



The New Adventures of Stamp

*Tales of a Tauren warrior from
the mighty realm of Kalimdor.*

Entry No. 1

Stamp guild friends plan big adventure in Blackrock Spire. So Stamp ride wind from not-deader Undercity to grumpy-growly dwarf camp at Thorium Point. Stamp just land when Stamp sees not-deader friend Lillith. Stamp not-deader friend Lillith being hit and hit and hit and hit by grumpy-growly dwarf pally and anonymous stupid purple nelf. Lillith fall. Stupid purple nelf flees. Stamp sister Raysha and Stamp guild friend Bluearc join Stamp. Stamp and Stamp sister Raysha and Stamp guild friend Bluearc and Stamp friend Lillith hit and hit and hit grumpy-growly dwarf pally. Grumpy-growly dwarf pally throws up shiny-happy shield and tries to use here-to-therer stone to escape. It not work. Shield break. Stone misfire. Grumpy-growly dwarf pally panics and runs toward Alliance gryphon master. Stamp and Stamp friends chase grumpy-growly dwarf. Gryphon master and gryphons attack. Stamp not want to hurt them, but grumpy-growly dwarf pally coward leave no choice. Stamp hit and hit and hit and hit and hit and hit and hit and hit and hit and hit and hit. Stamp see grumpy-growly dwarf pally fall. Gryphon master falls. Gryphons fall.

Stamp hope grumpy-growly dwarf pally learned lesson.

Entry No. 2

Stamp grumpy. Stamp missed happy-huggy Winterfest for guild friends in Storm Earth and Fire. Stamp wanted to be there. Stamp feel bad. Stamp would have been there. Stamp would ride More Stamp to Camp Mojache, ride wind to Thunder Bluff, and then make the short trek to Bloodhoof Village. Stamp had it all planned. Stamp didn't plan on the rudder thing.

Stamp working on ferry, shouting orders in the mother tongue at the stupid purple nelf crew. They not understand Stamp; Stamp not understand them. Stamp want to hoist the mainsail, the nelfies shiv the

jib. Stamp want to bring the boat in a smooth arc through the deep water between Forgotten Coast and Feathermoon, the nelfies give a sharp angle turn and drag the rudder across a reef in the shallower water. Rudder come off with a snap.

Ferry start going in hopeless circles. Stamp yell at stupid purple nelfs; stupid purple nelfs yell at Stamp. Stamp throw anchor over side. Boat sits there while stupid purple nelfs search for rudder.

A few hours later, stupid purple nelfs find rudder. Stamp watch them put it back in place. Crew gets ferry back to Forgotten Coast. Stamp climb off onto the pier, but too late. Winterfest over. Storytime over. Stamp sigh. Stamp grumpy. Stamp want to hit things.

And then Tauren brother/guild friend Muritok call on Stamp, wanting to go to Blackrock Depths.

Good chance to hit and hit and hit and hit!

Entry No. 3

Stamp ride wind to breezy-freezy Winterspring. Stamp grab big hammer from bag and then go and go to growly-roary Ice Thistle Hills. Stamp find Stamp guild friends not-deader Eryne and raspy-tusky troll Crul'jin, hit and hit and hit growly-roary yetis. Stamp go. Stamp hit! Stamp help Stamp guild friend Eryne get more pelts so shrieky-shouty gobble in Everlook can make mini-growly-roary yeti for Eryne. Then Stamp and Stamp guild friend Crul'jin go inside cave and hit and hit and hit and hit and hit yetis so Stamp guild friend Crul'jin can hit and hit and hit thorium vein. Stamp get lots of rugged skins. Then Stamp and Stamp guild friend Crul'jin hit and hit and hit and hit back out of the cave and start to go down the hill when we see purple nelf girly druid hit and hit one growly-roary yeti before backing up toward another growly-roary yeti and hit and hit. This look like interesting fight, so Stamp and Stamp guild friend Crul'jin watch. Purple nelf girly druid turn into bear. Purple nelf bear hit

and hit and hit and hit growly-roary yeti in front while both growly-roary yetis hit and hit and hit purple nelf bear. Then the growly-roary yeti in front of purple nelf bear falls. Purple nelf bear hit and hit and hit and hit and hit other growly-roary yeti. Second growly-roary yeti falls.

Stamp not big fan of most purple nelfs, but Stamp appreciate honorable warriors of all kinds. Except for squeaky-wobbly gnomes. Anyway. Stamp and Stamp friend Crul'jin cheered purple nelf girl druid.

Entry No. 4

Stamp ride More Stamp from Kargath to gloomy-doomy Blackrock Mountain. Stamp meet guild friends from Storm Earth and Fire and Tears of Draenor. Got big plans to hit and hit and hit and hit dragonkin general. Stupid Alliance crowd packed into balcony outside spire entrance. Stamp sigh. Stamp sit. Stamp see squeaky-wobbly gnome come in. Stamp growl at squeaky-wobbly gnome. Squeaky-wobbly gnome waddle over to stand next to Stamp. Stamp get up and move. Squeaky-wobbly gnome follow. Stamp move again. Squeaky-wobbly gnome follow again. Stamp snarl! Stamp growl! Stamp set off gobble dragon gun! Squeaky-wobbly gnome keep following Stamp!

Stamp hate and hate and hate and hate and hate! Stamp and Stamp guild friends run down corridor to hit and hit and hit grumbly-thumpy orc guards. Squeaky-wobbly gnome follow Stamp! Squeaky-wobbly gnome hit and hit grumbly-thumpy orc guards. Squeaky-wobbly gnome start dancing! Stamp growl! Stamp snarl! Squeaky-wobbly gnome won't go away!

But then Stamp guild friend Kadingo show up. Dingo not in dress this time. Dingo wearing macho hit and hit armor. This apparently impressed stupid squeaky-wobbly gnome, because squeaky-wobbly gnome started following Dingo around.

Stamp sigh with relief. Stamp get away. Stamp think: Better Dingo than Stamp.

Entry No. 5

Stamp and Stamp guild friends from Storm Earth and Fire and Tears of Draenor hit and hit and hit and hit burny-clawy dragonkin. Stamp and Stamp guild friends hit and hit and hit and hit grumbly-pounding orcs. Stamp and Stamp guild friends hit and hit and hit and hit and hit grumpy-wooting Warchief Rend Blackhand and roary-clawy flying dragonkin Gyth.

Stamp guild friends find Blackhand's legendary Doomsaw. Stamp guild friends tell Stamp that Stamp should take. Stamp not want. Stamp guild friends look at Stamp funny. It's *the* Doomsaw, after all. Stamp should want! Why won't Stamp take? Stamp silly!

sigh Stamp not want. Stamp got Gyth's skull for new helmet. Stamp could use. But Doomsaw is polearm. Stamp never learned to use polearms. Doomsaw is two-handed hit and hit. Stamp *rarely* get to use two-handed hit and hit when helping Stamp friends. Stamp almost always use one-handed hit and hit and shield to block other hit and hit.

So, Stamp not want. Stamp can't use. Stamp wouldn't use. Stamp not selfish. Stamp not want something just because other people think Stamp should have. Stamp happy getting things Stamp need or things Stamp use.

Stamp not greedy. Stamp just Stamp.

Entry No. 6

Stamp just finished watching Stamp guild friend not-deader worry Eryne kill her hummy mate off the coast of Westfall, outside the shiny-glowy lighthouse. Stamp not like hummy mate very much. Stamp not sure Eryne did right thing killing him. But ... it not Stamp's place to say. Not

Stamp's place to judge.

Stamp wish Eryne well and then switch on shrieky-shouty gobble here-to-therer so Stamp can get from Eastern Kingdom to shrieky-shouty gobble town of Everlook in Kalimdor.

Something go wrong.

Stamp poof back into Winterspring ... and Stamp is grunty-thumpy knuckle-dragging trogg, half naked in the snow. And then Stamp is gurgly-burbly murloc, totally naked in the snow. And then Stamp is shrieky-growly gnoll, half naked in the snow. And then Stamp is Stamp again.

Stamp still feel kind of dizzy.

Stamp still feel kind of strange.

Entry No. 7

mmMMMMmmrrrrgggglllll! Want fishy! Give fishy!
MMmmmmmmgggrrrrrrggggmmmmrrrrr! *flails hands, chases after night elf trying to fish off the ferry boat* Gimme!
Grrrrrrgggglllllmmmmrrrrgggg! Fishy! *hooves stomp along the deck planks, up steps toward aft of the boat while elf keeps running, pole flapping around with fish dangling from line*
mmrrrrRRRRRRmmmmmmrrrrrrRRRRlllll! *Stamp leaps through the air in a shadow-casting arc before snatching the fish in his hand and then slamming into the night elf's back. Elf goes splashing into the water*
FISHY!

*Stamp plops down on the deck. Starts chewing on the wriggly fish.
mmrrrrggggllllmrrrgggllls contentedly*

Entry No. 8

Stamp grumpy. No ... Stamp sad. Stamp didn't mean to do it. Stamp understand why Stamp boss Gweezle Fazzle - Stamp friend Gimlik's brother, who runs the Feathermoon ferry - tell Stamp not work no more on boat. Stamp boss not got much choice. Stamp make stupid purple nelfs mad. Even madder than the rudder thing.

Stamp thought was gurgly-growly murloc. Stamp chased purple nelf with fish. Stamp get fish, but Stamp knock purple nelf off boat. Purple nelf hit head on rock. Purple nelf drown.

Stamp boss Gweezle Fazzle tell Stamp stupid purple nelf wore Cheery Scurry tabard. Stamp boss Gweezle Fazzle tell Stamp stupid purple nelf name Zanthafir.

Stamp remember hit and hit and hit and hit hummy worry from Cheery Scurry, outside Grom'gol Base Camp in the Vale. Stamp remember try to talk to other Cheery Scurry hummies. Now, Stamp boss Gweezle Fazzle tell Stamp that Stamp-murloc killed Cheery Scurry high elf.

Stamp not work on boat a while. Stamp go now. Stamp ride More Stamp to Camp Mojache and find MORE BONES TO GNAW ON! EEE-EE-EEEE!

Entry No. 9

mmMMmmmmmmrmmrrrrggg! Gray-skin two-walker put bobby thinger on flimsy stick. Me wake up in water under dock in orcky town. Me smell fishy! FISHY! Me tell gray-skin two-walker give. Gray-skin two-walker give. FISHY! Me eat! Me eat FISHY! My fishy! Me like fishy. Me want to chase and claw and bite gray-skin two-walker, but me like fishy. Me not chase or claw or bite. Me bounce around a little. Me get more fishy! MORE FISHY! mmmMMMMRrrrrrRRRRggg!

Entry No. 10

Stamp losing time. Gaps. Big empty brain space. Stamp just got flashes of what goes on: Stamp eat wriggly-floppy fish. Stamp scream about chewing on bones and chase squeaky-wobbly gnomes and shrieky-shouty gobbles in Everlook. Stamp roar and hit and hit and hit hissy-zappy chimeras.

Stamp gone all not Stamp because of shrieky-shouty gobble here-to-therer. So, Stamp think: Maybe use here-to-therer again, try to make break again, reverse Stamp not-Stamping.

Stamp break here-to-therer. Good for Stamp! Well, no. Not good for Stamp. Stamp come back *ON FIRE!* Stamp burn and burn and burn and burn and burn and burn and burn and then fall over in front of here-to-therer thingy.

Stamp guild friend Bura come. She pour healing drippy on Stamp. Stamp heal and heal and heal. Stamp get up. Stamp grumpy. Stamp dizzy. Stamp still feel strange. Stamp still feel not Stamp. Stamp want fish. FISHY! Stamp run! Stamp run and run and run! Stamp guild friend Bura follow Stamp. She yell at Stamp. Stamp yell for fish! Stamp hit and hit and hit growly-clawy bear. Stamp hit and hit and hit screechy-pecky owl. Stamp hit and hit and hit and hit another growly-clawy bear. Stamp hit and hit and hit and hit hissy-zappy chimera. Stamp sometimes fight two at a time. Stamp friend Bura follow, healing Stamp and helping hit and hit.

mmmMMMMRrrrrrggl! Stamp see big hissy-zappy chimera. Stamp think it big flappy fishy. Stamp guild friend Bura tell Stamp no, but Stamp want fishy! Stamp not know till later Stamp hit and hit and hit and hit big monster Brumeran. Alone. With murloc mind. Stamp not live if Bura not heal and heal.

Stamp not know what to do. Stamp think breaking here-to-therer again may be key to fixing. But Stamp not sure how to make it break just right.

Stamp keep trying. But Stamp worried.

Stamp seem to be Stamp less and less. Stamp not think straight. Stamp do crazy things. Stamp not want to hurt friends. Stamp not want to die.

Stamp want MORE BONES TO GNAW ON! EEE-EEE-EEE!

Entry No. 11

Stamp so happy! Stamp just broke shrieky-shouty gobble here-to-there again! Stamp broke it just right, so Stamp changed and changed and changed and changed and then changed back to Stamp!

Stamp not feel all weird and cracked. Stamp guild friend Trinia wave fish in front of Stamp. Stamp not want! Stamp guild friend Eryne wave bear bone in front of Stamp. Stamp not chew! Stamp just Stamp!

Stamp not grumpy! Stamp sorry about purple nelf drowning. Stamp sorry about losing job on Feathermoon boat. But Stamp glad to be alive and just Stamp.

peers at a wax stick on the icy ground outside Everlook in Winterspring
Hmm. *leans over, picks it up* Hmm-hmm. *tilts his snout as he studies the wax glinting in the moonlight and then swivels his suspicious gaze toward an approaching goblin bruiser.* You no take candle!

blinks Stamp sorry. Stamp not know where that come from. *shoves the candle into his traveler's backpack and then stalks off toward the wind rider*

Entry No. 12

Stamp not want to go to Darkmoon Faire when it in Elwynn Forest, right by stupid hummy stronghold of Stormwind. Stamp heard bad things about what happened to other Hordelings who went in peace.

But then Stamp heard strange rumor: Another Stamp, work and work and work at the faire.

Stamp worry. Stamp know Overlord Stamp still mad about last time here. Stamp remember too well recent problems with shrieky-shouty gobble here-to-therer. Stamp wonder what if Overlord Stamp come back?! Stamp guild friends Kadingo and Corah be in bad trouble if so.

So, Stamp ride wind from Undercity to Stonard. Stamp ride More Stamp from Stonard, through the Swamp of Sorrows, up a road through Deadwind Pass to the edge of the stupid hummy town of Darkshire. Stamp skirt past watchmen patrols, west through a pumpkin patch and then north through Brightwood Grove to the Darkened Bank along the river. Stamp ride More Stamp across river into Elwynn, keeping south of the patrolled road. Stamp make it to the faire this way with NO problems! Stamp not grumpy!

Stamp hitch More Stamp to post, then wander around faire. Stamp soon find Stamp Thunderhorn - a Tauren brother selling food next to a purple nelfie girl ale seller. Stamp look and look and look at Stamp. Stamp and Stamp look a lot alike. Stamp Thunderhorn not talk like Stamp, though. Stamp Thunderhorn talk like Stamp under influence of shrieky-shouty gobble machine. Stamp Thunderhorn not big evil bad Tauren like Overlord Stamp, though. Stamp not hit.

Stamp buy some Darkmoon Special Reserve from purple nelfie girl. After that, everything pretty much a blur for Stamp. Stamp remember dancing with purple nelfie girl. Stamp remember stupid hummy dancing on a counter. Stamp remember silly growly-thumpy dwarf passing out in bubbly cauldron. And then ... Stamp not remember much else. Stamp wake up with bad headache and think sun way too bright.

Still...Stamp not grumpy.

Entry No. 13

Stamp ride wind from pieces-missing not-deader Undercity to Light's Hope Chapel in Eastern Plaguelands. Stamp meet guild friend raspy blue troll Cruljin. Stamp ride More Stamp and follow Stamp guild friend Cruljin for hunt.

Stamp think bad idea to travel alone in Plaguelands. Too many nasty surprises. Stamp might hit and hit and hit gnashy-growly plaguehound when shrieky-slashy gargoyle come up from behind to hit and hit and hit Stamp. Stamp might hit and hit and hit freaky-roary gibberers when flappy-snarly plaguebat come up from behind and hit and hit and hit Stamp.

Stamp and Stamp guild friend Cruljin ride into the western Plaguelands. Stamp and Stamp guild friend Cruljin sneak onto farm at Dalson's Tears. Run-down place. Stamp think only bumper crop on this farm is evil. Big bubbly cauldron boils in the middle of sallow fields. Big bubbly cauldron surrounded by growly-grumbly pieces-missing not-deaders and moany-zappy spirit thingies.

Stamp and Stamp guild friend Cruljin 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 hit and hit. After a while, Stamp guild friend Cruljin get tired. Stamp guild friend Cruljin is small raspy blue troll. Stamp understand raspy blue trolls get tired faster than big stompy Tauren. But Stamp not think it wise to nap next to a cauldron of evil. Still, Stamp take watch to make sure nothing hurt Stamp guild friend Cruljin.

Stamp get a little worried when Stamp see shouty-crazy Scarlet Crusaders and their dogs walk and walk along edge of field. "Cruljin," Stamp say, nudging the snoozy-raspy blue troll. Stamp guild friend Cruljin just snore, mutter something about "Valor" and not wake up. Shouty-crazy Crusaders get closer. Stamp nudge Stamp guild friend Cruljin again. Stamp guild friend Cruljin just go on sleeping, although Stamp guild friend

Cruljin also mutters: "Want your pants, Baron." Stamp think that strange, but Stamp guild friend Cruljin strange by nature, so Stamp decide that, for Stamp guild friend Cruljin, is normal. Shouty-crazy Crusaders - Stamp can see four or five and their dog - get closer. Stamp ready hammer for hit and hit.

And then Stamp see stupid purple nelf run and run and run into the crowd of shouty-crazy Crusaders. Stamp watch as purple nelf hit and hit and hit and hit. Stamp think purple nelf either very brave or very stupid. Shouty-crazy Crusaders are no novices at combat. Shouty-crazy Crusaders hit and hit and hit and hit *hard*. Stamp not want to fight alone.

Stamp torn. Stamp want to keep stupid purple nelf from dying stupid death, but Stamp protect Stamp guild friend Cruljin first. Stamp not able to leave Stamp guild friend Cruljin and help stupid purple nelf without putting Stamp guild friend Cruljin at risk. So, Stamp just watch. Stamp see stupid purple nelf take down one shouty-crazy Crusader, but other shouty-crazy Crusaders put stupid purple nelf down hard with hit and hit and hit and hit and hit and hit.

Shouty-crazy Crusaders move on. Stamp guild friend Cruljin wake up a little while later, yawn and ask if Stamp guild friend Cruljin missed anything. Stamp say no, nothing.

Stamp ride More Stamp back to pieces-missing not-deader Undercity to get repairs and check mail. Stamp often get letters from people who hear about Stamp adventures. Stamp not always get to respond. Stamp feel guilty about that.

Stamp find new letter! Letter from Stamp sister Raysha. Hmm. Stamp open letter. Stamp read letter. Stamp see Stamp sister Raysha want Stamp to come back to Kalimdor. To Thunder Bluff. Stamp send letter back. "Stamp do this," Stamp write.

Stamp then go wait for floaty gasbag to take Stamp west across the sea.

Entry No. 14

Stamp sad, but Stamp proud.

Stamp get to Thunder Bluff. Stamp find Stamp sister Raysha. Stamp tell Stamp sister Raysha that Stamp got letter from Stamp sister Raysha. Stamp tell Stamp sister Raysha that Stamp guild friend Cruljin dream about a baron's pants. Stamp sister Raysha think that sound strange enough to be Cruljin.

Stamp about to tell Stamp sister Raysha more about Stamp doings when Stamp sister Raysha hold up a hand and tell Stamp to listen. Stamp do this. Stamp listen.

Stamp sister Raysha tell Stamp that Cairn Bloodhoof got important work for Raysha, defending Mulgore against Alliance invaders. Stamp sister Raysha staying in Thunder Bluff to help train young warriors to hit and hit and hit. Stamp sister Raysha new job keep Stamp sister Raysha too busy to adventure with Stamp and Stamp guild friends a while.

Stamp sister Raysha then ask Stamp why Stamp never learned how to hit and hit with a polearm. Stamp answer: Stamp lazy. Stamp sister Raysha laugh. Stamp sister Raysha then tell Stamp go see Ansekhwa, the weapon master.

Stamp do this. Stamp spend time learning basics of hit and hit and slice and stab from Ansekhwa. Ansekhwa then give Stamp a pointy spear. Ansekhwa tell Stamp to go into danger and learn through peril and fire. Stamp think this sound strange. Stamp ask Stamp sister Raysha. Stamp sister Raysha tell Stamp to think of place Stamp once feared as a young warrior and then take the spear to do battle against old foes with new confidence. Stamp still think this sound strange. But Stamp do this.

Stamp ride wind back to Orgrimmar. Then Stamp wait for floaty gasbag to

take Stamp across the sea to the Eastern Kingdoms.

Stamp heft the spear in fist, feel the weight, get to know it. The shrieky-shouty gobble captain shouts for Stamp to climb aboard floaty gasbag. Stamp do this. Stamp look back at smoke from Orgrimmar to the west. Then Stamp look toward the pink and yellow eastern horizon. Stamp know just where to go.

Entry No. 15

"ME SMASH TAUREN!" Big grumpy-poundy ogre come stomping at Stamp, waving big chop-chop axe.

Stamp stand on broken marble arch in the ruins of Alterac after shoot and shoot at grumpy-poundy ogre. Stamp set aside Stamp-made bang-bang rifle and take out Stamp new spear.

When Stamp younger, Stamp come to this place. But Stamp only come to these ruins alone once. The one time Stamp did this, Stamp got hit and hit and hit and hit and hit and hit and hit by grumpy-poundy ogres and ended up communing with the spirits.

After that, Stamp bring Stamp friends and Stamp sister Raysha to hit and hit and hit grumpy-poundy ogres. So young a warrior then, Stamp could not win without help from others.

Stamp hate this place. Stamp fear it. So Stamp come back to carry out what Stamp sister Raysha want: To learn. To get confidence with new weapon.

Now, Stamp stand alone again, armed only with the new spear. Big grumpy-poundy ogre hit and hit Stamp, knocking Stamp backward off broken arch. But Stamp hit and hit and hit right back, jumping back onto arch to hit and hit and hit and hit some more. Big grumpy-poundy ogre fall down go boom.

Stamp amazed. Stamp not need friends to bring these grumpy-pounding ogres down. So Stamp keep going. Stamp run through old castle ruins, hit and hit and hit and hit and hit and hit. Stamp hit and hit and hit them all.

And then Stamp spy Grel'borg the Miser, leader of the grumpy-pounding ogres. Stamp go! Stamp hit! Stamp hit and hit and hit and hit and hit and hit and hit and hit! Grel'borg the Miser fall down go boom.

Stamp left alone with many grumpy-pounding ogre bodies and no noise but Stamp breathing and the cold whisper of mountain wind.

Stamp confident with spear. Stamp not fear this place now. Stamp not fear these lesser warriors.

Stamp not grumpy!

Stamp take shrieky-shouty gobble here-to-therer from Stamp knapsack. Stamp consider making walk back to Lordamere Lake shoreline, swim across to Tirisfal Glades to the floaty gasbag to Orgrimmar. Stamp not trust gobble tech too much right now. But Stamp feel good about hit and hit. Stamp feel strong. Stamp feel brave. And, well, Stamp feel tired - many hit and hits do that.

So Stamp hit button on here-to-therer. Rings of red light begin their dance around Stamp. Stamp waits for brief nothingness before zoom away to shrieky-shouty gobble mountain town of Everlook...

Entry No. 16

... Stamp not go back to shrieky-shouty gobble mountain town of Everlook, though.

Stamp in big comfy bed in dark, humid, hot chamber in Orgrimmar.

Stamp remember this place. Not Stamp's Orgrimmar.

Stamp not wear Stamp armor. Stamp wear crimson robe. Stamp climb out of bed, dread in mind and stomach. Stamp go out onto balcony overlooking night-darkened city. Stamp see dead bashy-growly orc guard on floor. Stamp not see knife jabbing into Stamp lower back. Stamp just feel that stab and stab. Stamp feel hand on Stamp shoulder as Stamp drop against balcony railing. Stamp dizzy. Stamp think poison. Stamp roll over to look up through shadows at stab and stabber.

Stamp see Stamp guild friend raspy-blue troll Corah wiping Stamp blood off shiny blade. "Nice dress," she hiss. "Dingo might like it."

And then Stamp sleep dark sleep ...

Entry No. 17

Such a curious turn of events.

One moment, I awoke in my bed after hearing a noise outside. The balcony. Gorrok grunting, I think.

The next, I sat in that damned goblin mountain town, Everlook, on a transporter pad. Last time I'd seen this town, seen this pad, was when I'd fought the Kadingo of this strange version of my world. Fought and lost.

Oh, how I've wanted revenge for that. Bad enough to be harried by Kadingo in my own world - to have him thwart my efforts in another irritates me to no end.

So, an opportunity has presented itself. That oafish alternate version of me has suffered another mishap with his teleport device and now Overlord Stamp is returned!

I've even got the big brute's armor and weapons.

But I *must* play it smarter this time. Those who know the Stamp of this world must accept me as him. So, first I must research what he has been doing here since my last foray into this realm.

"Stamp!" shouts a little sharp-eared goblin walking up to the teleporter pad. "How ya doin', pal?"

My first instinct at such frivolous familiarity is to jab this spear into his throat. But that wouldn't exactly be conducive to the plan. "Stamp greet," I say. "Stamp wonder what new."

The goblin laughs and asks, "You heard about that new book Gizmik put out?"

"Book?"

"Yeah! About you, big guy! About all your adventures! He got some kind of printing deal with the monks in the Scarlet Monastery," the goblin explains. "Guess they need money to keep their crusade going. Anyway, he's selling the books for five silvers a piece down in Shimmering Flats."

Perfect, I think. Aloud, I say, "Stamp go see Gizmik."

Entry No. 18

Stamp wake up somewhere new. Stamp not in Orgrimmar. Stamp in dusty dark cave. Stamp on pile of animal skins next to flickery fire. Stamp back still hurt from stab and stab.

"The Overlord wakey-wakey, ya mon?" Stamp know that voice before Stamp see raspy blue troll shaman Kadingo lean into firelight.

Stamp open mouth to talk, but Stamp just grunt. Stamp not talk. Stamp

grumpy.

"Corah, she know what she doin' wit' dem poisons, ah yeah," Kadingo say with a grin. "Ya just lay back and relax, Overlord mon. We take care o' ya good and proper when da time comes." Kadingo look to the shadows to the right and say, "Crul'jin, put 'im in de Pit. 'e can wait der wit' de others till de trial."

"Joo got it, boss," say Crul'jin, a raspy blue troll warrior, as he step into the glow of the campfire. Back in Stamp world, is good friend of Stamp. But in this world, not so much.

Entry No. 19

There are certain advantages to the minor celebrity enjoyed by this alternate version of myself in this alternate version of my world.

As I returned to Orgrimmar from a brief respite in Shimmering Flats to purchase and peruse a tome bearing a collection of adventurous tales related by my affable doppelganger to Gizmik Fazzle, I was approached by an orc of some renown named Ruarc. He sought my aid in a company of warriors bound on a mission to Blackrock Spire. My first instinct was to decline. I am no one's meat shield. I am Stamp, Overlord of Azeroth. Except that I must carry on the ruse, yes? From my studies, I know that the Stamp of this world is weak and rarely able to refuse a call to aid - even from his lessers.

So, I consented to the journey and traveled forth to the Eastern Kingdoms with such Horde luminaries, besides Ruarc, as Meotropicus, Cyragorm, Rizarah, Tsknah, and Vassali. I am certain some names are forgotten. It might mortify my puny alternate self. But it matters little to *me*. Fifteen of us, all told, ventured into the upper spire. We emerged victorious.

Some emerged more victorious than others. For, you see, during this

adventure, I happened upon a brutal-looking weapon – a mighty axe with a blade like the roaring head of a dragon. Legend holds that it is called the Brain Hacker.

The grin when I stumbled upon this fine weapon may have been mistaken for a simpleton's glee. The truth is: I grinned at the thought of planting the snarling mouth into the skulls of Kadingo and Corah – in this world and, if possible, in my own.

Entry No. 20

Stamp lose track of time in the Pit. Hours. Days. Stamp think all feel same.

The Pit is big hole deeper in Kadingo's caverns. Crul'jin shove Stamp into hole. Stamp fall about twenty feet. Stamp hit ground. Stamp grumpy. Stamp too heavy to jump. Stamp too clumsy to climb. Stamp look up at Crul'jin. Stamp tell Crul'jin that Crul'jin make mistake. Stamp not Overlord Stamp! Stamp just Stamp! Crul'jin just laugh. Crul'jin walk away.

Stamp not alone in the Pit. Stamp meet two others. Stamp know Stamp guild friend Muritok from Stamp world. In Overlord Stamp world, Stamp guild friend Muritok also prisoner of Kadingo. Stamp not recognize other prisoner, but Stamp cringe and twitch just the same. A little squeaky-wobbly gnome-she warry in dusty robes with a crooked pointy hat.

Muritok tell Stamp gnome-she called Nelli-something. Stamp not pay much attention. Stamp huddle back against Pit wall and slump into a crouch. Stamp ask how long Muritok and Nelli-something been in the Pit. Muritok not sure. Weeks. Maybe months.

Muritok and Nelli-something worked for Overlord Stamp. Stamp learn they get and get information about Kadingo and Kadingo allies. Stamp learn they get caught.

Now, not-Overlord Stamp, Muritok and Nelli-something wait to stand trial. Muritok and Nelli-something think Kadingo might let them off easy now that Kadingo got Overlord.

All Kadingo got to do to win over the people now, Muritok say, is a nice public execution of an Overlord to show who really in power.

But first ... a trial, just to make it look good.

Entry No. 21

Those damnable trolls suspect. I don't know how. I don't know *why*. But they do. They're trying to make me slip up.

Corah sends me materials for three "green lenses." One of the useless gadgets the other Stamp is able to make her for free, apparently. More of his foolish charity at work there. Of course, I know nothing of gadgetry construction - but I know people who do. I traveled south from Orgrimmar to Gadgetzan, then rode to Shimmering Flats. Gizmik Fizzle directed me to one of the goblin engineers on the racing team. I paid him well enough. The lenses were made and returned to me so that I might deliver them to Corah.

Kadingo, that wily devil, keeps asking strange questions about how I'm feeling, whether I've craved fish or wanted to smash things. I'm not entirely sure how to answer such silly questions, so I hedge. I say things like: "Stamp just fine." He asked whether I had any plans to put the Brain Hacker into anyone's brain. I told him: "Stamp hit what Stamp gotta hit." Non-committal, but true enough.

I'm going to kill them both, and none too soon.

Entry No. 22

Stamp stuck in deep Pit with squeaky-wobbly Nelli-something and Tauren brother Muritok. Stamp got no hit and hit. Stamp got no armor.

Back in Stamp world, Stamp guild friends Corah and Kadingo in much danger. Stamp know this much. Stamp know Overlord Stamp try to kill Stamp world Kadingo once. Stamp certain Overlord Stamp hit and hit and hit and hit Kadingo again, if Overlord Stamp get chance.

Stamp want to help. But Stamp can't help until Stamp get out of Pit, maybe get to Winterspring, hope to find shrieky-shouty gobble engineer with here-to-therer gizmo. Stamp try to break here-to-therer again. Stamp switch with Overlord Stamp.

But Stamp need help of Muritok and Nelli-something to get out of pit. Muritok and Nelli-something want Stamp to get hit and hit and hit after trial so they might live. Stamp not think they help Stamp.

Stamp stuck.

Rope drop from above and thump Stamp noggin. Stamp look up. Stamp see Crul'jin waving in the shadows. "Time fo' joo tah face de moosic, moo-mon!"

Entry No. 23

My hand may be forced.

The undead warlock, Limduul. Somehow, he not only suspects. He *knows*. He whispered as much to me as we traveled through the smoldering ruins of Stratholme with Kadingo, Eryne, Muritok, Bura, Halof, Trinia and a particularly obnoxious buffoonish troll by the name of Anansi.

I held the Brain Hacker in my hands. I stood just feet from Kadingo. I was *ready*. And then the warlock muttered a question to me: *How do you like my world?*

Maybe it's because he dabbles in demon magic. Doesn't matter. What matters is he kept pestering me. Kept poking. Kept prodding. I got so aggravated I started growling and grumbling. I nearly lost control. Bura piped up, asking what the problem was. I didn't answer.

For the rest of the trip, I kept hoping for a chance opportunity, a dark niche, and no one around but me, the axe and that damnable walking corpse. No such luck.

Tomorrow, Corah wants me to escort Kadingo to the arena in Stranglethorn Vale in the Eastern Kingdoms. I'm suspicious, of course. Kadingo and Corah have been poking and prodding. Now Limduul. And now this convenient visit to a combat arena? I did not become Overlord of Azeroth by putting much faith in coincidences.

We will see what tomorrow brings. Perhaps the Hacker will taste troll brain.

Entry No. 24

On third day of trial, Stamp watch fifty-five more people come to big gathering cave in Kadingo camp to tell Kadingo and Corah why Overlord Stamp bad and why Overlord Stamp need hit and hit and hit and hit and hit and hit.

Muritok and Nelli-something talk last. Kadingo point at Stamp and ask, "Is dis de moo-mon told joo tah spy on ol' 'dingo?"

Yes, yes, it is, Muritok and Nelli-something tell Kadingo.

"Dis moo-mon told joo tah kill ol' 'dingo?" raspy blue troll leader ask.

Yes, yes, Overlord Stamp did, Muritok and Nelli-something tell Kadingo.

"Joo sorry joo served dis moo-mon and not ol' 'dingo?"

Yes, yes, we are, Muritok and Nelli-something tell Kadingo.

Kadingo smooth front of purple and blue dress, then look at Stamp and say, "Ol' 'dingo heard plenty now. Moo-mon Overlord Stamp bad-bad-bad fo' Azeroth. Azeroth need new start. Azeroth need new leader." Kadingo look over at Corah and then Crul'jin. "Turn de witnesses loose," Kadingo tell Crul'jin. Then Kadingo point at Stamp. "De axe fo' him."

"Ah see tah it," Crul'jin tell Kadingo with a grin, holding a sharp axe - a long one, two-hand hit-and-hit, with a growly-snarly dragon head image on it. "Brain Hacker hungry!"

Stamp sigh. Stamp grumpy.

Entry No. 25

One moment, Stamp head on stump in Kadingo cave, under falling Brain Hacker axe. Stamp feel blade cut and cut the skin on back of Stamp neck.

Next moment, Stamp face down on dirt floor of Gurubashi Arena in shrieky-shouty gobble land of Stranglethorn Vale.

Stamp guild friends Kadingo and Corah standing over Stamp. Corah ask Stamp to take off helmet. Stamp do this. Corah say Stamp look like Stamp. Kadingo ask Stamp if Stamp is Stamp or Overlord Stamp. Stamp tell Kadingo that Stamp just Stamp.

Stamp guild friend Kadingo used special totems to make shrieky-shouty gobble here-to-therer switch Stamp and Overlord Stamp. Stamp not grumpy. Stamp glad. Stamp think Overlord Stamp grumpy, though - at

least for a second or two, before Brain Hacker cut and cut Overlord Stamp head off.

Stamp friends glad to see old Stamp back. Stamp glad Stamp home. Stamp glad Overlord Stamp not hurt Stamp friends. Stamp wonder how they knew.

Corah tell Stamp that Bura heard Overlord Stamp give mixed-up answer about how Stamp left Feathermoon ferry job. Kadingo tell Stamp Overlord Stamp just smell wrong.

Stamp tell Kadingo and Corah that Stamp might quit shrieky-shouty gobble gadgets. Stamp might take up something safe. Stamp might fish.

CONTINUED IN THE CONTINUING 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.jointhesaga.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.

Wes has ambitions to work for Blizzard in some creative capacity. Wish him luck!