



That plateau
was quite
amazing

Back home, after
gathering food

There are
mushrooms,
flowers, and
no monsters



I understand that
the situation
here is pretty
critical

How are the
nearby
villages
hanging on?



We are here in
Aligard, on
the coastline

We are in
a decent
situation
because we can
also fish





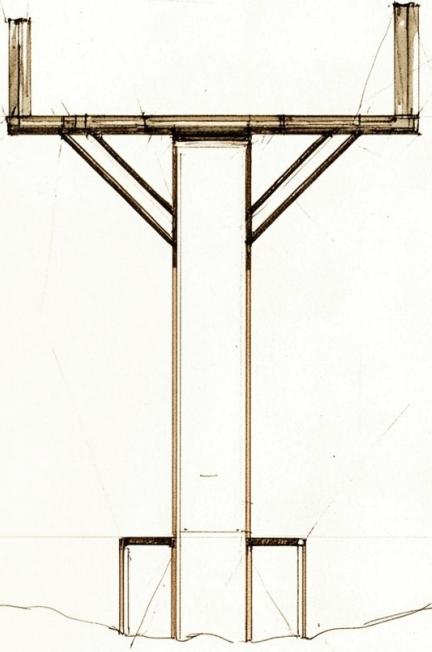
Here, about one hour walking there is the village of Baligard





They are
quite far
from the
coastline

To get
them fishing,
we built a stone
wall with a
walkway on top



The extended walkway prevents
monsters from climbing over it
and gives us enough
space to walk



Also on the coastline, so they can fish as well

Near us to the East also about one hour walking There is the town of Caligard



What if we
build a wall
here?

That would
keep the
monsters out!





Not a bad idea,
but we do not really
have enough stone
to build such
a large wall

We had just
enough stones to
build the wall
from Aligard to
Baligard



in this way we would get a triangle of land to reclaim from the monsters

an easier option

that we are attempting, is to build another wall here



Unfortunately, we
do not have enough
stones for it
so we are
building a
wooden palisade
instead

is that going
to be strong
enough
to keep the
monsters out?





But of course!

They are just
dumb beasts

Somehow not reassured, we
conclude day three

