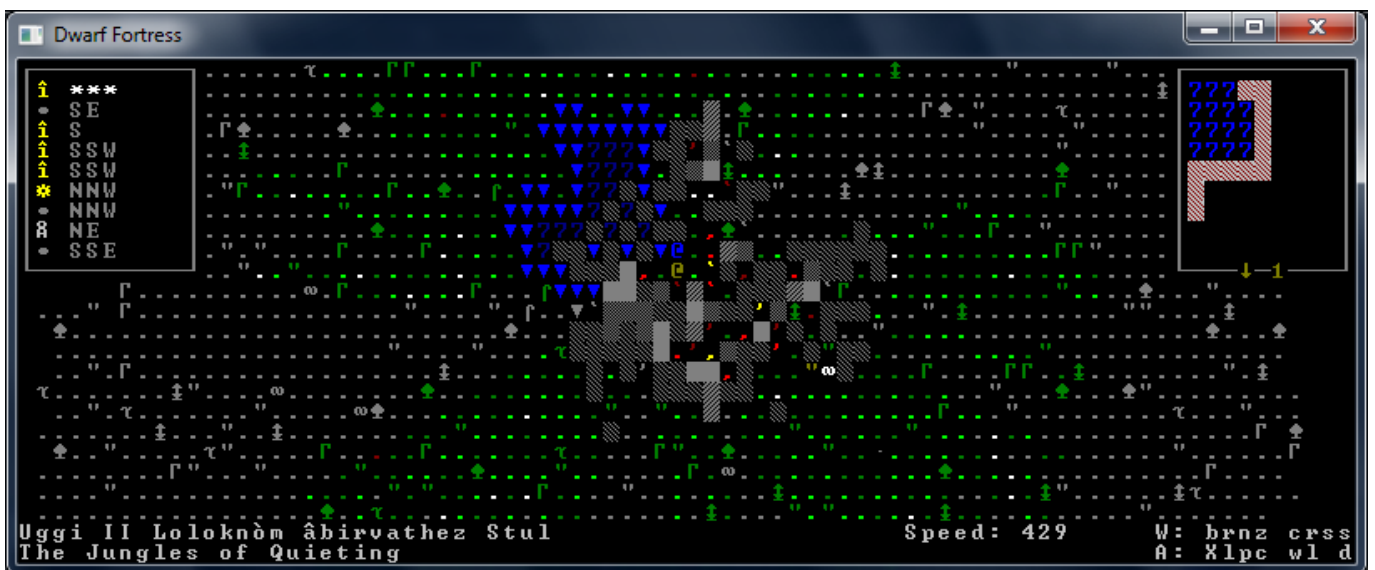
[Spoiler: Meeting the elves!](#) (click to show/hide)

They won't even let us inside their stupid tree houses, so we set up a campfire under their trees. Maybe if we stick around for a while they'll start acting like civilized beings.



"Silly dwarf, don't light a campfire there! Our sunshine stockpile is right abov" --- WHHOOOOM!!

Wha... oops!



"The trees, **NOT OUR TREES, NOOOOOO!!!!**"

We make a quick exit from Trussflowers and run into the jungle, looking nervously behind our shoulders. When the night falls we set up a perimeter of campfires in the middle of the jungle. Nothing ambushes us that night, not even the angry elves.

8th Malachite, 11

We are still in the elven lands, heading south towards another forest retreat. I hope they haven't heard what happened in Trussflowers. On our way we cross a major river. I can't even see the other bank of the river when we descend into the water. Ettad in fact runs into the river, after a wild boar he was chasing.

We arrive in Whisperleopard in the early evening. I can't tell if the elves have heard the news yet, because they're being just as annoying as the elves in Trussflowers. I really don't understand them. Even Ettad is disgusted by their habits, and he's a man who enjoys torturing animals.

Later in the evening, we pass through another forest retreat, Burysable. I think it's the elven capital. We take a quick look at the place, are not impressed, and continue southwards. We spend the night in yet another forest retreat, Mawplunges, and make sure to set up the campfire far away from their precious trees. I think I've seen enough elves for a lifetime. Tomorrow we'll leave the lands of these dirty hippies for good.

9th Malachite, 11

We leave Burysable, the last outpost of civilization. Well, after seeing the elves and their habits I'm not sure if we can call them civilized. Anyway, between us and our destination are nothing but caves and lairs filled with beasts and Armok knows what abominations. And then the goblin lands. Not one, but three dark fortresses, all filled with nasty goblins. We have to go around them, somehow.

Later in the morning, we come across another major river. Possibly the same one we saw yesterday. Ettad again runs straight into the river and disappears beneath the waves. I don't know what he wrestles with, but after a while he comes back, bruised. I think I saw a hippo earlier. I sure hope he would stay clear of them.

And then comes the herds of unicorns. Ettad wants to kill them all. I'm having hard time keeping him clear of them. I don't want to see him getting impaled by those horns.

10th Malachite, 11

We're getting nightly visitors again. Strange noises wake us up. We can't see what's outside the perimeter.



Tired of waiting, we swim through the murky pool and prepare for fight. A band of strange humanoids approaches us. Tigermen? I grab the first one with a wrestling move, trying to throw it but the thing is too heavy. I manage to take it down however, and incapacitate another one with my pick.



Together with Ettad we split some skulls. One of the tigermen loses its head completely.



We patrol around the area making sure there are no more surprises. Ettad sees something in the darkness and I follow after him. It's a thrips man, and Ettad kills it with one punch.

Twenty Notable Kills

Utes Growthwraith the goblin, d. 11
Snodub Clawticks the goblin, d. 11
Snodub Vileseals the goblin, d. 11
Azstrog Bearruthless the goblin, d. 11
Asno Ruthlessclutches the goblin, d. 11
Zom Blackweaver the goblin, d. 11
Stosbûb Hatredaches the goblin, d. 11
Zolak Moldcruel the goblin, d. 11
Snodub Vileseals the goblin, d. 11
ûshu Routeddread the goblin, d. 11
Stâsost Coppermenaced the goblin, d. 11
Stozu Fellghoul the goblin, d. 11
Brukufokus the kobold, d. 11
Beedus Goalshades the kobold, d. 11
Chlobokopogis the kobold, d. 11
Shrostlidis the kobold, d. 11
Tafagrayrber the kobold, d. 11
Krufufuchungus the kobold, d. 11
Gleelbus the kobold, d. 11
Thlogokolraylber the kobold, d. 11

Twenty-One Other Kills

Three ravens (♀) in The Prairie of Queens
One raven (♂) in The Prairie of Queens
One wild boar (♂) in The Prairie of Queens
One weasel (♀) in The Prairie of Queens
One one-humped camel (♂) in The Dune of Mires
Two badger boars (♂) in The Dipped Prairies
One badger boar (♂) in The Hill of Labor
One badger sow (♀) in The Prairie of Queens
One wolf (♀) in The Prairie of Queens
Three wolves (♂) in The Prairie of Queens
One dingo (♀) in The Prairie of Queens
Two dingoes (♂) in The Prairie of Queens
One raven (♀) in The Hill of Tufts
One badger sow (♀) in The Hill of Tufts
One peregrine falcon (♀) in The Jungles of Quieting

And Etad's

Fourteen Notable Kills

Abli Plottedswallow the human, d. 11
Thil Mergedlulled the human, d. 11
Puja Hamehealer the human, d. 11
Gadoc Creamssteels the human, d. 11
Snodub Clashesmaligned the goblin, d. 11
Ber Singlesteals the goblin, d. 11
Kutsmob Fraysteals the goblin, d. 11
Olngö Malignedknighted the goblin, d. 11
Difidiklolgin the kobold, d. 11
Jlobojeegis the kobold, d. 11
Bubufayrsnus the kobold, d. 11
Lragadastaykis the kobold, d. 11
Shlapukin the kobold, d. 11
Uxzo Peakmen the cougar, b. 1 d. 11

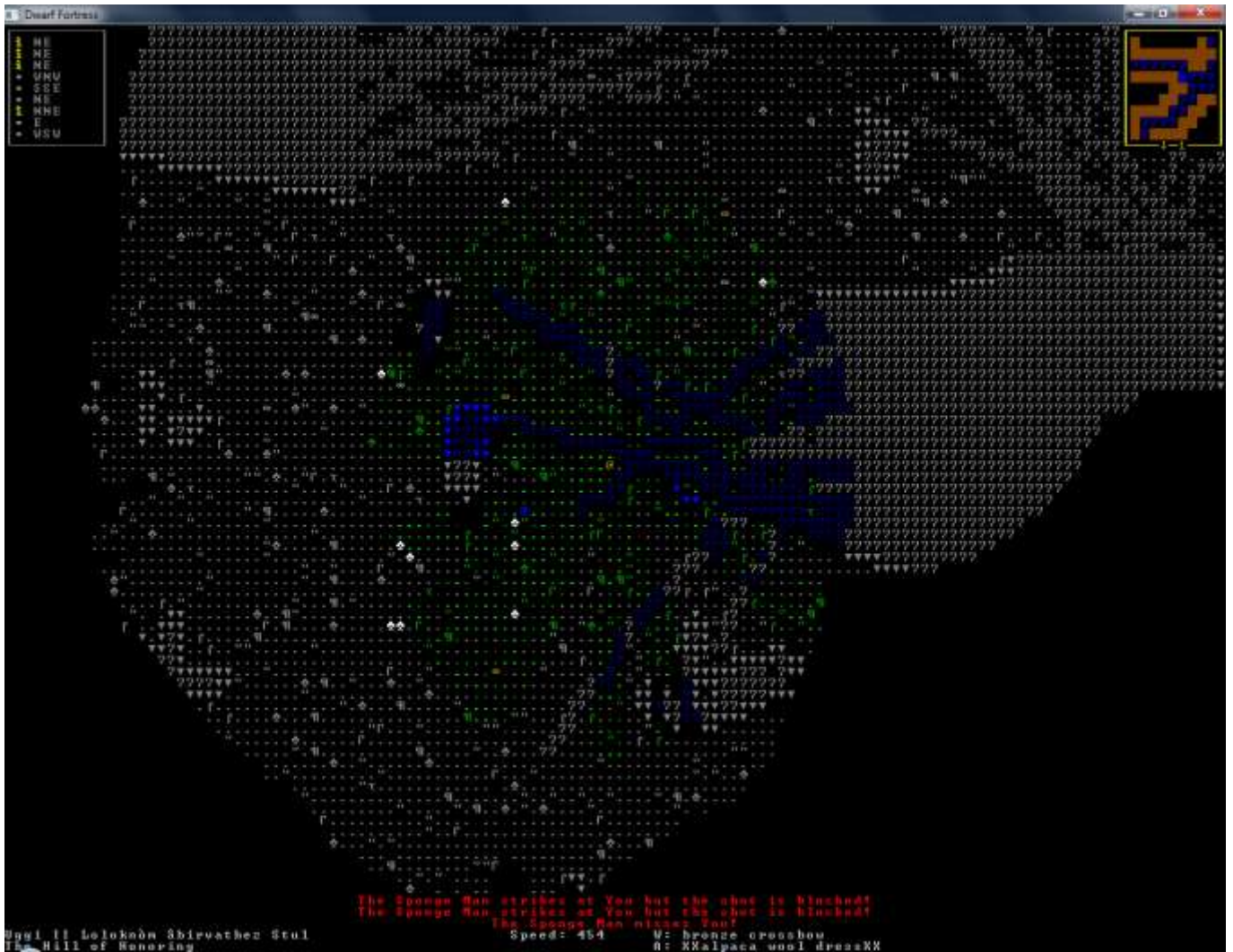
Fifty-Seven Other Kills

Two wild boars (♂) in The Prairie of Queens
Eight badger boars (♂) in The Prairie of Queens
One common snapping turtle (♀) in The Prairie of Queens
Two wild boar sows (♀) in The Prairie of Queens
One one-humped camel (♀) in The Dune of Mires
Two badger boars (♂) in The Dipped Prairies
One badger sow (♀) in The Dipped Prairies
Five badger sows (♀) in The Hill of Labor
Three badger boars (♂) in The Hill of Labor
One carp (♂) in The Drenched Dunes
Two common snapping turtles (♀) in The Drenched Dunes
One kangaroo buck (♂) in The Prairie of Queens
Five badger sows (♀) in The Prairie of Queens
Two vultures (♂) in The Prairie of Queens
One vulture (♂) in The Shaken Dunes
Two wolves (♀) in The Prairie of Queens
One dingo (♀) in The Prairie of Queens
One dingo (♂) in The Prairie of Queens
Two kea (♀) in The Hill of Tufts
One common snapping turtle (♂) in The Hill of Tufts
One porcupine (♀) in The Hill of Tufts
One wombat (♂) in The Hill of Tufts
One wild boar sow (♀) in The Hill of Tufts
One wild boar (♂) in The Hill of Tufts
Two kea (♂) in The Hill of Tufts
Two badger boars (♂) in The Hill of Tufts
One badger sow (♀) in The Hill of Tufts
One tiercel peregrine (♂) in The Jungles of Quieting
Two wild boars (♂) in The Jungles of Quieting
One hornbill (♂) in The Jungles of Quieting

During the next day we see a lot of strange humanoids. Some are thrips man, similar to what we encountered last night. Some have the head of a grasshopper, some are a weird mix of sponges and humans. They all run away from us.

We find a major river filled with hippos. Thankfully Ettad doesn't spot them. I make sure we stay away from the river, and finally find a way around it in a strange place where two major rivers start. As we hop around the narrower parts, a sponge man tries to pull me down into the water. Its head is an easy target for my pick.

\



Closer to the noon Ettad sees a humanoid with a head of a wild boar and picks up a fight with it. He gets a few bruises, nothing serious this time.



Late in the evening we literally run into a swarm of giant thrips. Usually I leave the wildlife creatures alone unless they provoke me, but these things are just too disgusting. To my horror, Ettad goes and bites one. That's really a disturbing sight. Together we catch two of them, the rest flies away.





We're in a middle of a jungle when the sun sets down. Then it starts raining and gets too dark to see anything. We set up a camp next to a small pond. Hopefully we can sleep through the night without ambushes. I have my doubts.



OOC: I thought the good biomes would have less dangerous creatures and less ambushes, but it seems to be the opposite. Having much trouble navigating around unicorns and hippos. I don't want Ettad's head kicked in :p

More adventuring tomorrow, I hope.

11th Malachite, 11

It's a surprisingly quiet night in the jungle. Maybe the bad weather keeps the monsters in their hideouts. It's still raining when we wake up in the morning.

After a short walk we run into another weird creature. An enormous hamster! For such a huge animal it moves amazingly fast. Ettad gets knocked down repeatedly by the hamster's charges and he seems to have real trouble fighting with it. I try my luck wrestling with the animal, but it's way too heavy for me to move. I manage to break its leg with my pick, slowing it down and then get a really nice Fist of Urist moment.



We meet more animals like the hamster. Giant animals. Strange giant sponges in the rivers. And alligators. Getting around them with a murderous human takes a lot of time. I sure hope we can get out of this damned jungle soon. We are forced to spend another night in the jungle.



12th Malachite, 11

Something wakes us up in the middle of the night. I can't see anything behind the campfire perimeter, and I'm not going to wander around in the middle of the night with all those giant animals roaming around. Maybe we're just getting paranoid. After a while we manage to fall back to sleep and wake up in the morning, refreshed.

Later in the morning when we cross another river, a carp lunges at me. I end up fighting with a whole bunch of carps, while Ettad runs around after wild boars.



Finally! We're out from the jungle. I'm not really sure if that's a good thing, seeing what's in front of us. The landscape looks... evil.

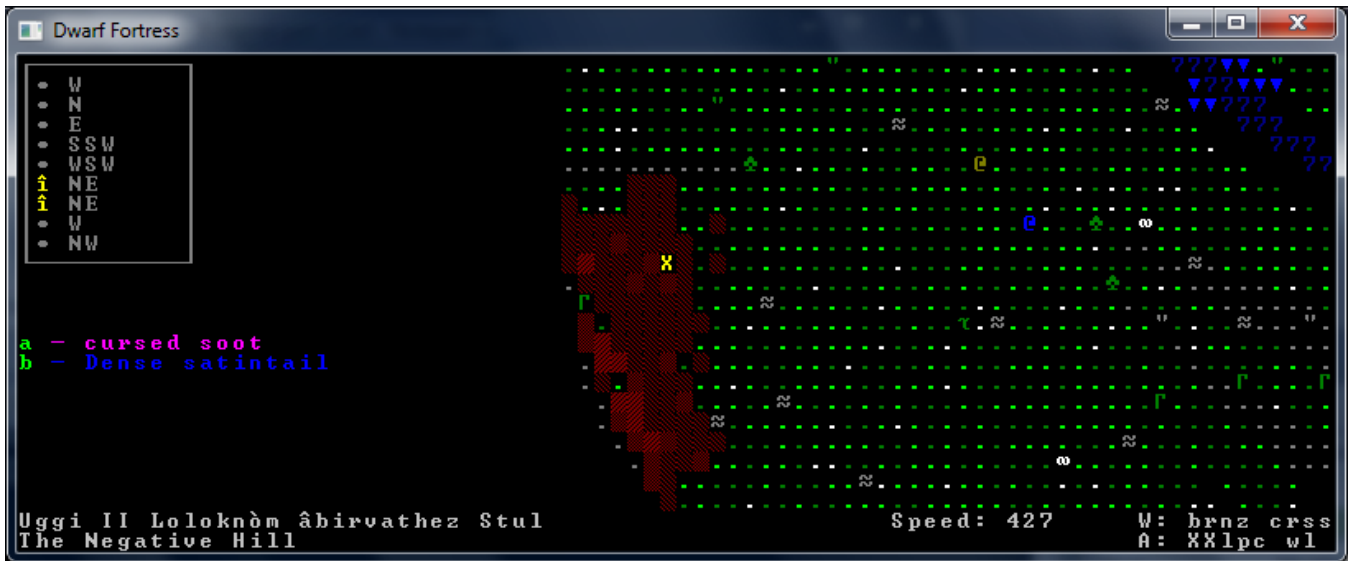


While we are wondering which way to go to get around the haunted area, two lions ambush us. We're both first knocked down by their charges, but we manage to get the upper edge by disabling their legs.





We end up walking right through the haunted area. It doesn't actually look so bad. Just some weird smoke floating around. I still feel we should stay clear from that.

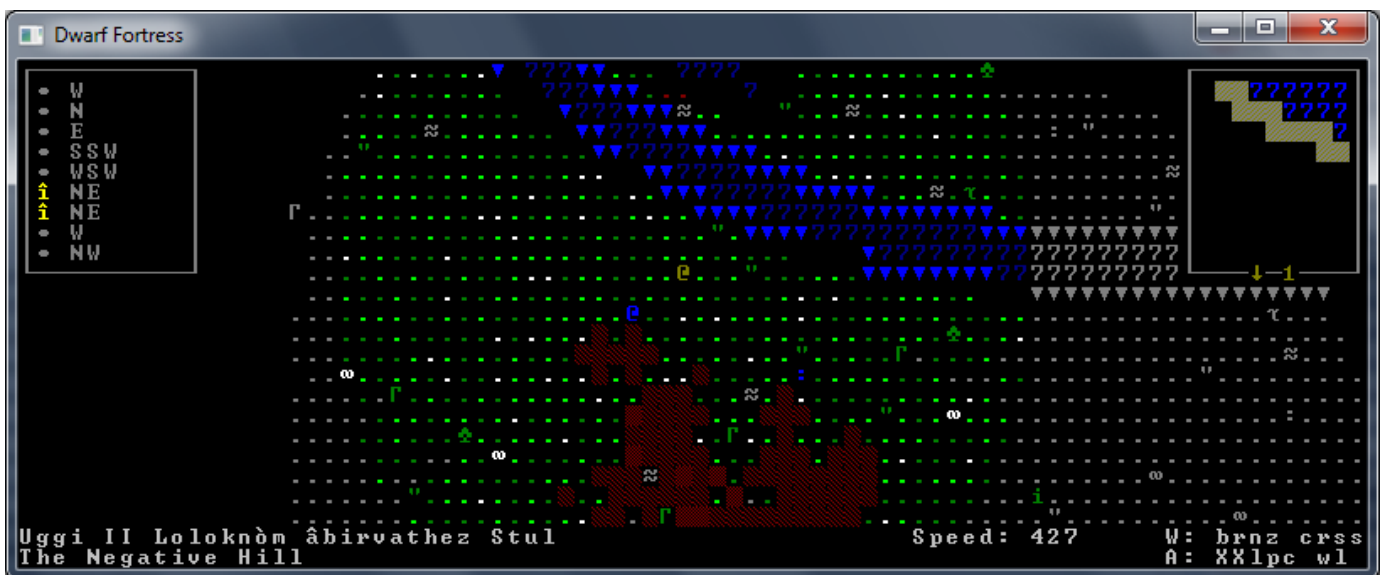


The wildlife here seems possessed by evil forces. We meet a herd of impalas, but they're not running away from us like the other herbivores we have seen before. Instead, they attack us. Ettad seems pleased.





Suddenly the weird looking smoke starts moving towards us. We're only seconds away from being engulfed in the smoke when we dive into a river.



We spend a few moments in the river waiting for the smoke to drift away. When the air has cleared we get up, and see what the smoke did to the wildlife. Two warthogs got caught in the smoke and they turned into these ...monstrous *things*, that I don't even know how to describe. They charge at us, Ettad gets hurt, and we're soon in a big trouble.

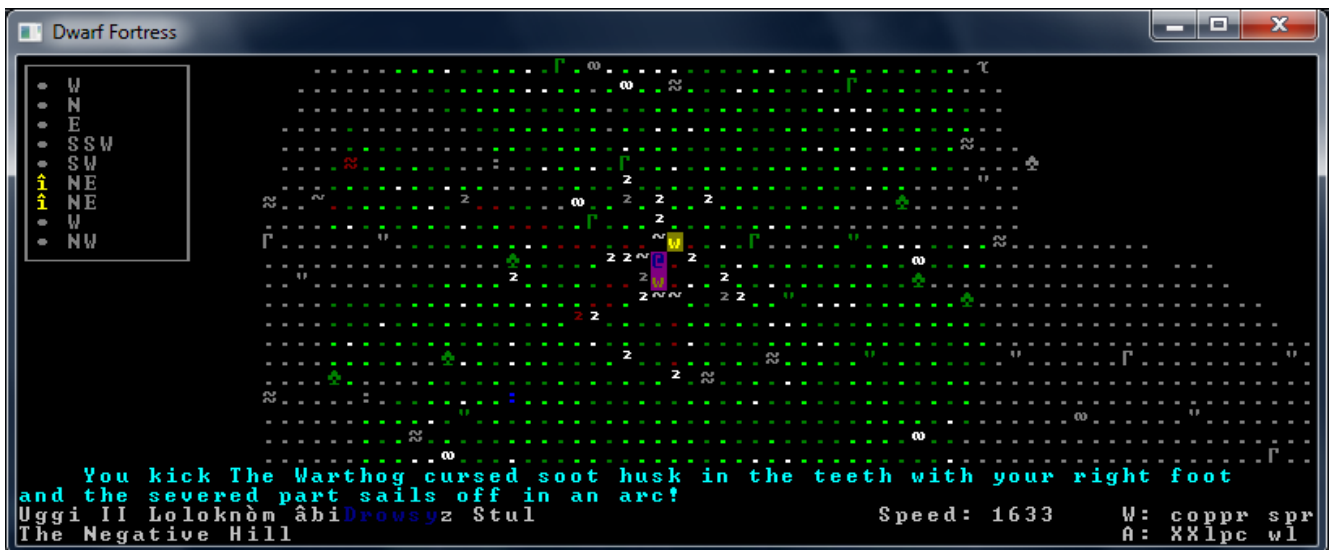


No matter how much we beat them, they just won't die. We can only hope that dismembering them enough will make them stop moving.





The battlefield is soon cluttered with various warthog parts, but the things are still moving! We manage to remove their most dangerous parts: their husks and hooves, but they're still trying to wrestle us.

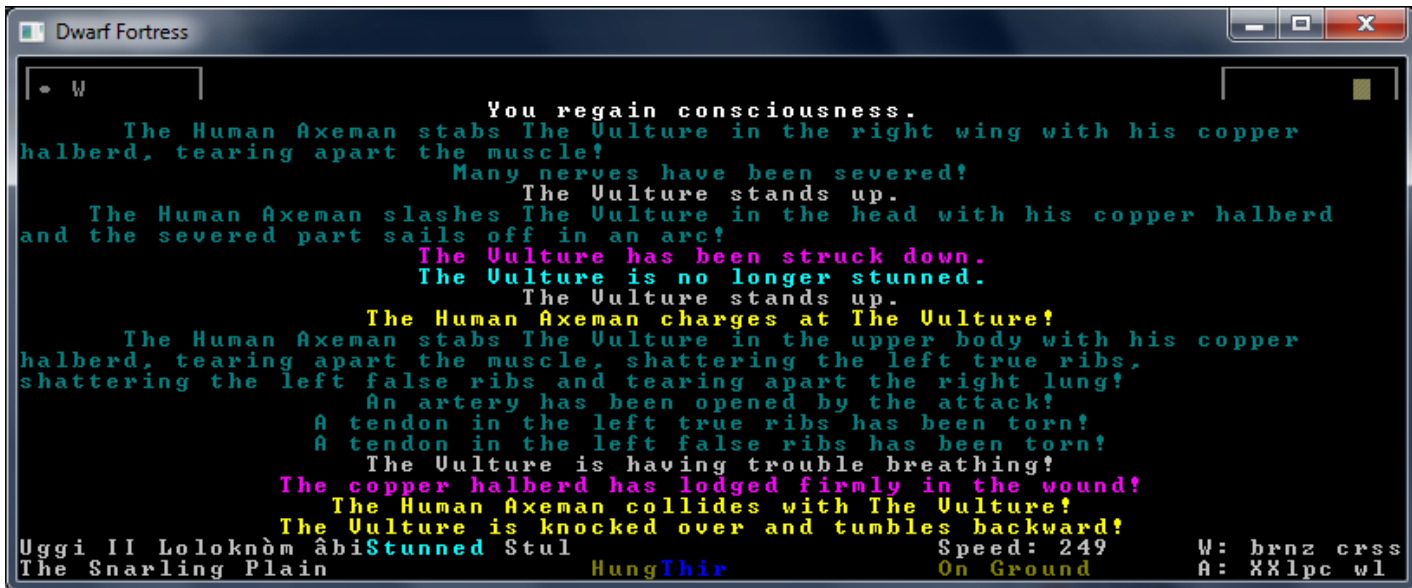




After what feels like hours of fighting, I finally manage to get a lucky headshot and behead one of the warthogs, and it falls down dead.



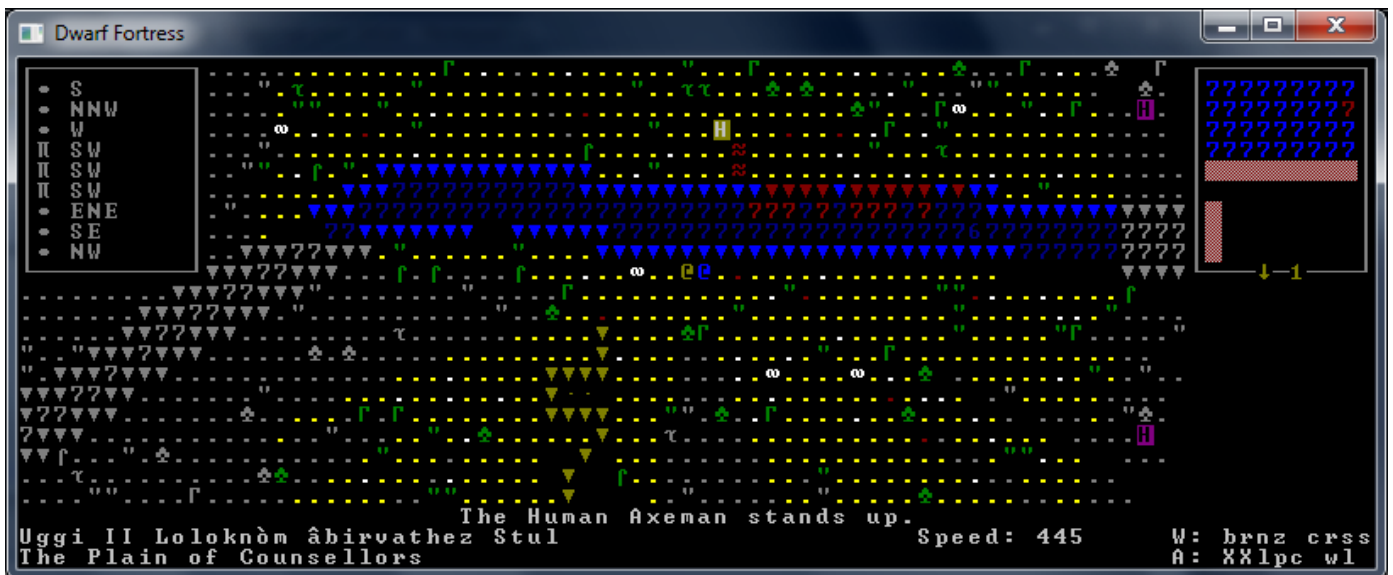
The other warthog is even harder to kill, even with its limbs cut off it keeps dodging my blows. It takes a lot of beating until I get another lucky strike and remove its head.



During the day we cross several rivers, and every time Ettad finds something to fight with. He has clearly healed well and is happy to be able to kill things again. His kills for today:

- 2 vultures
- 5 cavy boars
- 2 warthogs

And one badly cut hippo that got away.



In the evening we see a huge swamp opening in front of us: The Murk of Murdering. Our destination lies

directly behind it. Goblins are known to live in the swamp, and I'm hoping we could sneak around their territory. I'm feeling really paranoid when we're setting up the camp for the night. My usual strategy of surrounding the campsite from one side with a murky pool isn't going to work in here. The weather is so hot that all the pools have dried up. What a strange swamp this is. I'm leaving a small opening in the perimeter of campfires, just in case we get visitors at night.

14th Malachite, 11

The night goes without interruptions, a rare luxury in these days. We head south, following a major river. At noon we have to cross the river, as it turns towards the goblin territory. Behind the river rises a hill, and I spot an entrance leading inside it. I'm already feeling a bit drowsy, so we might as well explore the cave and maybe use it as a campsite for the night.



As we investigate the cave, I suddenly spot a giant bat dozing in a corner. I don't want Ettad to start messing with it, so I immediately sneak closer and manage to put it down with a single strike to the head from my pickaxe.



Of course Ettad finds another giant bat and starts fighting with it. The bat charges at him and Ettad is soon pinned to the ground and stunned. Knowing how these things can rip off limbs of unfortunate adventurers, I run to help him. I slow the bat down by breaking its leg and then bash its head open with my heavy crossbow.





We explore the cave further down and find another giant bat. Dismembering it takes a while.





As we descend even deeper down, the cave suddenly opens into a huge underground cavern.



We explore the cavern a bit, finding only some spider webs. Ettad gets caught in them repeatedly. I'm starting to get a feeling we should head back up. The webs look fresh and I don't want to meet the thing that built them. As we head back to the cave, yet another giant bat blocks our path. Luckily it doesn't offer much resistance.



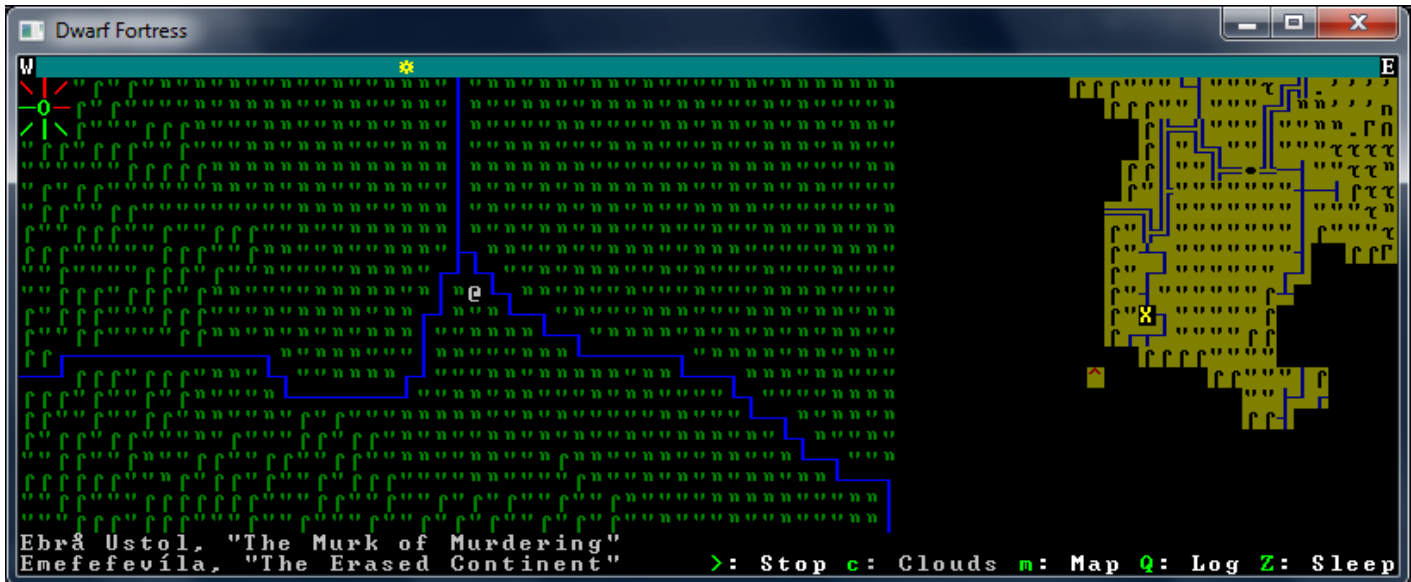
Peeking out from the cave, I can see the sun is already in the western sky. Feeling drowsy, we decide to set up a camp inside the cave.

15th Malachite, 11

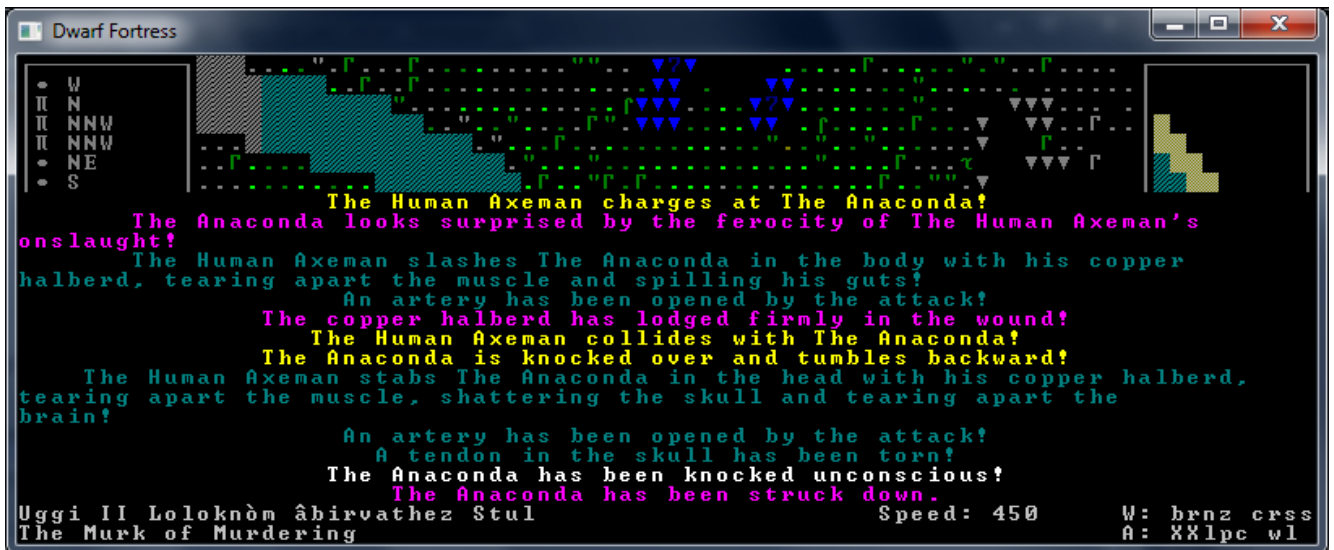
I'm not sure if it's morning yet, it's raining heavily outside and I can't see the sun. We head out from the cave anyway. We walk quite a bit and when the rain finally stops, turns out the sun is only starting to rise.

In the evening I spot a mountain peak in the horizon. It's the first one I've seen, ever. I think we're

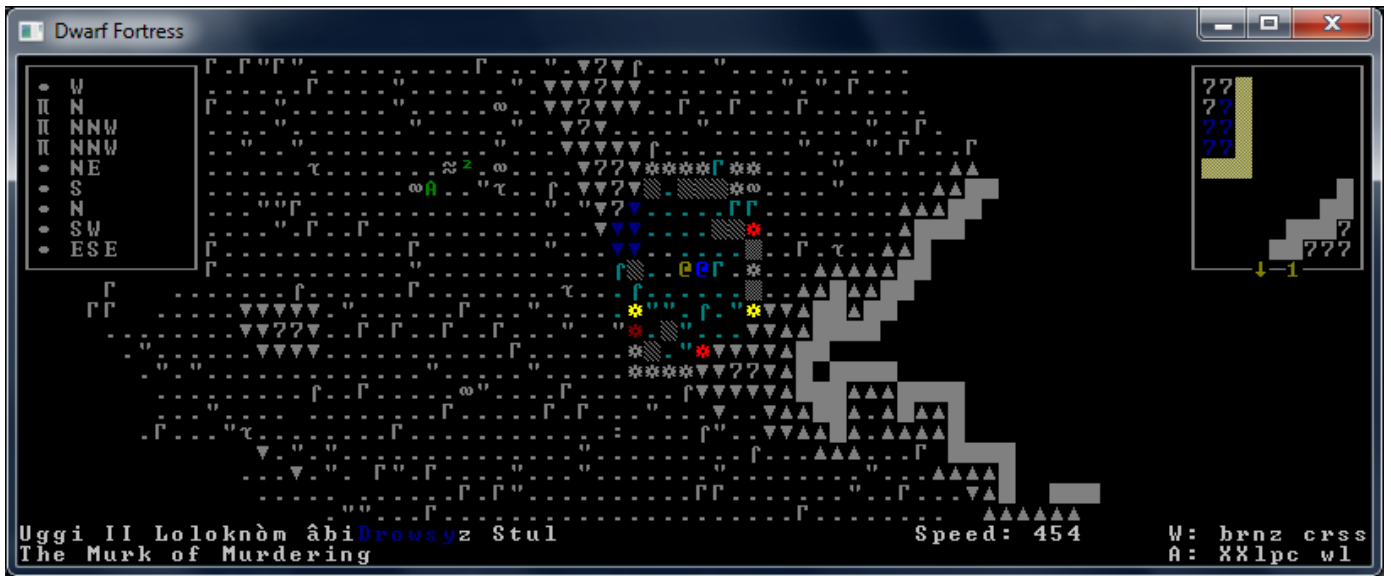
heading in the right direction!



Ettad isn't impressed. The humans don't appreciate the mountains like us dwarves do. While I'm admiring the view, he goes and dissects an anaconda into little pieces.



Thanks to the rain, we can again set up a campsite between two murky pools. While I'm setting up the perimeter, Ettad finds another anaconda and cuts it into pieces. He likes to exercise before going to sleep.



16th Malachite, 11

Another night goes by, surprisingly without interruptions. We get back on the trail, cross another big river and as the sun starts rising, we start climbing the mountain. And then discover that the mountain is actually a volcano! There's a huge pool of lava boiling inside the mountain! It's... beautiful!





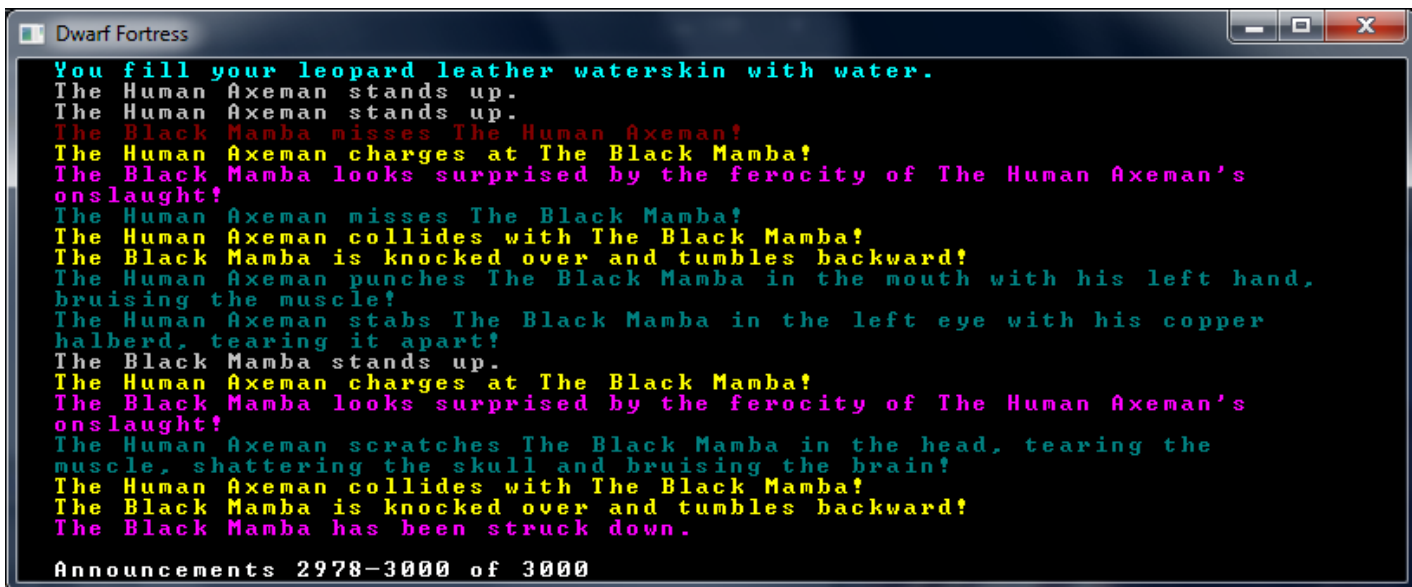
I have to see this from above! I head up towards the summit, and got ambushed by an anaconda! I'm only inches away from falling into the lava below. A lucky headshot from my trusty pickaxe saves the day.



We reach the summit and I stop to admire the view. I don't know how long I spend staring at the lava. I'm hypnotized by the sight. It's just so ... DWARFY. Ettad has to drag me down from the mountain.



On the way back down from the mountain, Ettad kills another anaconda. And then a black mamba. Luckily he doesn't get bitten.



And later in the same day, *at least* five anacondas.



And a stingray, while crossing a river. Sigh.



I'm telling Ettad to stop being silly and walk faster. For a moment we actually make some progress. And then, of course, a goblin ambush!



I completely forgot we're in their territory! Luckily it's only a small group of goblins, and we can toy around with them.



```

Dwarf Fortress

• W
Π NNE
Π NNE
Π NNE
• NE
• N
• SW
• SSE
• WNW

You strike The Goblin Hammerman in the left upper arm with your +«iron pick+»+, tearing apart the muscle through the copper mail shirt!
Many nerves have been severed!
The +«iron pick+»+ has lodged firmly in the wound!
The Goblin Hammerman loses hold of the silver maul.
You maintain possession of the +«iron pick+»+.
The Goblin Pikeman loses hold of the giant toad leather right glove.
The Goblin Pikeman loses hold of the iron pike.
The Human Axeman slashes The Goblin Pikeman in the right hand with his copper halberd and the severed part sails off in an arc!
Uggi II Loloknòm âbirvathez Stul Speed: 1633 W: brnz crss
The Murk of Murdering Thir A: XXlpc wl

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Dwarf Fortress

• W
Π NNE
Π NNE
Π NNE
• NE
• N
• SW
• SSE
• WNW

The Goblin Swordsman loses hold of the giant cave spider silk shoe.
The Goblin Swordsman loses hold of the troll fur sock.
You strike The Goblin Swordsman in the right foot with your +«iron pick+»+ and the severed part sails off in an arc!
The Goblin Swordsman falls over.
The Goblin Pikeman loses hold of the cave spider silk shoe.
The Goblin Pikeman loses hold of the giant cave spider silk sock.
The Human Axeman stabs The Goblin Pikeman in the left foot with his copper halberd and the severed part sails off in an arc!
Uggi II Loloknòm âbirvathez Stul Speed: 1633 W: brnz crss
The Murk of Murdering Thir A: XXlpc wl

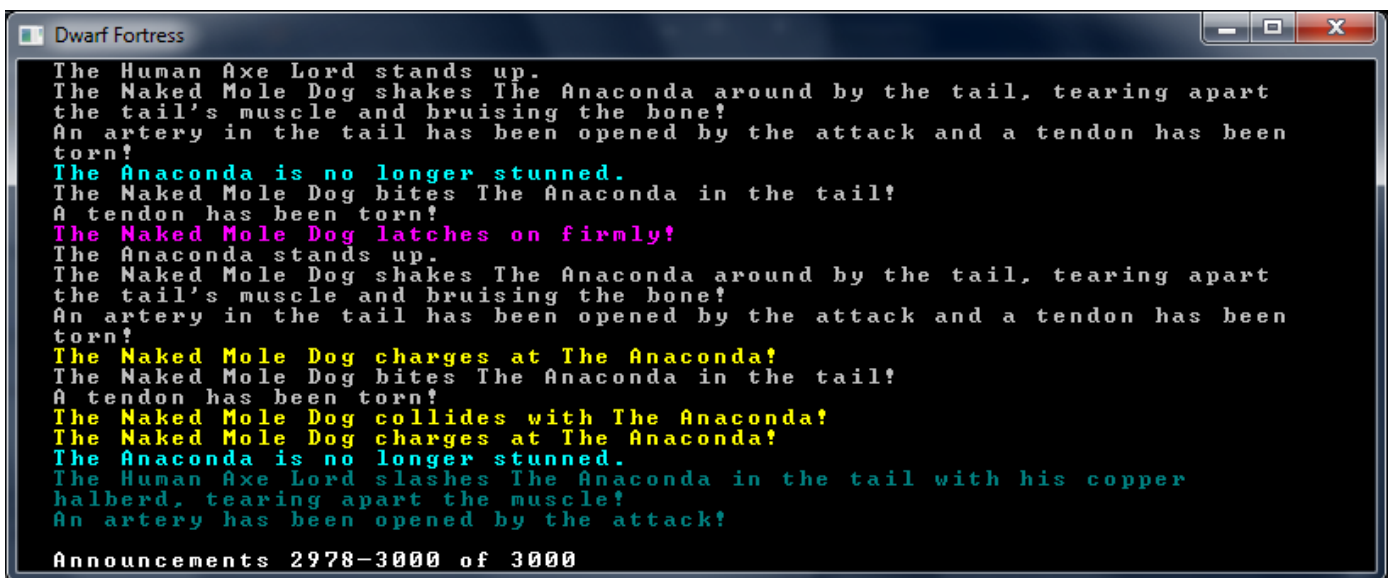
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While I'm keen to experiment with different kind of weapons, Ettad trusts his halberd. I stop for a moment to admire the bloodshed he's causing. He has truly mastered his axe skills and become an axe lord.



After scavenging some weapons and an iron mail shirt from the dead goblins, we leave the scene before more of them show up. They're fun to play with but the sun is already low and I hate fighting in the darkness.

A bit later we see a weird sight. A naked mole dog, of all things. It's having a fight with two anacondas. And then they all get attacked by Ettad. The sight is really bizarre.





Well, I could as well join the battle and try out the silver maul I picked up from a dead goblin.

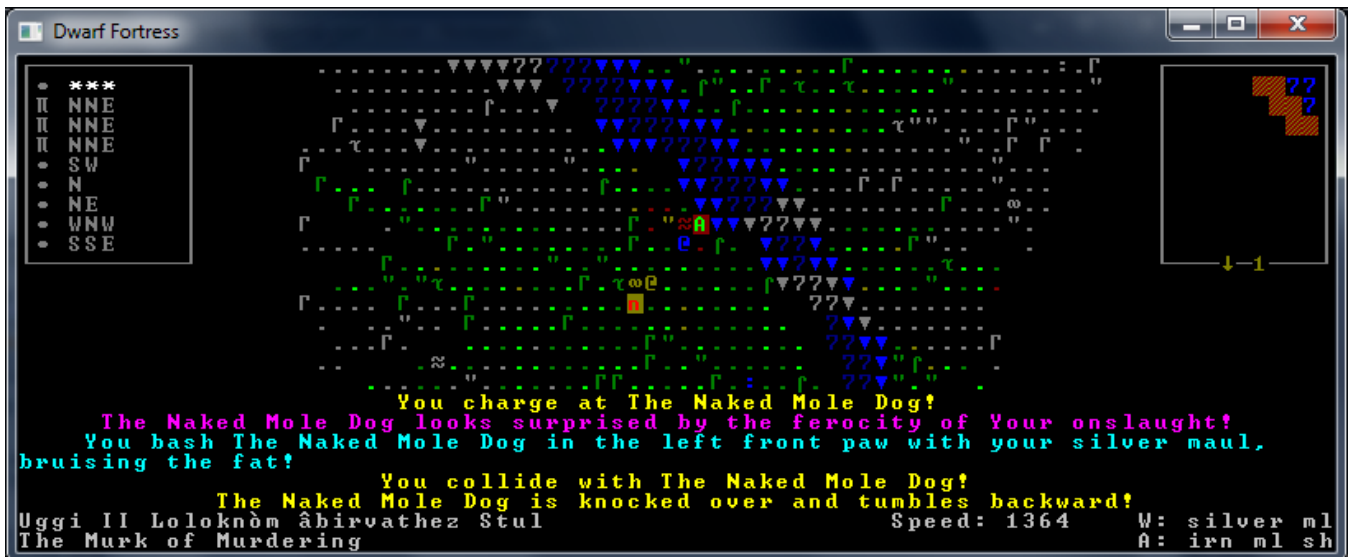


The naked mole dog is soon dead. I think I saw another one on the other side of the river and decide to check it out. I only find a wounded and very angry anaconda. I'm having some trouble hitting it with my new weapon and Ettad offers his help.





Oh, and there's the naked mole dog I saw earlier.



I wonder why Ettad doesn't join the battle. He's seen something else and gets himself into real trouble.



Just when we are leaving the scene, more alligators appears! Ettad of course runs straight towards them and I'm forced to join the battle.



Ettad gets a lucky headshot with his alligator, disabling it almost instantly. I'm however having much more trouble with my alligator. The thing keeps charging towards me, pinning me into ground repeatedly. Ettad thinks it's more important to torture the already crippled naked mole dog instead of helping me.



The naked mole dog finally bleeds out and Ettad turns his interest back to the crippled alligator. The other alligator is still very alive and trying to eat me.



Once the alligator is crippled enough, it's just a matter of time to beat it to death. The final blow comes from my foot.



Meanwhile, Ettad is still toying around with his alligator. Feeling a bit angry about Ettad not helping me, I go and steal his kill.



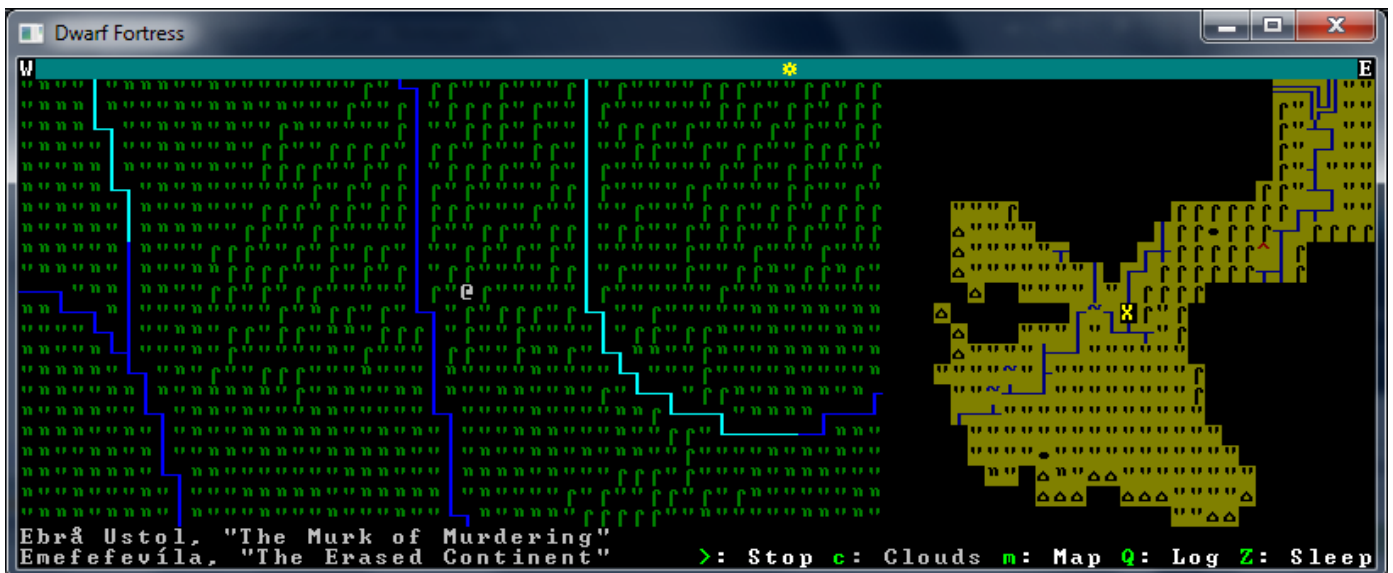
I'm quite sure there's a cave nearby, as naked mole dogs are underground creatures. But we can't find anything that looks like a cave. Either the entrance to the cave has collapsed or it's flooded by the river. I don't want to hang around too long and attract even more alligators, so we leave the place and start searching for a better campsite for the night. We find a nice place between two murky pools and set up a camp there. Hopefully we don't get eaten by alligators at night.



17th Malachite, 11

The night is actually surprisingly calm. We wake up early in the morning from the sounds of rain and head out towards southwest. I'm feeling refreshed and less paranoid today as we're getting farther away from the goblin territory.

At noon we spot a series of mountain tops in the horizon. Not only one mountain, but a real mountain range. These must be the mountains we're after!



I can't wait to get to the mountains! Ettad isn't impressed by them, in fact he's being really grumpy today. He's complaining about the fact that it's already noon and he hasn't found anything to fight with

yet.

Until... we cross another river and three alligators attack us!



We're both swimming in the middle of a river when the beasts attack us. I learned my lesson the last time we fought alligators: blunt weapons are useless against them. So I'm using a scimitar instead. And it's doing its job well.





The alligators should be in their element, but somehow their attacks seem weaker. They keep charging at us, but can't do any actual damage. Our edged weapons however cut nicely through their skins. Two of them are soon crippled enough to pose no threat to us.





One of the alligators drops unconscious. I leave it be for now and focus on the one that's still in full health. I soon get a really lucky strike with my scimitar and slash its head clean off. I'm starting to like this weapon.



I turn my attention back to the first alligator, and put it down without much trouble. Another Fist of Urist moment!

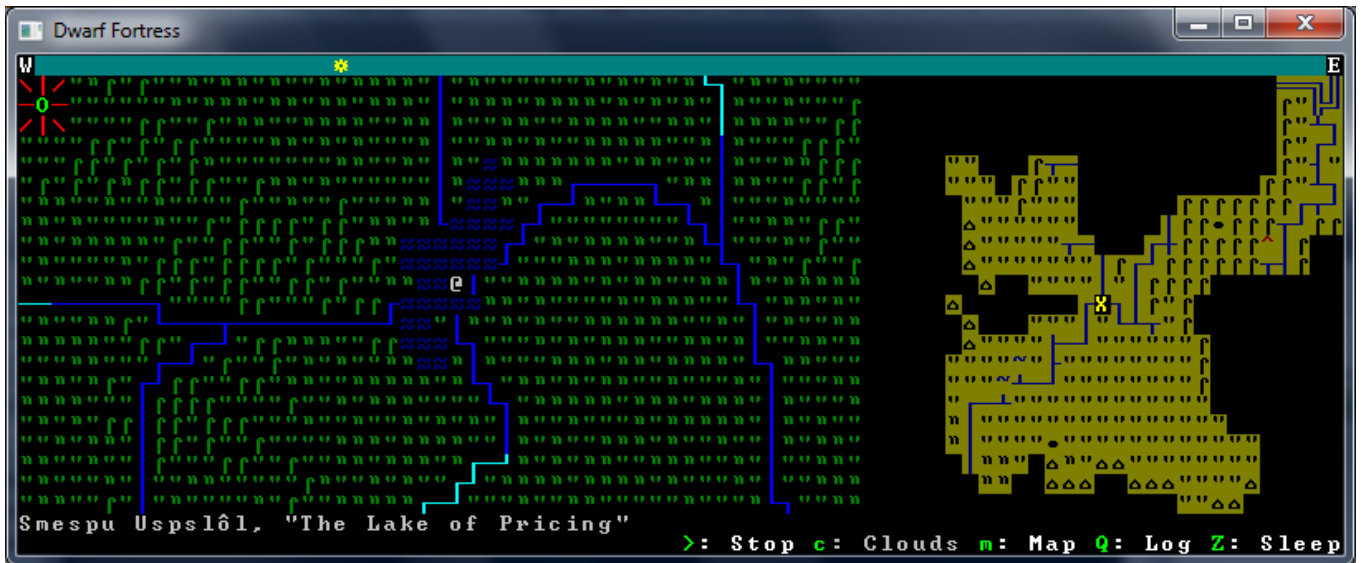


Ettad is still messing with his alligator and not getting much done, so I finish the job myself.



Ettad finally got his daily adrenaline rush, but now he's furious for me getting all the kills. Humans, nothing's ever good enough for them.

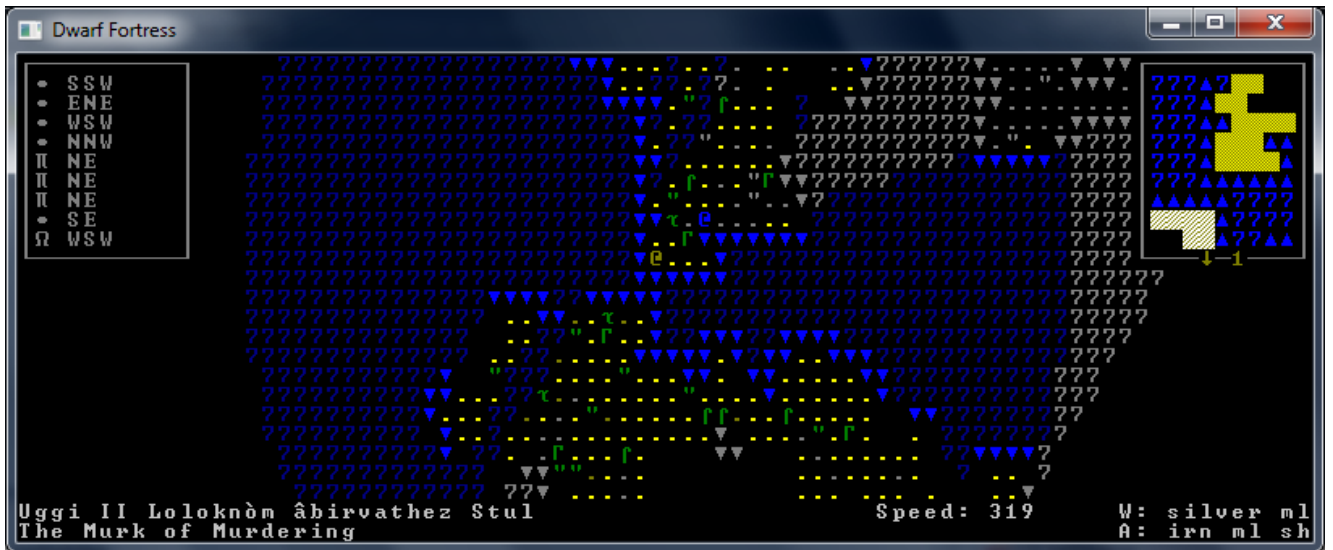
We keep on travelling and soon arrive on a beach of a beautiful lake and decide to follow the beach around it.



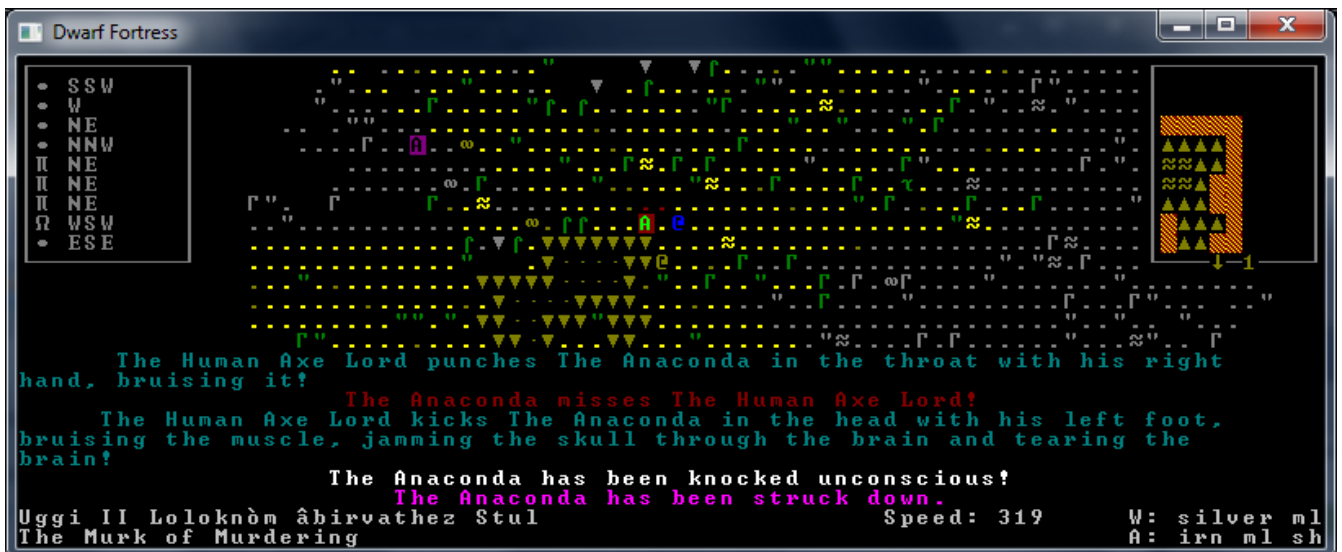
Still angry about not getting any kills today Ettad goes and charges at the first thing he sees, which happens to be a duck. He rips the poor thing into pieces with his bare teeth. I see him doing these things every day but never really get used to it.



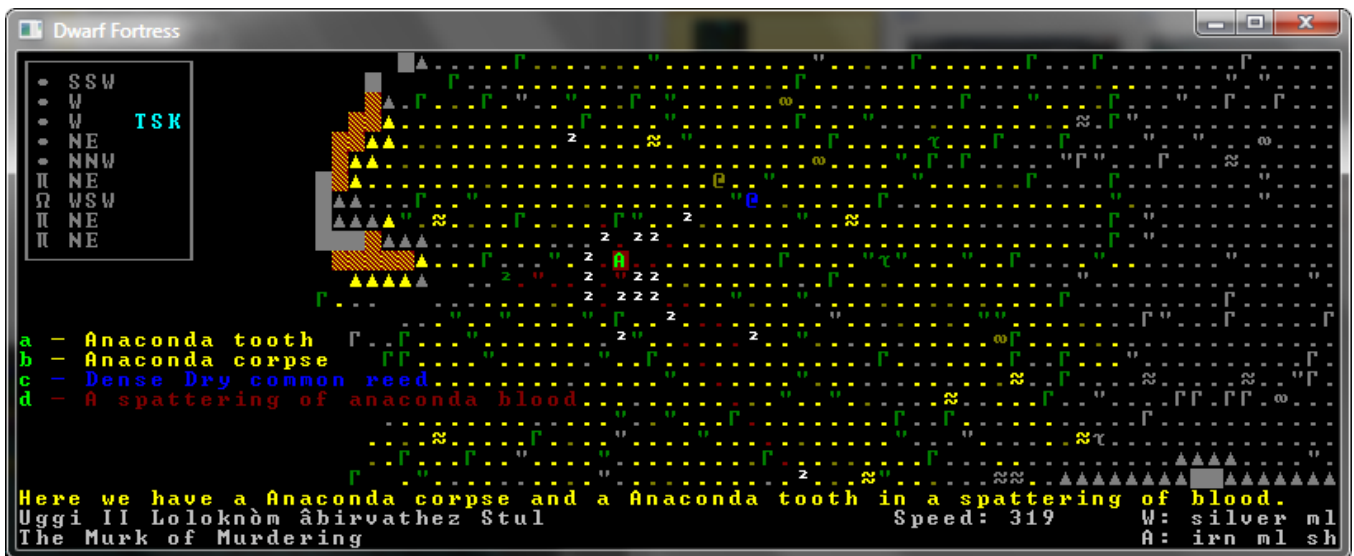
We find a narrow strip of land which both makes a nice shortcut and also offers a good view into the lake.



The rest of the day goes by quickly. While I'm searching for a good place to set up a camp for the night, Ettad does some housecleaning.



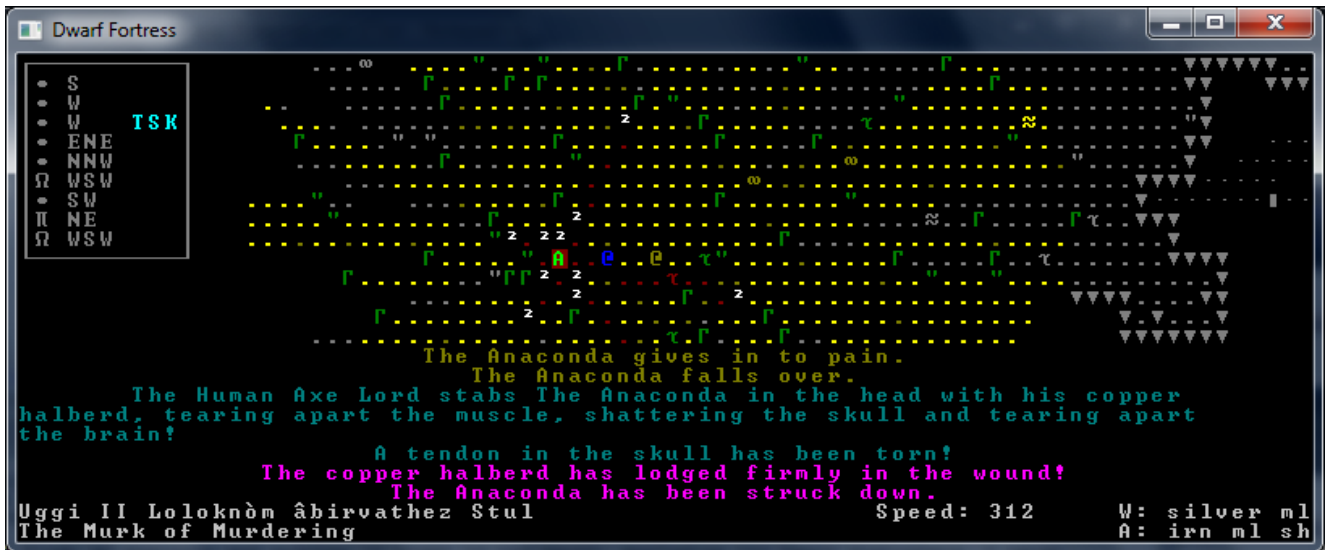
After a short hike, Ettad finds an anaconda and punches it right in the mouth, exploding its teeth everywhere. I never knew they have so many teeth.



Moments later, he repeats the trick with another anaconda. Now he's just showing off.



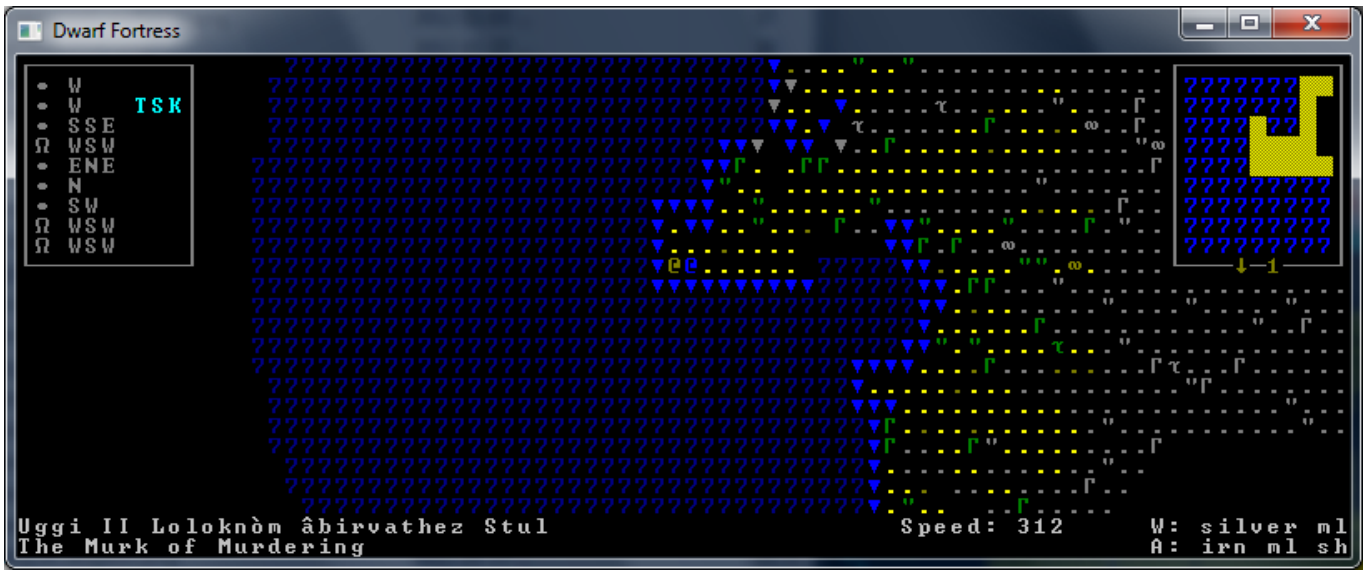
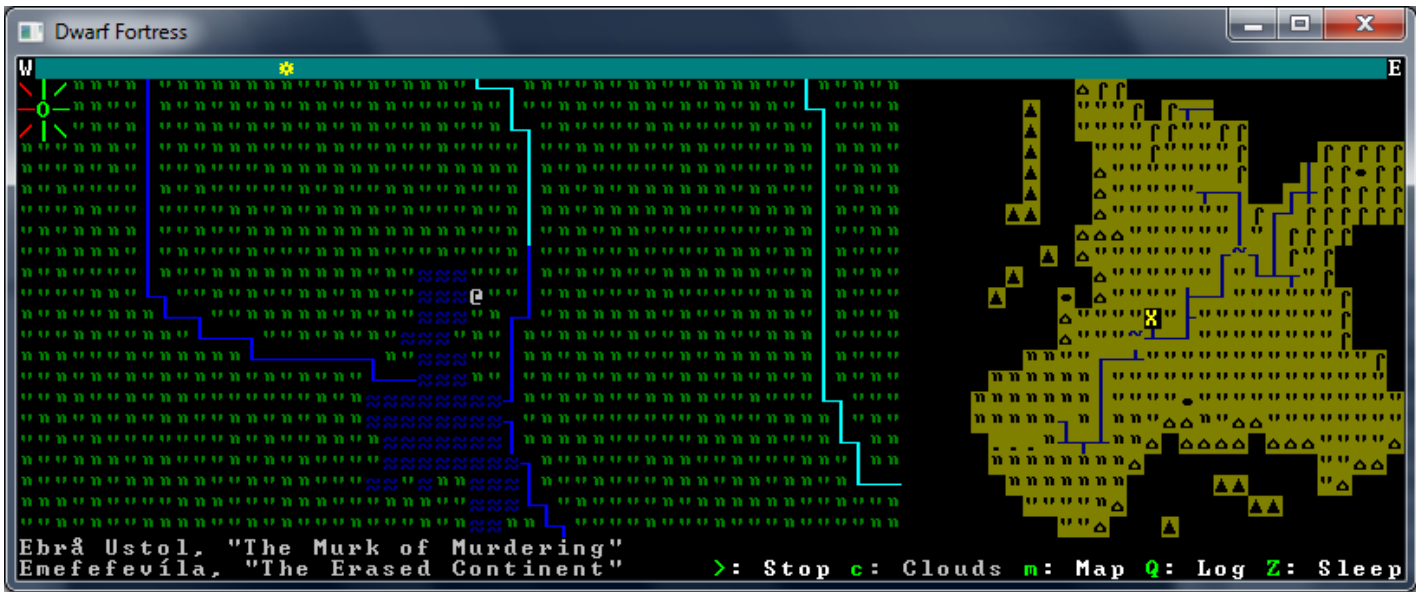
We cross another river. Luckily no alligators around here. Ettad kills yet more anacondas. I don't understand how he manages to find them all. They're well camouflaged creatures, after all.



We have to cross another river, and Ettad disappears in the downstream. Wondering where he went, I go after him and find a lot of dead fish. Ettad looks slightly beaten. I wonder if he wrestled with something bigger that got away.



Later in the evening we come across another lake. The beach looks like a nice place for a campsite, but then I see the hippos. Better to move on before Ettad spots them.



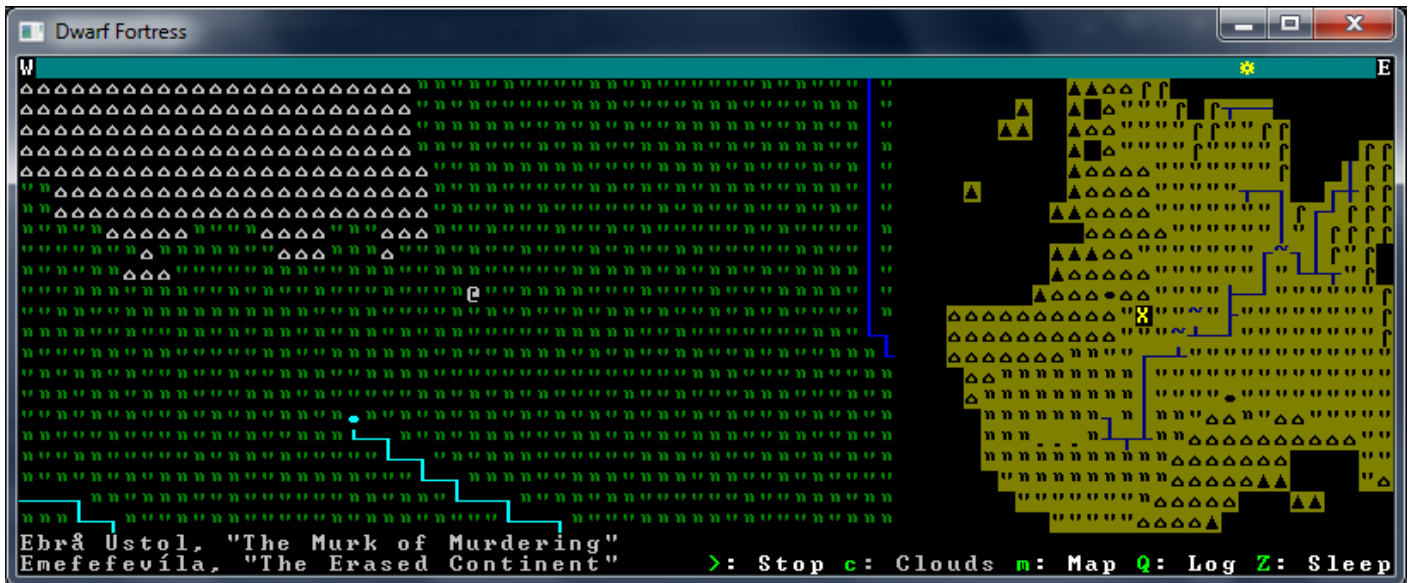
The night falls before we reach the mountains and we have to spend another night in the swamps.



19th Malachite, 11

Another quiet night goes by. We get up before sunrise and continue hiking towards the mountains. Soon the terrain starts to change. It's too dry for anacondas and hippos. Ettad runs after birds, trying to catch them. He hasn't killed anything today and is starting to look frustrated.

After a few hours of walk we finally reach the mountains. I've heard them called The Bronze Towers. We start climbing the mountain, the molemarian's cave should be somewhere close.



I'm so excited to be here! The mountains are filled with mineral veins and gems, and they're visible right there on the face of the rock! I'm pointing a particularly nice cluster of gems for Ettad to see but he's not impressed. Humans! Just when I'm about to strike the earth with my pickaxe, Ettad drags me away.



While on our way to the molemarian cave we spot another cave and decide to explore it.



The cave seems quiet, only a lone helmet snake which offers no challenge to us.



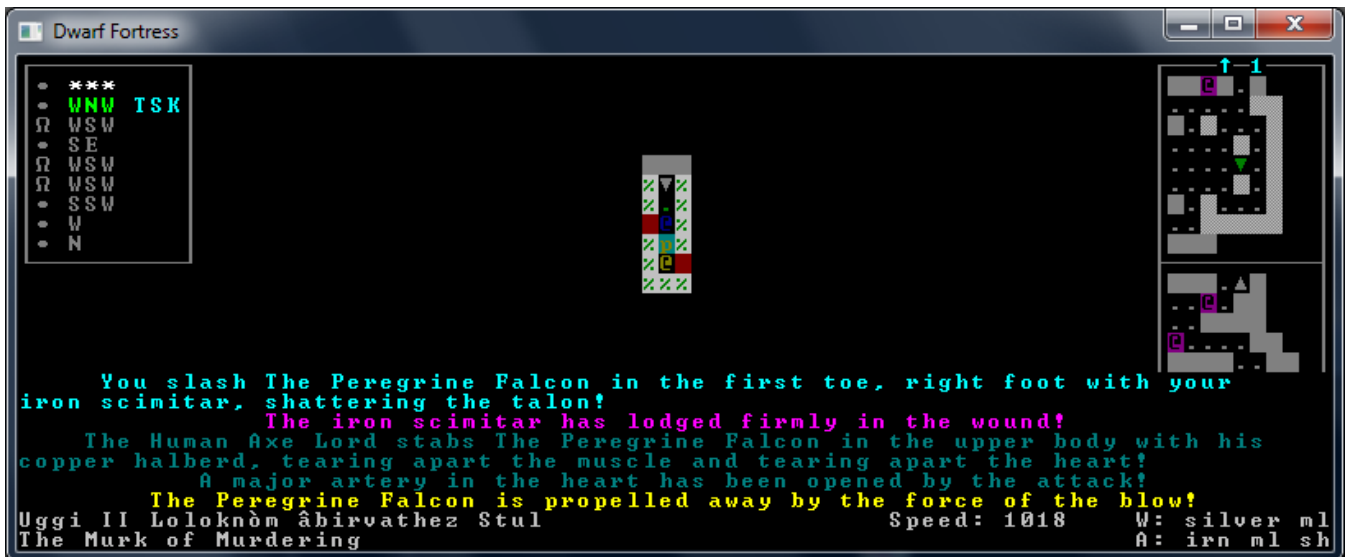
The cave soon opens into a huge underground cavern, filled with strange mushrooms.



Ettad spots more snakes and kills all of them.



I don't want us to get lost in the cavern so we head back to the surface. To our amusement we suddenly find falcons flying inside the cave. I have no idea how they got inside. Ettad bats them to the ground.



The night falls before we reach the molemarian's lair. We could search its hideout in the darkness, but I think it's better to do it in the broad daylight.

20th Malachite, 11

Again no surprises in the night. When the sun rises we notice a small crevice only a few steps away from our camp. It's the molemarian's lair! We sneak inside to take a peek of the creature.



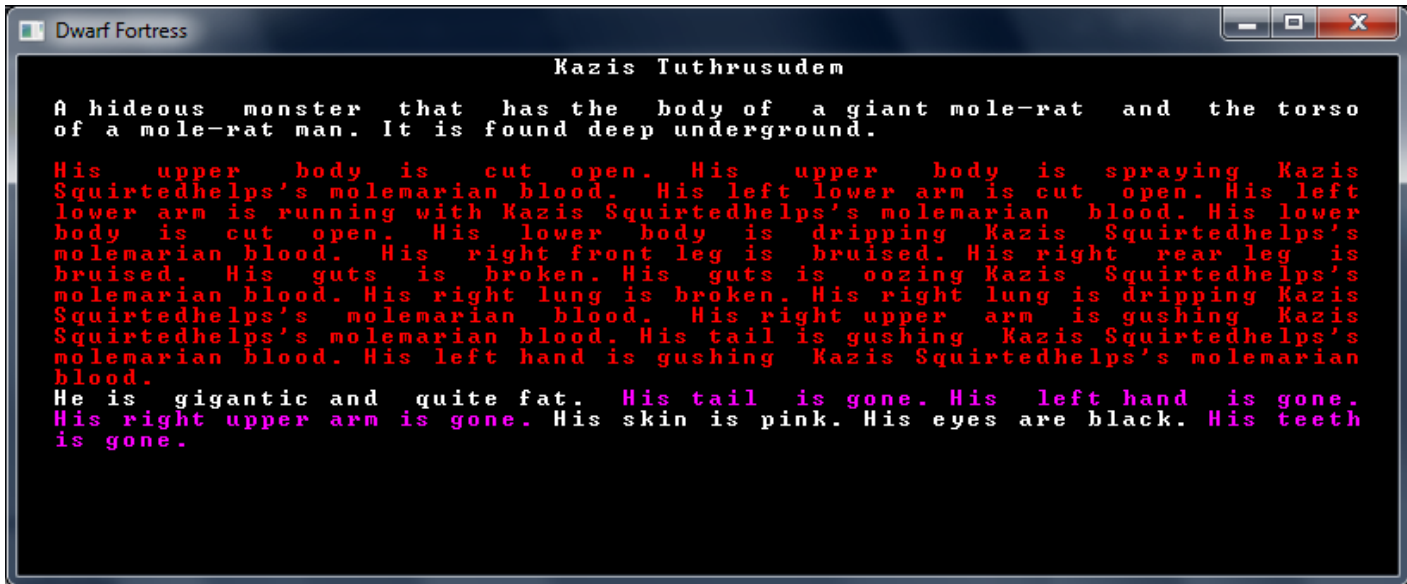
And by gods it's hideous! Even stranger than I thought. The creature obviously doesn't like to be stared at and attacks us. We have no choice but to fight back.





After a few swings from my scimitar and Ettad's halberd and the molemarian loses both of its hands and a tail.

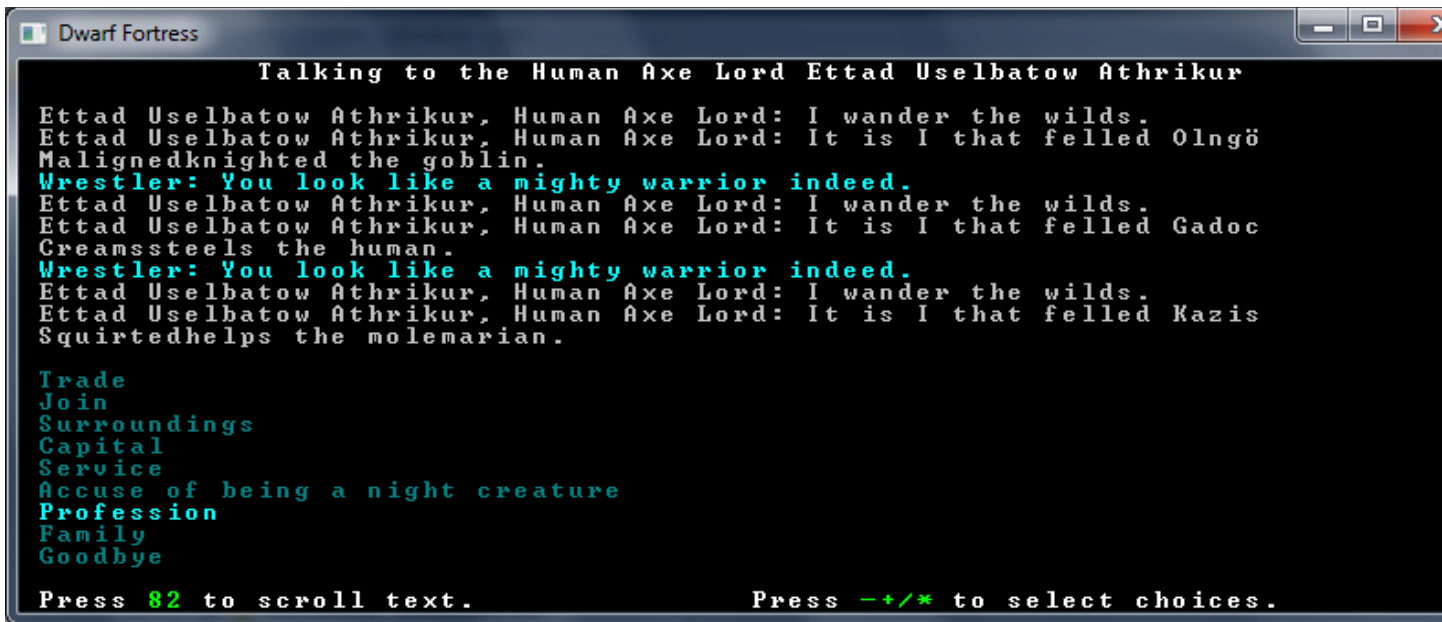




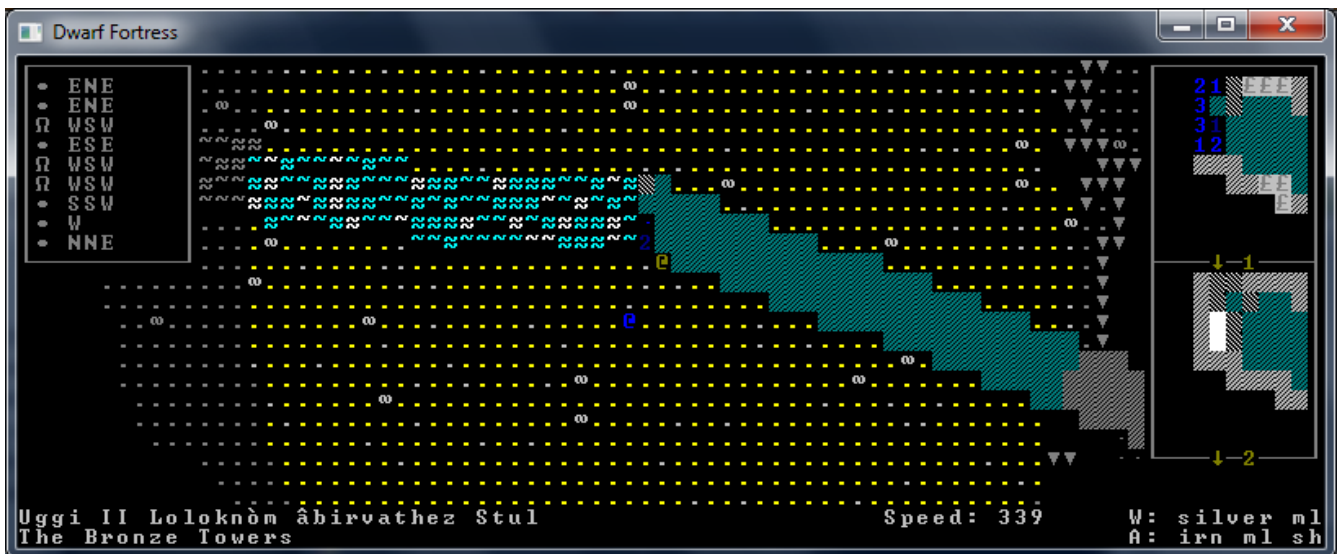
After more dismembering, the creature falls down, unable to move. It still takes a lot of beating before it finally bleeds to death.



Ettad instantly takes the credit for the kill. Well, I was kind of expecting this since the moment he first mentioned the molemarian.



We leave the molemarian's lair and continue with our journey. After the alligator-filled swamps the mountains feel really peaceful, almost boring. We rarely see any wildlife, and they're mostly birds. Ettad likes to chase them around but can't catch any. After a few hours of hiking we find this beautiful waterfall.



The rest of the day goes hiking in the mountains, without much interruptions. Ettad kills a weasel. It's too small to provide us any meat. I'm getting a bit worried about our food supply. Maybe we should head back south from the mountains.

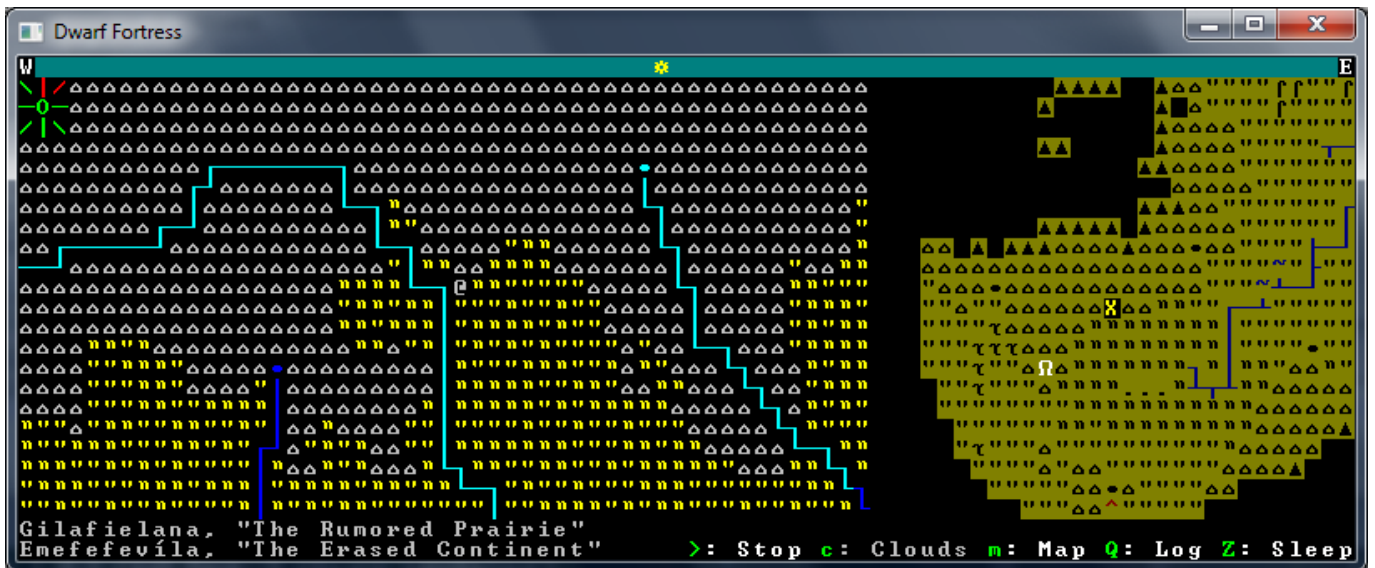
The night falls and we set up the camp next to a river gorge.

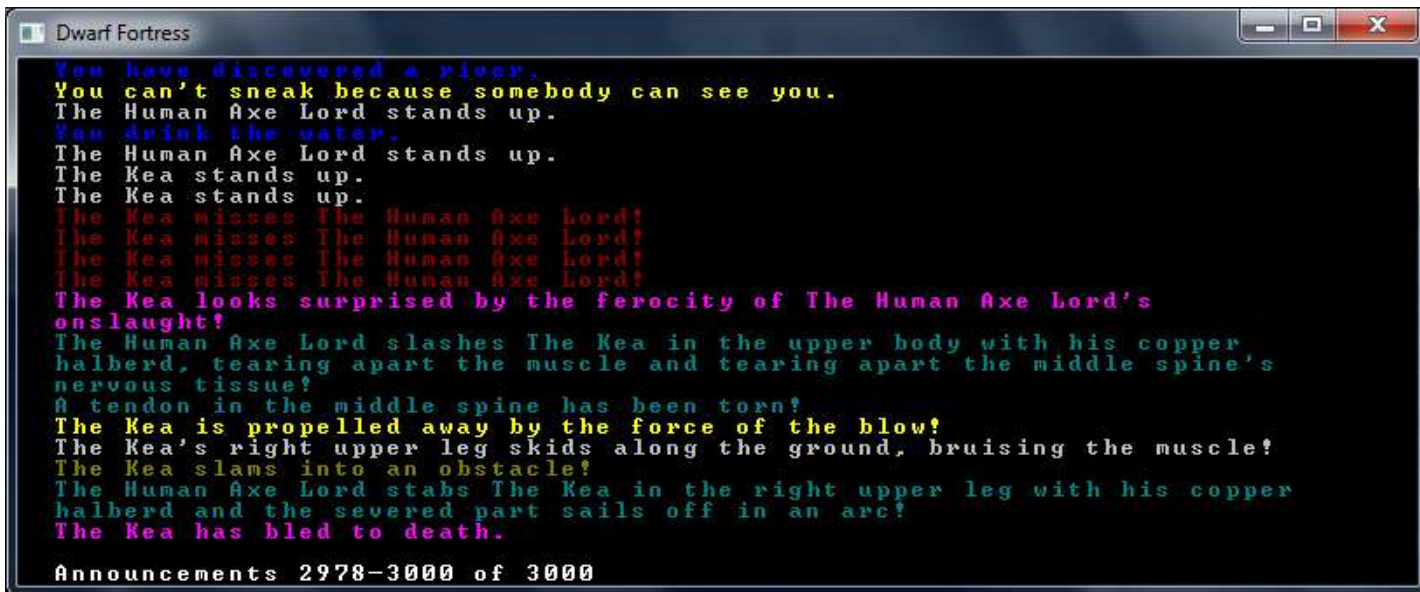


21st Malachite, 11

It's a quiet day in the mountains. We wander towards south in search of something to eat. I've still got some strawberries and a piece of alligator meat left, but they're not going to last for long.

In the evening we descend from the mountains to a prairie. Still not much of a wildlife. Ettad kills a kea and I manage to sneak right into a herd of cavies and kill two of them. Sadly, none of the animals are big enough to butcher.

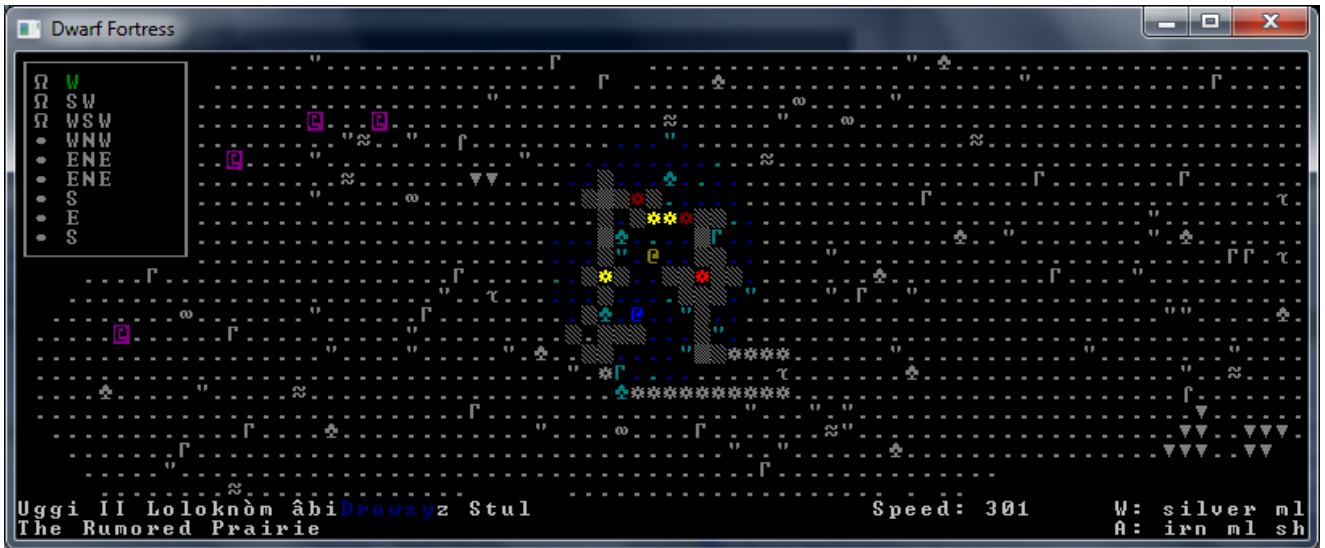




Until we finally spot some impalas! They're fast, but a hungry dwarf can run even faster! After killing and butchering two impalas we're stocked up on food again.

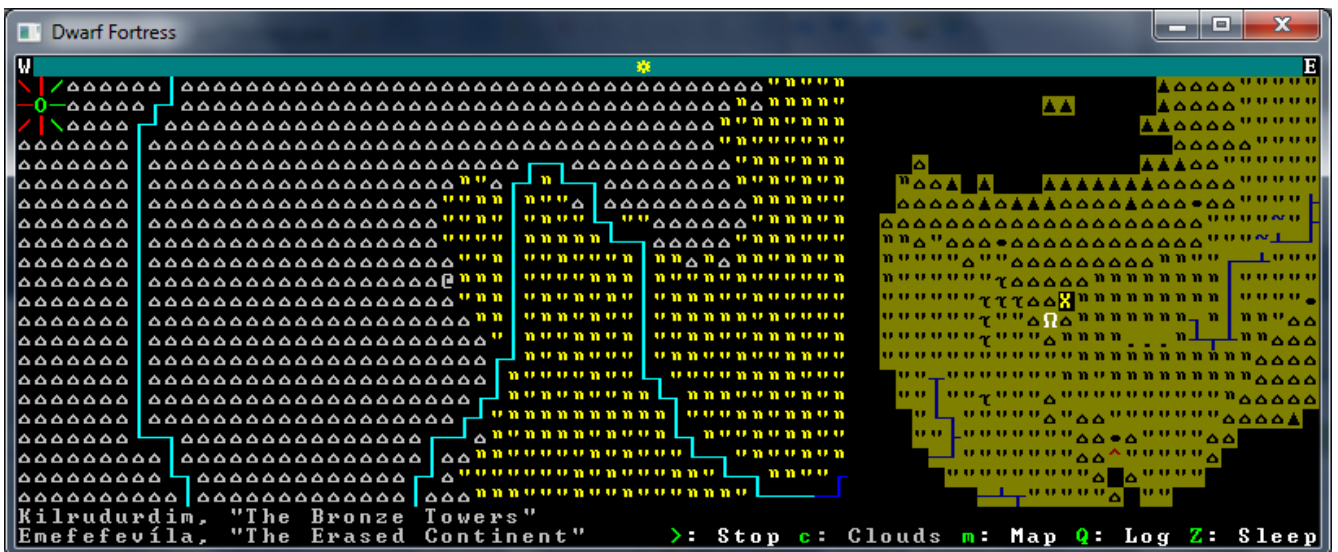


We spend the night in the prairie. I haven't seen any dangerous animals around but I'm still feeling a bit nervous and surround us with campfires. It's a habit, I know.

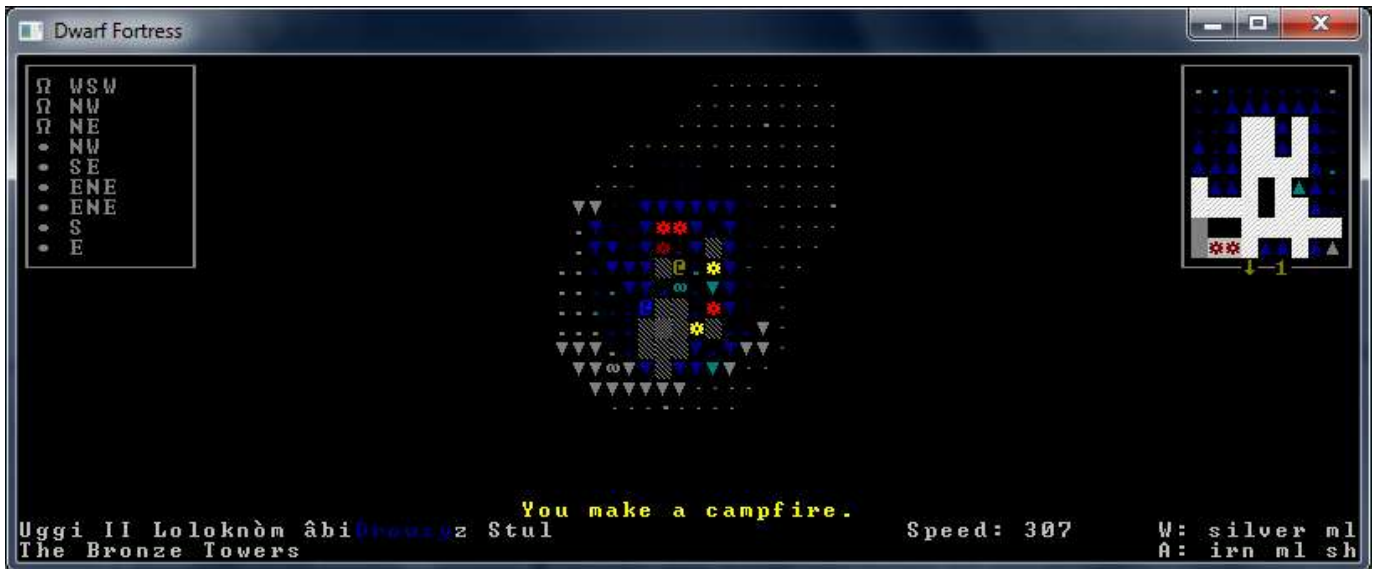


22nd Malachite, 11

The prairie is quiet in the night, the stars are out, and nothing interrupts our sleep. Feeling really refreshed in the morning we continue with our journey. I'm feeling particularly dwarfy today and drawn back to the mountains. It doesn't take long for us to climb back up there.

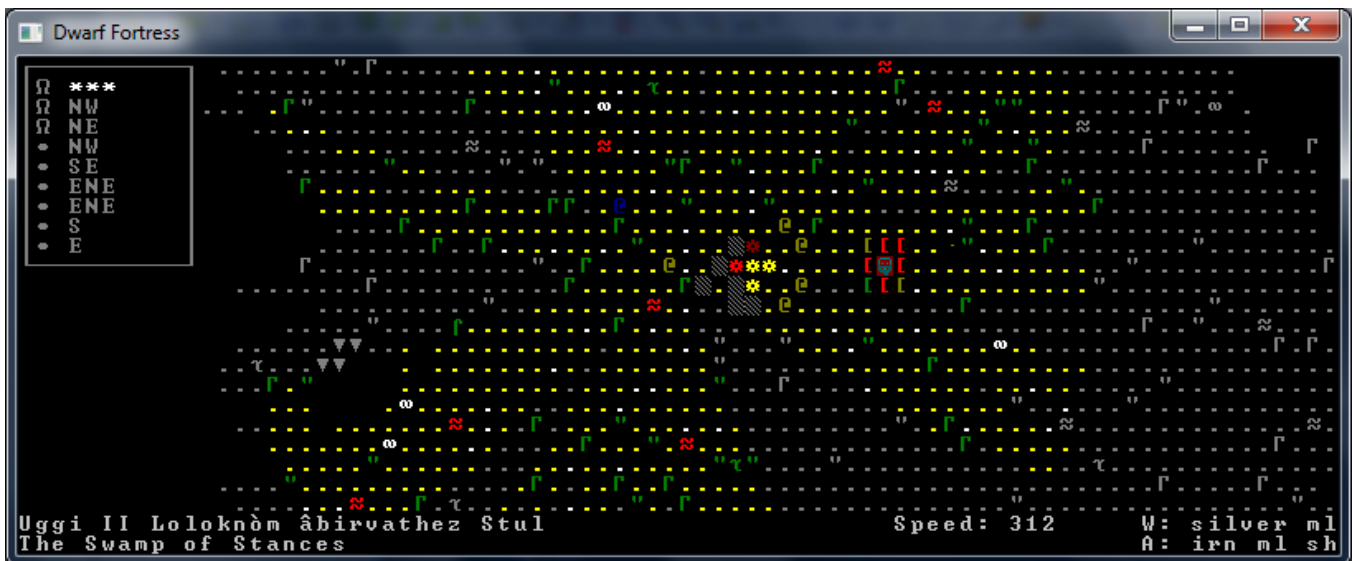


It's very quiet and peaceful in the mountains. Except for the fact that Ettad is constantly whining about not finding anything to kill. We set up a camp when the night falls. This time I don't bother setting up a tight perimeter of campfires. I'm feeling safe in the mountains. I think the journey is almost over.



23rd Malachite, 11

I didn't sleep the whole night. I'm feeling so excited, I feel like coming back home! At sunrise I wake up Ettad and after a few hours of hiking we find ...a swamp? In the middle of the mountains? And then, in the middle of the swamp I spot a campfire! And ...DWARVES! This is it, my destination, the promised land of dwarves! But why is it in the middle of a swamp? Feeling confused, we walk towards the campfire and greet everyone.

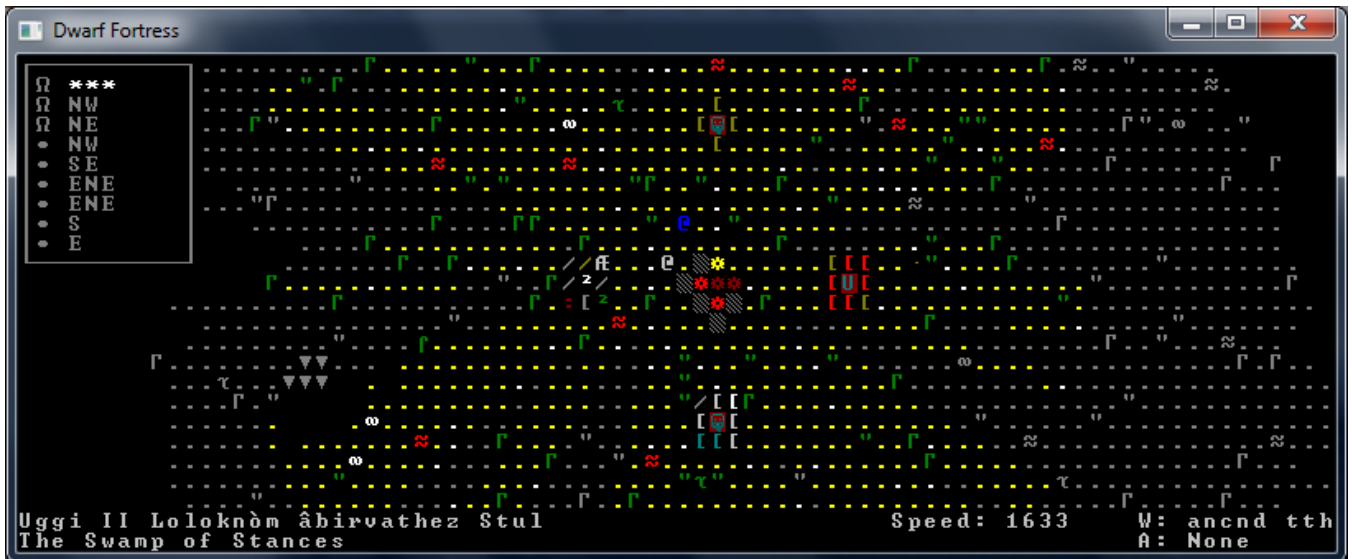


"What took you so long?" asks one of them. I tell them about my long journey with a crazy human and

start unpacking my backpacks. Ettad feels a bit restless. I'm not sure how long he'll hang around. If these swamps are anything like the Murk of Murdering, he'll soon find an alligator or an anaconda to wrestle with.

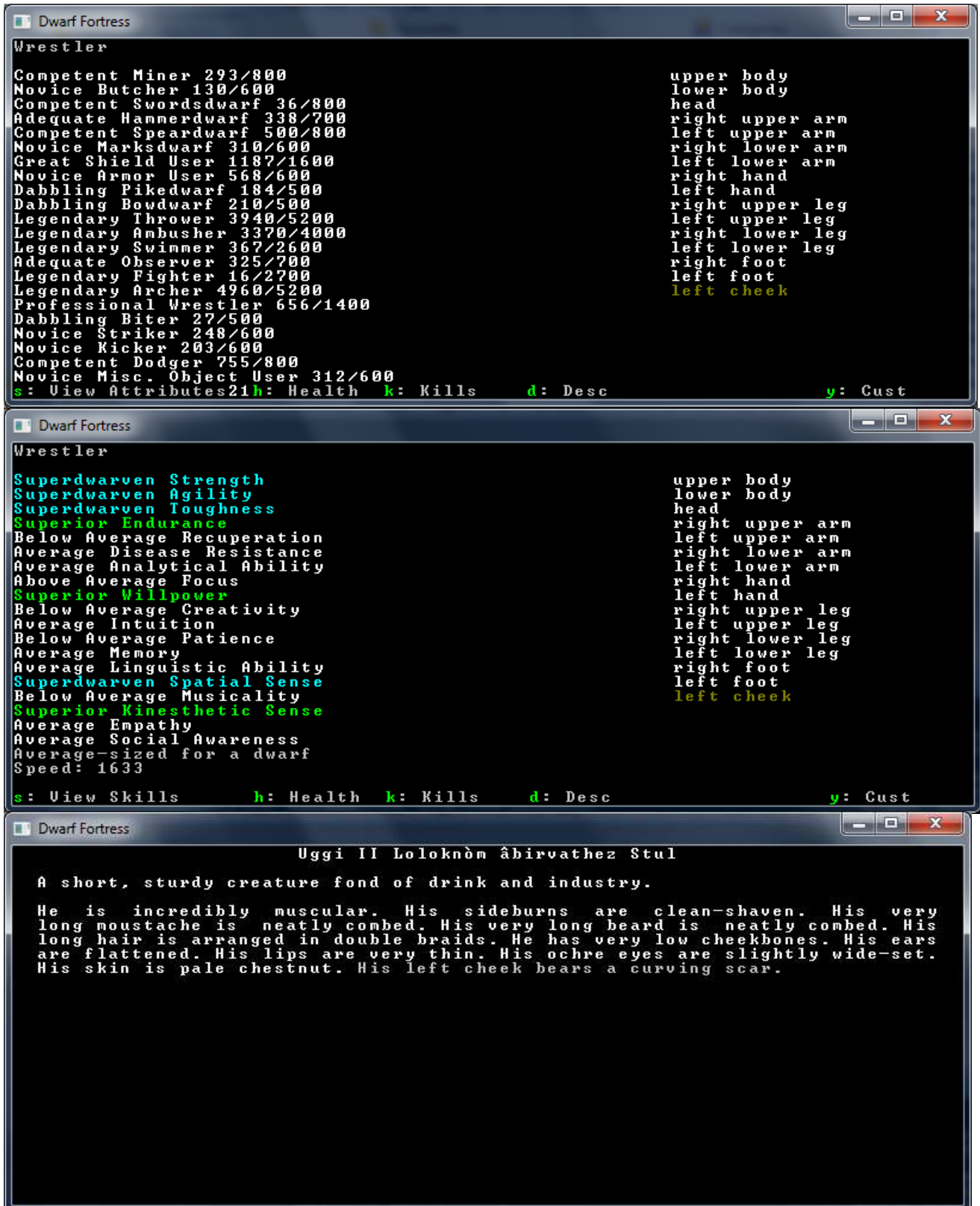


Seeing the corpse doesn't seem to alert them. "We already have a few", they say pointing towards a pile of corpses behind them. After dropping everything I've hoarded with me, I make myself useful and organize everything into neat piles.



Well, that's finally it! It took me 36 dwarven days. And once again, I'm terribly sorry this took so ridiculously long in human days.

My final stats and the bits from legends mode:



Dwarf Fortress

Uggi II Loleknon Abirvathes Stul. "Uggi II Granitegods the Romantic Uirgin of Mawr was a dwarf. He was one of the first of his kind. Although accounts vary, it is universally agreed that Uggi II was guided by forces unknown.

In the early summer of 11, Uggi II began wandering the wilds.

In the early summer of 11, Uggi II became an enemy of The Unnameable Enchanters.

In the early summer of 11, Uggi II struck down the goblin Utes Growthwraith in Whinkin.

In the early summer of 11, Uggi II struck down the goblin Snodub Clawticks in Whinkin.

In the early summer of 11, Uggi II struck down the goblin Snodub Vileseals with a iron spear in Whinkin.

In the early summer of 11, Uggi II struck down the goblin Azstrog Bearruthless with a copper battle axe in Whinkin.

In the early summer of 11, Uggi II struck down the goblin Anno Ruthlessclutches with a copper battle axe in Whinkin.

In the early summer of 11, Uggi II struck down the goblin Zon Blackweaver with a iron spear in Whinkin.

In the early summer of 11, Uggi II struck down the goblin Storbub Hatredaches in Whinkin.

In the early summer of 11, Uggi II struck down the goblin Zolak Maldcruel in Whinkin.

In the early summer of 11, Uggi II struck down the goblin Snodub Vileseals in Whinkin.

In the early summer of 11, Uggi II struck down the goblin Gshu Routeddread in Whinkin.

In the early summer of 11, Uggi II became an enemy of The Tenacious Kings.

In the early summer of 11, Uggi II became an enemy of The Menace-Poisons of Terror.

In the early summer of 11, Uggi II struck down the goblin Stazst Coppermenaced with a iron spear in The Prairie of Queens.

In the early summer of 11, Uggi II struck down the goblin Stoza Fellghoul with a iron spear in The Prairie of Queens.

In the midsummer of 11, Uggi II became a hero in the eyes of The Obscure Confederation.

In the midsummer of 11, Uggi II became an enemy of Chikiplulbin.

In the midsummer of 11, Uggi II struck down the kobold Brukofokus with a copper shield in The Prairie of Queens.

In the midsummer of 11, Uggi II struck down the kobold Beedus Goalshades in The Prairie of Queens.

In the midsummer of 11, Uggi II mortally wounded the kobold Chlobekopogis, who bled to death, with a copper shield in The Prairie of Queens.

In the midsummer of 11, Uggi II struck down the kobold Shroetlidis in The Prairie of Queens.

In the midsummer of 11, Uggi II struck down the kobold Tafagrayrber in The Prairie of Queens.

In the midsummer of 11, Uggi II mortally wounded the kobold Krufufuchungus, who suffocated, with a iron bolt from a bronze crossbow in The Hill of Tufts.

In the midsummer of 11, Uggi II mortally wounded the kobold Guelbus, who bled to death, with a iron pick in The Hill of Tufts.

In the midsummer of 11, Uggi II struck down the kobold Thlogokelraylber with a iron pick in The Hill of Tufts.

In the midsummer of 11, Uggi II and the human Ettad Fighttrade the Immortal Suicide were the first to reach the summit of the Ash of Iools, which rises above the Mark of Murdering.

In the midsummer of 11, Uggi II became an enemy of The Defended Dungeon.

In the midsummer of 11, Uggi II became an enemy of The Devil of Handling.

In the midsummer of 11, Uggi II mortally wounded the goblin Ozud Lightfall, who bled to death, with a bronze crossbow in The Mark of Murdering.

In the midsummer of 11, Uggi II struck down the goblin Tode Tormentsoldiers in The Mark of Murdering.

In the midsummer of 11, Uggi II settled in Silverssects.

Respected Entities

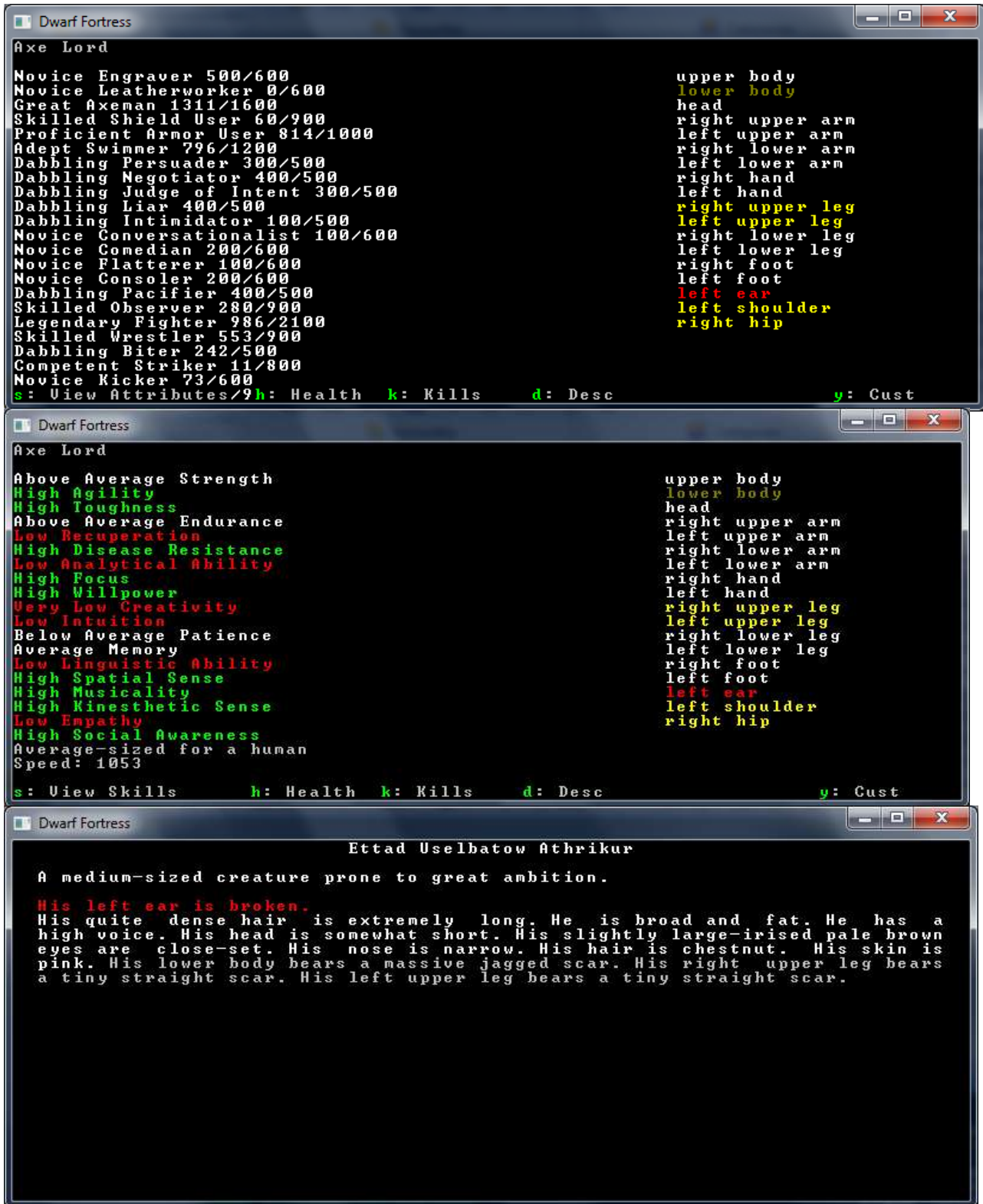
The Hall of Twinkles (member)
The Untamed Coalition (member)
The Obscure Confederation (member)
The Unnameable Enchanters (enemy)
The Tenacious Kings (enemy)
The Menace-Poisons of Terror (enemy)
The Obscure Confederation (respected for heroic acts)
Chikiplulbin (enemy)
The Defended Dungeon (enemy)
The Devil of Handling (enemy)
The Watchful Rags (member)

Twenty-Two Notable Kills

Utes Growthwraith the goblin, d. 11
Snodub Clawticks the goblin, d. 11
Snodub Vileseals the goblin, d. 11
Azstrog Bearruthless the goblin, d. 11
Anno Ruthlessclutches the goblin, d. 11
Zon Blackweaver the goblin, d. 11
Zolak Maldcruel the goblin, d. 11
Snodub Vileseals the goblin, d. 11
Gshu Routeddread the goblin, d. 11
Stazst Coppermenaced the goblin, d. 11
Stoza Fellghoul the goblin, d. 11
Brukofokus the kobold, d. 11
Beedus Goalshades the kobold, d. 11
Chlobekopogis the kobold, d. 11
Shroetlidis the kobold, d. 11
Tafagrayrber the kobold, d. 11
Krufufuchungus the kobold, d. 11
Guelbus the kobold, d. 11
Thlogokelraylber the kobold, d. 11
Ozud Lightfall the goblin, d. 11
Tode Tormentsoldiers the goblin, d. 11

Eighty-Three Other Kills

And Ettad's:



Ettad Uselbatow Athrikur, "Ettad Fighttrade the Immortal Suicide"

Ettad Fighttrade the Immortal Suicide was a human. He was one of the first of his kind.

In the early summer of 11, Ettad began wandering the wilds.

In the early summer of 11, Ettad became an enemy of The Tenacious Kings.

In the early summer of 11, Ettad struck down Abli Plottedswallow with a copper halberd in Oxwards.

In the early summer of 11, Ettad struck down Thil Mergedlulled with a copper halberd in Oxwards.

In the early summer of 11, Ettad mortally wounded Puja Hamehealer, who bled to death, with a copper halberd in Oxwards.

In the early summer of 11, Ettad struck down Gadoc Creamsteels with a copper halberd in Oxwards.

In the early summer of 11, Ettad became an enemy of The Menace-Poisons of Terror.

In the early summer of 11, Ettad struck down the goblin Snodub Clashesmaligned with a copper halberd in The Prairie of Queens.

In the early summer of 11, Ettad mortally wounded the goblin Ber Singlesteals, who bled to death, with a copper halberd in The Prairie of Queens.

In the early summer of 11, Ettad struck down the goblin Kutmob Fraysteals with a copper halberd in The Prairie of Queens.

In the early summer of 11, Ettad struck down the goblin Olngö Malignedknighted with a copper halberd in The Prairie of Queens.

In the midsummer of 11, Ettad became a hero in the eyes of The Obscure Confederation.

In the midsummer of 11, Ettad became an enemy of Chikiplulbin.

In the midsummer of 11, Ettad mortally wounded the kobold Difidiklolgin, who bled to death, with a copper halberd in The Prairie of Queens.

In the midsummer of 11, Ettad mortally wounded the kobold Jlobojeegis, who bled to death, with a copper halberd in The Prairie of Queens.

In the midsummer of 11, Ettad struck down the kobold Bubufayrsnus with a copper halberd in The Prairie of Queens.

In the midsummer of 11, Ettad mortally wounded the kobold Lagadastaykis, who bled to death in The Hill of Tufts.

In the midsummer of 11, Ettad struck down the kobold Shlapukin with a copper halberd in The Hill of Tufts.

In the midsummer of 11, Ettad mortally wounded the cougar Uxzo Peakmen, who bled to death in The Hill of Tufts.

In the midsummer of 11, Ettad and the dwarf Uggi II Granitegods the Romantic Uirgin of Maws were the first to reach the summit of The Ash of Tools, which rises above The Murk of Murdering.

In the midsummer of 11, Ettad became an enemy of The Defended Dungeon.

In the midsummer of 11, Ettad became an enemy of The Devil of Handling.

In the midsummer of 11, Ettad mortally wounded the goblin Song Sinewthieves, who bled to death, with a copper halberd in The Murk of Murdering.

In the midsummer of 11, Ettad mortally wounded the goblin Nako Terrorstrikes, who bled to death in The Murk of Murdering.

In the midsummer of 11, Ettad mortally wounded the molemarian Kazis Squirtedhelps, who bled to death, with a copper halberd in Heldcaverns the Lacy Shadows.

Related Historical Figures

Xiza, object of worship

Related Entities

The Obscure Confederation (member)
 The Tenacious Kings (enemy)
 The Menace-Poisons of Terror (enemy)
 The Obscure Confederation (respected for heroic acts)
 Chikiplulbin (enemy)
 The Defended Dungeon (enemy)
 The Devil of Handling (enemy)

Related Sites

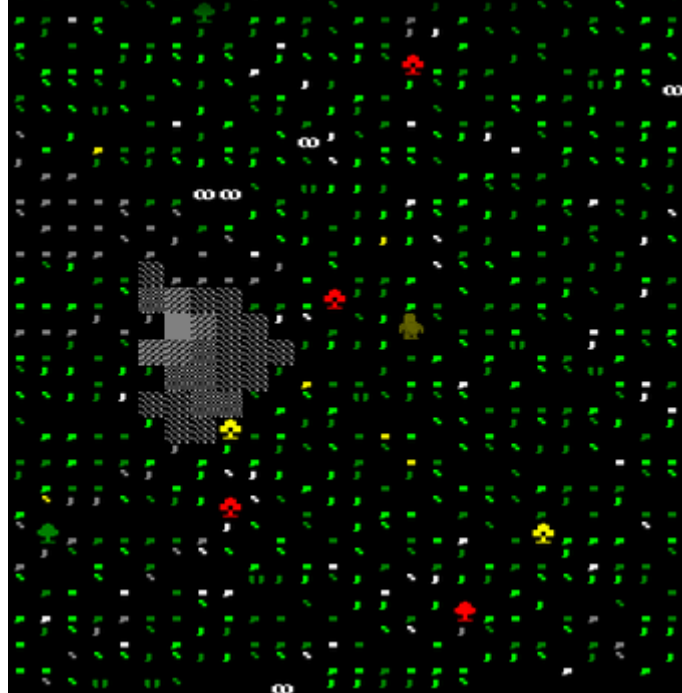
Trammelrisen (home)

Seventeen Notable Kills

Abli Plottedswallow the human, d. 11
 Thil Mergedlulled the human, d. 11
 Puja Hamehealer the human, d. 11
 Gadoc Creamsteels the human, d. 11
 Snodub Clashesmaligned the goblin, d. 11
 Ber Singlesteals the goblin, d. 11
 Kutmob Fraysteals the goblin, d. 11
 Olngö Malignedknighted the goblin, d. 11
 Difidiklolgin the kobold, d. 11
 Jlobojeegis the kobold, d. 11
 Bubufayrsnus the kobold, d. 11
 Lagadastaykis the kobold, d. 11
 Shlapukin the kobold, d. 11
 Uxzo Peakmen the cougar, b. 1 d. 11
 Song Sinewthieves the goblin, d. 11
 Nako Terrorstrikes the goblin, d. 11

Hugo:

A large wildfire sprung inexplicably on the northern edge of the hamlet of Sensedied. Villagers claimed to have seen a small figure, at a distance, emerging from the flames.



Later that day, the mutilated remains of many wild boars and small animals were found floating down the river. A man out for a walk found a shredded bloody mass that could only have been an alligator, it's head found fifty feet away and missing a brain.

The local fort of Trammelrisen reported strange sounds that night and found its stores noticeably emptier.

Written in some dark red ink at the beginning, after the other entries:

If anyone finds this journal, I hope to the gods he hasn't found you.

Galena 9th, in the Year of Myth 11

My name is Kema Feraltrades, and I suppose now is as good a time as any to start a journal for the practicing of my letters. I'm a soldier stationed at my hometown's garrison, and aside from that dwarf and his angry looking friend that came by a month ago, it's been quiet.

Well, until yesterday. After the fire, and the savage scene in the morning, and the rustling at night we were a bit spooked come morning. Then *He* showed up. Just strolled right in through the gate, without even saying a word. Actually, I don't think he's said anything since I met him.

He was a short fellow, dwarf probably, but I couldn't tell whether he had a beard, since he was wearing a mask. I don't know, but when I look at that mask, I feel cold somehow, and like I'm being... watched. The fellow just strolled straight to the watchtower where I was at, came up, and looked right at me the whole time. Somehow, I think he came for me, just *me*. That dwarf just reached out his hand, beckoned.

"Wait, you want me to come with you?"

He still didn't say anything. Just beckoned again. I looked to my friends, but they seemed just as confused as me, if not a little nervous. Lem just said "he's an adventurer, obviously. You should go with him?"

"Why?" I asked, baffled. "Why should I follow some stranger? Something about this just feels... wrong, Lem."

"This could be your ticket for death and glory, you know," he said.

Well, we'd all been raised to respect death and glory. And oaths, in my case. I think Lem might've been raised to respect Pestilence, too. So, with that in mind I made what I now think may be the worst mistake in my life. I left with that... that no-face dwarf. My best friend Mapo, a fine crossbowman, agreed to come with me. Suddenly, it didn't seem so bad. Though this might be a bit too mysterious for my liking, I was going off to find fame and fortune with fine company, and we'd return home heroes.

That didn't last long. We came to the river, which the no-face swam across uncannily fast. Mapo and I got in after, not the best of swimmers. With hard effort I struggled across, seeing that faceless short figure just standing there, motionless, watching. I climbed out, only to realize Mapo was still struggling in the middle of the current. I couldn't leap in, fearing drowning myself, but that mighty swimmer, the no-face just stood there.

Stood there and watched him drown.

Then, he just calmly went in, hauled out the body, took his crossbow, and sent off, beckoning me to follow. Not a word. Follow I did, because I feared what would happen if I didn't.

From the journal of Kema Feraltrades, human lasher

Galena 10th, in the Year of Myth 11

We stopped for a quick camp after the river yesterday evening. The no-face pressed westward, and I wondered whether he was heading for that bandit camp in the nearby desert. Along the way we spied a pack of vultures picking at something in the dust. He just pointed at them. At first I didn't understand, but then... then he just leapt after them! Suddenly he had a pickaxe in hand and he swatted one of

those poor birds as it tried to take off, bashing it until there was just a bloody, punctured pulp. He just pointed at the others, bounding away, and in utter confusion I ran after, lashing at them.

When I brought one down, I turned around to see him hunched over the dead buzzard. He turned around, covered with blood, and I saw the empty hole in the bird's head.

[Spoiler](#) (click to show/hide)



He was headed for the camp. Poor bastards didn't even see it coming.

[Spoiler](#) (click to show/hide)



We stopped at a pond just east of the bandits. He built up a ring of campfires and motioned for me to stay put, which I must say I was only too glad to oblige. With that, he crept off towards the camp. In a few minutes, he came running back, some goblins behind him, and jumped into the pond. They didn't seem to notice me, and they didn't notice him slink out of the other side of the pond, coming round behind them.

What followed was the most horrible thing I've seen in my entire life.

There were 3 bandits, and one of them. He came up behind the first, a pickaxe in each hand, and began hacking and smashing. The screams alerted the other 2, and I thought they would make an end of him. No, I think that part of me hoped that. I don't think there's much that can destroy such inhuman cruelty. Planting one pick quickly in the hammer-bandit's skull, he brought the other into the swordsman's knee. Picking the other knee, he proceeded to tear open the goblin's belly and dropped the picks. He simply tore out the long lengths of the goblin's guts!

But that didn't kill the goblin. What killed it was him mashing its head with its own entrails.

He lured them out in groups twice more before taking up the crossbow and his picks and creeping back to the camp. I heard many screams. A few minutes later, he returned, covered in blood, and carrying two more crossbows.

Just realized, the dungeon I've been through is the same one Uggi did. Did you kill their leader? I did, might have regenerated.
Sorry for lack of images on this one.

Galena 11th, in the Year of Myth 11

Nevermind what I wrote yesterday. Today was the worst day of my life.

After apparently looting the camp, we set out to the east in the morning. Every animal we saw, he chased after, and indicated for me to do the same. I feel awful about the mess he leaves behind. About the pain he seems to revel in. What's worse, I began to suspect he was headed for the Town, Whimkin. Fortunately, though, he decided to swim across the river on the way. Still smells like blood though.

He handed me all the stuff from the bandit camp, and just stood there in the store. I made some negotiations with the shopkeep, receiving more money than I'd ever seen for all those bejeweled clothes and fancy weapons. The only thing the No-face seemed interested in keeping was the less-decorated of the iron crossbows. The shopkeep asked where we'd been, and I told him about the bandit camp, no survivors. Suddenly his unease seemed to become admiration. Boss goblin was very bad after all, done some very bad things, who cares if the one who put her down is a bit odd?

The news seemed to spread quickly. Before I know it, we're asked to meet the lady in the keep, says she wants us to clear out some nasty bandits living right in her basement. I ask if that other dwarf that came through already got them. They got better, she says, and he didn't kill all of them or their leader.

So, into the dungeon we went. I really wish we hadn't now. There were some goblins, I killed a few, he killed double a few. Ran right up and just started shredding them with those picks of his, limbs flying everywhere. He just fired a bolt down the one hallway, into the darkness, and somehow stuck one in the stomach. I took a few hits, nothing worse than bruises, but one broken finger.

Then I got shot.

We came upon their leader, no-face opened the door and he was right there, no more sneaking. That room was just full of goblins. There had to have been at least 15 of the bastards! The no-face is just crippling them left and right. Then, from nowhere, I feel an immense agony in my belly. The arrow went right between my guts, cutting my backbone. Can't feel legs anymore.

We fought on, though. He cut a few of them down, split their heads like melons, blocked or dodged everything, like he was made of air. Not me, though. I got speared pretty bad in the arm, even more agonizing, and worse, dropped my shield. Smashed about the head with a mace, praise painting for my helmet! Just a torn ear and a rattled brain. Hurt like hell.

Still doing fine, still beating them back, killed a few maybe, but then I took an arrow in the right eye. Oh, why couldn't the helmets have had a front?

I don't know for sure what happened after that, I'm still in so much pain. No-face killed all of them, I managed to crawl out after him, or he dragged me. Something like that. Then he dragged me back to my garrison at night. He looked through all our stores, found a pair of crutches, held them out for me to crawl up and take. This was no kindness. Whatever he needs me for, he won't let me escape so easily, not by dying.

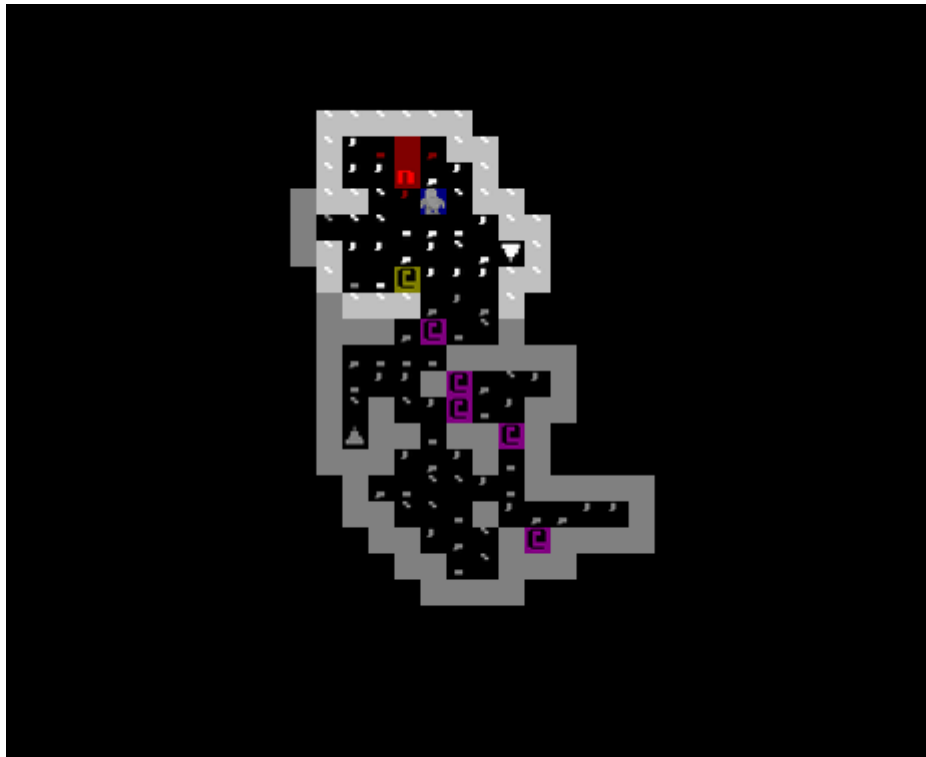


Galena 12, in the Year of Myth 11

I think at last the No-face's true purpose is at hand. These things he did before were just preparation. At the break of dawn we set off south down the riverside, him leading with an air of great purpose. He even ignored small animals for a bit, though that didn't last long. Soon, every time we came across a weasel he had to smash it so hard it went sailing into a tree and broke. And he didn't let me sit back either, injuries and all, oh no. First I had to fight a snapping turtle, bit me in the foot, but I didn't feel it and just smashed the thing's head with my crutch.

Next were the horses. The No-face had to have killed 3 or 4 of them, and I swear he's eating their brains! Made me fight one, trampled me pretty good until he came up and butchered it alive. No permanent damage, though I think some of my wounds are getting infected. Don't think he notices. Or cares. I'm getting pretty good at walking on these crutches, can almost keep up with him now.

We came to a big mound, led down into a cave. There were some weasels, which No-face killed, and some other.... things, which he also killed.



The bottom led out into some kind of huge cave, a bit scary, so I was glad he turned around. Found a dead falcon just south of the cave mound with an iron bolt in the corpse. Strange.

We crossed a big river and made camp. Hard to write sitting in this awkward position.

Galena 13th, in the Year of Myth 11

Slept soundly last night, despite camping way out in the wilds. Early after sunrise, we were ambushed twice by wolves. Both times we won, No-face shredding them, but I got a bit gnawed in the last one, and he got a bite on the hand. Nothing serious.

Nothing interesting happened after that until we found the lair.



I see a burst of flame come out of the hole, and hobble down as fast as I can! A bloody fight is already underway



The no-face holds the creature's attention, somehow blocking all its fire with his shield. There is something unnatural about that.

I bash it, bruising it, while he tears huge holes in the scales and rends its bones. It falls to the floor but refuses to give into pain, such a mighty beast it was! Just as it turns around, finding



After finishing, he made me strap the bloody, raw skull to my back. At least, I think that's what he wanted. It could have been a lot worse in retrospect. We found a clutch of eggs in the back, of which he unceremoniously stuffed one into his bag, probably trusting the rock-like shell not to break. Probably intends to eat it. At least, I partly hope he does. I do not like to think of him somehow hatching it.

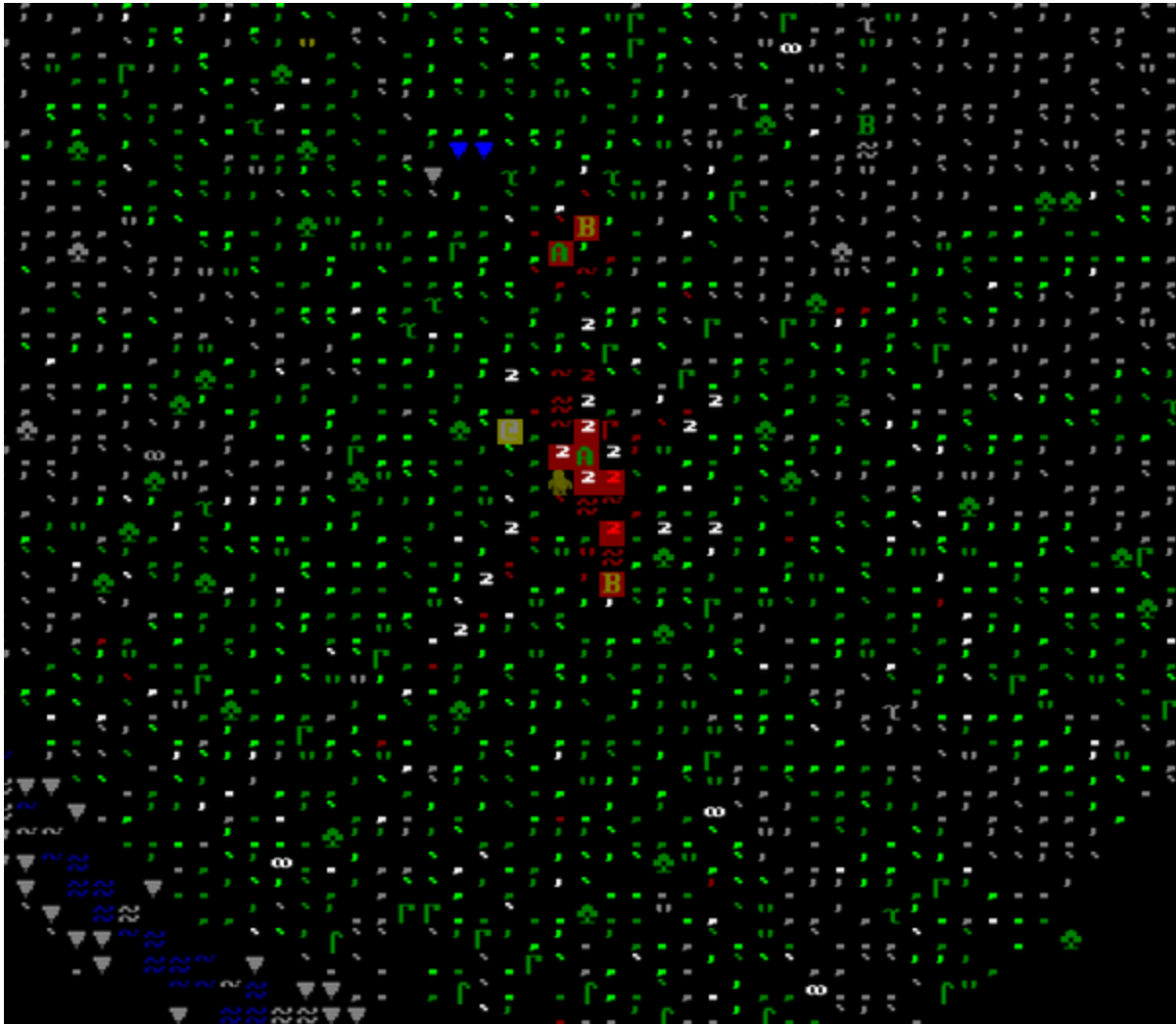
With my waterskin full of water and his, from the smell, something much more unpleasant, we set out again to the southeast at a grueling pace, crossing two rivers before ending up here, our camp for tonight. No major incidents, but I think I begin to despair at the sight of otters, as I know I will have to try my best to mash their heads in with my crutch. This country we've entered this evening seems oddly pleasant, though, and I hope we travel through it a while longer.

Galena 14th, in the Year of Myth 11

First thing in the morning, we left the nice patch of wilderness, which seemed to stretch to the southeast, while we were headed southwest, straight as an arrow. The No-face pitted me against a hippopotamus, a creature seeming half as big as the dragon and twice as mean, though as I write this I suppose it still has my sympathy. Luckily for me, he broke its knees before it could trample me, and luckily for it, it bled out while still unconscious and before he could finish pulling its guts through its back.

That was just the beginning, though. At the next river crossing, we stopped to savage some wild boars, but in the midst of dismembering one, he suddenly spotted that an alligator was doing the same a hundred feet away, and he just... just leapt at it. I was left to struggle with the crippled but still very much alive boar, but I suppose it was less loathsome a prospect than having to face one of the gators. They didn't stand a chance, though.

[Spoiler: those aren't all teeth](#) (click to show/hide)



Luckily, the boar managed to limp away before he could stop me from leaving it alone. Somehow it managed to break my finger which had only just healed. I could hardly care less at this point.

We crossed another river later into some kind of huge hot forest, jungle probably. The place really seems quite astounding, the animals of amazing size. The idea of finding a giant vicious beast might be terrifying, especially since I'll probably be forced to charge it, if it weren't for that the No-face is far more unsettling. He had us make a rush at some truly enormous boar, but they were too quick that time.

Now we've come to yet another river, but here we stop for the night.

Galena 15th, in the Year of Myth 11

Today was uneventful for the most part, tramping through the jungle and into a swamp, chasing more animals but thankfully not catching them. This hunting, this cruel chasing, I can discern no meaning for it. Why? Why does he do it, why does he make *me* do it? It drives me mad!

As a small mountain rose up from the swamp in the distance, we inexplicably changed course from Southwest to just South, No-face pressing forth with the same sense of indomitable purpose as before. Maybe we're getting close? Though, wherever he's taking me, I honestly expected him to approach it in a straight line, going through any obstacle in the way.

Galena 16th, in the Year of Myth 11

After hiking further southwards, we came to a cave in the midst of some dry plains, which the No-face climbed down into. I caught up with him a few passages downward, in the midst of bludgeoning some kind of small, horrible creature. As I came in for a closer look, it lunged at me, followed by another from the shadows.

[Spoiler: self defense](#) (click to show/hide)



I whacked it many times with my crutch, breaking bones, but the little fiend knocked me down and leapt upon my face, so I bit off its arm. No-face just watched my struggle, doing nothing. These gremlins were no dangerous opponents, but by the gods what the hell does he want with me!?

The foul taste of its blood lingered in my mouth as we ventured deeper. We encountered more gremlins, and each time the No-face simply left me to smash them on my own. I haven't much love for gremlins, but nor do I take extreme pleasure in their messy demise: somehow, though, having me kill them so interests *him* greatly. Not altogether too deep we found the passage led to a huge underground lake, and promptly turned back towards the surface.

Galena 17th, in the Year of Myth 11

I can't write about this. I just can't.

Nako saw them first, and alerted his patrolmates to draw their weapons. A strange duo they were, a human and an odd dwarf, and goblins didn't like strangers in their land, especially not strange strangers. "Halt, in the name of the Defended Dungeon!"

The human heard them, suddenly looking as scared as he ought to be. He didn't seem terrified of the patrol, though, but rather he seemed to be afraid of something unknown. "Please!" he cried, "Don't do this! Don't get any closer! You have to get away *right now!*"

The dwarf just stopped, motionless, with seemingly no other reaction. Surely this was feigning madness, an attempt at intimidation, and despite the slight creep in their stomachs, the goblins were not impressed. They prepared to charge, but suddenly the masked dwarf rushed their pikeman, hacking him in the knee then striking his shin in twain. His right arm and left hand followed, leaving him defenseless.

Whirling around lightning fast, the dwarf smashed the whip arm of the goblin behind him. Deciding now was a good time to help, the hammermen rushed in, meeting a bolt to the leg and 2 pickaxes, crippling all three. The human was stomping the downed goblins with his crutches as they continued to fight back, still not willing to concede to injury.

In particular, the lasher knocked the human down and began pummeling him with his good arm, the human unable to get any good strikes through that iron helm. Without warning, the dwarf dropped his picks and seized the helm, wrenching it off, and with a brutal throw, split the lasher's skull.

With the hammermen all bleeding to death, the dwarf turned towards the still-living, mangled pikeman, now bereft of his pike. For a long moment the goblin gazed in terror at the mask, trying to find a signal in that immutable face. For a moment, the human steeled himself to witness the brutal execution. But it did not come. Instead, the dwarf just watched the goblin for a while, the human's face slowly filling with shock. Then, the dwarf turned, and walked away, beckoning for the human to follow. He did, limping away, turning his head back as he went. Their eyes met, the human seeing the goblin lying there in his agonizing injuries, left to live for whatever unknown cruel reason, and the goblin seeing the human's whole other living torment.

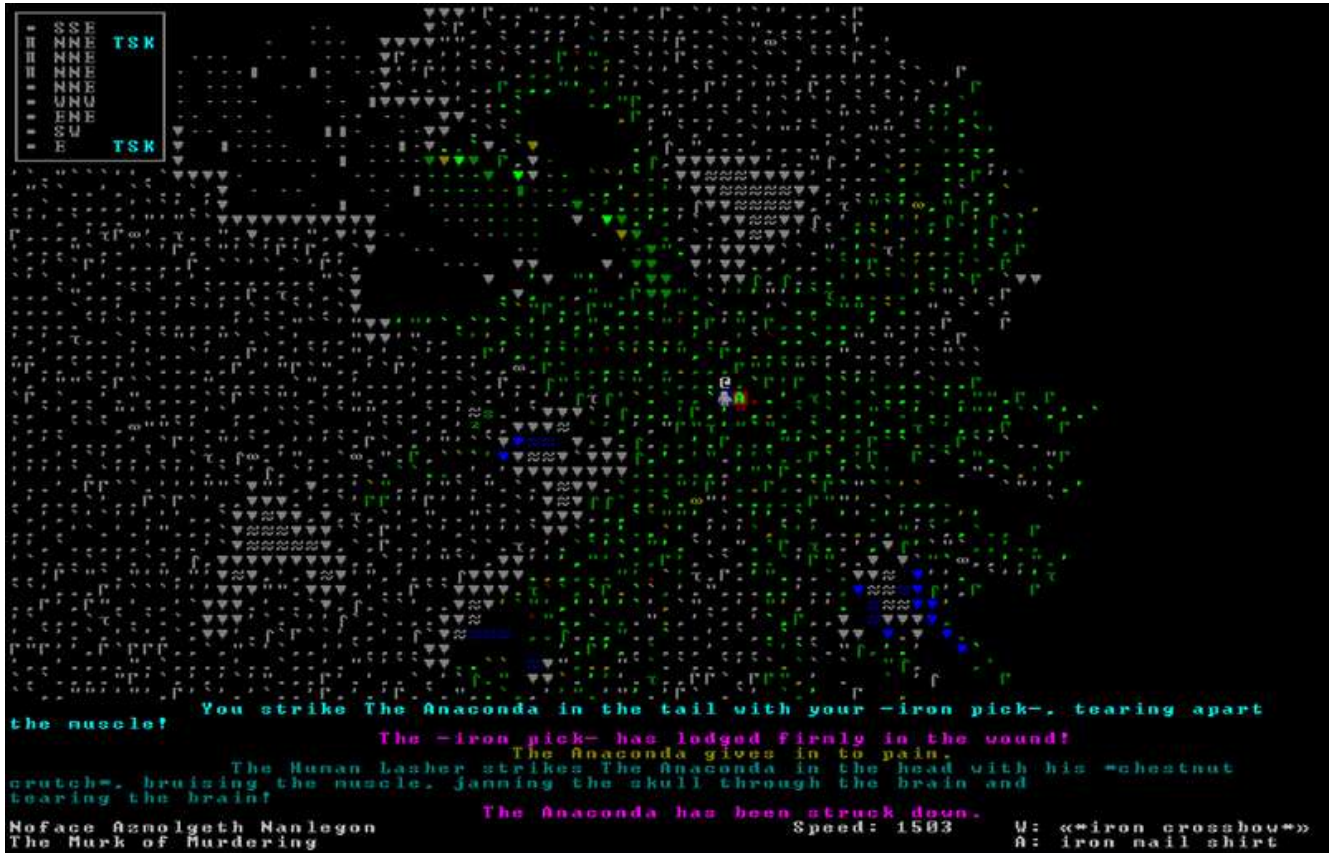
Galena 18th, in the Year of Myth 11

I still can't write about it. After those events though, I salvaged two very sturdy looking iron shields to strap to my arms. Hopefully these will help stop me from getting bowled over. The No-face found a mail shirt that fit him, though I can't say he's needed one before. Bizarrely, after putting it on, the first thing he did was to leap into the middle of a bunch of large fish in a river. He provoked them and let them

swarm over him for hours, then just climbed back out, calm as ever. Maybe he was testing the armor?

Today, we wandered southwards, killing and maiming many animals. He made me attack a large school of fish in a river this morning, and they were no small fish either, but with my shields I managed to kill them to No-face's satisfaction. Or whatever he feels. There was also this great big snake, Anaconda I think, that attacked us, and with quick thinking, I ended it quickly.

[Spoiler](#) (click to show/hide)



I don't know how he feels about my curtailing his cruelty, the only reaction he had was to pause before his usual tearing out the contents of the skull.

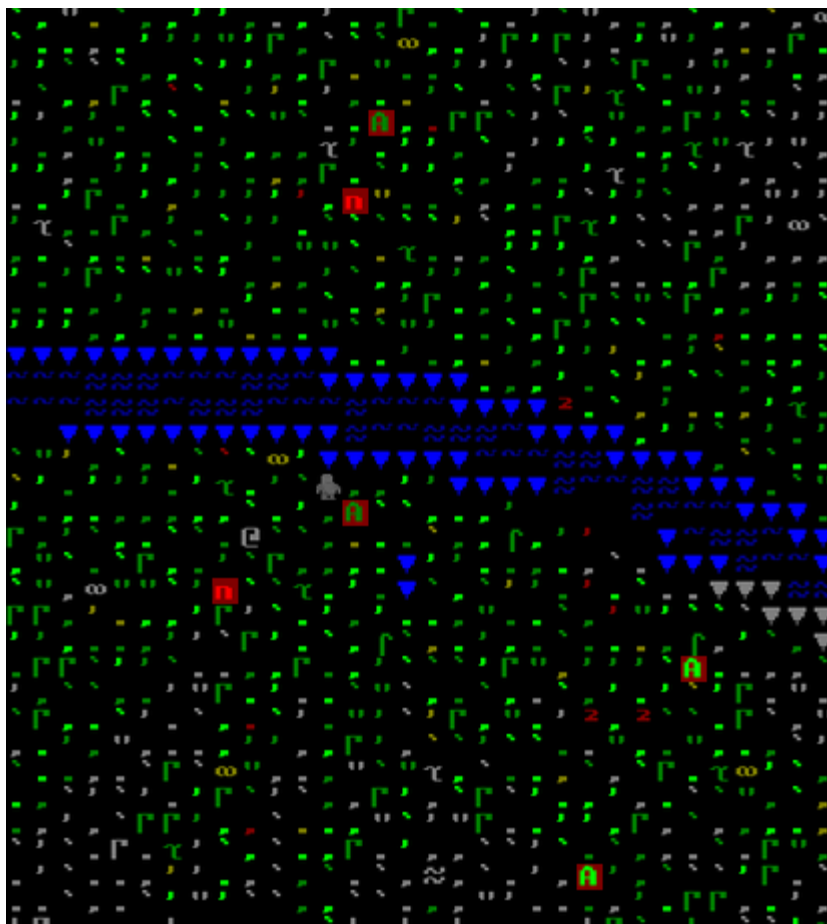
We also met three alligators in another river, and they stood little better chance.

[Spoiler: one of them ran, but it didn't get far before getting dismembered](#) (click to show/hide)



Here we have found a strange littering of many skeletons, where Noface stops for some reason. I'll take this time to write a journal for today, and maybe finish it tonight. The bones are strange, looking like alligators and some kind of giant rodent.

[Spoiler: Where's the cave entrance?](#) (click to show/hide)



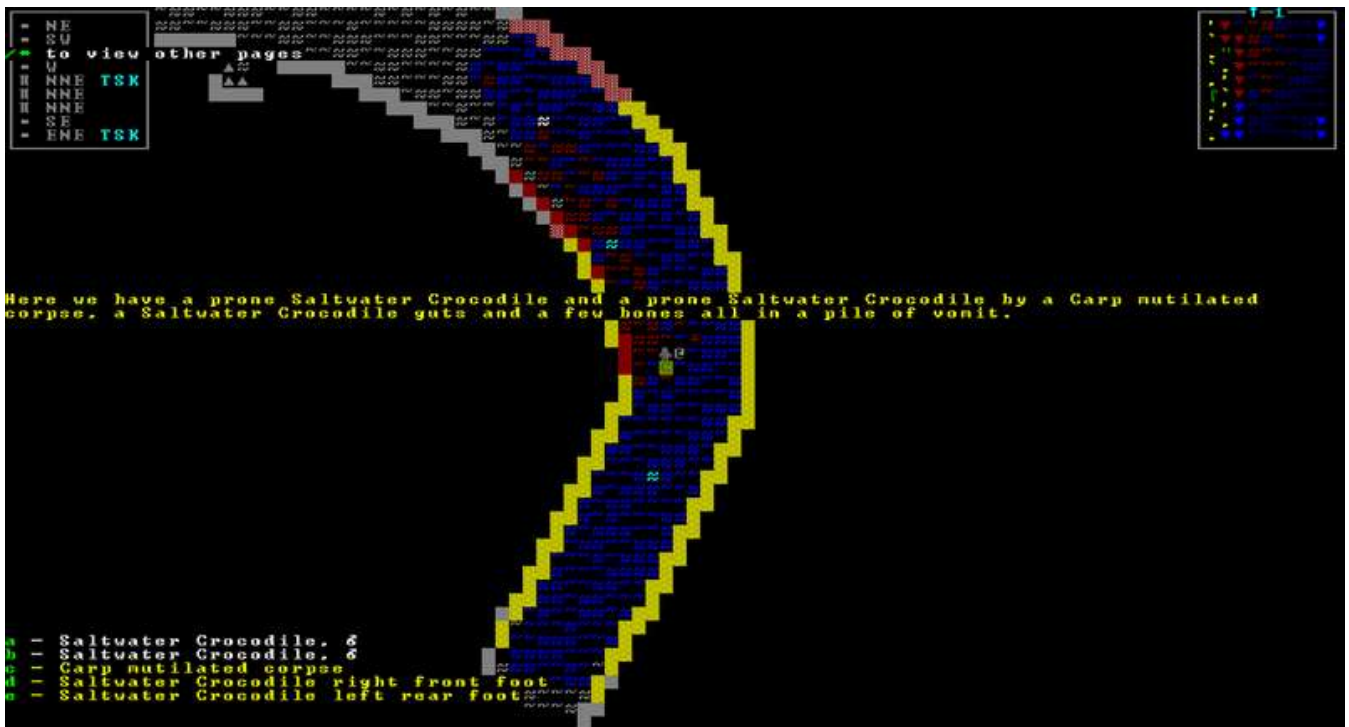
cont'd...

More animals killings, another anaconda, many rattlesnakes, a falcon. I grow weary.

Galena 19th, in the Year of Myth 11

The animals. The animals. The violence. No reason. I weary. Too much.
Too much.

[Spoiler: Too much](#) (click to show/hide)



Galena 20th, in the Year of Myth 11

TheNeverEndingHuntingItDrivesMeMadTheCrueltyNoReasonNoReasonNoReason

GutsBloodBloodBloodEverywhereBloodHeKillsAlwaysKillingNoMercyNoHumanityAlwaysAlwaysAlwaysKillingMaimingShredding

makesmekillmakesmedocruelthingsIcan'tlikethisalwayskillingthere'sno reason why death why

must hunt kills slaughter maim murder murder murder don't want to be swatching always watching eyeless face
lack holes for eyes no soul watching

watching always must do what wants fear him fear him what will he do if I don't do what he wants?

kill KILL KILL OH GODS NOW WHY

Galena 21st, in the Year of Myth 11

Freedom. Yes. Escape. Yes. I must. Animals, always makes me chase the animals. I'll chase them, yes, chase them far. A pretense. Far, further and further from him until he can't find me, then I only chase, only kill when I want. Maybe never kill again.

....Yes, plan working, out of sight, he's far away, on other bank now, chase falcon, falcon leads to freedom. I'm going to be fr

Galena 22nd, in the Year of Myth 11

O the vile winds! Damnation! I thought I had escaped. I thought I had freed myself. But just as I was almost out of his reach, the world went black and I found myself at his side again, as if in some ghastly blink of the gods' eyes. And now, something changes in the way he looks at me, and he makes my very faith in Painting weaken!

We are at the foot of mountains now, and I think that the No-face's purpose may be near.

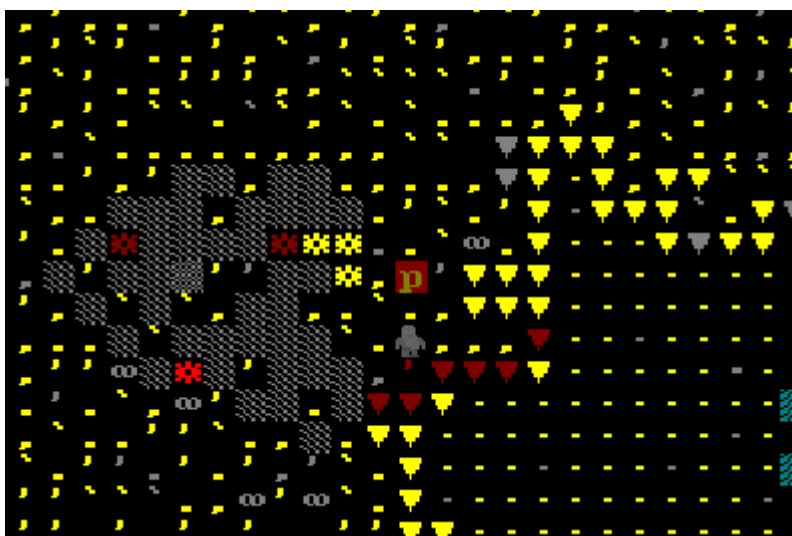
Galena 23rd, in the Year of Myth 11

Today was a strange day. We hiked across to the other side of this mountain yesterday, and today found a cave with some kind of two-headed giant. It was dispatched rather quickly. Now the No-face takes us back up the mountain, I believe he strives for the top.

Galena 24th, in the Year of Myth 11

The No-face grows stranger. While making some kind of shape out of a large bonfire, a peregrine falcon perched on the nearby slope and He motioned for me to go kill it. But I have had enough of this pointless slaughter. I stood my ground this time, ignoring. He reacted only by pausing for a moment before murdering it himself.

[Spoiler](#) (click to show/hide)



That unsettling feeling that seems to emanate from him since my attempted escape has become much stronger now, and I begin to fear him. I feel as if some dark purpose now utterly bends towards me.

We hiked up to the nearby crater, a lake of molten fire, and he's just standing there, staring into that immense heat. I'll take this time to write a quick entry, I fear for my life.

[Spoiler](#) (click to show/hide)

