

wot i did in my holidays by sam the ork

Just what is pacifism?

summary:

day 1 - get to plane . stay at siti.

day 2 - ride two kaves.

day 3 - ride two kaves.

day 4 - ride to lake . cross river.

day 5 - gibber in +error.

day 6 - ride one kave.

day 7 - ride one kave . fall down ravine.

day 8 - ride to dwarven siti . party.

day 9 - march underground.

day 10 - walk underground.

day 11 - walk underground . agony a++ak.

day 12 - walk underground . kav-in.

day 13 - swim . have spa.

day 14 - krystal kave 1

day 15 - krystal kave 2 . dragon.

day 16 - dragon again . flee to edj of lak.

day 17 - to dwarven siti . meet with kownsil

day 18 - fly bak to dragon . open blood portal

day 19 - rest

day 20 - rest . isen wakes

day 21 - isen walk

day 25 - fly to dwarves.

day 26 - fly to human siti . start training

day 35 - leev the plane.

i got bored of gardening ova summer . ther was a guild meeting . i went along . ther was a man kalled nai jan promising to take us to som dark kool kavs on holiday . i went along to meet him . som hot chix were going too . they would pay us as well . i lik the guild . we were going to ride horses . they said we had to . they gave us som horses and 20 guinees for spending money . we spent it before we even left . we bouete a potion eech . and a lessa for me so i kood give lessas to every one else . the bad people on the holiday are legions of unded and demons wich i never met before.

comes humility, compassion for others' failings, and for their choices as well.

One must accept others' choices, made responsibly.

the other people on holiday is

Skye who is this pretty butterfly chick and is not smart. i dont mind kos shes xperensed and eze

Messard who is a reel good looker but elves chop bits of and shes a wick wordsmith a dwarv and fitting leader

Armond a human namer and group leader. reel, an elv. arandor a warrior elv

retsun a elv who likes ded people chester a lugga j beerer lik me

robert a hors who is disguised as a pony and hors leader sum other horses but i dont remember ther names

we had to leev in 2 hours or the portal would klose. Skye woodnt let me help pak. we all touch a rune stik. the horses didnt like it. we arrive at the other plase. but it is not our holday spot. we haver to travel more. ther is a ring of stones. you have to be all inside the stone sirkle wen naijan makes it go or you lose your tail like bobby. bobby doznt like the stone sirkles. i go into a odd plase. i feel someone is watching and it takes a long time but is instant. we travel with a guide legere kos naijin is busy now.

we arriv outside a big siti in a killing zone with nise turf. looking away from the siti ther is sum grazing land for two miles then krops for 5 more miles. the siti is a mile akross with big dull blak walls. the walls are not made of blax but are seamless. they mite be hewn or bound. this is not were we are going to holiday i ther. we ride for a koupl of minuts and go into another ring. it is smaller and wen it is going to go two horses xkap.

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ther is hobbit and giants and axes and bollox and even a ork but mainly humans going into the siti. they dont hav horses but kno them. to go in you hav to say xakktly the rite words but i dont remeber them quit rite.

we will not fight each other. we will not aid or support the legion. the gates must be closed by sunset and sealed until dawn. all those who enter the city must swear this or die.

it is too long for city rules. they should be short. they could say no fighting. no helping bad people. shut the door. swear or die. i could remember that.

the buildings near the wall are not lived in - warehouses and kennels. all the buildings are 2 or 3 stories and lots of people about. when it gets dusk all the walls of all the buildings glow sun light and hurt my eyes. we leave the horses and go to a kennel where the protectors live.

we meet roama. he is a dwarf. he gives us our information. it says we have to ride to the dwarves and then some walking and some flying. he doesn't know lots of the rest of the journey but kruld is a dwarf we will meet later who knows some more about what we will do.

we go to a dwarf bar. they are very polite. the chicks and me and arandor go dancing and to the theeta and we eat. it is nice but there are too many little forks. the food and drink is good like a really good herbalist or magic. everyone dances really good too. all the shops have really good stuff. i think that these people are good at lots of stuff. we get to bed late and get up early.

we have to go west for 9 days walk. each 20 miles is a black rock cave 10 yards big to spend the night in. there is a river canyon and a lake to cross. we portage 15 miles. you can still see the city so i know how far it is. we ride nice and fast. we pass the first cave before noon and reach the other one well before dark. we stop and rest the horses. my horse travels well. when you go near the black rock in daylight it takes your spells away so we go in just before night. it is cozy in the cave, but very bright so i can't sleep. i sleep with mesibards and sike. they smell nice.

the walls glow and hurt my eyes again but my blanket helps. i am almost asleep when there is a knocking on the door. retsum and arador check. there is a scared person just outside and three undead a lot away. we were told never to open the door after sunset but we do.

the undead shoot crossbows at the human. he falls down. i step forward and pick him up. arandor and retsum draw weapons and come after me. retsum hits me. arandor is too slow. then armond jumps out and tries to hit me. but he hits the human. one of the

unded is klos . He throws a net at the human . He gets me . i almost fall . then armond know me ova and into the kav . i drop the human outsid.

Skye is throwing lightning at the unded and they dont lik it . retsum and arandor run at the unded . the unded net them for being bad . i think the unded kno how violent the elves are . armond is like an elv . he runs quick and hurts people . retsum karsts a big hands of urth and it holds two unded . retsum and arandor get free of the nets.

Messiarde goes after the other unded and gets neted too . i pik up Messiarde . she is soft and warm and kuddly . elves are nice wen they are all tied up . I kari her inside and we try to take of her klothos . then the others all kum in saying they killed the last unded and the human . they must hav killed the human far away kos i didnt feel it . killing is bad . stopping Messiarde getting undressed is bad . Skeye bouncing kos she lik throwing her lightning is nise . Messiarde goes all shy and keeps away from me.

we tak turns staying awake . retsum, Messiarde, me and arandor watch 3 hours eech . wordsmith armond and Skeye watch 4 hours eech . it is nise just to sit and watch people sleep . even the elves look peseful wen they are asleep . i think about why everyone hit me . they told me to go outsid and get the human . then they hit me and pushed me.

the rest of the nite is quiet . Skeye and Messiarde stay awake wen it is my watch . they dont tork but watch me . i kno Messiarde is shy but i thout Skeye wasnt . humans are strange . maybe Skeye knos why everyone hits me.

the next day we ride agan . we are going to go two days in one agan . we do it . my hors needs to rest tomoro . Skeye spots a unded ambush in a shady gully and we sirk round it . the unded are lerning quickly about how dangerous elves are . the wether is kloudy and it gets dark quick . it is nice wen the sun doznt burn my eyes but the dwarv sayz we hav to go in the kav erly.

wordsmith and armond divinat the kav . it stores sunlite and mana . it stores the essens of life and daytime . it needs a minimum siz of rok to work . we think it needs tons of rok . the rok is lik bound a'rth without the soul sakrifysing blak magik . it blox all magik . in daytime it sux magik even in working spells . we reed up on the last party, who lerned a lot about the unded . they say most unded are lik alusia with simila kapabilites at dusk . they get tuf at nite and weak at daylighte . a skeleton at midnite is like a alusia vampir.

we all sleep again. retsum has a snugly blanket. we desid to only go one day to the lak today.

Superficially, one may define it as the belief in and practice of solving conflict through non-violent means. One may consider oneself a pacifist even though one might not feel that way in all circumstances. A just war is one that is necessary and just. We are not passivists, as is the citizen who lets the war machine roll on without a peep. We practice our pacifism in how we react in our daily lives, such as in our choices of clothing, including those which are dyed. We must also be true to our pacifist beliefs in our lives, such as with dignity and respect. We are not pacifists, as is the citizen who lets the war machine roll on without a peep. We practice our pacifism in how we react in our daily lives, such as in our choices of clothing, including those which are dyed. We must also be true to our pacifist beliefs in our lives, such as with dignity and respect.

When we go outside Skye falls down a big dark scary pit. her horse doesn't wish is good. they are unded in the pit. retsum, arandor and armond all jump into the pit. armond breaks his hip landing. wordsmith jumps in. retsum panix and klimbs up my rope. Nelsarnde jumps down. now they are all in the dark pit with 3 skeletons and a little devil. Skye and wordsmith get trapt in hands of urth made by the devil. retsum finishes klimbing and rides away on a horse. i do not want to jump into the dark deep pit filled with elv and unded. Skye makes me do it by asking. i fall in a hand wich kovas me so i kant move or see. it is dark everywhere. Nelsarnde is beeten unkonshis. arandor is the only thing living and moving in the pit. he has killed 2 skeletons. retsum kums riding bak and leaps down the pit. arandor gets beeten unkonshis. armond has fixt Nelsarnde. Nelsarnde and retsum kill the devil and the last skeleton. Nelsarnde resqus me. i klimb out of the dark pit and then help everyone else up. the devil beet everyone. then the elves kilt everyone. elvs are more violent than devils.

We get pissed off and are outraged, just like regular people. We just use our pacifism in how we react in our daily lives, such as in our choices of clothing, including those which are dyed. We must also be true to our pacifist beliefs in our lives, such as with dignity and respect. We are not pacifists, as is the citizen who lets the war machine roll on without a peep. We practice our pacifism in how we react in our daily lives, such as in our choices of clothing, including those which are dyed. We must also be true to our pacifist beliefs in our lives, such as with dignity and respect.

we give armond some ointment for his hip. by lunchtime armond is walking. we rid to the next kav. it is almost dark but Skye can see the lak. armond offers to sleep with Skye and Nelsarnde. they say no. they are mine. the devil bits kum alive at midnite. the kav lite turns them to dust strait away.

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the next morning we ride 2 or 3 hours to the lak. we desid to leed the horses akros the narroe bridg ova the rapids. the wooden fairy on the lak loox too hard. we send the ork akros first kos i am xpendable. then wordsmith and bobby and chester go akros. they all go at wunz and the bridg isnt wide but noone will go behind the other. chester falls of. he falls very slowly. everyone torx and torx whil he falls. they try lassos and nekro magik and shouting. nothing wurx. Skye flies down and kant almost get klose enuf. then she does but isnt strong enuf. then she kasts more magik. chester is still falling. he is very brav. now Skye is strong at flying and slowly she lifts chester. they fly very klose to the rap and the white water. Skye resqus chester.

responsibility implies choice with full knowledge of the consequences and every one is more kairful at taking turns after that. the big warhorse falls. we pull him in befor he falls too far. Skyes feetha fall saves him too. Skye is a hero but no one notises.

As to the path is up to that person. With knowledge of fallibility comes humility, compassion for others' failings, and for their choices as well. One must accept others' choices, made responsibly.

we hav the afternoon of . we kollekt firwood while the hors graz . the girls hav a bath but i hav to watch the horses . the namers divinate . Messsarde loses the ability to say "no" . or anything else . instead she burbles like a brook . no one kan talk to her . finally i kam in from the horses . straightaway i understand her a bit . i also find she kan read and point at words . we kould understand her . now she kan say "no" so i leev . armond does his divinat . he finds out that the devil is freewilld but linked to a kontrolling fors . it kaim by planar portal then normal portal 9 weex ago . it kums alive every midnite . armond finds this exyting .

the kav is biga than befor . it is 60 foot akros . there are no stones or anything neerby . it is all klere . we go into the kav wen it is almost dusk .

that evening the demons kam out . they sirk around the kav in the darkness on there nitemair steeds and howl there rage to the storm . they try to possess the party . demonik feeturz keep flikering ova wordsmiths fase . the horses are being kalled to too . sometimes in the korner of my eye i kan see a hors turn dark . then its eers gro into horns and its hoovs chanj to claws . the horses press klose on us in the kramped spais . they driv us towards the barred doors . the demons animate dark and ainchent trees stained with the blood of innosens . they march them to the kav . i kan feel them driving their iron-hard roots under the ground to try to get into the shelter . the irth groans and shax with the struggle . the kav is strong magik and keps them out . the trees keep trying all nite . the rest of the party is blank-eyed and ignor the struggle . most of them sleep . chester and i are busy all nite . we keep the horses away from us . we stop wordsmith from using his axe or getting drunk and berserk . i hav to keep drinking to stay awak and to here the demons plans .

the fite kontinues for the next day as the party sit around singing and dansing . they are like kattl in a slauter hous . not knoing what is beyond the door . the elves get sik of the smell of hors shit and open the door . retsum starts shovelling shit out the door . he gets shot a lot by poison bolts . they shut the door . they still didnt believ about the demon siej and hell storm . retsum doesnt die . his blood tastes nise .

that nite the demons stop attaking . i kan stil here whispers sometimes . i think Messsarde kan too . she wont let anyone neer her and stays awake all nite . at leest she kan talk now .

the next day we ride of agan . the rest of the party dont remember about the demons and the horses and the trees attaking in the dark . i think Messsarde well remembers but she wont let me neer her to ask . Messsarde and Skye ride in front .

they spot several ambushes. we ride around them. we ride hard. at noon we reach the next kav.

the kav has an orang glo in it. no one wants to go inside. in the end i get bored. i explain fire to the elves and they go inside. they don't chain me to a rock and peek out my liver. but they are not happy. we collect firwood for the fire. we all rest in the sun. Skye has forgotten how to work. but she already has the paper with "no" written on it. when it gets dark we go inside. Melisande and i share a blanket. that night we are attacked by overwhelming numbers but no one wakes up. the next morning we can see there were a lot of people. Skye says 50 to 80 skeletons and zombies and some kloven-hoofed beasts. we leave the kav quickly and ride carefully.

we ride hard the next day. the horses are fine with walking hard a half day and resting. the ground is getting rockier. it is soon mountainous with gullies. shortly after noon we find the next kav. it is not a kav. it is a big square building set into the hill. it has underground passages. it has retreat lines and drop points and lots of cunning ways for dwarves to kill orcs. everyone else is happy with it as a place to stay. Skye sees some dwarves from a way away. we wait outside for the dwarves. we wait more. i get very bored parading on my horse. Armond gets so bored he sets fire to Melisande's hawk using hellfire. the hawk burns for twenty minutes.

after a long time rest and i talk Skye into taking us flying to see the dwarves. they might be in trouble or killed by orcs. Skye still can't work properly. but we say we've never flown before and how do we turn. we can tell Skye is upset. Skye wants to give up and go back. rest and i say no we can't turn. the wind is gusty and tricky. we finally go the right way towards where Skye says the dwarves. there are many updrafts and downdrafts, and we learn about flying through rock chimneys and narrow passages.

we get to the plains where Skye says the dwarves. there is no sign of them. there are some orcs 1000 feet away. one is a grater orc. we stop flying and all fall for a bit. Skye doesn't like me hanging on when she is trying to fly. she flies away. i try to fly away. we fall a bit more. rest flies away. i try to fly away. i land in the bottom of the canyon. the walls look taller from here. i try to fly away. i step off into a crevasse. i fall to the bottom. i can see dead bodies. i try to fly away. the bodies are all old dead and dismembered. i go to look closer but i fly away. the crevasse is tall and narrow. but i stop the bleeding after a minute. we all fly back to the others. landing takes a long time on the flat top of the crosswind. landing in a canyon is easier. taking off on the flat is

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easier. retsum bekams afraid of emeralds from flying. this is good kos Skye has pretty emerald wings.

we stay the nite in the dwarven deeth trap. no dwarvs sho up so we are ok. the kav glows from little bits of krystals. this is not lik the sunlite ever, were else. armond explains the rules for exploring the kav. he says "we dont go nowere thats dark". it is eesier to sleep with no sunlite. the dwarvs are very kunning. they kull us into peseful sleep. the next morning we explor a bit. there is a bak extrans to a ravin. there is a kkommen room and some twisty passags.

we set out along the main road again. the road is strait. the sides rise up slowly. soon we are in a narroe kutting with 40 foot walls. we kan her dwarvs klanking and marching on the other sid. the kutting goes on further. then it gets taller. we get neer a moontan side. the walls merj with the vertikalfais in front of us. there is a krystal-veined tunnel rite thru the klif fais.

on the other sid is a 500 yard wide kortyard. it has 300 foot h walls all around. there are windows looking down at us. on the far sid of the kortyard ther are big axes. they are a brais of 70 foot krystal axes krossd ova an entrans way. we approach on hors. the dors open as we get neer. insid is a big tunnel, 200 foot h, with balkonees every 20 foot up. there are doubl files of dwarvs in plate with axes lining the way. we rid along for a bit. we give our horses to ostlers. we meet the seven kounsil members. runolf halvdansen is there speeker. i was expekting runolf to be taller. we get a guid kalled halvgrim. he leds us to a sweet of rooms. at noon all the krystal veins in the room flash and there is a pulse of heet and lite. this is to kill trixy unded. it also blinds orx.

that afternoon people get away from eech other. i go gardening. others hav baths or wander in underground fields. it is good to not worry were the elvs are. that evening is a big party in our honour. it is a massiv booze up. there are hundreds of dwarvs. i try to have a drink with them all. som peopl stay at the kounsil tabl to lurn mor stuf. in the end we are mainly karyed to bed.

the next morning someone kures our hedaches. we go to see isen the mad. he is the profit who forsore us. he first sore us 200 yeers ago. the profes goes something like "seven outwolders shall kum on horses. they will go underground, then swim, then fly. then all is good." everyone belives him. he is ruffly dressed. he torx to several people at wurz. most of the people are not there. he burbles some stuf. i dont rember most of

it. he says. the dragon krystal. time is the important thing. long way thru caverns, then swim. kant miss it. then fly, wings ←points to Skye⇒. mind the hummingbird. time sharing very important.

need these but dont tell. he givs us some krystal neklases. he geases us not to tell to peopl from this plane. kast spell on self afekts all others weering neklase to 50 feet. wurx for kounterspell. esp. bakfire. strength of stone. featherfall. not ball litening. the krystal does "channel fokused mana". i add this bit later. dont tell anyone. its a sekret.

we are in a hurry. time is important. we march in straito lines thru the streets. the streets are very messy. we help tidy them as we go. we march bak to our rooms. won people try to stop us we say were doing hero stuf. tidy hero stuf. they leev us alone. we organise 1 woex water and 2 woex food and bags for them. this is around 60 pounds each. we take two battle kegs. 10 gallons. 130 pounds. we take our normal gear. the horses kant walk in time so we leev them behind. we walk in order of hits. soon we are too slow. wordsmith and I giv our kegs to the elvs. we speed up. we leev the room almost an hour before noon. we march thro the sitl. we march thro some tunnels. there are markings on the wall for each turning. we march an hour more we kross a bridj ova a chasm. It is 5 foot wide and 30 foot long and very far down. there is a breeze. we march an hour more. we turn down a side korridor. we march for a bit. there is a room were we kan stay.

suddenly we dont need to be tidy and ordered anymore. it must be dusk. Mesisarde has a forboding wich we all share a bit of. bad things will happen at dawn and Mesisarde will die. then i will get the snuggly blanket to myself. Mesisarde often pulls it of me in the middle of the nite. we make dinner and argu who is karyng the kegs tomorro.

ova nite i get sik. it is a hed ache. people tell me wot to do. they leev my keg behind. wordsmith has to rite kos i am so sik i kant spel propaly. heer is wot he sed.

The orc copped a rough back-hander from one of the females, so you're getting dwarven noses for a bit. Actually, it might have been his attempts to lighten the weight of one of the beer kegs - fortunately he can still do breakfast. Speaking of which, the witch got all twitchy around dawn, and made us stand to. Then she fainted with all the "excitement". Of course, Armund didn't help with his 'you could always brush your hair so you make a pretty corpse' statement. Bloody saplings. We find out that rituals don't work through the krystals - looks like spells only. At least we can all have mindcloaks. Walk walk walk. Go down staircase cut around big vertical shaft. Isen makes a shortcut. The others fuss about at a quartz religious site. Camp rough as the party doesn't have the stamina to make decent beds. Orc needs magic to even begin to understand trail markings. Night uneventful.

Walk walk walk. Have lunch in another carved-out room with self-heating stove. Trail marks much better done. See the others on so we get to decent beds. It's Arandor's turn to be twitchy, so we will do proper watches tonight (although i don't trust the rambler's krystals until we can div them).

Thank gold it seems to be over! I must say that a nice hot spring is a grate place to write up notes. Exciting earlier, blasted legion threw agony after agony at us for an hour. Resisted most of the time, but a reminder of why i've ranked necro! Same with mind, 'cause the phantasms and mental attacks slid of the mind cloaks. Isen's bugged off, don't expect him back. I'll keep everyone counterspelled for a while longer.

Walk walk come across partial cave-in. Check the path through, need to wait a while as Skye needs convincing that it is safe. Pass time cleaning chester. Walk to small lake (200' across), with raft. Skye carries Mel over to ledge on other side, where symbols tell of two underwater passages - one longer (but slower flowing), the other a faster outlet. One of isen's ramblings suggests taking the long one.

the big pool is very kold. it kloros my mind so it wurx again. i dont kno who pushed me. armond goes thru the long slo underwater tunnel. he goes 15 lengths holding his breath. he surfises in poison air. he goes 4 more lengths to a new chamber. it has a ledj and a wading tunnel going out. armond kums bak. he is all blue.

we desid to stop for the nite. we dont want to swim into unded at nite. we raft bak to the stove and argue. Melisande says "better the sam you kno" and she is rite. the next morning we pak for swimming. chester will swim with 300 pounds. the last keg will swim with 120 pounds. everyone else will swim with almost nothing. the pak and som of the food stays behind. chester has to swim with his lid open. or he floats. then he kant go in the tunnel.

this morning people are skared. we are all skared of hites. there are many poison toads hidden in the water. they are in the bedrolls too. they move too fast to see. armond and arandor swim thro the tunnel. they are good swimmers. they dont kum bak. Skye and Melisande swim thro the tunnel. Skye is a good swimmer. Melisande is quite good. they kum bak. the water was all upsidedown and very kold. we ofer to warm them up.

they swim very quickly thro the tunnel. wordsmith and retsum and me pak chester and the barrel. we are not good at swimming.

"go along a fairway. turn rite. jump down. go a bit". who rote this with my crayons? maybe it is isen.

at the other end. resisarde tries to warm peopl up. things go rong. Skye and armond get magikally warm and steemy for eech other. everyone there gets afraid of resisardes ideas. everyone there forgets most useful skills. they mostly kant swim or fly or ride or tell north or heel. they kan still argue and kiss. they argue and kiss.

i swim thro the tunnel. it is the first time i swim. it is fun. wordsmith follos. chester helps him. retsum follos with the barrel. he gets 3/4 of the way then runs out of air so he goes bak. the barrel stays in the poison air chamber waiting for him. retsum is tired bak in the main pool. he floats until he is too klose to the fast underwater tunnel. he swims very hard. arandor has esp for all of us. we kan feel him panik. i swim bak for him. so does Skye. she is brave. then he goes down the fast tunnel. then he stops being an esp. Skye desids we should follo him. she is brave and i like following Skye. normally she makes me walk in front of her. we tax big breths. we follo him hed first into the rushing water. it is fun and exyting. the rox move very fast. they tumble us all ova. then we kum out of the rok and into air. we are very hy up. it takes neerly a minute to fall into the pool at the bottom. my throat is horse wen i hit the water.

we rescue retsum. we swim to a beech. there is a natural hot mineral pool. there is a stov. there is food. there is a tunnel out. we desid to rest. we have traveled for 10 minutes alrede today. after an hour the others arriv at the top of a very hy klif. they marched for an hour down steep slipperly slopes. the klif is too hy for them to jump even with magik. It is maybe 30 feet. wordsmith and arandor go bak the way they kaim to get the barrel. the barrel is still waiting were retsum left him. wordsmith ties the pax to himself. he goes down the fast tunnel. retsum and Skye rescue wordsmith before he drowns. they hav to kut the pax of him. armond sends a magik rop to fish for the pax on the bottom of the pool. this takes som hours but it wurx.

Skye remembers how to fly and flies to the top of the klif. she helps resisarde down. resisarde neerly claws her eyes out. it is a good fite. but they arent kovaed in mud. armond desid to jump down even with the hite. he neerly dies but lands unhurt. arandor and the barrel get bak by walking. now the girls kan get dressed. it is boring

here now so we desid to leev . we hav lunch first . ova lunch Skye strips everzwans skills again.
What is pacifism?

Superficially, one may define it as the belief in and practice of solving conflicts through non-violent means. One may consider oneself a pacifist even though one may have feelings that are not pacifistic at all. We all practice pacifism in our everyday lives, much as a Raphaelite or Urielite practices the pacifism of his or her faith, such as tooting a horn, just as with dignity and grace, throughout the year.

we go bak a bit for a kampf . armond gets skared befor midnite . he wakes everyone . nothing happens . maybe a bit of a flash , then a skreem and a boom of thunder . the next morning we do nothing whiel Skye torx to air . then we wend along then down the hole . someone has put hands of urth wards down the hole but we brake thro them . then we avoid the sinking doom and magma and unkontrolled urth elemntal wards . they are all rank 20 . we think they are to stop unded . they dont stop us . two namers! we fall a lot but the ropes hold us together.

we get to the bottom end of the tunnel . there is a small krystal hol . there is a lot of lite below it . Skye does the dumm elv ploi . she showts into the hol . this is smart kos shes not an elv . wordsmith goes thru . there is a drop to a big kav full of krystal . krystal trees . krystal ferns . krystal everything . it is harder than steel . it is harder than hellfire . it is harder than ork . Melissa and i jump down too . the plants are stupid than most plants . they dont kno heliotropy or photosynthesys or motility or anything.

Pacifists are the front line of our nation's defense against war. As much as it is noon . we knoe kos of the flash of lite . the wave of heet . our bones vibrat . it is worse in the kav . soon we kan stand again . we kan see fifty feet kos of shiny lite . now the others knoe wot orx see in daytiim . we hav many good plans . nun of them wurk . retsum bids a bown stare . it gos down to the ground . Skye uses it to take of . she flys on her self wings . Skye flys and flys . Skye gets lost . Skye finds another exit . it is a big ston platform . Skye gets lost again . Skye finds a krystal hummbird . the hummbird attax Skye . Skye gets away . Skye gets lost again . we get worryd about Skye . retsum creates a giant vampyr bat for Skye to find . arandor and armond fire flaming arros into the glair . Skye sees the arros . she follos them bak.

There cannot be freedom without responsibility. There can be, and, all too frequently, freedom implies choice, responsibility, and the consequences of those choices. Responsibility comes humility, compassion for others' failings, and for their choices as well. One must accept others' choices, made responsibly.

we mak a plan. Skye kan karry retsum, wordsmith or NesiSARde. chester will karry wordsmith or sam. armond and arandor will hav to fly. they kant see far or fly klos to the edj so we need to lay a parth. first Skye karris wordsmith. Skye flies around the edj. chester folloes wordsmith. chester is sloe from karrying sam. sam marx the route with rags every fifti feet. chesters route is much stragta and away from the edj kos he is sloe. they meet the humm-bird. they outthink the bird. Skye goes bak to get NesiSARde. sam and chester krash at the end. sam neerly bleeds to deeth. wordsmith gets down of the platform in tiim. Skye flies NesiSARde along the edj. Skye flies bak along the rag path. Skye flies retsum along the rag path. retsum karsts big dark sirkles every two hundread feet. armond flies into the roof. arandor flies into the floor. arandor flies into the roof. they limp down the dark sirkles at 30mph. they land in a pyl. armond brakes his hip again. arandor brakes his arm. we rest for the afternoon. wordsmith and Skye are in charj. they bikka. there are spider puppets on the edj of the klif. nowan els sees. they watch us and wispa.

the next day we walk to anothe kav. this one has reel plants. it has krystal animals. sheep. goats. deer. beers. wolvs. lots of birds. we tork to the animals. they are not reel. they speak in patterns. they dont think for themselvs. we tork to the plants. they are ok. they are better wen smokd. the kavern is twisty and forkd. it is maybe half a mile long. at the far edj is a tunn out. the flor befor the tunn is smooth krystal. the animals wont go past it. there is a unseen barria. it stops isen and his kin. this slows wordsmith but not us. we xamin the krystal and the barria. just use our vocal chords, pen, ballot, etc., rather than our fists or a sword.

we go down the tunn. there is a 150 foot long krystal dragon. i leev. Skye and NesiSARde leev. the othas are told to leev. they say we are from isen. they are told to leev. they say they are fortold. they are told to leev. they leev. we spend the rest of the afternoon hiding. we say did you see that dragon. it was big and skary.

we use limited prekog to see if we shuld tork to the dragon. we chek in the aftanoon. its says no. duh. we chek in the nite. its says no. duh. we chek in the morning. its says yes. bakfir. the parti dont listen. they go in. they karri me kos i am too smart. the dragon says leev. they argu. the last three weex argu praktis wurx. the dragon givs up. she opens a hol and we fly thru it.

we fly south west for sum ours. we see the lak. we fly to the riva leving it. it is nerly dark. we kampf ther in the kav. this is were the demons seged us. that nite there is marching feet for many ours. it is an unded armi. it is tens of thousands strong. the

next morning we fly to the dwarv siti. we warn them. isen is upset. we were supposed to kum with the krystal animals. he hadnt sed. we find out isen is a thousand yers old and the animals are supposed to be releas as part of a fifteen hundred yer plan. it has to be erly kos of the unded. we tork. the kounsil torx. isen foams. we agree to fly bak to the dragon. i say no. they ignor me mor.

we fly bak to the dragon that morning. we land on the mountain top. isen tunnels us 400 feet down bit by bit. isen and the dragon argu. the dragon gathas the krystal animals. isen has to do a blad ritual. it is his blad so it is ok. it will take a lot of healing. he will bleed fast. we get reedy. he starts the ritual. i heel him. retsum transfers fatigue. his trollskin wurx. the heeling every thing potion wurx. my next heeling wurx. the next heeling every thing potion wurx. isen falls ova. it is two minutes before retsum and i hav our next heeling magix reedy. we hav to hope it woz enuf. isen wont get heeld. the dragon gives us plats to eet of. any thing kan be et from them. it doznt mak it tast niis. we tend isen. the nite passes. the day passes. the nite passes. the day passes. isen wakes. he is now old and frail. the nite passes. isen kan walk. the day passes. the nite passes. isen is well enuf to talk. three more days and nites pass. the dragon gives us eech a pet krystal. we fly of to the dwarv siti. it has been trashd. the unded just got thru the defenses. the dwarvs killd the last few in there houses. many dwarvs are ded. sum dwarv children are ded. without the krystal animals they wood all be ded. they are mourning. ther are big pyres of dwarvs. they want us to leev. they pay us with training at the human sitis.

we get seven weex of training at the human siti. this is until the next good moon to travel. armond refuses the krystal animal. armond refuses the training. armond torx to the unded. they kill him. ha. his body is burnd. he woz a bad man. no wan kood say niis things xept for Sisyx. his lov potion had not worn of yet.

we finally go bak to the guild. armond is wayting for us. it woz a trik.

Well, there can be, and, all too frequently, is. Freedom implies choice; responsibility implies choice with full knowledge of the consequences and acceptance of that responsibility. A pacifist is not necessarily a non-violent person, but one who consciously chooses the path of non-violence. How closely one hews to the path is up to that person. With knowledge of fallibility comes humility, compassion for others' failings, and for their choices as well. One must accept others' choices, made responsibly.