



The Adventures of Stamp

Tales of a Tauren warrior from the mighty realm of Kalimdor, as related from time to time to Gizmik Fazzle, goblin scorekeeper at the Shimmering Flats racetrack.

Entry No. 1

Stamp ride More Stamp from Gadgetzan to Shimmering Flats to watch fast things go round and round. Stamp get mind off strangeness. Stamp watched big grunty muscle him-orc bond with scrawny pieces-missing him-not-deader in Orgrimmar. Stamp not understand. Stamp not hit, though. Stamp just scratch head. Stamp go now. Race start.

Entry No. 2

Stamp not sorry about drunk gnomes. Stamp see them win race anyway. Stamp *hate* gnomes. Stamp not know why. Stamp just feel need to hit. Stamp rode More Stamp to Hillsbrad Foothills from Tarren Mill. Had to go find bad wicked troll skulls in Hinterlands. Big feather-beak-biter-clawer monster things blocked way. Stamp hit! Stamp hit some more! Stamp hit and hit and hit! And then little gnome-ish shadowstabber come out of nowhere to attack Stamp. Stamp too busy fighting feather-beak-biter-clawer monster things! Stamp can't fight back. Stamp kill both feather-beak-biter-clawer monster things, but Stamp fall before can hit gnome-ish shadowstabber. Stamp grumpy.

Entry No. 3

Stamp ride More Stamp from Camp Mojache. Stamp meet other Taurens hunting grumpy-squealy gnoll campers. Stamp go. Stamp hit! Stamp hit and hit and hit and hit! Stamp tired. Stamp ride More Stamp back to Camp Mojache. Stamp see new Tauren friend jump off high spot into green water. Stamp remember Raysha once ask: "Stamp jump off cliff if others do?" Stamp say: "Yes." Stamp like.

Entry No. 4

Stamp ride wind from Orgrimmar to Gadgetzan. Stamp land. Stamp look down. Stamp see fidgety little gnomish thing bouncing around his hooves. Stamp growl! Stamp snarl! Stamp see gnome still bounce around.

Stamp grumble and walk away. Stamp turn and see troll rogue hit and hit and hit and hit gnome. Stamp see gnome die. Stamp envy troll. Stamp laugh.

Entry No. 5

Stamp good engineer. Stamp make bang-sticks and boom-bots and instead-of-you-target-things. Stamp reach time to learn best engineer. Stamp ride More Stamp from Crossroads to Ratchet. Stamp get to choose shrieky-squeaky gobble-gadgets or eensy-pokesy gnome-ish gizmos. Stamp choose gobble-gadgets. Stamp don't mind goblins. Stamp like Gizmik. Stamp not hit. Stamp not like *some* goblins. Those, Stamp hit.

Entry No. 6

Stamp ride More Stamp from Grom'gol camp in Stranglethorn Vale to Mosh'ogg ogre hold near shrieky-shouty gobble-infested camp. Sister Raysha go with Stamp. Stamp go! Stamp hit! Raysha hit! Stamp hit and hit and hit! Raysha hit and hit and hit! Stamp get ambushed by big grunty ogre. Sister Raysha run to help. Stamp hit and hit and hit! Raysha hit and hit and hit! Stamp then see glowy-eyed purple nelf run up and hit and hit and hit ogre! Nelf help Stamp. Stamp think strange. When ogre dead, Stamp bow to nelf. Sister Raysha salute nelf. Nelf salute and then ride away. Stamp not hit.

Entry No. 7

Stamp just lost money on shrieky-zoomy goblins. Stupid gnomes. Stamp hate gnomes. Stamp grumpy. Stamp sit on More Stamp, watch Gizmik keep score. Gizmik gets all grumpy-grumbly. Stamp sigh. Stamp not watch. Stamp go. Stamp find hissy-clawy-snoozy-making lizards. Stamp hit!

Entry No. 8

Stamp and More Stamp ride big gassy windbag from Orgrimmar, across the Great Sea, around the rumbly-grumbly maelstrom, to Stranglethorn Vale in Azeroth. Stamp leave More Stamp in Grom'gol camp. Stamp ride wind to shrieky-shouty gobble town, Booty Bay. Stamp ignore rude nelf gestures and squawky-chicken-making hummy pallies. Stamp go down docks, by Old Port Authority. Stamp sit on crate. Stamp not hit! Stamp watch water. Stamp watch moon shatter in the wet. Stamp feel peace. Stamp like.

Entry No. 9

Stamp ride wind to Orgrimmar. Stamp do stupid gobble-gadget tasks. Stamp buying explody-powder. Stamp meet blue raspy troll lady named Corah. Stamp not hit. Stamp talk and talk and talk. Corah invite Stamp to join Storm Earth and Fire. Stamp like name. Stamp think sound noisy, like when Stamp hit and hit and hit. Stamp talk to Stamp sister Raysha. Corah talk to Stamp sister Raysha. Stamp sister Raysha not ready to not be alone. Stamp not want go where Stamp sister Raysha not go. But Stamp think if he go first, Stamp sister Raysha may follow, if Stamp like new Stamp friends.

Entry No. 10

Stamp ride wind to Gadgetzan. Stamp go with new guild friends to Zul'farrak. Stamp fight raspy blue hate trolls. Stamp hit! Stamp hit and hit and hit! Stamp ... get turned into tiny croaky-bouncy. Stamp fight giant roary many headed monster. Stamp hit and hit and ... fly through air and oomf a lot. Stamp climb temple steps. Stamp not pray. Stamp hit and hit and hit and hit and hit and hit and hit and hit and hit and hit and take a break and then hit and hit and hit some more. Stamp tired. Stamp sleep over here. Gizmik wake Stamp up later.

Entry No. 11

Stamp wake up from nap. Stamp ride More Stamp through Thousand Needles to Great Lift. Stamp ride sky to the Barrens. Stamp ride More Stamp north, past Razorfen Downs. Stamp see a couple of glowy-eyed purple nelfs and a hummy pally and a hummy warrior lurking about. Stamp nudge More Stamp to stop. Purple nelf hunter with stripy white purry pet spit on Stamp. Nelf hunter squawk around. Stamp not hit. Stamp ride More Stamp slow, north, toward Crossroads. Nelf hunter and hummy pally follow, spitting and laughing. Stamp not hit. Hummy pally get bored, ride back toward Razorfen. Nelf keep following Stamp. Stamp see two Tauren brothers on big stompy kodos coming from north. Stamp stop. Stamp watch nelf hunter run away. Stamp laugh. Stamp and tauren brothers ride after. Stamp hit and hit and hit and hit nelf hunter. Stamp hit and hit and hit and hit hummy pally. Stamp hit and hit and hit and hit other nelf hunter friends. Nelf hunter not spit. Nelf hunter bleed. Nelf hunter die. Nelf hunter learn the power of the Horde. Stamp salute brothers. Stamp not spit on the dead. Stamp ride More Stamp north.

Entry No. 12

Stamp ride More Stamp from Camp Mojache into the High Wilderness. Stamp find scaly wriggly screechy things. Stamp hit and hit and hit. Stamp release spirits within scaly wriggly screechy things. Stamp hit grunty chest-thumpers and yawrling clawy gnashers until Stamp find cave full of snarly two-footed growlers. Stamp hit and hit and hit! Stamp take their hides. Stamp ride More Stamp back to Camp Mojache, but stop just outside town. Up on hill, Stamp see raspy blue troll lady in mask, dancing under the stars. Stamp think she dance to raspy blue troll lady inner music. Or maybe to the grikky-grik of the crickets. Stamp cheer.

Entry No. 13

Stamp ride wind to Gadgetzan. Stamp give boom-a-lots and boom-baas to shrieky-shouty gobble gadget-maker. Stamp get shiny gobble gadget

card and new scribbly scrawly papers. Stamp wander down into auction house. Stamp look through things. Stamp find box. In box, Stamp find fluffy hoppy long-ear. Stamp buy fluffy hoppy long-ear. Fluffy hoppy long-ear have soft feet, not like Stamp or More Stamp. So, Stamp name him Pad.

Entry No. 14

Stamp sit on crate outside Orgrimmar auction house. Stamp new fluffy hoppy long-ear, Pad, hop around the feet of customers. Stamp not worry. Pad brave. Pad not mind hopping under More Stamp's feet. Stamp see blue troll lady pet Pad. Stamp tell blue troll lady fluffy hoppy long-ear is Pad. Stamp learn blue troll lady's name is Anodyne. Stamp new friend Anodyne point out Stamp probably hot in all Stamp's armor, especially Stamp's helmet. Stamp has big blue helmet from evil lich. Stamp hit and hit and hit. Stamp like. Stamp feel swoozy, though. Stamp take off helmet. Stamp feel better. Stamp thank Anodyne. Stamp like having friends that think about Stamp and help Stamp so that Stamp can keep on living to care for More Stamp and Pad, and go, and hit!

Entry No. 15

Stamp sleep on crate outside Orgrimmar auction house. Stamp dream. In dream, Stamp remember fight at Grom'gol camp in Stranglethorn Vale. Stamp sister Raysha at Stamp's side. Great warrior Uthanak lead us. Alliance outsiders attack Stamp and Stamp's friends. Uthanak give order to charge. Stamp go! Stamp hit and hit and hit hummy pally. Hummy pally fall. Stamp swing around to see hummy warlock. Hummy warlock wear black tabard with water-color trim and a pointy-star circle. Stamp hit and hit and hit and hit hummy warlock. Hummy warlock fall. Stamp kneel next to hummy warlock and growl in Stamp tongue: "Stamp think Alliance stay home next time." Hummy warlock last breath, Stamp not understand: "Chia..." Stamp friend Anodyne shake Stamp awake. Stamp jump up, thinking Alliance attack Orgrimmar. Stamp run to look. Stamp

not see Alliance. Stamp get More Stamp. Stamp ride west on patrol.
Stamp watch. Stamp wait. Stamp know Alliance not stay home forever.

Entry No. 16

Stamp sit on bench next to Shiny Flat round-and-round. Stamp pat Pad.
Pad sit on Stamp knee. Stamp not know why people think Stamp not
smart. Stamp not talk best. Stamp know this. Stamp not talk best like
Stamp sister Raysha. Stamp talk better than More Stamp. Stamp talk better
than Pad. Stamp *smart*. Stamp just not ... Gizmik say word Stamp want is
"eloquent." Stamp never learn talk best. Stamp learn go. Stamp learn hit.
Stamp get hit. Stamp get hit and hit and hit. Stamp slow sometimes.
Stamp trouble talking clear. Gizmik offer teach Stamp some, if Stamp
keep bring Gizmik ale from shrieky-shouty gobble town, Booty Bay.
Stamp do this. Stamp try. Then Stamp try figure out why orc lick Stamp.

Entry No. 17

Stamp ride More Stamp to Shiny Flats. Stamp deliver ale from shrieky-
shouty gobble town to Gizmik Fuzzle. Gizmik hold up whirry-clunky
gizmo. Stamp ask what is. Gizmik say it "smart talker." Gizmik say if
Stamp wear it, Stamp talk smarter. Stamp not sound so dumb. Stamp hold
smart talker in hands. Stamp ponder. Gizmik say it made by finest crafters
in the Gadgetorium. Gizmik say it cutting-edge gobble technology.
Stamp not know. Stamp not sure Stamp be Stamp if Stamp not talk like
Stamp. Gizmik say Stamp can always quit using it if Stamp not like. Stamp
think about it.

Entry No. 18

*Being an account of the experiences of the Tauren warrior known as
Stamp, as related to Weebly Sprocketnozzle, a gnome scorekeeper at the
Shimmering Flats race track:*

I have begun acclimating myself to the new speech enhancement device. I

must say I am quite impressed with the results thus far. However, now that I have left the oafish Stamp behind, I decided to make a clean break with Gizmik Fazzle, the former chronicler of my adventures. I find his voice so shrill and grating as to drive me to consume vast quantities of intoxicating beverages. Still, I have no written language, so I now rely on my new gnome friend, Weebly Sprocketnozzle, to put pen to parchment on my behalf. He seems quite civil, intelligent and adept at such tasks. I am pleased to have enlisted his aid in this endeavor.

Several members of the Storm Earth and Fire guild have expressed dire concerns about the potential side effects of this device. They seem especially worried that I put it to use without first consulting with my sister, Raysha. Personally, I think they feel threatened. When the simpleton Stamp was around, it enabled them to feel superior. Now? Now my intelligence is no longer made opaque by discombobulated speech patterns.

Why should I be required to call upon my sister to get her blessing on so basic a matter as my own happiness? It is my life to live. My choice to make. And I have made it.

Now, I must go forth to Feralas and, once there, I must lay bludgeon to the craniums of countless ogres.

Entry No. 19

My most recent journeys have brought me to the lush green woodlands of Feralas, in western Kalimdor. Although beautiful, this place is also quite dangerous - rampant with wolves, bears, apes, yetis, reptilian screechers and gnolls.

Last eve, my attentions were focused primarily on the brutal hippogriffs that flock around the Ruins of Isilden. I dispatched dozens of them in an effort to collect an appropriate quantity of metal fragments and bits of sinew on behalf of one of my benefactors in Camp Mojache.

This eve, I shall return. But my target list will expand to include the ever-more-dangerous treants who roam the High Wilderness.

I am also told that a goblin along the coast may offer wisdom regarding engineering. Goblins. Fah. The less I have to do with goblins anymore, the better. Oh, don't get me wrong: I am quite appreciative of the Goblin-made gadget that allows me to communicate with newfound eloquence. But I find now that I cannot stomach the vile creatures. I now prefer the company of gnomes. Unfortunate, given my chosen line of engineering expertise.

Entry No. 20

I was quite pleased to receive and accept the able assistance of a troll hunter known as Porks during my foray into the High Wilderness of Feralas.

With his help, I was able to track down and subdue one of the mad treants to acquire the last of the splintered logs needed to satisfy my benefactor in Camp Mojache.

Trouble brews within Storm Earth and Fire, however, as I face continued harassment from Elycia, an undead priestess who seems to harbor severe resentment toward my new eloquence. She keeps insisting that I resort to the more oafish "Stamp-speak" of old. When I refused, she kicked me in the shin and called me mean. I suppose I should expect little else from a child, but it is disappointing nonetheless.

Entry No. 21

I am growing increasingly frustrated with the petty jealousies of individuals who seem unwilling or unable to accept the improvement to my speech patterns, which are made possible by the Goblin device.

If it isn't my sister Raysha or guildmates such as Corah and Elycia harassing me over the change, then it's other Tauren brethren who think it makes me seem too uppity.

All of them, it seems, would rather I remain where they think I belong: Over in the corner, muttering incoherently about nothing of consequence and saying my name a lot.

They should all leave me alone! This is my life and my choice! I do not tell them how to live their lives. I would appreciate it if they would let me live my own too!

Entry No. 22

Now, as I return from the scorching sands of Tanaris, I am troubled further by the disapproval expressed by ... them. Not the guildmates. Not my sister Raysha. But ... *them*.

I cannot see them, for they are crafty and sly and quick of step, remaining always just out of range of my vision. But I hear them. Oh, yes, make no mistake. I hear them quite clearly.

They want to take it from me. They want to deprive me of the eloquence that cuts through the mask of inanity that was the old Stamp. They want to take it from me. They want to break it. Or...do they want it for their very own? Yes. Yes, that is quite possible. They may try to take it so they can improve themselves and leave me as the oafish old Stamp.

I cannot allow that to happen.

I sit. I wait. I watch. And when the time comes: I will strike them down.

Entry No. 23

Being an account of the experiences of the Tauren warrior known as Stamp, as related from time to time to Gizmik Fazzle, a goblin scorekeeper at the Shimmering Flats race track:

Stamp no more got gobble-gadget. Stamp got crazy from it. Stamp hit and hit and hit guild friend Reia. Stamp hit guild friend Bura. Guild friend Bura hit and hit and hit Stamp. Guild friend Bura take device from Stamp. Guild friend Bura hit and hit and hit device. Stamp sorry. Stamp think smart Stamp even dumber than dumb Stamp. Stamp fire squeaky-wobbly gnomish scribbler. Stamp hire Gizmik Fazzle again. Stamp hope Stamp friends and Stamp sister Raysha forgive him. Stamp better now.

Entry No. 24

Stamp and Stamp sister Raysha and Stamp guild friends Corah and Kadingo rode to crazy blood-drinking troll city in Hinterlands, above the turtle beach. Stamp go! Stamp hit! Stamp hit and hit and hit! Stamp let Pad follow along. Pad not hit. Pad twitch his nose a lot. Stamp fight bad evil troll lady. Stamp hit and hit and hit! Stamp fight bad evil troll guards. Stamp sit on glowy green egg. Stamp fight slimy oozes. Stamp hit and hit and hit! Stamp go to spider-troll temple. Stamp fight giant evil spider. Stamp hit and hit and hit and hit and hit and hit and hit and ... Gizmik, wake up ... hit some more!

Stamp tired. Stamp sleep over here now.

Entry No. 25

Stamp ride More Stamp to Shiny Flats. Stamp sit by round-and-round. Stamp watch shrieky-shouty gobble-zoomer race squeaky-wobbly gnome-zoomer. Stamp friend Gizmik sit next to Stamp. Stamp friend Gizmik pet Pad. Stamp friend Gizmik tell Stamp Stamp friend Gizmik glad Stamp not crazy-smart now. Stamp friend Gizmik tell Stamp to not just

tell Stamp stories to Stamp friend Gizmik. Stamp friend Gizmik tell Stamp to tell Stamp stories to others who listen. Stamp friend Gizmik tell Stamp to tell Stamp stories in Orgrimmar and Thunder Bluff, or maybe in Crossroads. Stamp think Stamp friend Gizmik just bored listening to Stamp stories. Stamp friend Gizmik tell Stamp no, Stamp friend Gizmik not bored. Stamp friend Gizmik say Stamp friend Gizmik want Stamp to share Stamp stories with others. Stamp not sure. But Stamp friend Gizmik is wise and Stamp think worth try.

Entry No. 26

Stamp starting to think all gadgets - shrieky-shouty gobble and squeaky-wobble gnomish - are **evil**. Stamp rode More Stamp from Revantusk, past the snappy-snap slow walkers and up the zaggy path, through the rowling claw-gnashers and the shrieky beaks. Stamp find crazy trolls. Stamp go! Stamp hit! Stamp hit and hit and hit! Stamp switch on gobble flamethrower. Gobble flamethrower *explode*! Stamp go FOOMP! Stamp catch fire! Stamp run around in circles! Stamp roll around in dirt till fire goes out! Smoldering Stamp hit and hit and hit troll! Stamp grumpy.

Entry No. 27

Stamp ride wind to Camp Mojache in Feralas. Stamp ride More Stamp to Forgotten Coast. Stamp confused. Stamp wonder why call Forgotten Coast? Stamp see signs point to it. Stamp see on maps. Stamp think should be called Remembered Coast. Stamp think Forgotten Coast not found. Forgotten. Stamp talk to shrieky-shouty gobble gadget maker. Shrieky-shouty gobble gadget maker gives Stamp and Stamp friend Piraya job: Shrink big pouncy growly giants and hit and hit and hit and hit splashy-freezy whirlwaters. Stamp go. Stamp hit! Stamp hit and hit and hit and hit and hit and hit and hit. Stamp and Stamp friend Piraya and Stamp friend Piraya croaky-flappy Murderer do job for shrieky-shouty gobble gadget maker. Shrieky-shouty gobble gadget maker happy. Stamp not hit. Stamp not grumpy. Stamp thank Piraya. Stamp ride More Stamp back to Mojache. Stamp still confused about Forgotten Coast.

Entry No. 28

Stamp ride More Stamp to the High Wilderness of Feralas. Stamp peer through the shadows at growly-bangy ogre haven of Dire Maul. Stamp sigh. Stamp not tough enough to go and hit and hit and hit in there yet. But ... Stamp go across road to growly-bangy ogres in the ruins. Stamp hit and hit and hit and hit ogres! One zappy-foompy ogre *shrinks* Stamp. Stamp grumpy. Stamp hit and hit and hit and hit! Stamp then see squeaky-wobbly gnome warlock waving at him. Stamp snarl! Stamp growl! Stamp bare teeth! Stamp not see ogre come up behind and hit and hit and hit Stamp. Stamp turn and hit and hit and hit and hit and hit and hit ogre. Stamp grumpy. Stamp ride More Stamp to Camp Mojache. Stamp sit in a tent. Stamp watch flicky-zippy fireflies. Stamp less grumpy.

Entry No. 29

Stamp and Pad and Stamp friends run through purple shadows of Maraudon caverns. Stamp hit and hit and hit sprites. Stamp hit and hit and hit and hit demons! Stamp and Pad and Stamp friends meet angry gnarly-walking tree thing. Stamp friends hit and hit and hit gnarly-walking tree thing. Stamp not hit. Stamp take out shrieky-shouty gobble firemaker. Stamp aim it at gnarly-walking tree thing. Stamp pull trigger. FAROOOOOOOOMP! Gnarly-walking tree thing get all crispy. Stamp friends look at Stamp while standing around the smoldering stump. Stamp look at stump. Stamp look at Stamp friends staring at him over stump. Stamp shrug and say "Stamp start forest fire."

Entry No. 30

Stamp ride More Stamp from Camp Mojache, through the green shadows of the High Wilderness. Stamp not hit the rabid clawy growlies or the grunty thumpy roarers or the bitey clawy growlies. Stamp go to Rage Scar Hold. Stamp see clawy growly roarers. Stamp hit and hit and hit and hit and hit and hit and sometimes cook with the shrieky-shouty gobble

dragon gun. Stamp hit and hit and hit through dark-shadowed tunnels. Stamp hit and hit and hit and hit until Stamp get ambushed by two clawy growly roarers. Stamp hit and hit. Stamp cook with shrieky-shouty gobble dragon gun. But Stamp not strong enough. Stamp grumpy. Stamp get hit and hit and hit and hit and hit and hit and hit and ...

Stamp wake up on stupid nelf island. Stamp feel all woozy and swirly. Stamp see pretty wingy singing spirit. Stamp not want to leave stupid nelf island with singing spirit. Singing spirit tell Stamp to go. Stamp got more stories to tell. Stamp sigh, but Stamp not hit. Stamp go. Stamp hooves skim over rippling water. Stamp feel drawn back to Stamp body, still in that dark-shadowed tunnel. Stamp go and go, and then Stamp wake up. Stamp not Stamp-strong, but Stamp face clawy growly roarer. Stamp hit and hit and hit and hit.

Stamp not grumpy now.

Entry No. 31

Stamp sit on bench next to Shiny Flats round-and-round, watching the shrieky-shouty gobbles and squeaky-wobbly gnomes zoom in circles. Stamp friend Gizmik walk over and sit down. Stamp friend Gizmik give Stamp part of tabard Stamp got off dead human warry outside Grom'gol camp in Stranglethorn Vale. Stamp friend Gizmik say tabard come from Alliance guild called Chiaroscuro. Stamp try to pronounce this. Stamp get grumpy. Stamp not hit Gizmik. Stamp sigh. Stamp friend Gizmik ask if information helps. Stamp tell Stamp friend Gizmik that Stamp not sure. Stamp remember hummy warry attacking Grom'gol. Stamp not know why hummy warry attack Grom'gol. Stamp not know why hummy warry hit and hit Stamp with burny-glowies. Stamp hit and hit and hit and hit hummy warry some more. Stamp look at tabard. Stamp grunt. Stamp not know why Alliance warry in Cheery-Scurry mouthful guild want to hurt Stamp. Stamp think only one way to find out.

Stamp find Cheery-Scurry. Stamp ask.

Entry No. 32

Stamp ride More Stamp from Valormok to the topple-crooked ruins on the Kalimdor coast in Azshara. Stamp hit and hit and hit scaly-hissy-pitchfork naga! Stamp hit and hit and hit until Stamp get onto the beach. Stamp meet a friendly troll lady. Her name Abikura. Friendly troll lady invite Stamp to help. Stamp help friendly troll lady. Stamp hit and hit and hit. Stamp stop occasionally to jump in water and fill bottles for not-deader brainy in Undercity. Friendly troll lady stop Stamp. Friendly troll lady hold out big clacky-mouth shell. "You give me," friendly troll lady says. Stamp confused. Stamp not know what friendly troll lady mean. Friendly troll lady tilt her head. Friendly troll lady ask, "You Chinese?" Stamp get more confused. "Stamp Tauren," Stamp tell her. "Go," friendly troll lady says. Not so friendly to Stamp now. Stamp shrug. Stamp grumpy, but Stamp not hit.

Entry No. 33

Stamp and Stamp friends ride wind to Shadowprey Village. Stamp ride More Stamp through the angry growly spear-throwing many-hoofs to Maraudon. Stamp friends lead Stamp to altar room and make shimmery-shiny door in the air. Stamp peer at it. Stamp friends say, "Stamp touch door." Stamp trusts Stamp friends. Stamp touch door. Stamp then hanging way up in the air. Stamp go and go, down, very fast. Stamp splash! Stamp grumpy. Stamp roar! Stamp about to complain to Stamp friends when big many-headed lizard comes thumping along to hit and hit Stamp. Stamp hit and hit and hit many-headed lizard. Stamp hit and hit and hit spiky-backed lizards. Stamp hit and hit and hit rumbly-pounding rock monsters. Stamp hit and hit and hit humungo-stone giants. Stamp and Stamp friends find big fat gassy princess. Stamp and Stamp friends lead big fat gassy princess into water. Stamp hit and hit and hit. Big fat gassy princess do nasty gusty thing. Stamp go and go and go through the air. Stamp splash! Stamp go and hit and hit and hit big fat gassy princess. Big fat gassy princess put terror in Stamp. Stamp run and run and run and run!

Stamp come back to sense. Stamp go and hit and hit and hit and hit big fat gassy princess. Big fat gassy princess not gassy no more. Stamp and Stamp friends cheer!

Entry No. 34

Stamp grumpy. Stamp very, very, very, very grumpy. Stamp sit on bench next to Shiny Flats round-and-round. Stamp friend Gizmik ask Stamp what wrong. Stamp tell Stamp friend Gizmik: "Stamp wrong." Stamp got job from not-deader brainy Cuely in Undercity. Stamp go to crazy pitchfork-hissy Naga-crawling Azshara. Stamp get water. Stamp go back to Undercity. Stamp do this to help sick Tauren. Sick Tauren remind Stamp of Stamp sister Raysha. Stamp want to help. Stamp ride wind to Undercity. Stamp bring Azshara water to not-deader brainy. Not-deader brainy takes Azshara water. Not-deader brainy gives it to sick Tauren. Sick Tauren ... she die. Stamp *kill* sick Tauren. Stamp so angry. Stamp want to hit. Stamp want to hit and hit and hit and hit and hit and hit and HIT not-deader brainy! Stamp outnumbered. Stamp do nothing. Stamp just leave. Stamp ashamed.

Entry No. 35

Stamp rode More Stamp across the burny-ashy lands to Blackrock Mountain. Stamp meet Stamp guild friends Corah and Elyia. Stamp got to fight big flamy-roary Pyron in sooty-growly dwarf caverns. Stamp and Stamp guild friends Corah and Elyia go and hit and hit and hit and hit and hit and hit and hit Pyron. Stamp and Stamp guild friends Corah and Elyia hit and hit and hit and hit sooty-growly dwarves. Stamp guild friend Corah tell Stamp she want to go to bar in Blackrock Depths. Stamp a little thirsty, but Stamp think safer tavern back in Kargath. Stamp guild friend Corah say she really needs to get to that bar. So, Stamp guild friends Corah and Elyia bring their friends, Tauren brother Meotropicus and not-deader worry Lunius. Stamp and Stamp friends go into Blackrock Depths. Stamp and Stamp friends hit and hit and hit and hit sooty-growlies, thumpy-poundies, flamy-roaries, and snarly-clawies. Stamp get burned

and burned and burned a lot. Stamp find interesting things. Stamp watch not-deader worry Lunius eat dead sooty-growly dwarf. Stamp try not to get sick. Stamp and Stamp friends hit and hit and hit and hit arena hooligans. Stamp and Stamp friends get key. Stamp and Stamp friends hit and hit and hit all the way to Shadowforge City. Stamp get very thirsty by now. Stamp hope bar got lots to drink. Stamp and Stamp friends find tavern. But Stamp and Stamp friends not get drinks. No ... Stamp and Stamp friends *break* fat-bellied kegs full of ale and make everyone mad. Stamp and Stamp friends hit and hit and hit and hit and hit and hit and hit and hit until Stamp think he wear big two-handed mace down to a nub. Stamp friend Corah found nice scribbly-scrawlies for making things.

Stamp not grumpy.

Entry No. 36

Stamp sister Raysha come back from walkabout. Stamp and Stamp sister Raysha and Stamp sister Raysha friends go down into swimmy-splashy temple near Stonard in the Eastern Kingdoms. Stamp hit and hit and hit crazy-damp trolls and shrieky-fiery scalykins. Stamp and Stamp sister Raysha and Stamp sister Raysha friends hit and hit and hit and hit Hakkar. Stamp and Stamp sister Raysha and Stamp sister Raysha friends hit and hit and hit crazy-damp troll prophet. Stamp and Stamp sister Raysha and Stamp sister Raysha friends hit and hit and hit lots of shrieky-fiery dragons. Stamp find new cape. Stamp find new armor for chest. Stamp find new hit-and-hit mace.

Stamp not grumpy!

Entry No. 37

Stamp stand on gas bag tower outside Orgrimmar. Stamp just finish special project. Stamp been getting special scribbly-scrawlies for gadget-making. Shrieky-shouty gobble fire gun works most times. Sometimes shrieky-shouty gobble fire gun explodes Stamp. Shrieky-shouty gobble

zoom boots ... work here and there. Mostly, shrieky-shouty gobble zoom boots zoom and boom. But Stamp new project ... Stamp new project not boom. Stamp new project ... Stamp special project ... took much skill and many makings. Stamp now got mithril roary-clacky dragonling. Mithril roary-clack dragonling can be switched on once an hour to protect Stamp from hit and hit and hit. Stamp think even though it machine, mithril roary-clacky dragonling deserves name. It sacrifice self for Stamp. It defend Stamp. Stamp not grumpy. Stamp not hit. Stamp name kodo More Stamp. Stamp name floppy-ear hopper Pad. Stamp name roary-clacky dragonling: **Hiss**.

Entry No. 38

Stamp and Stamp roary-clacky dragonling Hiss just finish fighting gloopy ooze on Skulk Rock when Stamp meet Stamp new friend, blue troll lady Jaeta. Jaeta need help getting feathers from clawy-pecky gryphons. Stamp go. Stamp hit! Stamp hit and hit and hit and hit and hit and hit and hit clawy-pecky gryphons with Jaeta. Stamp then wait for Stamp friend Jaeta to go get feathers made into flag to slap down near the well in growly-grumpy dwarf town of Aerie Peak. Stamp and Stamp friend Jaeta and roary-clacky dragonling Hiss hit and hit and hit and hit growly-grumpy dwarves. Stamp friend Jaeta plants the feather flag. Stamp and Stamp friend Jaeta run ... fast! Stamp not grumpy!

Entry No. 39

Stamp ride More Stamp from the Valley of Strength to the Valley of Honor in Orgrimmar. Stamp make tricky triggers and shiny-shiny mithril casings for Stamp sister Raysha and troll friend Vodouwizan, using the bang-and-bang anvils near Nogg's shop. After Stamp send finished gadgets to Stamp sister Raysha and troll friend Vodouwizan, Stamp meet Stamp guild friend Bura in The Drag. Stamp guild friend Bura has a box. Inside box: Orange and white furry mrower, very small. Stamp guild friend Bura say she got mrower for Stamp and More Stamp and Pad and Hiss to

have as new friend. Stamp thank Stamp guild friend Bura! Stamp give furry mrower a name: **Purr**.

Entry No. 40

Stamp ride More Stamp from not-deader Undercity to Bulwark on the Plaguelands border. Stamp meet Stamp sister Raysha. Stamp and Stamp sister Raysha ride east across Plaguelands. One skittery-clacky spider chases Stamp sister Raysha. Two skittery-clack spiders chase Stamp sister Raysha. One skittery-clacky spider chases Stamp. Stamp and Stamp sister Raysha hit and hit and hit skittery-clacky spiders. Three more skittery-clacky spiders attack Stamp and Stamp sister Raysha! Dragonling Hiss helps Stamp and Stamp sister Raysha. Stamp and Hiss and Stamp sister Raysha hit and hit and hit and hit and hit and hit and hit and hit and hit! Stamp and Hiss and Stamp sister Raysha look around at all the dead skittery-clacky spiders. Stamp hate bugs. Stamp might hate bugs more than squeaky-wobbly gnomes. Stamp not sure. Stamp think about it.

Entry No. 41

Stamp ride More Stamp through Azshara to growly-lashy satyr camp. Stamp hit and hit and hit until not-deader rogue, Cherish, come up and ask Stamp: "Why?" Stamp ask not-deader rogue: "Why what?" Not-deader rogue tell Stamp: "You go now." Stamp shrug and tell not-deader rogue: "You make Stamp." And then Stamp run to hit and hit and hit the growly-lashy satyr behind not-deader rogue. Not-deader rogue jump up and down around Stamp. Not-deader rogue want to fight Stamp. Stamp shrug. Stamp sit and sit and sit on hill. Stamp not leave. Stamp sometimes get up to hit and hit growly-lashy satyr. Not-deader rogue finally leave. Stamp hit and hit and hit some more. Then Stamp ride More Stamp back to Valormok. Stamp not grumpy.

Entry No. 42

Stamp ride More Stamp to Orgrimmar auction house. Stamp meet not-deader friends Warry and Lilithia. Stamp not-deader friend Warry wears a pirate hat! Stamp think it might be fun to be a pirate. Stamp tell not-deader friends Warry and Lilithia that he want to name furry mrower Purr-rate and take over stupid nelf boat in Auberdine. Stamp not-deader friend Lilithia make Stamp pirate hat and TWO fluffy pirate shirts! Stamp not grumpy.

Entry No. 43

Stamp ride More Stamp to burny-ashy Blackrock Mountain. Stamp take Pad down skinny-dizzy chain to big dragon-head column. Stamp and Pad watch the boily-bubbly hot-hot. Stamp see some Alliance explorers come down skinny-dizzy chain. Stamp not hit. One Alliance explorer starts poke-poke-poking Stamp. Stamp get grumpy. Stamp growl. Stamp roar! Alliance explorers all start jumping around Stamp. Stamp snarl. Stamp not hit. Stamp sit and ignore Alliance explorers. Poke-poke-poking Alliance explorer climbs back up skinny-dizzy chain. Poke-poke-poking Alliance explorer fall long way toward boily-bubbly hot-hot. Stamp get up. Stamp and Pad go look down. Stamp laugh and laugh and laugh and laugh. Stamp not grumpy.

Entry No. 44

Stamp ride wind to icy-windy Everlook. Stamp talk to shrieky-shouty gobble gadgetmaker. Shrieky-shouty gobble gadgetmaker teach Stamp how to make whirry-zoomy here-to-therer. Stamp ride wind to Orgrimmar. Stamp start finding materials to make whirry-zoomy here-to-therer. Stamp almost ready to build whirry-zoomy here-to-therer. Stamp think if it works, it be amazing. Stamp think if it not work ... Stamp going to hurt a lot. Stamp try not to fall on Gizmik if something goes wrong.

Entry No. 45

Stamp ride wind to grumpy-growly dwarf camp at Thorium Point in Searing Gorge. Stamp and Stamp sister Raysha and Stamp guild friends Elyia and Trinia just finished wandering through burny-ashy mountain, where we hit and hit and hit and hit and hit and hit and hit a lot of things. Stamp feeling a little dizzy. Stamp wander away from the wind rider and plop down in the poofy dust and look over toward the squawky-shrieky Alliance gryphon roost. Stamp see hummy priestess. Hummy priestess wearing cloth thingy with circle and points. White on black. Stamp remember this. Cheery-scurry! The ones who attacked Grom'gol in Stranglethorn Vale! Stamp been looking for them! Stamp go up to hummy priestess. Stamp point at her. Stamp tell her he know that sign. Stamp tell her he know Cheery-scurry. Stamp ask why Cheery-scurry attacked Grom'gol. Hummy priestess not understand Stamp. Hummy priestess run away. Stamp sigh. Stamp grumpy.

Entry No. 46

Stamp ride More Stamp to Blackrock Stronghold. Stamp and Stamp sister Raysha and Stamp guild friends Elyia, Bura and Kadingo got to find a grumpy-growly orc prisoner and take him through Blackrock Mountain. Stamp see stupid hummy rogue skulking around stronghold. Stamp guild friend Kadingo laugh at stupid hummy rogue. Stupid hummy rogue follow Stamp and Stamp sister Raysha and Stamp guild friends Elyia, Bura and Kadingo while follow grumpy-growly orc prisoner out of stronghold. Stupid hummy rogue sap grumpy-growly orc prisoner - over and over. Stupid hummy rogue slow us down. Stupid hummy rogue purple nelf ally leads roary-burny dragonkin to attack Stamp and Stamp sister Raysha and Stamp friends Elyia, Bura and Kadingo. Stamp hit and hit and hit and hit and hit dragonkin. Stupid hummy rogue hit and hit and hit Elyia. Stamp hit and hit and hit and hit and hit stupid hummy rogue. Stamp and Stamp sister Raysha and Stamp guild friends Elyia, Bura and Kadingo hit and hit and hit and hit and hit dragonkin and dragons and orcs and ogres. Grumpy-growly orc prisoner lose head. Stamp and Stamp sister Raysha

and Stamp guild friends Elyia, Bura and Kadingo ride back to stronghold. Stupid hummy rogue hit and hit Stamp guild friend Elyia again. Stamp hit and hit and hit and hit and hit stupid hummy rogue. Stupid purple nelf hunter attack Stamp friends with growly-clawy mrower. Stamp hit and hit and hit and hit and hit stupid nelf hunter. Stupid purple nelf rogue hit and hit Stamp. Stamp hit and hit and hit and hit and hit stupid purple nelf rogue. Stamp not grumpy.

Entry No. 47

Stamp not feel too well. Stamp head hurt. Stamp head feel thumpy-grumpy. Stamp just got back from crazy hummy Scarlet Crusade stronghold in Stratholme. Stamp and Hiss went with Stamp friend Simmons and a bunch of other good people Stamp not remember so well. Stamp remember Simmons. Simmons brought cherry grog. Simmons gave cherry grog to Stamp. Stamp drank and drank and drank and drank. Then Stamp hit and hit and hit and hit. Stamp drank and drank and drank some more. Then Stamp hit and hit and hit some more. Stamp start seeing things, like crazy hummy commander turning into giant beast. Stamp hit and hit and hit and hit and hit crazy beast! Stamp a little dizzy. Stamp go lay down for a while.

Entry No. 48

Stamp finish beating up on scourge warders in the Eastern Plaguelands. Stamp take out shrieky-shouty gobble here-to-therer. Stamp turn on here-to-therer. Stamp move from Plaguelands to windy-roary Everlook. Stamp like this. Stamp can here-to-therer to **two** places in the world, on both continents! Stamp not grumpy! Stamp not dumb. Stamp make shrieky-shouty gobble gadgets that work!

Stamp ride More Stamp south from Everlook to a gorge full of icy-thumpy giants. Stamp need their crystals. Stamp sneak around. Stamp get a few. But Stamp take so long just to get a few. Stamp not like sneaking. Stamp not rogue. Stamp better at hit-and-hit! Stamp meet orc shaman,

Massif. Massif looking for crystals too. Stamp and Stamp new friend Massif hit and hit and hit and hit and hit icy-thumpy giants! Stamp and Stamp new friend Massif get crystals.

Stamp not grumpy.

Entry No. 49

Being an account of the experiences of the Azerothian overlord known as Stamp, as related from time to time to Tsuneo, an orc historian in the Valley of Honor in Orgrimmar:

Stamp confused. One minute, Stamp standing in not-deader Undercity, switching on shrieky-shouty gobble here-to-therer to get to Everlook in Kalimdor. The next minute, Stamp in Orgrimmar, Stamp orc guild friend Tsuneo calling Stamp Lord Stamp. Stamp orc guild friend Tsuneo tell Stamp Tsuneo surprised Stamp shaved off long stringy moustache. Stamp tell Tsuneo Stamp never had long stringy moustache. Tsuneo say Stamp always right. Tsuneo vow to remove all mentions of long stringy moustache from historical records of Azerothian Overlord Stamp. Stamp stare at Tsuneo. Tsuneo then tell Stamp the great army awaits. "Overlord Stamp crush Troll rebel leader Kadingo once and for all," Tsuneo says. Stamp very very very very confused.

Entry No. 50

Being an account of the experiences of the Tauren warrior known as Stamp, as related from time to time to Gizmik Fizzle, a goblin scorekeeper at the Shimmering Flats race track:

It's all Kadingo's fault. It has to be. Just hours before the March of the Damning Hooves, when the murder of my beloved sister Raysha would finally be avenged with that insurgent's blood, something happened. The world seemed ... different. It is not the Azeroth I rule. Somehow, Kadingo must have managed to displace me in time and space. A desperate act,

and one not likely to save him or his followers from the brutal mercies of my warriors. So, first I will try to determine how to return to *my* Azeroth. But, if it becomes apparent that such a return is impossible, then I will make this Azeroth my own ... and the Kadingo who dwells here will be equally damned.

Stop looking at me that way, goblin, or I will have your fingers on a necklace and your eyes on a trinket.

Entry No. 51

Being an account of the experiences of the Azerothian overlord known as Stamp, as related from time to time to Tsuneo, an orc historian in the Valley of Honor in Orgrimmar:

Stamp worried. Stamp very, very worried. Stamp got switched with Overlord Stamp. Stamp friends in trouble. *Stamp* in trouble. Stamp no overlord! Stamp not want to lead army to annihilate trolls in this world, even if trolls in this world hit and hit and hit and hit Overlord Stamp's sister Raysha. Stamp got to get home. Stamp got to go find Gizmik Fazzle in this world. Gizmik might know something! Gizmik might help Stamp!

Entry No. 52

Being an account of the experiences of the Tauren warrior known as Stamp, as related from time to time to Gizmik Fazzle, a goblin scorekeeper at the Shimmering Flats race track:

Kadingo's consort, Corah, kept bonking me on the head. ME! Overlord of Azeroth! Mark my words, goblin, when my march through this world is complete, I will string that one's entrails across the finish line of this race track.

Everything I can gather about my double in this realm makes me shudder with disgust. People seem to think he's amiable. Affable. Loyal to his

friends.

Weak. Pathetic. I can only imagine that he will die quickly in *my* Azeroth. In a way, this suits my ends just fine. Let Kadingo think he has won. Let him think he has defeated his nemesis. Allow him to grow comfortable and complacent.

Then, I can return, rise from the grave and strike him down when he least expects it.

I put money on the goblin race team. The gnomes won. I have ordered the gnomes shot.

Entry No. 53

Being an account of the experiences of the Azerothian overlord known as Stamp, as related from time to time to Tsuneo, an orc historian in the Valley of Honor in Orgrimmar:

Stamp ride wind to Shiny Flats. Stamp find Gizmik Fazzle. Gizmik Fazzle tell Stamp the gnome-fueled zoom-and-zoomer work just fine. Stamp tell Gizmik Stamp not Overlord Stamp. Stamp just Stamp. Stamp need way back home. Gizmik ask if Overlord Stamp bumped his head. Stamp tell Gizmik about here-to-therer glitch. Gizmik insist shrieky-shouty gobble tech got no problems.

Stamp not know what to do, Tsuneo. Stamp thank Tsuneo for cherry grog. Stamp drink and think and think and think. Stamp need to figure out what happened to here-to-therer. Maybe Stamp can re...Tsuneo, stand st...er...why Stamp see two ... no, three...er...Tsuneo got a lot of broth...

THUMP!

Entry No. 54

Being an account of the experiences of the Tauren warrior known as Stamp, as related from time to time to Gizmik Fazzle, a goblin scorekeeper at the Shimmering Flats race track:

Stamp feel worse than after drunken Stratholme run. Stamp wake up in windy-roary Everlook, with Stamp friends Kadingo and Vodouwizan, next to the shrieky-shouty gobble here-to-therer pad. Stamp friend Kadingo challenged Overlord Stamp to fight Kadingo there. Overlord Stamp went and hit and hit and hit and hit ... but Kadingo hit and hit and hit and hit harder. Kadingo pushed Overlord Stamp into the here-to-therer and made Zap Farflinger turn on the device. It switched us back ... but Stamp was poisoned by Stamp friend Tsuneo in Overlord Stamp world, and Stamp was dying. But Stamp friend Kadingo cured the poison and saved Stamp.

Stamp glad Overlord Stamp didn't hurt any of Stamp's friends. Stamp glad to be home. Stamp grumpy, though. Stamp got to be grateful to a dress-wearing troll.

Entry No. 55

Notice posted outside the skytower in Orgrimmar, back in Overlord Stamp's reality:

WANTED

New historian in service to Azerothian Overlord Stamp. Must be capable of written language skills. Dictation required. Some evening hours necessary.

Backstabbing, deceiving orcs need not apply.

The note itself is glued to the forehead of a decapitated orc head, which is fitted atop a pike.

Entry No. 56

Stamp and Stamp sister Raysha and Stamp guild friend Lunius go to Stranglethorn Vale to help Stamp guild friend mudder's boy Gharote. Stamp go! Stamp hit and hit and hit and hit and hit growly-pounding ogres! Stamp hit and hit and hit and hit and hit and hit and hit roary-thumpy gorillas so mudder's boy Gharote get fangs. Gharote give fangs to hissy-mewly troll witch doctor. Many gorillas attack Stamp and Stamp friends. Stamp hit and hit and hit and hit and hit and hit and hit and hit and hit and hit and hit and hit and hit and hit and then look around at the piles of dead gorillas and then laugh. Mudder's boy Gharote then lead Stamp and Stamp sister Raysha and Stamp guild friend Lunius to fangy-clawy-mrower island off coast. Stamp sister Raysha find super-jumbo-huge gorilla. Stamp go! Stamp hit and hit and hit and hit and hit and hit and hit and hit and hit and hit and hit and hit and hit and hit and look around to make sure Stamp not the only one hitting and Stamp see Stamp sister Raysha and Stamp guild friend Lunius and Stamp guild friend mudder's boy Gharote hit and hit and hit and hit and hit and hit.

Super-jumbo-huge gorilla not stand much chance.

Stamp not grumpy.

Entry No. 57

Stamp proud. Stamp just got back from meeting of Stamp and Stamp guild friends in Storm Earth and Fire. Stamp now not just petitioner. Stamp now Stormwatcher. Stamp not grumpy.

Stamp learned much while earning respect of guild friends. Stamp learned to be Stamp. Stamp not worry so much now about whether Stamp sound so smart when talking. Stamp just be Stamp. Stamp learned to be careful with shrieky-shouty gobble here-to-therer. Stamp not like Overlord Stamp. Stamp just want to be normal Stamp. And Stamp learn that just because Stamp guild friend Kadingo wears a dress not make him sissy.

Stamp proud to follow Kadingo.

Entry No. 58

Stamp ride More Stamp from shrieky-shouty gobble town of Gadgetzan to the round-and-round at Shiny Flats. Stamp sit on bench. Stamp not know just what to say. Gizmik been good friend to Stamp. Gizmik tell Stamp stories to others. Stamp not always like this, true, but Stamp thank. Stamp not grumpy. Stamp not hit. But ...

sigh Stamp not sure when Stamp come back to Shiny Flats. Stamp not sure when Stamp next see Stamp friend Gizmik. Stamp got job, see. Stamp and More Stamp and Purr and Pad and Hiss moving to Feralas. Stamp work on Feathermoon boat as captain. Stamp even got hat and shirt from Stamp friend Lilithia. Stamp leave boat sometimes to help Stamp sister Raysha and Stamp guild friends. But Stamp probably not come back to Shiny Flats. Stamp sorry about this.

Stamp ... *peers at collection of items on bench* Gizmik, what these? They all look like tiny Stamps. *picks up one of the small figurines and peers at something scrawled on it* Five silver?! Stamp shrieky-shouty gobble friend Gizmik selling tiny Stamps for five silver?! Stamp not sure Stamp like this! *peers closer* Stamp not got ring **there!** Gizmik! Who made this?! People actually buy?! Really? Stamp ... surprised. *sighs*

All right, Gizmik. Stamp owe Stamp friend Gizmik a lot. Stamp not hit. Stamp hope tiny Stamps make Gizmik many silvers. Stamp wish Gizmik well.

CONTINUED IN THE NEW ADVENTURES OF STAMP

On the Earthen Ring discussion forums at <http://forums.worldofwarcraft.com>

About the Player

Stamp is played by Wes Platt, developer of text-based Internet roleplaying games at www.jointhesga.com and author of *OtherSpace: Red-Eye Flight* – a novel based on his OtherSpace roleplaying game. His other alts on the Earthen Ring roleplaying server include **Zanthafir**, a night elf hunter and founder of the Chiaroscuro guild, and **Cups**, a dwarf paladin.

Soon, Wes is moving from Florida to Irvine, California, in the hopes of working for Blizzard in some creative capacity. Wish him luck!