

[Fighting: 276/276hp 342/342mn 620/620mv 48tnl Enemy: 43% ]>

Your stab wounds a snapping turtle. [18]

A snapping turtle's chomp misses you. [0]

A snapping turtle needs a hospital.

[Fighting: 276/276hp 342/342mn 620/620mv 48tnl Enemy: 24% ]>

Your stab mauls a snapping turtle. [19]

A snapping turtle's chomp misses you. [0]

A snapping turtle is at death's door.

[Fighting: 276/276hp 342/342mn 620/620mv 48tnl Enemy: 3% ]>

\*Your stab LACERATES a snapping turtle. [28]

A snapping turtle is slain by a final deadly stab!!



You receive 76 experience points.

You raise a level! You are now level 10.

You gain 13 hit points, 22 mana, 15 moves, 4 practices and 3 trains.

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**Note:** You have not completed any quests. Questing is important as it allows you to acquire wishes and the best equipment at higher levels. It is also a fun distraction from regular leveling. After your first remort you will also need quest points to be able to superhero. See 'help quest' to get started, or just recall, then 'runto questor' and 'quest request'  
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A muddy turtle shell is too heavy for you to lift.

A sharp-ridged turtle tail is too heavy for you to lift.

You found nothing takeable.