



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
village
Baligard





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

They are quite far from the coastline

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





Also on the coastline, so they can also fish

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

a smaller 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

