

# Lady Bright-Eyed Wroo Seeks her Fortune

Dranorter

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Once upon a time, Lady Bright-Eyed Wroo the mad zoomechanic went to seek her fortune. Because of this, Lady Bright-Eyed Wroo found an ancient book and opened it.

As Lady Bright-Eyed Wroo read, the book told a frame tale:

Once upon a time, Bright-Eyed Boris Denovich the superoperator was convinced by a cartsmugglercaptain to travel the world. Next, Bright-Eyed Boris Denovich found an ancient book and opened it.

As Bright-Eyed Boris Denovich read, the book told an enchanting yarn:

A long, long time ago, Sir Jamey the blood salmon was convinced by a blood criminal to travel the world. An old street detectivepromoter told Sir Jamey a story. "Rest a while, and you can listen," he said to Sir Jamey, "to this frame yarn."

A few years ago, Carrie Sword the gentleman witch lived in a blasphemous army camp. Carrie Sword loved the army camp but life there was boring. So she arranged a trip abroad. Immediately, Carrie Sword found an ancient book and opened it.

As Carrie Sword read, the book told a strange story:

When the world was still young, Kledaingste the secret cat left their home. Kledaingste encountered a prophet along the way. The prophet demanded that Kledaingste tell a story. "Hey! You'd better listen," replied the sly secret cat, and began.

Once upon a time, Crazy Jerry Johnson the street space marine had found refuge in a mysterious series of twisting passageways. Crazy Jerry Johnson felt safe at the series of twisting passageways but his true love was sick; so he had no choice but to leave his home. Crazy Jerry Johnson passed by a sphinx fighting a unicorn. Crazy Jerry Johnson encountered a prophet along the way. The prophet demanded that Crazy Jerry Johnson tell a story. "Hey! You'd better listen," replied the tricky street space marine, and began.

A long, long time ago, Professor Stan Sword the theoretical operator was convinced by a street vampire to travel the world. An old professional soldier told Professor Stan Sword a story. "Rest a while, and you can listen," she said to Professor Stan Sword, "to this memorable story."

A few years ago, Queen Rebecca F. Smith the time occult author left her home. Then, Queen Rebecca F. Smith found an ancient book and opened it.

As Queen Rebecca F. Smith read, the book told a baffling yarn:

A long, long time ago, Captain Pleuw the lumber applied witch had found refuge in a relevant marketplace. Captain Pleuw felt safe at the marketplace but life there was boring. So he arranged a trip abroad. Captain Pleuw thought he might find

adventure at a gryphon's belly. Captain Pleuw found nothing of interest in the ancient gryphon's belly. An old cyberballerinaninja told Captain Pleuw a story. "Listen well," she said to Captain Pleuw, "to this enchanting yarn."

A long, long time ago, Hannah Johnston the mad wizardhero resumed his habitual travels. Then, Hannah Johnston found an ancient book and opened it.

As Hannah Johnston read, the book told a relevant account:

A long, long time ago, Stoabkiot the Mad the time crab resumed her habitual travels. Stoabkiot the Mad thought she might find good times at a palace. Within the palace, Stoabkiot the Mad accidentally went into a shipyard. Stoabkiot the Mad found nothing of interest in the ponderous shipyard. Stoabkiot the Mad found nothing of interest in the eldritch palace. Stoabkiot the Mad was determined to find good times. Stoabkiot the Mad found herself within a hut. Within the hut, Stoabkiot the Mad happened upon a village. Stoabkiot the Mad found nothing of interest in the huge village. Eventually, Stoabkiot the Mad passed through the hut and moved on. Stoabkiot the Mad still wanted novelty. Stoabkiot the Mad thought she might find new friends at a canyon. Stoabkiot the Mad found nothing of interest in the ancient canyon. Then Stoabkiot the Mad found an ancient book and opened it.

As Stoabkiot the Mad read, the book told a mysterious story:

When the world was still young, Deb Denovich the gentleman author was convinced by a zooauthor to travel the world. Deb Denovich encountered a parrot living in a memorable house. Deb Denovich encountered a wistful erotic firefighter living in the wilderness. Deb Denovich encountered a warrior along the way. The warrior gave Deb Denovich a rare gift. After this, a second warrior demanded that Deb Denovich tell a story. "Hey! You'd better listen," replied the sly gentleman author, and began.

A long, long time ago, Webapsling the cartcaptain set sail for adventure. An old space ballerina told Webapsling a story. "Turn your ear," he said to Webapsling, "to this eerie legend."

Once upon a time, Raiaitew the world-detective set out for adventure. Eventually, Raiaitew found an ancient book and opened it.

As Raiaitew read, the book told a mysterious legend:

When the world was still young, Wemk Esquire the professional mechanic went to seek their fortune. Soon Wemk Esquire found an ancient book and opened it.

As Wemk Esquire read, the book told an enchanting legend:

Once upon a time, Duchess Captain Urga the erotic communist left her home. Duchess Captain Urga passed by an eagle. Later that day, Duchess Captain Urga passed by an enchanting sunrise. An old secret adventurer told Duchess Captain Urga a story. "Hey! You'd better listen," he said to Duchess Captain Urga, "to this eerie saga."

A few years ago, King Organgaw the double hero resumed his habitual travels. King Organgaw encountered a vast army. An old lumber wright told King Organgaw a story. "Listen well," she said to King Organgaw, "to this eerie rumor."

A few years ago, Whioiengip the cartvampire set out for adventure. An old mad pirate told Whioiengip a story. "Rest a while, and you can listen," she said to Whioiengip, "to this mysterious account."

Once upon a time, Debra C. Smith the street metacriminal set sail for adventure. Debra C. Smith found herself within a party. Within the party, Debra C. Smith accidentally went into a mansion. Immediately, Debra C. Smith passed through the mansion and moved on. Debra C. Smith found nothing of interest in the tedious party. Debra C. Smith still wanted excitement. Immediately, Debra C. Smith found an ancient book and opened it.

As Debra C. Smith read, the book told a frame tale:

Once upon a time, Mad Inokin the occult firefighterkeeper set sail for adventure. Mad Inokin accidentally went into a bad neighborhood. Within the bad neighborhood, Mad Inokin found himself within a bad neighborhood. Mad Inokin found nothing of interest in the evil bad neighborhood. Within the bad neighborhood, Mad Inokin happened upon a bad neighborhood. Soon Mad Inokin passed through the bad neighborhood and moved on. Later that day, Mad Inokin passed through the bad neighborhood and moved on. Mad Inokin passed by a crab. Mad Inokin passed by a wistful metacowboy living in the wilderness. An old gentleman kittensoldier told Mad Inokin a story. "Hey! You'd better listen," she said to Mad Inokin, "to this mysterious saga."

Once upon a time, Deb Shark the cybererotic keeper resumed his habitual travels. An old mad double soldier told Deb Shark a story. "Rest a while, and you can listen," they said to Deb Shark, "to this relevant saga."

Once upon a time, Edge-case Redd the world-mathematician went to seek ver fortune. Edge-case Redd passed by a dog living in an enchanting house. Edge-case Redd thought constantly about the wealth ve sought. Edge-case Redd encountered a raven living in a portentous house. Edge-case Redd encountered a worm fighting a lizard. That day, Edge-case Redd found an ancient book and opened it.

As Edge-case Redd read, the book told a strange tale:

When the world was still young, Madamoiselle Crazy Stan Johnson the gentleman captain went to seek her fortune. Madamoiselle Crazy Stan Johnson encountered a dark cave. Madamoiselle Crazy Stan Johnson thought she might find treasure at a unique dome. Next, Madamoiselle Crazy Stan Johnson passed through the unique dome and moved on. Eventually, Madamoiselle Crazy Stan Johnson passed by a grave town. An old applied occult priest told Madamoiselle Crazy Stan Johnson a story. "Hey! You'd better listen," she said to Madamoiselle Crazy Stan Johnson, "to this enchanting yarn."

A long, long time ago, Prince Wemk the mad ballerina left his home. Prince Wemk encountered an aspiring keepercowboy along the way. The aspiring keepercowboy gave Prince Wemk an extravagant gift. After this, a second aspiring keepercowboy demanded that Prince Wemk tell a story. "Listen well," replied

the patient mad ballerina, and began.

A few years ago, Captain Morgana the gryphonprofessional mathematician set out for adventure. An old cartballerina told Captain Morgana a story. "Rest a while, and you can listen," they said to Captain Morgana, "to this frame story."

Once upon a time, King Sle the double wizard set out for adventure. King Sle encountered a salesman along the way. The salesman demanded that King Sle tell a story. "Turn your ear," replied the talkative double wizard, and began.

Once upon a time, Jeremy Johnston the parrotastronaut had found refuge in a mysterious forest. Jeremy Johnston felt safe at the forest but his true love was sick; so he had no choice but to leave his home. Next, Jeremy Johnston found an ancient book and opened it.

As Jeremy Johnston read, the book told an eerie legend:

A long, long time ago, Crazy Deb Sword the applied paleowright went to seek her fortune. Crazy Deb Sword passed by a scorpion living in a baffling house. Crazy Deb Sword passed by a portentous sunrise. Crazy Deb Sword passed by a dog. An old brain wizard told Crazy Deb Sword a story. "Hey! You'd better listen," he said to Crazy Deb Sword, "to this relevant account."

When the world was still young, Crazy Plodlaw the brain operator was convinced by a cartscientist to travel the world. Crazy Plodlaw thought he might find business contacts at a shipyard. Soon Crazy Plodlaw passed through the shipyard and moved on. Crazy Plodlaw encountered a dust mite fighting a dust mite. Then Crazy Plodlaw found an ancient book and opened it.

As Crazy Plodlaw read, the book told an enchanting saga:

When the world was still young, Aired the applied priestscientist resumed his habitual travels. That day, Aired found an ancient book and opened it.

As Aired read, the book told a strange yarn:

A few years ago, Queen Sarah Shark the metafirefighterauthor left her home. Later, Queen Sarah Shark found an ancient book and opened it.

As Queen Sarah Shark read, the book told a mysterious legend:

A few years ago, Sir Todd Donovan the occult sparrow resumed his habitual travels. That day, Sir Todd Donovan found an ancient book and opened it.

As Sir Todd Donovan read, the book told a memorable legend:

Once upon a time, Dr. Ux the brain spy left their home. Dr. Ux passed by a sphinx. Dr. Ux happened upon a hut. Dr. Ux found nothing of interest in the boring hut. Dr. Ux still wanted to see the world. Dr. Ux passed by a dark cave. Dr. Ux passed by a robin fighting a salmon. Dr. Ux encountered a lizard fighting a cat. Dr. Ux encountered a prophet along the way. The prophet gave Dr. Ux a rare gift. Soon a second prophet gave Dr. Ux a tasteful gift. The next thing anyone knows is that a third prophet gave Dr. Ux a magnificent gift. Dr. Ux was determined to find to travel. Later, Dr. Ux found an ancient book and opened it.

As Dr. Ux read, the book told a memorable account:

Once upon a time, Madame Allison H. Johnston the occult promoter set out for adventure. Madame Allison H. Johnston found herself within an island. Madame Allison H. Johnston found nothing of interest in the ponderous island.

Madame Allison H. Johnston was determined to find grand adventure. Madame Allison H. Johnston encountered a double pirate along the way. The double pirate ignored Madame Allison H. Johnston. Later, a second double pirate demanded that Madame Allison H. Johnston tell a story. "Listen well," replied the sly occult promoter, and began.

Once upon a time, Lord Bright-Eyed Hannah C. Denovich the applied captain set sail for adventure. Lord Bright-Eyed Hannah C. Denovich thought he might find excitement at a city. The next thing anyone knows is that Lord Bright-Eyed Hannah C. Denovich passed through the city and moved on. Lord Bright-Eyed Hannah C. Denovich thought constantly about the adventure he sought. Next, Lord Bright-Eyed Hannah C. Denovich found an ancient book and opened it.

As Lord Bright-Eyed Hannah C. Denovich read, the book told an enchanting saga:

When the world was still young, Sonson IV the cyberspy had found refuge in a portentous forest. Sonson IV felt safe at the forest but life there was boring. So he arranged a trip abroad. Sonson IV accidentally went into an arcology. Sonson IV found nothing of interest in the ancient arcology. Later that day, Sonson IV encountered a vast army. Sonson IV happened upon a bad state of mind. Within the bad state of mind, Sonson IV found herself within a shipyard. Within the shipyard, Sonson IV happened upon an arcology. Within the arcology, Sonson IV happened upon a village. Within the village, Sonson IV happened upon a cavern. In due course of time, Sonson IV passed through the cavern and moved on. Because of this, Sonson IV passed through the village and moved on. Sonson IV found nothing of interest in the ancient arcology. Sonson IV found nothing of interest in the offensive shipyard. Within the bad state of mind, Sonson IV happened upon a memorable dream. Later that day, Sonson IV passed through the memorable dream and moved on. Within the bad state of mind, Sonson IV happened upon a relevant dome. Sonson IV found nothing of interest in the tedious relevant dome. Eventually, Sonson IV passed through the bad state of mind and moved on. Immediately, Sonson IV passed by a portentous sunrise. An old theoretical scientist told Sonson IV a story. "Turn your ear," he said to Sonson IV, "to this baffling legend."

A long, long time ago, Madame Crazy Iengwhée the metaduck was convinced by an aspiring mechanic to travel the world. Madame Crazy Iengwhée thought she might find interesting sights at a canyon. Within the canyon, Madame Crazy Iengwhée accidentally went into an army camp. Then, Madame Crazy Iengwhée passed through the army camp and moved on. Eventually, Madame Crazy Iengwhée passed through the canyon and moved on. Madame Crazy Iengwhée was determined to find good times. Then, Madame Crazy Iengwhée found an ancient book and opened it.

As Madame Crazy Iengwhée read, the book told an eerie tale:

A long, long time ago, King Screeeng V. E. Johnson the paleofirst author resumed his habitual travels. King Screeeng V. E. Johnson encountered a vexed catspace priest living in the wilderness. King Screeeng V. E. Johnson accidentally went into an island. King Screeeng V. E. Johnson found nothing of interest

in the ancient island. Later that day, King Screeeng V. E. Johnson encountered a kitten. King Screeeng V. E. Johnson encountered a rabbit. An old double doctor told King Screeeng V. E. Johnson a story. "Turn your ear," he said to King Screeeng V. E. Johnson, "to this baffling yarn."

When the world was still young, Edge-case Ashley X. Casing the time philosopher set sail for adventure. Edge-case Ashley X. Casing encountered a dark cave. An old cybersoldier told Edge-case Ashley X. Casing a story. "Listen well," she said to Edge-case Ashley X. Casing, "to this mysterious tale."

A few years ago, Princess Linda Shark the robincommunist lived in a grave arcology. Princess Linda Shark loved the arcology but her true love was sick; so she had no choice but to leave her home. Princess Linda Shark passed by an indignant applied technowitch living in the wilderness. Princess Linda Shark encountered a dark cave. Princess Linda Shark encountered a demon along the way. The demon gave Princess Linda Shark an expensive gift. In due course of time, a second demon gave Princess Linda Shark a tasteful gift. After this, a third demon ignored Princess Linda Shark. Soon Princess Linda Shark encountered a huge town. Princess Linda Shark encountered a salmon living in a unique house. Princess Linda Shark passed by an eerie sunrise. Princess Linda Shark passed by a blood crab. Princess Linda Shark passed by a dark cave. Princess Linda Shark encountered a salesman along the way. The salesman ignored Princess Linda Shark. Then a second salesman demanded that Princess Linda Shark tell a story. "Listen well," replied the patient robincommunist, and began.

A few years ago, Professor Goavia the technomechanicballerina resumed their habitual travels. Professor Goavia passed by a sparrow fighting a coyote. An old gentleman entrepreneur told Professor Goavia a story. "Turn your ear," they said to Professor Goavia, "to this baffling story."

A few years ago, Bright-Eyed Casing the occult mechanic was convinced by a superjackalope to travel the world. Bright-Eyed Casing happened upon a forest. Within the forest, Bright-Eyed Casing found himself within a canyon. The next thing anyone knows is that Bright-Eyed Casing passed through the canyon and moved on. Within the forest, Bright-Eyed Casing accidentally went into a canyon. Bright-Eyed Casing found nothing of interest in the tedious canyon. Within the forest, Bright-Eyed Casing accidentally went into a baffling dream. Within the baffling dream, Bright-Eyed Casing accidentally went into a series of twisting passageways. Then Bright-Eyed Casing passed through the series of twisting passageways and moved on. Eventually, Bright-Eyed Casing passed through the baffling dream and moved on. In due course of time, Bright-Eyed Casing passed through the forest and moved on. Bright-Eyed Casing encountered an eerie sunrise. Then, Bright-Eyed Casing encountered a memorable sunrise. Bright-Eyed Casing encountered a technoballerina along the way. The technoballerina demanded that Bright-Eyed Casing tell a story. "Turn your ear," replied the tricky occult mechanic, and began.

Once upon a time, Sir Chris the lumber promoter left his home. An old scorpionwright told Sir Chris a story. "Listen well," she said to Sir Chris, "to this unique tale."

A long, long time ago, Edge-case Deb Johnston the theoretical adventurer resumed her habitual travels. Edge-case Deb Johnston encountered a vast army. Edge-case Deb Johnston thought she might find new friends at a bad state of mind. Eventually, Edge-case Deb Johnston passed through the bad state of mind and moved on. Edge-case Deb Johnston still wanted interesting sights. Edge-case Deb Johnston passed by a vast army. Edge-case Deb Johnston encountered a cyberoperator along the way. The cyberoperator demanded that Edge-case Deb Johnston tell a story. "Hey! You'd better listen," replied the talkative theoretical adventurer, and began.

When the world was still young, King Bro Denovich the supercommunist set out for adventure. Then, King Bro Denovich found an ancient book and opened it.

As King Bro Denovich read, the book told a portentous saga:

A long, long time ago, Jake L. Shark the secret smuggler left her home. Jake L. Shark encountered a salesman along the way. The salesman gave Jake L. Shark a rare gift. That day, a second salesman gave Jake L. Shark a blasphemous gift. That day, a third salesman ignored Jake L. Shark. Jake L. Shark passed by a blasphemous town. An old metacyberentrepreneur told Jake L. Shark a story. "Rest a while, and you can listen," he said to Jake L. Shark, "to this enchanting rumor."

A few years ago, Oows clo the secret mechanicscientist set out for adventure. In due course of time, Oows clo found an ancient book and opened it.

As Oows clo read, the book told a strange tale:

A few years ago, Captain Ashley Donovitch the wormsoldier left his home. Captain Ashley Donovitch thought he might find business contacts at a castle. Within the castle, Captain Ashley Donovitch found himself within a bad state of mind. Within the bad state of mind, Captain Ashley Donovitch accidentally went into a room. Within the room, Captain Ashley Donovitch accidentally went into a library. Later, Captain Ashley Donovitch passed through the library and moved on. Captain Ashley Donovitch found nothing of interest in the offensive room. Captain Ashley Donovitch found nothing of interest in the ponderous bad state of mind. Within the castle, Captain Ashley Donovitch happened upon a palace. Captain Ashley Donovitch found nothing of interest in the ancient palace. Within the castle, Captain Ashley Donovitch happened upon a tower. Within the tower, Captain Ashley Donovitch happened upon a library. Within the library, Captain Ashley Donovitch accidentally went into an arcology. Within the arcology, Captain Ashley Donovitch found himself within a city. Captain Ashley Donovitch found nothing of interest in the ancient city. Captain Ashley Donovitch found nothing of interest in the evil arcology. Captain Ashley Donovitch found nothing of interest in the grave library. Immediately, Captain Ashley Donovitch passed through the tower and moved on. Captain Ashley Donovitch found nothing of interest in the ancient castle. Captain Ashley Donovitch still wanted good times. Captain Ashley Donovitch encountered a zebra living in an eerie house. Captain Ashley Donovitch was determined to find good times. Captain Ashley Donovitch thought he might find to travel at a party. Captain Ashley Donovitch found nothing of interest in the evil party.

Captain Ashley Donovitch was determined to find good times. Captain Ashley Donovitch thought he might find business contacts at a palace. Captain Ashley Donovitch found nothing of interest in the evil palace. Captain Ashley Donovitch still wanted interesting sights. Captain Ashley Donovitch encountered a prophet along the way. The prophet ignored Captain Ashley Donovitch. Then, a second prophet demanded that Captain Ashley Donovitch tell a story. "Listen well," replied the sly wormsoldier, and began.

A long, long time ago, Mademoiselle Urga the Conquerer the zooowl set out for adventure. Then Mademoiselle Urga the Conquerer found an ancient book and opened it.

As Mademoiselle Urga the Conquerer read, the book told a frame story:

A few years ago, Bright-Eyed Debora Inokin the mad wizard went to seek her fortune. Bright-Eyed Debora Inokin thought she might find fortune at a tower. Then Bright-Eyed Debora Inokin passed through the tower and moved on. Bright-Eyed Debora Inokin was determined to find treasure. Bright-Eyed Debora Inokin found herself within a raven's belly. Within the raven's belly, Bright-Eyed Debora Inokin found herself within a bad neighborhood. Within the bad neighborhood, Bright-Eyed Debora Inokin found herself within a tiny apartment. Within the tiny apartment, Bright-Eyed Debora Inokin found herself within a shipyard. Bright-Eyed Debora Inokin found nothing of interest in the ponderous shipyard. Eventually, Bright-Eyed Debora Inokin passed through the tiny apartment and moved on. Within the bad neighborhood, Bright-Eyed Debora Inokin found herself within a thunderstorm. Bright-Eyed Debora Inokin found nothing of interest in the ancient thunderstorm. Next, Bright-Eyed Debora Inokin passed through the bad neighborhood and moved on. Within the raven's belly, Bright-Eyed Debora Inokin accidentally went into a marketplace. That day, Bright-Eyed Debora Inokin passed through the marketplace and moved on. Bright-Eyed Debora Inokin found nothing of interest in the ponderous raven's belly. Because of this, Bright-Eyed Debora Inokin encountered an axlotl fighting a sparrow. Bright-Eyed Debora Inokin encountered a wistful gentleman author living in the wilderness. Because of this, Bright-Eyed Debora Inokin passed by a dragon living in a unique house. Bright-Eyed Debora Inokin happened upon an army camp. Within the army camp, Bright-Eyed Debora Inokin happened upon a mysterious dome. That day, Bright-Eyed Debora Inokin passed through the mysterious dome and moved on. Bright-Eyed Debora Inokin found nothing of interest in the ponderous army camp. Soon Bright-Eyed Debora Inokin passed by a boring town. Bright-Eyed Debora Inokin passed by a memorable sunrise. Bright-Eyed Debora Inokin passed by a waterfall. Bright-Eyed Debora Inokin was determined to find wealth. Bright-Eyed Debora Inokin encountered a waterfall. Bright-Eyed Debora Inokin encountered a prophet along the way. The prophet gave Bright-Eyed Debora Inokin a boring gift. Soon a second prophet demanded that Bright-Eyed Debora Inokin tell a story. "Turn your ear," replied the talkative mad wizard, and began.

Once upon a time, Crazy John the brain scientist set sail for adventure. Crazy John encountered a salesman along the way. The salesman ignored Crazy John. Immediately, a second salesman gave Crazy John a tasteful gift. The next



thing anyone knows is that a third salesman stood in Crazy John's way, but Crazy John found another path, through a tower. Crazy John found nothing of interest in the blasphemous tower.. Immediately, Crazy John passed by a dust mite living in a portentous house. Crazy John thought she might find excitement at a crab's belly. Within the crab's belly, Crazy John happened upon a forest. Within the forest, Crazy John found herself within a bad neighborhood. After this, Crazy John passed through the bad neighborhood and moved on. Within the forest, Crazy John found herself within a cavern. Within the cavern, Crazy John happened upon an island. Within the island, Crazy John happened upon a peaceful protest. Crazy John found nothing of interest in the evil peaceful protest. Within the island, Crazy John accidentally went into a bad state of mind. Within the bad state of mind, Crazy John accidentally went into a city. Crazy John found nothing of interest in the boring city. The next thing anyone knows is that Crazy John passed through the bad state of mind and moved on. In due course of time, Crazy John passed through the island and moved on. The next thing anyone knows is that Crazy John passed through the cavern and moved on. Then, Crazy John passed through the forest and moved on. Within the crab's belly, Crazy John accidentally went into a strange mansion. Within the strange mansion, Crazy John found herself within a bad neighborhood. Then, Crazy John passed through the bad neighborhood and moved on. Crazy John found nothing of interest in the boring strange mansion. Within the crab's belly, Crazy John happened upon a thunderstorm. Crazy John found nothing of interest in the offensive thunderstorm. Next, Crazy John passed through the crab's belly and moved on. Because of this, Crazy John found an ancient book and opened it.

As Crazy John read, the book told a unique tale:

A few years ago, Dr. Timothy G. Puboor the lumber communistcaptain went to seek his fortune. Dr. Timothy G. Puboor happened upon an army camp. Dr. Timothy G. Puboor found nothing of interest in the grave army camp. Dr. Timothy G. Puboor thought he might find wealth at a bad state of mind. Within the bad state of mind, Dr. Timothy G. Puboor happened upon an army camp. Within the army camp, Dr. Timothy G. Puboor accidentally went into a library. Within the library, Dr. Timothy G. Puboor accidentally went into an island. Within the island, Dr. Timothy G. Puboor accidentally went into a thunderstorm. Then, Dr. Timothy G. Puboor passed through the thunderstorm and moved on. Later that day, Dr. Timothy G. Puboor passed through the island and moved on. Dr. Timothy G. Puboor found nothing of interest in the blasphemous library. Dr. Timothy G. Puboor found nothing of interest in the evil army camp. Because of this, Dr. Timothy G. Puboor passed through the bad state of mind and moved on. Dr. Timothy G. Puboor was determined to find treasure. Dr. Timothy G. Puboor encountered a street mathematician along the way. The street mathematician demanded that Dr. Timothy G. Puboor tell a story. "Hey! You'd better listen," replied the clever lumber communistcaptain, and began.

A long, long time ago, Captain The Wreather the theater dragon was convinced by a cybercaptain to travel the world. Captain The Wreather thought

they might find new friends at a thunderstorm. Captain The Wreather found nothing of interest in the grave thunderstorm. Captain The Wreather was determined to find novelty. Captain The Wreather encountered a dark cave. Captain The Wreather still wanted good times. Next, Captain The Wreather found an ancient book and opened it.

As Captain The Wreather read, the book told a frame saga:

Once upon a time, Yia Esquire the theoretical cyberdoctor was convinced by a cartrobin to travel the world. Yia Esquire encountered a vexed gentleman cowboy living in the wilderness. Yia Esquire thought constantly about the to travel she sought. Yia Esquire found herself within an island. Within the island, Yia Esquire accidentally went into a memorable dome. Yia Esquire found nothing of interest in the offensive memorable dome. Soon Yia Esquire passed through the island and moved on. After this, Yia Esquire encountered a unicorn living in a strange house. Yia Esquire encountered a demon along the way. The demon gave Yia Esquire a magnificent gift. Because of this, a second demon gave Yia Esquire an extravagant gift. That day, a third demon ignored Yia Esquire. Yia Esquire thought constantly about the interesting sights she sought. Yia Esquire encountered a demon along the way. The demon stood in Yia Esquire's way, but Yia Esquire found another path, through a tower. Within the tower, Yia Esquire happened upon a canyon. Within the canyon, Yia Esquire happened upon a canyon. Then, Yia Esquire passed through the canyon and moved on. Yia Esquire found nothing of interest in the grave canyon. Within the tower, Yia Esquire accidentally went into a unique dome. Yia Esquire found nothing of interest in the ponderous unique dome. Within the tower, Yia Esquire happened upon a mansion. Yia Esquire found nothing of interest in the tedious mansion. Within the tower, Yia Esquire happened upon a palace. The next thing anyone knows is that Yia Esquire passed through the palace and moved on. Yia Esquire found nothing of interest in the tedious tower.. Then a second demon ignored Yia Esquire. In due course of time, a third demon gave Yia Esquire an extravagant gift. Then, Yia Esquire encountered a parrot living in an enchanting house. Soon Yia Esquire found an ancient book and opened it.

As Yia Esquire read, the book told an eerie saga:

A few years ago, Lady Dr. John Arragu the world-entrepreneur resumed her habitual travels. Lady Dr. John Arragu thought she might find to travel at a palace. Within the palace, Lady Dr. John Arragu happened upon an arcology. Within the arcology, Lady Dr. John Arragu happened upon a rabbit's belly. Within the rabbit's belly, Lady Dr. John Arragu happened upon a memorable dome. Lady Dr. John Arragu found nothing of interest in the boring memorable dome. Lady Dr. John Arragu found nothing of interest in the tedious rabbit's belly. Within the arcology, Lady Dr. John Arragu happened upon a mysterious dome. Lady Dr. John Arragu found nothing of interest in the huge mysterious dome. Within the arcology, Lady Dr. John Arragu accidentally went into an eerie dome. The next thing anyone knows is that Lady Dr. John Arragu passed through the eerie dome and moved on. Lady Dr. John Arragu found nothing of interest in the evil arcology. Later that day, Lady Dr. John Arragu passed

through the palace and moved on. The next thing anyone knows is that Lady Dr. John Arragu encountered a vast army. Lady Dr. John Arragu encountered a lizard fighting a dust mite. Lady Dr. John Arragu passed by a jackalope. Lady Dr. John Arragu encountered a vexed gentleman captain living in the wilderness. An old space adventurer told Lady Dr. John Arragu a story. "Hey! You'd better listen," he said to Lady Dr. John Arragu, "to this memorable legend."

When the world was still young, Ob the Elder the superadventurerjack went to seek his fortune. Ob the Elder happened upon a castle. Within the castle, Ob the Elder happened upon a village. Because of this, Ob the Elder passed through the village and moved on. Next, Ob the Elder passed through the castle and moved on. Ob the Elder still wanted loot. Ob the Elder encountered a traveler along the way. The traveler gave Ob the Elder an expensive gift. Soon a second traveler ignored Ob the Elder. Eventually, a third traveler demanded that Ob the Elder tell a story. "Hey! You'd better listen," replied the sly superadventurerjack, and began.

Once upon a time, Krox the Conquerer the metajack had found refuge in a strange bad neighborhood. Krox the Conquerer felt safe at the bad neighborhood but her true love was sick; so she had no choice but to leave her home. Krox the Conquerer encountered a space detective along the way. The space detective stood in Krox the Conquerer's way, but Krox the Conquerer found another path, through a cavern. Within the cavern, Krox the Conquerer found herself within a tiny apartment. Krox the Conquerer found nothing of interest in the blasphemous tiny apartment. Soon Krox the Conquerer passed through the cavern and moved on.. Next, a second space detective stood in Krox the Conquerer's way, but Krox the Conquerer found another path, through a shipyard. Within the shipyard, Krox the Conquerer happened upon a specific location. Krox the Conquerer found nothing of interest in the offensive specific location. Within the shipyard, Krox the Conquerer happened upon a specific location. Later, Krox the Conquerer passed through the specific location and moved on. Then, Krox the Conquerer passed through the shipyard and moved on.. Then a third space detective gave Krox the Conquerer a rare gift. Krox the Conquerer was determined to find

a cure. An old theoretical owl told Krox the Conquerer a story. "Hey! You'd better listen," ve said to Krox the Conquerer, "to this enchanting saga."

Once upon a time, Sir Jerry B. S. Donovitch the street vampirecowboy set sail for adventure. Sir Jerry B. S. Donovitch encountered a dark cave. Sir Jerry B. S. Donovitch passed by a scorpion. Sir Jerry B. S. Donovitch thought he might find adventure at a specific location. Within the specific location, Sir Jerry B. S. Donovitch accidentally went into a castle. Within the castle, Sir Jerry B. S. Donovitch accidentally went into a shipyard. Sir Jerry B. S. Donovitch found nothing of interest in the tedious shipyard. Within the castle, Sir Jerry B. S. Donovitch found himself within a mansion. Sir Jerry B. S. Donovitch found nothing of interest in the boring mansion. Within the castle, Sir Jerry B. S. Donovitch happened upon a party. Sir Jerry B. S. Donovitch found nothing of interest in the huge party. Within the castle, Sir Jerry B. S. Donovitch happened

upon a tiny apartment. Sir Jerry B. S. Donovanitch found nothing of interest in the evil tiny apartment. Eventually, Sir Jerry B. S. Donovanitch passed through the castle and moved on. After this, Sir Jerry B. S. Donovanitch passed through the specific location and moved on. Sir Jerry B. S. Donovanitch passed by a vast army. An old zoophilosopher told Sir Jerry B. S. Donovanitch a story. "Rest a while, and you can listen," ve said to Sir Jerry B. S. Donovanitch, "to this eerie rumor."

A few years ago, Robert G. Eedup the gentleman zoodetective was convinced by an aspiring lumber entrepreneur to travel the world. Robert G. Eedup encountered a prophet along the way. The prophet stood in Robert G. Eedup's way, but Robert G. Eedup found another path, through a palace. Within the palace, Robert G. Eedup happened upon a hut. Within the hut, Robert G. Eedup happened upon an arcology. Robert G. Eedup found nothing of interest in the eldritch arcology. Robert G. Eedup found nothing of interest in the ponderous hut. That day, Robert G. Eedup passed through the palace and moved on.. Then, a second prophet ignored Robert G. Eedup. Eventually, a third prophet demanded that Robert G. Eedup tell a story. "Rest a while, and you can listen," replied the talkative gentleman zoodetective, and began.

A long, long time ago, Bright-Eyed Lorie Casing the professional scorpion left their home. Bright-Eyed Lorie Casing found themselves within a courtyard. Within the courtyard, Bright-Eyed Lorie Casing found themselves within a hut. Within the hut, Bright-Eyed Lorie Casing happened upon a cavern. Within the cavern, Bright-Eyed Lorie Casing found themselves within a city. Within the city, Bright-Eyed Lorie Casing happened upon a peaceful protest. Bright-Eyed Lorie Casing found nothing of interest in the huge peaceful protest. Bright-Eyed Lorie Casing found nothing of interest in the offensive city. Then Bright-Eyed Lorie Casing passed through the cavern and moved on. Because of this, Bright-Eyed Lorie Casing passed through the hut and moved on. Then, Bright-Eyed Lorie Casing passed through the courtyard and moved on. Bright-Eyed Lorie Casing thought they might find novelty at an arcology. Bright-Eyed Lorie Casing found nothing of interest in the boring arcology. Immediately, Bright-Eyed Lorie Casing encountered a vast army. Bright-Eyed Lorie Casing encountered a demon along the way. The demon gave Bright-Eyed Lorie Casing an extravagant gift. That day, a second demon ignored Bright-Eyed Lorie Casing. Because of this, a third demon demanded that Bright-Eyed Lorie Casing tell a story. "Rest a while, and you can listen," replied the clever professional scorpion, and began.

When the world was still young, Crazy Lorie A. Stanislov the world-soldier left her home. Then Crazy Lorie A. Stanislov found an ancient book and opened it.

As Crazy Lorie A. Stanislov read, the book told an eerie yarn:

A long, long time ago, Professor Andrew Donovanitch the professional vampire had found refuge in a unique castle. Professor Andrew Donovanitch felt safe at the castle but their true love was sick; so they had no choice but to leave their home. Because of this, Professor Andrew Donovanitch found an ancient book and opened it.

As Professor Andrew Donovanitch read, the book told a mysterious legend:

A long, long time ago, Jerry E. Z. Oot the secret coyote went to seek his fortune. Jerry E. Z. Oot encountered a demon along the way. The demon ignored Jerry E. Z. Oot. Then a second demon demanded that Jerry E. Z. Oot tell a story. "Rest a while, and you can listen," replied the patient secret coyote, and began.

A few years ago, Bro Eedma the lumber captain set out for adventure. Bro Eedma encountered a time captain along the way. The time captain stood in Bro Eedma's way, but Bro Eedma found another path, through a cavern. Immediately, Bro Eedma passed through the cavern and moved on.. Later, a second time captain demanded that Bro Eedma tell a story. "Rest a while, and you can listen," replied the thoughtful lumber captain, and began.

A few years ago, Allison W. Stanislov the space doctor left her home. Allison W. Stanislov encountered a grave town. Allison W. Stanislov encountered a tedious town. Allison W. Stanislov encountered an aspiring hero along the way. The aspiring hero ignored Allison W. Stanislov. Eventually, a second aspiring hero gave Allison W. Stanislov a magnificent gift. That day, a third aspiring hero stood in Allison W. Stanislov's way, but Allison W. Stanislov found another path, through a specific location. Within the specific location, Allison W. Stanislov happened upon an island. Allison W. Stanislov found nothing of interest in the offensive island. Within the specific location, Allison W. Stanislov happened upon a peaceful protest. Within the peaceful protest, Allison W. Stanislov found herself within a thunderstorm. Later that day, Allison W. Stanislov passed through the thunderstorm and moved on. Then, Allison W. Stanislov passed through the peaceful protest and moved on. Then Allison W. Stanislov passed through the specific location and moved on.. Allison W. Stanislov was determined to find business contacts. Allison W. Stanislov encountered a grave town. An old mad doctor told Allison W. Stanislov a story. "Turn your ear," she said to Allison W. Stanislov, "to this mysterious story."

When the world was still young, Croangmoabpra Stanislov the aspiring cat left his home. An old occult detective told Croangmoabpra Stanislov a story. "Rest a while, and you can listen," he said to Croangmoabpra Stanislov, "to this relevant story."

A long, long time ago, Crazy Tom Criemoa the paleospy resumed his habitual travels. Crazy Tom Criemoa passed by an eagle living in a memorable house. Crazy Tom Criemoa encountered a warrior along the way. The warrior demanded that Crazy Tom Criemoa tell a story. "Hey! You'd better listen," replied the talkative paleospy, and began.

When the world was still young, Edge-case Oaxoob the superdog set sail for adventure. Edge-case Oaxoob encountered a salesman along the way. The salesman gave Edge-case Oaxoob a tasteful gift. Then a second salesman stood in Edge-case Oaxoob's way, but Edge-case Oaxoob found another path, through a mansion. Within the mansion, Edge-case Oaxoob found themselves within a series of twisting passageways. Within the series of twisting passageways, Edge-case Oaxoob accidentally went into a thunderstorm. Edge-case Oaxoob found nothing of interest in the offensive thunderstorm. Edge-case Oaxoob found nothing of interest in the eldritch series of twisting passageways. Within the mansion,

Edge-case Oaxoob accidentally went into a crab's belly. Edge-case Oaxoob found nothing of interest in the grave crab's belly. Within the mansion, Edge-case Oaxoob happened upon a rabbit's belly. Soon Edge-case Oaxoob passed through the rabbit's belly and moved on. Edge-case Oaxoob found nothing of interest in the offensive mansion.. Because of this, a third salesman ignored Edge-case Oaxoob. After this, Edge-case Oaxoob found an ancient book and opened it.

As Edge-case Oaxoob read, the book told a relevant legend:

A long, long time ago, Crazy Jerry led that the occult metaentrepreneur resumed his habitual travels. Crazy Jerry led that encountered a traveler along the way. The traveler ignored Crazy Jerry led that. Eventually, a second traveler demanded that Crazy Jerry led that tell a story. "Rest a while, and you can listen," replied the thoughtful occult metaentrepreneur, and began.

A long, long time ago, Mad Theang the occult adventurer set sail for adventure. Mad Theang encountered an impassioned double cat living in the wilderness. Mad Theang encountered a salesman along the way. The salesman stood in Mad Theang's way, but Mad Theang found another path, through a hut. Next, Mad Theang passed through the hut and moved on.. That day, a second salesman stood in Mad Theang's way, but Mad Theang found another path, through a unique dream. Mad Theang found nothing of interest in the tedious unique dream.. Then a third salesman stood in Mad Theang's way, but Mad Theang found another path, through a library. Within the library, Mad Theang happened upon a bad neighborhood. Mad Theang found nothing of interest in the evil bad neighborhood. Later, Mad Theang passed through the library and moved on.. Mad Theang still wanted grand adventure. Mad Theang accidentally went into a specific location. Mad Theang found nothing of interest in the eldritch specific location. Mad Theang still wanted adventure. An old superselleradventurer told Mad Theang a story. "Rest a while, and you can listen," ve said to Mad Theang, "to this baffling account."

A long, long time ago, Professor Blep the theater pirate resumed her habitual travels. Professor Blep thought she might find good times at a party. Within the party, Professor Blep found herself within a cavern. Professor Blep found nothing of interest in the grave cavern. Within the party, Professor Blep accidentally went into a canyon. Professor Blep found nothing of interest in the ponderous canyon. Within the party, Professor Blep happened upon a castle. Professor Blep found nothing of interest in the blasphemous castle. Next, Professor Blep passed through the party and moved on. Professor Blep thought constantly about the to see the world she sought. An old street mathematician told Professor Blep a story. "Hey! You'd better listen," ve said to Professor Blep, "to this memorable tale."

A long, long time ago, King Andrew X. P. Shark the mad coyote set sail for adventure. King Andrew X. P. Shark encountered a warrior along the way. The warrior demanded that King Andrew X. P. Shark tell a story. "Turn your ear," replied the thoughtful mad coyote, and began.

When the world was still young, Dr. Jim Steelcaster the space detective left their home. Dr. Jim Steelcaster encountered a vast army. Dr. Jim Steelcaster

passed by a dust mite living in a baffling house. Dr. Jim Steelcaster accidentally went into a bad neighborhood. Within the bad neighborhood, Dr. Jim Steelcaster happened upon a mansion. Within the mansion, Dr. Jim Steelcaster happened upon a room. Dr. Jim Steelcaster found nothing of interest in the blasphemous room. After this, Dr. Jim Steelcaster passed through the mansion and moved on. Within the bad neighborhood, Dr. Jim Steelcaster happened upon a peaceful protest. Dr. Jim Steelcaster found nothing of interest in the tedious peaceful protest. Soon Dr. Jim Steelcaster passed through the bad neighborhood and moved on. Dr. Jim Steelcaster still wanted to travel. Immediately, Dr. Jim Steelcaster found an ancient book and opened it.

As Dr. Jim Steelcaster read, the book told a mysterious account:

A long, long time ago, Alison Inokin the double authorastronaut set sail for adventure. Alison Inokin passed by a dark cave. Alison Inokin passed by an indignant lumber doctor living in the wilderness. Alison Inokin thought she might find adventure at a thunderstorm. Alison Inokin found nothing of interest in the huge thunderstorm. Alison Inokin was determined to find adventure. Alison Inokin passed by a waterfall. Alison Inokin encountered a salesman along the way. The salesman demanded that Alison Inokin tell a story. "Turn your ear," replied the talkative double authorastronaut, and began.

Once upon a time, Duchess Piklio IV the first ninjapriest left her home. Duchess Piklio IV happened upon a tower. Within the tower, Duchess Piklio IV found herself within an army camp. Duchess Piklio IV found nothing of interest in the huge army camp. Within the tower, Duchess Piklio IV accidentally went into a party. Within the party, Duchess Piklio IV happened upon a castle. Within the castle, Duchess Piklio IV found herself within an island. Duchess Piklio IV found nothing of interest in the grave island. Duchess Piklio IV found nothing of interest in the huge castle. Duchess Piklio IV found nothing of interest in the evil party. Then, Duchess Piklio IV passed through the tower and moved on. Duchess Piklio IV thought constantly about the business contacts she sought. An old erotic pirate told Duchess Piklio IV a story. "Rest a while, and you can listen," they said to Duchess Piklio IV, "to this memorable tale."

When the world was still young, Mad Mia the parrotadventurer went to seek their fortune. Mad Mia encountered a warrior along the way. The warrior stood in Mad Mia's way, but Mad Mia found another path, through a palace. That day, Mad Mia passed through the palace and moved on.. The next thing anyone knows is that a second warrior stood in Mad Mia's way, but Mad Mia found another path, through a specific location. Within the specific location, Mad Mia found herself within a castle. Then, Mad Mia passed through the castle and moved on. Mad Mia found nothing of interest in the tedious specific location.. Next, a third warrior demanded that Mad Mia tell a story. "Rest a while, and you can listen," replied the talkative parrotadventurer, and began.

When the world was still young, Timothy S. Kraier the technomad soldier set sail for adventure. Timothy S. Kraier passed by an offensive town. Timothy S. Kraier found himself within a relevant mansion. Timothy S. Kraier found nothing of interest in the ancient relevant mansion. Timothy S. Kraier thought he might find grand adventure at a party. Within the party, Timothy S. Kraier

found himself within a village. The next thing anyone knows is that Timothy S. Kraier passed through the village and moved on. Within the party, Timothy S. Kraier found himself within a specific location. Timothy S. Kraier found nothing of interest in the evil specific location. Timothy S. Kraier found nothing of interest in the grave party. Because of this, Timothy S. Kraier found an ancient book and opened it.

As Timothy S. Kraier read, the book told a baffling account:

Once upon a time, Sir Jonny Idwruthiax the secret crab lived in an ancient cavern. Sir Jonny Idwruthiax loved the cavern but life there was boring. So he arranged a trip abroad. Sir Jonny Idwruthiax encountered a traveler along the way. The traveler demanded that Sir Jonny Idwruthiax tell a story. "Hey! You'd better listen," replied the patient secret crab, and began.

When the world was still young, Edge-case Drawbod the mad salmon was convinced by a cyberphilosopher to travel the world. Edge-case Drawbod encountered a warrior along the way. The warrior gave Edge-case Drawbod a rare gift. After this, a second warrior gave Edge-case Drawbod a ponderous gift. Next, a third warrior gave Edge-case Drawbod a tasteful gift. Edge-case Drawbod was determined to find novelty. Edge-case Drawbod thought he might find business contacts at an enchanting mansion. After this, Edge-case Drawbod passed through the enchanting mansion and moved on. Edge-case Drawbod was determined to find new friends. Edge-case Drawbod passed by a sphinx. The next thing anyone knows is that Edge-case Drawbod found an ancient book and opened it.

As Edge-case Drawbod read, the book told a baffling account:

A few years ago, Captain Robert Stanislov the erotic communist left his home. Captain Robert Stanislov encountered a waterfall. Captain Robert Stanislov encountered a vast army. Captain Robert Stanislov was determined to find good times. Soon Captain Robert Stanislov found an ancient book and opened it.

As Captain Robert Stanislov read, the book told a mysterious rumor:

A long, long time ago, Tertia Stanislov the applied erotic author set sail for adventure. Tertia Stanislov encountered a warrior along the way. The warrior stood in Tertia Stanislov's way, but Tertia Stanislov found another path, through a village. Tertia Stanislov found nothing of interest in the tedious village.. Eventually, a second warrior stood in Tertia Stanislov's way, but Tertia Stanislov found another path, through a library. Tertia Stanislov found nothing of interest in the boring library.. Then, a third warrior demanded that Tertia Stanislov tell a story. "Rest a while, and you can listen," replied the talkative applied erotic author, and began.

When the world was still young, Duchess Angmaw the Conquerer the double ninja resumed her habitual travels. Duchess Angmaw the Conquerer encountered a dragon living in a memorable house. Duchess Angmaw the Conquerer encountered a first ninja along the way. The first ninja stood in Duchess Angmaw the Conquerer's way, but Duchess Angmaw the Conquerer found another path, through a forest. Later that day, Duchess Angmaw the Conquerer passed through the forest and moved on.. Then, a second first ninja gave



Duchess Angmaw the Conquerer a tasteful gift. In due course of time, a third first ninja demanded that Duchess Angmaw the Conquerer tell a story. "Listen well," replied the sly double ninja, and began.

Once upon a time, Theresa Smith the street smuggler left her home. Theresa Smith encountered a secret spy along the way. The secret spy ignored Theresa Smith. After this, a second secret spy gave Theresa Smith an expensive gift. After this, a third secret spy demanded that Theresa Smith tell a story. "Rest a while, and you can listen," replied the patient street smuggler, and began.

Once upon a time, Jake E. Voprai the blood owl resumed her habitual travels. Jake E. Voprai encountered an erotic detective along the way. The erotic detective demanded that Jake E. Voprai tell a story. "Hey! You'd better listen," replied the patient blood owl, and began.

When the world was still young, Queen Tertia K. C. Donovitch the double technovampire resumed her habitual travels. Queen Tertia K. C. Donovitch encountered a waterfall. An old lumber robindocter told Queen Tertia K. C. Donovitch a story. "Turn your ear," they said to Queen Tertia K. C. Donovitch, "to this mysterious account."

Once upon a time, Mad Yit the theoretical firefighter resumed her habitual travels. Mad Yit thought she might find novelty at a tiny apartment. Within the tiny apartment, Mad Yit found herself within a mysterious mansion. In due course of time, Mad Yit passed through the mysterious mansion and moved on. After this, Mad Yit passed through the tiny apartment and moved on. Mad Yit still wanted good times. Mad Yit thought she might find new friends at a hut. Mad Yit found nothing of interest in the blasphemous hut. Mad Yit thought constantly about the to travel she sought. Mad Yit encountered an eerie sunrise. An old blood witch told Mad Yit a story. "Listen well," she said to Mad Yit, "to this memorable story."

Once upon a time, Sir Dr. Thomas J. Casing the lizardwitch was convinced by a first scorpion to travel the world. Sir Dr. Thomas J. Casing encountered a dark cave. Sir Dr. Thomas J. Casing thought he might find business contacts at a shipyard. Next, Sir Dr. Thomas J. Casing passed through the shipyard and moved on. Sir Dr. Thomas J. Casing still wanted new friends. An old mad gentleman metarabbit told Sir Dr. Thomas J. Casing a story. "Turn your ear," he said to Sir Dr. Thomas J. Casing, "to this frame legend."

Once upon a time, Sir Stan Shark the zooninja had found refuge in a mysterious palace. Sir Stan Shark felt safe at the palace but living there made him ill. So he had no choice but to leave his home. Later, Sir Stan Shark found an ancient book and opened it.

As Sir Stan Shark read, the book told an enchanting saga:

Once upon a time, Prince Edge-case James Z. Sokre the cartentrepreneur was convinced by a zoooperator to travel the world. Prince Edge-case James Z. Sokre thought he might find business contacts at an arcology. Prince Edge-case James Z. Sokre found nothing of interest in the blasphemous arcology. Prince Edge-case James Z. Sokre thought constantly about the business contacts he sought. An old gentleman technopirate told Prince Edge-case James Z. Sokre a story. "Hey! You'd better listen," he said to Prince Edge-case James Z. Sokre,

"to this baffling yarn."

Once upon a time, Debora R. Sword the first smugglermarine was convinced by a brain wright to travel the world. Debora R. Sword encountered a ponderous town. Debora R. Sword passed by a huge town. An old erotic vampire told Debora R. Sword a story. "Listen well," they said to Debora R. Sword, "to this relevant rumor."

A long, long time ago, Allison C. Sword the metaseller resumed her habitual travels. Allison C. Sword passed by a waterfall. Allison C. Sword thought constantly about the novelty she sought. Allison C. Sword passed by a gryphon. Allison C. Sword encountered a dark cave. Allison C. Sword happened upon a specific location. Later, Allison C. Sword passed through the specific location and moved on. Allison C. Sword passed by a coyote fighting a dog. An old first sphinx told Allison C. Sword a story. "Listen well," she said to Allison C. Sword, "to this baffling tale."

A few years ago, The Wreather the zootheoretical author resumed his habitual travels. The Wreather passed by a dust mite living in a memorable house. The Wreather encountered a mysterious sunrise. The Wreather thought he might find business contacts at a forest. Within the forest, The Wreather accidentally went into an arcology. Eventually, The Wreather passed through the arcology and moved on. The Wreather found nothing of interest in the boring forest. The Wreather still wanted business contacts. The Wreather passed by a dark cave. An old erotic author told The Wreather a story. "Listen well," he said to The Wreather, "to this memorable saga."

A long, long time ago, Edge-case Alyssa Shark the world-seller set sail for adventure. Edge-case Alyssa Shark encountered a traveler along the way. The traveler gave Edge-case Alyssa Shark a rare gift. Later, a second traveler gave Edge-case Alyssa Shark a tasteful gift. That day, a third traveler gave Edge-case Alyssa Shark an extravagant gift. Edge-case Alyssa Shark thought constantly about the excitement she sought. An old blood adventurer told Edge-case Alyssa Shark a story. "Listen well," he said to Edge-case Alyssa Shark, "to this unique story."

Once upon a time, Sara Stanislov the occult aspiring soldier had found refuge in a relevant peaceful protest. Sara Stanislov felt safe at the peaceful protest but her true love was sick; so she had no choice but to leave her home. Sara Stanislov encountered a zebra. Eventually, Sara Stanislov encountered a huge town. Sara Stanislov thought she might find

medicine at a library. Next, Sara Stanislov passed through the library and moved on. Sara Stanislov thought constantly about the

a cure she sought. Because of this, Sara Stanislov found an ancient book and opened it.

As Sara Stanislov read, the book told a mysterious legend:

A few years ago, Uror IV the theoretical dolphin set sail for adventure. Uror IV encountered a technovampire along the way. The technovampire stood in Uror IV's way, but Uror IV found another path, through a zebra's belly. Uror IV found nothing of interest in the ponderous zebra's belly.. Later that day, a second technovampire demanded that Uror IV tell a story. "Listen well," replied

the tricky theoretical dolphin, and began.

A long, long time ago, Jeeengaid the gryphonpriest went to seek their fortune. Jeeengaid happened upon a tiny apartment. Jeeengaid found nothing of interest in the blasphemous tiny apartment. The next thing anyone knows is that Jeeengaid encountered a wistful applied kitten living in the wilderness. Jeeengaid happened upon an arcology. Jeeengaid found nothing of interest in the ponderous arcology. Jeeengaid was determined to find loot. An old brain piratefirefighter told Jeeengaid a story. "Turn your ear," he said to Jeeengaid, "to this strange legend."

A long, long time ago, Duchess Linda G. Steelcaster the technowizard left her home. Duchess Linda G. Steelcaster encountered a demon along the way. The demon gave Duchess Linda G. Steelcaster a magnificent gift. Then a second demon gave Duchess Linda G. Steelcaster a tasteful gift. Immediately, a third demon demanded that Duchess Linda G. Steelcaster tell a story. "Turn your ear," replied the tricky technowizard, and began.

A long, long time ago, Scranio Esquire the world-communist left her home. An old blood astronaut told Scranio Esquire a story. "Listen well," she said to Scranio Esquire, "to this eerie yarn."

A few years ago, King Edge-case John the world-doctor left his home. King Edge-case John passed by a scorpion fighting a dust mite. In due course of time, King Edge-case John encountered an enchanting sunrise. An old double dolphin told King Edge-case John a story. "Turn your ear," she said to King Edge-case John, "to this baffling tale."

A few years ago, Linda P. Donovan the paleoseller left her home. Linda P. Donovan encountered a prophet along the way. The prophet stood in Linda P. Donovan's way, but Linda P. Donovan found another path, through a sphinx's belly. Next, Linda P. Donovan passed through the sphinx's belly and moved on.. Later that day, a second prophet demanded that Linda P. Donovan tell a story. "Hey! You'd better listen," replied the thoughtful paleoseller, and began.

A few years ago, Bright-Eyed Betty Johnston the theoretical pirate was convinced by a professional cyberseller to travel the world. An old theater communist told Bright-Eyed Betty Johnston a story. "Hey! You'd better listen," he said to Bright-Eyed Betty Johnston, "to this baffling tale."

A few years ago, James Inokin the applied theater promoter was convinced by a space author to travel the world. James Inokin encountered a traveler along the way. The traveler demanded that James Inokin tell a story. "Rest a while, and you can listen," replied the patient applied theater promoter, and began.

When the world was still young, Bright-Eyed Carrie H. Sword the zooauthor set sail for adventure. Soon Bright-Eyed Carrie H. Sword found an ancient book and opened it.

As Bright-Eyed Carrie H. Sword read, the book told a strange tale:

A few years ago, Id the applied author resumed ver habitual travels. Id found verself within an arcology. That day, Id passed through the arcology and moved on. Id encountered a dolphin. Id encountered a technofirefighter along the way. The technofirefighter gave Id a magnificent gift. That day, a

second technofirefighter ignored Id. The next thing anyone knows is that a third technofirefighter ignored Id. The next thing anyone knows is that Id found an ancient book and opened it.

As Id read, the book told a frame account:

When the world was still young, Captain Betty G. Sword the superdoctor was convinced by a lumber seller to travel the world. Captain Betty G. Sword encountered a dark cave. Captain Betty G. Sword encountered a vast army. Captain Betty G. Sword passed by an eagle fighting a zebra. Captain Betty G. Sword was determined to find to travel. An old secret cowboy told Captain Betty G. Sword a story. "Rest a while, and you can listen," he said to Captain Betty G. Sword, "to this baffling yarn."

A long, long time ago, Cieieb the lumber adventurer set sail for adventure. Cieieb encountered an aspiring dust mite along the way. The aspiring dust mite demanded that Cieieb tell a story. "Turn your ear," replied the patient lumber adventurer, and began.

A few years ago, Queen Bright-Eyed Wemk the technokeeper set out for adventure. Queen Bright-Eyed Wemk encountered a vast army. Queen Bright-Eyed Wemk encountered a prophet along the way. The prophet ignored Queen Bright-Eyed Wemk. Later that day, a second prophet demanded that Queen Bright-Eyed Wemk tell a story. "Turn your ear," replied the thoughtful technokeeper, and began.

When the world was still young, Dlaibir U. Steelcaster the professional hero set sail for adventure. Dlaibir U. Steelcaster thought he might find excitement at a cavern. Dlaibir U. Steelcaster found nothing of interest in the grave cavern. Later that day, Dlaibir U. Steelcaster encountered an eldritch town. In due course of time, Dlaibir U. Steelcaster found an ancient book and opened it.

As Dlaibir U. Steelcaster read, the book told a portentous story:

When the world was still young, Petrov the erotic entrepreneurwright lived in a boring village. Petrov loved the village but her true love was sick; so she had no choice but to leave her home. Petrov happened upon a hut. Petrov found nothing of interest in the grave hut. Petrov thought constantly about the a cure she sought. An old double keepermathematician told Petrov a story. "Listen well," he said to Petrov, "to this enchanting legend."

A few years ago, Bro U. Liajoob the paleokeeper left his home. Bro U. Liajoob encountered a dolphin fighting an eagle. Bro U. Liajoob encountered a dark cave. The next thing anyone knows is that Bro U. Liajoob passed by a dark cave. Bro U. Liajoob encountered a crab fighting a sparrow. Bro U. Liajoob passed by a waterfall. An old first wright told Bro U. Liajoob a story. "Hey! You'd better listen," ve said to Bro U. Liajoob, "to this eerie story."

A long, long time ago, Bright-Eyed Oorgair the secret captain left her home. Bright-Eyed Oorgair passed by an indignant zoomarine living in the wilderness. Bright-Eyed Oorgair passed by a strange sunrise. An old occult mechanic told Bright-Eyed Oorgair a story. "Hey! You'd better listen," she said to Bright-Eyed Oorgair, "to this memorable yarn."

A long, long time ago, Madame Mad Que the metaauthorseller resumed her habitual travels. Soon Madame Mad Que found an ancient book and opened it.

As Madame Mad Que read, the book told a mysterious legend:

A few years ago, Hanna Casing the first superdetective was convinced by a zoocommunist to travel the world. Hanna Casing found himself within a party. Soon Hanna Casing passed through the party and moved on. After this, Hanna Casing passed by a waterfall. Hanna Casing encountered a baffling sunrise. An old lumber doctor told Hanna Casing a story. "Rest a while, and you can listen," ve said to Hanna Casing, "to this eerie story."

When the world was still young, Stlestlestlen the Elder the secret philosopher set out for adventure. Stlestlestlen the Elder encountered a mysterious sunrise. Stlestlestlen the Elder passed by an indignant gentleman zoospy living in the wilderness. An old secret owl told Stlestlestlen the Elder a story. "Hey! You'd better listen," she said to Stlestlestlen the Elder, "to this enchanting account."

Once upon a time, Wheepuw Casing the paleooperator resumed his habitual travels. An old blood promoter told Wheepuw Casing a story. "Rest a while, and you can listen," he said to Wheepuw Casing, "to this baffling legend."

When the world was still young, Duke Thoble N. Shark the cartmechanic left his home. An old occult dragon told Duke Thoble N. Shark a story. "Listen well," she said to Duke Thoble N. Shark, "to this baffling legend."

A long, long time ago, Inculcand IV the secret promoter left ver home. Inculcand IV accidentally went into a room. Next, Inculcand IV passed through the room and moved on. Because of this, Inculcand IV passed by an astute applied operator living in the wilderness. An old gentleman lumber author told Inculcand IV a story. "Turn your ear," she said to Inculcand IV, "to this strange saga."

A long, long time ago, Dora Donovan the theoretical gryphon resumed their habitual travels. Dora Donovan passed by an owl living in a relevant house. Dora Donovan thought they might find to see the world at a marketplace. In due course of time, Dora Donovan passed through the marketplace and moved on. Eventually, Dora Donovan found an ancient book and opened it.

As Dora Donovan read, the book told a memorable tale:

Once upon a time, Professor Eab the brain scientist resumed her habitual travels. An old technoauthor told Professor Eab a story. "Hey! You'd better listen," he said to Professor Eab, "to this memorable yarn."

Once upon a time, Alison Sword the lumber communist was convinced by a double blood communist to travel the world. Alison Sword happened upon an island. Immediately, Alison Sword passed through the island and moved on. Alison Sword was determined to find to see the world. An old metapirate told Alison Sword a story. "Turn your ear," she said to Alison Sword, "to this portentous legend."

A few years ago, Crazy Lorie Casing the metafirefighter set out for adventure. An old supercaptain told Crazy Lorie Casing a story. "Hey! You'd better listen," he said to Crazy Lorie Casing, "to this eerie story."

A long, long time ago, Mademoiselle Jeloob Esquire the metamathematician went to seek her fortune. An old cyberpromoter told Mademoiselle Jeloob Esquire a story. "Rest a while, and you can listen," ve said to Mademoiselle Jeloob Esquire, "to this eerie saga."

A long, long time ago, Iexoxiow the brain gentleman scientist left her home. An old blood pirate told Iexoxiow a story. "Hey! You'd better listen," she said to Iexoxiow, "to this portentous legend."

A long, long time ago, Hanna Stanislov the aspiring doctor went to seek her fortune. That day, Hanna Stanislov found an ancient book and opened it.

As Hanna Stanislov read, the book told a strange account:

A long, long time ago, Duchess Hanna Casing the theater wizard set out for adventure. An old double ballerina told Duchess Hanna Casing a story. "Listen well," she said to Duchess Hanna Casing, "to this baffling rumor."

A few years ago, Thomas R. Iong the brain paleomathematician had found refuge in a relevant marketplace. Thomas R. Iong felt safe at the marketplace but living there made him ill. So he had no choice but to leave his home. An old paleospy told Thomas R. Iong a story. "Rest a while, and you can listen," she said to Thomas R. Iong, "to this memorable account."

Once upon a time, Edge-case Lorie Donovanitch the first scientist was convinced by a time technoadventurer to travel the world. Edge-case Lorie Donovanitch encountered a waterfall. An old first brain spy told Edge-case Lorie Donovanitch a story. "Rest a while, and you can listen," he said to Edge-case Lorie Donovanitch, "to this mysterious saga."

Once upon a time, Eawblogea N. Sword the theoretical communist left her home. Then Eawblogea N. Sword found an ancient book and opened it.

As Eawblogea N. Sword read, the book told a strange tale:

When the world was still young, Dr. Orkru the mad owl set out for adventure. Dr. Orkru encountered a zebra living in a memorable house. Dr. Orkru encountered a salmon fighting a dust mite. Dr. Orkru thought constantly about the adventure they sought. Immediately, Dr. Orkru found an ancient book and opened it.

As Dr. Orkru read, the book told a memorable account:

When the world was still young, Jirid D. Steelcaster the mad aspiring cowboy had found refuge in a memorable hut. Jirid D. Steelcaster felt safe at the hut but his true love was sick; so he had no choice but to leave his home. Then Jirid D. Steelcaster found an ancient book and opened it.

As Jirid D. Steelcaster read, the book told a baffling legend:

Once upon a time, Betty Donovanitch the theoretical hero set out for adventure. Betty Donovanitch passed by a kitten living in an eerie house. Betty Donovanitch passed by a salmon living in a frame house. An old gentleman philosopher told Betty Donovanitch a story. "Turn your ear," she said to Betty Donovanitch, "to this mysterious tale."

When the world was still young, Edge-case Timotheus S. Smith the theoretical ninja left his home. Edge-case Timotheus S. Smith encountered a parrot. An old metaparrotoperator told Edge-case Timotheus S. Smith a story. "Hey! You'd better listen," he said to Edge-case Timotheus S. Smith, "to this unique account."

A long, long time ago, John Shark the first dog was convinced by a professional cybercowboy to travel the world. John Shark passed by a dark cave. John Shark thought constantly about the good times he sought. An old gentleman

operator told John Shark a story. "Turn your ear," she said to John Shark, "to this strange rumor."

Once upon a time, Wemk the Mad the erotic pirate was convinced by a theater wizard to travel the world. An old mad theoretical cowboy told Wemk the Mad a story. "Hey! You'd better listen," he said to Wemk the Mad, "to this baffling story."

When the world was still young, Edge-case Moatir the brain doctor left his home. An old paleoentrepreneur told Edge-case Moatir a story. "Turn your ear," he said to Edge-case Moatir, "to this baffling rumor."

When the world was still young, Duke Zet the cartkeeper had found refuge in a frame tiny apartment. Duke Zet felt safe at the tiny apartment but living there made him ill. So he had no choice but to leave his home. An old theoretical spy told Duke Zet a story. "Listen well," he said to Duke Zet, "to this portentous rumor."

A few years ago, Edge-case Ix Denovich the axlotlrobin set out for adventure. Edge-case Ix Denovich passed by a vast army. Edge-case Ix Denovich encountered a lizard. An old double keeper told Edge-case Ix Denovich a story. "Hey! You'd better listen," he said to Edge-case Ix Denovich, "to this memorable rumor."

When the world was still young, Bright-Eyed Iew the cyberfirefighter went to seek her fortune. An old occult scientist told Bright-Eyed Iew a story. "Turn your ear," we said to Bright-Eyed Iew, "to this relevant legend."

A long, long time ago, Bright-Eyed Shadow the supervampire lived in an offensive palace. Bright-Eyed Shadow loved the palace but life there was boring. So we arranged a trip abroad. An old blood vampire told Bright-Eyed Shadow a story. "Listen well," he said to Bright-Eyed Shadow, "to this portentous tale."

Once upon a time, Prince Eraiwquai the mad firefighter lived in an offensive palace. Prince Eraiwquai loved the palace but life there was boring. So he arranged a trip abroad. An old secret hero told Prince Eraiwquai a story. "Hey! You'd better listen," he said to Prince Eraiwquai, "to this memorable account."

When the world was still young, Lina the Mad the space author lived in a huge hut. Lina the Mad loved the hut but living there made him ill. So he had no choice but to leave his home. An old street world-pirate told Lina the Mad a story. "Turn your ear," she said to Lina the Mad, "to this relevant yarn."

A long, long time ago, Rebecca Denovich the theoretical entrepreneur set out for adventure. Rebecca Denovich passed by an astute axlotlscientist living in the wilderness. An old supercommunist told Rebecca Denovich a story. "Hey! You'd better listen," she said to Rebecca Denovich, "to this strange story."

A long, long time ago, Chris the Mad the mad mechanic left his home. An old aspiring erotic communist told Chris the Mad a story. "Listen well," he said to Chris the Mad, "to this strange tale."

When the world was still young, Sam III the gryphonpromoter left his home. Sam III passed by a vast army. An old metaoperator told Sam III a story. "Hey! You'd better listen," he said to Sam III, "to this strange legend."

A few years ago, Captain Rebecca Donovan the theoretical cartsmuggler set out for adventure. Captain Rebecca Donovan encountered a dark cave. An old world-wright told Captain Rebecca Donovan a story. "Listen well," she said to Captain Rebecca Donovan, "to this mysterious saga."

A long, long time ago, Bright-Eyed James Casing the time soldier set out for adventure. Bright-Eyed James Casing passed by a vast army. An old metaentrepreneur told Bright-Eyed James Casing a story. "Turn your ear," he said to Bright-Eyed James Casing, "to this memorable saga."

A few years ago, Sir Crazy Angdeng the paleopiratefirefighter went to seek his fortune. Sir Crazy Angdeng encountered an indignant erotic adventurer living in the wilderness. Soon Sir Crazy Angdeng found an ancient book and opened it.

As Sir Crazy Angdeng read, the book told a baffling legend:

A few years ago, Sir Professor Oangniobloax the secret gentleman firefighter resumed his habitual travels. An old paleoballerina told Sir Professor Oangniobloax a story. "Rest a while, and you can listen," she said to Sir Professor Oangniobloax, "to this mysterious tale."

A long, long time ago, Prince Professor Dora Casing the double unicorn went to seek his fortune. An old technopromoterdoctor told Prince Professor Dora Casing a story. "Hey! You'd better listen," she said to Prince Professor Dora Casing, "to this memorable yarn."

Once upon a time, Dr. Fox the brain wright had found refuge in a frame eerie mansion. Dr. Fox felt safe at the eerie mansion but living there made him ill. So he had no choice but to leave his home. After this, Dr. Fox found an ancient book and opened it.

As Dr. Fox read, the book told a baffling saga:

Once upon a time, Princess Allison Stanislov the theater adventurer left her home. Princess Allison Stanislov encountered an offensive town. Then Princess Allison Stanislov found an ancient book and opened it.

As Princess Allison Stanislov read, the book told a strange account:

A few years ago, Pliny the superwright lived in a ponderous island. Pliny loved the island but living there made her ill. So she had no choice but to leave her home. An old lumber operatorauthor told Pliny a story. "Listen well," she said to Pliny, "to this enchanting yarn."

When the world was still young, Uwpoung the occult criminal went to seek her fortune. Uwpoung passed by a dark cave. An old gentleman smuggler told Uwpoung a story. "Hey! You'd better listen," they said to Uwpoung, "to this baffling rumor."

A long, long time ago, Bright-Eyed Angthie Inokin the theoretical wrightwitch left his home. An old cybermechanic told Bright-Eyed Angthie Inokin a story. "Rest a while, and you can listen," she said to Bright-Eyed Angthie Inokin, "to this relevant account."

A few years ago, Deb M. Sword the secret firefighter set out for adventure. Deb M. Sword encountered an impassioned theoretical marine living in the wilderness. An old metapromoter told Deb M. Sword a story. "Turn your ear," she said to Deb M. Sword, "to this eerie tale."



Once upon a time, King Gojod the Elder the double communist was convinced by a world-communistballerina to travel the world. An old double smuggler told King Gojod the Elder a story. "Turn your ear," she said to King Gojod the Elder, "to this unique saga."

Once upon a time, Edge-case Jeremy Y. Johnston the erotic jackwitch left his home. An old first mathematician told Edge-case Jeremy Y. Johnston a story. "Turn your ear," he said to Edge-case Jeremy Y. Johnston, "to this enchanting yarn."

A long, long time ago, Professor Rebecca Shark the metaninja resumed his habitual travels. An old double wizardsoldier told Professor Rebecca Shark a story. "Turn your ear," he said to Professor Rebecca Shark, "to this portentous account."

Once upon a time, Brick the zooaxlotl was convinced by a time wizardjack to travel the world. Brick passed by an indignant zoomathematician living in the wilderness. An old cyberjack told Brick a story. "Turn your ear," she said to Brick, "to this baffling saga."

Once upon a time, Bright-Eyed Inculcand the brain adventurer resumed his habitual travels. The next thing anyone knows is that Bright-Eyed Inculcand found an ancient book and opened it.

As Bright-Eyed Inculcand read, the book told a memorable account:

A long, long time ago, Cheri the secret entrepreneur set sail for adventure. An old world-hero told Cheri a story. "Hey! You'd better listen," she said to Cheri, "to this frame yarn."

When the world was still young, Duchess Captain Thatcher the metadog went to seek her fortune. An old street captain told Duchess Captain Thatcher a story. "Listen well," he said to Duchess Captain Thatcher, "to this memorable story."

When the world was still young, Mad Thomas Johnson the superdoctor was convinced by an erotic vampireauthor to travel the world. Then, Mad Thomas Johnson found an ancient book and opened it.

As Mad Thomas Johnson read, the book told a portentous saga:

A long, long time ago, Mad Jake F. Johnson the cartcommunist was convinced by a street seller to travel the world. That day, Mad Jake F. Johnson found an ancient book and opened it.

As Mad Jake F. Johnson read, the book told an enchanting legend:

A long, long time ago, Mademoiselle Professor Redd the cyberspace hero set sail for adventure. Eventually, Mademoiselle Professor Redd found an ancient book and opened it.

As Mademoiselle Professor Redd read, the book told an eerie rumor:

When the world was still young, Captain Viawthex the metaastronaut went to seek her fortune. An old theoretical author told Captain Viawthex a story. "Hey! You'd better listen," he said to Captain Viawthex, "to this strange story."

Once upon a time, Lord Bright-Eyed Inculcand the space wright set out for adventure. An old cyberdetective told Lord Bright-Eyed Inculcand a story. "Listen well," she said to Lord Bright-Eyed Inculcand, "to this frame saga."

Once upon a time, Edge-case Ya the kittenmechanic set sail for adventure. Edge-case Ya encountered a dragon. An old world-captainninja told Edge-case Ya a story. "Listen well," she said to Edge-case Ya, "to this strange rumor."

Once upon a time, Duchess Eddy the Mad the brain promoter resumed her habitual travels. In due course of time, Duchess Eddy the Mad found an ancient book and opened it.

As Duchess Eddy the Mad read, the book told an enchanting yarn:

A long, long time ago, Mad Erzee J. Steelcaster the time blood criminal left his home. After this, Mad Erzee J. Steelcaster found an ancient book and opened it.

As Mad Erzee J. Steelcaster read, the book told a baffling tale:

Once upon a time, Duchess Lorie L. Johnston the world-witch set sail for adventure. After this, Duchess Lorie L. Johnston found an ancient book and opened it.

As Duchess Lorie L. Johnston read, the book told a mysterious tale:

When the world was still young, Dr. Bioxhub Johnston the metagryphon resumed his habitual travels. That day, Dr. Bioxhub Johnston found an ancient book and opened it.

As Dr. Bioxhub Johnston read, the book told a mysterious legend:

A long, long time ago, Mademoiselle Sarah Sword the space ninja went to seek her fortune. Later, Mademoiselle Sarah Sword found an ancient book and opened it.

As Mademoiselle Sarah Sword read, the book told a relevant tale:

When the world was still young, Professor Kliowurfur the time keeper left her home. In due course of time, Professor Kliowurfur found an ancient book and opened it.

As Professor Kliowurfur read, the book told a baffling legend:

When the world was still young, King Goadnung Esquire the aspiring witch set out for adventure. Then King Goadnung Esquire found an ancient book and opened it.

As King Goadnung Esquire read, the book told a mysterious rumor:

Once upon a time, Robert Inokin the superbrain criminal left his home. An old dolphinprofessional wizard told Robert Inokin a story. "Listen well," he said to Robert Inokin, "to this memorable legend."

Once upon a time, Sir Tom Donovitch the zoodetective resumed his habitual travels. An old theater captain told Sir Tom Donovitch a story. "Turn your ear," he said to Sir Tom Donovitch, "to this unique saga."

A few years ago, Bright-Eyed Leng the erotic keeper went to seek his fortune. An old mad cowboy told Bright-Eyed Leng a story. "Rest a while, and you can listen," he said to Bright-Eyed Leng, "to this eerie saga."

A few years ago, Crazy Tedviediab the world-hero was convinced by a paleohero to travel the world. Next, Crazy Tedviediab found an ancient book and opened it.

As Crazy Tedviediab read, the book told a relevant saga:

Once upon a time, Klorfi Esquire the mad aspiring smuggler left her home. An old theoretical sphinx told Klorfi Esquire a story. "Turn your ear," they

said to Kliorfi Esquire, "to this relevant rumor."

A few years ago, Rebecca I. Smith the zoodolphin resumed her habitual travels. An old blood wright told Rebecca I. Smith a story. "Turn your ear," they said to Rebecca I. Smith, "to this mysterious legend."

A long, long time ago, Lady Hannah Casing the lumber sparrow set out for adventure. Later that day, Lady Hannah Casing found an ancient book and opened it.

As Lady Hannah Casing read, the book told a strange yarn:

Once upon a time, Foar the Mad the technoseller was convinced by a time adventurer to travel the world. Then, Foar the Mad found an ancient book and opened it.

As Foar the Mad read, the book told a relevant tale:

A few years ago, Mad Even Steven the blood eagle resumed her habitual travels. In due course of time, Mad Even Steven found an ancient book and opened it.

As Mad Even Steven read, the book told a mysterious tale:

When the world was still young, Ubursclu Inokin the time dragon resumed his habitual travels. Later, Ubursclu Inokin found an ancient book and opened it.

As Ubursclu Inokin read, the book told a strange story:

Once upon a time, Carrie Steelcaster the gentleman smuggler left her home. Then Carrie Steelcaster found an ancient book and opened it.

As Carrie Steelcaster read, the book told a portentous saga:

When the world was still young, Madame Casing the cybercommunist went to seek her fortune. Soon Madame Casing found an ancient book and opened it.

As Madame Casing read, the book told a baffling legend:

A long, long time ago, Chiaki III the mad cartdetective went to seek her fortune. An old erotic doctor told Chiaki III a story. "Turn your ear," he said to Chiaki III, "to this frame story."

A few years ago, Circe the Mad the cartphilosopheroperator set out for adventure. Next, Circe the Mad found an ancient book and opened it.

As Circe the Mad read, the book told a baffling rumor:

When the world was still young, Azra IV the blood keepersmuggler set out for adventure. After this, Azra IV found an ancient book and opened it.

As Azra IV read, the book told a portentous legend:

A few years ago, Mad Krieap the brain pirate set out for adventure. An old brain spy told Mad Krieap a story. "Listen well," he said to Mad Krieap, "to this enchanting story."

A few years ago, Mad Morgana the street keeper left her home. Then, Mad Morgana found an ancient book and opened it.

As Mad Morgana read, the book told a portentous account:

A few years ago, Chris the catpirate left his home. An old street author told Chris a story. "Turn your ear," she said to Chris, "to this frame legend."

When the world was still young, Lord Professor Alice P. Stanislov the gryphonwitch went to seek his fortune. Lord Professor Alice P. Stanislov en-

countered a salesman along the way. The salesman stood in Lord Professor Alice P. Stanislov's way, but Lord Professor Alice P. Stanislov found another path, through a cat's belly. Within the cat's belly, Lord Professor Alice P. Stanislov found himself within a paleogryphon's belly. Lord Professor Alice P. Stanislov found nothing of interest in the ponderous paleogryphon's belly. Within the cat's belly, Lord Professor Alice P. Stanislov happened upon an arcology. Within the arcology, Lord Professor Alice P. Stanislov found himself within a party. Within the party, Lord Professor Alice P. Stanislov happened upon an island. Lord Professor Alice P. Stanislov found nothing of interest in the boring island. Then, Lord Professor Alice P. Stanislov passed through the party and moved on. Within the arcology, Lord Professor Alice P. Stanislov found himself within an arcology. Lord Professor Alice P. Stanislov found nothing of interest in the blasphemous arcology. Lord Professor Alice P. Stanislov found nothing of interest in the tedious arcology. Then, Lord Professor Alice P. Stanislov passed through the cat's belly and moved on.. Next, a second salesman gave Lord Professor Alice P. Stanislov an expensive gift. Because of this, a third salesman stood in Lord Professor Alice P. Stanislov's way, but Lord Professor Alice P. Stanislov found another path, through a forest. Then Lord Professor Alice P. Stanislov passed through the forest and moved on.. At long last, Lord Professor Alice P. Stanislov happened upon a likely source of the wealth he so desired. The talkative gryphonwitch had heard a rumor that a metaastronaut at a nearby room could help him find wealth. So Lord Professor Alice P. Stanislov went. Then, Lord Professor Alice P. Stanislov fell deeply in love with a talkative superpriest named Edge-case Todd U. Oodoaw who wanted a dolphin. As Lord Professor Alice P. Stanislov walked further into the room, he met a penniless secret mathematician named Sara A. Shark who was looking for a key so she could get to the next level. Lord Professor Alice P. Stanislov offered to help. "I myself am a gryphonwitch," said Lord Professor Alice P. Stanislov. "I think I can find you a key." As Lord Professor Alice P. Stanislov walked further into the room, he met a penniless lumber scientist named Mad Uread who was looking for a key so ve could get to the next level. Lord Professor Alice P. Stanislov offered to help. "I myself am a gryphonwitch," said Lord Professor Alice P. Stanislov. "I think I can find you a key." As Lord Professor Alice P. Stanislov walked further into the room, he met a penniless occult author named The Wreather who was looking for a key so ve could get to the next level. Lord Professor Alice P. Stanislov offered to help. "I myself am a gryphonwitch," said Lord Professor Alice P. Stanislov. "I think I can find you a key." As Lord Professor Alice P. Stanislov walked further into the room, he met a penniless metacriminal named Crazy Teresa Steelcaster who was looking for a kitten so they could make a stew. Lord Professor Alice P. Stanislov offered to help. "I myself am a gryphonwitch," said Lord Professor Alice P. Stanislov. "I think I can find you a kitten." At least army camp was a fascinating place to look for key. At long last, Lord Professor Alice P. Stanislov tracked down the kitten for Crazy Teresa Steelcaster. Crazy Teresa Steelcaster the metacriminal was astonished to see Lord Professor Alice P. Stanislov return with the kitten. "I've heard your looking for this." Crazy Teresa Steelcaster showed Lord Professor

Alice P. Stanislov the kitten he had been searching for.

Crazy Teresa Steelcaster the metacriminal was astonished to see Lord Professor Alice P. Stanislov return with the kitten. "I've heard your looking for this." Crazy Teresa Steelcaster showed Lord Professor Alice P. Stanislov the kitten he had been searching for.

Lord Professor Alice P. Stanislov returned the kitten to the poor metacriminal. "Thanks a million!" they said, and rushed off to make a stew. At least room was a warm and pleasant place to look for key. In the end, Lord Professor Alice P. Stanislov tracked down the key for Sara A. Shark. Crazy Teresa Steelcaster the metacriminal was astonished to see Lord Professor Alice P. Stanislov return with the kitten. "I've heard your looking for this." Crazy Teresa Steelcaster showed Lord Professor Alice P. Stanislov the kitten he had been searching for.

After all this had happened, Lord Professor Alice P. Stanislov tracked down the metaastronaut. His name was Fox. "I can get you the loot you seek," said Fox, "but only if you can find me a cat so I can make a stew." As Lord Professor Alice P. Stanislov walked further into the room, he met a penniless paleoballerina named Queen Captain Kluoat who was looking for a key so she could unlock the Princess's heart. Lord Professor Alice P. Stanislov offered to help. "I myself am a gryphonwitch," said Lord Professor Alice P. Stanislov. "I think I can find you a key." At least room was a fascinating place to look for key. Thankfully army camp was a pleasant place to look for key. In the end, Lord Professor Alice P. Stanislov tracked down the key for Queen Captain Kluoat. Lord Professor Alice P. Stanislov returned the key to the poor paleoballerina. "Thanks a million!" she said, and rushed off to unlock the Princess's heart. At least army camp was a fascinating place to look for key. As Lord Professor Alice P. Stanislov walked further into the room, he met a penniless metacaptain named Professor Queplup Casing who was looking for a key so he could unlock the Princess's heart. Lord Professor Alice P. Stanislov offered to help. "I myself am a gryphonwitch," said Lord Professor Alice P. Stanislov. "I think I can find you a key." As Lord Professor Alice P. Stanislov walked further into the room, he met a penniless metamarinescientist named Dr. Boris Smith who was looking for a dog so he could make a stew. Lord Professor Alice P. Stanislov offered to help. "I myself am a gryphonwitch," said Lord Professor Alice P. Stanislov. "I think I can find you a dog." Mercifully, room was a nothing but inviting place to look for dog. Despite many setbacks, Lord Professor Alice P. Stanislov tracked down the dog for Dr. Boris Smith. Lord Professor Alice P. Stanislov returned the dog to the poor metamarinescientist. "Thanks a million!" he said, and rushed off to make a stew. As Lord Professor Alice P. Stanislov walked further into the room, he met a penniless mad spy named Whuscriat IV who was looking for an axlotl so he could make a stew. Lord Professor Alice P. Stanislov offered to help. "I myself am a gryphonwitch," said Lord Professor Alice P. Stanislov. "I think I can find you an axlotl." As Lord Professor Alice P. Stanislov walked further into the room, he met a penniless first vampire named Duke Mad Jeremy Z. Ioxot who was looking for a cat so he could make a stew. Lord Professor Alice P. Stanislov offered to help. "I myself am a gryphonwitch," said Lord Professor Alice P. Stanislov. "I think I can find you a cat." As Lord

Professor Alice P. Stanislov walked further into the room, he met a penniless blood keeper named Prince Jeremy C. F. Awscluraw who was looking for a raven so he could make a stew. Lord Professor Alice P. Stanislov offered to help. "I myself am a gryphonwitch," said Lord Professor Alice P. Stanislov. "I think I can find you a raven." At least, room was a warm and pleasant place to look for raven. After all this had happened, Lord Professor Alice P. Stanislov tracked down the raven for Prince Jeremy C. F. Awscluraw. Prince Jeremy C. F. Awscluraw the blood keeper was astonished to see Lord Professor Alice P. Stanislov return with the raven. "I've heard your looking for this." Prince Jeremy C. F. Awscluraw showed Lord Professor Alice P. Stanislov the raven he had been searching for.

Lord Professor Alice P. Stanislov returned the raven to the poor blood keeper. "Thanks a million!" he said, and rushed off to make a stew. As Lord Professor Alice P. Stanislov walked further into the room, he met a penniless street communist named Crazy Iatdre D. Denovich who was looking for a key so they could get to the next level. Lord Professor Alice P. Stanislov offered to help. "I myself am a gryphonwitch," said Lord Professor Alice P. Stanislov. "I think I can find you a key." As Lord Professor Alice P. Stanislov walked further into the room, he met a penniless erotic operator named Smith who was looking for a key so she could unlock the Princess's heart. Lord Professor Alice P. Stanislov offered to help. "I myself am a gryphonwitch," said Lord Professor Alice P. Stanislov. "I think I can find you a key." As Lord Professor Alice P. Stanislov walked further into the room, he met a penniless cyberentrepreneur named Dlew Esquire who was looking for a dog so she could make a stew. Lord Professor Alice P. Stanislov offered to help. "I myself am a gryphonwitch," said Lord Professor Alice P. Stanislov. "I think I can find you a dog." As Lord Professor Alice P. Stanislov walked further into the room, he met a penniless occult witch named Princess Abcli A. Casing who was looking for a key so she could unlock the Princess's heart. Lord Professor Alice P. Stanislov offered to help. "I myself am a gryphonwitch," said Lord Professor Alice P. Stanislov. "I think I can find you a key." As Lord Professor Alice P. Stanislov walked further into the room, he met a penniless space seller named Debra G. Steelcaster who was looking for a key so she could get to the next level. Lord Professor Alice P. Stanislov offered to help. "I myself am a gryphonwitch," said Lord Professor Alice P. Stanislov. "I think I can find you a key." As Lord Professor Alice P. Stanislov walked further into the room, he met a penniless blood street firefighter named Duchess Whexpux who was looking for a gryphon so she could make a stew. Lord Professor Alice P. Stanislov offered to help. "I myself am a gryphonwitch," said Lord Professor Alice P. Stanislov. "I think I can find you a gryphon." As Lord Professor Alice P. Stanislov walked further into the room, he met a penniless cartscientist named Theresa Stanislov who was looking for a duck so she could make a stew. Lord Professor Alice P. Stanislov offered to help. "I myself am a gryphonwitch," said Lord Professor Alice P. Stanislov. "I think I can find you a duck." Thankfully army camp was a pleasant place to look for key. At least room was a pleasant place to look for duck. At long last, Lord Professor Alice P. Stanislov tracked down the duck for Theresa Stanislov.

Lord Professor Alice P. Stanislov returned the duck to the poor cartscientist. "Thanks a million!" she said, and rushed off to make a stew. As Lord Professor Alice P. Stanislov walked further into the room, he met a penniless cyberscientist named Lady Jerry X. Judscore who was looking for a key so she could get to the next level. Lord Professor Alice P. Stanislov offered to help. "I myself am a gryphonwitch," said Lord Professor Alice P. Stanislov. "I think I can find you a key." As Lord Professor Alice P. Stanislov walked further into the room, he met a penniless secret adventurer named Duke Andrew Donovitch who was looking for a key so he could unlock the Princess's heart. Lord Professor Alice P. Stanislov offered to help. "I myself am a gryphonwitch," said Lord Professor Alice P. Stanislov. "I think I can find you a key." As Lord Professor Alice P. Stanislov walked further into the room, he met a penniless double sellerscientist named Even Steven the Mad who was looking for a key so she could get to the next level. Lord Professor Alice P. Stanislov offered to help. "I myself am a gryphonwitch," said Lord Professor Alice P. Stanislov. "I think I can find you a key." Thankfully army camp was a pleasant place to look for key. Mercifully, room was an interesting place to look for cat. Despite many setbacks, Lord Professor Alice P. Stanislov tracked down the key for Even Steven the Mad. Even Steven the Mad the double sellerscientist was astonished to see Lord Professor Alice P. Stanislov return with the key. "I've heard your looking for this." Even Steven the Mad showed Lord Professor Alice P. Stanislov the key he had been searching for.

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Lord Professor Alice P. Stanislov returned the key to the poor double sellerscientist. "Thanks a million!" she said, and rushed off to get to the next level. As Lord Professor Alice P. Stanislov walked further into the room, he met a penniless technospy named Aip the Elder who was looking for a key so he could get to the next level. Lord Professor Alice P. Stanislov offered to help. "I myself am a gryphonwitch," said Lord Professor Alice P. Stanislov. "I think I can find you a key." Thankfully army camp was a pleasant place to look for key. That day, Lord Professor Alice P. Stanislov tracked down the key for Aip the Elder. Lord Professor Alice P. Stanislov returned the key to the poor technospy. "Thanks a million!" he said, and rushed off to get to the next level. Thankfully army camp was a pleasant place to look for key. At long last, Lord Professor Alice P. Stanislov tracked down the key for Princess Abcli A. Casing. Aip the Elder the

technospy was astonished to see Lord Professor Alice P. Stanislov return with the key. "I've heard your looking for this." Aip the Elder showed Lord Professor Alice P. Stanislov the key he had been searching for.

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Lord Professor Alice P. Stanislov returned to Fox triumphant, and received his hoped-for loot. And so, Lord Professor Alice P. Stanislov the gryphonwitch lived happily ever after.

Chris thanked the street author for the warning and returned home. Mad Morgana searched the pages for more, but that was all.

Mad Krieap thanked the brain spy for the warning and returned home. Azra IV searched the pages for more, but that was all. Circe the Mad slammed the ancient book closed and returned home.

Chiaki III thanked the erotic doctor for the warning and returned home. Madame Casing searched the pages for more, but that was all. Carrie Steelcaster slammed the blasphemous book closed and returned home. Ubursclu Inokin slammed the huge book closed and returned home. Mad Even Steven searched the pages for more, but that was all. Foar the Mad slammed the tedious book closed and returned home. Lady Hannah Casing searched the pages for more, but that was all.

Rebecca I. Smith thanked the blood wright for the warning and returned home.

Kliorfi Esquire thanked the theoretical sphinx for the warning and returned home. Crazy Tedviediab slammed the tedious book closed and returned home.

Bright-Eyed Leng thanked the mad cowboy for the warning and returned home.

Sir Tom Donovitch thanked the theater captain for the warning and returned home.

Robert Inokin thanked the dolphinprofessional wizard for the warning and returned home. King Goadnung Esquire searched the pages for more, but that was all. Professor Kliowurfur searched the pages for more, but that was all. Madamoiselle Sarah Sword searched the pages for more, but that was all. Dr. Bioxhub Johnston searched the pages for more, but that was all. Duchess Lorie



L. Johnston searched the pages for more, but that was all. Mad Erzee J. Steelcaster slammed the boring book closed and returned home. Duchess Eddy the Mad slammed the boring book closed and returned home.

Edge-case Ya thanked the world-captainninja for the warning and returned home.

Lord Bright-Eyed Inculcand thanked the cyberdetective for the warning and returned home.

Captain Viawthex thanked the theoretical author for the warning and returned home. Mademoiselle Professor Redd searched the pages for more, but that was all. Mad Jake F. Johnson slammed the huge book closed and returned home. Mad Thomas Johnson searched the pages for more, but that was all.

Duchess Captain Thatcher thanked the street captain for the warning and returned home.

"I am just a secret entrepreneur", said Cheri, "and you are a wise world-hero. I will heed your advice". Because of this, Cheri went home. Bright-Eyed Inculcand slammed the evil book closed and returned home.

Brick thanked the cyberjack for the warning and returned home.

Professor Rebecca Shark thanked the double wizardsoldier for the warning and returned home.

Edge-case Jeremy Y. Johnston thanked the first mathematician for the warning and returned home.

King Gojod the Elder thanked the double smuggler for the warning and returned home.

Deb M. Sword thanked the metapromoter for the warning and returned home.

Bright-Eyed Angthie Inokin thanked the cybermechanic for the warning and returned home.

But Uwpoung did not listen, and continued on. Uwpoung passed by a dust mite. Uwpoung eventually went home.

Pliny thanked the lumber operatorauthor for the warning and returned home. Princess Allison Stanislov searched the pages for more, but that was all. Dr. Fox searched the pages for more, but that was all.

Prince Professor Dora Casing thanked the technopromoterdoctor for the warning and returned home.

Sir Professor Oangniodbloax thanked the paleoballerina for the warning and returned home. Sir Crazy Angdeng slammed the tedious book closed and returned home.

Bright-Eyed James Casing thanked the metaentrepreneur for the warning and returned home.

Captain Rebecca Donovanitch thanked the world-wright for the warning and returned home.

"I am just a gryphonpromoter", said Sam III, "and you are a skilled meta-operator. I will remember your story". Tiring of travel, Sam III settled down.

"I am just a mad mechanic", said Chris the Mad, "and you are a learned aspiring erotic communist. I will heed your advice". To this day, nobody knows what happened to Chris the Mad.

Rebecca Denovich thanked the supercommunist for the warning and returned home.

Lina the Mad thanked the street world-pirate for the warning and returned home.

Prince Eraiwquai thanked the secret hero for the warning and returned home.

Bright-Eyed Shadow thanked the blood vampire for the warning and returned home.

"I am just a cyberfirefighter", said Bright-Eyed Iew, "and you are a skilled occult scientist. I will remember your story". Bright-Eyed Iew arrived home later that day.

Edge-case Ix Denovich thanked the double keeper for the warning and returned home.

Duke Zet thanked the theoretical spy for the warning and returned home.

But Edge-case Moatir did not listen, and continued on. Edge-case Moatir encountered an impassioned cyberadventurersmuggler living in the wilderness. Edge-case Moatir eventually went home.

"I am just an erotic pirate", said Wemk the Mad, "and you are a very old mad theoretical cowboy. I will heed your advice". Wemk the Mad eventually went home.

John Shark thanked the gentleman operator for the warning and returned home.

Edge-case Timotheus S. Smith thanked the metaparrotoperator for the warning and returned home.

Betty Donovitch thanked the gentleman philosopher for the warning and returned home. Jirid D. Steelcaster searched the pages for more, but that was all. Dr. Orkru searched the pages for more, but that was all. "What a tricky book," Eawblogea N. Sword thought, and took it for her own. Eawblogea N. Sword happened upon a hut. Eawblogea N. Sword found nothing of interest in the tedious hut. Eawblogea N. Sword arrived home later that day.

Edge-case Lorie Donovitch thanked the first brain spy for the warning and returned home.

Thomas R. Iong thanked the paleospy for the warning and returned home.

But Duchess Hanna Casing did not listen, and continued on. Duchess Hanna Casing passed by a waterfall. Duchess Hanna Casing passed by a dark cave. To this day, nobody knows what happened to Duchess Hanna Casing.

The tale inspired Hanna Stanislov to go on. Hanna Stanislov thought she might find loot at a tiny apartment. Hanna Stanislov found nothing of interest in the ancient tiny apartment. Hanna Stanislov arrived home later that day.

But Iexoxiow did not listen, and continued on. Iexoxiow passed by a dark cave. Iexoxiow thought she might find new friends at a cavern. Iexoxiow found nothing of interest in the offensive cavern. Tiring of travel, Iexoxiow settled down.

"I am just a metamathematician", said Mademoiselle Jeloob Esquire, "and you are a very old cyberpromoter. I will think about what you have said". Soon Mademoiselle Jeloob Esquire went home.

But Crazy Lorie Casing did not listen, and continued on. Crazy Lorie Casing thought ve might find excitement at a unique dream. That day, Crazy Lorie Casing passed through the unique dream and moved on. Then, Crazy Lorie Casing went home.

Alison Sword thanked the metapirate for the warning and returned home.

"I am just a brain scientist", said Professor Eab, "and you are a skilled technauthor. I will remember your story". At long last, Professor Eab happened upon the interesting sights she were after. her heart at rest, Professor Eab's journey came to an end. Dora Donovan slammed the tedious book closed and returned home.

Inculcand IV thanked the gentleman lumber author for the warning and returned home.

But Duke Thoble N. Shark did not listen, and continued on. Duke Thoble N. Shark accidentally went into a bad neighborhood. Duke Thoble N. Shark found nothing of interest in the ancient bad neighborhood. Tiring of travel, Duke Thoble N. Shark settled down.

"I am just a paleooperator", said Wheepuw Casing, "and you are a skilled blood promoter. I will remember your story". Wheepuw Casing still wanted to travel. Wheepuw Casing passed by a professional owl fighting a cat. Wheepuw Casing arrived home later that day.

Stleststlen the Elder thanked the secret owl for the warning and returned home.

Hanna Casing thanked the lumber doctor for the warning and returned home.

The tale inspired Madame Mad Que to go on. Madame Mad Que accidentally went into a frame dream. Madame Mad Que found nothing of interest in the grave frame dream. Later that day, Madame Mad Que happened upon the good times she were after. her heart at rest, Madame Mad Que's journey came to an end.

"I am just a secret captain", said Bright-Eyed Oorgair, "and you are a wise occult mechanic. I will heed your advice". Tiring of travel, Bright-Eyed Oorgair settled down.

Bro U. Liajoob thanked the first wright for the warning and returned home.

Petrov thanked the double keepermathematician for the warning and returned home. DlaiBir U. Steelcaster slammed the blasphemous book closed and returned home.

The vexed prophet thanked Queen Bright-Eyed Wemk and left. Eventually, a third prophet ignored Queen Bright-Eyed Wemk. Later, Queen Bright-Eyed Wemk went home.

The deeply affected aspiring dust mite thanked Cieieb and left. That day, a second aspiring dust mite ignored Cieieb. Then, a third aspiring dust mite stood in Cieieb's way, but Cieieb found another path, through a city. Cieieb found nothing of interest in the grave city.. Then, Cieieb went home.

Captain Betty G. Sword thanked the secret cowboy for the warning and returned home. Id searched the pages for more, but that was all.

The tale inspired Bright-Eyed Carrie H. Sword to go on. Bright-Eyed Carrie H. Sword found himself within a mansion. Then Bright-Eyed Carrie H. Sword passed through the mansion and moved on. At long last, Bright-Eyed Carrie H. Sword happened upon the adventure he were after. his heart at rest, Bright-Eyed Carrie H. Sword's journey came to an end.

The astute traveler thanked James Inokin and left. Because of this, a second traveler gave James Inokin an extravagant gift. Next, a third traveler gave James Inokin a rare gift. James Inokin passed by a vexed first priest living in the wilderness. Tiring of travel, James Inokin settled down.

But Bright-Eyed Betty Johnston did not listen, and continued on. Bright-Eyed Betty Johnston encountered a salmon living in a strange house. After all this had happened, Bright-Eyed Betty Johnston happened upon the to travel they were after. their heart at rest, Bright-Eyed Betty Johnston's journey came to an end.

The puzzled prophet thanked Linda P. Donovan and left. In due course of time, a third prophet gave Linda P. Donovan a magnificent gift. Linda P. Donovan eventually went home.

"I am just a world-doctor", said King Edge-case John, "and you are a very old double dolphin. I will remember your story". King Edge-case John still wanted novelty. King Edge-case John encountered a street sphinx living in a portentous house. King Edge-case John eventually went home.

But Sciriano Esquire did not listen, and continued on. Sciriano Esquire encountered a traveler along the way. The traveler ignored Sciriano Esquire. Later, a second traveler gave Sciriano Esquire an eldritch gift. That day, a third traveler stood in Sciriano Esquire's way, but Sciriano Esquire found another path, through a room. Sciriano Esquire found nothing of interest in the eldritch room.. Tiring of travel, Sciriano Esquire settled down.

The puzzled demon thanked Duchess Linda G. Steelcaster and left. Finally, Duchess Linda G. Steelcaster happened upon the novelty she were after. her heart at rest, Duchess Linda G. Steelcaster's journey came to an end.

Jeecegaaid thanked the brain piratefirefighter for the warning and returned home.

The chastened technovampire thanked Uror IV and left. The next thing anyone knows is that a third technovampire gave Uror IV a magnificent gift. Finally, Uror IV happened upon the grand adventure she were after. her heart at rest, Uror IV's journey came to an end. Sara Stanislov searched the pages for more, but that was all.

But Edge-case Alyssa Shark did not listen, and continued on. Edge-case Alyssa Shark encountered a vast army. Immediately, Edge-case Alyssa Shark went home.

The Wreather thanked the erotic author for the warning and returned home.

"I am just a metaseller", said Allison C. Sword, "and you are a very old first sphinx. I will remember your story". Tiring of travel, Allison C. Sword settled down.

But Debora R. Sword did not listen, and continued on. Debora R. Sword encountered an impassioned double philosopherwizard living in the wilderness.

Debora R. Sword encountered a prophet along the way. The prophet ignored Debora R. Sword. Next, a second prophet gave Debora R. Sword a ponderous gift. In due course of time, a third prophet gave Debora R. Sword an expensive gift. Debora R. Sword eventually went home.

But Prince Edge-case James Z. Sokre did not listen, and continued on. Prince Edge-case James Z. Sokre encountered a vast army. Eventually, Prince Edge-case James Z. Sokre went home.

The tale inspired Sir Stan Shark to go on. Sir Stan Shark encountered a traveler along the way. The traveler stood in Sir Stan Shark's way, but Sir Stan Shark found another path, through a specific location. Then Sir Stan Shark passed through the specific location and moved on.. Then a second traveler ignored Sir Stan Shark. Next, a third traveler gave Sir Stan Shark a rare gift. Tiring of travel, Sir Stan Shark settled down.

But Sir Dr. Thomas J. Casing did not listen, and continued on. Sir Dr. Thomas J. Casing accidentally went into an army camp. Sir Dr. Thomas J. Casing found nothing of interest in the evil army camp. Sir Dr. Thomas J. Casing arrived home later that day.

Mad Yit thanked the blood witch for the warning and returned home.

"I am just a double technovampire", said Queen Tertia K. C. Donovanitch, "and you are a learned lumber robindoctor. I will remember your story". Then Queen Tertia K. C. Donovanitch encountered a huge town. Queen Tertia K. C. Donovanitch happened upon a series of twisting passageways. Queen Tertia K. C. Donovanitch found nothing of interest in the boring series of twisting passageways. The next thing anyone knows is that Queen Tertia K. C. Donovanitch went home.

The frightened erotic detective thanked Jake E. Voprai and left. Eventually, a second erotic detective stood in Jake E. Voprai's way, but Jake E. Voprai found another path, through a series of twisting passageways. Jake E. Voprai found nothing of interest in the grave series of twisting passageways.. After this, a third erotic detective gave Jake E. Voprai an extravagant gift. At long last, Jake E. Voprai happened upon the new friends he was after. His heart at rest, Jake E. Voprai's journey came to an end.

The very old secret spy thanked Theresa Smith and left. Theresa Smith still wanted new friends. Theresa Smith happened upon a tiny apartment. After this, Theresa Smith passed through the tiny apartment and moved on. Because of this, Theresa Smith encountered a dust mite living in a baffling house. Theresa Smith accidentally went into a mansion. Next, Theresa Smith passed through the mansion and moved on. Theresa Smith eventually went home.

The satisfied first ninja thanked Duchess Angmaw the Conquerer and left. Duchess Angmaw the Conquerer eventually went home.

The thoroughly bored warrior thanked Tertia Stanislov and left. Despite many setbacks, Tertia Stanislov happened upon the excitement she was after. Her heart at rest, Tertia Stanislov's journey came to an end.

The tale inspired Captain Robert Stanislov to go on. Captain Robert Stanislov passed by a vast army. Captain Robert Stanislov thought he might find interesting sights at a bad state of mind. Within the bad state of mind,

Captain Robert Stanislov accidentally went into a castle. That day, Captain Robert Stanislov passed through the castle and moved on. Later, Captain Robert Stanislov passed through the bad state of mind and moved on. To this day, nobody knows what happened to Captain Robert Stanislov. Edge-case Drawbod slammed the evil book closed and returned home.

The thoroughly bored traveler thanked Sir Jonny Idwruthiax and left. Later, a second traveler gave Sir Jonny Idwruthiax a magnificent gift. The next thing anyone knows is that a third traveler ignored Sir Jonny Idwruthiax. Sir Jonny Idwruthiax thought constantly about the

excitement he sought. Sir Jonny Idwruthiax encountered a waterfall. Sir Jonny Idwruthiax passed by a vast army. Sir Jonny Idwruthiax encountered a rabbit fighting a jackalope. To this day, nobody knows what happened to Sir Jonny Idwruthiax. Timothy S. Kraier slammed the ancient book closed and returned home.

The puzzled warrior thanked Mad Mia and left. After all this had happened, Mad Mia happened upon the treasure they were after. their heart at rest, Mad Mia's journey came to an end.

Duchess Piklio IV thanked the erotic pirate for the warning and returned home.

The vexed salesman thanked Alison Inokin and left. Soon a second salesman gave Alison Inokin an extravagant gift. Then, a third salesman gave Alison Inokin an eldritch gift. In due course of time, Alison Inokin encountered a waterfall. Alison Inokin found herself within a courtyard. Alison Inokin found nothing of interest in the boring courtyard. To this day, nobody knows what happened to Alison Inokin. Dr. Jim Steelcaster searched the pages for more, but that was all.

The satisfied warrior thanked King Andrew X. P. Shark and left. Because of this, a second warrior gave King Andrew X. P. Shark an expensive gift. Then, a third warrior gave King Andrew X. P. Shark a magnificent gift. King Andrew X. P. Shark still wanted excitement. King Andrew X. P. Shark thought he might find excitement at a specific location. Within the specific location, King Andrew X. P. Shark accidentally went into a party. Within the party, King Andrew X. P. Shark happened upon a thunderstorm. King Andrew X. P. Shark found nothing of interest in the ancient thunderstorm. Soon King Andrew X. P. Shark passed through the party and moved on. The next thing anyone knows is that King Andrew X. P. Shark passed through the specific location and moved on. Later, King Andrew X. P. Shark happened upon the grand adventure he were after. his heart at rest, King Andrew X. P. Shark's journey came to an end.

"I am just a theater pirate", said Professor Blep, "and you are a skilled street mathematician. I will remember your story". Professor Blep thought she might find novelty at a village. In due course of time, Professor Blep passed through the village and moved on. Professor Blep happened upon a bad state of mind. Eventually, Professor Blep passed through the bad state of mind and moved on. Tiring of travel, Professor Blep settled down.

Mad Theang thanked the superselleradventurer for the warning and returned

home.

The skilled traveler thanked Crazy Jerry Iedthat and left. The next thing anyone knows is that a third traveler ignored Crazy Jerry Iedthat. Crazy Jerry Iedthat thought constantly about the to see the world he sought. Crazy Jerry Iedthat encountered a warrior along the way. The warrior stood in Crazy Jerry Iedthat's way, but Crazy Jerry Iedthat found another path, through a rabbit's belly. Later that day, Crazy Jerry Iedthat passed through the rabbit's belly and moved on.. After this, a second warrior stood in Crazy Jerry Iedthat's way, but Crazy Jerry Iedthat found another path, through a forest. Crazy Jerry Iedthat found nothing of interest in the offensive forest.. Later that day, a third warrior gave Crazy Jerry Iedthat an expensive gift. Because of this, Crazy Jerry Iedthat happened upon the to travel he were after. his heart at rest, Crazy Jerry Iedthat's journey came to an end. Edge-case Oaxoob slammed the offensive book closed and returned home.

The excited warrior thanked Crazy Tom Criemoa and left. Then, a second warrior gave Crazy Tom Criemoa a rare gift. After this, a third warrior gave Crazy Tom Criemoa an evil gift. The next thing anyone knows is that Crazy Tom Criemoa passed by an owl fighting a worm. Crazy Tom Criemoa encountered a salesman along the way. The salesman ignored Crazy Tom Criemoa. Because of this, a second salesman stood in Crazy Tom Criemoa's way, but Crazy Tom Criemoa found another path, through a marketplace. Crazy Tom Criemoa found nothing of interest in the boring marketplace.. Later, a third salesman ignored Crazy Tom Criemoa. Crazy Tom Criemoa thought constantly about the business contacts he sought. Crazy Tom Criemoa found himself within an island. Then, Crazy Tom Criemoa passed through the island and moved on. Then Crazy Tom Criemoa happened upon the business contacts he were after. his heart at rest, Crazy Tom Criemoa's journey came to an end.

But Croangmoabpra Stanislov did not listen, and continued on. Croangmoabpra Stanislov passed by a memorable sunrise. Croangmoabpra Stanislov encountered a prophet along the way. The prophet stood in Croangmoabpra Stanislov's way, but Croangmoabpra Stanislov found another path, through a relevant dream. Croangmoabpra Stanislov found nothing of interest in the offensive relevant dream.. Later, a second prophet gave Croangmoabpra Stanislov an expensive gift. Eventually, a third prophet gave Croangmoabpra Stanislov a blasphemous gift. Croangmoabpra Stanislov passed by a dark cave. Croangmoabpra Stanislov encountered a double keeper along the way. The double keeper gave Croangmoabpra Stanislov a blasphemous gift. Because of this, a second double keeper stood in Croangmoabpra Stanislov's way, but Croangmoabpra Stanislov found another path, through a tower. Because of this, Croangmoabpra Stanislov passed through the tower and moved on.. Next, a third double keeper gave Croangmoabpra Stanislov a magnificent gift. To this day, nobody knows what happened to Croangmoabpra Stanislov.

Allison W. Stanislov thanked the mad doctor for the warning and returned home.

The talkative time captain thanked Bro Eedma and left. Immediately, a third time captain stood in Bro Eedma's way, but Bro Eedma found another

path, through a peaceful protest. Eventually, Bro Eedma passed through the peaceful protest and moved on.. Bro Eedma thought constantly about the excitement he sought. Bro Eedma happened upon a memorable dream. Within the memorable dream, Bro Eedma found himself within a hut. Soon Bro Eedma passed through the hut and moved on. Bro Eedma found nothing of interest in the offensive memorable dream. Bro Eedma was determined to find grand adventure. Bro Eedma encountered a salesman along the way. The salesman stood in Bro Eedma's way, but Bro Eedma found another path, through a mysterious dome. Immediately, Bro Eedma passed through the mysterious dome and moved on.. Soon a second salesman ignored Bro Eedma. Later that day, a third salesman gave Bro Eedma a tasteful gift. To this day, nobody knows what happened to Bro Eedma.

The impassioned demon thanked Jerry E. Z. Oot and left. The next thing anyone knows is that a third demon stood in Jerry E. Z. Oot's way, but Jerry E. Z. Oot found another path, through a portentous mansion. Later that day, Jerry E. Z. Oot passed through the portentous mansion and moved on.. At long last, Jerry E. Z. Oot happened upon a likely source of the wealth he so desired. The talkative secret coyote had heard a rumor that a zoophilosopher at a nearby shipyard could help him find fortune. So Jerry E. Z. Oot went. The shipyard was very lonely. Immediately, Jerry E. Z. Oot tracked down the zoophilosopher. His name was Professor Bro Y. Inokin. "I can get you the wealth you seek," said Professor Bro Y. Inokin, "but only if you can find me a jackalope so I can make a stew." Mercifully, shipyard was a pleasant place to look for jackalope. Then, Jerry E. Z. Oot tracked down the jackalope for Professor Bro Y. Inokin. Jerry E. Z. Oot returned to Professor Bro Y. Inokin triumphant, and received his hoped-for treasure. And so, Jerry E. Z. Oot the secret coyote lived happily ever after.

The tale inspired Professor Andrew Donovanitch to go on. Professor Andrew Donovanitch passed by a cat living in an enchanting house. At long last, Professor Andrew Donovanitch happened upon a likely source of the

medicine they so desired. The patient professional vampire had heard a rumor that a street promoterspy at a nearby forest could help them find

a cure. So Professor Andrew Donovanitch went. The forest was very lonely. Finally, Professor Andrew Donovanitch tracked down the street promoterspy. His name was Sir Nathan E. Inokin. "I can get you the

a cure you seek," said Sir Nathan E. Inokin, "but only if you can find me a raven so I can make a stew." Thankfully specific location was a nothing but inviting place to look for kitten. At long last, Professor Andrew Donovanitch tracked down the raven for Sir Nathan E. Inokin. Professor Andrew Donovanitch returned to Sir Nathan E. Inokin triumphant, and received their hoped-for

medicine. And so, Professor Andrew Donovanitch the professional vampire lived happily ever after. "What a patient book," Crazy Lorie A. Stanislov thought, and took it for her own. Crazy Lorie A. Stanislov encountered a mad soldier along the way. The mad soldier stood in Crazy Lorie A. Stanislov's way, but Crazy Lorie A. Stanislov found another path, through a room. Because of this, Crazy Lorie A. Stanislov passed through the room and moved on..



That day, a second mad soldier gave Crazy Lorie A. Stanislov a magnificent gift. After this, a third mad soldier stood in Crazy Lorie A. Stanislov's way, but Crazy Lorie A. Stanislov found another path, through a peaceful protest. Crazy Lorie A. Stanislov found nothing of interest in the blasphemous peaceful protest.. Then, Crazy Lorie A. Stanislov passed by an evil town. Crazy Lorie A. Stanislov thought she might find good times at a city. Within the city, Crazy Lorie A. Stanislov accidentally went into a thunderstorm. Within the thunderstorm, Crazy Lorie A. Stanislov accidentally went into an axlotl's belly. Then, Crazy Lorie A. Stanislov passed through the axlotl's belly and moved on. Crazy Lorie A. Stanislov found nothing of interest in the boring thunderstorm. Crazy Lorie A. Stanislov found nothing of interest in the eldritch city. Then Crazy Lorie A. Stanislov went home.

The happy demon thanked Bright-Eyed Lorie Casing and left. Bright-Eyed Lorie Casing arrived home later that day.

The satisfied prophet thanked Robert G. Eedup and left. Robert G. Eedup was determined to find novelty. Robert G. Eedup passed by a dark cave. Robert G. Eedup thought constantly about the to travel he sought. Robert G. Eedup thought he might find good times at an army camp. Robert G. Eedup found nothing of interest in the huge army camp. The next thing anyone knows is that Robert G. Eedup encountered a robin living in a unique house. Robert G. Eedup thought he might find to travel at a courtyard. Robert G. Eedup found nothing of interest in the boring courtyard. Despite many setbacks, Robert G. Eedup happened upon the novelty he were after. his heart at rest, Robert G. Eedup's journey came to an end.

But Sir Jerry B. S. Donovitch did not listen, and continued on. Sir Jerry B. S. Donovitch passed by a waterfall. To this day, nobody knows what happened to Sir Jerry B. S. Donovitch.

"I am just a metajack", said Krox the Conquerer, "and you are a learned theoretical owl. I will think about what you have said". Eventually, Krox the Conquerer went home.

The courteous traveler thanked Ob the Elder and left. Ob the Elder accidentally went into a tiny apartment. Then Ob the Elder passed through the tiny apartment and moved on. At long last, Ob the Elder happened upon a likely source of the treasure he so desired. The tricky superadventurerjack had heard a rumor that a superdetective at a nearby forest could help him find loot. So Ob the Elder went. The forest was very lonely. After all this had happened, Ob the Elder tracked down the superdetective. His name was Duke Mad Even Steven. "I can get you the loot you seek," said Duke Mad Even Steven, "but only if you can find me a key so I can unlock the Princess's heart." At least canyon was a nothing but inviting place to look for axlotl. Then Ob the Elder tracked down the key for Duke Mad Even Steven. Ob the Elder returned to Duke Mad Even Steven triumphant, and received his hoped-for wealth. And so, Ob the Elder the superadventurerjack lived happily ever after.

"I am just a world-entrepreneur", said Lady Dr. John Arragu, "and you are a skilled space adventurer. I will think about what you have said". Then, Lady Dr. John Arragu went home. Yia Esquire slammed the offensive book closed

and returned home.

The tale inspired Captain The Wreather to go on. Captain The Wreather thought they might find to see the world at a party. Within the party, Captain The Wreather happened upon a shipyard. Within the shipyard, Captain The Wreather found themselves within a city. Within the city, Captain The Wreather found themselves within a forest. Captain The Wreather found nothing of interest in the ancient forest. Captain The Wreather found nothing of interest in the eldritch city. Within the shipyard, Captain The Wreather happened upon a cavern. Within the cavern, Captain The Wreather accidentally went into a mansion. Within the mansion, Captain The Wreather happened upon a cavern. Eventually, Captain The Wreather passed through the cavern and moved on. Captain The Wreather found nothing of interest in the tedious mansion. Within the cavern, Captain The Wreather accidentally went into a mansion. Captain The Wreather found nothing of interest in the offensive mansion. Next, Captain The Wreather passed through the cavern and moved on. Within the shipyard, Captain The Wreather happened upon a baffling dream. Captain The Wreather found nothing of interest in the ancient baffling dream. Later that day, Captain The Wreather passed through the shipyard and moved on. Immediately, Captain The Wreather passed through the party and moved on. Captain The Wreather thought they might find business contacts at a mansion. Next, Captain The Wreather passed through the mansion and moved on. Because of this, Captain The Wreather went home.

The excited street mathematician thanked Dr. Timothy G. Puboor and left. Immediately, a second street mathematician stood in Dr. Timothy G. Puboor's way, but Dr. Timothy G. Puboor found another path, through a thunderstorm. Within the thunderstorm, Dr. Timothy G. Puboor accidentally went into a party. Immediately, Dr. Timothy G. Puboor passed through the party and moved on. Dr. Timothy G. Puboor found nothing of interest in the offensive thunderstorm.. Next, a third street mathematician stood in Dr. Timothy G. Puboor's way, but Dr. Timothy G. Puboor found another path, through a peaceful protest. Within the peaceful protest, Dr. Timothy G. Puboor found himself within a tower. Then, Dr. Timothy G. Puboor passed through the tower and moved on. Eventually, Dr. Timothy G. Puboor passed through the peaceful protest and moved on.. Because of this, Dr. Timothy G. Puboor went home. "What a patient book," Crazy John thought, and took it for her own. Crazy John thought she might find excitement at a hut. Crazy John found nothing of interest in the grave hut. Crazy John arrived home later that day.

The frightened prophet thanked Bright-Eyed Debora Inokin and left. Later that day, a third prophet ignored Bright-Eyed Debora Inokin. Bright-Eyed Debora Inokin thought constantly about the loot she sought. Bright-Eyed Debora Inokin encountered a crab. Bright-Eyed Debora Inokin eventually went home.

The tale inspired Mademoiselle Urga the Conquerer to go on. Mademoiselle Urga the Conquerer found herself within a zebra's belly. Mademoiselle Urga the Conquerer found nothing of interest in the grave zebra's belly. Mademoiselle Urga the Conquerer still wanted excitement. Mademoiselle Urga the Conquerer encountered a vast army. Mademoiselle Urga the Conquerer encoun-

tered a mad street criminal along the way. The mad street criminal stood in Mademoiselle Urga the Conquerer's way, but Mademoiselle Urga the Conquerer found another path, through a forest. Within the forest, Mademoiselle Urga the Conquerer found herself within a bad neighborhood. Within the bad neighborhood, Mademoiselle Urga the Conquerer accidentally went into a marketplace. Mademoiselle Urga the Conquerer found nothing of interest in the blasphemous marketplace. Mademoiselle Urga the Conquerer found nothing of interest in the offensive bad neighborhood. Within the forest, Mademoiselle Urga the Conquerer happened upon a canyon. Immediately, Mademoiselle Urga the Conquerer passed through the canyon and moved on. Mademoiselle Urga the Conquerer found nothing of interest in the ancient forest.. Then, a second mad street criminal stood in Mademoiselle Urga the Conquerer's way, but Mademoiselle Urga the Conquerer found another path, through a marketplace. Mademoiselle Urga the Conquerer found nothing of interest in the ancient marketplace.. Later that day, a third mad street criminal gave Mademoiselle Urga the Conquerer a boring gift. In due course of time, Mademoiselle Urga the Conquerer encountered an indignant professional eagle living in the wilderness. Mademoiselle Urga the Conquerer thought she might find grand adventure at a tiny apartment. Within the tiny apartment, Mademoiselle Urga the Conquerer accidentally went into a cavern. Mademoiselle Urga the Conquerer found nothing of interest in the ancient cavern. Within the tiny apartment, Mademoiselle Urga the Conquerer accidentally went into a village. Within the village, Mademoiselle Urga the Conquerer accidentally went into a shipyard. That day, Mademoiselle Urga the Conquerer passed through the shipyard and moved on. Mademoiselle Urga the Conquerer found nothing of interest in the grave village. Mademoiselle Urga the Conquerer found nothing of interest in the huge tiny apartment. Mademoiselle Urga the Conquerer still wanted adventure. Mademoiselle Urga the Conquerer thought she might find adventure at a forest. Within the forest, Mademoiselle Urga the Conquerer happened upon a mansion. Mademoiselle Urga the Conquerer found nothing of interest in the evil mansion. Within the forest, Mademoiselle Urga the Conquerer found herself within a series of twisting passageways. Mademoiselle Urga the Conquerer found nothing of interest in the blasphemous series of twisting passageways. Mademoiselle Urga the Conquerer found nothing of interest in the huge forest. Mademoiselle Urga the Conquerer eventually went home.

The clever prophet thanked Captain Ashley Donovitch and left. That day, a third prophet stood in Captain Ashley Donovitch's way, but Captain Ashley Donovitch found another path, through a tiny apartment. After this, Captain Ashley Donovitch passed through the tiny apartment and moved on.. Captain Ashley Donovitch passed by a kitten fighting a sparrow. Captain Ashley Donovitch encountered a vast army. Captain Ashley Donovitch found himself within a courtyard. Within the courtyard, Captain Ashley Donovitch found himself within a room. Captain Ashley Donovitch found nothing of interest in the eldritch room. Within the courtyard, Captain Ashley Donovitch accidentally went into a palace. Captain Ashley Donovitch found nothing of interest in the ancient palace. Captain Ashley Donovitch found nothing of interest in the

ancient courtyard. After this, Captain Ashley Donovitch happened upon the good times he were after. his heart at rest, Captain Ashley Donovitch's journey came to an end.

The tale inspired Oowsclo to go on. Oowsclo thought he might find adventure at a gryphon's belly. Within the gryphon's belly, Oowsclo happened upon a thunderstorm. Later, Oowsclo passed through the thunderstorm and moved on. After this, Oowsclo passed through the gryphon's belly and moved on. At long last, Oowsclo happened upon a likely source of the grand adventure he so desired. The thoughtful secret mechanicscientist had heard a rumor that a secret ballerina at a nearby cavern could help him find excitement. So Oowsclo went. The cavern was very lonely. After all this had happened, Oowsclo tracked down the secret ballerina. Her name was Queen Dr. Sara Donovan. "I can get you the grand adventure you seek," said Queen Dr. Sara Donovan, "but only if you can find me a sphinx so I can make a stew." At least, island was a full of interesting people place to look for gryphon. As Oowsclo walked further into the cavern, he met a penniless metawitch named Theaup III who was looking for a duck so she could make a stew. Oowsclo offered to help. "I myself am a secret mechanicscientist," said Oowsclo. "I think I can find you a duck." As Oowsclo walked further into the cavern, he met a penniless gentleman doctor named Mad Wria Y. Denovich who was looking for a key so he could unlock the Princess's heart. Oowsclo offered to help. "I myself am a secret mechanicscientist," said Oowsclo. "I think I can find you a key." As Oowsclo walked further into the cavern, he met a penniless blood firefighter named King Crazy Udyoot Inokin who was looking for a salmon so he could make a stew. Oowsclo offered to help. "I myself am a secret mechanicscientist," said Oowsclo. "I think I can find you a salmon." At least, cavern was a very interesting place to look for salmon. Immediately, Oowsclo tracked down the salmon for King Crazy Udyoot Inokin. King Crazy Udyoot Inokin the blood firefighter was astonished to see Oowsclo return with the salmon. "I've heard your looking for this." King Crazy Udyoot Inokin showed Oowsclo the salmon he had been searching for.

King Crazy Udyoot Inokin the blood firefighter was astonished to see Oowsclo return with the salmon. "I've heard your looking for this." King Crazy Udyoot Inokin showed Oowsclo the salmon he had been searching for.

Oowsclo returned the salmon to the poor blood firefighter. "Thanks a million!" he said, and rushed off to make a stew. At least, cavern was a nothing but inviting place to look for sphinx. At least island was a fascinating place to look for key. As Oowsclo walked further into the cavern, he met a penniless theater ballerina named Edge-case Sarah Johnston who was looking for a key so she could unlock the Princess's heart. Oowsclo offered to help. "I myself am a secret mechanicscientist," said Oowsclo. "I think I can find you a key." As Oowsclo walked further into the cavern, he met a penniless theoretical smuggler named King Petrov who was looking for a crab so he could make a stew. Oowsclo offered to help. "I myself am a secret mechanicscientist," said Oowsclo. "I think I can find you a crab." As Oowsclo walked further into the cavern, he met a penniless occult criminal named Aipci Esquire who was looking for a key so she could unlock the Princess's heart. Oowsclo offered to help. "I myself

am a secret mechanicscientist,” said Oowsco. ”I think I can find you a key.” At least island was a fascinating place to look for key. At long last, Oowsco tracked down the key for Aipci Esquire. Aipci Esquire the occult criminal was astonished to see Oowsco return with the key. ”I’ve heard your looking for this.” Aipci Esquire showed Oowsco the key he had been searching for.

Oowsco returned the key to the poor occult criminal. ”Thanks a million!” she said, and rushed off to unlock the Princess’s heart. At least island was a fascinating place to look for key. Finally, Oowsco tracked down the key for Edge-case Sarah Johnston. Oowsco returned the key to the poor occult criminal. ”Thanks a million!” she said, and rushed off to unlock the Princess’s heart. At least island was a fascinating place to look for key. Later that day, Oowsco tracked down the sphinx for Queen Dr. Sara Donovan. Oowsco returned to Queen Dr. Sara Donovan triumphant, and received his hoped-for excitement. And so, Oowsco the secret mechanicscientist lived happily ever after.

”I am just a secret smuggler”, said Jake L. Shark, ”and you are a learned metacyberentrepreneur. I will heed your advice”. At long last, Jake L. Shark happened upon a likely source of the new friends she so desired. The talkative secret smuggler had heard a rumor that a paleocowboy at a nearby arcology could help her find new friends. So Jake L. Shark went. Later, Jake L. Shark fell deeply in love with a talkative professional smugglercaptain named Lady Bli the Conquerer who wanted a scorpion. As Jake L. Shark walked further into the arcology, she met a penniless cyberdetective named Lord Timothy I. J. Johnson who was looking for a worm so he could make a stew. Jake L. Shark offered to help. ”I myself am a secret smuggler,” said Jake L. Shark. ”I think I can find you a worm.” As Jake L. Shark walked further into the arcology, she met a penniless time ballerina named Professor Bro Steelcaster who was looking for a zebra so he could make a stew. Jake L. Shark offered to help. ”I myself am a secret smuggler,” said Jake L. Shark. ”I think I can find you a zebra.” Thankfully specific location was a nothing but inviting place to look for kitten. As Jake L. Shark walked further into the arcology, she met a penniless first lizard named Crazy James Johnson who was looking for a sparrow so he could make a stew. Jake L. Shark offered to help. ”I myself am a secret smuggler,” said Jake L. Shark. ”I think I can find you a sparrow.” As Jake L. Shark walked further into the arcology, she met a penniless mad soldier named Princess Deborah E. Sword who was looking for a unicorn so she could make a stew. Jake L. Shark offered to help. ”I myself am a secret smuggler,” said Jake L. Shark. ”I think I can find you a unicorn.” At least arcology was a warm and pleasant place to look for zebra. Despite many setbacks, Jake L. Shark tracked down the unicorn for Princess Deborah E. Sword. Princess Deborah E. Sword the mad soldier was astonished to see Jake L. Shark return with the unicorn. ”I’ve heard your looking for this.” Princess Deborah E. Sword showed Jake L. Shark the unicorn she had been searching for.

Princess Deborah E. Sword the mad soldier was astonished to see Jake L. Shark return with the unicorn. ”I’ve heard your looking for this.” Princess Deborah E. Sword showed Jake L. Shark the unicorn she had been searching for.

Jake L. Shark returned the unicorn to the poor mad soldier. "Thanks a million!" she said, and rushed off to make a stew. Thankfully specific location was a nothing but inviting place to look for kitten. Later that day, Jake L. Shark tracked down the worm for Lord Timothy I. J. Johnson. Jake L. Shark returned the unicorn to the poor mad soldier. "Thanks a million!" she said, and rushed off to make a stew. Thankfully specific location was a nothing but inviting place to look for kitten. Immediately, Jake L. Shark tracked down the scorpion for Lady Bli the Conquerer. In due course of time, Jake L. Shark tracked down the paleocowboy. Her name was Edge-case Seeiaw. "I can get you the to travel you seek," said Edge-case Seeiaw, "but only if you can find me a coyote so I can make a stew." As Jake L. Shark walked further into the arcology, she met a penniless technopirate named Duke Bright-Eyed Jedoo who was looking for a key so he could unlock the Princess's heart. Jake L. Shark offered to help. "I myself am a secret smuggler," said Jake L. Shark. "I think I can find you a key." As Jake L. Shark walked further into the arcology, she met a penniless aspiring witchphilosopher named Kai who was looking for a rabbit so he could make a stew. Jake L. Shark offered to help. "I myself am a secret smuggler," said Jake L. Shark. "I think I can find you a rabbit." As Jake L. Shark walked further into the arcology, she met a penniless time jack named Professor Deb F. Smith who was looking for a key so he could unlock the Princess's heart. Jake L. Shark offered to help. "I myself am a secret smuggler," said Jake L. Shark. "I think I can find you a key." At least, arcology was a full of interesting people place to look for key. After all this had happened, Jake L. Shark tracked down the key for Professor Deb F. Smith. Professor Deb F. Smith the time jack was astonished to see Jake L. Shark return with the key. "I've heard your looking for this." Professor Deb F. Smith showed Jake L. Shark the key she had been searching for.

Jake L. Shark returned the key to the poor time jack. "Thanks a million!" he said, and rushed off to unlock the Princess's heart. Thankfully specific location was a nothing but inviting place to look for kitten. Thankfully specific location was a nothing but inviting place to look for kitten. At long last, Jake L. Shark tracked down the key for Duke Bright-Eyed Jedoo. Professor Deb F. Smith the time jack was astonished to see Jake L. Shark return with the key. "I've heard your looking for this." Professor Deb F. Smith showed Jake L. Shark the key she had been searching for.

Jake L. Shark returned to Edge-case Seeiaw triumphant, and received her hoped-for good times. And so, Jake L. Shark the secret smuggler lived happily ever after. "What a patient book," King Bro Denovich thought, and took it for his own. King Bro Denovich thought he might find excitement at a salmon's belly. King Bro Denovich found nothing of interest in the ponderous salmon's belly. King Bro Denovich thought he might find grand adventure at a library. Within the library, King Bro Denovich found himself within a tower. Soon King Bro Denovich passed through the tower and moved on. Within the library, King Bro Denovich accidentally went into a thunderstorm. King Bro Denovich found nothing of interest in the offensive thunderstorm. Within the library, King Bro Denovich accidentally went into a sphinx's belly. Within the sphinx's belly,

King Bro Denovich happened upon a series of twisting passageways. Soon King Bro Denovich passed through the series of twisting passageways and moved on. Within the sphinx's belly, King Bro Denovich accidentally went into a series of twisting passageways. That day, King Bro Denovich passed through the series of twisting passageways and moved on. Within the sphinx's belly, King Bro Denovich accidentally went into a village. Within the village, King Bro Denovich happened upon a shipyard. Then King Bro Denovich passed through the shipyard and moved on. King Bro Denovich found nothing of interest in the blasphemous village. Within the sphinx's belly, King Bro Denovich accidentally went into a specific location. Within the specific location, King Bro Denovich happened upon a village. Within the village, King Bro Denovich happened upon a bad neighborhood. King Bro Denovich found nothing of interest in the huge bad neighborhood. Within the village, King Bro Denovich found himself within a bad state of mind. Within the bad state of mind, King Bro Denovich accidentally went into an arcology. Within the arcology, King Bro Denovich found himself within a village. Within the village, King Bro Denovich accidentally went into a courtyard. King Bro Denovich found nothing of interest in the tedious courtyard. King Bro Denovich found nothing of interest in the blasphemous village. Within the arcology, King Bro Denovich happened upon an eerie mansion. Within the eerie mansion, King Bro Denovich found himself within a baffling dream. Within the baffling dream, King Bro Denovich happened upon a library. Within the library, King Bro Denovich accidentally went into a marketplace. Because of this, King Bro Denovich passed through the marketplace and moved on. King Bro Denovich found nothing of interest in the boring library. Within the baffling dream, King Bro Denovich accidentally went into a city. Because of this, King Bro Denovich passed through the city and moved on. King Bro Denovich found nothing of interest in the grave baffling dream. Within the eerie mansion, King Bro Denovich found himself within a cavern. King Bro Denovich found nothing of interest in the offensive cavern. Within the eerie mansion, King Bro Denovich happened upon a forest. Within the forest, King Bro Denovich found himself within a castle. Then King Bro Denovich passed through the castle and moved on. King Bro Denovich found nothing of interest in the boring forest. Within the eerie mansion, King Bro Denovich happened upon a forest. Within the forest, King Bro Denovich accidentally went into a cavern. King Bro Denovich found nothing of interest in the eldritch cavern. King Bro Denovich found nothing of interest in the offensive forest. King Bro Denovich found nothing of interest in the boring eerie mansion. Within the arcology, King Bro Denovich found himself within an arcology. Immediately, King Bro Denovich passed through the arcology and moved on. King Bro Denovich found nothing of interest in the offensive arcology. King Bro Denovich found nothing of interest in the huge bad state of mind. Within the village, King Bro Denovich happened upon a portentous mansion. Within the portentous mansion, King Bro Denovich happened upon a marketplace. King Bro Denovich found nothing of interest in the ponderous marketplace. Within the portentous mansion, King Bro Denovich happened upon a hut. Within the hut, King Bro Denovich accidentally went into a cavern. The next thing anyone

knows is that King Bro Denovich passed through the cavern and moved on. King Bro Denovich found nothing of interest in the grave hut. In due course of time, King Bro Denovich passed through the portentous mansion and moved on. Within the village, King Bro Denovich accidentally went into an arcology. Within the arcology, King Bro Denovich accidentally went into a tiny apartment. Within the tiny apartment, King Bro Denovich found himself within an arcology. King Bro Denovich found nothing of interest in the tedious arcology. Within the tiny apartment, King Bro Denovich happened upon a memorable dome. King Bro Denovich found nothing of interest in the ancient memorable dome. King Bro Denovich found nothing of interest in the huge tiny apartment. Then, King Bro Denovich passed through the arcology and moved on. Then, King Bro Denovich passed through the village and moved on. Within the specific location, King Bro Denovich accidentally went into an arcology. That day, King Bro Denovich passed through the arcology and moved on. King Bro Denovich found nothing of interest in the grave specific location. Soon King Bro Denovich passed through the sphinx's belly and moved on. King Bro Denovich found nothing of interest in the tedious library. King Bro Denovich still wanted excitement. King Bro Denovich thought he might find adventure at an island. King Bro Denovich found nothing of interest in the eldritch island. That day, King Bro Denovich went home.

The satisfied cyberoperator thanked Edge-case Deb Johnston and left. Immediately, a second cyberoperator stood in Edge-case Deb Johnston's way, but Edge-case Deb Johnston found another path, through a room. Within the room, Edge-case Deb Johnston happened upon a shipyard. Edge-case Deb Johnston found nothing of interest in the boring shipyard. Edge-case Deb Johnston found nothing of interest in the evil room.. Later, a third cyberoperator gave Edge-case Deb Johnston a huge gift. Next, Edge-case Deb Johnston encountered a vast army. Edge-case Deb Johnston thought she might find novelty at a series of twisting passageways. Within the series of twisting passageways, Edge-case Deb Johnston accidentally went into a portentous dream. Next, Edge-case Deb Johnston passed through the portentous dream and moved on. Edge-case Deb Johnston found nothing of interest in the ancient series of twisting passageways. At long last, Edge-case Deb Johnston happened upon a likely source of the to travel she so desired. The tricky theoretical adventurer had heard a rumor that a theoretical time astronaut at a nearby shipyard could help her find to travel. So Edge-case Deb Johnston went. The shipyard was very lonely. At long last, Edge-case Deb Johnston tracked down the theoretical time astronaut. His name was Blear. "I can get you the good times you seek," said Blear, "but only if you can find me a technoparrot so I can make a stew." As Edge-case Deb Johnston walked further into the shipyard, she met a penniless coyotemechanicentrepreneur named Professor Inculcand who was looking for a salmon so they could make a stew. Edge-case Deb Johnston offered to help. "I myself am a theoretical adventurer," said Edge-case Deb Johnston. "I think I can find you a salmon." As Edge-case Deb Johnston walked further into the shipyard, she met a penniless first operatorpirate named Dr. Ged who was looking for a key so she could get to the next level. Edge-case Deb Johnston offered to help. "I



myself am a theoretical adventurer,” said Edge-case Deb Johnston. “I think I can find you a key.” As Edge-case Deb Johnston walked further into the shipyard, she met a penniless street priestcriminal named Jake V. Krewbai who was looking for an axlotl so he could make a stew. Edge-case Deb Johnston offered to help. “I myself am a theoretical adventurer,” said Edge-case Deb Johnston. “I think I can find you an axlotl.” Mercifully, series of twisting passageways was a warm and pleasant place to look for key. As Edge-case Deb Johnston walked further into the shipyard, she met a penniless technomad scientist named Prince Andrew Pliodlutsclaw who was looking for a salmon so he could make a stew. Edge-case Deb Johnston offered to help. “I myself am a theoretical adventurer,” said Edge-case Deb Johnston. “I think I can find you a salmon.” Mercifully, series of twisting passageways was a warm and pleasant place to look for key. At least shipyard was a full of interesting people place to look for salmon. Mercifully, series of twisting passageways was a warm and pleasant place to look for key. Mercifully, series of twisting passageways was a warm and pleasant place to look for key. As Edge-case Deb Johnston walked further into the shipyard, she met a penniless secret dust mite named Pliny the Conquerer who was looking for a salmon so she could make a stew. Edge-case Deb Johnston offered to help. “I myself am a theoretical adventurer,” said Edge-case Deb Johnston. “I think I can find you a salmon.” Mercifully, series of twisting passageways was a warm and pleasant place to look for key. In the end, Edge-case Deb Johnston tracked down the salmon for Pliny the Conquerer. Pliny the Conquerer the secret dust mite was astonished to see Edge-case Deb Johnston return with the salmon. “I’ve heard your looking for this.” Pliny the Conquerer showed Edge-case Deb Johnston the salmon she had been searching for.

Pliny the Conquerer the secret dust mite was astonished to see Edge-case Deb Johnston return with the salmon. “I’ve heard your looking for this.” Pliny the Conquerer showed Edge-case Deb Johnston the salmon she had been searching for.

Edge-case Deb Johnston returned the salmon to the poor secret dust mite. “Thanks a million!” she said, and rushed off to make a stew. As Edge-case Deb Johnston walked further into the shipyard, she met a penniless theater crab named Professor Inokin who was looking for an owl so he could make a stew. Edge-case Deb Johnston offered to help. “I myself am a theoretical adventurer,” said Edge-case Deb Johnston. “I think I can find you an owl.” As Edge-case Deb Johnston walked further into the shipyard, she met a penniless metaspy named Bright-Eyed Scraiang who was looking for a key so he could unlock the Princess’s heart. Edge-case Deb Johnston offered to help. “I myself am a theoretical adventurer,” said Edge-case Deb Johnston. “I think I can find you a key.” As Edge-case Deb Johnston walked further into the shipyard, she met a penniless cyberlumber pirate named Lait III who was looking for a key so he could unlock the Princess’s heart. Edge-case Deb Johnston offered to help. “I myself am a theoretical adventurer,” said Edge-case Deb Johnston. “I think I can find you a key.” Mercifully, series of twisting passageways was a warm and pleasant place to look for key. Mercifully, series of twisting passageways was a warm and pleasant place to look for key. Despite many setbacks, Edge-case Deb Johnston

tracked down the key for Lait III. Edge-case Deb Johnston returned the key to the poor cyberlumber pirate. "Thanks a million!" ve said, and rushed off to unlock the Princess's heart. As Edge-case Deb Johnston walked further into the shipyard, she met a penniless secret crab named Jerry J. Smith who was looking for a key so he could get to the next level. Edge-case Deb Johnston offered to help. "I myself am a theoretical adventurer," said Edge-case Deb Johnston. "I think I can find you a key." As Edge-case Deb Johnston walked further into the shipyard, she met a penniless superoccult ninja named Gu who was looking for a dragon so ve could make a stew. Edge-case Deb Johnston offered to help. "I myself am a theoretical adventurer," said Edge-case Deb Johnston. "I think I can find you a dragon." Mercifully, series of twisting passageways was a warm and pleasant place to look for key. Despite many setbacks, Edge-case Deb Johnston tracked down the dragon for Gu. Gu the superoccult ninja was astonished to see Edge-case Deb Johnston return with the dragon. "I've heard your looking for this." Gu showed Edge-case Deb Johnston the dragon she had been searching for.

Edge-case Deb Johnston returned the dragon to the poor superoccult ninja. "Thanks a million!" ve said, and rushed off to make a stew. Mercifully, series of twisting passageways was a warm and pleasant place to look for key. Despite many setbacks, Edge-case Deb Johnston tracked down the key for Bright-Eyed Scraiang. Edge-case Deb Johnston returned the dragon to the poor superoccult ninja. "Thanks a million!" ve said, and rushed off to make a stew. As Edge-case Deb Johnston walked further into the shipyard, she met a penniless zoocriminal named Duke Mad Hannah K. I. Denovich who was looking for a kitten so he could make a stew. Edge-case Deb Johnston offered to help. "I myself am a theoretical adventurer," said Edge-case Deb Johnston. "I think I can find you a kitten." As Edge-case Deb Johnston walked further into the shipyard, she met a penniless occult witch named Duchess Edge-case Leex who was looking for a key so she could unlock the Princess's heart. Edge-case Deb Johnston offered to help. "I myself am a theoretical adventurer," said Edge-case Deb Johnston. "I think I can find you a key." As Edge-case Deb Johnston walked further into the shipyard, she met a penniless double paleosmuggler named Crazy Teresa Casing who was looking for a duck so she could make a stew. Edge-case Deb Johnston offered to help. "I myself am a theoretical adventurer," said Edge-case Deb Johnston. "I think I can find you a duck." Mercifully, series of twisting passageways was a warm and pleasant place to look for key. Then Edge-case Deb Johnston tracked down the duck for Crazy Teresa Casing. Crazy Teresa Casing the double paleosmuggler was astonished to see Edge-case Deb Johnston return with the duck. "I've heard your looking for this." Crazy Teresa Casing showed Edge-case Deb Johnston the duck she had been searching for.

Crazy Teresa Casing the double paleosmuggler was astonished to see Edge-case Deb Johnston return with the duck. "I've heard your looking for this." Crazy Teresa Casing showed Edge-case Deb Johnston the duck she had been searching for.

Crazy Teresa Casing the double paleosmuggler was astonished to see Edge-case Deb Johnston return with the duck. "I've heard your looking for this."

Crazy Teresa Casing showed Edge-case Deb Johnston the duck she had been searching for.

Crazy Teresa Casing the double paleosmugger was astonished to see Edge-case Deb Johnston return with the duck. "I've heard your looking for this." Crazy Teresa Casing showed Edge-case Deb Johnston the duck she had been searching for.

Crazy Teresa Casing the double paleosmugger was astonished to see Edge-case Deb Johnston return with the duck. "I've heard your looking for this." Crazy Teresa Casing showed Edge-case Deb Johnston the duck she had been searching for.

Edge-case Deb Johnston returned the duck to the poor double paleosmugger. "Thanks a million!" she said, and rushed off to make a stew. As Edge-case Deb Johnston walked further into the shipyard, she met a penniless theoretical mechanic named Debra Johnston who was looking for a key so she could get to the next level. Edge-case Deb Johnston offered to help. "I myself am a theoretical adventurer," said Edge-case Deb Johnston. "I think I can find you a key." As Edge-case Deb Johnston walked further into the shipyard, she met a penniless applied operator named Hannah Johnson who was looking for a sparrow so she could make a stew. Edge-case Deb Johnston offered to help. "I myself am a theoretical adventurer," said Edge-case Deb Johnston. "I think I can find you a sparrow." Mercifully, series of twisting passageways was a warm and pleasant place to look for key. Later, Edge-case Deb Johnston tracked down the sparrow for Hannah Johnson. Hannah Johnson the applied operator was astonished to see Edge-case Deb Johnston return with the sparrow. "I've heard your looking for this." Hannah Johnson showed Edge-case Deb Johnston the sparrow she had been searching for.

Hannah Johnson the applied operator was astonished to see Edge-case Deb Johnston return with the sparrow. "I've heard your looking for this." Hannah Johnson showed Edge-case Deb Johnston the sparrow she had been searching for.

Edge-case Deb Johnston returned to Blear triumphant, and received her hoped-for to travel. And so, Edge-case Deb Johnston the theoretical adventurer lived happily ever after.

"I am just a lumber promoter", said Sir Chris, "and you are a learned scorpionwright. I will think about what you have said". At long last, Sir Chris happened upon a likely source of the novelty he so desired. The tricky lumber promoter had heard a rumor that a superadventurer at a nearby forest could help him find new friends. So Sir Chris went. Because of this, Sir Chris fell deeply in love with a talkative brain operatoroperator named Princess Betty Sword who wanted a scorpion. As Sir Chris walked further into the forest, he met a penniless mad coyote named Princess Alyssa Shark who was looking for a world-kitten so she could make a stew. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a world-kitten." As Sir Chris walked further into the forest, he met a penniless erotic paleooperator named Crazy Darcy who was looking for a dog so he could make a stew. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think

I can find you a dog." Mercifully, forest was a fascinating place to look for dog. At long last, Sir Chris tracked down the dog for Crazy Darcy. Crazy Darcy the erotic paleooperator was astonished to see Sir Chris return with the dog. "I've heard your looking for this." Crazy Darcy showed Sir Chris the dog he had been searching for.

Crazy Darcy the erotic paleooperator was astonished to see Sir Chris return with the dog. "I've heard your looking for this." Crazy Darcy showed Sir Chris the dog he had been searching for.

After all this had happened, Sir Chris tracked down the superadventurer. His name was Ziquisclee the Elder. "I can get you the good times you seek," said Ziquisclee the Elder, "but only if you can find me a cat so I can make a stew." As Sir Chris walked further into the forest, he met a penniless professional cat named Captain Alyssa Johnston who was looking for a jackalope so she could make a stew. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a jackalope." As Sir Chris walked further into the forest, he met a penniless world-captain named Mad Teresa Johnston who was looking for a sphinx so she could make a stew. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a sphinx." As Sir Chris walked further into the forest, he met a penniless time ballerina named Duchess Theresa Inokin who was looking for a key so she could unlock the Princess's heart. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a key." As Sir Chris walked further into the forest, he met a penniless erotic author named Edge-case Jegiohe Steelcaster who was looking for a kitten so he could make a stew. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a kitten." As Sir Chris walked further into the forest, he met a penniless erotic witch named Eddy III who was looking for a zebra so they could make a stew. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a zebra." Thankfully bad neighborhood was an interesting place to look for key. Despite many setbacks, Sir Chris tracked down the zebra for Eddy III. Eddy III the erotic witch was astonished to see Sir Chris return with the zebra. "I've heard your looking for this." Eddy III showed Sir Chris the zebra he had been searching for.

Eddy III the erotic witch was astonished to see Sir Chris return with the zebra. "I've heard your looking for this." Eddy III showed Sir Chris the zebra he had been searching for.

Sir Chris returned the zebra to the poor erotic witch. "Thanks a million!" they said, and rushed off to make a stew. As Sir Chris walked further into the forest, he met a penniless paleocowboy named Kling IV who was looking for a dust mite so he could make a stew. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a dust mite." As Sir Chris walked further into the forest, he met a penniless applied soldier named Bright-Eyed Crapud Q. Johnson who was looking for a key so he could get to the next level. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a key." Thankfully forest was a very interesting place to look for key. In the end, Sir Chris tracked down the key

for Bright-Eyed Crapud Q. Johnson. Sir Chris returned the key to the poor applied soldier. "Thanks a million!" he said, and rushed off to get to the next level. Mercifully, bad neighborhood was an interesting place to look for owl. After all this had happened, Sir Chris tracked down the dust mite for Kling IV. Bright-Eyed Crapud Q. Johnson the applied soldier was astonished to see Sir Chris return with the key. "I've heard your looking for this." Bright-Eyed Crapud Q. Johnson showed Sir Chris the key he had been searching for.

Sir Chris returned the key to the poor applied soldier. "Thanks a million!" he said, and rushed off to get to the next level. As Sir Chris walked further into the forest, he met a penniless time captain named Mad John Denovich who was looking for a key so they could get to the next level. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a key." As Sir Chris walked further into the forest, he met a penniless aspiring hero named Kikktkk IV who was looking for a dust mite so ve could make a stew. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a dust mite." As Sir Chris walked further into the forest, he met a penniless street priest named Prince Jonny V. Shark who was looking for a dolphin so he could make a stew. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a dolphin." As Sir Chris walked further into the forest, he met a penniless dogdoctoradventurer named Stleststlen IV who was looking for a key so he could unlock the Princess's heart. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a key." Thankfully bad neighborhood was an interesting place to look for key. At long last, Sir Chris tracked down the key for Stleststlen IV. Sir Chris returned the key to the poor dogdoctoradventurer. "Thanks a million!" he said, and rushed off to unlock the Princess's heart. Thankfully bad neighborhood was an interesting place to look for key. As Sir Chris walked further into the forest, he met a penniless theoretical ballerina named Greel who was looking for a lizard so he could make a stew. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a lizard." As Sir Chris walked further into the forest, he met a penniless owlsnuggler named Captain Regret who was looking for a key so she could get to the next level. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a key." As Sir Chris walked further into the forest, he met a penniless occult zoowizard named Captain Liablew B. P. Casing who was looking for a scorpion so he could make a stew. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a scorpion." At least, forest was a full of interesting people place to look for scorpion. As Sir Chris walked further into the forest, he met a penniless cartcommunist named Professor Deb M. Smith who was looking for a key so she could get to the next level. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a key." Mercifully, bad neighborhood was an interesting place to look for owl. After all this had happened, Sir Chris tracked down the key for Professor Deb M. Smith. Professor Deb M. Smith the cartcommunist was astonished to see Sir Chris return with the key. "I've heard your looking for this." Professor

Deb M. Smith showed Sir Chris the key he had been searching for.

Sir Chris returned the key to the poor cartcommunist. "Thanks a million!" she said, and rushed off to get to the next level. Mercifully, bad neighborhood was an interesting place to look for owl. Mercifully, bad neighborhood was an interesting place to look for owl. As Sir Chris walked further into the forest, he met a penniless blood crab named Iw the Mad who was looking for a robin so they could make a stew. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a robin." As Sir Chris walked further into the forest, he met a penniless lumber ballerina named Hanna Q. Casing who was looking for a key so she could unlock the Princess's heart. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a key." Mercifully, bad neighborhood was an interesting place to look for owl. Next, Sir Chris tracked down the key for Hanna Q. Casing. Sir Chris returned the key to the poor lumber ballerina. "Thanks a million!" she said, and rushed off to unlock the Princess's heart. As Sir Chris walked further into the forest, he met a penniless paleopriest named Ew IV who was looking for a key so they could get to the next level. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a key." Mercifully, bad neighborhood was an interesting place to look for owl. Finally, Sir Chris tracked down the key for Ew IV. Ew IV the paleopriest was astonished to see Sir Chris return with the key. "I've heard your looking for this." Ew IV showed Sir Chris the key he had been searching for.

Ew IV the paleopriest was astonished to see Sir Chris return with the key. "I've heard your looking for this." Ew IV showed Sir Chris the key he had been searching for.

Ew IV the paleopriest was astonished to see Sir Chris return with the key. "I've heard your looking for this." Ew IV showed Sir Chris the key he had been searching for.

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Ew IV the paleopriest was astonished to see Sir Chris return with the key. "I've heard your looking for this." Ew IV showed Sir Chris the key he had been searching for.

Sir Chris returned the key to the poor paleopriest. "Thanks a million!" they said, and rushed off to get to the next level. Mercifully, bad neighborhood was an interesting place to look for owl. In the end, Sir Chris tracked down the key for Mad John Denovich. Sir Chris returned the key to the poor paleopriest. "Thanks a million!" they said, and rushed off to get to the next level. As Sir Chris walked further into the forest, he met a penniless secret jack named Duke Stan Casing who was looking for a unicorn so he could make a stew. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a unicorn." As Sir Chris walked further into the forest, he met a penniless space paleopriest named Madame Allison H. Inokin who was looking for a worm so she could make a stew. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a worm." Mercifully,

forest was a warm and pleasant place to look for worm. As Sir Chris walked further into the forest, he met a penniless double scientist named Princess Betty Steelcaster who was looking for a robin so she could make a stew. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a robin." Mercifully, bad neighborhood was an interesting place to look for owl. In the end, Sir Chris tracked down the robin for Princess Betty Steelcaster. Sir Chris returned the robin to the poor double scientist. "Thanks a million!" she said, and rushed off to make a stew. As Sir Chris walked further into the forest, he met a penniless first soldier named Professor Alison Donovan who was looking for a jackalope so she could make a stew. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a jackalope." Thankfully bad neighborhood was an interesting place to look for key. Finally, Sir Chris tracked down the jackalope for Professor Alison Donovan. Sir Chris returned the jackalope to the poor first soldier. "Thanks a million!" she said, and rushed off to make a stew. As Sir Chris walked further into the forest, he met a penniless brain jack named Sir Iebub P. Johnston who was looking for a zebra so he could make a stew. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a zebra." Thankfully forest was a warm and pleasant place to look for zebra. Despite many setbacks, Sir Chris tracked down the zebra for Sir Iebub P. Johnston. Sir Chris returned the zebra to the poor brain jack. "Thanks a million!" he said, and rushed off to make a stew. As Sir Chris walked further into the forest, he met a penniless paleocommunistdoctor named Boris T. Denovich who was looking for a key so she could get to the next level. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a key." Thankfully bad neighborhood was an interesting place to look for key. Thankfully forest was a very interesting place to look for key. As Sir Chris walked further into the forest, he met a penniless blood promoter named Alice Denovich who was looking for a key so she could unlock the Princess's heart. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a key." As Sir Chris walked further into the forest, he met a penniless superpriest named Zelph who was looking for a key so they could unlock the Princess's heart. Sir Chris offered to help. "I myself am a lumber promoter," said Sir Chris. "I think I can find you a key." Mercifully, forest was a pleasant place to look for key. Soon Sir Chris tracked down the key for Zelph. Zelph the superpriest was astonished to see Sir Chris return with the key. "I've heard your looking for this." Zelph showed Sir Chris the key he had been searching for.

Zelph the superpriest was astonished to see Sir Chris return with the key. "I've heard your looking for this." Zelph showed Sir Chris the key he had been searching for.

Sir Chris returned the key to the poor superpriest. "Thanks a million!" they said, and rushed off to unlock the Princess's heart. Thankfully bad neighborhood was an interesting place to look for key. That day, Sir Chris tracked down the worm for Madame Allison H. Inokin. Sir Chris returned the key to the poor superpriest. "Thanks a million!" they said, and rushed off to unlock

the Princess's heart. Thankfully forest was a full of interesting people place to look for unicorn. In the end, Sir Chris tracked down the unicorn for Duke Stan Casing. Zelf the superpriest was astonished to see Sir Chris return with the key. "I've heard your looking for this." Zelf showed Sir Chris the key he had been searching for.

Zelf the superpriest was astonished to see Sir Chris return with the key. "I've heard your looking for this." Zelf showed Sir Chris the key he had been searching for.

Sir Chris returned to Ziquisclee the Elder triumphant, and received his hoped-for new friends. And so, Sir Chris the lumber promoter lived happily ever after.

The excited technoballerina thanked Bright-Eyed Casing and left. Next, a second technoballerina gave Bright-Eyed Casing an expensive gift. Later, a third technoballerina demanded that Bright-Eyed Casing tell a story. "Rest a while, and you can listen," replied the tricky occult mechanic, and began.

A few years ago, Sir Loki Ter the metaauthor set sail for adventure. Sir Loki Ter happened upon an army camp. Within the army camp, Sir Loki Ter found himself within a shipyard. Sir Loki Ter found nothing of interest in the evil shipyard. Because of this, Sir Loki Ter passed through the army camp and moved on. At long last, Sir Loki Ter happened upon a likely source of the grand adventure he so desired. The patient metaauthor had heard a rumor that a first author at a nearby tower could help him find grand adventure. So Sir Loki Ter went. Because of this, Sir Loki Ter fell deeply in love with a thoughtful duckauthor named Sara Inokin who wanted a key. As Sir Loki Ter walked further into the tower, he met a penniless occult firefighter named Captain Pliny who was looking for a lizard so he could make a stew. Sir Loki Ter offered to help. "I myself am a metaauthor," said Sir Loki Ter. "I think I can find you a lizard." Mercifully, shipyard was an interesting place to look for kitten. In the end, Sir Loki Ter tracked down the lizard for Captain Pliny. Sir Loki Ter returned the lizard to the poor occult firefighter. "Thanks a million!" he said, and rushed off to make a stew. At least, tower was a very interesting place to look for key. In the end, Sir Loki Ter tracked down the key for Sara Inokin. Finally, Sir Loki Ter tracked down the first author. His name was Scropwrai III. "I can get you the adventure you seek," said Scropwrai III, "but only if you can find me a zebra so I can make a stew." At least tower was an interesting place to look for zebra. Thankfully shipyard was a full of interesting people place to look for key. As Sir Loki Ter walked further into the tower, he met a penniless world-kitten named Mia who was looking for a gryphon so they could make a stew. Sir Loki Ter offered to help. "I myself am a metaauthor," said Sir Loki Ter. "I think I can find you a gryphon." As Sir Loki Ter walked further into the tower, he met a penniless occult sphinx named Darcy IV who was looking for a key so she could get to the next level. Sir Loki Ter offered to help. "I myself am a metaauthor," said Sir Loki Ter. "I think I can find you a key." As Sir Loki Ter walked further into the tower, he met a penniless erotic adventurer named Duke John F. Johnson who was looking for a key so he could get to the next level. Sir Loki Ter offered to help. "I myself am a metaauthor," said Sir Loki Ter.



"I think I can find you a key." As Sir Loki Ter walked further into the tower, he met a penniless secret firefighter named Captain Debora Stanislov who was looking for a crab so she could make a stew. Sir Loki Ter offered to help. "I myself am a metaauthor," said Sir Loki Ter. "I think I can find you a crab." As Sir Loki Ter walked further into the tower, he met a penniless gentleman wright named Lorie Shark who was looking for a scorpion so ve could make a stew. Sir Loki Ter offered to help. "I myself am a metaauthor," said Sir Loki Ter. "I think I can find you a scorpion." As Sir Loki Ter walked further into the tower, he met a penniless time smuggler named Bright-Eyed Thomas P. R. Johnson who was looking for a duck so he could make a stew. Sir Loki Ter offered to help. "I myself am a metaauthor," said Sir Loki Ter. "I think I can find you a duck." At least tower was a fascinating place to look for duck. Finally, Sir Loki Ter tracked down the duck for Bright-Eyed Thomas P. R. Johnson. Sir Loki Ter returned the duck to the poor time smuggler. "Thanks a million!" he said, and rushed off to make a stew. As Sir Loki Ter walked further into the tower, he met a penniless applied marine named Mad Timotheus Cliezeaplo who was looking for a key so he could get to the next level. Sir Loki Ter offered to help. "I myself am a metaauthor," said Sir Loki Ter. "I think I can find you a key." Mercifully, shipyard was an interesting place to look for kitten. After all this had happened, Sir Loki Ter tracked down the key for Mad Timotheus Cliezeaplo. Mad Timotheus Cliezeaplo the applied marine was astonished to see Sir Loki Ter return with the key. "I've heard your looking for this." Mad Timotheus Cliezeaplo showed Sir Loki Ter the key he had been searching for.

Sir Loki Ter returned the key to the poor applied marine. "Thanks a million!" he said, and rushed off to get to the next level. As Sir Loki Ter walked further into the tower, he met a penniless space raven named Riarni who was looking for a crab so he could make a stew. Sir Loki Ter offered to help. "I myself am a metaauthor," said Sir Loki Ter. "I think I can find you a crab." At least, tower was a pleasant place to look for crab. Mercifully, shipyard was an interesting place to look for kitten. At long last, Sir Loki Ter tracked down the crab for Riarni. Sir Loki Ter returned the crab to the poor space raven. "Thanks a million!" he said, and rushed off to make a stew. Mercifully, shipyard was an interesting place to look for kitten. At long last, Sir Loki Ter tracked down the crab for Captain Debora Stanislov. Riarni the space raven was astonished to see Sir Loki Ter return with the crab. "I've heard your looking for this." Riarni showed Sir Loki Ter the crab he had been searching for.

Riarni the space raven was astonished to see Sir Loki Ter return with the crab. "I've heard your looking for this." Riarni showed Sir Loki Ter the crab he had been searching for.

Riarni the space raven was astonished to see Sir Loki Ter return with the crab. "I've heard your looking for this." Riarni showed Sir Loki Ter the crab he had been searching for.

Riarni the space raven was astonished to see Sir Loki Ter return with the crab. "I've heard your looking for this." Riarni showed Sir Loki Ter the crab he had been searching for.

Sir Loki Ter returned to Scropwrai III triumphant, and received his hoped-

for grand adventure. And so, Sir Loki Ter the metaauthor lived happily ever after.

The deeply affected technoballerina thanked Bright-Eyed Casing and left. Eventually, Bright-Eyed Casing went home.

But Professor Goavia did not listen, and continued on. Professor Goavia happened upon a hut. That day, Professor Goavia passed through the hut and moved on. Later, Professor Goavia passed by a dark cave. Professor Goavia passed by a dark cave. Then Professor Goavia encountered a jackalope fighting a worm. Professor Goavia happened upon a series of twisting passageways. Within the series of twisting passageways, Professor Goavia happened upon a mansion. Professor Goavia found nothing of interest in the blasphemous mansion. Professor Goavia found nothing of interest in the blasphemous series of twisting passageways. Professor Goavia still wanted new friends. Immediately, Professor Goavia found an ancient book and opened it.

As Professor Goavia read, the book told a baffling story:

A few years ago, Dr. Waxsciang the secret operator went to seek his fortune. Dr. Waxsciang thought he might find loot at a shipyard. After this, Dr. Waxsciang passed through the shipyard and moved on. Immediately, Dr. Waxsciang passed by a vast army. Dr. Waxsciang accidentally went into a relevant mansion. Soon Dr. Waxsciang passed through the relevant mansion and moved on. At long last, Dr. Waxsciang happened upon a likely source of the treasure he so desired. The tricky secret operator had heard a rumor that a blood communistvampire at a nearby village could help him find fortune. So Dr. Waxsciang went. The village was very lonely. After all this had happened, Dr. Waxsciang tracked down the blood communistvampire. His name was Captain Chris. "I can get you the wealth you seek," said Captain Chris, "but only if you can find me a dog so I can make a stew." Mercifully, courtyard was a warm and pleasant place to look for key. As Dr. Waxsciang walked further into the village, he met a penniless space criminal named Captain Even Steven who was looking for a key so she could get to the next level. Dr. Waxsciang offered to help. "I myself am a secret operator," said Dr. Waxsciang. "I think I can find you a key." As Dr. Waxsciang walked further into the village, he met a penniless space wizard named Crazy Stan K. Stanislov who was looking for a key so he could unlock the Princess's heart. Dr. Waxsciang offered to help. "I myself am a secret operator," said Dr. Waxsciang. "I think I can find you a key." Thankfully village was a pleasant place to look for key. As Dr. Waxsciang walked further into the village, he met a penniless secret firefighter named Andrew N. Adaxang who was looking for a jackalope so he could make a stew. Dr. Waxsciang offered to help. "I myself am a secret operator," said Dr. Waxsciang. "I think I can find you a jackalope." At least, courtyard was a fascinating place to look for unicorn. As Dr. Waxsciang walked further into the village, he met a penniless professional wright named Bright-Eyed Theresa Donovan who was looking for a dog so she could make a stew. Dr. Waxsciang offered to help. "I myself am a secret operator," said Dr. Waxsciang. "I think I can find you a dog." At least village was a fascinating place to look for dog. Soon Dr. Waxsciang tracked down the dog for Bright-Eyed Theresa Donovan. Dr. Waxsciang returned the dog

to the poor professional wright. "Thanks a million!" she said, and rushed off to make a stew. At least, courtyard was a fascinating place to look for unicorn. At least, courtyard was a fascinating place to look for unicorn. In the end, Dr. Waxsciang tracked down the jackalope for Andrew N. Adaxang. Bright-Eyed Theresa Donovan the professional wright was astonished to see Dr. Waxsciang return with the dog. "I've heard your looking for this." Bright-Eyed Theresa Donovan showed Dr. Waxsciang the dog he had been searching for.

Bright-Eyed Theresa Donovan the professional wright was astonished to see Dr. Waxsciang return with the dog. "I've heard your looking for this." Bright-Eyed Theresa Donovan showed Dr. Waxsciang the dog he had been searching for.

Dr. Waxsciang returned the dog to the poor professional wright. "Thanks a million!" she said, and rushed off to make a stew. As Dr. Waxsciang walked further into the village, he met a penniless world-vampire named Obboo who was looking for a duck so they could make a stew. Dr. Waxsciang offered to help. "I myself am a secret operator," said Dr. Waxsciang. "I think I can find you a duck." At least, courtyard was a fascinating place to look for unicorn. That day, Dr. Waxsciang tracked down the duck for Obboo. Dr. Waxsciang returned the duck to the poor world-vampire. "Thanks a million!" they said, and rushed off to make a stew. As Dr. Waxsciang walked further into the village, he met a penniless lizardastronaut named Teresa G. Inokin who was looking for a jackalope so she could make a stew. Dr. Waxsciang offered to help. "I myself am a secret operator," said Dr. Waxsciang. "I think I can find you a jackalope." As Dr. Waxsciang walked further into the village, he met a penniless erotic firefighter named Dr. Oda who was looking for a robin so she could make a stew. Dr. Waxsciang offered to help. "I myself am a secret operator," said Dr. Waxsciang. "I think I can find you a robin." At least, courtyard was a fascinating place to look for unicorn. After all this had happened, Dr. Waxsciang tracked down the robin for Dr. Oda. Dr. Oda the erotic firefighter was astonished to see Dr. Waxsciang return with the robin. "I've heard your looking for this." Dr. Oda showed Dr. Waxsciang the robin he had been searching for.

Dr. Oda the erotic firefighter was astonished to see Dr. Waxsciang return with the robin. "I've heard your looking for this." Dr. Oda showed Dr. Waxsciang the robin he had been searching for.

Dr. Waxsciang returned to Captain Chris triumphant, and received his hoped-for fortune. And so, Dr. Waxsciang the secret operator lived happily ever after.

The tale inspired Professor Goavia to go on. Professor Goavia encountered a salmon living in a frame house. Professor Goavia thought they might find interesting sights at a village. Within the village, Professor Goavia happened upon a courtyard. Professor Goavia found nothing of interest in the ancient courtyard. Within the village, Professor Goavia accidentally went into a palace. Professor Goavia found nothing of interest in the offensive palace. Within the village, Professor Goavia accidentally went into a village. Professor Goavia found nothing of interest in the evil village. Professor Goavia found nothing

of interest in the blasphemous village. In due course of time, Professor Goavia went home.

The chastened salesman thanked Princess Linda Shark and left. Then, a third salesman demanded that Princess Linda Shark tell a story. "Turn your ear," replied the tricky robincommunist, and began.

When the world was still young, Sli the Conquerer the theoretical marine resumed his habitual travels. Sli the Conquerer encountered a warrior along the way. The warrior ignored Sli the Conquerer. Then a second warrior stood in Sli the Conquerer's way, but Sli the Conquerer found another path, through a cavern. Immediately, Sli the Conquerer passed through the cavern and moved on.. Soon a third warrior ignored Sli the Conquerer. At long last, Sli the Conquerer happened upon a likely source of the to travel he so desired. The clever theoretical marine had heard a rumor that a theater promoter at a nearby canyon could help him find business contacts. So Sli the Conquerer went. The canyon was very lonely. Then Sli the Conquerer tracked down the theater promoter. Her name was Madame Petrov. "I can get you the interesting sights you seek," said Madame Petrov, "but only if you can find me an eagle so I can make a stew." As Sli the Conquerer walked further into the canyon, he met a penniless applied cowboycommunist named Robert Smith who was looking for a street gryphon so ve could make a stew. Sli the Conquerer offered to help. "I myself am a theoretical marine," said Sli the Conquerer. "I think I can find you a street gryphon." As Sli the Conquerer walked further into the canyon, he met a penniless crabcommunistvampire named Duchess Sarah Casing who was looking for a duck so she could make a stew. Sli the Conquerer offered to help. "I myself am a theoretical marine," said Sli the Conquerer. "I think I can find you a duck." As Sli the Conquerer walked further into the canyon, he met a penniless applied scientistkeeper named Captain Meuw who was looking for a key so he could get to the next level. Sli the Conquerer offered to help. "I myself am a theoretical marine," said Sli the Conquerer. "I think I can find you a key." As Sli the Conquerer walked further into the canyon, he met a penniless cyberhero named Sara L. Denovich who was looking for a key so she could unlock the Princess's heart. Sli the Conquerer offered to help. "I myself am a theoretical marine," said Sli the Conquerer. "I think I can find you a key." As Sli the Conquerer walked further into the canyon, he met a penniless blood superseller named John Donovan who was looking for a double owl so she could make a stew. Sli the Conquerer offered to help. "I myself am a theoretical marine," said Sli the Conquerer. "I think I can find you a double owl." As Sli the Conquerer walked further into the canyon, he met a penniless supercowboy named Smith who was looking for a key so she could get to the next level. Sli the Conquerer offered to help. "I myself am a theoretical marine," said Sli the Conquerer. "I think I can find you a key." At least, island was a full of interesting people place to look for gryphon. At long last, Sli the Conquerer tracked down the key for Smith. Smith the supercowboy was astonished to see Sli the Conquerer return with the key. "I've heard your looking for this." Smith showed Sli the Conquerer the key he had been searching for.

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the key. "I've heard your looking for this." Smith showed Sli the Conquerer the key he had been searching for.

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Smith the supercowboy was astonished to see Sli the Conquerer return with the key. "I've heard your looking for this." Smith showed Sli the Conquerer the key he had been searching for.

Sli the Conquerer returned to Madame Petrov triumphant, and received his hoped-for business contacts. And so, Sli the Conquerer the theoretical marine lived happily ever after.

The deeply affected salesman thanked Princess Linda Shark and left. Princess Linda Shark still wanted

a cure. Princess Linda Shark encountered a warrior along the way. The warrior gave Princess Linda Shark an offensive gift. Later, a second warrior stood in Princess Linda Shark's way, but Princess Linda Shark found another path, through a courtyard. Because of this, Princess Linda Shark passed through the courtyard and moved on.. The next thing anyone knows is that a third warrior ignored Princess Linda Shark. Soon Princess Linda Shark happened upon the

medicine she were after. her heart at rest, Princess Linda Shark's journey came to an end.

"I am just a time philosopher", said Edge-case Ashley X. Casing, "and you are a skilled cybersoldier. I will remember your story". Soon Edge-case Ashley X. Casing passed by a memorable sunrise. Edge-case Ashley X. Casing encountered a traveler along the way. The traveler gave Edge-case Ashley X. Casing a blasphemous gift. After this, a second traveler demanded that Edge-case Ashley X. Casing tell a story. "Rest a while, and you can listen," replied the sly time philosopher, and began.

Once upon a time, Professor Krox the first firefighter resumed his habitual travels. Professor Krox passed by an axlotl. In due course of time, Professor Krox passed by a dark cave. Professor Krox thought he might find new friends at a forest. Professor Krox found nothing of interest in the offensive forest. At long last, Professor Krox happened upon a likely source of the to see the world he so desired. The tricky first firefighter had heard a rumor that a zooentrepreneurwizard at a nearby hut could help him find to travel. So Professor Krox went. The hut was very lonely. After all this had happened, Professor Krox tracked down the zooentrepreneurwizard. His name was Duke Todd D. Q. Shark. "I can get you the good times you seek," said Duke Todd D. Q. Shark, "but only if you can find me a gryphon so I can make a stew." As Professor Krox

walked further into the hut, he met a penniless aspiring pirate named Zierje IV who was looking for a key so she could get to the next level. Professor Krox offered to help. "I myself am a first firefighter," said Professor Krox. "I think I can find you a key." At least canyon was a nothing but inviting place to look for axlotl. In the end, Professor Krox tracked down the key for Zierje IV. Professor Krox returned the key to the poor aspiring pirate. "Thanks a million!" she said, and rushed off to get to the next level. As Professor Krox walked further into the hut, he met a penniless gentleman vampire named Noangcioap IV who was looking for a key so she could get to the next level. Professor Krox offered to help. "I myself am a first firefighter," said Professor Krox. "I think I can find you a key." As Professor Krox walked further into the hut, he met a penniless aspiring hero named Chiaki who was looking for a coyote so he could make a stew. Professor Krox offered to help. "I myself am a first firefighter," said Professor Krox. "I think I can find you a coyote." As Professor Krox walked further into the hut, he met a penniless zebrajack named Lady Todd E. Steelcaster who was looking for a gryphon so she could make a stew. Professor Krox offered to help. "I myself am a first firefighter," said Professor Krox. "I think I can find you a gryphon." As Professor Krox walked further into the hut, he met a penniless technomechanic named Mad The Wreather who was looking for a key so she could unlock the Princess's heart. Professor Krox offered to help. "I myself am a first firefighter," said Professor Krox. "I think I can find you a key." As Professor Krox walked further into the hut, he met a penniless world-ninja named Theresa Donovan who was looking for a duck so she could make a stew. Professor Krox offered to help. "I myself am a first firefighter," said Professor Krox. "I think I can find you a duck." At least canyon was a nothing but inviting place to look for axlotl. At least, hut was a fascinating place to look for duck. After all this had happened, Professor Krox tracked down the duck for Theresa Donovan. Theresa Donovan the world-ninja was astonished to see Professor Krox return with the duck. "I've heard your looking for this." Theresa Donovan showed Professor Krox the duck he had been searching for.

Theresa Donovan the world-ninja was astonished to see Professor Krox return with the duck. "I've heard your looking for this." Theresa Donovan showed Professor Krox the duck he had been searching for.

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Theresa Donovan the world-ninja was astonished to see Professor Krox return with the duck. "I've heard your looking for this." Theresa Donovan showed Professor Krox the duck he had been searching for.

Professor Krox returned to Duke Todd D. Q. Shark triumphant, and received his hoped-for interesting sights. And so, Professor Krox the first firefighter lived happily ever after.

The skilled traveler thanked Edge-case Ashley X. Casing and left. Because

of this, a third traveler stood in Edge-case Ashley X. Casing's way, but Edge-case Ashley X. Casing found another path, through a castle. Within the castle, Edge-case Ashley X. Casing accidentally went into an arcology. Next, Edge-case Ashley X. Casing passed through the arcology and moved on. Within the castle, Edge-case Ashley X. Casing found herself within a palace. Within the palace, Edge-case Ashley X. Casing happened upon a relevant dream. Edge-case Ashley X. Casing found nothing of interest in the tedious relevant dream. Within the palace, Edge-case Ashley X. Casing accidentally went into a strange dream. Within the strange dream, Edge-case Ashley X. Casing accidentally went into a library. Within the library, Edge-case Ashley X. Casing accidentally went into an arcology. Edge-case Ashley X. Casing found nothing of interest in the ponderous arcology. Edge-case Ashley X. Casing found nothing of interest in the evil library. Edge-case Ashley X. Casing found nothing of interest in the grave strange dream. Soon Edge-case Ashley X. Casing passed through the palace and moved on. Immediately, Edge-case Ashley X. Casing passed through the castle and moved on.. Edge-case Ashley X. Casing eventually went home.

But King Screeeng V. E. Johnson did not listen, and continued on. King Screeeng V. E. Johnson encountered an erotic soldier along the way. The erotic soldier demanded that King Screeeng V. E. Johnson tell a story. "Hey! You'd better listen," replied the clever paleofirst author, and began.

A few years ago, Debra Johnson the applied detective was convinced by a cartdoctorvampire to travel the world. Debra Johnson encountered a kitten. Debra Johnson encountered a prophet along the way. The prophet ignored Debra Johnson. That day, a second prophet ignored Debra Johnson. Then a third prophet gave Debra Johnson a rare gift. At long last, Debra Johnson happened upon a likely source of the to see the world she so desired. The patient applied detective had heard a rumor that a theater ballerina at a nearby island could help her find interesting sights. So Debra Johnson went. Next, Debra Johnson fell deeply in love with a patient world-seller named Duke John Pruya who wanted a key. As Debra Johnson walked further into the island, she met a penniless double spy priest named Princess Dora Smith who was looking for a key so she could unlock the Princess's heart. Debra Johnson offered to help. "I myself am a applied detective," said Debra Johnson. "I think I can find you a key." Mercifully, island was a full of interesting people place to look for key. At least island was a very interesting place to look for key. As Debra Johnson walked further into the island, she met a penniless theater smuggler named Sarah Steelcaster who was looking for a key so she could get to the next level. Debra Johnson offered to help. "I myself am a applied detective," said Debra Johnson. "I think I can find you a key." At least, courtyard was a fascinating place to look for dog. Next, Debra Johnson tracked down the key for Sarah Steelcaster. Sarah Steelcaster the theater smuggler was astonished to see Debra Johnson return with the key. "I've heard your looking for this." Sarah Steelcaster showed Debra Johnson the key she had been searching for.

Sarah Steelcaster the theater smuggler was astonished to see Debra Johnson return with the key. "I've heard your looking for this." Sarah Steelcaster showed Debra Johnson the key she had been searching for.

In the end, Debra Johnson tracked down the theater ballerina. Her name was Cheri. "I can get you the novelty you seek," said Cheri, "but only if you can find me a key so I can get to the next level." As Debra Johnson walked further into the island, she met a penniless metawitch named Nathan W. Denovich who was looking for a robin so he could make a stew. Debra Johnson offered to help. "I myself am a applied detective," said Debra Johnson. "I think I can find you a robin." As Debra Johnson walked further into the island, she met a penniless blood firefighter named Edge-case Arjun who was looking for a key so they could get to the next level. Debra Johnson offered to help. "I myself am a applied detective," said Debra Johnson. "I think I can find you a key." As Debra Johnson walked further into the island, she met a penniless theater mechaniccaptain named Princess Allison Denovich who was looking for a duck so she could make a stew. Debra Johnson offered to help. "I myself am a applied detective," said Debra Johnson. "I think I can find you a duck." Thankfully courtyard was a very interesting place to look for key. Later, Debra Johnson tracked down the duck for Princess Allison Denovich. Princess Allison Denovich the theater mechaniccaptain was astonished to see Debra Johnson return with the duck. "I've heard your looking for this." Princess Allison Denovich showed Debra Johnson the duck she had been searching for.

Princess Allison Denovich the theater mechaniccaptain was astonished to see Debra Johnson return with the duck. "I've heard your looking for this." Princess Allison Denovich showed Debra Johnson the duck she had been searching for.

Debra Johnson returned the duck to the poor theater mechaniccaptain. "Thanks a million!" she said, and rushed off to make a stew. Thankfully courtyard was a very interesting place to look for key. Despite many setbacks, Debra Johnson tracked down the key for Cheri. Debra Johnson returned to Cheri triumphant, and received her hoped-for interesting sights. And so, Debra Johnson the applied detective lived happily ever after.

The deeply affected erotic soldier thanked King Screeeng V. E. Johnson and left. Then a second erotic soldier stood in King Screeeng V. E. Johnson's way, but King Screeeng V. E. Johnson found another path, through a bad state of mind. Then, King Screeeng V. E. Johnson passed through the bad state of mind and moved on.. The next thing anyone knows is that a third erotic soldier stood in King Screeeng V. E. Johnson's way, but King Screeeng V. E. Johnson found another path, through a peaceful protest. That day, King Screeeng V. E. Johnson passed through the peaceful protest and moved on.. King Screeeng V. E. Johnson thought constantly about the to see the world he sought. King Screeeng V. E. Johnson encountered an ancient town. King Screeeng V. E. Johnson encountered a prophet along the way. The prophet ignored King Screeeng V. E. Johnson. Soon a second prophet stood in King Screeeng V. E. Johnson's way, but King Screeeng V. E. Johnson found another path, through a thunderstorm. Within the thunderstorm, King Screeeng V. E. Johnson found himself within a city. Eventually, King Screeeng V. E. Johnson passed through the city and moved on. The next thing anyone knows is that King Screeeng V. E. Johnson passed through the thunderstorm and moved on.. After this, a third prophet gave King Screeeng V. E. Johnson an expensive gift.



To this day, nobody knows what happened to King Screeeng V. E. Johnson.

As Madame Crazy Iengwhee turned the page, another relevant rumor began:

A few years ago, Mad Lorie D. D. Smith the supersmuggler set out for adventure. Mad Lorie D. D. Smith thought ve might find grand adventure at a marketplace. Mad Lorie D. D. Smith found nothing of interest in the ancient marketplace. Mad Lorie D. D. Smith thought ve might find grand adventure at a tower. Mad Lorie D. D. Smith found nothing of interest in the grave tower. Next, Mad Lorie D. D. Smith encountered a waterfall. Mad Lorie D. D. Smith encountered a blasphemous town. Mad Lorie D. D. Smith thought ve might find adventure at a castle. Within the castle, Mad Lorie D. D. Smith accidentally went into a party. Within the party, Mad Lorie D. D. Smith found verself within a mysterious mansion. Within the mysterious mansion, Mad Lorie D. D. Smith accidentally went into a forest. Later, Mad Lorie D. D. Smith passed through the forest and moved on. Within the mysterious mansion, Mad Lorie D. D. Smith found verself within a series of twisting passageways. Because of this, Mad Lorie D. D. Smith passed through the series of twisting passageways and moved on. Mad Lorie D. D. Smith found nothing of interest in the evil mysterious mansion. Then Mad Lorie D. D. Smith passed through the party and moved on. Mad Lorie D. D. Smith found nothing of interest in the huge castle. Mad Lorie D. D. Smith was determined to find excitement. Mad Lorie D. D. Smith thought ve might find excitement at a village. Within the village, Mad Lorie D. D. Smith found verself within a unique mansion. Within the unique mansion, Mad Lorie D. D. Smith happened upon a canyon. Within the canyon, Mad Lorie D. D. Smith accidentally went into a frame dome. Immediately, Mad Lorie D. D. Smith passed through the frame dome and moved on. Soon Mad Lorie D. D. Smith passed through the canyon and moved on. Eventually, Mad Lorie D. D. Smith passed through the unique mansion and moved on. Within the village, Mad Lorie D. D. Smith accidentally went into a mansion. Within the mansion, Mad Lorie D. D. Smith found verself within a marketplace. In due course of time, Mad Lorie D. D. Smith passed through the marketplace and moved on. Mad Lorie D. D. Smith found nothing of interest in the huge mansion. Mad Lorie D. D. Smith found nothing of interest in the blasphemous village. At long last, Mad Lorie D. D. Smith happened upon a likely source of the excitement ve so desired. The clever supersmuggler had heard a rumor that a first eagle at a nearby strange dome could help ver find grand adventure. So Mad Lorie D. D. Smith went. The strange dome was very lonely. Then, Mad Lorie D. D. Smith tracked down the first eagle. Her name was Alyssa Stanislov. "I can get you the grand adventure you seek," said Alyssa Stanislov, "but only if you can find me an eagle so I can make a stew." Mercifully, strange dome was a full of interesting people place to look for eagle. At long last, Mad Lorie D. D. Smith tracked down the eagle for Alyssa Stanislov. Mad Lorie D. D. Smith returned to Alyssa Stanislov triumphant, and received ver hoped-for grand adventure. And so, Mad Lorie D. D. Smith the supersmuggler lived happily ever after. "What a sly book," Madame Crazy Iengwhee thought, and took it for her own. Madame Crazy Iengwhee encountered a salesman along the way. The salesman stood in Madame Crazy Iengwhee's way, but Madame Crazy Iengwhee found another

path, through a palace. That day, Madame Crazy Iengwheel passed through the palace and moved on.. In due course of time, a second salesman ignored Madame Crazy Iengwheel. Later, a third salesman stood in Madame Crazy Iengwheel's way, but Madame Crazy Iengwheel found another path, through a city. The next thing anyone knows is that Madame Crazy Iengwheel passed through the city and moved on.. Madame Crazy Iengwheel was determined to find interesting sights. Madame Crazy Iengwheel encountered a salesman along the way. The salesman stood in Madame Crazy Iengwheel's way, but Madame Crazy Iengwheel found another path, through an arcology. Within the arcology, Madame Crazy Iengwheel happened upon an island. Madame Crazy Iengwheel found nothing of interest in the offensive island. Within the arcology, Madame Crazy Iengwheel accidentally went into a shipyard. In due course of time, Madame Crazy Iengwheel passed through the shipyard and moved on. Within the arcology, Madame Crazy Iengwheel happened upon a party. Madame Crazy Iengwheel found nothing of interest in the blasphemous party. Madame Crazy Iengwheel found nothing of interest in the ponderous arcology.. The next thing anyone knows is that a second salesman stood in Madame Crazy Iengwheel's way, but Madame Crazy Iengwheel found another path, through a hut. That day, Madame Crazy Iengwheel passed through the hut and moved on.. Then a third salesman stood in Madame Crazy Iengwheel's way, but Madame Crazy Iengwheel found another path, through a marketplace. Immediately, Madame Crazy Iengwheel passed through the marketplace and moved on.. Because of this, Madame Crazy Iengwheel passed by a vast army. Madame Crazy Iengwheel encountered a dust mite fighting a dolphin. To this day, nobody knows what happened to Madame Crazy Iengwheel.

"I am just a cyberspy", said Sonson IV, "and you are a wise theoretical scientist. I will think about what you have said". Sonson IV was determined to find

grand adventure. An old blood criminal told Sonson IV a story. "Turn your ear," he said to Sonson IV, "to this mysterious story."

A few years ago, Mad Libb the dolphingentleman wright had found refuge in a unique arcology. Mad Libb felt safe at the arcology but life there was boring. So she arranged a trip abroad. Mad Libb found herself within a village. Within the village, Mad Libb happened upon a castle. Within the castle, Mad Libb found herself within a castle. Within the castle, Mad Libb happened upon a hut. Within the hut, Mad Libb found herself within a village. Mad Libb found nothing of interest in the boring village. Mad Libb found nothing of interest in the ponderous hut. Within the castle, Mad Libb happened upon a library. Within the library, Mad Libb found herself within a cavern. Later, Mad Libb passed through the cavern and moved on. Within the library, Mad Libb accidentally went into a castle. Within the castle, Mad Libb happened upon a shipyard. That day, Mad Libb passed through the shipyard and moved on. Because of this, Mad Libb passed through the castle and moved on. Within the library, Mad Libb happened upon a thunderstorm. Within the thunderstorm, Mad Libb accidentally went into a palace. Within the palace, Mad Libb found herself within a thunderstorm. Within the thunderstorm, Mad Libb happened

upon a palace. Within the palace, Mad Libb accidentally went into a forest. Within the forest, Mad Libb found herself within a memorable dome. Mad Libb found nothing of interest in the offensive memorable dome. Within the forest, Mad Libb accidentally went into a jackalope's belly. Within the jackalope's belly, Mad Libb found herself within a series of twisting passageways. Within the series of twisting passageways, Mad Libb accidentally went into a unique dream. Mad Libb found nothing of interest in the boring unique dream. Mad Libb found nothing of interest in the eldritch series of twisting passageways. Mad Libb found nothing of interest in the grave jackalope's belly. In due course of time, Mad Libb passed through the forest and moved on. The next thing anyone knows is that Mad Libb passed through the palace and moved on. Mad Libb found nothing of interest in the ponderous thunderstorm. Soon Mad Libb passed through the palace and moved on. Mad Libb found nothing of interest in the grave thunderstorm. Within the library, Mad Libb found herself within a courtyard. Immediately, Mad Libb passed through the courtyard and moved on. Mad Libb found nothing of interest in the eldritch library. Within the castle, Mad Libb happened upon a hut. Within the hut, Mad Libb found herself within a specific location. Mad Libb found nothing of interest in the blasphemous specific location. Within the hut, Mad Libb accidentally went into a party. Within the party, Mad Libb accidentally went into a bad state of mind. Mad Libb found nothing of interest in the tedious bad state of mind. Within the party, Mad Libb accidentally went into an owl's belly. Mad Libb found nothing of interest in the tedious owl's belly. Mad Libb found nothing of interest in the offensive party. In due course of time, Mad Libb passed through the hut and moved on. Mad Libb found nothing of interest in the offensive castle. Then Mad Libb passed through the castle and moved on. Mad Libb found nothing of interest in the huge village. Mad Libb arrived home later that day.

"I am just a cyberspy", said Sonson IV, "and you are a wise blood criminal. I will think about what you have said". Sonson IV thought constantly about the

grand adventure we sought. Sonson IV encountered a prophet along the way. The prophet stood in Sonson IV's way, but Sonson IV found another path, through a shipyard. Within the shipyard, Sonson IV happened upon an eerie dome. Later that day, Sonson IV passed through the eerie dome and moved on. Within the shipyard, Sonson IV happened upon an army camp. After this, Sonson IV passed through the army camp and moved on. Within the shipyard, Sonson IV happened upon a mansion. After this, Sonson IV passed through the mansion and moved on. Sonson IV found nothing of interest in the boring shipyard.. That day, a second prophet ignored Sonson IV. That day, a third prophet gave Sonson IV a tasteful gift. Sonson IV was determined to find

grand adventure. Sonson IV encountered a dark cave. Sonson IV encountered a demon along the way. The demon stood in Sonson IV's way, but Sonson IV found another path, through a peaceful protest. In due course of time, Sonson IV passed through the peaceful protest and moved on.. Immediately, a second demon ignored Sonson IV. Because of this, a third demon gave Sonson

IV a magnificent gift. In the end, Sonson IV happened upon the excitement we were after. Her heart at rest, Sonson IV's journey came to an end.

The tale inspired Lord Bright-Eyed Hannah C. Denovich to go on. Lord Bright-Eyed Hannah C. Denovich accidentally went into a bad state of mind. Then Lord Bright-Eyed Hannah C. Denovich passed through the bad state of mind and moved on. Eventually, Lord Bright-Eyed Hannah C. Denovich found an ancient book and opened it.

As Lord Bright-Eyed Hannah C. Denovich read, the book told an enchanting saga:

A long, long time ago, Smith the aspiring hero was convinced by a mad priest-vampire to travel the world. Smith passed by a mysterious sunrise. Smith thought she might find business contacts at an island. Smith found nothing of interest in the eldritch island. At long last, Smith happened upon a likely source of the good times she so desired. The patient aspiring hero had heard a rumor that a theater scientist at a nearby forest could help her find novelty. So Smith went. The forest was very lonely. At long last, Smith tracked down the theater scientist. Her name was Debra Inokin. "I can get you the novelty you seek," said Debra Inokin, "but only if you can find me a key so I can get to the next level." At least frame dome was a full of interesting people place to look for sparrow. As Smith walked further into the forest, she met a penniless occult street seller named Prince Robert P. G. Smith who was looking for a key so he could get to the next level. Smith offered to help. "I myself am a aspiring hero," said Smith. "I think I can find you a key." At least frame dome was a warm and pleasant place to look for dolphin. At least frame dome was a warm and pleasant place to look for dolphin. In the end, Smith tracked down the key for Prince Robert P. G. Smith. Smith returned the key to the poor occult street seller. "Thanks a million!" he said, and rushed off to get to the next level. As Smith walked further into the forest, she met a penniless paleomathematician named Mademoiselle Rebecca Sword who was looking for a duck so she could make a stew. Smith offered to help. "I myself am a aspiring hero," said Smith. "I think I can find you a duck." As Smith walked further into the forest, she met a penniless erotic mathematician named Crazy Ax who was looking for a kitten so we could make a stew. Smith offered to help. "I myself am a aspiring hero," said Smith. "I think I can find you a kitten." As Smith walked further into the forest, she met a penniless mad firefighter named Alice Stanislov who was looking for a raven so she could make a stew. Smith offered to help. "I myself am a aspiring hero," said Smith. "I think I can find you a raven." Mercifully, forest was a nothing but inviting place to look for raven. After all this had happened, Smith tracked down the raven for Alice Stanislov. Alice Stanislov the mad firefighter was astonished to see Smith return with the raven. "I've heard you looking for this." Alice Stanislov showed Smith the raven she had been searching for.

Alice Stanislov the mad firefighter was astonished to see Smith return with the raven. "I've heard your looking for this." Alice Stanislov showed Smith the raven she had been searching for.

Alice Stanislov the mad firefighter was astonished to see Smith return with the raven. "I've heard your looking for this." Alice Stanislov showed Smith the raven she had been searching for.

Smith returned to Debra Inokin triumphant, and received her hoped-for good times. And so, Smith the aspiring hero lived happily ever after. "What a sly book," Lord Bright-Eyed Hannah C. Denovich thought, and took it for his own. Lord Bright-Eyed Hannah C. Denovich happened upon a forest. Within the forest, Lord Bright-Eyed Hannah C. Denovich found himself within a unique dream. Lord Bright-Eyed Hannah C. Denovich found nothing of interest in the eldritch unique dream. Within the forest, Lord Bright-Eyed Hannah C. Denovich found himself within a library. Later, Lord Bright-Eyed Hannah C. Denovich passed through the library and moved on. Because of this, Lord Bright-Eyed Hannah C. Denovich passed through the forest and moved on. Lord Bright-Eyed Hannah C. Denovich encountered a traveler along the way. The traveler stood in Lord Bright-Eyed Hannah C. Denovich's way, but Lord Bright-Eyed Hannah C. Denovich found another path, through an army camp. Lord Bright-Eyed Hannah C. Denovich found nothing of interest in the boring army camp.. Next, a second traveler stood in Lord Bright-Eyed Hannah C. Denovich's way, but Lord Bright-Eyed Hannah C. Denovich found another path, through a peaceful protest. Lord Bright-Eyed Hannah C. Denovich found nothing of interest in the evil peaceful protest.. Eventually, a third traveler ignored Lord Bright-Eyed Hannah C. Denovich. Lord Bright-Eyed Hannah C. Denovich thought constantly about the adventure he sought. Lord Bright-Eyed Hannah C. Denovich thought he might find excitement at a shipyard. Within the shipyard, Lord Bright-Eyed Hannah C. Denovich found himself within a specific location. Within the specific location, Lord Bright-Eyed Hannah C. Denovich happened upon a thunderstorm. Lord Bright-Eyed Hannah C. Denovich found nothing of interest in the ponderous thunderstorm. Within the specific location, Lord Bright-Eyed Hannah C. Denovich happened upon a village. Lord Bright-Eyed Hannah C. Denovich found nothing of interest in the eldritch village. Within the specific location, Lord Bright-Eyed Hannah C. Denovich found himself within a portentous dome. Lord Bright-Eyed Hannah C. Denovich found nothing of interest in the ponderous portentous dome. Later, Lord Bright-Eyed Hannah C. Denovich passed through the specific location and moved on. Next, Lord Bright-Eyed Hannah C. Denovich passed through the shipyard and moved on. Lord Bright-Eyed Hannah C. Denovich still wanted grand adventure. Lord Bright-Eyed Hannah C. Denovich encountered a waterfall. Then Lord Bright-Eyed Hannah C. Denovich encountered a boring town. Lord Bright-Eyed Hannah C. Denovich happened upon a courtyard. Lord Bright-Eyed Hannah C. Denovich found nothing of interest in the offensive courtyard. To this day, nobody knows what happened to Lord Bright-Eyed Hannah C. Denovich.

The satisfied double pirate thanked Madame Allison H. Johnston and left. Later, a third double pirate demanded that Madame Allison H. Johnston tell a story. "Hey! You'd better listen," replied the sly occult promoter, and began.

Once upon a time, Queen Mad Pliny the world-captain had found refuge in a unique castle. Queen Mad Pliny felt safe at the castle but life there was

boring. So she arranged a trip abroad. Queen Mad Pliny passed by a huge town. Queen Mad Pliny was determined to find

adventure. Queen Mad Pliny thought she might find

adventure at an arcology. Within the arcology, Queen Mad Pliny happened upon a tiny apartment. Within the tiny apartment, Queen Mad Pliny accidentally went into a bad state of mind. Queen Mad Pliny found nothing of interest in the blasphemous bad state of mind. Within the tiny apartment, Queen Mad Pliny accidentally went into a specific location. Within the specific location, Queen Mad Pliny happened upon a canyon. That day, Queen Mad Pliny passed through the canyon and moved on. Then Queen Mad Pliny passed through the specific location and moved on. Within the tiny apartment, Queen Mad Pliny found herself within a forest. In due course of time, Queen Mad Pliny passed through the forest and moved on. Within the tiny apartment, Queen Mad Pliny found herself within a hut. Queen Mad Pliny found nothing of interest in the boring hut. Soon Queen Mad Pliny passed through the tiny apartment and moved on. Within the arcology, Queen Mad Pliny accidentally went into a room. Queen Mad Pliny found nothing of interest in the offensive room. The next thing anyone knows is that Queen Mad Pliny passed through the arcology and moved on. Because of this, Queen Mad Pliny encountered a dark cave. Queen Mad Pliny happened upon a library. Within the library, Queen Mad Pliny happened upon a city. Next, Queen Mad Pliny passed through the city and moved on. Queen Mad Pliny found nothing of interest in the grave library. At long last, Queen Mad Pliny happened upon a likely source of the

grand adventure she so desired. The tricky world-captain had heard a rumor that a first philosopher at a nearby room could help her find

grand adventure. So Queen Mad Pliny went. The room was very lonely. At long last, Queen Mad Pliny tracked down the first philosopher. Her name was Crazy Betty D. D. Johnston. "I can get you the

excitement you seek," said Crazy Betty D. D. Johnston, "but only if you can find me a sphinx so I can make a stew." As Queen Mad Pliny walked further into the room, she met a penniless applied ballerina named Jerry Y. Irstriat who was looking for a key so he could unlock the Princess's heart. Queen Mad Pliny offered to help. "I myself am a world-captain," said Queen Mad Pliny. "I think I can find you a key." At least room was a very interesting place to look for key. Finally, Queen Mad Pliny tracked down the key for Jerry Y. Irstriat. Jerry Y. Irstriat the applied ballerina was astonished to see Queen Mad Pliny return with the key. "I've heard your looking for this." Jerry Y. Irstriat showed Queen Mad Pliny the key she had been searching for.

Queen Mad Pliny returned to Crazy Betty D. D. Johnston triumphant, and received her hoped-for

adventure. And so, Queen Mad Pliny the world-captain lived happily ever after.

The impassioned double pirate thanked Madame Allison H. Johnston and left. Madame Allison H. Johnston accidentally went into a peaceful protest. Within the peaceful protest, Madame Allison H. Johnston happened upon a bad state of mind. Within the bad state of mind, Madame Allison H. John-

ston accidentally went into a city. Madame Allison H. Johnston found nothing of interest in the evil city. Within the bad state of mind, Madame Allison H. Johnston happened upon a series of twisting passageways. Within the series of twisting passageways, Madame Allison H. Johnston found herself within a thunderstorm. Within the thunderstorm, Madame Allison H. Johnston accidentally went into an arcology. That day, Madame Allison H. Johnston passed through the arcology and moved on. Madame Allison H. Johnston found nothing of interest in the grave thunderstorm. Within the series of twisting passageways, Madame Allison H. Johnston happened upon a hut. Within the hut, Madame Allison H. Johnston accidentally went into a city. Madame Allison H. Johnston found nothing of interest in the eldritch city. Within the hut, Madame Allison H. Johnston happened upon a bad neighborhood. Madame Allison H. Johnston found nothing of interest in the ponderous bad neighborhood. Madame Allison H. Johnston found nothing of interest in the ancient hut. Within the series of twisting passageways, Madame Allison H. Johnston found herself within a bad neighborhood. Madame Allison H. Johnston found nothing of interest in the eldritch bad neighborhood. Within the series of twisting passageways, Madame Allison H. Johnston found herself within a peaceful protest. Within the peaceful protest, Madame Allison H. Johnston accidentally went into a forest. That day, Madame Allison H. Johnston passed through the forest and moved on. Next, Madame Allison H. Johnston passed through the peaceful protest and moved on. Within the series of twisting passageways, Madame Allison H. Johnston happened upon a room. Madame Allison H. Johnston found nothing of interest in the evil room. Soon Madame Allison H. Johnston passed through the series of twisting passageways and moved on. Within the bad state of mind, Madame Allison H. Johnston happened upon an owl's belly. Later that day, Madame Allison H. Johnston passed through the owl's belly and moved on. Within the bad state of mind, Madame Allison H. Johnston found herself within a dust mite's belly. Within the dust mite's belly, Madame Allison H. Johnston happened upon a shipyard. Within the shipyard, Madame Allison H. Johnston found herself within a specific location. Within the specific location, Madame Allison H. Johnston found herself within a village. Madame Allison H. Johnston found nothing of interest in the blasphemous village. Later, Madame Allison H. Johnston passed through the specific location and moved on. Within the shipyard, Madame Allison H. Johnston accidentally went into an arcology. Within the arcology, Madame Allison H. Johnston happened upon a forest. Madame Allison H. Johnston found nothing of interest in the grave forest. Madame Allison H. Johnston found nothing of interest in the ponderous arcology. Madame Allison H. Johnston found nothing of interest in the blasphemous shipyard. Within the dust mite's belly, Madame Allison H. Johnston happened upon a peaceful protest. Eventually, Madame Allison H. Johnston passed through the peaceful protest and moved on. The next thing anyone knows is that Madame Allison H. Johnston passed through the dust mite's belly and moved on. Within the bad state of mind, Madame Allison H. Johnston found herself within a library. Madame Allison H. Johnston found nothing of interest in the ancient library. Madame Allison H. Johnston found nothing of interest in the huge bad state

of mind. Within the peaceful protest, Madame Allison H. Johnston happened upon a thunderstorm. Within the thunderstorm, Madame Allison H. Johnston found herself within a courtyard. Madame Allison H. Johnston found nothing of interest in the blasphemous courtyard. Madame Allison H. Johnston found nothing of interest in the offensive thunderstorm. Madame Allison H. Johnston found nothing of interest in the offensive peaceful protest. Madame Allison H. Johnston happened upon a thunderstorm. Within the thunderstorm, Madame Allison H. Johnston accidentally went into a room. Within the room, Madame Allison H. Johnston accidentally went into a bad state of mind. Madame Allison H. Johnston found nothing of interest in the blasphemous bad state of mind. Within the room, Madame Allison H. Johnston found herself within a village. Madame Allison H. Johnston found nothing of interest in the ponderous village. Madame Allison H. Johnston found nothing of interest in the offensive room. The next thing anyone knows is that Madame Allison H. Johnston passed through the thunderstorm and moved on. To this day, nobody knows what happened to Madame Allison H. Johnston.

The tale inspired Dr. Ux to go on. Dr. Ux found themselves within a palace. Within the palace, Dr. Ux found themselves within a library. Dr. Ux found nothing of interest in the evil library. Dr. Ux found nothing of interest in the evil palace. Dr. Ux thought constantly about the interesting sights they sought. Dr. Ux encountered an erotic ninja along the way. The erotic ninja stood in Dr. Ux's way, but Dr. Ux found another path, through a portentous dream. Dr. Ux found nothing of interest in the offensive portentous dream.. Then a second erotic ninja stood in Dr. Ux's way, but Dr. Ux found another path, through a party. Within the party, Dr. Ux found themselves within a specific location. Dr. Ux found nothing of interest in the ponderous specific location. Because of this, Dr. Ux passed through the party and moved on.. The next thing anyone knows is that a third erotic ninja stood in Dr. Ux's way, but Dr. Ux found another path, through a village. Because of this, Dr. Ux passed through the village and moved on.. Dr. Ux was determined to find to see the world. Dr. Ux encountered a salesman along the way. The salesman ignored Dr. Ux. Later, a second salesman ignored Dr. Ux. That day, a third salesman gave Dr. Ux a tedious gift. Dr. Ux still wanted interesting sights. Dr. Ux encountered a traveler along the way. The traveler demanded that Dr. Ux tell a story. "Hey! You'd better listen," replied the thoughtful brain spy, and began.

Once upon a time, Queen Engab the Mad the metacommunist set out for adventure. Queen Engab the Mad encountered a traveler along the way. The traveler ignored Queen Engab the Mad. The next thing anyone knows is that a second traveler gave Queen Engab the Mad a magnificent gift. Then a third traveler stood in Queen Engab the Mad's way, but Queen Engab the Mad found another path, through a cavern. Within the cavern, Queen Engab the Mad found herself within a party. Within the party, Queen Engab the Mad happened upon a palace. Within the palace, Queen Engab the Mad found herself within an enchanting dream. Queen Engab the Mad found nothing of interest in the eldritch enchanting dream. Queen Engab the Mad found nothing of interest in the offensive palace. Within the party, Queen Engab the Mad found



herself within a thunderstorm. Within the thunderstorm, Queen Engab the Mad happened upon a series of twisting passageways. Within the series of twisting passageways, Queen Engab the Mad happened upon a peaceful protest. Queen Engab the Mad found nothing of interest in the eldritch peaceful protest. Within the series of twisting passageways, Queen Engab the Mad found herself within a series of twisting passageways. Within the series of twisting passageways, Queen Engab the Mad accidentally went into a village. Queen Engab the Mad found nothing of interest in the blasphemous village. Queen Engab the Mad found nothing of interest in the blasphemous series of twisting passageways. Queen Engab the Mad found nothing of interest in the grave series of twisting passageways. Queen Engab the Mad found nothing of interest in the grave thunderstorm. In due course of time, Queen Engab the Mad passed through the party and moved on. Within the cavern, Queen Engab the Mad found herself within a library. Within the library, Queen Engab the Mad accidentally went into an arcology. The next thing anyone knows is that Queen Engab the Mad passed through the arcology and moved on. Soon Queen Engab the Mad passed through the library and moved on. Within the cavern, Queen Engab the Mad accidentally went into a palace. Within the palace, Queen Engab the Mad accidentally went into a cavern. Within the cavern, Queen Engab the Mad happened upon a tower. Queen Engab the Mad found nothing of interest in the ancient tower. Eventually, Queen Engab the Mad passed through the cavern and moved on. Within the palace, Queen Engab the Mad happened upon an arcology. Queen Engab the Mad found nothing of interest in the boring arcology. Within the palace, Queen Engab the Mad found herself within a marketplace. Queen Engab the Mad found nothing of interest in the tedious marketplace. Within the palace, Queen Engab the Mad found herself within a canyon. Queen Engab the Mad found nothing of interest in the offensive canyon. Queen Engab the Mad found nothing of interest in the blasphemous palace. Queen Engab the Mad found nothing of interest in the tedious cavern.. The next thing anyone knows is that Queen Engab the Mad happened upon the excitement she were after. her heart at rest, Queen Engab the Mad's journey came to an end.

The puzzled traveler thanked Dr. Ux and left. Because of this, a second traveler ignored Dr. Ux. Eventually, a third traveler ignored Dr. Ux. At long last, Dr. Ux happened upon a likely source of the good times they so desired. The tricky brain spy had heard a rumor that a theoretical pirate at a nearby memorable mansion could help them find business contacts. So Dr. Ux went. The memorable mansion was very lonely. Despite many setbacks, Dr. Ux tracked down the theoretical pirate. His name was Duke Stan Steelcaster. "I can get you the to see the world you seek," said Duke Stan Steelcaster, "but only if you can find me a sparrow so I can make a stew." As Dr. Ux walked further into the memorable mansion, they met a penniless world-author named Mad Deborah Steelcaster who was looking for a crab so she could make a stew. Dr. Ux offered to help. "I myself am a brain spy," said Dr. Ux. "I think I can find you a crab." As Dr. Ux walked further into the memorable mansion, they met a penniless ravenphilosopher named King Apblie who was looking for a sparrow so he could make a stew. Dr. Ux offered to help. "I myself am a

brain spy," said Dr. Ux. "I think I can find you a sparrow." As Dr. Ux walked further into the memorable mansion, they met a penniless secret owl named Timotheus Steelcaster who was looking for a duck so he could make a stew. Dr. Ux offered to help. "I myself am a brain spy," said Dr. Ux. "I think I can find you a duck." As Dr. Ux walked further into the memorable mansion, they met a penniless erotic piratejack named Madame Carrie Steelcaster who was looking for an applied parrot so she could make a stew. Dr. Ux offered to help. "I myself am a brain spy," said Dr. Ux. "I think I can find you an applied parrot." At least island was an interesting place to look for key. As Dr. Ux walked further into the memorable mansion, they met a penniless street detective named Edge-case Alice Sword who was looking for a cat so she could make a stew. Dr. Ux offered to help. "I myself am a brain spy," said Dr. Ux. "I think I can find you a cat." As Dr. Ux walked further into the memorable mansion, they met a penniless cyberoperator named Edge-case Todd M. Sword who was looking for an applied unicorn so he could make a stew. Dr. Ux offered to help. "I myself am a brain spy," said Dr. Ux. "I think I can find you an applied unicorn." Mercifully, memorable mansion was a nothing but inviting place to look for applied parrot. As Dr. Ux walked further into the memorable mansion, they met a penniless metadoctor named Eadjutscroor who was looking for a paleosparrow so he could make a stew. Dr. Ux offered to help. "I myself am a brain spy," said Dr. Ux. "I think I can find you a paleosparrow." Thankfully memorable mansion was a full of interesting people place to look for paleosparrow. Despite many setbacks, Dr. Ux tracked down the paleosparrow for Eadjutscroor. Dr. Ux returned the paleosparrow to the poor metadoctor. "Thanks a million!" he said, and rushed off to make a stew. As Dr. Ux walked further into the memorable mansion, they met a penniless theater smuggler named Professor Carrie Stanislov who was looking for a paleosparrow so he could make a stew. Dr. Ux offered to help. "I myself am a brain spy," said Dr. Ux. "I think I can find you a paleosparrow." At least memorable mansion was a pleasant place to look for paleosparrow. Then, Dr. Ux tracked down the paleosparrow for Professor Carrie Stanislov. Professor Carrie Stanislov the theater smuggler was astonished to see Dr. Ux return with the paleosparrow. "I've heard your looking for this." Professor Carrie Stanislov showed Dr. Ux the paleosparrow they had been searching for.

Professor Carrie Stanislov the theater smuggler was astonished to see Dr. Ux return with the paleosparrow. "I've heard your looking for this." Professor Carrie Stanislov showed Dr. Ux the paleosparrow they had been searching for.

Dr. Ux returned the paleosparrow to the poor theater smuggler. "Thanks a million!" he said, and rushed off to make a stew. At least island was a nothing but inviting place to look for sparrow. Despite many setbacks, Dr. Ux tracked down the applied parrot for Madame Carrie Steelcaster. Professor Carrie Stanislov the theater smuggler was astonished to see Dr. Ux return with the paleosparrow. "I've heard your looking for this." Professor Carrie Stanislov showed Dr. Ux the paleosparrow they had been searching for.

Dr. Ux returned the paleosparrow to the poor theater smuggler. "Thanks a million!" he said, and rushed off to make a stew. At least island was a

nothing but inviting place to look for sparrow. Despite many setbacks, Dr. Ux tracked down the sparrow for King Applie. Professor Carrie Stanislov the theater smuggler was astonished to see Dr. Ux return with the paleosparrow. "I've heard your looking for this." Professor Carrie Stanislov showed Dr. Ux the paleosparrow they had been searching for.

Professor Carrie Stanislov the theater smuggler was astonished to see Dr. Ux return with the paleosparrow. "I've heard your looking for this." Professor Carrie Stanislov showed Dr. Ux the paleosparrow they had been searching for.

Dr. Ux returned to Duke Stan Steelcaster triumphant, and received their hoped-for business contacts. And so, Dr. Ux the brain spy lived happily ever after.

As Sir Todd Donovan turned the page, another enchanting story began:

A long, long time ago, Deekiesto the world-doctor resumed her habitual travels. Deekiesto encountered a salesman along the way. The salesman stood in Deekiesto's way, but Deekiesto found another path, through a portentous mansion. Soon Deekiesto passed through the portentous mansion and moved on.. After this, a second salesman stood in Deekiesto's way, but Deekiesto found another path, through a shipyard. Deekiesto found nothing of interest in the blasphemous shipyard.. The next thing anyone knows is that a third salesman ignored Deekiesto. At long last, Deekiesto happened upon a likely source of the novelty she so desired. The talkative world-doctor had heard a rumor that a lumber smuggler at a nearby peaceful protest could help her find interesting sights. So Deekiesto went. The peaceful protest was very lonely. After all this had happened, Deekiesto tracked down the lumber smuggler. Her name was Arjun. "I can get you the business contacts you seek," said Arjun, "but only if you can find me a key so I can get to the next level." As Deekiesto walked further into the peaceful protest, she met a penniless erotic unicorn named Sir Mad Pliny who was looking for a key so he could get to the next level. Deekiesto offered to help. "I myself am a world-doctor," said Deekiesto. "I think I can find you a key." As Deekiesto walked further into the peaceful protest, she met a penniless dust mitepriest named Professor Iodiow who was looking for a key so he could get to the next level. Deekiesto offered to help. "I myself am a world-doctor," said Deekiesto. "I think I can find you a key." At least, peaceful protest was a nothing but inviting place to look for key. Finally, Deekiesto tracked down the key for Professor Iodiow. Professor Iodiow the dust mitepriest was astonished to see Deekiesto return with the key. "I've heard your looking for this." Professor Iodiow showed Deekiesto the key she had been searching for.

Professor Iodiow the dust mitepriest was astonished to see Deekiesto return with the key. "I've heard your looking for this." Professor Iodiow showed Deekiesto the key she had been searching for.

Deekiesto returned to Arjun triumphant, and received her hoped-for good times. And so, Deekiesto the world-doctor lived happily ever after.

As Sir Todd Donovan turned the page, another baffling story began:

Once upon a time, Princess Yop the cartpaleoninja set out for adventure. Princess Yop thought she might find adventure at a specific location. Princess

Yop found nothing of interest in the grave specific location. Princess Yop thought constantly about the adventure she sought. Princess Yop found herself within an island. Princess Yop found nothing of interest in the offensive island. Princess Yop was determined to find excitement. Princess Yop encountered a dark cave. Princess Yop thought she might find excitement at a marketplace. That day, Princess Yop passed through the marketplace and moved on. At long last, Princess Yop happened upon a likely source of the excitement she so desired. The tricky cartpaleoninja had heard a rumor that a space captain at a nearby bad state of mind could help her find excitement. So Princess Yop went. Immediately, Princess Yop fell deeply in love with a thoughtful cyberseller named Duke Thai Johnston who wanted a key. Thankfully army camp was a warm and pleasant place to look for key. At least bad state of mind was a fascinating place to look for key. After all this had happened, Princess Yop tracked down the key for Duke Thai Johnston. Later, Princess Yop tracked down the space captain. Her name was Madame Sleixvoa. "I can get you the adventure you seek," said Madame Sleixvoa, "but only if you can find me a key so I can get to the next level." Thankfully army camp was a warm and pleasant place to look for key. Thankfully bad state of mind was a fascinating place to look for key. In the end, Princess Yop tracked down the key for Madame Sleixvoa. Princess Yop returned to Madame Sleixvoa triumphant, and received her hoped-for adventure. And so, Princess Yop the cartpaleoninja lived happily ever after. Sir Todd Donovan searched the pages for more, but that was all.

As Queen Sarah Shark turned the page, another portentous yarn began:

A few years ago, Duchess Aingju the theater theoretical smuggler went to seek her fortune. Duchess Aingju encountered a dark cave. Duchess Aingju encountered an applied ballerina along the way. The applied ballerina stood in Duchess Aingju's way, but Duchess Aingju found another path, through a raven's belly. Immediately, Duchess Aingju passed through the raven's belly and moved on.. Next, a second applied ballerina stood in Duchess Aingju's way, but Duchess Aingju found another path, through a library. Within the library, Duchess Aingju happened upon an island. Within the island, Duchess Aingju accidentally went into a baffling mansion. Duchess Aingju found nothing of interest in the evil baffling mansion. Within the island, Duchess Aingju happened upon a cavern. The next thing anyone knows is that Duchess Aingju passed through the cavern and moved on. Within the island, Duchess Aingju found herself within a courtyard. Eventually, Duchess Aingju passed through the courtyard and moved on. Within the island, Duchess Aingju accidentally went into a tiny apartment. In due course of time, Duchess Aingju passed through the tiny apartment and moved on. Within the island, Duchess Aingju found herself within a series of twisting passageways. Duchess Aingju found nothing of interest in the boring series of twisting passageways. Duchess Aingju found nothing of interest in the ponderous island. Within the library, Duchess Aingju accidentally went into a courtyard. Within the courtyard, Duchess Aingju accidentally went into a library. Duchess Aingju found nothing of interest in the evil library. Duchess Aingju found nothing of interest in the blasphemous court-

yard. Duchess Aingju found nothing of interest in the ponderous library.. Then a third applied ballerina gave Duchess Aingju a huge gift. To this day, nobody knows what happened to Duchess Aingju.

As Queen Sarah Shark turned the page, another relevant legend began:

A few years ago, Mad Pliny the blood gentleman philosopher left her home. Mad Pliny found herself within a cavern. Within the cavern, Mad Pliny accidentally went into a mansion. Mad Pliny found nothing of interest in the ancient mansion. Within the cavern, Mad Pliny accidentally went into a forest. The next thing anyone knows is that Mad Pliny passed through the forest and moved on. After this, Mad Pliny passed through the cavern and moved on. Because of this, Mad Pliny passed by a dark cave. Mad Pliny encountered a demon along the way. The demon gave Mad Pliny an extravagant gift. The next thing anyone knows is that a second demon ignored Mad Pliny. The next thing anyone knows is that a third demon stood in Mad Pliny's way, but Mad Pliny found another path, through a room. Within the room, Mad Pliny found herself within a specific location. Within the specific location, Mad Pliny happened upon a cavern. Mad Pliny found nothing of interest in the tedious cavern. Within the specific location, Mad Pliny happened upon a bad neighborhood. Mad Pliny found nothing of interest in the eldritch bad neighborhood. Mad Pliny found nothing of interest in the offensive specific location. Mad Pliny found nothing of interest in the boring room.. In the end, Mad Pliny happened upon the travel she were after. her heart at rest, Mad Pliny's journey came to an end. Queen Sarah Shark searched the pages for more, but that was all. "What a patient book," Aired thought, and took it for his own. Aired encountered a waterfall. The next thing anyone knows is that Aired encountered a waterfall. An old cartkitten told Aired a story. "Hey! You'd better listen," they said to Aired, "to this strange saga."

Once upon a time, Queen Ashley Johnson the gentleman detective was convinced by a cartpaleosmuggler to travel the world. Queen Ashley Johnson accidentally went into an arcology. Within the arcology, Queen Ashley Johnson happened upon an army camp. Within the army camp, Queen Ashley Johnson found herself within a shipyard. Within the shipyard, Queen Ashley Johnson accidentally went into a hut. Queen Ashley Johnson found nothing of interest in the ancient hut. Within the shipyard, Queen Ashley Johnson found herself within a library. Queen Ashley Johnson found nothing of interest in the blasphemous library. Queen Ashley Johnson found nothing of interest in the eldritch shipyard. Within the army camp, Queen Ashley Johnson happened upon a bad neighborhood. Later, Queen Ashley Johnson passed through the bad neighborhood and moved on. Within the army camp, Queen Ashley Johnson accidentally went into a marketplace. Later, Queen Ashley Johnson passed through the marketplace and moved on. Soon Queen Ashley Johnson passed through the army camp and moved on. Within the arcology, Queen Ashley Johnson happened upon a tiny apartment. Queen Ashley Johnson found nothing of interest in the evil tiny apartment. The next thing anyone knows is that Queen Ashley Johnson passed through the arcology and moved on. Finally, Queen Ashley Johnson happened upon the business contacts she were after.

her heart at rest, Queen Ashley Johnson's journey came to an end.

But Aired did not listen, and continued on. Because of this, Aired found an ancient book and opened it.

As Aired read, the book told an enchanting rumor:

When the world was still young, Boris O. G. Smith the brain philosopher had found refuge in a unique bad neighborhood. Boris O. G. Smith felt safe at the bad neighborhood but her true love was sick; so she had no choice but to leave her home. Boris O. G. Smith encountered a zebrapirate along the way. The zebrapirate ignored Boris O. G. Smith. Then a second zebrapirate stood in Boris O. G. Smith's way, but Boris O. G. Smith found another path, through a peaceful protest. Soon Boris O. G. Smith passed through the peaceful protest and moved on.. Soon a third zebrapirate stood in Boris O. G. Smith's way, but Boris O. G. Smith found another path, through an army camp. Within the army camp, Boris O. G. Smith accidentally went into a mansion. Within the mansion, Boris O. G. Smith accidentally went into a salmon's belly. Boris O. G. Smith found nothing of interest in the eldritch salmon's belly. Within the mansion, Boris O. G. Smith found herself within an island. Immediately, Boris O. G. Smith passed through the island and moved on. Next, Boris O. G. Smith passed through the mansion and moved on. In due course of time, Boris O. G. Smith passed through the army camp and moved on.. Because of this, Boris O. G. Smith went home. Aired searched the pages for more, but that was all.

As Crazy Plodlaw turned the page, another portentous tale began:

When the world was still young, Lady Professor Boris T. Whublux the technodocorporate lived in a ponderous palace. Lady Professor Boris T. Whublux loved the palace but living there made her ill. So she had no choice but to leave her home. Lady Professor Boris T. Whublux passed by a vast army. Lady Professor Boris T. Whublux found herself within a baffling dream. After this, Lady Professor Boris T. Whublux passed through the baffling dream and moved on. Lady Professor Boris T. Whublux still wanted

to stay away from home. Lady Professor Boris T. Whublux found herself within a dust mite's belly. Within the dust mite's belly, Lady Professor Boris T. Whublux accidentally went into a mansion. Within the mansion, Lady Professor Boris T. Whublux found herself within a forest. Soon Lady Professor Boris T. Whublux passed through the forest and moved on. Lady Professor Boris T. Whublux found nothing of interest in the ancient mansion. Within the dust mite's belly, Lady Professor Boris T. Whublux accidentally went into a portentous dream. Lady Professor Boris T. Whublux found nothing of interest in the grave portentous dream. Lady Professor Boris T. Whublux found nothing of interest in the blasphemous dust mite's belly. Lady Professor Boris T. Whublux eventually went home. "What a tricky book," Crazy Plodlaw thought, and took it for his own. That day, Crazy Plodlaw found an ancient book and opened it.

As Crazy Plodlaw read, the book told a frame yarn:

When the world was still young, Allison K. Inokin the cartscientist set sail for adventure. Allison K. Inokin passed by a parrot. Allison K. Inokin encountered a prophet along the way. The prophet gave Allison K. Inokin an offensive gift. Because of this, a second prophet ignored Allison K. Inokin. Next, a third

prophet stood in Allison K. Inokin's way, but Allison K. Inokin found another path, through a village. Within the village, Allison K. Inokin accidentally went into an enchanting dome. Allison K. Inokin found nothing of interest in the offensive enchanting dome. Allison K. Inokin found nothing of interest in the boring village.. Allison K. Inokin encountered a warrior along the way. The warrior ignored Allison K. Inokin. Eventually, a second warrior ignored Allison K. Inokin. Then, a third warrior stood in Allison K. Inokin's way, but Allison K. Inokin found another path, through a hut. Within the hut, Allison K. Inokin found herself within a mansion. Immediately, Allison K. Inokin passed through the mansion and moved on. Allison K. Inokin found nothing of interest in the offensive hut.. Finally, Allison K. Inokin happened upon the excitement she were after. her heart at rest, Allison K. Inokin's journey came to an end. Crazy Plodlaw slammed the tedious book closed and returned home.

"I am just an applied paleowright", said Crazy Deb Sword, "and you are a learned brain wizard. I will heed your advice". Crazy Deb Sword still wanted fortune. In due course of time, Crazy Deb Sword found an ancient book and opened it.

As Crazy Deb Sword read, the book told an eerie legend:

When the world was still young, King Captain Sara Johnson the first astronaut set sail for adventure. King Captain Sara Johnson thought he might find grand adventure at a mansion. King Captain Sara Johnson found nothing of interest in the huge mansion. At long last, King Captain Sara Johnson happened upon a likely source of the excitement he so desired. The thoughtful first astronaut had heard a rumor that a blood firefighter at a nearby thunderstorm could help him find grand adventure. So King Captain Sara Johnson went. The thunderstorm was very lonely. Finally, King Captain Sara Johnson tracked down the blood firefighter. His name was Lord Jeremy D. Queex. "I can get you the excitement you seek," said Lord Jeremy D. Queex, "but only if you can find me a key so I can get to the next level." At least thunderstorm was a fascinating place to look for key. Immediately, King Captain Sara Johnson tracked down the key for Lord Jeremy D. Queex. King Captain Sara Johnson returned to Lord Jeremy D. Queex triumphant, and received his hoped-for excitement. And so, King Captain Sara Johnson the first astronaut lived happily ever after.

As Crazy Deb Sword turned the page, another eerie story began:

Once upon a time, Professor Udeang Donovanich the kittensoldier set out for adventure. Professor Udeang Donovanich found himself within a thunderstorm. That day, Professor Udeang Donovanich passed through the thunderstorm and moved on. At long last, Professor Udeang Donovanich happened upon a likely source of the excitement he so desired. The clever kittensoldier had heard a rumor that a brain hero at a nearby bad state of mind could help him find excitement. So Professor Udeang Donovanich went. The bad state of mind was very lonely. At long last, Professor Udeang Donovanich tracked down the brain hero. Her name was Queen Captain Alyssa Casing. "I can get you the grand adventure you seek," said Queen Captain Alyssa Casing, "but only if you can find me a key so I can unlock the Princess's heart." At least bad state of mind was a warm and pleasant place to look for key. In the end,

Professor Udeang Donovanitch tracked down the key for Queen Captain Alyssa Casing. Professor Udeang Donovanitch returned to Queen Captain Alyssa Casing triumphant, and received his hoped-for grand adventure. And so, Professor Udeang Donovanitch the kittensoldier lived happily ever after. Crazy Deb Sword slammed the blasphemous book closed and returned home.

As Jeremy Johnston turned the page, another baffling legend began:

Once upon a time, Princess Professor Thatcher the world-wizard went to seek her fortune. Princess Professor Thatcher encountered a dark cave. Princess Professor Thatcher passed by a vast army. Princess Professor Thatcher thought constantly about the treasure she sought. Princess Professor Thatcher accidentally went into a courtyard. Soon Princess Professor Thatcher passed through the courtyard and moved on. Princess Professor Thatcher thought she might find loot at a series of twisting passageways. Within the series of twisting passageways, Princess Professor Thatcher happened upon a forest. Then, Princess Professor Thatcher passed through the forest and moved on. Within the series of twisting passageways, Princess Professor Thatcher found herself within a castle. Princess Professor Thatcher found nothing of interest in the boring castle. Within the series of twisting passageways, Princess Professor Thatcher accidentally went into a marketplace. Later that day, Princess Professor Thatcher passed through the marketplace and moved on. Because of this, Princess Professor Thatcher passed through the series of twisting passageways and moved on. In the end, Princess Professor Thatcher happened upon the loot she were after. her heart at rest, Princess Professor Thatcher's journey came to an end. "What a patient book," Jeremy Johnston thought, and took it for his own. Jeremy Johnston encountered an eagle. An old world-crab told Jeremy Johnston a story. "Rest a while, and you can listen," he said to Jeremy Johnston, "to this relevant legend."

A few years ago, Captain Wreawaigee the mad theater doctor set out for adventure. Captain Wreawaigee thought she might find grand adventure at a specific location. Later that day, Captain Wreawaigee passed through the specific location and moved on. Captain Wreawaigee thought constantly about the grand adventure she sought. Captain Wreawaigee happened upon an arcology. Within the arcology, Captain Wreawaigee happened upon a thunderstorm. Captain Wreawaigee found nothing of interest in the tedious thunderstorm. Within the arcology, Captain Wreawaigee accidentally went into a courtyard. Later that day, Captain Wreawaigee passed through the courtyard and moved on. Within the arcology, Captain Wreawaigee happened upon a specific location. Within the specific location, Captain Wreawaigee found herself within a bad neighborhood. Because of this, Captain Wreawaigee passed through the bad neighborhood and moved on. Within the specific location, Captain Wreawaigee accidentally went into a courtyard. Captain Wreawaigee found nothing of interest in the offensive courtyard. Soon Captain Wreawaigee passed through the specific location and moved on. Captain Wreawaigee found nothing of interest in the eldritch arcology. Tiring of travel, Captain Wreawaigee settled down.

"I am just a parrotastronaut", said Jeremy Johnston, "and you are a very old world-crab. I will heed your advice". Tiring of travel, Jeremy Johnston



settled down.

The deeply affected salesman thanked King Sle and left. The next thing anyone knows is that a second salesman gave King Sle a tasteful gift. Next, a third salesman demanded that King Sle tell a story. "Rest a while, and you can listen," replied the talkative double wizard, and began.

A long, long time ago, Captain Aidquud the theater scientist went to seek her fortune. Captain Aidquud encountered a warrior along the way. The warrior stood in Captain Aidquud's way, but Captain Aidquud found another path, through an island. Within the island, Captain Aidquud accidentally went into a castle. Captain Aidquud found nothing of interest in the offensive castle. Within the island, Captain Aidquud happened upon a relevant dream. In due course of time, Captain Aidquud passed through the relevant dream and moved on. Eventually, Captain Aidquud passed through the island and moved on.. That day, a second warrior stood in Captain Aidquud's way, but Captain Aidquud found another path, through a series of twisting passageways. Within the series of twisting passageways, Captain Aidquud happened upon an army camp. The next thing anyone knows is that Captain Aidquud passed through the army camp and moved on. Captain Aidquud found nothing of interest in the tedious series of twisting passageways.. Eventually, a third warrior gave Captain Aidquud an expensive gift. Tiring of travel, Captain Aidquud settled down.

The happy salesman thanked King Sle and left. An old secret detective told King Sle a story. "Hey! You'd better listen," she said to King Sle, "to this strange account."

A few years ago, Captain Werti the cartcyberwright set out for adventure. Captain Werti encountered a dragon. Captain Werti thought he might find adventure at a peaceful protest. Captain Werti found nothing of interest in the ponderous peaceful protest. Captain Werti thought constantly about the excitement he sought. Captain Werti thought he might find adventure at a marketplace. Within the marketplace, Captain Werti accidentally went into a bad state of mind. Within the bad state of mind, Captain Werti happened upon a bad state of mind. Captain Werti found nothing of interest in the boring bad state of mind. Within the bad state of mind, Captain Werti found himself within a shipyard. Within the shipyard, Captain Werti accidentally went into a shipyard. That day, Captain Werti passed through the shipyard and moved on. Captain Werti found nothing of interest in the ancient shipyard. Immediately, Captain Werti passed through the bad state of mind and moved on. Later that day, Captain Werti passed through the marketplace and moved on. Tiring of travel, Captain Werti settled down.

"I am just a double wizard", said King Sle, "and you are a very old secret detective. I will think about what you have said". The next thing anyone knows is that King Sle went home.

But Captain Morgana did not listen, and continued on. An old occult mathematiciandocor told Captain Morgana a story. "Hey! You'd better listen," he said to Captain Morgana, "to this eerie yarn."

A few years ago, Edge-case Timotheus Johnson the lumber keeper resumed his habitual travels. Edge-case Timotheus Johnson encountered a vexed brain

witchdetective living in the wilderness. At long last, Edge-case Timotheus Johnson happened upon a likely source of the business contacts he so desired. The thoughtful lumber keeper had heard a rumor that a professional promoter at a nearby room could help him find business contacts. So Edge-case Timotheus Johnson went. The room was very lonely. In the end, Edge-case Timotheus Johnson tracked down the professional promoter. His name was Jeremy Steelcaster. "I can get you the new friends you seek," said Jeremy Steelcaster, "but only if you can find me a sphinx so I can make a stew." Thankfully room was a full of interesting people place to look for sphinx. After all this had happened, Edge-case Timotheus Johnson tracked down the sphinx for Jeremy Steelcaster. Edge-case Timotheus Johnson returned to Jeremy Steelcaster triumphant, and received his hoped-for new friends. And so, Edge-case Timotheus Johnson the lumber keeper lived happily ever after.

"I am just a gryphonprofessional mathematician', said Captain Morgana, "and you are a skilled occult mathematiciandocor. I will remember your story". Captain Morgana thought she might find adventure at a specific location. Later that day, Captain Morgana passed through the specific location and moved on. Captain Morgana still wanted adventure. Captain Morgana passed by a portentous sunrise. Captain Morgana encountered an evil town. Later, Captain Morgana found an ancient book and opened it.

As Captain Morgana read, the book told a unique tale:

Once upon a time, Sarah Z. Donovan the time promoterpirate set sail for adventure. Sarah Z. Donovan passed by a relevant sunrise. At long last, Sarah Z. Donovan happened upon a likely source of the excitement she so desired. The patient time promoterpirate had heard a rumor that a lumber captain at a nearby forest could help her find excitement. So Sarah Z. Donovan went. The forest was very lonely. At long last, Sarah Z. Donovan tracked down the lumber captain. Her name was Princess Sonson III. "I can get you the adventure you seek," said Princess Sonson III, "but only if you can find me a sparrow so I can make a stew." At least forest was a very interesting place to look for sparrow. Finally, Sarah Z. Donovan tracked down the sparrow for Princess Sonson III. Sarah Z. Donovan returned to Princess Sonson III triumphant, and received her hoped-for grand adventure. And so, Sarah Z. Donovan the time promoterpirate lived happily ever after. Captain Morgana searched the pages for more, but that was all.

The astute aspiring keepercowboy thanked Prince Wemk and left. The next thing anyone knows is that a third aspiring keepercowboy stood in Prince Wemk's way, but Prince Wemk found another path, through a city. Prince Wemk found nothing of interest in the huge city.. Later, Prince Wemk found an ancient book and opened it.

As Prince Wemk read, the book told a frame story:

A long, long time ago, Madame Professor Cheri the double entrepreneur had found refuge in a memorable memorable dream. Madame Professor Cheri felt safe at the memorable dream but living there made her ill. So she had no choice but to leave her home. Madame Professor Cheri encountered a zebra communist along the way. The zebra communist gave Madame Professor Cheri a rare gift.

That day, a second zebracommunist gave Madame Professor Cheri a tasteful gift. Then, a third zebracommunist stood in Madame Professor Cheri's way, but Madame Professor Cheri found another path, through a shipyard. Within the shipyard, Madame Professor Cheri happened upon a room. Madame Professor Cheri found nothing of interest in the blasphemous room. Madame Professor Cheri found nothing of interest in the evil shipyard.. At long last, Madame Professor Cheri happened upon the

to stay away from home she were after. her heart at rest, Madame Professor Cheri's journey came to an end. "What a talkative book," Prince Wemk thought, and took it for his own. An old professional sphinx told Prince Wemk a story. "Listen well," they said to Prince Wemk, "to this baffling account."

A long, long time ago, Eddy Esquire the technocommunist soldier left her home. Eddy Esquire encountered a demon along the way. The demon ignored Eddy Esquire. Then, a second demon gave Eddy Esquire an extravagant gift. That day, a third demon stood in Eddy Esquire's way, but Eddy Esquire found another path, through a shipyard. Eddy Esquire found nothing of interest in the offensive shipyard.. Eddy Esquire found herself within an arcology. Within the arcology, Eddy Esquire accidentally went into a bad state of mind. Because of this, Eddy Esquire passed through the bad state of mind and moved on. Eddy Esquire found nothing of interest in the boring arcology. Eddy Esquire happened upon a city. Within the city, Eddy Esquire accidentally went into a canyon. That day, Eddy Esquire passed through the canyon and moved on. That day, Eddy Esquire passed through the city and moved on. Eddy Esquire arrived home later that day.

"I am just a mad ballerina", said Prince Wemk, "and you are a wise professional sphinx. I will remember your story". To this day, nobody knows what happened to Prince Wemk.

But Mademoiselle Crazy Stan Johnson did not listen, and continued on. An old space promoter told Mademoiselle Crazy Stan Johnson a story. "Listen well," she said to Mademoiselle Crazy Stan Johnson, "to this memorable story."

A long, long time ago, Ashley Steelcaster the applied ballerina firefighter lived in a ponderous tiny apartment. Ashley Steelcaster loved the tiny apartment but living there made her ill. So she had no choice but to leave her home. Ashley Steelcaster found herself within a cavern. Within the cavern, Ashley Steelcaster happened upon an eerie mansion. After this, Ashley Steelcaster passed through the eerie mansion and moved on. Within the cavern, Ashley Steelcaster accidentally went into a peaceful protest. Ashley Steelcaster found nothing of interest in the eldritch peaceful protest. Within the cavern, Ashley Steelcaster found herself within an arcology. Ashley Steelcaster found nothing of interest in the eldritch arcology. Within the cavern, Ashley Steelcaster found herself within a room. Ashley Steelcaster found nothing of interest in the huge room. Ashley Steelcaster found nothing of interest in the tedious cavern. To this day, nobody knows what happened to Ashley Steelcaster.

But Mademoiselle Crazy Stan Johnson did not listen, and continued on. An old supercommunist told Mademoiselle Crazy Stan Johnson a story. "Rest a while, and you can listen," he said to Mademoiselle Crazy Stan Johnson, "to

this strange story.”

A few years ago, Cheri the time author set out for adventure. Cheri encountered a prophet along the way. The prophet stood in Cheri’s way, but Cheri found another path, through a shipyard. Because of this, Cheri passed through the shipyard and moved on.. Then a second prophet stood in Cheri’s way, but Cheri found another path, through an arcology. Within the arcology, Cheri happened upon a specific location. In due course of time, Cheri passed through the specific location and moved on. Cheri found nothing of interest in the tedious arcology.. That day, a third prophet ignored Cheri. Cheri thought they might find grand adventure at a forest. Cheri found nothing of interest in the blasphemous forest. At long last, Cheri happened upon the grand adventure they were after. their heart at rest, Cheri’s journey came to an end.

Madamoiselle Crazy Stan Johnson thanked the supercommunist for the warning and returned home.

”What a thoughtful book,” Edge-case Redd thought, and took it for ver own. Edge-case Redd encountered a world-pirate along the way. The world-pirate demanded that Edge-case Redd tell a story. ”Hey! You’d better listen,” replied the tricky world-mathematician, and began.

A long, long time ago, Izzi the Conquerer the metaunicorn went to seek his fortune. Izzi the Conquerer passed by an evil town. Izzi the Conquerer encountered a prophet along the way. The prophet gave Izzi the Conquerer an evil gift. Later that day, a second prophet gave Izzi the Conquerer an extravagant gift. Immediately, a third prophet stood in Izzi the Conquerer’s way, but Izzi the Conquerer found another path, through a palace. Within the palace, Izzi the Conquerer found himself within a series of twisting passageways. Later, Izzi the Conquerer passed through the series of twisting passageways and moved on. Izzi the Conquerer found nothing of interest in the ponderous palace.. After all this had happened, Izzi the Conquerer happened upon the fortune he were after. his heart at rest, Izzi the Conquerer’s journey came to an end.

The patient world-pirate thanked Edge-case Redd and left. Soon a second world-pirate ignored Edge-case Redd. Eventually, a third world-pirate demanded that Edge-case Redd tell a story. ”Turn your ear,” replied the sly world-mathematician, and began.

A long, long time ago, Boris T. X. Donovitch the mad cybermarine had found refuge in a baffling canyon. Boris T. X. Donovitch felt safe at the canyon but living there made him ill. So he had no choice but to leave his home. Boris T. X. Donovitch found himself within a series of twisting passageways. Within the series of twisting passageways, Boris T. X. Donovitch found himself within a bad neighborhood. Because of this, Boris T. X. Donovitch passed through the bad neighborhood and moved on. Boris T. X. Donovitch found nothing of interest in the tedious series of twisting passageways. Immediately, Boris T. X. Donovitch encountered a courteous zookeeper living in the wilderness. Boris T. X. Donovitch encountered a dark cave. To this day, nobody knows what happened to Boris T. X. Donovitch.

The baffled world-pirate thanked Edge-case Redd and left. At long last, Edge-case Redd happened upon the fortune ve were after. ver heart at rest,

Edge-case Redd's journey came to an end.

But Deb Shark did not listen, and continued on. Deb Shark encountered a dolphin. Eventually, Deb Shark encountered a courteous blood wright living in the wilderness. Deb Shark thought he might find interesting sights at a castle. Deb Shark found nothing of interest in the offensive castle. Deb Shark thought constantly about the business contacts he sought. Deb Shark encountered a traveler along the way. The traveler demanded that Deb Shark tell a story. "Turn your ear," replied the tricky cybererotic keeper, and began.

Once upon a time, Sir Thomas Donovitch the paleopriest went to seek his fortune. Sir Thomas Donovitch passed by a courteous cyberoperatorsmugger living in the wilderness. Sir Thomas Donovitch passed by a dolphin fighting a dust mite. Sir Thomas Donovitch accidentally went into a forest. Within the forest, Sir Thomas Donovitch happened upon an army camp. Within the army camp, Sir Thomas Donovitch found himself within a shipyard. Within the shipyard, Sir Thomas Donovitch found himself within a thunderstorm. That day, Sir Thomas Donovitch passed through the thunderstorm and moved on. Then Sir Thomas Donovitch passed through the shipyard and moved on. Sir Thomas Donovitch found nothing of interest in the huge army camp. That day, Sir Thomas Donovitch passed through the forest and moved on. Sir Thomas Donovitch arrived home later that day.

The impassioned traveler thanked Deb Shark and left. In due course of time, a second traveler demanded that Deb Shark tell a story. "Listen well," replied the thoughtful cybererotic keeper, and began.

A few years ago, Jake Epmup the time mechanic was convinced by a cartsmugger to travel the world. Jake Epmup accidentally went into a mansion. Within the mansion, Jake Epmup accidentally went into a peaceful protest. Within the peaceful protest, Jake Epmup found himself within a marketplace. Later, Jake Epmup passed through the marketplace and moved on. Then, Jake Epmup passed through the peaceful protest and moved on. Within the mansion, Jake Epmup found himself within a thunderstorm. Jake Epmup found nothing of interest in the ponderous thunderstorm. After this, Jake Epmup passed through the mansion and moved on. Jake Epmup thought he might find business contacts at a specific location. Because of this, Jake Epmup passed through the specific location and moved on. Jake Epmup eventually went home.

The chastened traveler thanked Deb Shark and left. That day, a third traveler gave Deb Shark an expensive gift. Despite many setbacks, Deb Shark happened upon the new friends he were after. his heart at rest, Deb Shark's journey came to an end.

But Mad Inokin did not listen, and continued on. Mad Inokin encountered a warrior along the way. The warrior demanded that Mad Inokin tell a story. "Hey! You'd better listen," replied the patient occult firefighterkeeper, and began.

When the world was still young, Princess Crazy Dleaxnep the world-coyote was convinced by a theoretical eagle to travel the world. Princess Crazy Dleaxnep thought she might find new friends at an island. Princess Crazy Dleaxnep found nothing of interest in the ponderous island. Princess Crazy Dleaxnep was deter-

mined to find interesting sights. Princess Crazy Dleaxnep thought she might find to travel at a relevant mansion. Then, Princess Crazy Dleaxnep passed through the relevant mansion and moved on. Eventually, Princess Crazy Dleaxnep encountered a vast army. Princess Crazy Dleaxnep encountered a worm fighting a dolphin. Princess Crazy Dleaxnep thought she might find to see the world at a tower. Soon Princess Crazy Dleaxnep passed through the tower and moved on. Princess Crazy Dleaxnep arrived home later that day.

The mysterioused warrior thanked Mad Inokin and left. Next, a second warrior demanded that Mad Inokin tell a story. "Hey! You'd better listen," replied the clever occult firefighterkeeper, and began.

A few years ago, John Johnson the superscientistentrepreneur went to seek his fortune. John Johnson encountered a vast army. John Johnson thought he might find wealth at a baffling mansion. Then John Johnson passed through the baffling mansion and moved on. John Johnson passed by a dark cave. John Johnson encountered a warrior along the way. The warrior ignored John Johnson. Because of this, a second warrior gave John Johnson an expensive gift. Later that day, a third warrior ignored John Johnson. John Johnson still wanted wealth. John Johnson thought he might find loot at a hut. John Johnson found nothing of interest in the grave hut. Finally, John Johnson happened upon the treasure he were after. his heart at rest, John Johnson's journey came to an end.

The thoroughly bored warrior thanked Mad Inokin and left. Soon a third warrior ignored Mad Inokin. Mad Inokin eventually went home.

"What a thoughtful book," Debra C. Smith thought, and took it for her own. Debra C. Smith encountered a space witchadventurer along the way. The space witchadventurer demanded that Debra C. Smith tell a story. "Turn your ear," replied the clever street metacriminal, and began.

Once upon a time, Bright-Eyed Alison Denovich the paleodoctorsmuggler lived in an ancient forest. Bright-Eyed Alison Denovich loved the forest but her true love was sick; so she had no choice but to leave her home. Bright-Eyed Alison Denovich thought she might find

medicine at an eerie dome. Bright-Eyed Alison Denovich found nothing of interest in the grave eerie dome. Because of this, Bright-Eyed Alison Denovich encountered a portentous sunrise. Bright-Eyed Alison Denovich passed by a salmon living in a memorable house. Bright-Eyed Alison Denovich thought she might find

a cure at a tower. The next thing anyone knows is that Bright-Eyed Alison Denovich passed through the tower and moved on. To this day, nobody knows what happened to Bright-Eyed Alison Denovich.

The frightened space witchadventurer thanked Debra C. Smith and left. In due course of time, a second space witchadventurer gave Debra C. Smith an extravagant gift. Eventually, a third space witchadventurer ignored Debra C. Smith. An old owlpaleoseller told Debra C. Smith a story. "Hey! You'd better listen," he said to Debra C. Smith, "to this enchanting tale."

A few years ago, Deborah Johnston the professional astronaut had found refuge in a memorable peaceful protest. Deborah Johnston felt safe at the

peaceful protest but her true love was sick; so she had no choice but to leave her home. Deborah Johnston passed by a portentous sunrise. Deborah Johnston accidentally went into a frame dome. Within the frame dome, Deborah Johnston happened upon a series of twisting passageways. Deborah Johnston found nothing of interest in the evil series of twisting passageways. Deborah Johnston found nothing of interest in the evil frame dome. In the end, Deborah Johnston happened upon the

a cure she were after. her heart at rest, Deborah Johnston's journey came to an end.

"I am just a street metacriminal", said Debra C. Smith, "and you are a learned owlpaleoseller. I will think about what you have said". Immediately, Debra C. Smith went home.

"I am just a cartvampire", said Whioiengip, "and you are a very old mad pirate. I will heed your advice". The next thing anyone knows is that Whioiengip passed by a tedious town. Whioiengip happened upon a thunderstorm. Whioiengip found nothing of interest in the eldritch thunderstorm. Soon Whioiengip passed by a dust mite. An old cyberjack told Whioiengip a story. "Hey! You'd better listen," he said to Whioiengip, "to this portentous story."

Once upon a time, Princess Ungbrait the mad detective set out for adventure. Princess Ungbrait encountered a parrot. Princess Ungbrait thought she might find adventure at a bad neighborhood. Within the bad neighborhood, Princess Ungbrait accidentally went into a tiny apartment. Within the tiny apartment, Princess Ungbrait happened upon a canyon. In due course of time, Princess Ungbrait passed through the canyon and moved on. Within the tiny apartment, Princess Ungbrait happened upon a cavern. Princess Ungbrait found nothing of interest in the huge cavern. That day, Princess Ungbrait passed through the tiny apartment and moved on. Eventually, Princess Ungbrait passed through the bad neighborhood and moved on. To this day, nobody knows what happened to Princess Ungbrait.

"I am just a cartvampire", said Whioiengip, "and you are a very old cyberjack. I will heed your advice". Whioiengip encountered a technocriminal along the way. The technocriminal stood in Whioiengip's way, but Whioiengip found another path, through a tower. Immediately, Whioiengip passed through the tower and moved on.. Later, a second technocriminal ignored Whioiengip. Because of this, a third technocriminal ignored Whioiengip. Whioiengip still wanted adventure. An old erotic captain told Whioiengip a story. "Listen well," he said to Whioiengip, "to this relevant rumor."

A long, long time ago, Princess Carrie Donovanitch the space jack set out for adventure. Princess Carrie Donovanitch encountered a strange sunrise. Princess Carrie Donovanitch passed by an axlotl. Princess Carrie Donovanitch happened upon a relevant dream. Princess Carrie Donovanitch found nothing of interest in the tedious relevant dream. Princess Carrie Donovanitch still wanted adventure. Princess Carrie Donovanitch thought she might find adventure at a shipyard. Princess Carrie Donovanitch found nothing of interest in the blasphemous shipyard. Princess Carrie Donovanitch passed by a dark cave. Despite many setbacks, Princess Carrie Donovanitch happened upon the grand adventure she were after.

her heart at rest, Princess Carrie Donovan's journey came to an end.

"I am just a cartvampire", said Whioiengip, "and you are a learned erotic captain. I will heed your advice". At long last, Whioiengip happened upon the excitement she was after. her heart at rest, Whioiengip's journey came to an end.

"I am just a double hero", said King Organgaw, "and you are a learned lumber wright. I will think about what you have said". King Organgaw was determined to find good times. Immediately, King Organgaw found an ancient book and opened it.

As King Organgaw read, the book told a strange saga:

When the world was still young, Duchess Tertia X. D. Shark the blood crab set out for adventure. Duchess Tertia X. D. Shark thought she might find excitement at a bad state of mind. Within the bad state of mind, Duchess Tertia X. D. Shark happened upon an army camp. Duchess Tertia X. D. Shark found nothing of interest in the ponderous army camp. Eventually, Duchess Tertia X. D. Shark passed through the bad state of mind and moved on. Soon Duchess Tertia X. D. Shark happened upon the adventure she was after. her heart at rest, Duchess Tertia X. D. Shark's journey came to an end.

As King Organgaw turned the page, another frame account began:

Once upon a time, Mad Ashley Johnson the paleoseller went to seek her fortune. Mad Ashley Johnson accidentally went into an arcology. Within the arcology, Mad Ashley Johnson happened upon a dragon's belly. Within the dragon's belly, Mad Ashley Johnson happened upon a tower. Mad Ashley Johnson found nothing of interest in the huge tower. Mad Ashley Johnson found nothing of interest in the offensive dragon's belly. Mad Ashley Johnson found nothing of interest in the eldritch arcology. After all this had happened, Mad Ashley Johnson happened upon the wealth she was after. her heart at rest, Mad Ashley Johnson's journey came to an end.

The tale inspired King Organgaw to go on. King Organgaw accidentally went into a canyon. King Organgaw found nothing of interest in the boring canyon. King Organgaw still wanted novelty. King Organgaw found himself within an island. Next, King Organgaw passed through the island and moved on. Soon King Organgaw encountered a waterfall. King Organgaw thought he might find novelty at a shipyard. Within the shipyard, King Organgaw found himself within a village. Later that day, King Organgaw passed through the village and moved on. King Organgaw found nothing of interest in the tedious shipyard. Next, King Organgaw passed by an owl fighting a robin. King Organgaw thought he might find novelty at a palace. King Organgaw found nothing of interest in the tedious palace. Despite many setbacks, King Organgaw happened upon the to see the world he was after. his heart at rest, King Organgaw's journey came to an end.

But Duchess Captain Urga did not listen, and continued on. Duchess Captain Urga encountered a unicorn living in a unique house. Duchess Captain Urga passed by a crab. Duchess Captain Urga passed by a courteous rabbit-philosopheradventurer living in the wilderness. Duchess Captain Urga passed by a dark cave. Duchess Captain Urga encountered a salesman along the way.



The salesman stood in Duchess Captain Urga's way, but Duchess Captain Urga found another path, through a shipyard. Within the shipyard, Duchess Captain Urga accidentally went into a party. Duchess Captain Urga found nothing of interest in the tedious party. Later, Duchess Captain Urga passed through the shipyard and moved on.. That day, a second salesman demanded that Duchess Captain Urga tell a story. "Hey! You'd better listen," replied the tricky erotic communist, and began.

Once upon a time, Sir Krox IV the secret witch had found refuge in a portentous arcology. Sir Krox IV felt safe at the arcology but life there was boring. So he arranged a trip abroad. Sir Krox IV encountered a prophet along the way. The prophet stood in Sir Krox IV's way, but Sir Krox IV found another path, through a thunderstorm. Sir Krox IV found nothing of interest in the offensive thunderstorm.. Soon a second prophet gave Sir Krox IV an expensive gift. Then, a third prophet gave Sir Krox IV an eldritch gift. Sir Krox IV arrived home later that day.

The happy salesman thanked Duchess Captain Urga and left. Because of this, a third salesman demanded that Duchess Captain Urga tell a story. "Rest a while, and you can listen," replied the sly erotic communist, and began.

Once upon a time, Queen Debora W. Steelcaster the secret doctorwizard was convinced by a zoooperator to travel the world. Queen Debora W. Steelcaster encountered a jackalope living in a portentous house. Queen Debora W. Steelcaster thought she might find novelty at a canyon. Queen Debora W. Steelcaster found nothing of interest in the eldritch canyon. Immediately, Queen Debora W. Steelcaster passed by an enchanting sunrise. Queen Debora W. Steelcaster thought she might find good times at a party. Later, Queen Debora W. Steelcaster passed through the party and moved on. To this day, nobody knows what happened to Queen Debora W. Steelcaster.

The frightened salesman thanked Duchess Captain Urga and left. Despite many setbacks, Duchess Captain Urga happened upon the new friends she were after. her heart at rest, Duchess Captain Urga's journey came to an end.

The tale inspired Wemk Esquire to go on. Then Wemk Esquire found an ancient book and opened it.

As Wemk Esquire read, the book told a portentous saga:

A long, long time ago, Sir Jonny M. Klong the zooballerina went to seek his fortune. Sir Jonny M. Klong encountered a grave town. Sir Jonny M. Klong encountered a demon along the way. The demon gave Sir Jonny M. Klong a magnificent gift. That day, a second demon ignored Sir Jonny M. Klong. Later that day, a third demon gave Sir Jonny M. Klong an expensive gift. Sir Jonny M. Klong thought constantly about the wealth he sought. Sir Jonny M. Klong passed by an applied dog living in a portentous house. After this, Sir Jonny M. Klong went home.

As Wemk Esquire turned the page, another unique legend began:

When the world was still young, Bright-Eyed James S. Johnson the world-ballerina lived in an evil forest. Bright-Eyed James S. Johnson loved the forest but living there made him ill. So he had no choice but to leave his home. Bright-Eyed James S. Johnson encountered a vexed time entrepreneur living in

the wilderness. Bright-Eyed James S. Johnson thought he might find

somewhere livable at a series of twisting passageways. Bright-Eyed James S. Johnson found nothing of interest in the offensive series of twisting passageways. To this day, nobody knows what happened to Bright-Eyed James S. Johnson.

The tale inspired Wemk Esquire to go on. Wemk Esquire encountered a traveler along the way. The traveler stood in Wemk Esquire's way, but Wemk Esquire found another path, through a castle. Within the castle, Wemk Esquire happened upon a relevant dream. Wemk Esquire found nothing of interest in the evil relevant dream. Because of this, Wemk Esquire passed through the castle and moved on.. That day, a second traveler stood in Wemk Esquire's way, but Wemk Esquire found another path, through a palace. Next, Wemk Esquire passed through the palace and moved on.. The next thing anyone knows is that a third traveler stood in Wemk Esquire's way, but Wemk Esquire found another path, through a series of twisting passageways. Within the series of twisting passageways, Wemk Esquire happened upon a courtyard. Wemk Esquire found nothing of interest in the boring courtyard. Immediately, Wemk Esquire passed through the series of twisting passageways and moved on.. In due course of time, Wemk Esquire passed by a waterfall. Wemk Esquire thought they might find fortune at a thunderstorm. The next thing anyone knows is that Wemk Esquire passed through the thunderstorm and moved on. At long last, Wemk Esquire happened upon the wealth they were after. their heart at rest, Wemk Esquire's journey came to an end.

As Raiaitew turned the page, another unique tale began:

A few years ago, Tertia Stanislov the street mathematician lived in an offensive island. Tertia Stanislov loved the island but living there made her ill. So she had no choice but to leave her home. Tertia Stanislov passed by a raven living in a relevant house. Tertia Stanislov encountered a parrot fighting an axlotl. Tertia Stanislov was determined to find

a new home. Tertia Stanislov encountered a vexed world-author living in the wilderness. Tertia Stanislov found herself within a city. Tertia Stanislov found nothing of interest in the ancient city. That day, Tertia Stanislov went home.

The tale inspired Raiaitew to go on. Raiaitew encountered a traveler along the way. The traveler ignored Raiaitew. Then, a second traveler demanded that Raiaitew tell a story. "Rest a while, and you can listen," replied the talkative world-detective, and began.

A long, long time ago, Captain Boris Donovan the cyberraven set sail for adventure. Captain Boris Donovan found himself within a courtyard. Within the courtyard, Captain Boris Donovan happened upon a canyon. Captain Boris Donovan found nothing of interest in the ancient canyon. Then Captain Boris Donovan passed through the courtyard and moved on. That day, Captain Boris Donovan passed by a waterfall. Captain Boris Donovan encountered a dolphin. After this, Captain Boris Donovan passed by a sparrow fighting a rabbit. Captain Boris Donovan passed by a boring town. Captain Boris Donovan eventually went home.

The talkative traveler thanked Raiaitew and left. Soon a third traveler gave Raiaitew an extravagant gift. Later, Raiaitew passed by a memorable sunrise. Raiaitew encountered an impassioned double soldier living in the wilderness.

Then, Raiaitew found an ancient book and opened it.

As Raiaitew read, the book told a frame legend:

A few years ago, Jerry M. Donovan the gentleman scientist was convinced by a supertheoretical hero to travel the world. Jerry M. Donovan thought she might find interesting sights at a city. Eventually, Jerry M. Donovan passed through the city and moved on. Jerry M. Donovan thought she might find new friends at a city. That day, Jerry M. Donovan passed through the city and moved on. After all this had happened, Jerry M. Donovan happened upon the to travel she were after. her heart at rest, Jerry M. Donovan's journey came to an end. Raiaitew slammed the evil book closed and returned home.

"I am just a cartcaptain", said Webapsling, "and you are a skilled space ballerina. I will heed your advice". An old mad soldier told Webapsling a story. "Hey! You'd better listen," he said to Webapsling, "to this mysterious account."

A few years ago, Dr. Johnston the secret seller set sail for adventure. Dr. Johnston thought they might find grand adventure at a strange dream. Dr. Johnston found nothing of interest in the eldritch strange dream. The next thing anyone knows is that Dr. Johnston encountered a wistful brain cowboy living in the wilderness. Dr. Johnston passed by a unicorn living in an eerie house. Dr. Johnston passed by a vexed secret priest living in the wilderness. Dr. Johnston passed by a blasphemous town. To this day, nobody knows what happened to Dr. Johnston.

But Webapsling did not listen, and continued on. Webapsling accidentally went into a forest. Webapsling found nothing of interest in the offensive forest. Because of this, Webapsling passed by an eerie sunrise. An old time doctor told Webapsling a story. "Listen well," ve said to Webapsling, "to this eerie saga."

A long, long time ago, Mademoiselle Professor Benghat the blood witch was convinced by an aspiring spy to travel the world. Mademoiselle Professor Benghat passed by a duck fighting a salmon. Mademoiselle Professor Benghat thought she might find novelty at a peaceful protest. The next thing anyone knows is that Mademoiselle Professor Benghat passed through the peaceful protest and moved on. Mademoiselle Professor Benghat was determined to find new friends. Mademoiselle Professor Benghat passed by a vexed world-promoterwright living in the wilderness. To this day, nobody knows what happened to Mademoiselle Professor Benghat.

But Webapsling did not listen, and continued on. Webapsling thought she might find adventure at an eerie dream. Within the eerie dream, Webapsling found herself within a bad neighborhood. Within the bad neighborhood, Webapsling happened upon a room. Immediately, Webapsling passed through the room and moved on. Then Webapsling passed through the bad neighborhood and moved on. Soon Webapsling passed through the eerie dream and moved on. Webapsling was determined to find excitement. An old gentleman marine told Webapsling a story. "Turn your ear," ve said to Webapsling, "to this baffling saga."

Once upon a time, Heed the Conquerer the double pirate lived in an evil mysterious dream. Heed the Conquerer loved the mysterious dream but her true love was sick; so she had no choice but to leave her home. Heed the Conquerer

thought she might find

a cure at a tower. Heed the Conquerer found nothing of interest in the offensive tower. Heed the Conquerer thought constantly about the medicine she sought. Heed the Conquerer encountered a zebra living in a memorable house. Heed the Conquerer arrived home later that day.

Webapsling thanked the gentleman marine for the warning and returned home.

The tricky warrior thanked Deb Denovich and left. In due course of time, a third warrior demanded that Deb Denovich tell a story. "Listen well," replied the talkative gentleman author, and began.

Once upon a time, Bloopload the scorpiontechnowitch set sail for adventure. Bloopload thought she might find excitement at a village. Within the village, Bloopload found herself within a cavern. Bloopload found nothing of interest in the ancient cavern. Bloopload found nothing of interest in the evil village. Bloopload thought constantly about the excitement she sought. Bloopload happened upon a village. Bloopload found nothing of interest in the grave village. Despite many setbacks, Bloopload happened upon the adventure she were after. her heart at rest, Bloopload's journey came to an end.

The frightened warrior thanked Deb Denovich and left. Soon Deb Denovich encountered a zoolizard fighting a cat. Deb Denovich encountered an indignant mad witch living in the wilderness. Deb Denovich still wanted new friends. Deb Denovich encountered a salesman along the way. The salesman gave Deb Denovich a tasteful gift. Then, a second salesman ignored Deb Denovich. In due course of time, a third salesman demanded that Deb Denovich tell a story. "Hey! You'd better listen," replied the clever gentleman author, and began.

When the world was still young, Yepliopwhi the superowl set sail for adventure. Yepliopwhi encountered a blasphemous town. Yepliopwhi encountered a vast army. Yepliopwhi encountered a dust mite. Yepliopwhi still wanted grand adventure. Yepliopwhi encountered a warrior along the way. The warrior gave Yepliopwhi a rare gift. Immediately, a second warrior ignored Yepliopwhi. Later, a third warrior stood in Yepliopwhi's way, but Yepliopwhi found another path, through a peaceful protest. Immediately, Yepliopwhi passed through the peaceful protest and moved on.. To this day, nobody knows what happened to Yepliopwhi.

The talkative salesman thanked Deb Denovich and left. Deb Denovich thought constantly about the to see the world ve sought. Deb Denovich encountered a vexed paleoaxlotl living in the wilderness. Soon Deb Denovich found an ancient book and opened it.

As Deb Denovich read, the book told a frame account:

When the world was still young, Mad Hanna Denovich the first firefighter resumed her habitual travels. Mad Hanna Denovich thought she might find new friends at a marketplace. Within the marketplace, Mad Hanna Denovich found herself within a strange mansion. Mad Hanna Denovich found nothing of interest in the boring strange mansion. Then Mad Hanna Denovich passed through the marketplace and moved on. Despite many setbacks, Mad Hanna Denovich happened upon the to travel she were after. her heart at rest, Mad

Hanna Denovich's journey came to an end. Deb Denovich slammed the grave book closed and returned home.

The tale inspired Stoabkiot the Mad to go on. Next, Stoabkiot the Mad found an ancient book and opened it.

As Stoabkiot the Mad read, the book told a memorable rumor:

A few years ago, Princess Debora Johnson the street adventurer had found refuge in a unique room. Princess Debora Johnson felt safe at the room but her true love was sick; so she had no choice but to leave her home. Princess Debora Johnson encountered a lumber mechanic along the way. The lumber mechanic ignored Princess Debora Johnson. Soon a second lumber mechanic ignored Princess Debora Johnson. Then a third lumber mechanic gave Princess Debora Johnson a magnificent gift. Princess Debora Johnson arrived home later that day. "What a tricky book," Stoabkiot the Mad thought, and took it for her own. Stoabkiot the Mad encountered a traveler along the way. The traveler stood in Stoabkiot the Mad's way, but Stoabkiot the Mad found another path, through a cavern. Within the cavern, Stoabkiot the Mad accidentally went into a palace. Stoabkiot the Mad found nothing of interest in the boring palace. Stoabkiot the Mad found nothing of interest in the blasphemous cavern.. Soon a second traveler demanded that Stoabkiot the Mad tell a story. "Rest a while, and you can listen," replied the sly time crab, and began.

A long, long time ago, Dr. Aibpep Johnston the supercommunist set sail for adventure. Dr. Aibpep Johnston happened upon an island. Eventually, Dr. Aibpep Johnston passed through the island and moved on. Dr. Aibpep Johnston encountered a salesman along the way. The salesman ignored Dr. Aibpep Johnston. Next, a second salesman gave Dr. Aibpep Johnston a rare gift. In due course of time, a third salesman gave Dr. Aibpep Johnston an extravagant gift. Dr. Aibpep Johnston eventually went home.

The chastened traveler thanked Stoabkiot the Mad and left. Next, a third traveler demanded that Stoabkiot the Mad tell a story. "Turn your ear," replied the thoughtful time crab, and began.

A few years ago, Mademoiselle Dr. Eet the theater soldier left her home. Mademoiselle Dr. Eet accidentally went into a village. That day, Mademoiselle Dr. Eet passed through the village and moved on. The next thing anyone knows is that Mademoiselle Dr. Eet encountered an eerie sunrise. Mademoiselle Dr. Eet found herself within a tiny apartment. Next, Mademoiselle Dr. Eet passed through the tiny apartment and moved on. To this day, nobody knows what happened to Mademoiselle Dr. Eet.

The happy traveler thanked Stoabkiot the Mad and left. Stoabkiot the Mad eventually went home.

As Hannah Johnston turned the page, another mysterious story began:

A few years ago, Greel the cartpirate had found refuge in a memorable cavern. Greel felt safe at the cavern but their true love was sick; so they had no choice but to leave their home. Greel encountered an indignant first mathematician living in the wilderness. Greel encountered a vast army. Greel accidentally went into an island. Later that day, Greel passed through the island and moved on. Greel arrived home later that day.

As Hannah Johnston turned the page, another enchanting tale began:

Once upon a time, Chiaki the Elder the professional captain set sail for adventure. Chiaki the Elder accidentally went into a specific location. Immediately, Chiaki the Elder passed through the specific location and moved on. Chiaki the Elder was determined to find excitement. Chiaki the Elder encountered a portentous sunrise. Finally, Chiaki the Elder happened upon the grand adventure they were after. their heart at rest, Chiaki the Elder's journey came to an end.

The tale inspired Hannah Johnston to go on. Hannah Johnston passed by an indignant brain dust mite living in the wilderness. Hannah Johnston passed by a waterfall. Hannah Johnston was determined to find to travel. Hannah Johnston encountered a salesman along the way. The salesman stood in Hannah Johnston's way, but Hannah Johnston found another path, through a forest. Eventually, Hannah Johnston passed through the forest and moved on.. Then, a second salesman stood in Hannah Johnston's way, but Hannah Johnston found another path, through a bad state of mind. Within the bad state of mind, Hannah Johnston accidentally went into a party. Within the party, Hannah Johnston accidentally went into a specific location. Later, Hannah Johnston passed through the specific location and moved on. Within the party, Hannah Johnston accidentally went into a village. Within the village, Hannah Johnston accidentally went into a courtyard. Hannah Johnston found nothing of interest in the ponderous courtyard. Within the village, Hannah Johnston accidentally went into a courtyard. Hannah Johnston found nothing of interest in the ponderous courtyard. After this, Hannah Johnston passed through the village and moved on. Hannah Johnston found nothing of interest in the huge party. Within the bad state of mind, Hannah Johnston happened upon an army camp. Hannah Johnston found nothing of interest in the blasphemous army camp. In due course of time, Hannah Johnston passed through the bad state of mind and moved on.. In due course of time, a third salesman ignored Hannah Johnston. That day, Hannah Johnston passed by a sparrow living in a portentous house. Hannah Johnston encountered an astute superwizardscientist living in the wilderness. Hannah Johnston encountered an owl. In due course of time, Hannah Johnston encountered an eerie sunrise. An old professional keeper told Hannah Johnston a story. "Listen well," she said to Hannah Johnston, "to this unique account."

A long, long time ago, Exiebiap the Elder the gentleman promoter went to seek ver fortune. Exiebiap the Elder passed by a vast army. Exiebiap the Elder thought ve might find loot at a tiny apartment. Eventually, Exiebiap the Elder passed through the tiny apartment and moved on. Soon Exiebiap the Elder happened upon the treasure ve were after. ver heart at rest, Exiebiap the Elder's journey came to an end.

But Hannah Johnston did not listen, and continued on. Hannah Johnston encountered a dark cave. To this day, nobody knows what happened to Hannah Johnston.

But Captain Pleuw did not listen, and continued on. Captain Pleuw found himself within a bad neighborhood. Within the bad neighborhood, Captain

Pleuw accidentally went into a tower. Captain Pleuw found nothing of interest in the ponderous tower. Because of this, Captain Pleuw passed through the bad neighborhood and moved on. Captain Pleuw was determined to find

adventure. Then Captain Pleuw found an ancient book and opened it.

As Captain Pleuw read, the book told a baffling yarn:

A long, long time ago, Circe the world-scientist set sail for adventure. Circe accidentally went into a marketplace. Later, Circe passed through the marketplace and moved on. Circe encountered a dark cave. Circe encountered a robin living in a memorable house. Circe thought she might find excitement at a room. Circe found nothing of interest in the boring room. To this day, nobody knows what happened to Circe.

As Captain Pleuw turned the page, another mysterious rumor began:

Once upon a time, Bright-Eyed Kriewor the metaworld-priest went to seek his fortune. Bright-Eyed Kriewor thought he might find loot at a cavern. Within the cavern, Bright-Eyed Kriewor found himself within a specific location. Bright-Eyed Kriewor found nothing of interest in the tedious specific location. In due course of time, Bright-Eyed Kriewor passed through the cavern and moved on. Tiring of travel, Bright-Eyed Kriewor settled down.

As Captain Pleuw turned the page, another strange account began:

When the world was still young, Sara Donovan the brain jack left her home. Sara Donovan thought she might find new friends at a canyon. Immediately, Sara Donovan passed through the canyon and moved on. Later, Sara Donovan passed by a waterfall. Sara Donovan encountered a vast army. Sara Donovan encountered an impassioned occult author living in the wilderness. Tiring of travel, Sara Donovan settled down.

The tale inspired Captain Pleuw to go on. Captain Pleuw passed by a dark cave. Captain Pleuw was determined to find

adventure. Captain Pleuw accidentally went into a bad neighborhood. Captain Pleuw found nothing of interest in the eldritch bad neighborhood. Captain Pleuw happened upon an island. Soon Captain Pleuw passed through the island and moved on. Captain Pleuw passed by a baffling sunrise. An old metascientist told Captain Pleuw a story. "Hey! You'd better listen," she said to Captain Pleuw, "to this memorable tale."

A few years ago, Mad Yuuma the zoomechanic left her home. Mad Yuuma encountered a memorable sunrise. Mad Yuuma thought she might find new friends at an enchanting mansion. Then, Mad Yuuma passed through the enchanting mansion and moved on. After all this had happened, Mad Yuuma happened upon the good times she were after. her heart at rest, Mad Yuuma's journey came to an end.

Captain Pleuw thanked the metascientist for the warning and returned home.

The tale inspired Queen Rebecca F. Smith to go on. Immediately, Queen Rebecca F. Smith found an ancient book and opened it.

As Queen Rebecca F. Smith read, the book told a baffling legend:

A few years ago, Captain Andrew Steelcaster the mad entrepreneurauthor went to seek his fortune. Captain Andrew Steelcaster thought he might find wealth at a hut. In due course of time, Captain Andrew Steelcaster passed

through the hut and moved on. That day, Captain Andrew Steelcaster happened upon the treasure he were after. his heart at rest, Captain Andrew Steelcaster's journey came to an end.

The tale inspired Queen Rebecca F. Smith to go on. An old time operator told Queen Rebecca F. Smith a story. "Turn your ear," she said to Queen Rebecca F. Smith, "to this eerie legend."

When the world was still young, Edge-case Allison Donovanitch the street keep-ercaptain was convinced by a gentleman promoter to travel the world. Edge-case Allison Donovanitch found herself within a forest. Next, Edge-case Allison Donovanitch passed through the forest and moved on. After this, Edge-case Allison Donovanitch happened upon the novelty she were after. her heart at rest, Edge-case Allison Donovanitch's journey came to an end.

"I am just a time occult author", said Queen Rebecca F. Smith, "and you are a very old time operator. I will remember your story". Soon Queen Rebecca F. Smith passed by a ponderous town. An old theater hero told Queen Rebecca F. Smith a story. "Listen well," she said to Queen Rebecca F. Smith, "to this mysterious story."

A long, long time ago, Crazy Quokrop the zooentrepreneur left his home. Crazy Quokrop encountered a huge town. Crazy Quokrop happened upon an arcology. Because of this, Crazy Quokrop passed through the arcology and moved on. Crazy Quokrop thought constantly about the to see the world he sought. Crazy Quokrop encountered a dark cave. Crazy Quokrop encountered an eagle. Then, Crazy Quokrop went home.

But Queen Rebecca F. Smith did not listen, and continued on. Queen Rebecca F. Smith encountered a demon along the way. The demon demanded that Queen Rebecca F. Smith tell a story. "Hey! You'd better listen," replied the sly time occult author, and began.

Once upon a time, Professor Aid the lumber operator set sail for adventure. Professor Aid found herself within a baffling mansion. Within the baffling mansion, Professor Aid happened upon a thunderstorm. Then Professor Aid passed through the thunderstorm and moved on. Professor Aid found nothing of interest in the boring baffling mansion. To this day, nobody knows what happened to Professor Aid.

The frightened demon thanked Queen Rebecca F. Smith and left. Later that day, a second demon stood in Queen Rebecca F. Smith's way, but Queen Rebecca F. Smith found another path, through a city. Immediately, Queen Rebecca F. Smith passed through the city and moved on.. That day, a third demon ignored Queen Rebecca F. Smith. Queen Rebecca F. Smith still wanted interesting sights. Queen Rebecca F. Smith passed by a worm. Queen Rebecca F. Smith found herself within a room. Queen Rebecca F. Smith found nothing of interest in the boring room. To this day, nobody knows what happened to Queen Rebecca F. Smith.

But Professor Stan Sword did not listen, and continued on. An old mad hero told Professor Stan Sword a story. "Turn your ear," she said to Professor Stan Sword, "to this unique rumor."

When the world was still young, Thomas Stanislov the theater firefighter was



convinced by a cyberfirefighter to travel the world. Thomas Stanislov thought he might find to see the world at a tower. Soon Thomas Stanislov passed through the tower and moved on. Thomas Stanislov encountered a memorable sunrise. Thomas Stanislov passed by a waterfall. Thomas Stanislov eventually went home.

But Professor Stan Sword did not listen, and continued on. Later that day, Professor Stan Sword found an ancient book and opened it.

As Professor Stan Sword read, the book told an eerie yarn:

A long, long time ago, Hannah Casing the time firefightercriminal had found refuge in an eerie shipyard. Hannah Casing felt safe at the shipyard but life there was boring. So she arranged a trip abroad. Hannah Casing accidentally went into a library. Hannah Casing found nothing of interest in the tedious library. After this, Hannah Casing went home.

As Professor Stan Sword turned the page, another memorable yarn began:

A long, long time ago, Madame Crazy Dora Donovitch the double double author went to seek her fortune. Madame Crazy Dora Donovitch thought she might find treasure at a tower. The next thing anyone knows is that Madame Crazy Dora Donovitch passed through the tower and moved on. Tiring of travel, Madame Crazy Dora Donovitch settled down. "What a tricky book," Professor Stan Sword thought, and took it for his own. Professor Stan Sword encountered a parrot fighting an owl. Professor Stan Sword passed by a waterfall. Professor Stan Sword accidentally went into a strange dome. Within the strange dome, Professor Stan Sword accidentally went into a tower. Within the tower, Professor Stan Sword accidentally went into a marketplace. Professor Stan Sword found nothing of interest in the huge marketplace. Professor Stan Sword found nothing of interest in the offensive tower. Within the strange dome, Professor Stan Sword happened upon a courtyard. Professor Stan Sword found nothing of interest in the boring courtyard. Professor Stan Sword found nothing of interest in the eldritch strange dome. Professor Stan Sword happened upon a series of twisting passageways. Professor Stan Sword found nothing of interest in the ancient series of twisting passageways. An old zooscientist told Professor Stan Sword a story. "Turn your ear," he said to Professor Stan Sword, "to this eerie account."

Once upon a time, Mademoiselle Dr. Bro L. Shark the gentleman theoretical operator resumed her habitual travels. Mademoiselle Dr. Bro L. Shark thought she might find good times at a courtyard. Mademoiselle Dr. Bro L. Shark found nothing of interest in the huge courtyard. Mademoiselle Dr. Bro L. Shark arrived home later that day.

But Professor Stan Sword did not listen, and continued on. Professor Stan Sword passed by a salmon living in a portentous house. Professor Stan Sword arrived home later that day.

The tricky prophet thanked Crazy Jerry Johnson and left. Then a second prophet demanded that Crazy Jerry Johnson tell a story. "Rest a while, and you can listen," replied the sly street space marine, and began.

A few years ago, Professor Sara Smith the zoocartvampire went to seek her fortune. Professor Sara Smith thought she might find wealth at a unique dome.

The next thing anyone knows is that Professor Sara Smith passed through the unique dome and moved on. Professor Sara Smith arrived home later that day.

The chastened prophet thanked Crazy Jerry Johnson and left. The next thing anyone knows is that a third prophet demanded that Crazy Jerry Johnson tell a story. "Turn your ear," replied the thoughtful street space marine, and began.

A long, long time ago, Bright-Eyed Bro Johnson the zooerotic vampire set out for adventure. Bright-Eyed Bro Johnson encountered a dark cave. Bright-Eyed Bro Johnson found himself within a castle. In due course of time, Bright-Eyed Bro Johnson passed through the castle and moved on. Bright-Eyed Bro Johnson eventually went home.

The skilled prophet thanked Crazy Jerry Johnson and left. Then Crazy Jerry Johnson encountered a lizard fighting a salmon. That day, Crazy Jerry Johnson found an ancient book and opened it.

As Crazy Jerry Johnson read, the book told a strange rumor:

A long, long time ago, Allison Denovich the occult jackalope resumed her habitual travels. Allison Denovich passed by a tedious town. Allison Denovich found herself within a specific location. Allison Denovich found nothing of interest in the tedious specific location. To this day, nobody knows what happened to Allison Denovich. "What a thoughtful book," Crazy Jerry Johnson thought, and took it for his own. An old secret captainmechanic told Crazy Jerry Johnson a story. "Rest a while, and you can listen," they said to Crazy Jerry Johnson, "to this baffling tale."

Once upon a time, Iorslioioiw the cyberwizardsmugger resumed her habitual travels. Iorslioioiw accidentally went into a tiny apartment. Iorslioioiw found nothing of interest in the eldritch tiny apartment. Despite many setbacks, Iorslioioiw happened upon the good times she were after. her heart at rest, Iorslioioiw's journey came to an end.

"I am just a street space marine", said Crazy Jerry Johnson, "and you are a skilled secret captainmechanic. I will heed your advice". Eventually, Crazy Jerry Johnson encountered a kitten fighting a worm. Crazy Jerry Johnson encountered a traveler along the way. The traveler ignored Crazy Jerry Johnson. The next thing anyone knows is that a second traveler gave Crazy Jerry Johnson an eldritch gift. Later, a third traveler stood in Crazy Jerry Johnson's way, but Crazy Jerry Johnson found another path, through a palace. Crazy Jerry Johnson found nothing of interest in the eldritch palace.. Crazy Jerry Johnson eventually went home.

The frightened prophet thanked Kledaingste and left. Next, a second prophet demanded that Kledaingste tell a story. "Hey! You'd better listen," replied the tricky secret cat, and began.

When the world was still young, Sir Fax the professional vampire went to seek his fortune. Sir Fax thought he might find wealth at a thunderstorm. That day, Sir Fax passed through the thunderstorm and moved on. To this day, nobody knows what happened to Sir Fax.

The excited prophet thanked Kledaingste and left. That day, a third prophet gave Kledaingste an eldritch gift. Kledaingste thought constantly about the new

friends they sought. An old theater coyote told Kledaingste a story. "Turn your ear," he said to Kledaingste, "to this frame legend."

A long, long time ago, Sir Jim Casing the time philosopher set out for adventure. Sir Jim Casing passed by a ponderous town. Finally, Sir Jim Casing happened upon the adventure he were after. his heart at rest, Sir Jim Casing's journey came to an end.

"I am just a secret cat", said Kledaingste, "and you are a wise theater coyote. I will remember your story". The next thing anyone knows is that Kledaingste found an ancient book and opened it.

As Kledaingste read, the book told a frame account:

Once upon a time, Andrew D. Dleeng the applied sellerfirefighter set out for adventure. Andrew D. Dleeng passed by a waterfall. Immediately, Andrew D. Dleeng passed by a vast army. Andrew D. Dleeng encountered a dark cave. Tiring of travel, Andrew D. Dleeng settled down.

As Kledaingste turned the page, another frame tale began:

A few years ago, Professor Sarah Shark the professional firefighter set sail for adventure. Professor Sarah Shark thought he might find grand adventure at a party. Professor Sarah Shark found nothing of interest in the eldritch party. Professor Sarah Shark arrived home later that day. "What a tricky book," Kledaingste thought, and took it for their own. Kledaingste encountered an indignant theoretical jackalope living in the wilderness. Kledaingste encountered a gentleman hero along the way. The gentleman hero gave Kledaingste an expensive gift. The next thing anyone knows is that a second gentleman hero gave Kledaingste an offensive gift. That day, a third gentleman hero stood in Kledaingste's way, but Kledaingste found another path, through an arcology. Kledaingste found nothing of interest in the blasphemous arcology.. Later, Kledaingste encountered a dark cave. Kledaingste encountered a strange sunrise. An old street firefighterentrepreneur told Kledaingste a story. "Turn your ear," he said to Kledaingste, "to this memorable legend."

When the world was still young, Tertia Inokin the space marine set out for adventure. Tertia Inokin passed by a unique sunrise. Tertia Inokin happened upon a room. Soon Tertia Inokin passed through the room and moved on. Later that day, Tertia Inokin went home.

Kledaingste thanked the street firefighterentrepreneur for the warning and returned home.

The tale inspired Carrie Sword to go on. Carrie Sword encountered a professional keeper along the way. The professional keeper gave Carrie Sword a rare gift. Later, a second professional keeper demanded that Carrie Sword tell a story. "Listen well," replied the talkative gentleman witch, and began.

When the world was still young, King John Stanislov the brain adventurer resumed his habitual travels. King John Stanislov found himself within a mysterious dome. King John Stanislov found nothing of interest in the huge mysterious dome. Later, King John Stanislov went home.

The excited professional keeper thanked Carrie Sword and left. Later, a third professional keeper demanded that Carrie Sword tell a story. "Listen well," replied the clever gentleman witch, and began.

A long, long time ago, Jim E. B. Ietsleed the brain communistcaptain left his home. Jim E. B. Ietsleed accidentally went into a hut. Then, Jim E. B. Ietsleed passed through the hut and moved on. Jim E. B. Ietsleed eventually went home.

The wise professional keeper thanked Carrie Sword and left. After this, Carrie Sword encountered a waterfall. Carrie Sword encountered a zoovampire along the way. The zoovampire stood in Carrie Sword's way, but Carrie Sword found another path, through a specific location. Soon Carrie Sword passed through the specific location and moved on.. Immediately, a second zoovampire ignored Carrie Sword. Next, a third zoovampire demanded that Carrie Sword tell a story. "Turn your ear," replied the clever gentleman witch, and began.

When the world was still young, Mademoiselle Kroat the blood adventurer resumed her habitual travels. Mademoiselle Kroat thought she might find interesting sights at a cavern. Mademoiselle Kroat found nothing of interest in the boring cavern. Tiring of travel, Mademoiselle Kroat settled down.

The excited zoovampire thanked Carrie Sword and left. Carrie Sword encountered an eldritch town. Carrie Sword found herself within a canyon. Within the canyon, Carrie Sword found herself within a room. Carrie Sword found nothing of interest in the boring room. Within the canyon, Carrie Sword accidentally went into a village. In due course of time, Carrie Sword passed through the village and moved on. Within the canyon, Carrie Sword accidentally went into an arcology. Within the arcology, Carrie Sword accidentally went into a series of twisting passageways. Carrie Sword found nothing of interest in the grave series of twisting passageways. Immediately, Carrie Sword passed through the arcology and moved on. Later, Carrie Sword passed through the canyon and moved on. Carrie Sword encountered a technoastronautastronaut along the way. The technoastronautastronaut demanded that Carrie Sword tell a story. "Listen well," replied the patient gentleman witch, and began.

Once upon a time, Chris the double jack was convinced by a first blood seller to travel the world. Chris passed by a salmon. Chris encountered a tedious town. Chris encountered a duck living in a strange house. Chris eventually went home.

The happy technoastronautastronaut thanked Carrie Sword and left. That day, a second technoastronautastronaut gave Carrie Sword an expensive gift. That day, a third technoastronautastronaut demanded that Carrie Sword tell a story. "Turn your ear," replied the tricky gentleman witch, and began.

A long, long time ago, Quedub IV the erotic axlotl set out for adventure. Quedub IV accidentally went into a hut. That day, Quedub IV passed through the hut and moved on. In due course of time, Quedub IV went home.

The puzzled technoastronautastronaut thanked Carrie Sword and left. Carrie Sword still wanted

excitement. Carrie Sword happened upon a bad state of mind. Within the bad state of mind, Carrie Sword accidentally went into a hut. Carrie Sword found nothing of interest in the boring hut. Within the bad state of mind, Carrie Sword found herself within a mansion. Then Carrie Sword passed through the mansion and moved on. Carrie Sword found nothing of interest in the blasphemous bad state of mind. Carrie Sword arrived home later that day.

"I am just a blood salmon', said Sir Jamey, "and you are a wise street detectivepromoter. I will remember your story". Sir Jamey thought constantly about the to travel he sought. Sir Jamey passed by a salmon living in a mysterious house. Sir Jamey encountered a traveler along the way. The traveler stood in Sir Jamey's way, but Sir Jamey found another path, through a library. Later that day, Sir Jamey passed through the library and moved on.. Next, a second traveler stood in Sir Jamey's way, but Sir Jamey found another path, through a library. Soon Sir Jamey passed through the library and moved on.. Because of this, a third traveler gave Sir Jamey a tasteful gift. Soon Sir Jamey passed by a huge town. Sir Jamey accidentally went into a series of twisting passageways. Soon Sir Jamey passed through the series of twisting passageways and moved on. Sir Jamey thought constantly about the new friends he sought. Sir Jamey happened upon a forest. Then Sir Jamey passed through the forest and moved on. Sir Jamey still wanted good times. Sir Jamey encountered a waterfall. Sir Jamey encountered a waterfall. Sir Jamey passed by a lumber sphinx living in a strange house. Sir Jamey encountered a warrior along the way. The warrior demanded that Sir Jamey tell a story. "Rest a while, and you can listen," replied the sly blood salmon, and began.

A long, long time ago, Queen Captain Plu the paleopirate resumed her habitual travels. Queen Captain Plu happened upon a courtyard. Queen Captain Plu found nothing of interest in the ponderous courtyard. Tiring of travel, Queen Captain Plu settled down.

The courteous warrior thanked Sir Jamey and left. Next, a second warrior demanded that Sir Jamey tell a story. "Turn your ear," replied the clever blood salmon, and began.

Once upon a time, Captain Hanna Donovan the first wizard set sail for adventure. Captain Hanna Donovan happened upon a castle. Then Captain Hanna Donovan passed through the castle and moved on. Captain Hanna Donovan arrived home later that day.

The happy warrior thanked Sir Jamey and left. Eventually, a third warrior stood in Sir Jamey's way, but Sir Jamey found another path, through a courtyard. Later that day, Sir Jamey passed through the courtyard and moved on.. Sir Jamey thought constantly about the business contacts he sought. An old supervampire told Sir Jamey a story. "Listen well," they said to Sir Jamey, "to this portentous tale."

A few years ago, Duchess Lorie Donovan the first soldierkeeper set sail for adventure. Duchess Lorie Donovan happened upon a library. Soon Duchess Lorie Donovan passed through the library and moved on. That day, Duchess Lorie Donovan went home.

"I am just a blood salmon', said Sir Jamey, "and you are a very old supervampire. I will remember your story". Sir Jamey encountered a demon along the way. The demon ignored Sir Jamey. Later that day, a second demon gave Sir Jamey a rare gift. Then, a third demon demanded that Sir Jamey tell a story. "Listen well," replied the talkative blood salmon, and began.

A few years ago, Todd Shark the cybercaptainentrepreneur set sail for adventure. Todd Shark encountered a crab. Then, Todd Shark happened upon

the grand adventure he were after. his heart at rest, Todd Shark's journey came to an end.

The learned demon thanked Sir Jamey and left. Sir Jamey was determined to find good times. Sir Jamey encountered an applied marine along the way. The applied marine demanded that Sir Jamey tell a story. "Rest a while, and you can listen," replied the patient blood salmon, and began.

A few years ago, Edge-case Brick the blood communist set out for adventure. Edge-case Brick found herself within a mansion. After this, Edge-case Brick passed through the mansion and moved on. Tiring of travel, Edge-case Brick settled down.

The very old applied marine thanked Sir Jamey and left. Then a second applied marine stood in Sir Jamey's way, but Sir Jamey found another path, through an island. The next thing anyone knows is that Sir Jamey passed through the island and moved on.. Then, a third applied marine ignored Sir Jamey. Sir Jamey thought constantly about the business contacts he sought. Sir Jamey passed by a waterfall. Sir Jamey encountered a strange sunrise. Sir Jamey thought constantly about the business contacts he sought. Sir Jamey thought he might find interesting sights at an army camp. Sir Jamey found nothing of interest in the ponderous army camp. Because of this, Sir Jamey went home.

The tale inspired Bright-Eyed Boris Denovich to go on. Immediately, Bright-Eyed Boris Denovich found an ancient book and opened it.

As Bright-Eyed Boris Denovich read, the book told a portentous saga:

When the world was still young, Circe the occult philosopher set out for adventure. Circe thought he might find adventure at an island. Circe found nothing of interest in the eldritch island. Because of this, Circe went home.

The tale inspired Bright-Eyed Boris Denovich to go on. An old zoodoctor- witch told Bright-Eyed Boris Denovich a story. "Hey! You'd better listen," he said to Bright-Eyed Boris Denovich, "to this strange rumor."

A few years ago, Dr. Kloslaab the wormwright left his home. Dr. Kloslaab accidentally went into a cavern. Soon Dr. Kloslaab passed through the cavern and moved on. To this day, nobody knows what happened to Dr. Kloslaab.

But Bright-Eyed Boris Denovich did not listen, and continued on. Bright-Eyed Boris Denovich found himself within a peaceful protest. Soon Bright-Eyed Boris Denovich passed through the peaceful protest and moved on. Bright-Eyed Boris Denovich still wanted novelty. Then Bright-Eyed Boris Denovich found an ancient book and opened it.

As Bright-Eyed Boris Denovich read, the book told a mysterious rumor:

A few years ago, Shadow Esquire the secret dust mite set out for adventure. Shadow Esquire happened upon a thunderstorm. Because of this, Shadow Esquire passed through the thunderstorm and moved on. Shadow Esquire eventually went home.

As Bright-Eyed Boris Denovich turned the page, another strange account began:

A long, long time ago, Duke Ait the erotic communist resumed his habitual travels. Duke Ait encountered an impassioned gentleman author living in the

wilderness. Duke Ait passed by an offensive town. Duke Ait eventually went home.

As Bright-Eyed Boris Denovich turned the page, another unique account began:

A long, long time ago, Theresa D. Denovich the superphilosopher left her home. Theresa D. Denovich happened upon an island. Theresa D. Denovich found nothing of interest in the grave island. Later, Theresa D. Denovich went home.

The tale inspired Bright-Eyed Boris Denovich to go on. An old occult detective told Bright-Eyed Boris Denovich a story. "Rest a while, and you can listen," he said to Bright-Eyed Boris Denovich, "to this relevant saga."

When the world was still young, Neyea the cyberwizard set out for adventure. Neyea thought he might find grand adventure at a city. Neyea found nothing of interest in the offensive city. Neyea eventually went home.

But Bright-Eyed Boris Denovich did not listen, and continued on. Bright-Eyed Boris Denovich encountered a dark cave. Bright-Eyed Boris Denovich found himself within a thunderstorm. Immediately, Bright-Eyed Boris Denovich passed through the thunderstorm and moved on. Despite many setbacks, Bright-Eyed Boris Denovich happened upon the new friends he were after. his heart at rest, Bright-Eyed Boris Denovich's journey came to an end.

"What a clever book," Lady Bright-Eyed Wroo thought, and took it for her own. In due course of time, Lady Bright-Eyed Wroo found an ancient book and opened it.

As Lady Bright-Eyed Wroo read, the book told a strange legend:

A few years ago, Mademoiselle Ashley G. Johnson the cyberentrepreneur went to seek her fortune. Mademoiselle Ashley G. Johnson encountered a vast army. To this day, nobody knows what happened to Mademoiselle Ashley G. Johnson. "What a tricky book," Lady Bright-Eyed Wroo thought, and took it for her own. Lady Bright-Eyed Wroo encountered a salesman along the way. The salesman gave Lady Bright-Eyed Wroo an extravagant gift. Because of this, a second salesman demanded that Lady Bright-Eyed Wroo tell a story. "Listen well," replied the patient mad zoomechanic, and began.

Once upon a time, Eddy the Elder the time doctor resumed their habitual travels. Eddy the Elder encountered an owl fighting a dragon. To this day, nobody knows what happened to Eddy the Elder.

The excited salesman thanked Lady Bright-Eyed Wroo and left. That day, a third salesman gave Lady Bright-Eyed Wroo an expensive gift. Lady Bright-Eyed Wroo was determined to find loot. Lady Bright-Eyed Wroo encountered a prophet along the way. The prophet demanded that Lady Bright-Eyed Wroo tell a story. "Hey! You'd better listen," replied the tricky mad zoomechanic, and began.

Once upon a time, Andrew D. H. Yiyot the blood dust mite left his home. Andrew D. H. Yiyot encountered a portentous sunrise. Tiring of travel, Andrew D. H. Yiyot settled down.

The happy prophet thanked Lady Bright-Eyed Wroo and left. That day, a second prophet stood in Lady Bright-Eyed Wroo's way, but Lady Bright-Eyed

Wroo found another path, through a peaceful protest. Eventually, Lady Bright-Eyed Wroo passed through the peaceful protest and moved on.. Next, a third prophet demanded that Lady Bright-Eyed Wroo tell a story. "Listen well," replied the sly mad zoomechanic, and began.

When the world was still young, Mad Dora Steelcaster the gentleman cowboy left her home. Mad Dora Steelcaster encountered a raven fighting a gryphon. That day, Mad Dora Steelcaster went home.

The astute prophet thanked Lady Bright-Eyed Wroo and left. Then Lady Bright-Eyed Wroo passed by an impassioned street wizardseller living in the wilderness. An old secret dragon told Lady Bright-Eyed Wroo a story. "Hey! You'd better listen," he said to Lady Bright-Eyed Wroo, "to this mysterious account."

Once upon a time, Duke Crazy Exceab the rabbitmechanic set out for adventure. Duke Crazy Exceab encountered a dark cave. To this day, nobody knows what happened to Duke Crazy Exceab.

But Lady Bright-Eyed Wroo did not listen, and continued on. An old brain gryphon told Lady Bright-Eyed Wroo a story. "Listen well," she said to Lady Bright-Eyed Wroo, "to this strange yarn."

When the world was still young, Lord Jonny Clioxangew the double communist set out for adventure. Lord Jonny Clioxangew encountered a waterfall. Then, Lord Jonny Clioxangew went home.

But Lady Bright-Eyed Wroo did not listen, and continued on. Lady Bright-Eyed Wroo thought she might find fortune at a thunderstorm. Within the thunderstorm, Lady Bright-Eyed Wroo found herself within a canyon. Because of this, Lady Bright-Eyed Wroo passed through the canyon and moved on. Then, Lady Bright-Eyed Wroo passed through the thunderstorm and moved on. Eventually, Lady Bright-Eyed Wroo passed by a vast army. Lady Bright-Eyed Wroo encountered a demon along the way. The demon demanded that Lady Bright-Eyed Wroo tell a story. "Rest a while, and you can listen," replied the patient mad zoomechanic, and began.

When the world was still young, Beeng the secret witch set out for adventure. Beeng passed by a dog. Tiring of travel, Beeng settled down.

The happy demon thanked Lady Bright-Eyed Wroo and left. Then a second demon stood in Lady Bright-Eyed Wroo's way, but Lady Bright-Eyed Wroo found another path, through a bad state of mind. Lady Bright-Eyed Wroo found nothing of interest in the tedious bad state of mind.. After this, a third demon ignored Lady Bright-Eyed Wroo. Lady Bright-Eyed Wroo encountered a theater dolphin along the way. The theater dolphin gave Lady Bright-Eyed Wroo an expensive gift. Soon a second theater dolphin ignored Lady Bright-Eyed Wroo. Later, a third theater dolphin stood in Lady Bright-Eyed Wroo's way, but Lady Bright-Eyed Wroo found another path, through a room. Within the room, Lady Bright-Eyed Wroo accidentally went into a thunderstorm. Within the thunderstorm, Lady Bright-Eyed Wroo found herself within a specific location. The next thing anyone knows is that Lady Bright-Eyed Wroo passed through the specific location and moved on. Lady Bright-Eyed Wroo found nothing of interest in the blasphemous thunderstorm. Lady Bright-Eyed Wroo found



nothing of interest in the ancient room.. Lady Bright-Eyed Wroo still wanted fortune. Lady Bright-Eyed Wroo thought she might find fortune at a tower. Lady Bright-Eyed Wroo found nothing of interest in the evil tower. Lady Bright-Eyed Wroo arrived home later that day.