

Dwarf Fortress - Boatmurdered

by Various

Let's Play Archive

INDEX ▶



Began on Nov 10, 2006
Ended on Mar 06, 2007
This LP has 66 parts.

Added to the archive on
Apr 14, 2007

Original Thread:
Dwarf Fortress Succession Game - Return to Boatmurder, we still have Miasma

If you liked this LP, you might also like Animal Crossing by Chewbot, Princess Maker 2 by SynthOrange and Dwarf Fortress - Headshoots by Various

 Like this LP
 Tag this LP

This LP is tagged with:
screenshot, humorous, group, narrative

Table of Contents

Thread 1

Introduction

Update 1

Update 2

Update 3

Update 4

Update 5

Update 6

Update 7

Update 8

Update 9

Update 10

Update 11

Update 12

Update 13

Update 14

Update 15

Update 16

Update 17

Update 18

Update 19

Update 20

Update 21

[Update 22](#)

[Update 23](#)

[Update 24](#)

[Update 25](#)

[Update 26](#)

[Update 27](#)

[Update 28](#)

[Update 29](#)

[Update 30](#)

[Update 31](#)

[Update 32](#)

[Update 33](#)

[Update 34](#)

[Update 35](#)

[Update 36](#)

[Update 37](#)

[Update 38](#)

[Update 39](#)

[Update 40](#)

[Update 41](#)

[Thread 2](#)

[Update 1](#)

[Update 2](#)

[Update 3](#)

[Update 4](#)

[Update 5](#)

[Update 6](#)

[Update 7](#)

[Update 8](#)

[Update 9](#)

[Update 10](#)

[Update 11](#)

[Update 12](#)

[Update 13](#)

[Update 14](#)

[Update 15](#)

[Update 16](#)

[Update 17](#)

[Update 18](#)

[Update 19](#)

[Update 20](#)

[Update 21](#)

[Update 22](#)

[Update 23](#)

[Update 24](#)

[▲](#) [Archive Index](#) [▲](#)

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▸



▴ [Return to LP Index](#) ▾

Part #2



Part 1: Intro by Evilslug

What follows is a succession-style Let's Play of the game Dwarf Fortress. In it, we chronicle the rise and fall of the epic Dwarven fortress, Boatmurdered. (Actually, it's pretty much all fall.) Each ruler was given a single year of gametime in which to manage the fortress, then they gave the reigns over to the next player in line. I have added the occasional editor's note to clarify things, but mostly I stay out of the way. The madness surrounding Boatmurdered is quite apparent on its own, I feel.

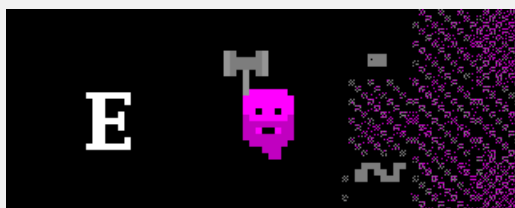
Official List of Madmen...er..."Rulers".

TouretteDog
mariguana (aka. megor grendel)
Keyboard Fox (aka. Furry, Kalo)
Locus
StarkRavingMad
Bremen
Sankis
Astronautomicon
Unknowing
Cross Quantum
Major Failure
Mystic Mongol
Doctor Zero
Guerilla Medic

All eras of Boatmurdered history are highly noteworthy and interesting. Things very quickly progressed from somewhat casual daily elephant deaths to retired rulers rampaging and beating people to death (while burning alive). The heavy downward slide that would come to define Boatmurdered seems to have begun during StarkRavingMad's rule, with the utterly epic "Elephant War". Historians seem to agree that the insanity surrounding Boatmurdered began to increase almost exponentially from that point forward.

The "WTF is Dwarf Fortress?" Crash-Course.

The thread to follow generally assumes you have a tiny bit of knowledge about the game being played. In hopes of making it an easy read for those unfamiliar, I've condensed the most important factors from the general info threads and wiki into this brief introduction. You don't need to know a thing about the game to genuinely enjoy the playthrough, but a tiny bit of knowledge does help. Here's the tl;dr guide, first.



Left to right: Elephant, Dwarf, Miasma Cloud (the purple cloud of stench that comes from rotting bodies).

For a bit better outline of the game, read on. Impatient types and those who already know Dwarf Fortress well, please skip

straight to the first update. The initial update outlines the rules by which this game was played (there aren't many, hah!). The second update is where we generate the world and actually get the ball rolling.

====

What kind of game is Dwarf fortress?

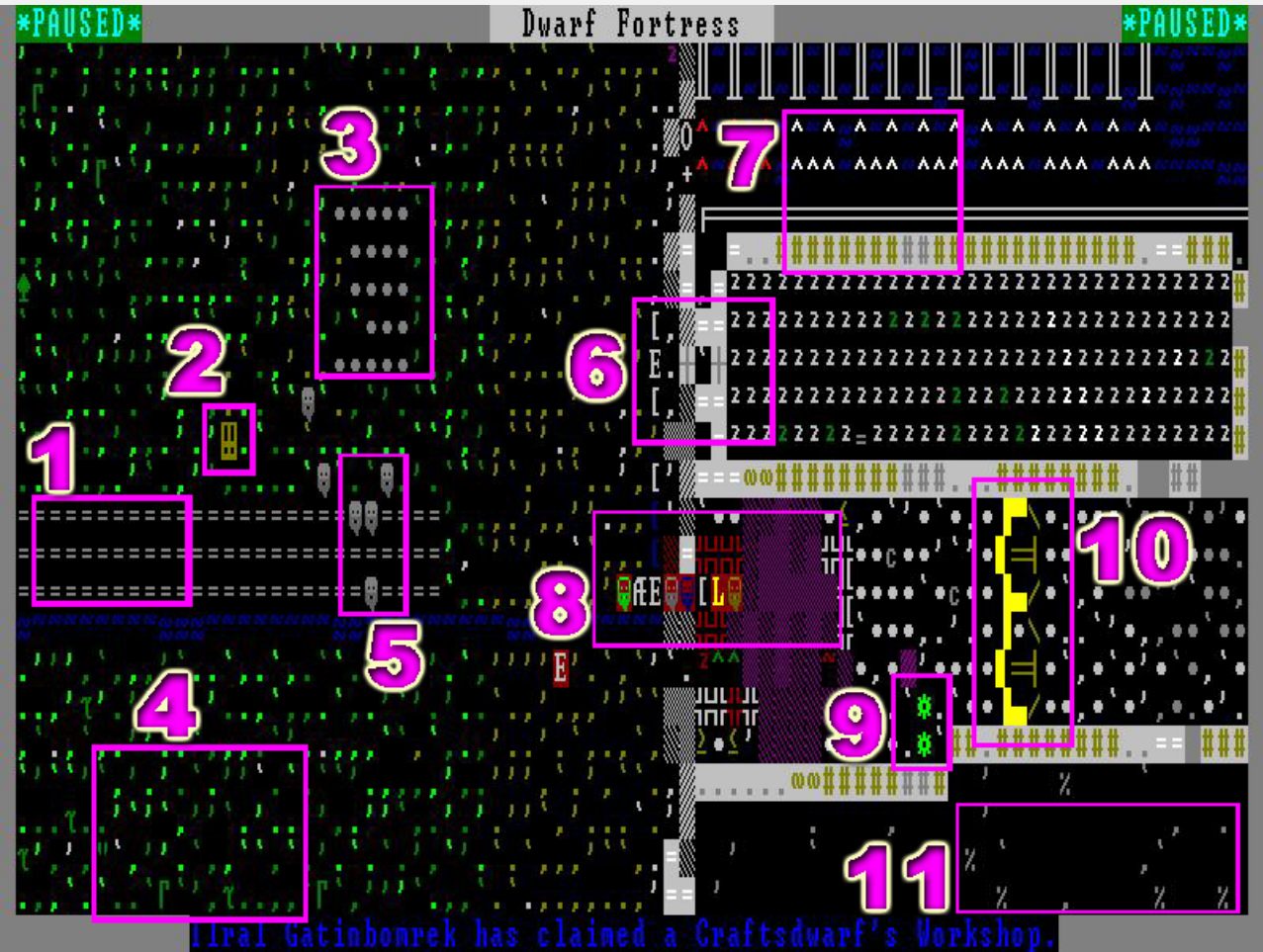
In a nutshell, Dwarf Fortress is best described as a 2-D base building game in the theme of Dungeon Keeper. The concept is simple, the graphics are simple; but the depth of the game is fairly awesome. (Even more amazing when you realize it is all the product of a single man gaming company.)

The dwarves you "control" are somewhat autonomous. They have likes, dislikes, and needs. While you can assign them specific duties and set basic orders, they have minds of their own and will act according to how they feel. You can give them a job, but that doesn't always mean they'll do it right away. Injuries to all animals and dwarves are tracked, down to internal organs and body parts. Dwarves have moods that are affected by the things around them. They can decide to throw a party for their friends, or they might stress out under strain and suddenly kill each other with little to no warning. Female dwarves occasionally get pregnant and, if they are exposed to trauma (say a goblin siege); they very well might miscarry. Sad thoughts caused by things of that nature can lead dwarves to tantrums or even suicide.

You begin with 7 dwarves and scarce few supplies at the face of a mountain. Your only objective is to survive the elements while building yourself as cool a fortress as you possibly can before you inevitably die. Simple enough, yes?

The game is displayed in a pseudo-ASCII style, which uses letters for objects in the game world, similar to Nethack. I hear you groaning, but you'll quickly catch the hang of things. The players provide excellent explanation of what is going on in each screenshot. I've included a general key to some common items, below; should you find yourself needing one.

In the following shot, a bunch of dwarves are charging off to be trampled by elephants outside the fortress. The cliff face bisects the picture, with the outdoors on the left and the cliff interior on the right:



1: This section with the '=' symbols marks a stockpile. It's where dwarves store various crafts, barrels (not pictured...denoted by a % with a yellow background), and food.

- 2: This symbol represents a cage for trapping creatures. You'll see these a lot.
- 3: This is a pile of rocks which come from digging away the mountain. You'll see them all over. They can be crafted into all manner of useful items.
- 4: The matrix looking green crap is the ground. On the inside, to the right of box 10, you'll see the symbols are white, instead. Smoothed stone floors in the fort are represented by + symbols. Some people use a variegated tileset, which results in what you see here. Others will have ground that displays as all periods. You eventually get used to both and can easily pick out what is where on any map.
- 5: Dwarves are shown as these guys here, or as smiley faces. Different colors indicate different professions. These guys are all military recruits, charging off stupidly to their deaths.
- 6: The E is an elephant. They murder dwarves in wonderful fashion. Get used to them. Above and below him, the brackets are discarded armor or clothing. The grey blocks to his right represent exposed walls of un-mined rock. The blocks with the cross on them represent stone doors. The small 2's that fill the room behind the two doors are the bones of animals or dwarves.
- 7: The ^ symbol denotes a trap. The parallel lines below the traps represent a smoothed wall. Below these lines, you see the grey wall of the bone room, which is not smoothed. Different colored symbols in grey rock walls just represent types of exposed mineral, gems, or ore veins.
- 8: This is a pile of dead dwarves, an Elephant, and a cloud of Miasma. Those are the three most prevalent features in Boatmurdered. Miasma is the purple blotch that shows up when corpses begin to rot. It makes your dwarves angry, which usually leads to hilarity.
- 9: The two green asterisks are gems. These have been mined out of a wall, already; and are awaiting storage.
- 10: These are siege engines. In this case, two ballistas aimed at the hallway with all the dead dwarves.
- 11: The black spaces with symbols like these are areas of the mountain that have yet to be mined.

In other images, you'll often see a yellow X somewhere and a command list on the right side of the screen. The text on that screen generally refers to whatever is under the yellow X to its left.

====

If you need further details, you can find them here:

Quick links

<http://www.bay12games.com/dwarves/> - official site

http://dwarf.lendemaindeveille.com/index.php/Main_Page - wiki (tutorials here)

[SA Dwarf Fortress Megathread](#) - the big DF Q&A thread in Games.

The shots in the thread are generally pretty self-explanatory, so get to the thread and enjoy. And by the way...In the words of the great ruler, StarkRavingMad:

Welcome to fucking Boatmurdered!

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▸



◀ Part #1

▲ Return to LP Index ▲

Part #3 ▶

Part 2: by TouretteDog

Have you ever wanted to be a dwarf, dig into mountain halls, and fear unholy amphibious undead elephants that scale walls and murder your entire family while you sleep? Your wait is over, your dream is here, and that dream is the official Goon Dwarf Fortress Succession game!

Rules:

One year = one turn, from spring of one year to spring of the next. Once you see the cheery green "Spring has arrived!" text, save it, zip it, and get it to the next player. Upload it to rapidshare.com or something similar, and post the link to your savegame so the next person can get it and begin. Feel free to break your turn up into a bunch of posts, but let's try and keep it moving along.

Once it's your turn, you get a week from the time that the link is posted to take your turn. If you start but can't finish, your successor has the option to pick up where you left off and play out the rest of your turn and their. If you don't start, then the old savegame just goes to the next player. If you trash the fort to total -- and I mean TOTAL -- unplayability (e.g. magma flood oh god), we'll revert to an old save, but overcoming setbacks is half the fun, so hopefully we won't have to do this.

Pretty much anything goes except for the following: 1) using huge bridge hallways to kill demons/seiging armies, and 2) things that make later turns totally unplayable such as flooding the world, mining adamantine, or removing bridges in creative ways so that the pathing eats it and the bridges can't be reconstructed and the fortress descends into an orgy of violence and starvation. If you do this, we roll back to an old save and everyone gets dwarven blue balls (which are shorter, but stronger, than the regular variety), so nobody do this please 😊

If you want in on this, please post and include your email address so that I can get hold of you (read: nag you to take your turn) if need be. No email = no play 😊

We'll start with the [current version \(22f\)](#) and use that until further notice. As updates happen, we'll use later versions but please mention the version number when you post your save. Using new saves with old versions makes bad things happen.

Mini-FAQ

How to save game, please?

Hit ESC, then go down to 'save game'. Once you've done that, go to your DF folder, then the 'data' directory, then the 'save' directory. Get region1.sav and the 'region1' folder and put them in a zip file.

How to load old save game, please?

Get the zip file and unzip the contents into your data/save directory. If you have a game going on and don't want to lose it, back up your save directory first since unzipping the new one will wipe out your first world, whatever it is, along with any games running in it.

Oh god how do I do X?

First, check the [wiki](#), then if you still can't figure it out, check out the official DF thread [here](#), and if you *still* can't, ask away!

I don't want to play a turn but can I be a dwarf in your fortress?

You probably want [Remmy's awesome Dwarf Dream Vacation thread!](#)

I'm not very good at this game, can I still play?

Hell yeah!

What's happened so far?

You can check the linked turns, below, but some of the highlights:

Year 1: Not much; started digging out, got the farm up, mandrill attack at the end.

Year 2: Three fey moods in one year resulting in a table, an amulet made of the elusive red spinel, and a glass door.

Year 3: Furry goes batshit with traps, and floods the chasm with lava. Two more fey moods (toy hammer and a lunatic metalsmith who decided to take a bath in the moat). The elephants get their first taste of blood, and they like it.

Year 4: Locus starts arming the dwarves against the inevitable doom of the elephants and trades a rock ring to the elves for everything they own 😊. The nobles arrive and promptly ban red spinel for the first of many times, and the kobold thieves start arriving in earnest with their own import/export plan. Another pair of fey moods ends up with one dwarf swimming in the moat, and the other locked in his room without pants.

Year 5: StarkRavingMad's turn. Go read it all, right now. Epic battles with elephants and the first siege. Timmy falls down the well.

Player list

1. TouretteDog
2. mariguana (megor grendel)
3. Keyboard Fox
4. Locus
5. StarkRavingMad
6. Bremen
7. Sankis
8. Astronautomicon
9. StarkRavingMad (With an Intermission)
10. Unknowing
11. Cross Quantum
12. Major Failure
13. Mystic Mongol
14. Sankis
15. Doctor Zero
16. mariguana
17. Guerilla Medic



Part #1



Return to LP Index



Part #3



Dwarf Fortress - Boatmurdered

by Various



Part 3: by TouretteDog

Prologue

In the year 1050, the dwarven civilization of Kinmelbil, "The Oaken Tomes", exhausted the last of its mines. Driven by lust for gold and rumors of the priceless and all but mythical metal adamantine, a team of seven colonists was dispatched to build a new home for the dwarves of Kinmelbil in the Smooth Points of Pride. The first year of diaries from the ill-fated foreman of the mine were recovered, giving some hint as to the beginnings of the fortress that once stood there, if not its mysterious and presumably gruesome fate...

The 1050 Diaries

Month Granite - year 1050

"We've set out for the mine, led by the Miner's Guild representative. The man claims to have led several successful expeditions, so taking his advice we've set out with a skeleton crew; just one miner, one lumberjack, a pair of farmers, and some craftsmen. He suggested plenty of meat and -- my favorite -- booze, as well as some seeds and a few dogs and cats. He swears the dogs will pay for themselves a dozen times over in warding off larger wildlife, while the cats will make indoor life more comfortable and pest-free. I thought he muttered something about their taste as well, but I'm sure I misheard..."

Prepare for the Journey

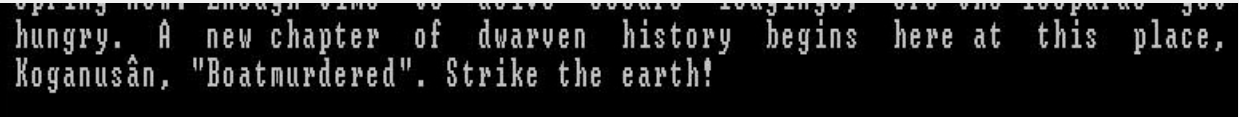
(iron pick)	100	No horse	101
(iron battle axe)	100	No Foal	101
(Plump helmet spawn [30])	1	4 dog	16
(Pig tail Seeds [10])	1	No Puppy	16
(groundhog meat [9])	2	No Hunting dog	31
(mule meat [9])	2	No War dog	31
(horse meat [9])	2	2 cat	11
(rhesus macaque meat [9])	2	No Kitten	11
(hoary marmot meat [9])	2	No mule	101
(Dwarven rum [10])	2	No cow	151
(Dwarven beer [10])	2	No Cow calf	151
(Dwarven ale [10])	2		
(Dwarven wine [10])	2		
(Sweet pod Seeds [10])	1		
(Cave wheat Seeds [5])	1		

Press **Tab** to change mode. **e**: Embark! **+-**: Add. **n**: New. Points: 0

"The new fortress site is truly in the puckered sphincter of nowhere. The nearest civilization -- if you can call it that -- is a goblin citadel to the northeast. But the Guildsman swears they've surveyed for precious metals and this is the best spot. There's also a river nearby, which means one underground, which means we can start our farm without much trouble once we dig to it."

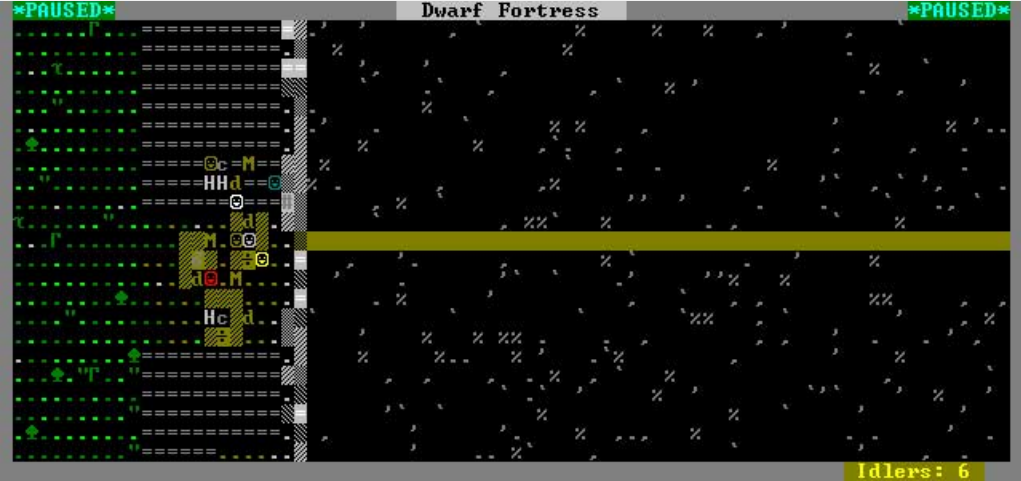


"Of course, he waits till he's leaving to tell us the name of the site..."



"Then takes off at a flat run promising to be back 'real soon'. Bloody nobles."

"But still, nothing to do but start. Stockpiles, send someone to chop a few trees, and set someone else to dig for the river."



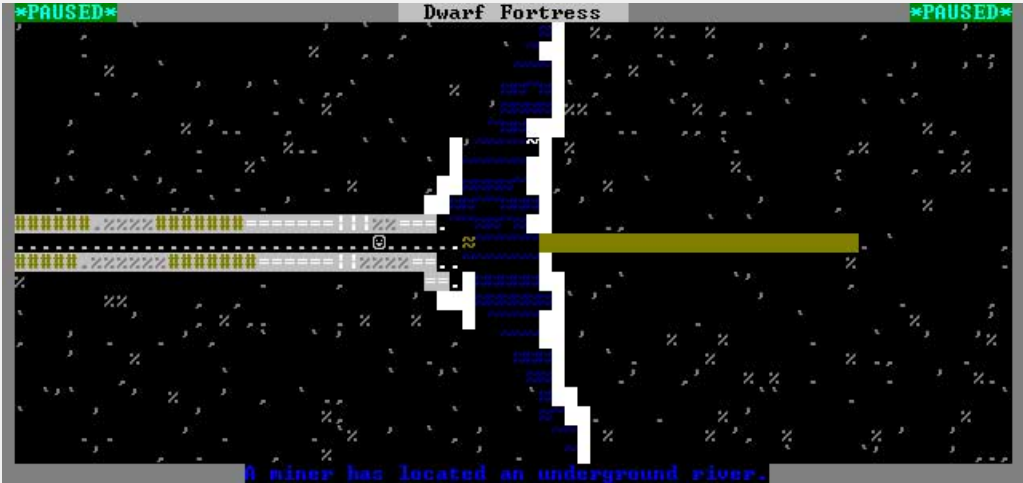
Later, same month

"God damn but there are a lot of elephants around."



Month Felsite - 1050

"Hit the river. Got lucky and found it at a low point, heard tell of some nasty cave floods, and damn glad I didn't have to see one. We can start the farm now, and carve out some other rooms."



Month Hematite - 1050

"A few months on and it looks like we might actually survive. We've got a farm up, got some bedrooms which ain't much to look at, but at least they've got beds. Got a dining room with some decent thrones, and got a bunch of traps. God knows why but the lads love them. Stand around staring at them for hours. Nothing out of the river yet, and the elephants have been pretty quiet. Too quiet. I see them out there, staring at me with those beady eyes, those gleaming tusks. Looking over the river. Elephants can't swim, can they?"



Several pages of the journal are torn out here, the entries seem to resume sometime in the fall...

"...merchants trying to dodge the elephants. The betting pool's up to ten stone blocks and a rat skull; we really need to make some coins. I guess the trade depot was a good idea but we'll see if we can finish it before they get here or get eaten by those bloody pachyderms."



"Now riddle me this: what sort of soft-headed, beard-gnawing merchants braves goblins, mountains, more goblins, and then those damn elephants to show up with nothing but one piece of cheese and two rolls of cloth? These merchants, that's who. I noticed one try to eat his own ear coming in, gods know how they're going to get out. Fortunately they're dumb enough to take some of these useless trinkets in trade."



Month Timber - year 1050

"Fall's settling in and it seems like a good time to take stock of where we are before winter gets around to killing us. Our bedrooms and dining rooms are finished, we're running low on booze so we put a still together -- I've never seen the lads put any building up so fast -- and we've got a butcher's shop behind closed doors so the squeamish don't get put off their meat, seeing where it comes from. There's also the statue garden, to get them away from throwing rocks across the river at the elephants, and the kennels, so we can start training the dogs. One of the peasants has been working on smoothing the floors in the dining room, looks like she's actually picked up a bit of a knack for it. The farm's undertended, but we've got plenty of food, so I'm not too worried."

"What does worry me is the wildlife. They're too quiet, I know they're planning something."

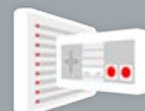


Coming soon, the conclusion to the (so far) uneventful first year, and the save file for megor.

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▸



◀ Part #3

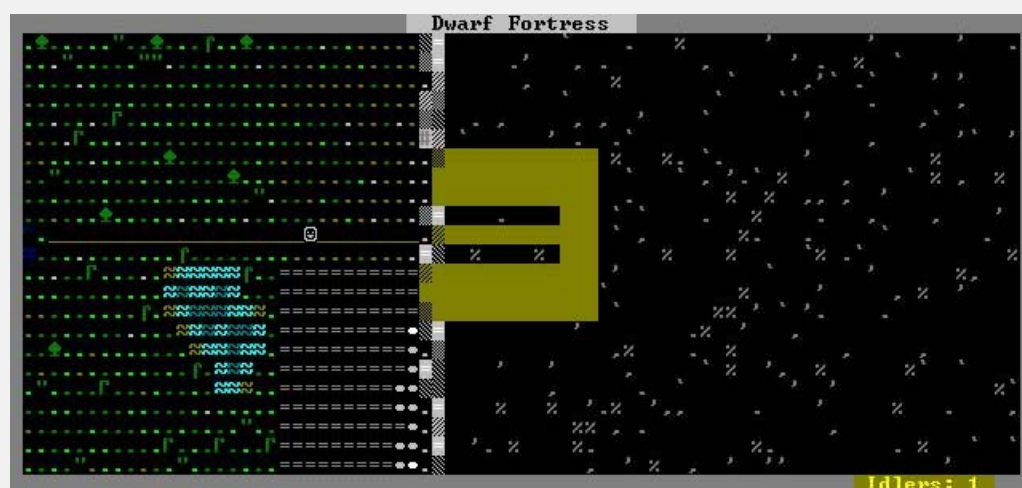
▲ Return to LP Index ▲

Part #5 ▶

Part 4: by TouretteDog

Month Moonstone - 1050

"Growing season's over, so I've got a new project for the lads. With a little bit of digging and creative channel building, we can get a nice moat set up and hopefully keep away most of the wildlife, at least from the north. We'll put a drawbridge over the top of it and we can seal off that side if the elephants get too close for comfort. One of the lads thinks we might even be able to set some traps in there for some critters if we work at it a bit. Might kick up our breeding stocks for food a tad."

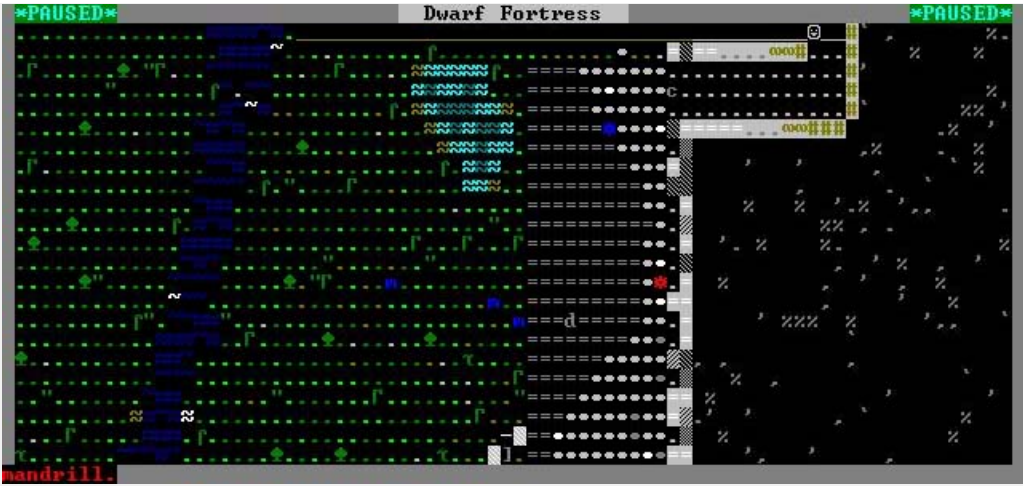


Month Opal - 1050

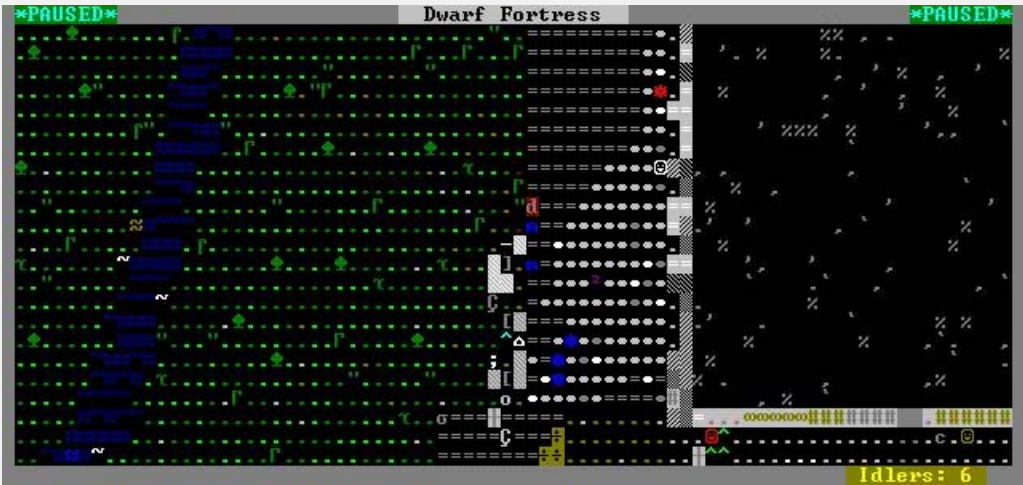
"Those fucking monkeys. I didn't even see them come in, but one of them ran off with something."



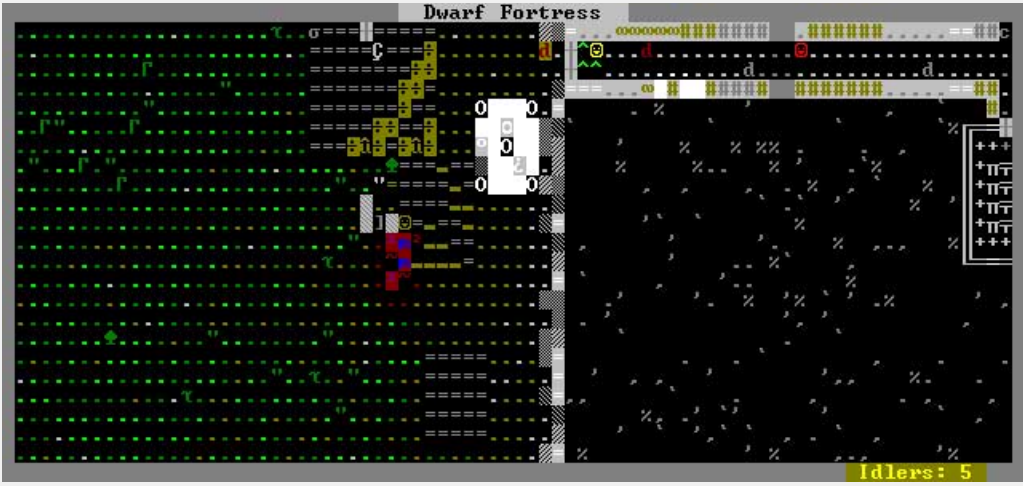
"Oh shit. These are not cute little chimpanzees... oh no. These are big mandrills, pissed off and greedy. They feel justified in stealing anything not nailed down, and if they can pry something (for instance a dwarf's arm) loose, it ain't nailed down in their book. A whole horde of them busted in looking for gods know what. One of our war dogs went out to fight them off..."



"Which didn't go so well."



"A few more war dogs ran out and attacked. I have to say I'm slightly terrified by them. One of the bitches actually gave birth while she was attacking, and her puppies joined in on the carnage. At the end of the day, the three mandrills were dead, and they took one war dog with them and injured another one and a puppy."



```
Stray Puppy (Tame)

upper body
lower body
head
right front leg
left front leg
right front paw
left front paw
right rear leg
left rear leg
right rear paw
left rear paw
tail
left lung

g:Gen i:Inv p:Pref w:Wnd
Space: Done
```

```
War dog (Tame)

upper body      Unconscious
lower body
head
right front leg
left front leg
right front paw
left front paw
right rear leg
left rear leg
right rear paw
left rear paw
tail
mouth

g:Gen i:Inv p:Pref w:Wnd
Space: Done
```

"The poor dog's in sad shape. He keeps trying to find the dwarf who trained him, and then passing out. A few minutes later, he'll wake up, take another few steps, and pass out again. I'm tempted to have him put out of his misery by the butcher, but nobody will touch him and seems a sad way to treat someone who fought off the mandrills. The puppy is still running around with half his chest missing. Makes it damn disturbing when he humps your leg, I'll tell you that."

Month Obsidian - 1050

"And with that, I'm off. The fort's in passable shape for the next overseer; got the drawbridge hooked up with a lever in the statue garden, there's some traps at the river, entrance, and well, got most of the livestock crammed into a cage near the butcher, and everything looks fit to start the next spring. I'm leaving, if I can dodge the elephants one last time, and if the mandrills don't get me first."

"Here's the fort as I left it. We'll see what the future has for it."



And I'm spent! Next!

Dwarf Fortress - Boatmurdered

by Various



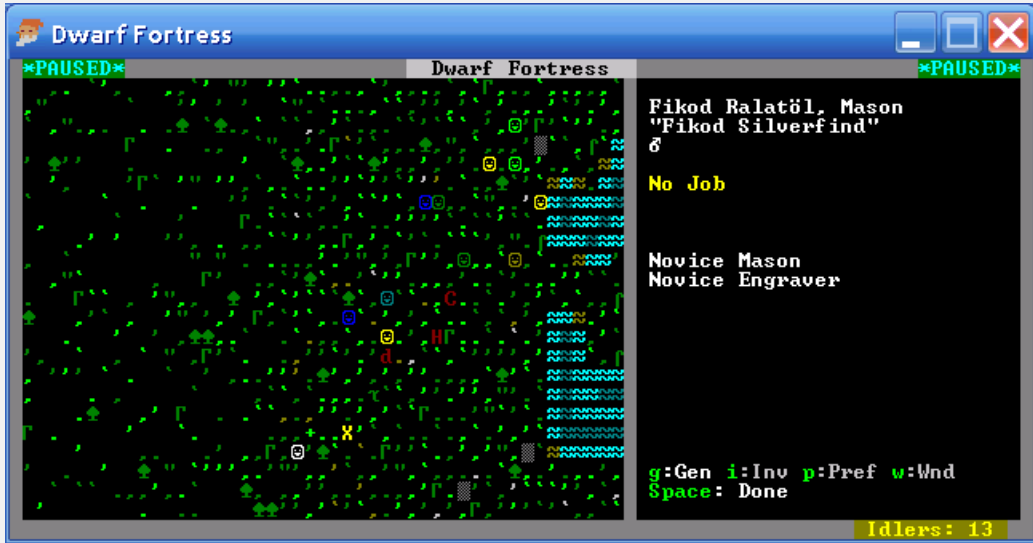
Part 5: by mariguana

1st Granite 1052

I came to this dump looking for a royal fortress. Instead, I found this hole in the dirt, complete with useless hillbillies. There's not one good crafter among this lot, and I hear there'll be a whole troop of unskilled immigrants coming in from the homelands any time now. Better stick to the basics and gather some food so we won't all die. PULL THE DAMN LEVER!

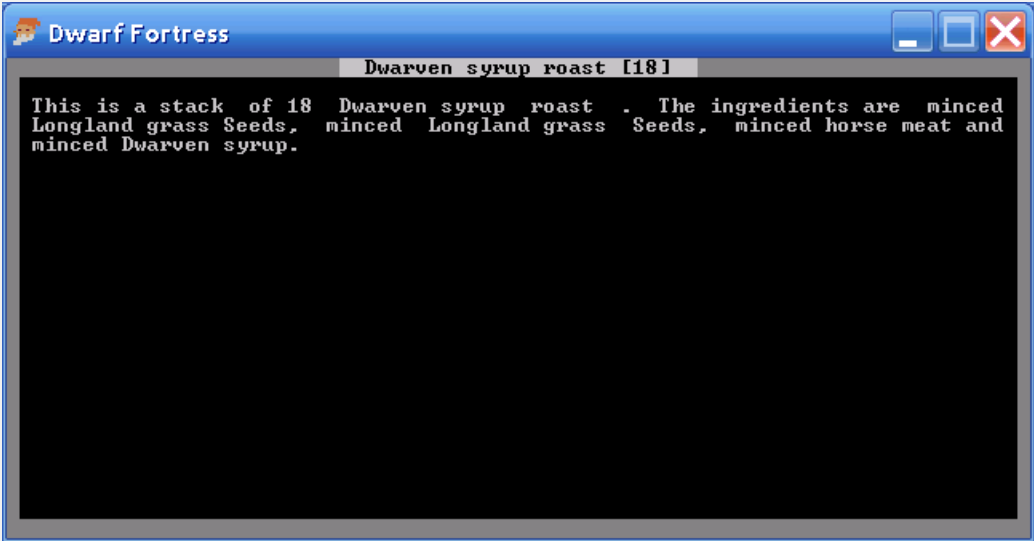


OH NO! I didn't think they'd be coming this early!

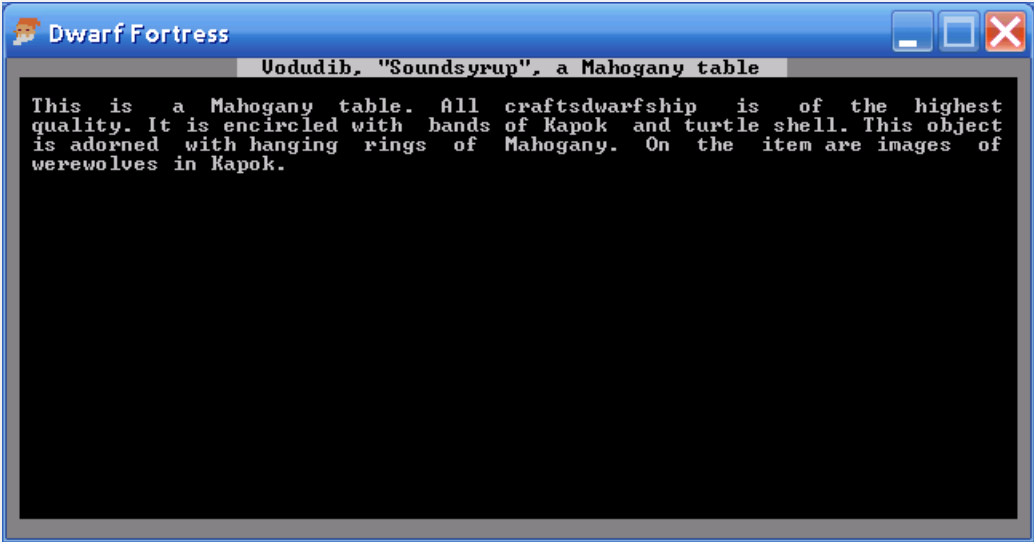


3rd Felsite 1052: Some blockhead is holding my carpenter's shop hostage and demanding shells and wood. I've ordered the worthless immigrants to go fishing; who knows, maybe one of them will find a dead turtle on the riverbank.

7th Felsite 1052: Ahh, nothing gets you going in the morning quite like a delicious syrup roast. It sticks right to the bones!



6th Hematite, 1052: Remember that nutty dwarf who took over my shop? Well, he finally found what he was looking for and now he's made a legendary table that he calls "Soundsyrup!" He drew some scary werewolves on the thing, but it's still pretty nice. Assuming we can ever get him to drop it, this will be great for our dining room!



12th Hematite, 1052: Today one of our apprentice carpenters fell asleep on the bridge and was swept away by a flood, never to be seen again. On the same day, the metalsmith gave birth to a beautiful baby girl named Doren Clearingsilvers. Also, mandrills stole several objects we had lying around outside, but nothing important. Just a few bits of clothing and an iron helmet.

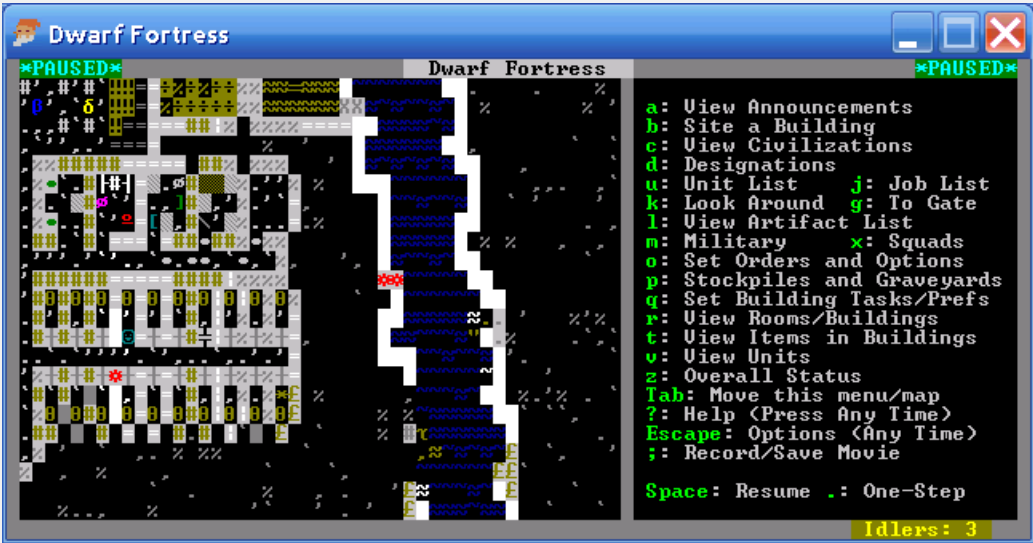
1st Malachite, 1052: We have so much food that it's becoming a bother to store it all. I have reassigned most of my dwarves to work on the secret project.

17th Malachite, 1052: A farmer tried to organize a party in the statue garden when everyone needed to be working, so I locked the bastard in there. I hope he enjoys partying alone.

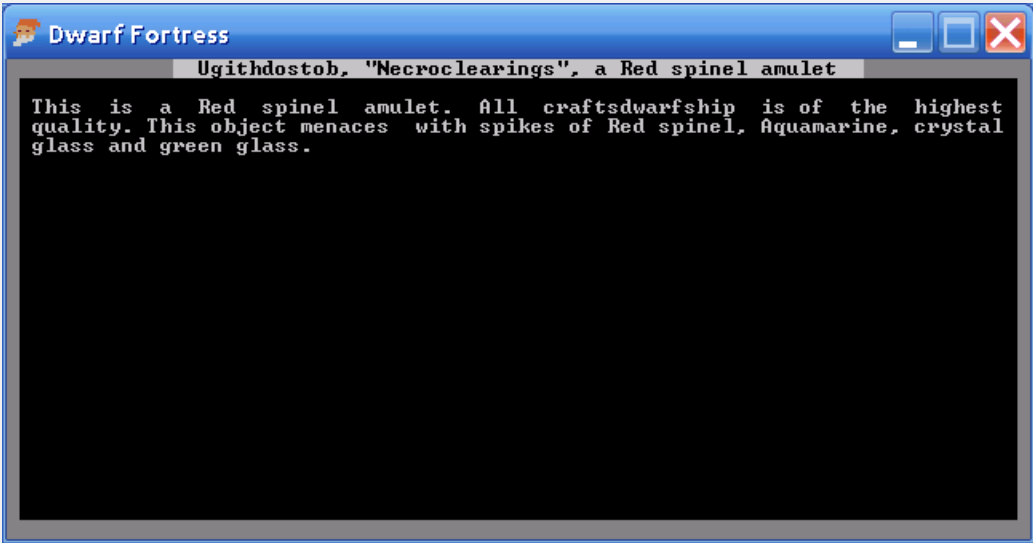
Damn snakemen. They came out of nowhere and mauled one of my masons. Why did it have to be one of the useful dwarves? Now he'll never work again.



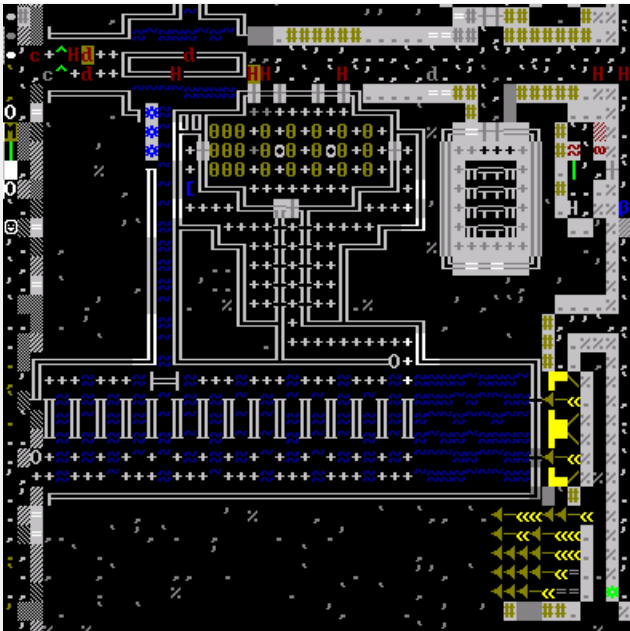
24th Galena, 1052: We finally have enough housing for all those freeloader immigrants. It's a good thing, too. They were getting restless, and restless dwarves soon become angry dwarves.



12th Limestone, 1052: One of my jewelers was possessed during early summer. It is now Autumn, and only now did I figure out what he was asking for: raw crystal glass. I got it made for him with a bit of effort, and he took that and several rough gems and made an amulet called "Necroclearings." It sure has a lot of spikes.

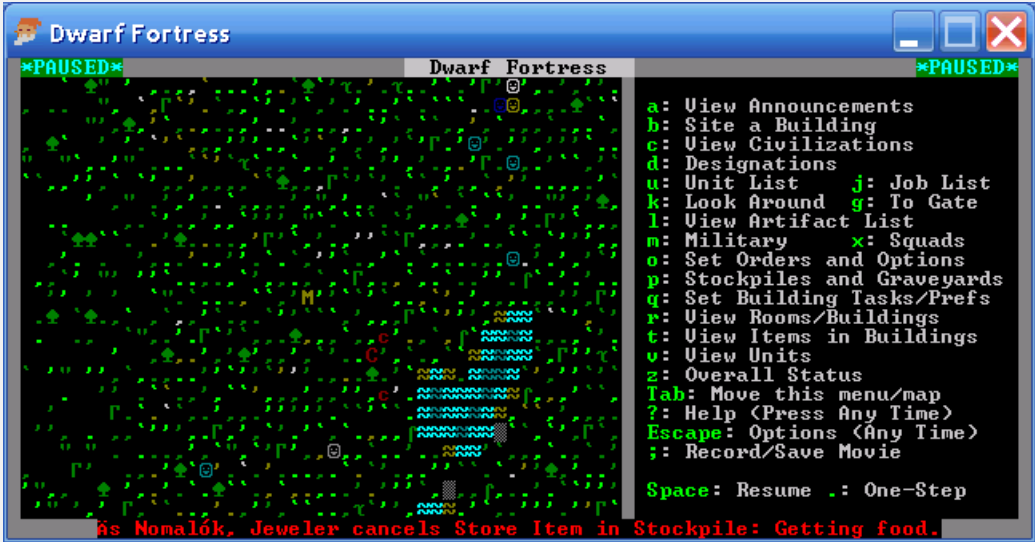


24th Limestone, 1052: SECRET PROJECT COMPLETED! When enemies try to siege our beloved Boatmurdered, we can retract the main bridge by pulling the lever in the southwest corner of our statue garden. This will force them to walk through the southern gallery, where we will fire upon them mercilessly with the two ballistae in the east. If, for some reason, we need to drain the water, pulling the northwest lever in the statue garden will accomplish this.

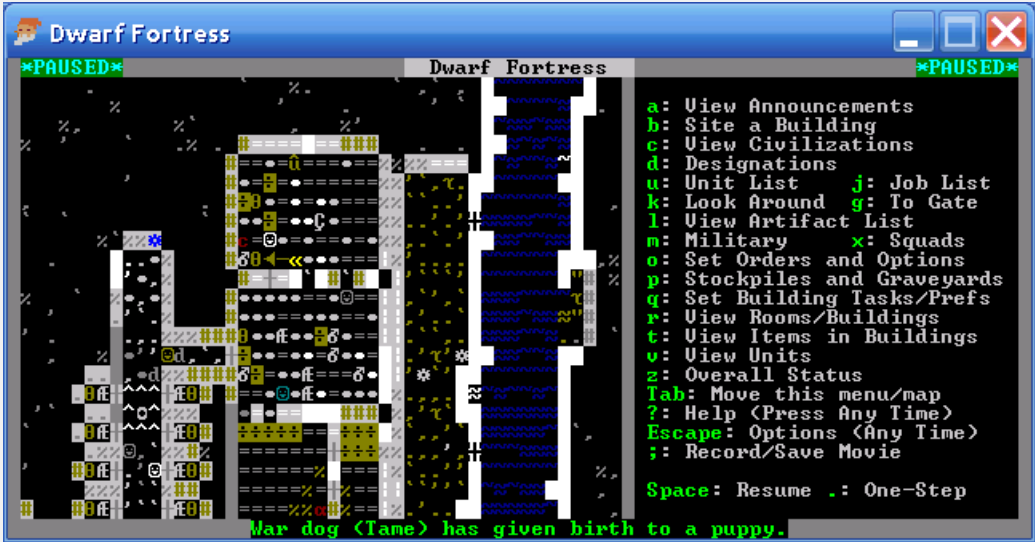


26th Limestone, 1052: The dwarven traders are back. I gave them some of the junk that the previous overseer left here in exchange for quite a bit of meat.

4th Timber, 1052: It's late in Autumn now and ANOTHER DAMN IMMIGRATION has arrived. Why didn't anyone tell me about this? I had everything nice and neat and... oh, forget it. I always knew I was destined for misery.



7th Timber, 1052: The lengths my brewers and threshers were travelling to get barrels was really starting to annoy me, and so I've made the immigrants move all furniture indoors.



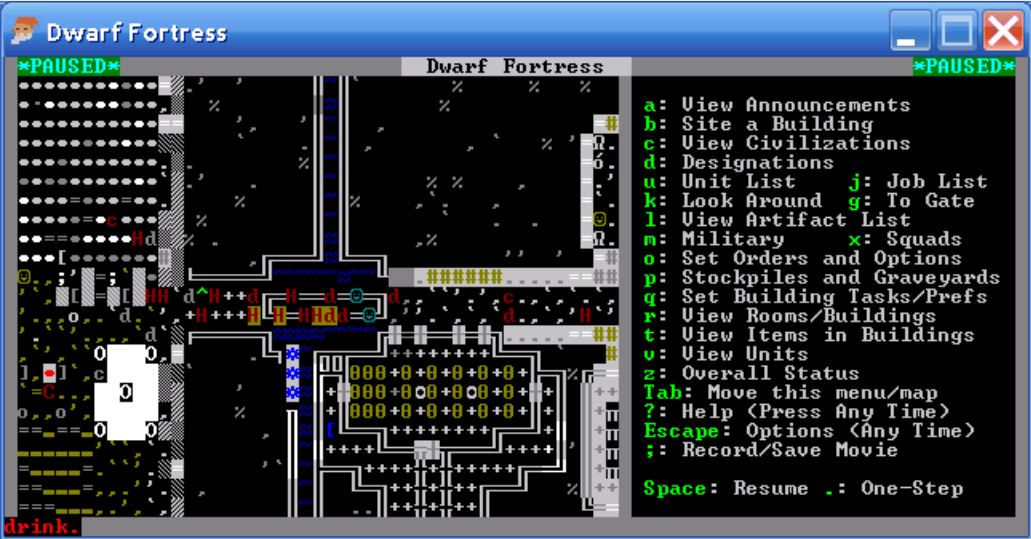
27th Timber, 1052: We have tunneled new rooms for the fall immigrants. It's taking quite a long time to get the place

furnished, though.

Winter has come. Thankfully, we more more than enough beer and food to last. Here is a map of the fortress as it is now:

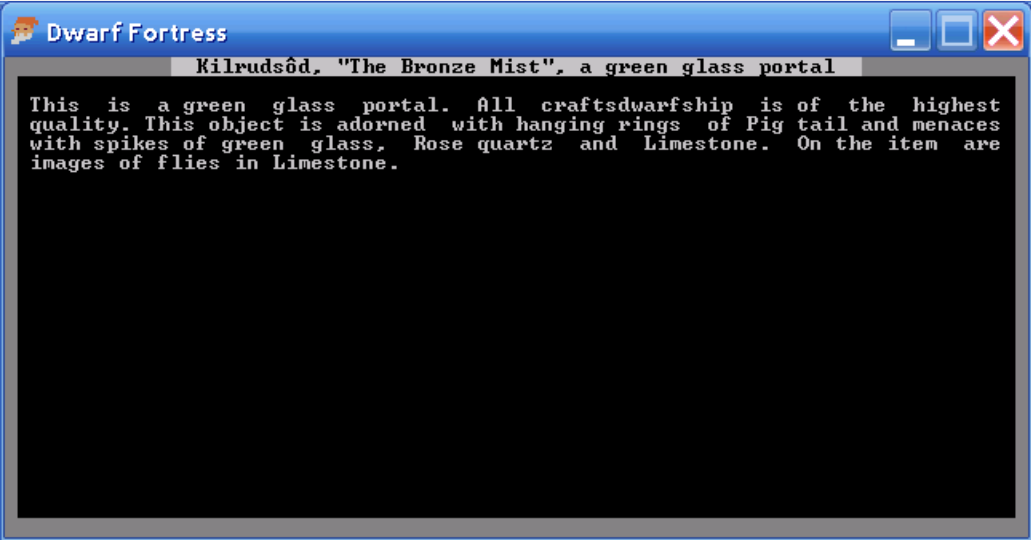


4th Moonstone, 1052: We are getting overrun with animals! I think I need a butcher or two to sort this problem out.

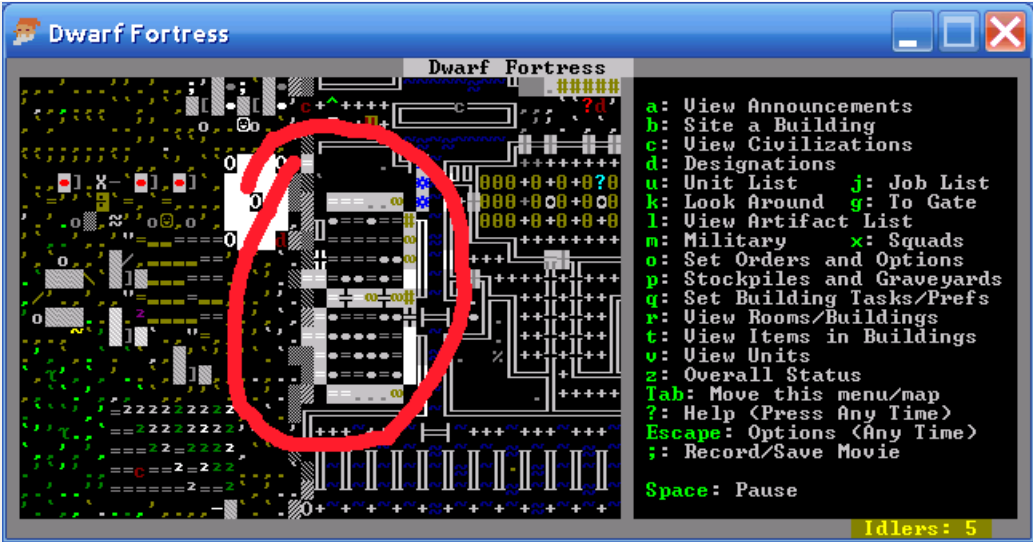


12th Moonstone, 1052: By the gods, another jeweller is possessed. I hope this asshole doesn't want crystal glass, too.

26th Moonstone, 1052: The jeweler has finished his artifact! Behold "The Bronze Mist", a green glass portal!

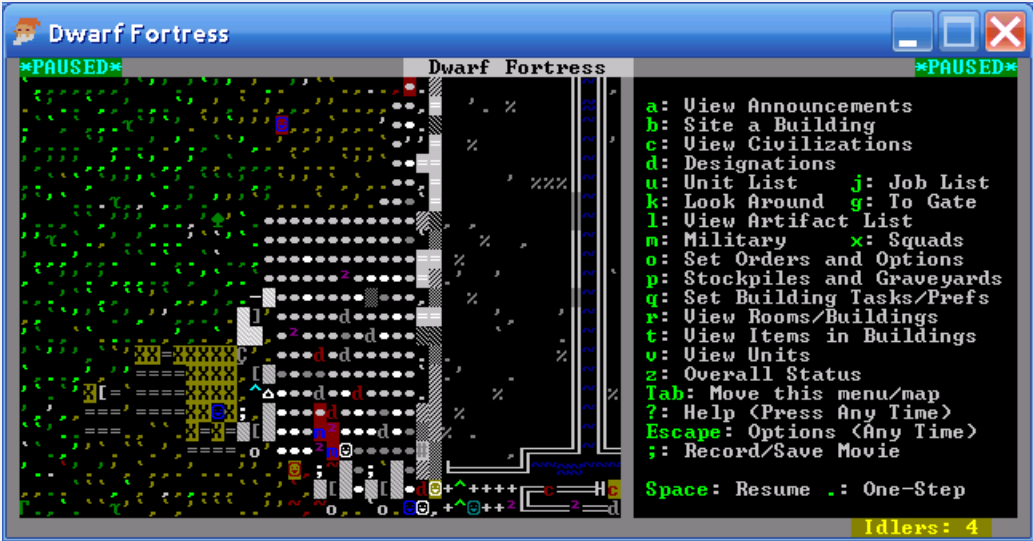


16th Opal, 1052: It is mid-winter. I am pleased to note that the immigrant housing is completed. I have also constructed an armory for our future defense force here, near the barracks, with a stockpile in the south for weapons and a stockpile in the north for armor.

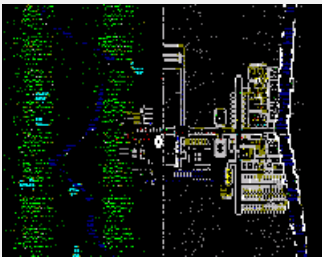


8th Obsidian, 1052: The poor mason who was ambushed by snakemen died of thirst today. He had been refusing to eat or drink because he was so depressed.

19th Obsidian, 1052: The mandrills came back, but this time we got em. Sure, they ripped a craftsman to pieces, but we got every last one of them. Mandrill hats, anyone?



Spring has arrived! It is Granite 1, 1053. With that, and this final map of the fortress, I bid farewell to the outpost of Boatmurdered and wish the best of luck to my successor.



Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▶



Part #5



Return to LP Index



Part #7



Part 6: by Keyboard Fox

I'm gonna go do my turn right now. Is it okay if I don't try and mess with screenshots very much, and instead write a lot?

poemdexter posted:

I was kinda hoping for screenshots of you setting everything up. In the main thread, you tend to have a good feel for what's going on in the game and being a newbie isn't always the easiest thing in this game requiring multiple restarts because of the "Oh! I should have done that from the beginning!" Keep up the good work!

Keyboard Fox posted:

I'll try putting in some screenshots at the end of my last post, showing what I've done. Nothing very big has happened so far this year, so there wouldn't really be any need for 'action shots' anyway.

Right now, there's something like 1000 edible food (exaggerating a bit), so whoever's up next shouldn't have that hard a time of it. Alcohol levels are fluctuating around the 150-200 mark... the dwarves keep drinking it really fast. Whoever's up next should think about making a second still once the immigration wave comes in.

Another thing to do is to get the magma smelters and forge up and running, if I don't manage it by the end of winter, anyway.

=====

Edit: This is in-character. I just tend to-er, I mean, my character tends to feel stuck-up and superior about how his designs are so much better than other's.

Spring

Granite

I have arrived. It is an interesting fortress set-up, quite unlike the ones I'm used to designing.

My first reaction is to set up and produce as much food as I can, until I realize that there's plenty of prepared food, and the fortress should hold out there. Still, I shall be setting up the farms, and growing plenty of plump helmets. I know from experience that overconfidence equals starvation, as far as food is concerned.

After a few minutes of studying the layout, I decide that my talents would be best used in first making things more secure. The system my predecessor set up looks workable, but in my experience, everything can be improved via liberal application of traps.

First, I cancel the craftsmdwarves repetitive making of bone crafts, and set them to making dark stone short swords. These work just as well as steel swords, and will be perfect for military or trap usage. I also designate an obsidian stockpile nearby, so they have plenty of material to work with.

At this point, I notice the complete mishmash my predecessor made of job settings. Obviously the buffoon has never heard

of specialization! I take some time to turn off fishing in every dwarf I can find. We have enough food through farming and cooking, we do not need to waste time in inefficiently wading through the river.

I decide to start by digging a tunnel deeper into the mountain, testing to see what is there to be found.

The idea of my... er, our dwarves carrying stones endlessly offends me. I remove the big stone stockpile. The masons can carry their own damn stones.

Speaking of stockpiles, the furniture stockpile didn't seem to have anything allowed in it! What sort of imbecille was my predecessor, anyway?

Our miner has found a large chasm.

Our metalsmith has been possessed. He immediately runs off to sulk in his bedroom, which leads me to notice that we do not have a forge set up yet.

We have struck iron ore.

Slate

Finally, our non-possessed metalsmith has gotten around to starting work on the forge. Why we have so many dwarves on stone detailing duty, I shall never know.

Another thing that seems odd to me is that our loom is a distance away from the river -and- the farmers workshops, both of which would be logical places to put it. Again, I have to wonder just what was my predecessor thinking.

The possessed metalsmith has claimed the newly-built forge, and started demanding an ore we do not have available. I set our miners to work immediately, in hopes of finding it.

I also am designing an elephant trap, which might also work against sieges.

Just as I was typing that last entry, immigrants arrived, among them three nobles: The manager, the sheriff, and a House Berite representative.

Damn, that's a lot of migrants. Our fortress is now 58 strong.

The possessed metalsmith has begun his construction, using two iron ore.

I begin designing the nobles' quarters, planning on using the same space for their dining and sleeping needs.

The possessed metalsmith has created Ducimudos Kal Fikod, and iron toy hammer. I wonder if it works as well as a real one.

Felsite

Our cage traps have already proven their worth, as they have captured an entire raid of mandrills. It is not proper for me to do so, but I feel the need to taunt my predecessors.

I have begun building a second farm.

The congestion of horses annoys me. I have designated a number of them for slaughter.

A miner has found a river of lava/magma/whatever. Fortunately, it did not flood.

And thus ends spring. More to follow soon.

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▶



Part #6



Return to LP Index



Part #8



Part 7: by Keyboard Fox

Summer

Hematite

The nobles quarter is finished. The house berite representative is whining about it not being high-quality enough, but screw him.

Our legendary miner headed out to work on the elephant trap... and the elephants -ran away- from him.

Things didn't fare so well for the non-legendary miner, though, who got severely injured.

Malachite

Some more migrants have arrived.

... right into a herd of elephants. One dead, one injured.

Two dead, one injured.

The migrants lead the elephants right into the cage traps I set up. Six elephants captured.

Galena

The elephant trap is complete.

Things have been rather quiet recently... I'm starting to worry that something's about to happen.

I am worried about the future of our fortress, namely that the next rulers will not be as security-minded as I am. So I shall flood the chasm with magma/lava, and kill all the unnamed horrors within.

Construction has started on the second farm.

A metalsmith has been possessed! Since I'm doing heavy-scale lava flooding right now, building a magma forge isn't feasible. But once the chasm is filled, I have some spare steel bars standing by.

The chasm has enough magma/lava in it now. Construction can proceed as planned.

A note to my successors: Don't pull the switch near the chasm. It causes everything past it to die from magma.

Autumn

Limestone

I'm worrying about our possessed metalsmith. If we can't get the magma forge up in time...

Construction on the magma forge has started. Now it's just a race against time...

A dwarven caravan has arrived.

A thief has appeared!

And just as quickly was struck down.

Two more elephants have been captured.

A farmer has been trampled to death.

I traded some bone crafts and totems for some more food. Not that we need more food, though.

A fire imp has sprung from ambush! It threw a fireball at a nearby carpenter, injuring it enough so that it could go over and kill it. Then a peasant came up and wrestled it to death.

Sandstone

Unfortunately, the magma forge could not be completed in time, and the metalsmith went insane. It is currently running around babbling to himself.

Correction, he ran into one of the channels and kept running upstream until he drowned.

We have struck platinum! Good times.

We've caught a leopard. This brings us up to 5 mandrills, 9 elephants, and one leopard.

A mason has been struck down by an elephant.

A war dog chased an elephant into a line of cage traps.

More elephants have been caught while I wasn't looking. I'll have to wait to get an exact count.

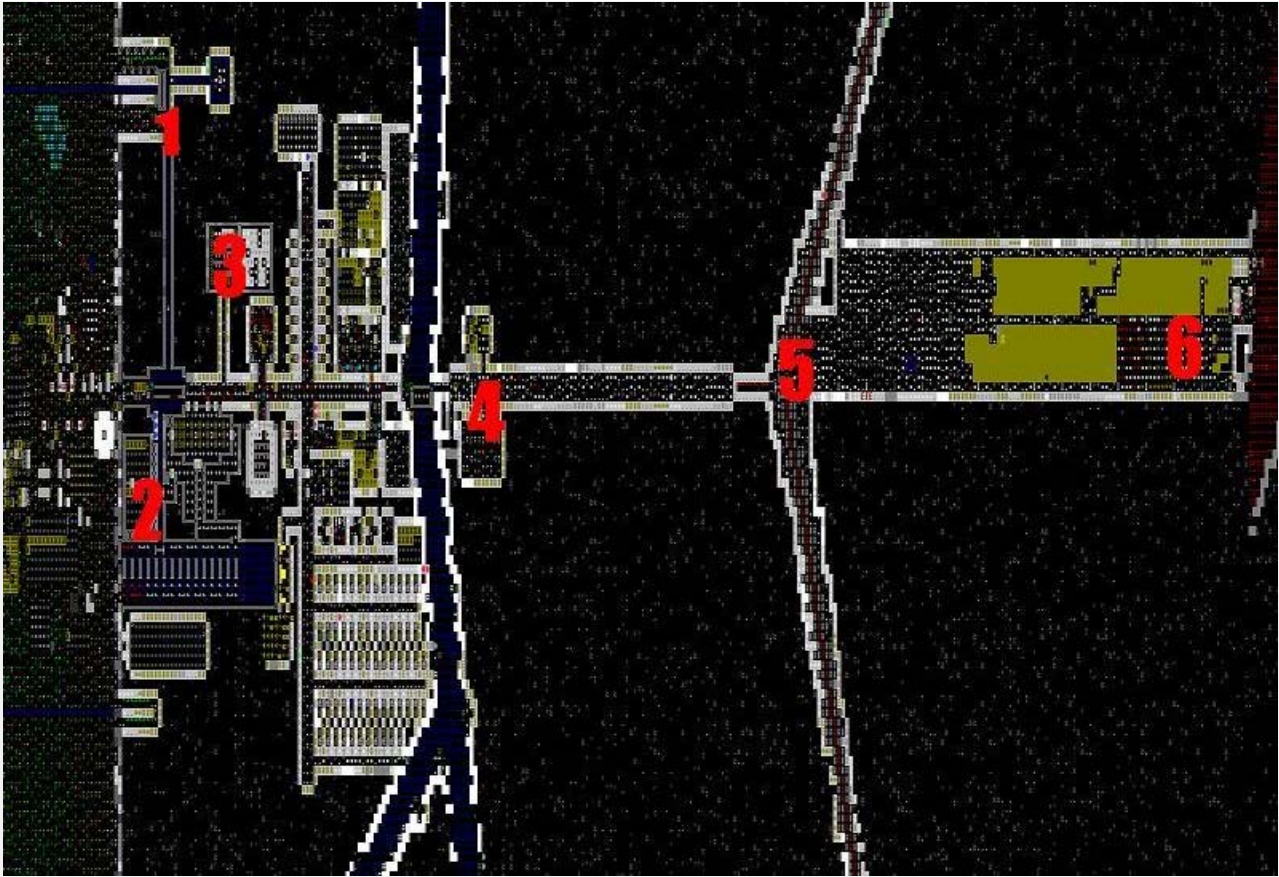
Timber

Two more elephant related deaths.

And that marks the end of autumn. I need to take a break, and do some essential homework, and get some dinner. I'll probably finish up winter on Monday.

I suck at screenshots, so what I did instead was export a picture of the whole map, and copied out parts of that.

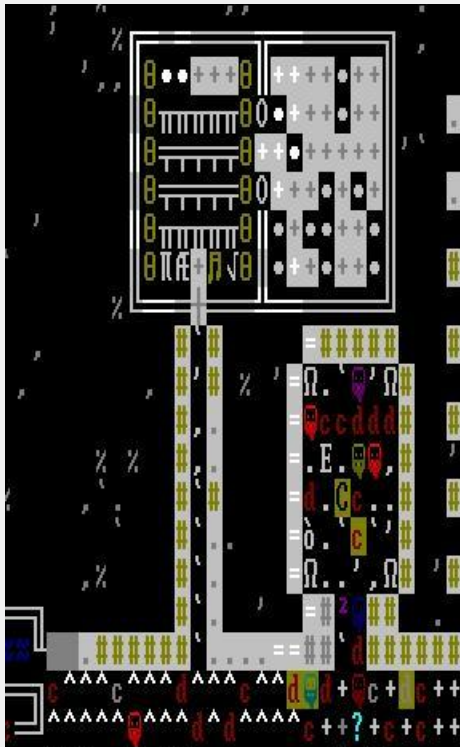
First. here's the overview of the map.



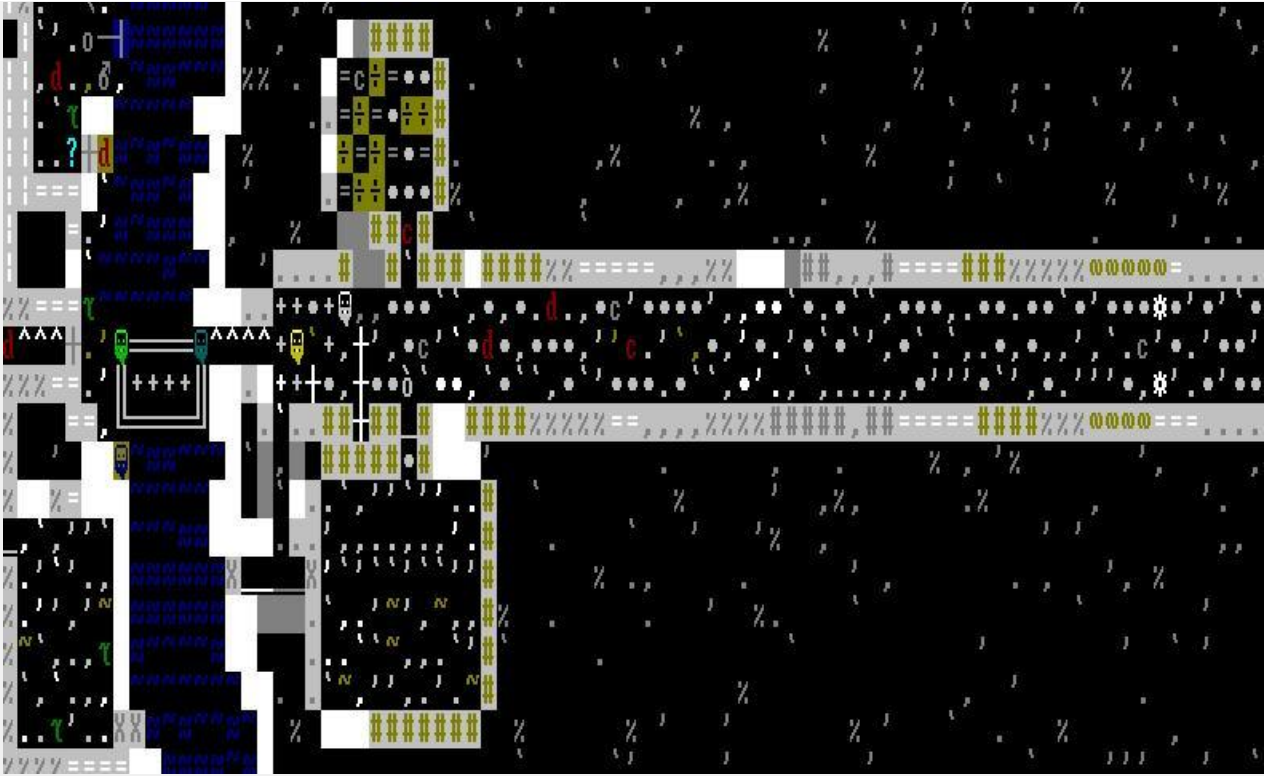
1. Here's one half of the elephant/mandrill/whatever traps I have set up. I have channels blocking off one half of the map from the other, so animals HAVE to go through these if they want to get across. Also, that's a platinum statue of me on that water-blocked island.



2. A look at the improved defenses. All of those ^'s are traps. The red ones are weapon traps, and the white ones are stonefall traps.



3. Noble quarter, recently expanded so that there's more room for... well... expansion. Also, a party is getting started in the statue garden, and one of our new pet elephants is in attendance.



4. The second farm and a small furniture storage. Also shown: Dwarves smoothing the main pathway.



5. The chasm with its beautiful red line of death. That's the lever you need to remember not to pull, by the way. A lot of weapon traps, three redundant bridges, a magma-blocking channel, and the beginnings of the strip-mining project.



6. Deep within the mountain... ore stockpile and magma smelter/forge. Also, the magma floodgates linked to the lever of doom. I put down some channels just in case someone does pull the lever.

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▸



◀ Part #7

▲ Return to LP Index ▲

Part #9 ▶

Part 8: by Locus

I propose that we each name one dwarf after ourselves when we end our reign and retire/get demoted for gross negligence. I can do that retroactively for previous rulers if you all think it's a good idea.

1st Granite, 1054, Early Spring

I have been selected as the next interim ruler of this village of Boatmurdered, which is well on its way to becoming a grand fortress. In hostile lands such as these, security and provisions are my first and foremost concerns.

Although I was worried when I discovered that we had no military forces to speak of, an inspection of our trap systems revealed that they are sufficient to defeat any attacking force from inside or outside, below a full scale siege. I looked to wells as a possible route of invading vermin, but only found barrels of alcohol. As we only have a scattering of peasants to choose from, most of which seem to be pursuing their own professions, I will wait for new immigrants to draft for our army. In the meantime, weapons and armor must be forged.



Personal note: My thoughts linger on the sinister herd of elephants I saw lurking across the river today, and I am tempted to order the construction of a special catapult battery which overlooks their territory in order to train our siege operators. Unfortunately, such slaughter would surely agitate the many animal handlers who have taken it upon themselves to capture and tame these monstrosities, for reasons I cannot fathom. For now there are more pressing matters to attend to.

Village Koganusân, "Boatmurdered"			1st Granite, 1054, Early Spring		
Animals		Kitchen	Justice		
Created Wealth:		Population:	58		
You need a Bookkeeper.		Miners	2	Axedwarves	None
		Carpenters	5	Axe Lords	None
		Masons	12	Swordsdwarves	None
		Trappers	None	Swordmasters	None
Trade Information:		Metalsmiths	2	Macedwarves	None
		Jewelers	2	Mace Lords	None
You need a broker.		Craftsdwarves	2	Hammerdwarves	None
		Nobles	3	Hammer Lords	None
		Peasants	9	Speardwarves	None
		Children	2	Spearmasters	None
		Fisherdwarves	4	Marksdwarves	None
Food Stores: 1800		Farmers	8	Elite Mkstdwrvs	None
Meat 10	Seeds 475	Mechanics	7	Wrestlers	None
Fish None	Drink 224	Trained Animals	11	Elite Wrestlers	None
Plant 62	Other 1029	Other Animals	119	Recruits	None

Provisions are not as high as I would like, especially with more immigrants coming soon. I have ordered some of our farm plots to be enlarged, and ordered the planting of the year's first crops.

Noting the need for copper ore, I surveyed the walls of the cave river, and noticed a small vein. I ordered a tunnel to be dug to the source, but work is slow, as we only have two miners, and one of them is resting to heal a very nasty looking wounded left arm. I do not know what caused it. In fact, I am noticing that several peasants and farmers are in similar shape.

Success! Kulet Regunib, our legendary miner has struck silver while digging into the malachite vein.

Dwarf Fortress

a: View Announcements

b: Site a Building

c: View Civilizations

d: Designations

u: Unit List

k: Look Around

l: View Artifact List

m: Military

o: Set Orders and Options

p: Stockpiles and Graveyards

q: Set Building Tasks/Prefs

r: View Rooms/Buildings

t: View Items in Buildings

v: View Units

z: Overall Status

Tab: Move this menu/map

?: Help <Press Any Time>

Escape: Options <Any Time>

~: Record/Save Movie

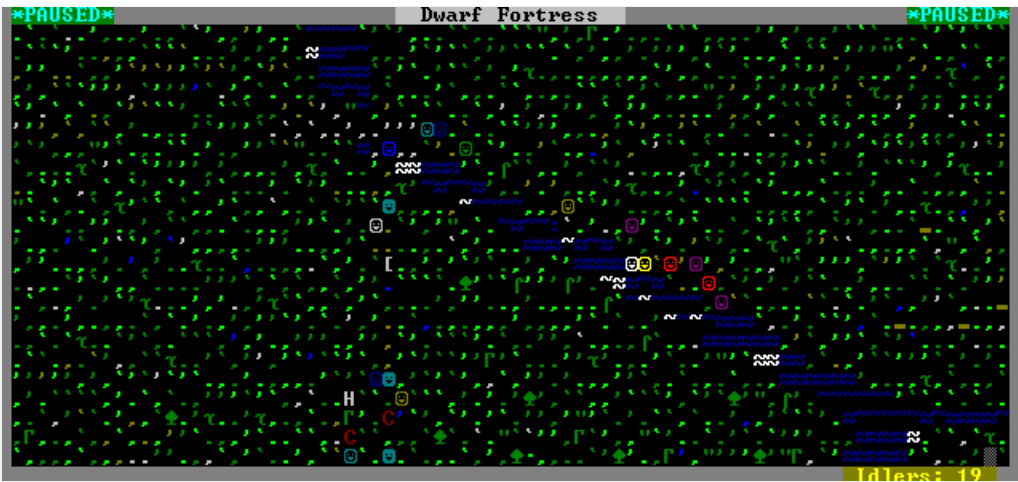
Space: Pause

Idlers: 1

As I received early warning that the cave river was flooding, I noticed that our current bridge is extremely unstable and dangerous in such a situation. Fortunately, the dwarves and animals on the bridge were not swept off when it hit, but we may not have such luck in the future. I have ordered a pair of small bridges be constructed upstream and downstream of the main walkway, in such a way that they will not compromise the drawbridge function.

An Elven Caravan has arrived, and their friendship with nature seems to have protected them from the grazing elephants. I do not know the state of our crafts and tradegoods, but bins are being sent to the Trade Depot in preparation.

We traded a Talc ring for five berries. *Personal note: I grow to hate Elves more and more as time passes.* Still somewhat low on food, I have ordered several elephants put up for slaughter.



Immigrants! Specifically, 19 of them, with a Mayor, a Mason's Guildmaster, and a House Ferite representative. Mayor Ral Atirlorsith *Personal note - I do not trust that name* has settled into the Noble quarters, and is already demanding 7 Fortress Guards. I am drafting assorted peasants and mechanics to fulfill this, and using the three sword-dwarf immigrants as the first squad in our new army.

A ban on exporting Red spinel items has just been introduced by the Mayor for some reason. What does he think our enemies are going to do? Stab us with jewels?

I've had little sleep in the past two days, and must retire for tonight. I have quite a bit of work to do in the upcoming season, mainly outfitting our soldiers with steel equipment, setting up improved magma crafting centers, and managing our food supply. I hope that the coming summer proves to be favorable to Boatmurdered.

Keyboard Fox posted:

Dude! We have FIVE METRIC FUCKTONS of prepared food! We're not low on food!

Locus posted:

Oh. Prepared food? So these are some kind of dainty fancypants dwarves that don't sit in the dark and gnaw on cold mushrooms? 😊

That seems undwarflike.

TouretteDog posted:

It's dwarf bread, man. The cat peed on it, and it doubles as a lethal throwing weapon.

Locus posted:

That makes sense. I bet it menaces with spikes of bread too.

Dwarf Fortress - Boatmurdered

by Various



Part 9: by Locus

1st Hematite, 1054, Early Summer

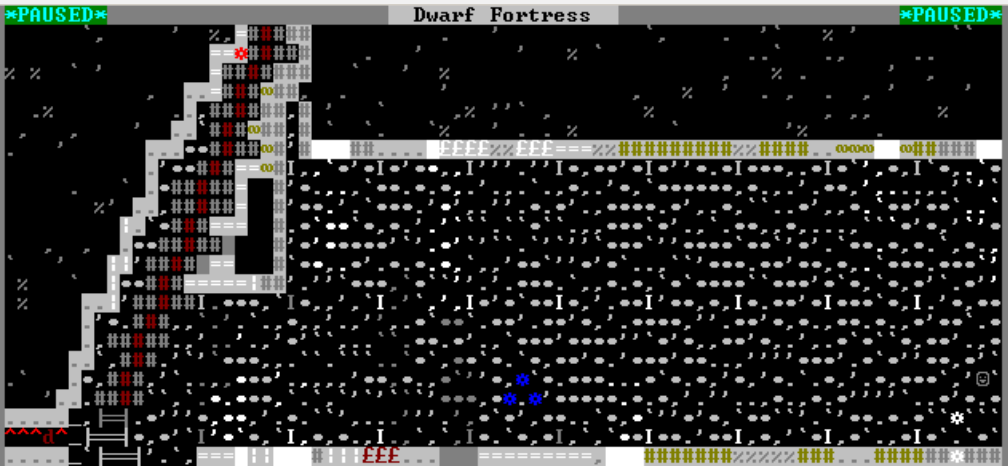
Town Koganusân, "Boatmurdered"				1st Hematite, 1054, Early Summer			
Animals		Kitchen		Justice			
Created Wealth:				Population:		78	
You need a Bookkeeper.				Miners	3	Axedwarves	None
				Carpenters	5	Axe Lords	None
				Masons	15	Swordsdwarves	3
				Trappers	None	Swordmasters	None
Trade Information:				Metalsmiths	2	Macedwarves	None
You need a broker.				Jewelers	2	Mace Lords	None
				Craftsdwarves	3	Hammerdwarves	None
				Nobles	6	Hammer Lords	None
				Peasants	6	Speardwarves	None
				Children	2	Spearmasters	None
				Fisherdwarves	5	Marksdwarves	1
Food Stores: 1808				Farmers	10	Elite Mrksdwrvs	None
Meat	71	Seeds	388	Mechanics	9	Wrestlers	None
Fish	None	Drink	150	Trained Animals	17	Elite Wrestlers	None
Plant	94	Other	1105	Other Animals	157	Recruits	6

After being informed by the kitchen staff that we have a large stock of "Prepared Meals" [I am not sure I understand the purpose of these], I have focused my attention mainly on our magma forging area.

I am ordering the construction of another Magma Smelter, and bronze bars to be cast.

This craft business was just interrupted by the withdrawal from society by Tosid Fireyabbey, who is unfortunately a novice glass maker. Perhaps his mood has been caused by our lack of skilled and healthy miners, who have not yet excavated space for a magma furnace. I have called off the malachite mining operations until this area has been completed.

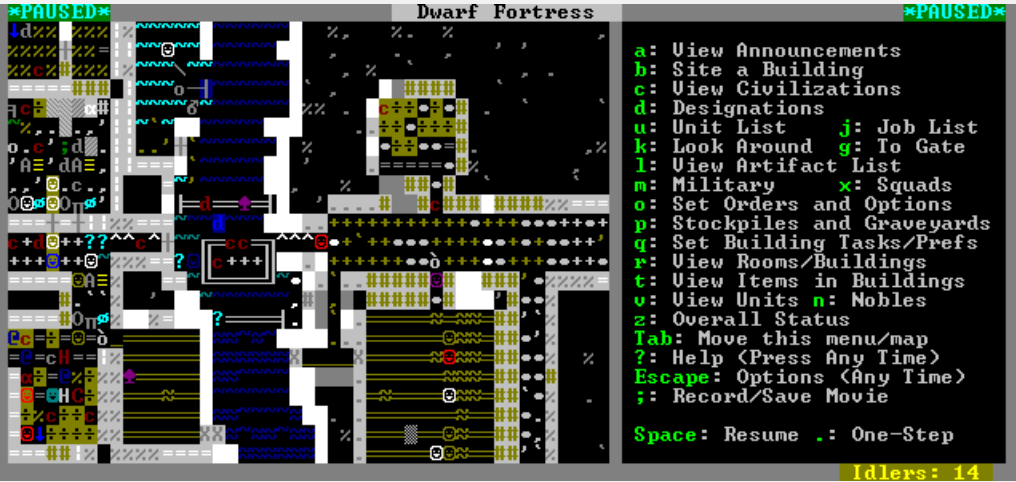
Meanwhile, I am worried about the very unsafe construction of the halls near our magma forges.



Rather than the leaving occasional natural supports of living stone, the previous ruler has instead dug out the entirety of this wide hallway, and built rather unstable looking stone pillars here. I noticed a small lava flooding space around a pillar blocked

by floodgates, which is presumably part of an emergency system to collapse the roof here, but even if a careless or angry dwarf were to dislodge one of them, the consequences would be catastrophic to anyone nearby.

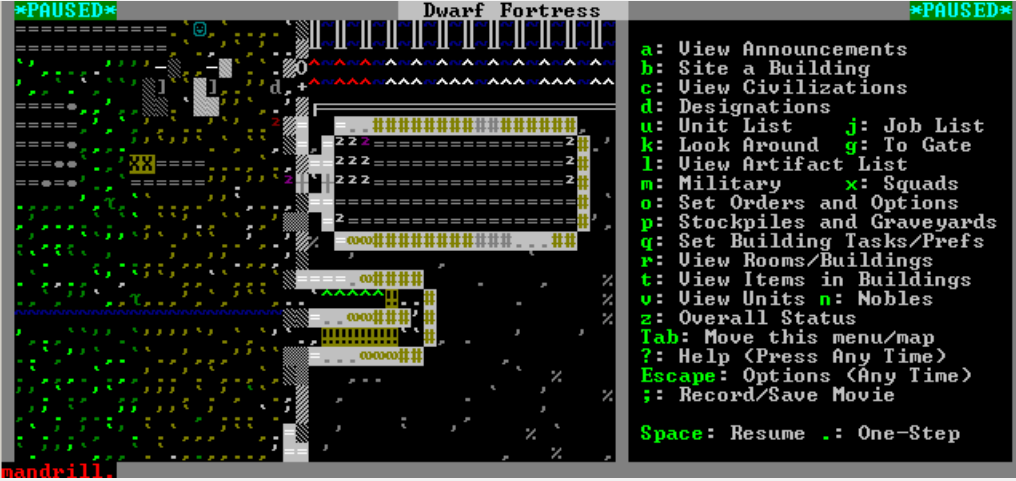
As I was coordinating mining operations and drafting an unskilled mechanic into the mining occupation, another flood struck!



We were not so lucky this time, as the worker Aban Lisidinod was claimed by the river currents. However, my improved safety bridges saved the life of a farmer girl and her adorable kitten, who clung to the lower bridge until the flood receded.



Kobold thieves infiltrated the entrance to the fort recently, somehow bypassing the cage traps. Two were ripped apart by dogs and fortress guard, while the last was chased away by a small cat.

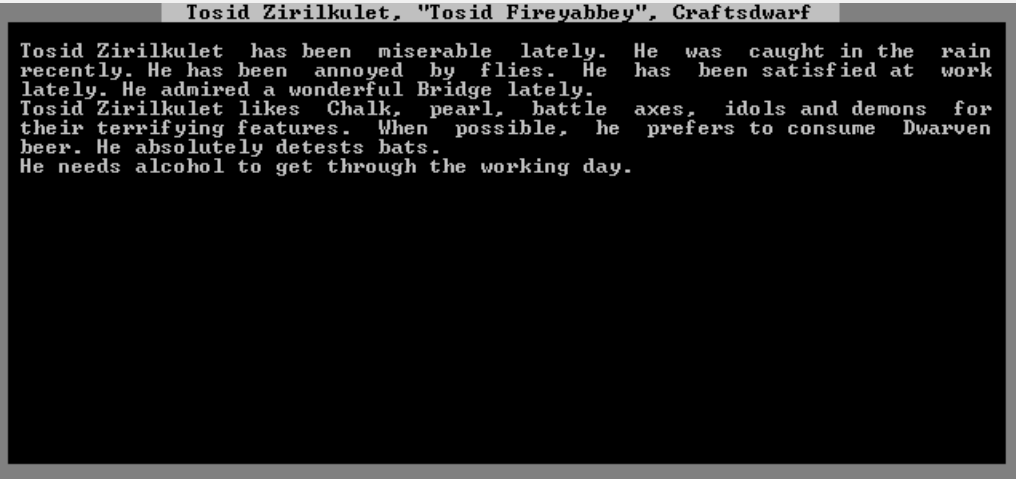


More invaders. It's good to see our cage traps are still functional. Here they are after thwarting a troop of mandrills. I am a bit worried about the amount of animals we have already captured and tamed. Few seem to adopt them, except for the terrifying battle scarred elephants.

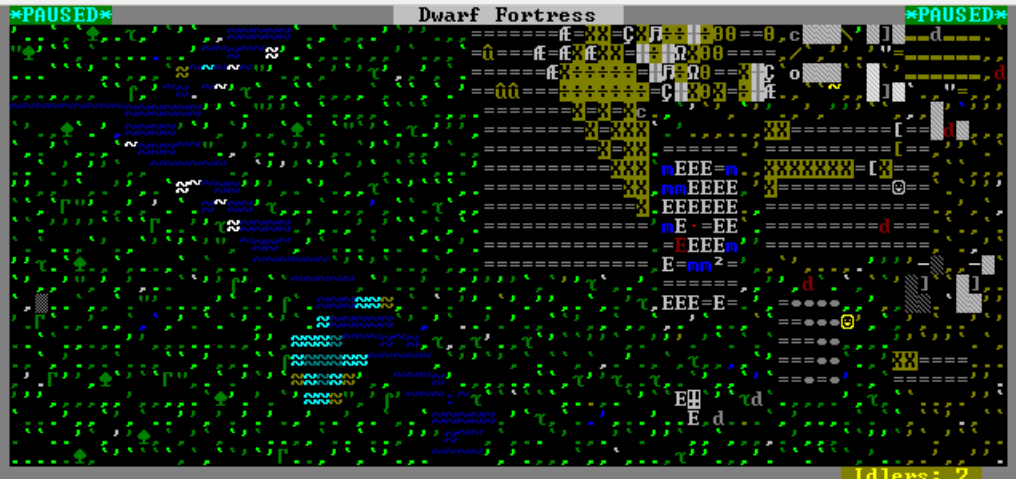
The amount of stray animals running through the halls has become a nuisance, but no one seems to have the knowledge or will to geld any of them. I foresee this to be a problem in the future, but I cannot bring myself to slaughter any needlessly.



I have used some of our steel to create glassworking shops, as well as an additional smelter. This will speed up metal production a great deal. Unfortunately, although the reclusive glassworking dwarf has claimed a standard glass furnace, he has not found all that he requires to build. I suspect that he is missing a turtle shell, and have asked those at the fishery to start processing fish in case one turns up. I find it hard to believe there are no shells in this entire fortress, so perhaps it is a specific type of rare glass he seeks.



All for naught it seems. He has gone insane and wanders the halls babbling with a depressed look on his face. Perhaps it was for the best though, as he seemed to have an unhealthy interest in demons and strange idols. **Note* He later drowned beneath the main drawbridge entrance.*



I oversaw a lot of cage management earlier. They are becoming exceedingly full, and the trappers are demanding more

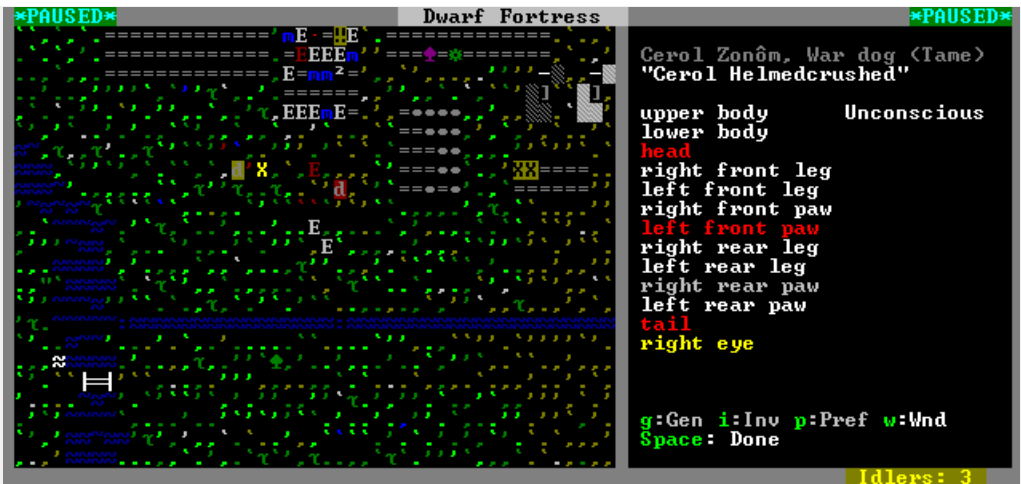
empty cages. All stray elephants were transported to a single cage, and animal trainers are working on taming the savage elephants, as well as the mandrills. I would like our mandrills to be chained up near sensitive areas as a form of defense. Although they cannot be trained as war mandrills, they surely would attack some invaders, and serve as psychological defense to weaken enemy morale.



Apparently two stray elephants, one adult and one calf were accidentally released, and are now interrupting the workers jobs nearby. The workers seem to be almost as disturbed by the beasts as I am, tame or not. At least they have stopped complaining about the lack of traps. I am unsure how to proceed in this situation. Perhaps it is time for my earlier catapult battery plans? The area they seem to be inhabiting densely populated, but I will begin construction of siege parts and observe their movements.



On the topic of the main work/storage area, I must complain about the decision of previous rulers who placed it out in the open. It is a horribly cluttered mass of barrels and shops, which are all easily immobilized by a single problem, as proven by the stray elephants. As I write, the stray, supposedly *TAME* elephant appears to have struck down a pet war dog who wandered too close. It was probably Ikudoltud, or "Reignedstalked" the rather large and battlescarred mother of the calf. I only hope that the siege workshop isn't close enough to be interfered with by her, although I confess that this place has proven too confusing for me to locate it myself.



Whichever elephant was responsible for the earlier carnage, it was the male calf of Ikudoltud who just now smote Cerol Zenom, another war dog, who although not dead, probably has little time left on this earth. His name translates to "Helmedcrushed", which is sadly appropriate, as he seems to have had his head stomped upon, and is limping along and passing out frequently. I hope to do something before before THIS elephant gets a name for its infamy. I do not know who started the fight, but it makes no sense either way. If I had a way of finding out who trained these animals there would be a public flogging.

Ikudoltud just finished off Cerol, but just now I heard word that someone (most likely a war dog) has struck down the elephant calf, which had wandered near the main bridge entrance. While watching this, I witnessed another stray elephant, most likely released from the animal trainer cages wandering nearby. It did not seem to disturb the dwarves as much as Ikudoltud did, and one actually took it by the collar and led it towards the cage where Ikudoltud lurks before being scared away. I have a theory that once an elephant tastes dwarf blood, which surely is how this particular creature got her name, they cannot be tamed properly. Once again, a public flogging would be appropriate.

The Mayor ended his mandate ban on exporting Red spinel objects. Still a mystery as to why he had it in the first place. Soon he'll probably be mandating something worse.



I have ordered the construction of a catapult to the east of Ikudoltud, but no one seems to be working on it. Perhaps the parts are stored too close to her, or the workers are incredibly lazy.

Summer has ended, and although I have accomplished some of my goals, there is much more to be done.

Dwarf Fortress - Boatmurdered

by Various

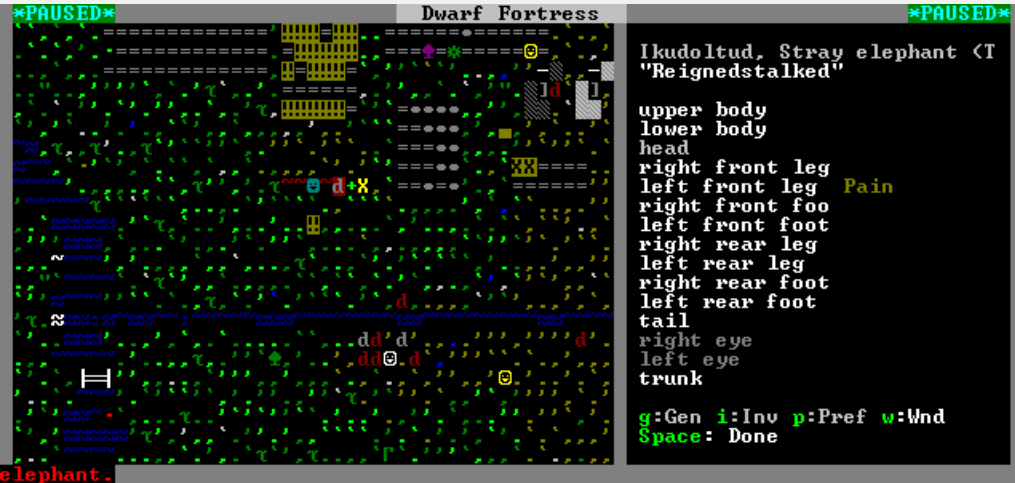


Part 10: by Locus

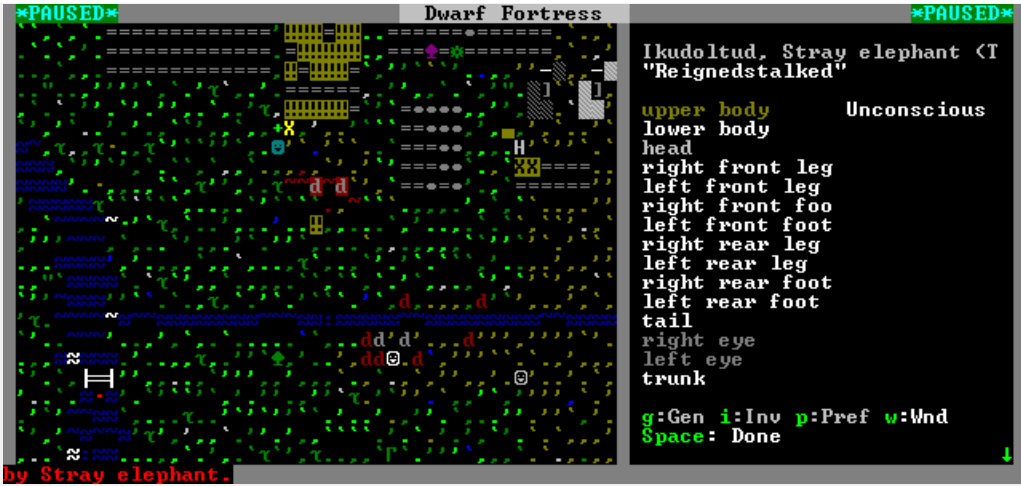
1st Limestone, 1054, Early Autumn

Town Koganusân, "Boatmurdered"				1st Limestone, 1054, Early Autumn			
Animals		Kitchen		Justice			
Created Wealth:				Population: 76			
You need a Bookkeeper.				Miners	3	Axedwarves	None
				Carpenters	5	Axe Lords	None
				Masons	13	Swordsdwarves	3
				Trappers	None	Swordmasters	None
Trade Information:				Metalsmiths	2	Macedwarves	None
You need a broker.				Jewelers	1	Mace Lords	None
				Craftsdwarves	2	Hammerdwarves	None
				Nobles	6	Hammer Lords	None
				Peasants	6	Speardwarves	None
				Children	2	Spearmasters	None
				Fisherdwarves	3	Marksdwarves	1
Food Stores: 2019				Farmers	14	Elite Mrksdwrvs	None
Meat	73	Seeds	425	Mechanics	9	Wrestlers	2
Fish	29	Drink	135	Trained Animals	21	Elite Wrestlers	None
Plant	264	Other	1093	Other Animals	176	Recruits	4

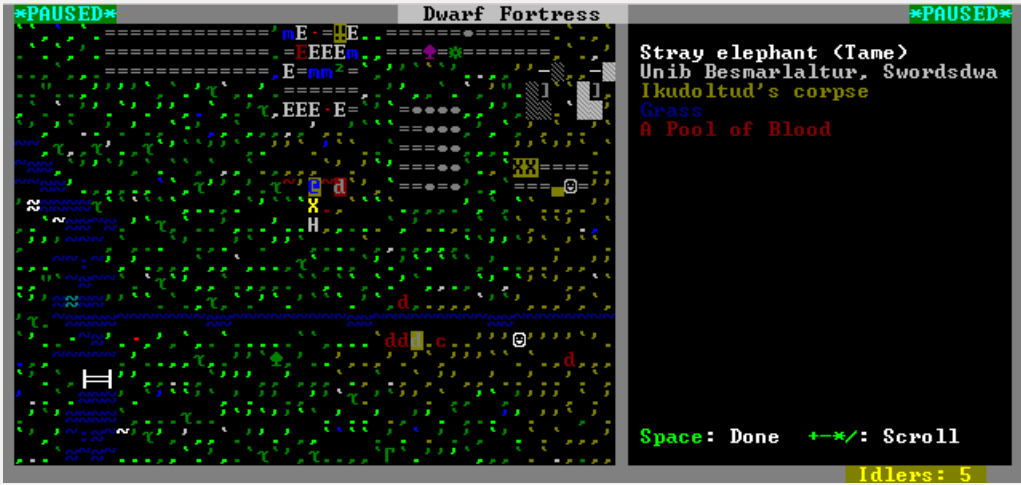
Ikudoltud has been a thorn in our sides for much too long. I assigned more war dogs to our small defense force, activated the squad, and stationed them near her.



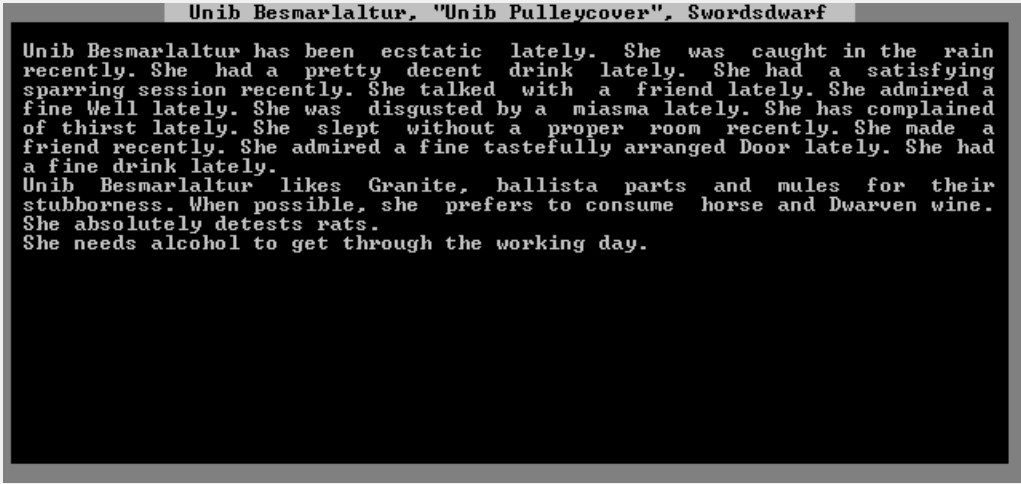
After a few minutes, Unib Besmarlaltur appeared on the scene, and began bravely striking Ikudoltud with her iron sword, gouging out both of the accursed behemoth's eyes! Finally, a fellow dwarf who shares my hatred for this beast.



The battle continued, with Unib having sustaining only minor wounds to her body from the blind rampaging of the massive elephant. Striking again with her sword, she heavily wounded Ikudoltud in the chest.

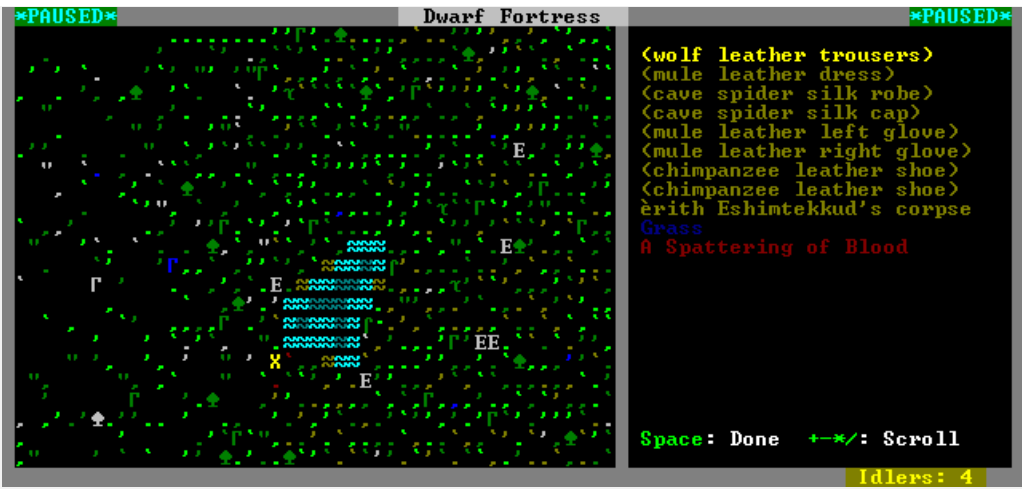


The last moments of the battle were confused, as Ikudoltud passed out, and was set upon by Unib, and the Captain of the Guard, (who had done nothing to help before, and was most likely trying to steal her glory). Unib's pet horse further obscured the fight by standing on the prone elephant, until it finally bled to death.



Ikudoltud's reign of terror has ended. Unib has been promoted to the leader of her squad in honor of this accomplishment and her bravery in battle. Hurrah!

In other news, a large dwarven caravan has been spotted, and is making its way towards us. As I was waiting for them, a Kobold showed it's marked stupidity by running towards the gate and getting slaughtered by a wardog, a soldier, and a cat.



Several dwarves seem to have taken the fool notion that there are supplies far out in the fields, and one of them, a stone mason, has paid the price for it. Rest in peace. Our fortress population is now at 75.

I have traded some assorted low value bone crafts for the exotic and interesting meats the caravan carried, as I know dwarves have favorite meals we may not be able to supply otherwise.

Ikudoltud's corpse is rotting where it fell. I suppose no one wants bury or cook it.

I noticed that there were many dwarves who were idling about in the hallways, and that all the food we had bought was sitting in the Trade Depot. When I asked them about it, they said they had been ordered previously not to touch any food or do any sort of manual transportation. I ordered several to resume these duties, but it may be a problem again in the future. Mechanics seem expecially lax.

A fisherdwarf nearly starved to death when a Tower Cap grew and blocked his path, locking him in the mill room. Fortunately his cries were heard before it was too late, and a dwarf armed with an axe struck the mushroom down.

Our mayor has mandated that we make two Red spinel items. Perhaps we had none before, so his export ban felt incomplete.



A group of frogmen lept from the river today, killing a war dog and a stray cat. They were quickly struck down by a member of the Fortress Guard and various peasants.

The jack of all trades, As Urdimanil has been possessed by unknown forces, and has collected a stockpile of random materials in a craftdwarf's workshop. Unfortunately he's stopped, and is muttering to himself. He has one piece of clear glass, so I suspect he requires more, which is a problem as dwarves keep taking our silk bags for other purposes than to transport sand. A dwarf has also organized a party at the sandstone statues, further slowing down our operations.

Autumn has ended.

Dwarf Fortress - Boatmurdered

by Various



Part 11: by Locus

1st Moonstone, 1054, Early Winter

Town Koganusân, "Boatmurdered"				1st Moonstone, 1054, Early Winter			
Animals		Kitchen		Justice			
Created Wealth:				Population: 75			
You need a Bookkeeper.				Miners	3	Axedwarves	None
				Carpenters	5	Axe Lords	None
				Masons	12	Swordswarves	3
				Trappers	None	Swordmasters	None
Trade Information:				Metalsmiths	2	Macedwarves	None
You need a broker.				Jewelers	1	Mace Lords	None
				Craftsdwarves	2	Hammerdwarves	None
				Nobles	6	Hammer Lords	None
				Peasants	6	Speardwarves	None
				Children	2	Spearmasters	None
				Fisherwarves	3	Markswarves	1
Food Stores: 2048				Farmers	14	Elite Markswarves	None
Meat	143	Seeds	470	Mechanics	9	Wrestlers	3
Fish	13	Drink	40	Trained Animals	19	Elite Wrestlers	None
Plant	269	Other	1113	Other Animals	178	Recruits	3

Due to laziness and poor time management skills on the part of the workdwarves, the Red spinel item mandate missed it's deadline. The Mayor expressed disappointment, and enacted a new mandate forbidding the export of jet items.

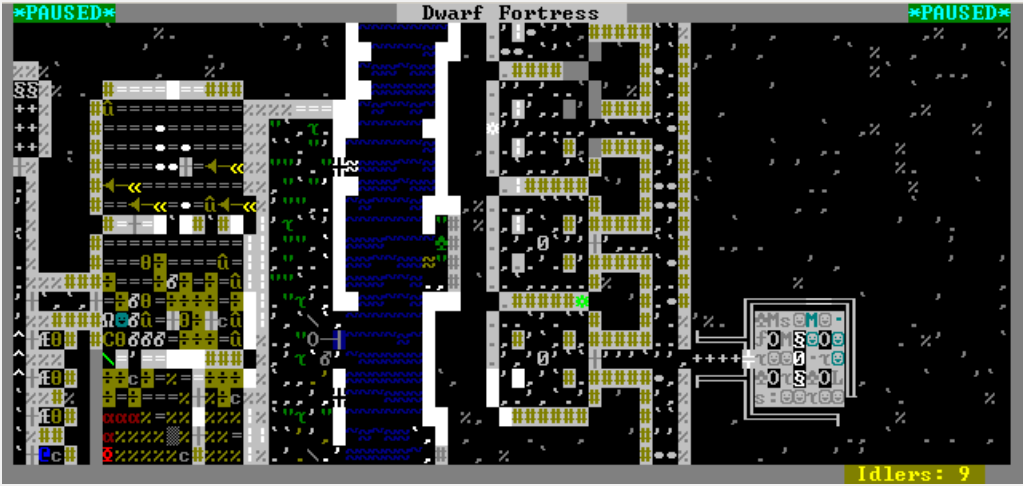
I am somewhat unsure how to proceed in improving our fort in a functional way. My main effort on this front is the construction of secondary living and dining quarters for dwarves who work on the bank of the magma flow.



The slow progress in constructing this area is a constant reminder of how inefficient our metal operations are because of the remote location. Now that drinks and food are provided for the smiths, I would not be surprised if smelting and forging productivity doubles. I must also build traps near the workshops, as they are too vulnerable now, and occupy what will be some of our most talented and important dwarves

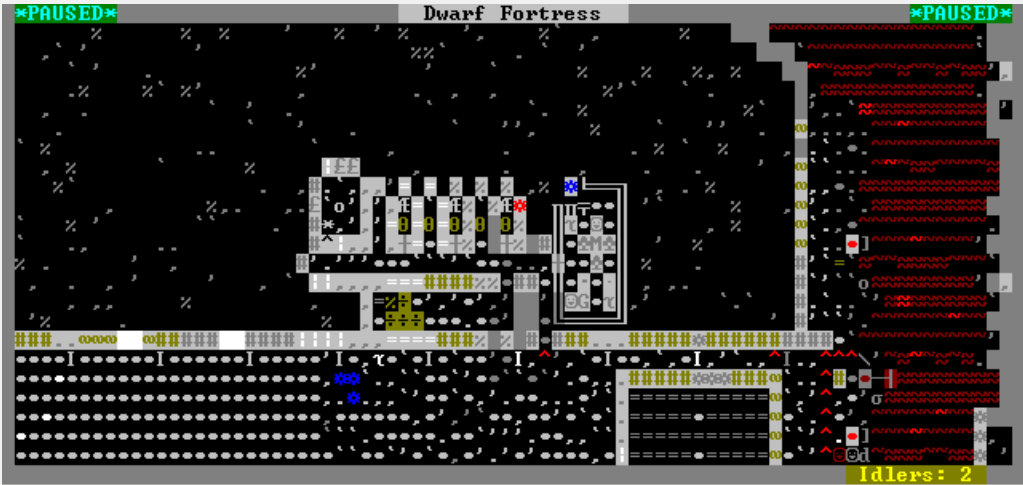


Also due to laziness and poor time management skills on the part of the workdwarves, no clear glass was ever produced, and As Urdimanil went insane. He started babbling at dwarves nearby, then ran halfway across the bridge, dove into the channel, removed his pants, and went streaking haphazardly across the hallways until he reached his room. He has been locked in to prevent his lack of garb from upsetting the more sensitive ladydwarves. *Note - he later died of thirst.*



For the less functional aspects of the fort, I have begun construction of a complex of large tombs to hold the remains of the previous rulers of this fort. I have given the smaller tomb to Kalo, as he used much of his allotted funds commissioning a statue portrait. Some might say that my own tomb is receiving extra attention, but I believe I am entitled, and if someone else wanted to build a fancy one for themselves, they should have thought of it when they had the chance. *Note - To those who intern me to my casket when I pass from this world: Please use the provided chains to tether trained mandrills, or a suitable substitute, to guard my bones from thieves and vandals. P.S. That last part kind of rhymes. I will have it engraved on the door at once.*

The long and quiet winter has ended, along with my interim reign as ruler of the fort.



The magma work area is almost complete for now. All that remains is some stone hauling jobs, resumption of the well construction, assorted additional traps, and the placement of furniture.

Here I take a look at my fellow retired rulers:

'Torret Doge' Regunib, "'Torret Doge' Gloverag", Retired Ruler

'Torret Doge' Regunib has been ecstatic lately. She slept in a good bedroom recently. She dined in a legendary dining room recently. She has been satisfied at work lately. She made a satisfying acquisition lately. She was disgusted by a miasma lately. She admired own fine Container lately. She admired a fine Door lately. She talked with a friend lately. She has witnessed death. She admired a fine tastefully arranged Door lately. She has been annoyed by flies.
'Torret Doge' Regunib likes Marble, copper, Red diamond, crystal glass, amulets, mules for their stubbornness and snakemen for their impressive tails. When possible, she prefers to consume turtle and Dwarven wine. She absolutely detests bats.
She needs alcohol to get through the working day. She likes working outdoors and grumbles only mildly at inclement weather.

'Torret Doge' Regunib
'Torret Doge' Gloverag
♀

Sleep
Ultra-Mighty
Extremely Agile
Extremely Tough
Legendary Miner
Grower
Dabbling Mason
Dabbling Herbalist
Dabbling Wrestler
Novice Engraver

g:Gen i:Inv p:Pref
Space: Done

'Megor Grendel' Isdenoddom, "'Megor Grendel' Watchfulcloisters", Retired Ruler

'Megor Grendel' Isdenoddom has been quite content lately. She has witnessed death. She was disgusted by a miasma lately. She ate a pretty decent meal lately. She dined in a legendary dining room recently. She has been satisfied at work lately. She admired a fine Container lately. She has complained of thirst lately. She slept in a very good bedroom recently. She has been annoyed by flies.
'Megor Grendel' Isdenoddom likes Obsidian, copper, bolts, greaves, gloves and batmen for their mystery. When possible, she prefers to consume cave fish and cow's milk. She absolutely detests lizards.
She needs alcohol to get through the working day.

'Megor Grendel' Isdenoddom
'Megor Grendel' Watchfulcloisters
♀

Brew Drink

Agile
Tough
Novice Carpenter
Wood Cutter
Novice Bowyer
Dabbling Weaver
Dabbling Thresher
Dabbling Brewer
Dabbling Grower
Engraver
Dabbling Wood Burner
Dabbling Potash Maker

g:Gen i:Inv p:Pref
Space: Done

'Kalo' Tithlethkol, "'Kalo' Rumoredwheels", Retired Ruler

'Kalo' Tithlethkol has been happy lately. She admired own fine Container lately. She was comforted by a pet lately. She slept in a good bedroom recently. She admired a fine Trap lately. She was disgusted by a miasma lately. She dined in a legendary dining room recently. She has been accosted by terrible vermin. She has witnessed death. She admired a fine tastefully arranged Door lately. She has complained of hunger lately. She adopted a new pet recently.
'Kalo' Tithlethkol likes Limestone, Aquamarine, Mangrove, clear glass, amber, rings, cats for their aloofness and werewolves for their howls. When possible, she prefers to consume tiger. She absolutely detests flies.
She needs alcohol to get through the working day. She likes working outdoors and grumbles only mildly at inclement weather.

'Kalo' Tithlethkol
'Kalo' Rumoredwheels
♀

On Break

Dabbling Wrestler
Dabbling Grower

g:Gen i:Inv p:Pref
Space: Done

'Locus' Odshithmörul, "'Locus' Clampaged", Retired Ruler

'Locus' Odshithmörul has been happy lately. He has witnessed death. He has been satisfied at work lately. He dined in a legendary dining room recently. He had a fine drink lately. He slept in a good bedroom recently. He admired own fine Container lately. He admired a fine Trap lately. He admired a very fine tastefully arranged Trap lately.
'Locus' Odshithmörul likes Moonstone, iron, Aventurine, Mangrove, pearl, mules for their stubbornness and batmen for their mystery. When possible, he prefers to consume Dwarven rum and Dwarven syrup. He absolutely detests purring maggots.
He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.

'Locus' Odshithmörul
'Locus' Clampaged
♂

Construct rock Coffin
Extremely Strong
Agile
Tough
High Master Mason
Grower
Novice Engraver
Dabbling Herbalist
Novice Building Designer

g:Gen i:Inv p:Pref
Space: Done

And a map of the fortress.



Suggestions for my successor:

- * Smoothing of glass production - There are very bad issues with creating potash, container related.
- * Construction of a treasury - As I was leaving I noticed a pile of minted coins underneath the forge.
- * Clothes purchase/construction - Dwarves are beginning to complain of tattered garments.
- * Examination of job permissions - There is some inefficiency

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▸



◀ Part #11

▲ Return to LP Index ▲

Part #13 ▶

Part 12: by StarkRavingMad

Journal of Ral "StarkRavingMad" Swaeringen, Late Winter, 1054:

So there I am, last night, tending my tavern in Kinmelbil, when in walks this slicked-back noble looking cocksucker and tells me I have the great *honor* of accepting the Overseer position for one of our outposts. Honor, my hairy dwarven ass. More n'likely someone found out about that gold strike I had my men working out in the Hills of Sorrow and this is their way of getting me out of the picture while they move in on it. But what can I do? The order is signed by the King himself, straight from Kadol Fucking Logemfikuk, which means any attempt by yours truly to wriggle out of this "great honor" is going to end up with me getting a hammering from the Captain of the Royal Guard.

Nice situation, eh, Chief? Well, pain or damage don't end the world. Or despair or fucking beatings. The world ends when you're dead. Until then, you got more punishment in store. Stand it like a dwarf... and give some back. That's what I always say.

I take a look at the maps, and sure enough, this outpost is stuck out in the middle of nowhere, smack in the Smooth Points of Pride. "Boatmurdered" they call it, a name which doesn't bode well for much of fucking anything.

This morning, I'm getting my supplies for the trip together and what do I see but a bunch of hooplehead cocksuckers loading up their wagons and lo and behold, those horses are all pointed the same way as mine. I make a few quiet inquiries and they're all headed to fucking Boatmurdered too. I set out with all haste, figuring it would be best if I got a little head start on these assholes, so maybe I could get the place in some sort of order before they get there.

Now I'm taking a quick breather and I figured I should keep some sort of record of this trip, especially since I'm not so sure the plan isn't for me to be fucking stabbed in the back some other way and end up thrown into a bottomless chasm or something. Document what's happening, you see, then at least if I get bumped off, there will be some record of how it happened and maybe my men back in the capital can get revenge for my poor damned soul.

I probably won't be writing much more in this thing until I get to Boatmurdered, I need to move quick to stay ahead of the rabid pack of immigrants breathing down my neck. I swear, I can hear their mules already.

Early Spring - 1055:

Well, I made it to Boatmurdered, and my initial impressions can be set forth in three words:

What

The

Fuck.

I'm going to include a few quick sketches of the place, artist's impressions if you will, so excuse me if these are a little rough, but I have to fucking try to get my mind around what I am facing here.



To begin with, all of our fucking workshops and trade goods are sitting outside in the fucking rain. One of the previous Overseers must have been some sort of shallow-dwelling skygazer because having our production out here is just inhumane to the poor hoopleheads who have to stand out there. I almost went fucking crazy having to be under the goddamn open sky for the whole trip out here, instead of in a nice safe cavern, and some of these poor bastards have been working out in the open for four years now. *Four years* standing out in the rain, or even worse, under that horrifying yawning expanse of blue open sky.

Fuck that, I'm moving everything inside.

Oh, and you see all those 'E's I drew down there at the bottom? Elephants. The previous Overseer must have had some sort of sick fucking fascination with them, because we have elephants everywhere. Elephants in cages, elephants in the halls, elephants shitting in the dining room, everywhere. I don't know what to do with them, I guess starting butchering them and hope they make a good roast.

You may also notice the lack of a road or a bridge to the west. Apparently in an excess of fucking caution, the previous Overseers blocked off the entire mountain with rivers, leaving no trade route for the human caravans. I'm going to fix that as well. I'm a businessman at heart, and the caravans will come through before I am done here.

A few other drawings for you:



Most of the poor bastards living here are in two square rooms, with a chest but not even a fucking cabinet. I'm not even going to try and fix that for the current population, but I think we can do a little better for the new cocksuckers on the way.



Here we have a gigantic hall where the roof is held up by fucking matchsticks and a stiff breeze is going to make the whole thing collapse. I don't know what kind of suicidal maniac put this together and I'm not going to change it now, but you can bet I'm not sticking one fucking foot in there.

I have a lot of work to do.

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▸



◀ Part #12

▲ Return to LP Index ▲

Part #14 ▶

Part 13: by StarkRavingMad



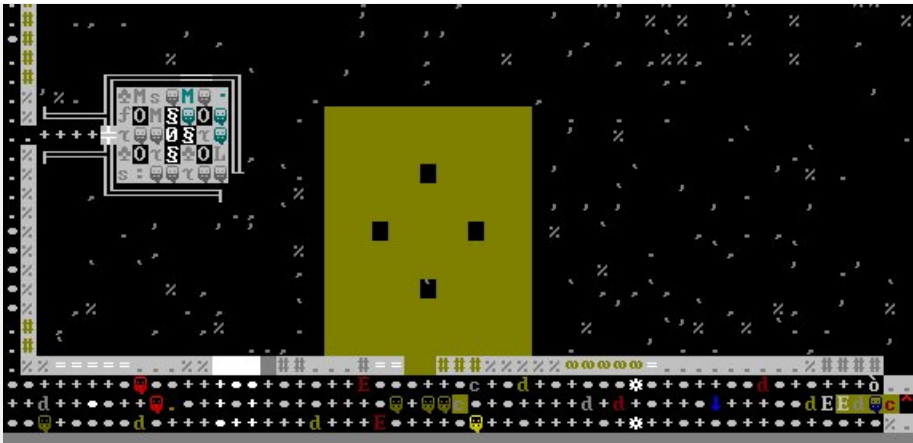
Room full of levers, I don't know what any of 'em do and I'm not going to try and figure it out. With the way this place is set up, any one of them could make the whole place collapse in like an accordion. Armok help me.



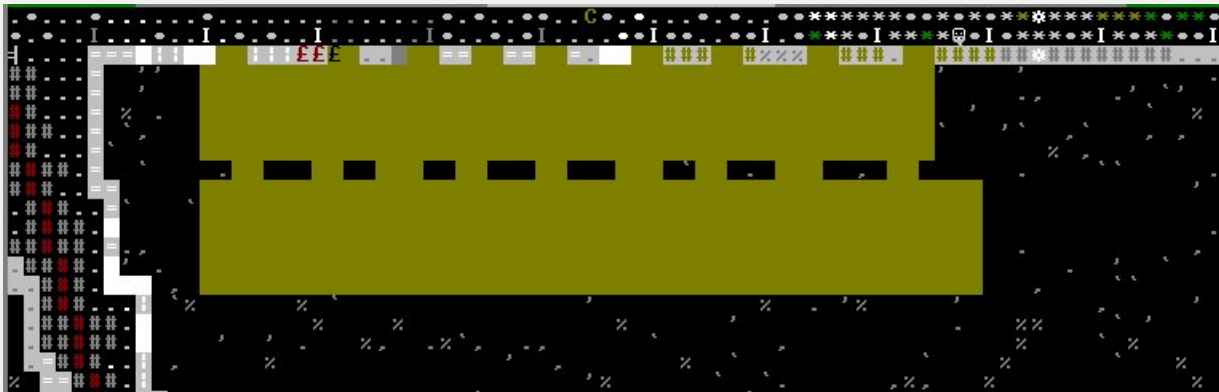
To start with, I'm going to move our food production facilities over here, near where the farm is. Kitchen, brewery, butcher, fish cleaner, the whole nine yards. I'll get some food storage over here, too.



Oh, did I mention the current dining room seats 8? And we have 74 fucking dwarves? We're going to work on that, too.



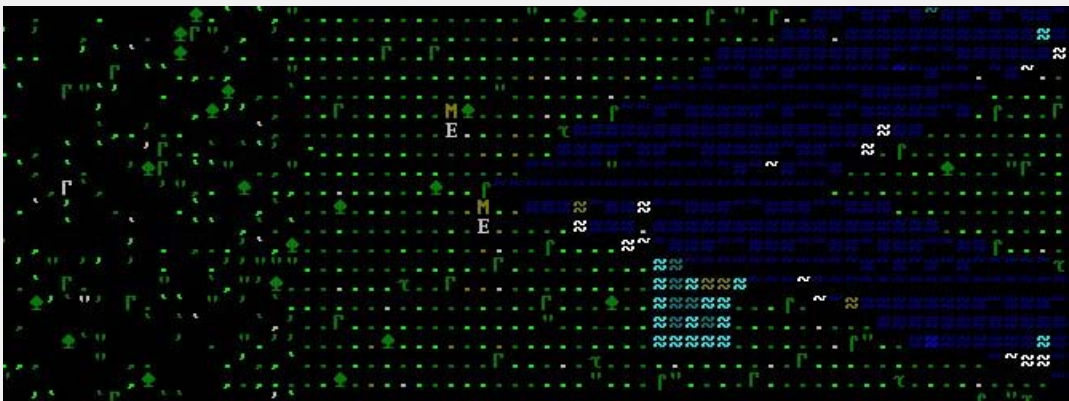
New dining room and great hall will be over here, across from the food production.



New workshop area and goods storage is going to be over here, south of the Hall of Suicide. Should make life a little easier for the metalsmiths, too.

As if you couldn't tell from the excess of traps and walling the fortress off from the world, the previous Overseers seemed to a bit of the military mindset. Me, I'm a tradesdwarf at heart. All the smelters have been going full force, pounding out steel and iron for weapons of fucking war.

I instructed them to change their focus a bit.



Elven caravan is here. Of course, with no road or bridge, I don't know if the pointy-eared cocksuckers will ever even make it to the depot. Sorry, elves.

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▸



◀ Part #13

▲ Return to LP Index ▲

Part #15 ▶

Part 14: by StarkRavingMad

Well, the immigrants are here. We also got a broker, and some pompous asshole claiming to be head of the Craftdwarves Guild. I think he's just looking for a free room without doing any work, but what can you do?



22 more dwarves, counting the nobles. This should be fun.



Gonna drill out some new bedrooms north of the Suicide Hall.

The new broker immediately endears himself to me by mandating the production of toy forges. I'm tempted to tell him that I mandate he go fuck himself, but I think better of it and just put in the work order for them.

```
Owned Objects:      8
Holdings:  No Office           Needs: Meager Office
           No Quarters        Needs: Meager Quarters
           Dining Room        Needs: Meager Dining Room
           No Chests          Needs: 1 Chest
           No Cabinets        Needs: 1 Cabinet
           No Weapon Racks    Needs: 1 Weapon Rack
           No Armor Stands    Needs: 1 Armor Stand

Mandates:  Make mini-forges <3/3>

Enter: View thoughts and preferences.      y: Customize.
```

Late Spring - 1055:

The dwarves working here are the laziest bunch of hoopleheads I've ever seen. If they aren't drinking, they're sleeping it off. Or "Storing an item in the stockpile, boss" which seems to be code for "fucking around carrying things from place to place instead of doing some real work."

```
Dwarf Fortress
'Torret Doge' Regunib, Retired Ruler Dig
Ur vad Kolsikel, Miner Rest
Mebzuth Limârônul, Miner Drink
Urdim Keltaran, Miner Store Item in Stockpile
Cog Zonidor, Carpenter Construct Building
Reg Rakustegdoth, Carpenter Store Item in Stockpile
Tekkud Olonegom, Carpenter Give Food
Bomrek Monomvabök, Carpenter Construct Building
Etur Mörulonshen, Carpenter Store Item in Stockpile
Uucar Egdothdoren, Carpenter Store Item in Stockpile
'Locus' Odshithmörul, Retired Ruler Construct Building
Olón Kilrudthoth, Mason Store Item in Stockpile
Fikod Balatöl, Mason Drink
Tekkud Athelkast, Mason Store Item in Stockpile
Mörul Aläthdolush, Mason Drink
'Megor Grendel' Isdenoddóm, Retired Ruler Construct Building
Erib Loloknâzom, Mason Brew Drink/R
Sigun Mosusmegid, Mason Construct Building
Likot Likotsat, Mason Construct Building

v: ViewCre, c: Zoom-Cre, b: Zoom-Bld, m: Managr, r: Remv Cre
```

I have six fucking carpenters, I asked for this workshop to be built 3 months ago, you think anyone gets around to it? It's a ten minute job, but they're too busy to do it. Busy doing what, I don't fucking know, since without the workshops up they can't carpenter anything either. I have 4 miners, two of them apparently sleep 20 hours a day, one is so injured he can't walk, and the last claims to be the Retired Ruler of this place but he's the only guy who actually does any digging.

```
*PAUSED* Dwarf Fortress *PAUSED*
Carpenter's Workshop
Construction initiated.
Construction inactive.

s: Suspend Construction
x: Remove Building
Space: Done

Sigun Mosusmegid has become a Fisherdwarf.
```

Noticing that we have a military of 3, not counting our fortress guards, I go ahead and draft a few more, giving me two squads so I can rotate who is on duty and who is slacking off in the barracks.

Military Command Chai			
Unib Besmarlaltur, Swordsdwarf	Unm	Axe	Cbw Ham
Fath Idtekkud, Swordsdwarf	Unm	Axe	Cbw Ham
Urvad Amathel, Swordsdwarf	Unm	Axe	Cbw Ham
SibreK Olinthoth, Recruit	Unm	Axe	Cbw Ham
Urdim Mafolaval, Recruit	Unm	Axe	Cbw Ham
Mistêm Gusilastesh, Recruit	Unm	Axe	Cbw Ham
Doren Kilrudtâmol, Recruit	Unm	Axe	Cbw Ham
As Rigðthrungak, Swordsdwarf	Unm	Axe	Cbw Ham
Kadol Tizötber, Recruit	Unm	Axe	Cbw Ham
Sodel Bomrekedos, Swordsdwarf	Unm	Axe	Cbw Ham
ezum Aläthdur, Recruit	Unm	Axe	Cbw Ham
Likot Anamtekkud, Recruit	Unm	Axe	Cbw Ham
SibreK Adakrul, Recruit	Unm	Axe	Cbw Ham
Torret Doge, Regunib, Retired Ru	Unm	Axe	Cbw Ham
Urvad Kolsikel, Miner	Unm	Axe	Cbw Ham
Mebzuth Limârônul, Miner	Unm	Axe	Cbw Ham
Urdim Keltaran, Miner	Unm	Axe	Cbw Ham
Cog Zonider, Carpenter	Unm	Axe	Cbw Ham

The Mayor just stormed into my office and demanded I stop the export of red spinel items. Considering I've never seen a fucking red spinel and have no idea what one is, I told him that I was sure I could accomodate his request.

Ral Atírlorsith, "Ral Dyeeagle", Mayor			
Owned Objects: 8			
Holdings:	Decent Office	Needs:	Decent Office
	Decent Quarters	Needs:	Decent Quarters
	Decent Dining Room	Needs:	Decent Dining Room
	6 Chests	Needs:	2 Chests
	3 Cabinets	Needs:	1 Cabinet
	3 Weapon Racks	Needs:	1 Weapon Rack
	3 Armor Stands	Needs:	1 Armor Stand
Mandates: Export of Red spinel items Prohibited			
Enter: View thoughts and preferences.		y: Customize.	

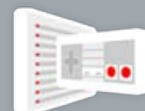
Apparently the Craftsdwarf union rules preclude me from directly asking for anything specific, including the fucking mini-forges that our beloved broker storms into my office every day and demands. The best I can do is tell them to make "toys" and hope they happen to figure out that means "mini-forges" and not boats or hammers or axes or puzzleboxes or all this other shit that I am now buried under, and not a single mini-forge, and so the broker is pissed at me and there isn't shit-all I can do about since I wouldn't know how to make a fucking mini-forge to save my life. I need a drink.

PAUSED	Dwarf Fortress	*PAUSED*
		
Craftsdwarf's Workshop		
Make dark stone Toy		
Make dark stone Toy		
Make dark stone Toy		
Make dark stone Toy		
Make dark stone Toy		
Make dark stone Toy		
Make dark stone Toy		
Make dark stone Toy		
Make dark stone Toy		
a: Add new task +-/=: Selec		
c: Cancel Current Task		
p: Promote Current Task		
r: Repeat s: Suspend		
P: Workshop Profile		
x: Remove Building		
Space: Done		
Idlers: 0		

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▸



< Part #14

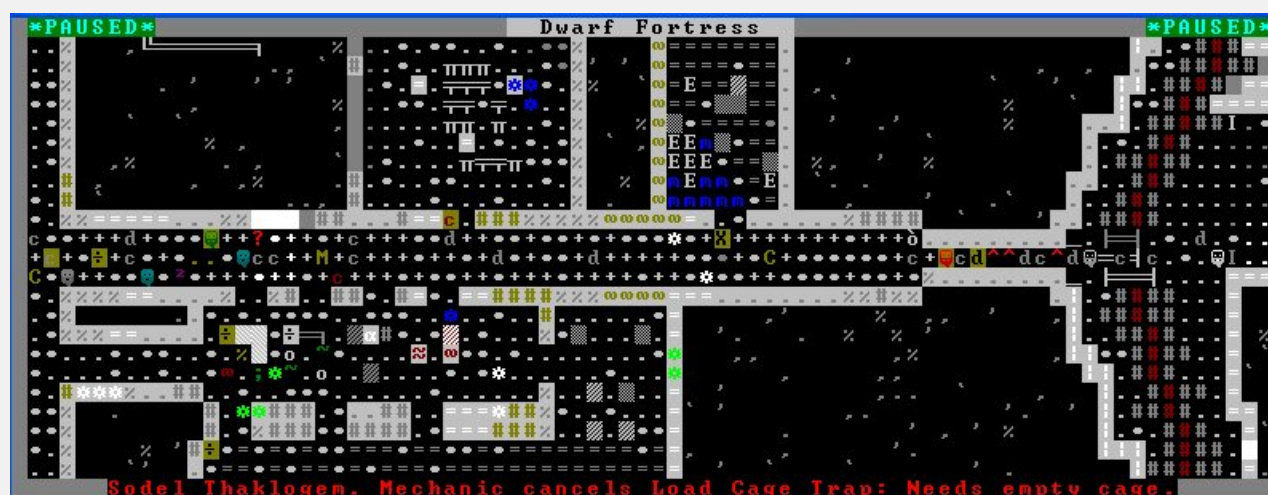
▲ Return to LP Index ▲

Part #16 >

Part 15: by StarkRavingMad

Early Summer - 1055

Picture of the new food preparation area, new dining (which I'm about to have engraved), and new Elephant-In-A-Fucking-Cage storage room.



We had three Trappers, a profession that was only going to get them killed and Armok knows the last thing we need is more fucking trapped animals anyway. I told them to make clothes instead, since half the dwarves here are walking around in tatters and they're pissed about it.

```

Honom ushriFienod, Mason
Edem Dumateshtan, Habadasher
Kegan Oddombisól, Fashionista
Iden Oddomlek, Pantsmaker
Anul Tholfath, Metalsmith
    
```

The Manager demanded a clear glass window in his room. To fucking look at what, I asked him. Your room doesn't have a hole leading to the outside. Your room doesn't have a view of anything. The best I can do is put in a window that is 2 feet away from a stone wall. He doesn't give a shit. He wants a window. Fine, I hope the cocksucker falls through it while drunk.



We have some really messed-up room that serves as bedroom, dining room, office and everything for all the nobles at once. I started carving out some real noble rooms deeper in the mountain, for the next batch of nobles to show up.



Human caravan is here, but unfortunately I couldn't get the road built in time, so no wagons. I'll have it through before the year is up, though.



The humans bring me a load of meat and cloth. I trade them an elephant in a cage for everything they own. Have fun with that one, assholes.

Merchants from Okoomon in the Plains

Stalcon Medileto, human Merchant: Ah, wonderful. Thank you for your business

Okoomon

≡Kapok cage≡	550*	50Γ
--------------	------	-----

u: View good, Enter: Mark for trade

s: Seize marked, t: Trade

Trader Profit: 0* Value: 0*

Koganusân

≡Mahogany cage≡	550*	50Γ
Willow cage	90*	50Γ
≡Mahogany cage≡	550*	50Γ
≡Finished Goods Bin	455*	79Γ
<small giant cave sp	100*	5Γ
<Pig tail cap>	60*	5Γ
<cave spider silk le	60*	1Γ
cave fish bone earri	20*	1Γ
-horse bone ring-	20*	1Γ
<horse bone scepter>	35*	5Γ
cave fish bone brace	20*	1Γ
<small giant toad le	50*	5Γ
-cave fish bone crow	40*	5Γ

u: View good, Enter: Mark for trade

o: Offer marked to Okoomon

Value: 0* Allowed Weight: 250Γ

Dwarf Fortress - Boatmurdered

by Various



Part 16: by StarkRavingMad

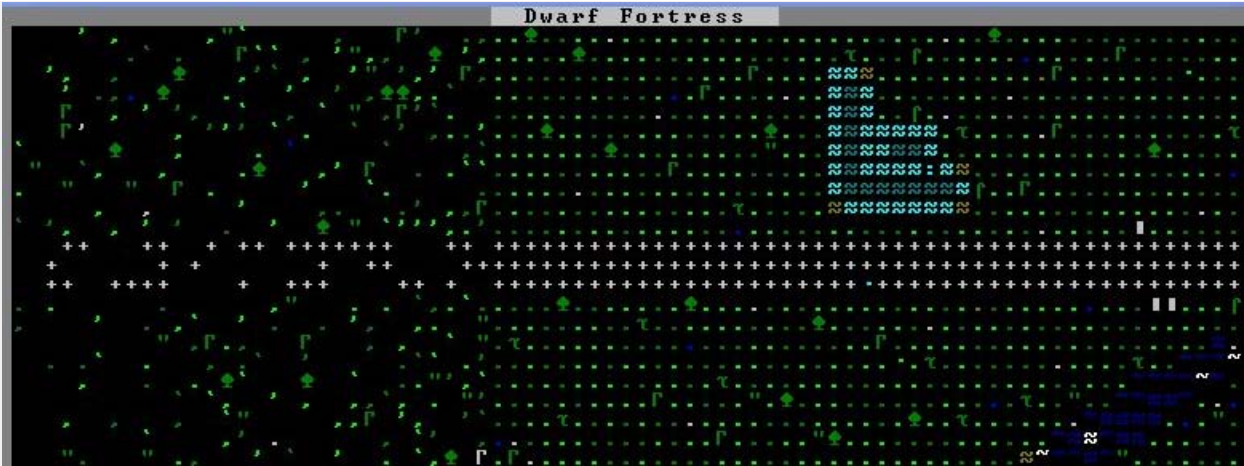
I finished making the Broker's mini-forges. He immediately issued a mandate that no mini-forges could be exported. I guess the cocksucker really likes his fucking mini-forges.



One of my farmers took over the crafts dwarf shop, he's babbling about gods and artifacts and sketching pictures of quarries and ore and trees and shells and everything under the fucking sun. I'm sketching pictures of the fortress guards lopping his head off in about two weeks.



The road is through. Welcome to greater society, Boatmurdered.



Oh for the love of...sure, why not, more migrants, come on in cocksuckers, the more the merrier.



I finally figured out something useful to do with all the trapped animals. The Barnum and Bailey Happytime Zoo, pictured below (still under constructions). Friends, if you like to look at elephants or mandrills or more fucking elephants and mandrills, is this ever the place for you!



Kind of ironic, considering my nickname and all. At least I have that craftshop back.



A frogman jumped out of a well and surprised Sibruk, one of the military dwarves. He killed the froggie pretty easily, but then he somehow got stuck in the well. So now little Timmy there is dying of thirst because he can't drink from the well that his fat ass is stuck in. His friends don't seem to have any trouble drinking around him. I guess they brought straws or something.



Dwarf Fortress - Boatmurdered

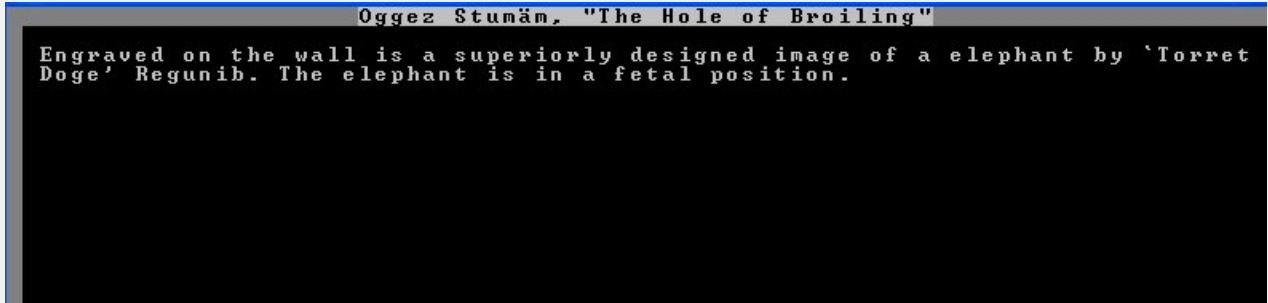
by Various



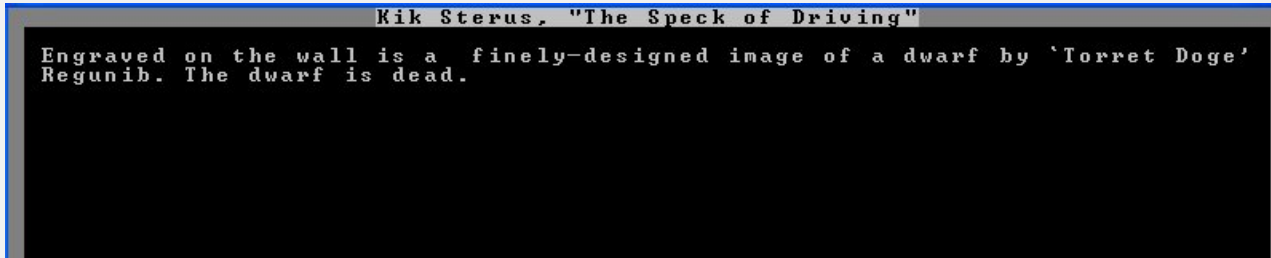
Part 17: by StarkRavingMad

Autumn - 1055

I told our engravers to engrave the walls and floor of the new dining room. They proceeded to decorate the room with some of the most horrifying shit I've ever seen. I mean, fuck, dwarves are trying to EAT in there.



honestly

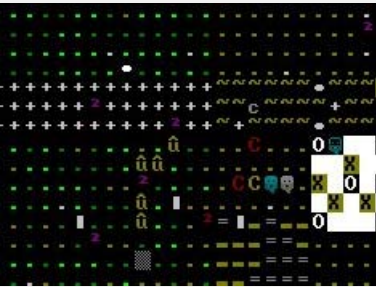


We've got a little elephant issue happening down south. I'm starting to understand why the previous owner had a million of them in cages. One or two got pissed, and they killed someone, and now the dwarves are trying to get the items from the guys that died, and the elephants are just running wild over everyone. A couple of the elephants got caught in the remaining cage traps, but one or two got through.

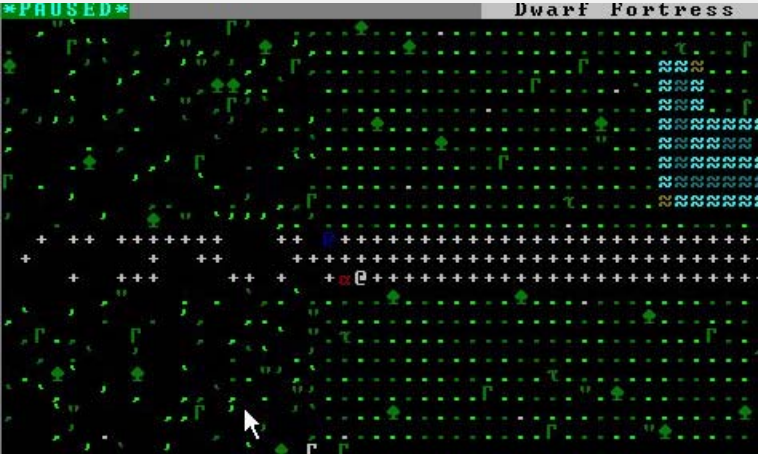


The brave military men of Boatmurdered assemble by the front gate, and they brave themselves for a rush at the mighty

elephants.



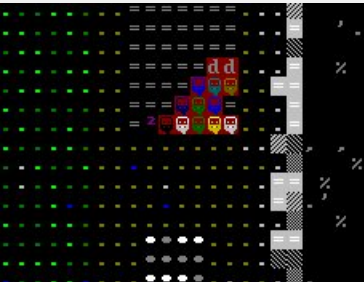
And it was about then when the fucking dwarven caravan arrived. I ordered the military to hold fast. Let the caravan guardsmen get themselves slaughtered by the elephants before we do.



Which was also right about when a goblin thief jumped out and got clobbered by a stonefall trap



So the merchants arrive to see blood and vomit everywhere, us hauling corpses en masse to the graveyard, a couple rampaging elephants



WELCOME TO FUCKING BOATMURDERED!



Hope you like miasma!

Dwarf Fortress - Boatmurdered

by Various



Part 18: by StarkRavingMad

This elephant has killed so many guys he has a fucking full on last name and title now. But one of the dogs finally knocked him unconscious.



About 16 more elephants have showed up to support their buddies.



The funny thing is the elephants keep trying to leave, like they'll go down the passageway back toward the outside. And then some fucking dwarf wanders in to get the dead guy's pants or whatever and it pisses the elephants right the fuck off and they come charging back up the passage again.



Guess I'd better put in a work order for some more fucking coffins.



Despite me telling the dwarves to stay inside and stop going out there, they continue to try and recover corpses. It's time for harsher measures. I told everyone to stop fucking gathering everything.



But it doesn't matter what I tell these morons. They're bound and determined to march to their deaths.

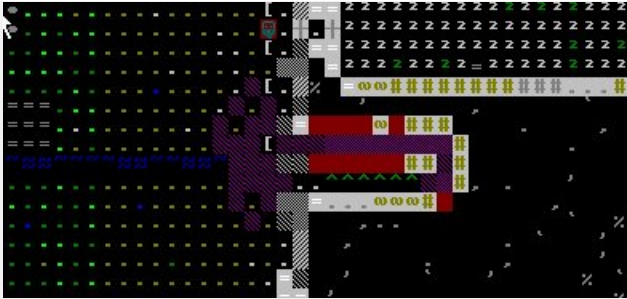


Harsher fucking measures are necessary. I install two front doors and lock them. No one gets in or out. Boatmurdered is closed until further notice.

This basically stops the elephant problem for now as a temporary measure. I'm hoping they get bored when they figure out no more fucking toys are coming to play and wander off. We lost about 20 dwarves to this debacle.

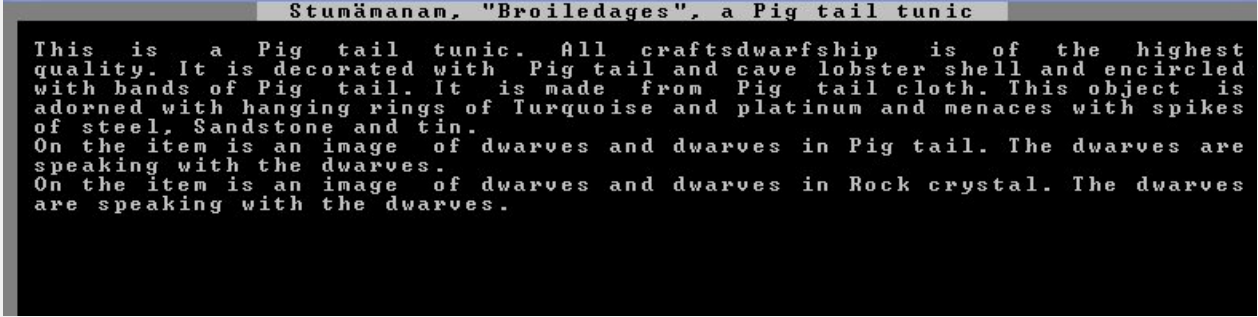


Of course, just to add insult to fucking injury, about 17 snakemen jump out of the river. We don't really lose any there except a couple dogs and cats though.



Yeah, you elephant assholes, choke on that miasma.

Meanwhile, one of my clothesmakers made about the awesomest shirt ever.



Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▸



◀ Part #18

▲ Return to LP Index ▲

Part #20 ▶

Part 19: by StarkRavingMad

Winter - 1055:

I've started project "Fuck The World", a top secret attempt to funnel magma to the outside. I'll kill those elephants. I'll kill all those fucking elephants.



I don't know if I'll have time to finish it, though. I've also started project "Get Me The Fuck Out of Boatmurdered" and I'm hoping to finish that one by the end of the year.

Remember how I told you that I ran into some miner, claiming to be the former ruler of the place? Well, that's just how the sneaky bastard got out of here, I finally figured it out. And I'm taking that same route, as soon as I can.

See, I just convince some poor cocksucker to say he's me. Enough platinum and he'll go for it. And then I slip right the fuck out of town. Easy as pie. I already found someone who looks enough like me for it to work, I just have to wait for the right moment to escape this elephant-ridden hellhole.



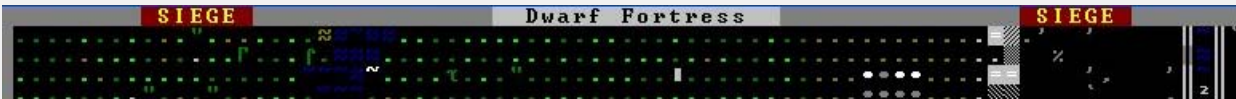
The elephants don't seem to be leaving. They love their stench and miasma-filled tunnel. So, still, no one can go outside. All

the wood is outside, which means my carpenters don't have a lot to do right now. But I know if I cracked the front door for them to get to the wood, they'd go fucking RUNNING down to the elephant tunnel to say hello to their gigantic angry tusked friends. On the brighter side, we have plenty of beds, since most of their previous fucking occupants are now dead, so we don't need the carpenters to make much right now.

And you know, sometimes you think it really can't get much worse...and then it does.

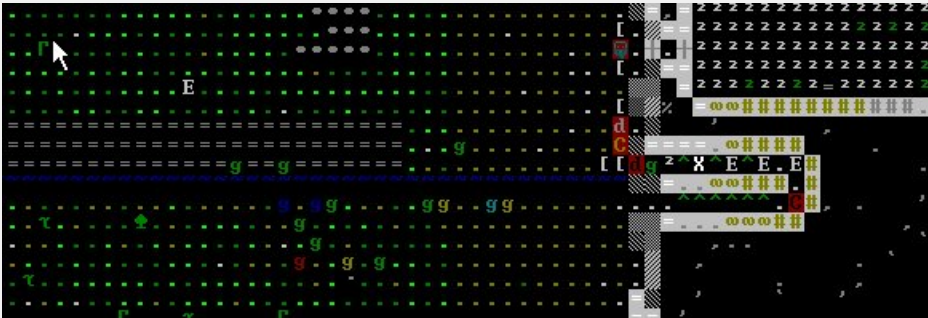


HELLO BOYS



are you kidding me? I'm supposed to be scared of a little fucking goblin siege? I'm already trapped in the fortress by four legendary elephants. Shit, I'm just hoping you assholes manage to kill the elephants for me. I'll give you a fucking medal.

The worst thing you could do to me would be to open the door, causing the lemming rush of death down the elephant tunnel again. Come on, bring it on.



Apparently the elephants don't mind the goblins. They're best friends. "Oh, you here to beat up the dwarves? Well, by all means, go on through, be our guest! We'll just be out here chewing on these dwarf bones if you need us!"



The goblins are totally confused by all this and have decided to go stand around by the channel. "Hey, the sign on the door says closed. Shit. Bob, I thought you said it was open until 9 on Saturdays? What do we do? Maybe we should ask the elephants, they seem to have killed a lot of them."



The goblins just lazily took a few potshots at a stray cat still wandering around out front, and then they just stayed out in the Elephant Tunnel. I think they're starting their own little town in there, elephants and goblins living together in peace and harmony, joined only by burning hatred for dwarves.



Operation Fuck The World has failed, I struck water with my aqueduct and the channel to the outside is now filled with water. Whoever comes after me may try and continue the project, they'll just have to route to a different tunnel. Or they may try to build up the military enough to where they can do a frontal assault on the elephant and goblin army. Me, I'm past fucking caring.

You see, spring has sprung, and I'm taking my fucking chance to get out of town. That poor sucker will take my name, and by the time they figure out he's not me and he's just some hooplehead who can't run a wagon much less a fortress, I'll be long gone. New name, new town, new fortune. Nothing's worth staying here. I'm leaving this journal in the desk in the Overseer's office. To whoever finds this journal, good fucking luck to you.

Although I wouldn't be surprised if the next person decided to revert to Locus' save instead. It wasn't even opening up the road and the bridge that did it, because the elephants and goblins still came in through the trap channel, the problem was just that I forgot to make new cages to reset the traps in the lower channel. So only one or two of them were live, and when like 12 elephants came crashing through, there wasn't much I could do. Then they got into that loop of trying to get to the dead dwarves' stuff and dying themselves, and even sending in the military just caused more losses. It was a pretty ugly round, although I think I did accomplish some good stuff, particularly moving the production and storage facilities inside and getting a couple new nobles installed.

The place isn't a total loss, just so long as you, you know, don't open the front door. But you may be able to muster up enough of an army to overcome it, or do a lava flood of the exterior, or just pray a human caravan with some badass swordsmen comes through. Aside from the whole goblin and elephant siege, the fortress is in pretty good shape, there's plenty of food, sleeping space, and production for survival. It's just a matter of clearing the exterior. Right now you're going to see a lot of error message spam, since some dwarves are trying to do things that require going outside and there's no path to it. Good luck no matter what you decide to do with it.

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▶



◀ Part #19

▲ Return to LP Index ▲

Part #21 ▶

Part 20: by Bremen

This morning I found the mangled body of a fellow dwarf in the hills outside of the capital, surrounded by elephant tracks. I didn't think he'd be complaining, so I emptied out his pockets.

I knew it was going to be a lucky day for me this morning, before the guards found me sleeping in the back of the warehouse and kicked me out. Not only was this guy loaded, but he had a piece of paper directing him to take charge of one of the colonies, some place named "Boatmurdered". Whoever named that must have had a wierd sense of humor.

Well, I figured the place had never seen the guy's face, so I took the paper (and the money, of course) and started following the directions on the piece of paper.

I finally found the place. The directions lead me through a hidden passage that looked strangely like an escape tunnel. It wasn't till I got inside and tried to find out who was in charge that I found out why. It seems that this place is under siege by a combined force of goblins and Elephants, and the last ruler dug the tunnel to escape. It sounded like a good idea to me, but when I tried to open the door to the escape tunnel the whole thing collapsed. Guess I'm in for the duration.

Everything's in chaos here, no one can go outside because of the elephants and goblins. The dwarves kept acting like I should know what to do, so I told them to dig some fortifications we could shoot outside from. The other dwarves informed me, to my surprise, that the goblins had bows too. It was a frightening concept and made me long for the escape tunnel. But I had already noticed the other dwarves skeptical looks at me so I ordered them to do it anyway and said it would all work out.



While I was working on excavating the tunnel this morning, a bunch of dwarves ran in. I panicked and tried to hide the tunnel, but they all grabbed me and ran for the main hall. I was begining to regret my deception when I noticed everyone was cheering.



Turns out the goblins all left, they probably got bored or something. Everyone else thought I'd known about it from the beginning, though, and now that the fortifications were almost done we were in a perfect position to deal with the elephants.

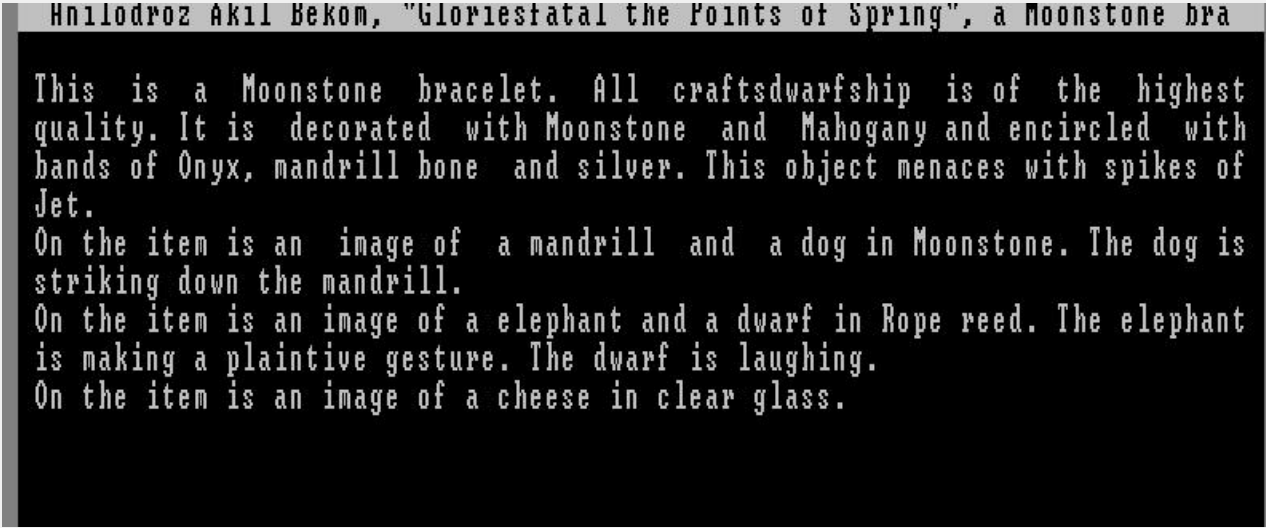


Between the military and a ballista, we managed to kill some of the elephants and force the rest away from the fortress. I've declared today a national holiday.

With the fortress safe, I finally got around to asking how much this job pays. All the other dwarves looked puzzled and they finally explained to me that they don't use money, and that everyone just works together. There's no way I'm going to keep risking my life in a fortress surrounded by goblins and elephants, so I ordered the smiths to start minting coins and sent a request to the capital for a bookkeeper.

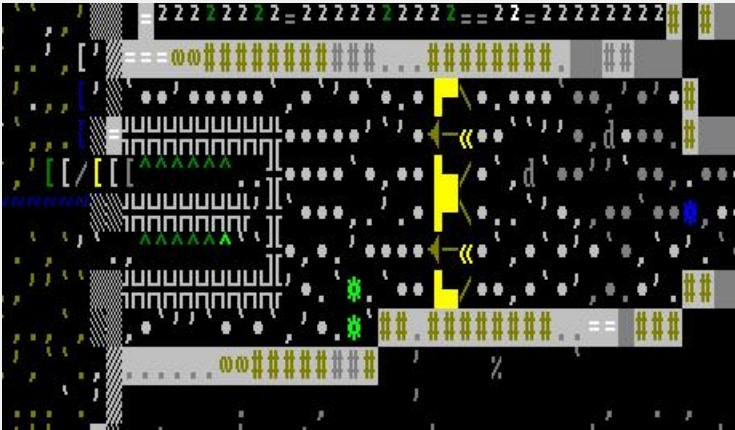


We've also sighted an elven caravan approaching. I wonder if they'll mind the fact that the entrance to our fortress is surrounded by the rotting bodies of elephants and dwarves.



I commisioned this bracelet in honor of our victory. Well, actually I didn't so much comission it, when I went to visit the craftsman he was babbling about dead cities and the awakening of the ancient gods, or something. Also I have no idea where these cheese comes in, but I'm not going to question it.

In other news, I traded some stone trinkets to the elves for berries and cloth. It turns out all the trade goods were out in the depot since no one could bring them back in, what with the elephants and all.



I've taken steps to make sure the elephants never menace this fortress again. The others think I'm paranoid, but they're all fools. The elephants will return, and unless we're ready they'll trample every last one of us to dust!



[Part #19](#)

[Return to LP Index](#)

[Part #21](#)



Dwarf Fortress - Boatmurdered

by Various



Part 21: by Bremen

A bookkeeper arrived from the capital, and already our people are beginning to horde their precious coins. Of course, some can no longer afford rooms to sleep in, but this helpfully makes room for the most recent wave of immigrants, which I was unable to prepare for due to the goblin and elephant siege.

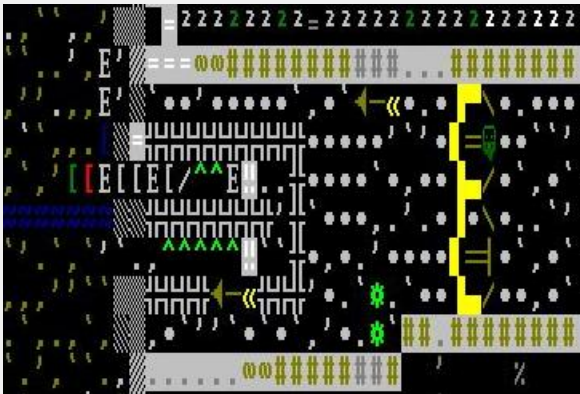
Disaster struck today when the brewers came to me and told me we were running out of spirits and there was nothing left to brew. Turns out I forgot to order the farms to start in the spring. This ruler stuff sure is complicated.



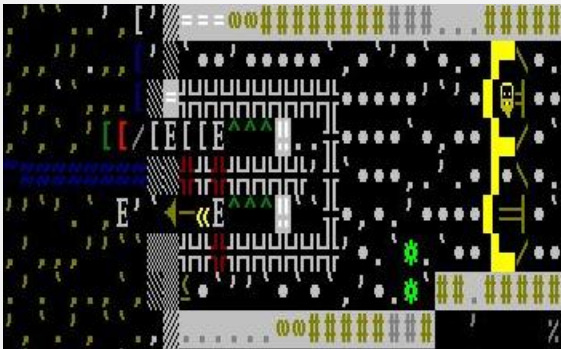
Disaster has struck! our scouts have reported a herd of elephants is approaching the fortress.



Due to a lack of time and cages, only two of the cage traps have been reloaded. This manages to catch two elephants, but the rest make it through. Meanwhile, all the dwarves assigned to ballista duty think this would be a great opportunity to eat, drink, or sleep.



A ballista operator finally arrives on the scene and we get our second unpleasant surprise, the ballistas are incredibly inaccurate even at short range.



Success at last!



The ballista instantly kills an elephant and hurls the body back a good 20 feet.

Successive ballista shots manage to kill another elephant, but then disaster strikes when a dwarf wanders in and gets killed by an elephant. All the other dwarves, seeing opportunity for new capitalistic riches, begin to rush towards the body to grab his valuable equipment. Remembering the stories I heard about my predecessor, I hurriedly order the outer door to be locked.

But the door is stuck open! Sabotage! That Elephant sympathizer! That traitor! That Quisling! That....



... Monarch butterfly?

Aparently, showing incredible coordination, a monarch butterfly flew into the door workings just before the time of the attack and jammed it open. With all the bodies and items left by the elephants, no one is doing such a low priority task as cleaning up bug remains.

Meanwhile, the ballista operators, seeing the riches beyond their carved fortifications, gleefully follow the crowd out the main door and into the elephant choked tunnel. Assigning more dwarves to operate the ballistas depletes the remaining supply of arrows without effect. My marksdwarves run out of bolts, but there are still two elephants remaining.

There's only one chance left... I activate the entire military and send them in a massed charge at the elephants!



The recruits (minus all those drinking, eating, and sleeping) Let out a mighty shout and charge! For the glory of Boatmurdered! No one can fault their bravery

Only their results.



Part #20



Return to LP Index



Part #22



Dwarf Fortress - Boatmurdered

by Various

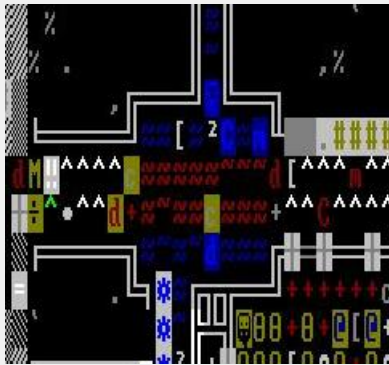


Part 22: by Bremen

After consulting diagrams and schematics left by my predecessors, I think I've found a way to seal off the fortress.



Pull the damn lever!



Pulling the lever has entirely foreseeable consequences. Oh well, they were going to die anyways.

With the survivors all holed up inside the fortress, I begin organizing things to best effect. Without wood I can't produce more ballista bolts, but the lava forges and smelters are able to produce a trickle of bronze bolts. I order as many dwarves as I can spare to arm themselves with crossbows and hope they can find some without going outside. Most of these dwarves think this would be a perfect time to eat, drink, and sleep.



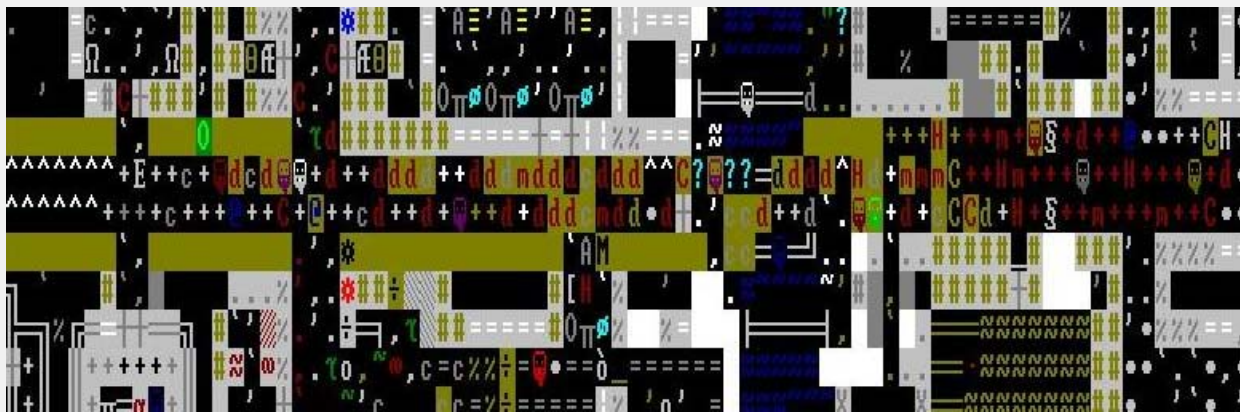
Meanwhile, the elephants, bored without a steady stream of dwarves to kill, are slowly torturing a war dog that was stuck outside.

After a few months of being pricked by whatever crossbow bolts I can forge, the two remaining elephants keel over and die of blood loss. Victory!



I order the drawbridge lowered and dwarves stream out for their first breaths of fresh air in months.

I immediately order a door placed on the entrance to stave off the elephant hordes. However, within a month I become aware of another herd approaching!



Luckily, the elephant herd turns south and skips the fortress entirely. With the corridors beginning to be passable again, a dwarf manages to construct the door, blocking off the elephants forever.

Kodorsemor, "Dawnunited", a Marble amulet

This is a Marble amulet. All crafts dwarfship is of the highest quality. It is decorated with Marble and Jet and encircled with bands of horse leather, Rope reed and cave spider silk. This object menaces with spikes of horse leather.

On the item is an image of a dwarf and a elephant in Marble. The elephant is striking down the dwarf.

On the item is an image of a dwarf and a elephant in Marble. The elephant is striking down the dwarf.

On the item is an image of a dwarf and a Moonstone bracelet in turtle shell. The dwarf is raising the Moonstone bracelet.

On the item is an image of a buckler in Kapok.

In the final days of summer, a mason creates a controversial work of art to express his feelings of frustration and guilt. I have him imprisoned for defeatism.

StarkRavingMad posted:

"Here, I've made an amulet of all the history I know. Look, it's an elephant slaughtering dwarves by the hundreds. You can really see the bones and gristle! If you check the back, there's a lovely rendering of a butterfly jamming the fortress doors open. Also, more elephants killing dwarves."



Part #21

▲ Return to LP Index ▲

Part #23



Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▶



◀ Part #22

▲ Return to LP Index ▲

Part #24 ▶

Part 23: by Bremen

StarkRavingMad posted:

One or two previous rulers died during my reign. I guess I should have documented that better, but it was kind of hard to keep track, what with the ground awash in dwarven blood and my panicked attempts not to permanently screw over the whole succession game.

Bremen posted:

Most of them are dead, yes. I'll try and give more concrete info on survivors at the end of my turn.

Locus posted:

Well at least we're resting peacefully in our tombs. In spirit. Probably underneath elephant remains, in the physical sense.

Bremen posted:

I ran out of coffins.

Then I ran out of designated graveyard space.

Most of you are spending your eternal rest in the garbage dump.

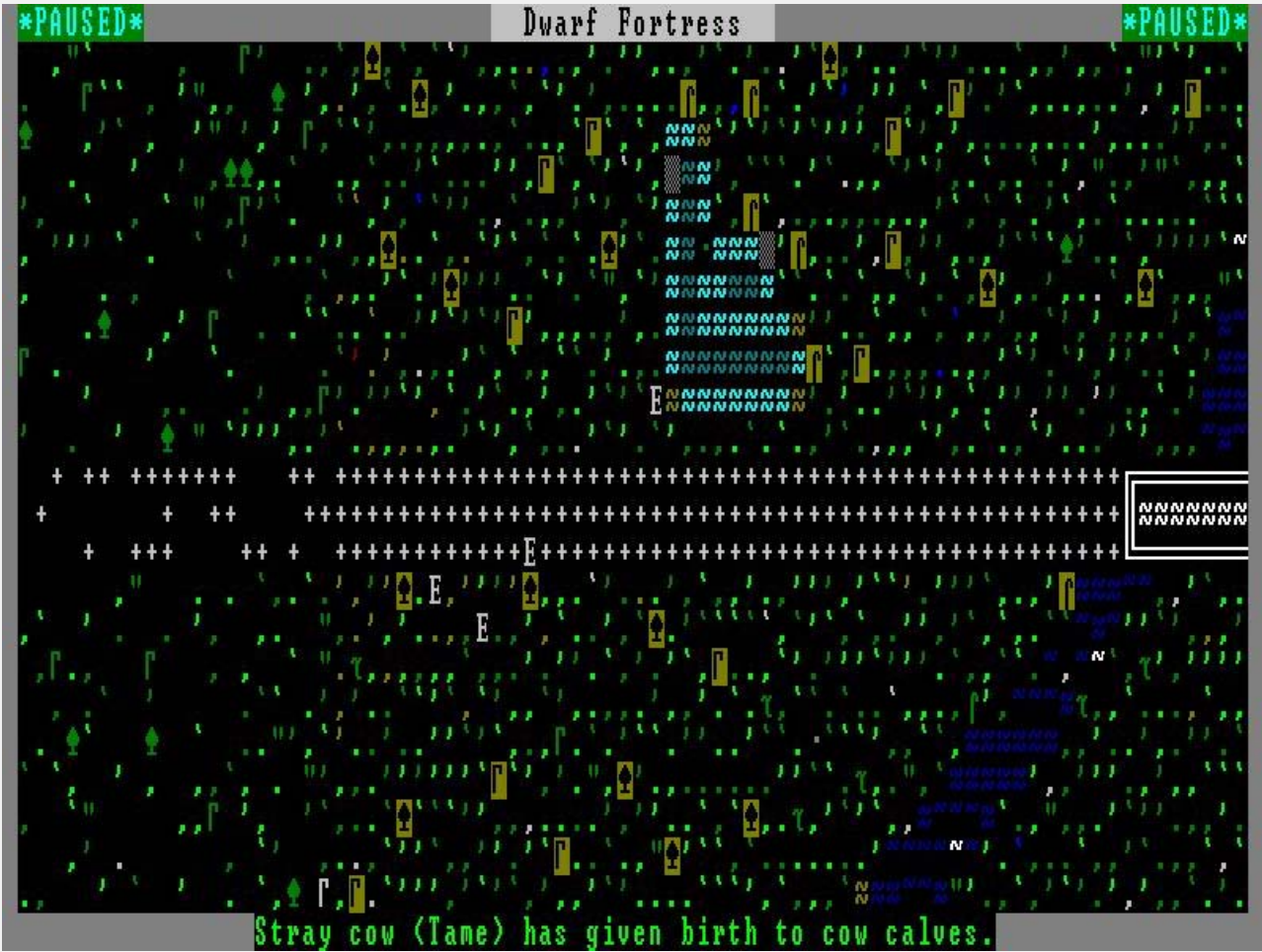
=====



The fall caravan arrives, running right into a herd of elephants.



The guards engage them for a bit, actually managing to take down two, before all but one flee towards the fortress with various elephant caused injuries.



The elephants hang back and wait. They know the caravan has to come back over the bridge, and an elephant never forgets.....

Doren Dostobral, Child is taken by a fey mood!

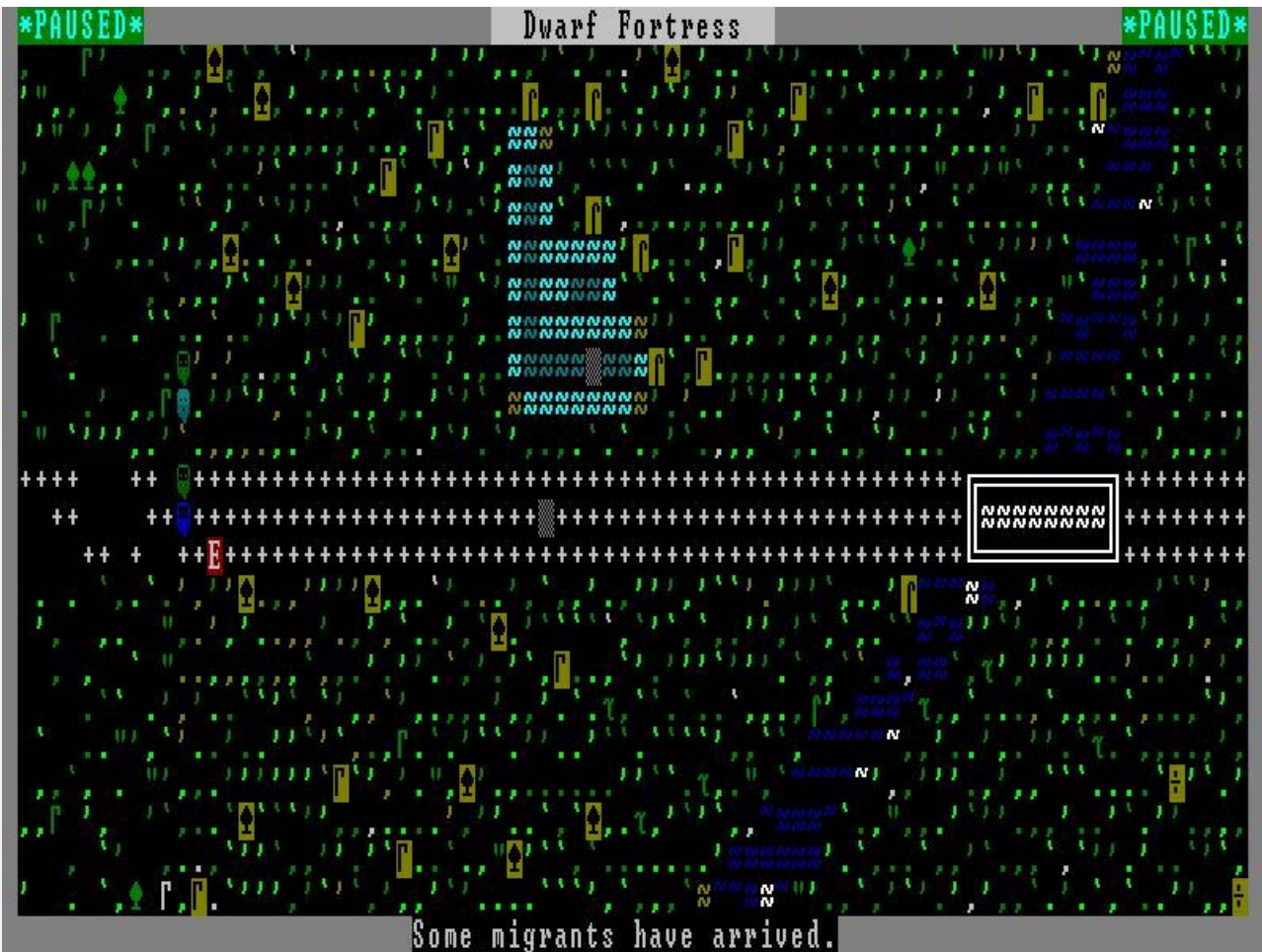
Children grow up so fast these days.



Apparently during the confusion an imp wanders into one of the traps in the forging area and gets torn apart.



The elephants get bored without any slaughtering going on and leave, just in time for the caravan to make its escape.



Awile after the caravan leaves, some new immigrants show up. These go along way towards replacing our losses (Current population 74). I draft most of them into the army and reorganize it into a mostly crossbow armed force, with a few heavily armored swordsdwarf supplemented by the similarly armed town guard.



Mandrills appear and head for the trade depot. I mobilize the army, but they're all busy sleeping and don't arrive in time to help.



Noooooooooooooooooooooooooooo!

A mandrill has stolen a +platinum ring+!

: <



But what's this? apparently a number of mandrill are still across the river and are unable to find a way across. Time for revenge!



A soldier reaches the far side of the river and fires his crossbow



A hit on the foot! Die mandrills die!



At last revenge is ours.

Doren Dostobral has begun a mysterious construction!

Meanwhile in the fortress, the child prodigey begins contruction on a strange artifact.

Rungakbokbon, "Skunkheather", a Onyx toy boat

This is a Onyx toy boat. All crafts dwarfship is of the highest quality. It is studded with silver, decorated with Onyx, Jet and cave lobster shell and encircled with bands of Rock crystal. This object menaces with spikes of Turquoise and Rose quartz.
On the item is an image of dwarves and dwarves in turtle shell. The dwarves are speaking with the dwarves.
On the item is an image of a dwarf and a elephant in cave lobster shell. The elephant is striking down the dwarf.

Man, that kid needs counseling.

Only winter is left. Sorry this update is taking so long, but I'll try and finish it off tomorrow.

[Part #22](#)

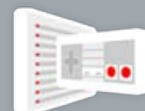
[Return to LP Index](#)

[Part #24](#)

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▸



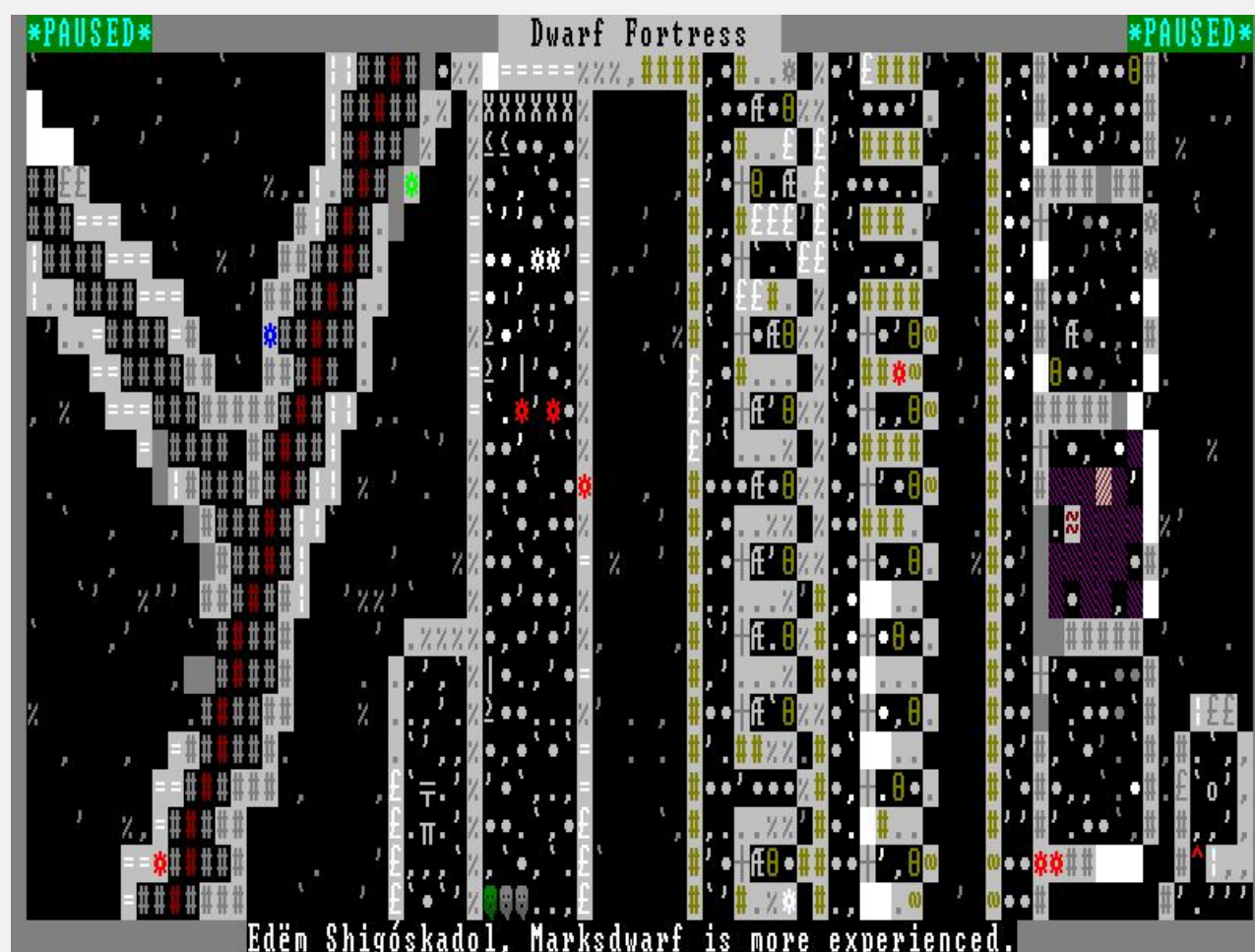
◀ Part #23

▲ Return to LP Index ▲

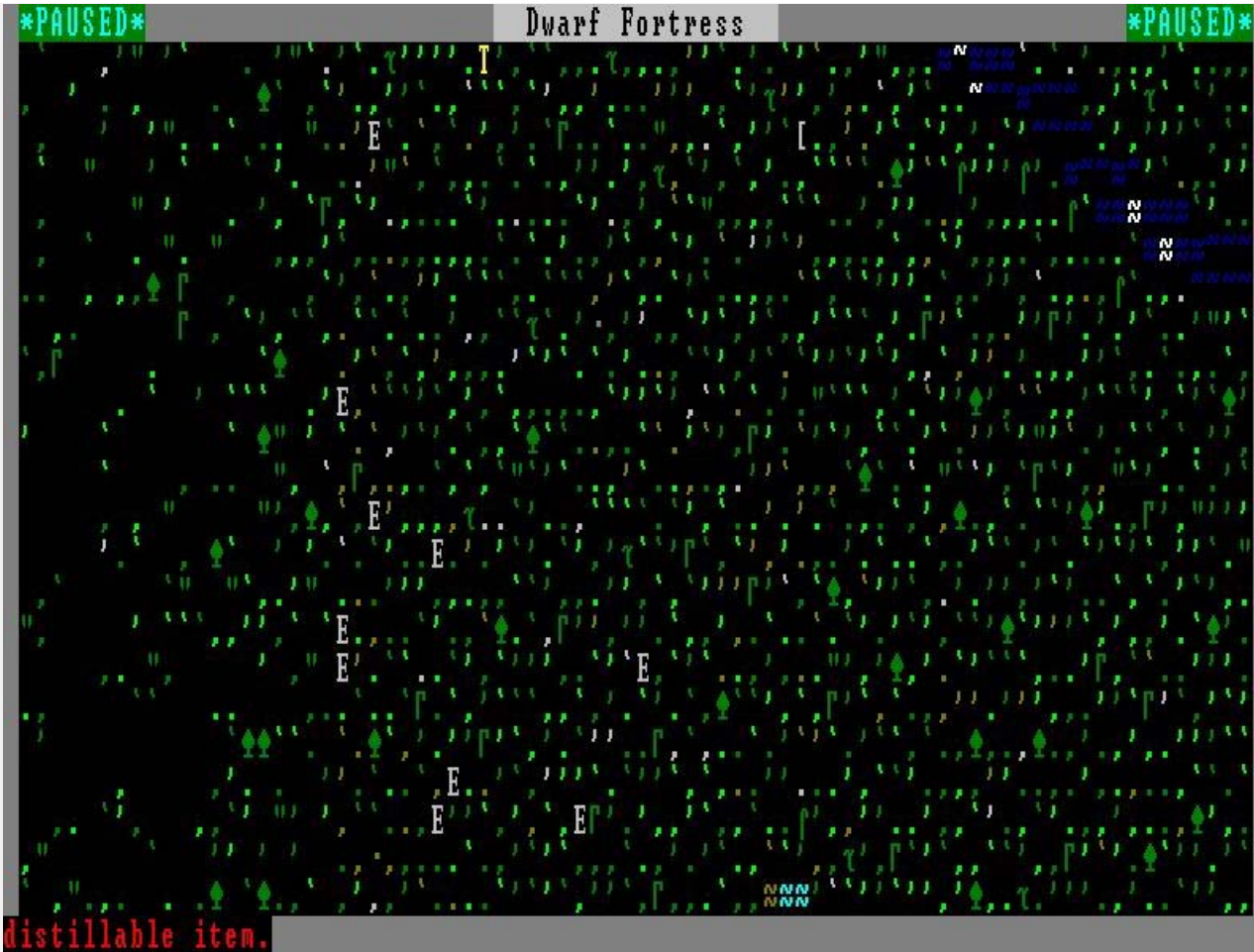
Part #25 ▶

Part 24: by Bremen

Somewhat of an anti-climax, it was a calm and uneventful winter.



The new military trains hard at the archery range. I only have a few short months to hammer a collection of peasants into a disciplined and capable army.



Inspiration is provided by the huge numbers of elephants loitering just outside the walls with blood in their eyes

Spring has arrived!

Spring has come, and with it's coming I've decided to retire and become leader of the armed forces. Memories of the great elephant slaughters haunt my dreams, and only with a crossbow will I ever find peace.

Military Command Chain		Fortress Guard: 10/7
→Tekkud Athelkast, Marksdwarf	Squad: Abanegdoth, "The Constructive Bows"	
'Bremen' Adakrul, Retired Ruler	Squad: Tobul Aban, "The Canyons of Constructi	
Edēm Shigóskadol, Marksdwarf		
Olon Atírokil, Marksdwarf		
Feb Eribsterus, Marksdwarf		
Iden Ralesesh, Marksdwarf	Squad: Idithabalkib, "The Systemic Pale Nets"	
Iden Zolakrigòth, Recruit		
Aban Arrossigun, Marksdwarf		
Kadol Lokunad, Marksdwarf		
Äs Anangusil, Marksdwarf		
Äs Rigòthrungak, Swordsdwarf	Squad: Bukèturist, "The Quick Daggers"	
ùshrìr Logemoram, Swordsdwarf		

The defenders of Boatmurdered!

TouretteDog posted:

Did my former ruler make it, or was he one of the lemmings who ate it against the elephants?

Bremen posted:

You not only survived, but you've become an insanely leveled out dwarf (legendary in two skills and every stat maxed out). I so wanted to draft you into the military as an uber swordsdwarf in steel plate, but I didn't want to get any more former

rulers killed.

```
'Torret Doge' Regunib, Retir
"'Torret Doge' Gloverag"
♀
```

```
No Job
Ultra-Mighty
Perfectly Agile
Unbelievably Tough
Legendary Miner
Grower
Dabbling Mason
Dabbling Herbalist
Dabbling Wrestler
Legendary Engraver
```

```
g:Gen i:Inv p:Pref w:Wnd
Space: Done
```

'Torret Doge' Regunib has been ecstatic lately. She has been satisfied at work lately. She admired a very fine Road lately. She admired a fine tastefully arranged Door lately. She made a satisfying acquisition lately. She slept in a good bedroom recently. She had a pretty decent drink lately. She admired own fine Container lately. She dined in a legendary dining room recently. She was disgusted by a miasma lately. She had a fine drink lately. 'Torret Doge' Regunib likes Marble, copper, Red diamond, crystal glass, amulets, mules for their stubbornness and snakemen for their impressive tails. When possible, she prefers to consume turtle and Dwarven wine. She absolutely detests bats. She needs alcohol to get through the working day. She likes working outdoors and grumbles only mildly at inclement weather.

< Part #23

▲ Return to LP Index ▲

Part #25 >

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▶



◀ Part #24

▲ Return to LP Index ▲

Part #26 ▶

Part 25: by Sankis

Not too much happened. I have a feeling the goblins will be back within a season, though, so stay tuned!

Spring, 1057.

Today I arrived at the fortress to begin my job as Director. The previous director of the fortress has left me quite a nice fortress to work with.

City Koganusân, "Boatmurdered"				2nd Granite, 1057, Early Spring								
Animals		Kitchen		Stocks		Prices		Justice				
Created Wealth:		815564*		Population:		74						
Weapons:		3038*										
Armor and Garb:		185399*		Miners		⊖	3	Axe Lord		⊖	None	
Furniture:		66635*		Carpenters		⊖	None	Axe Lord		⊖	None	
Other Objects:		282434*		Masons		⊖	10	Swordsdwarves		⊖	6	
Architecture:		82881*		Trappers		⊖	2	Swordmasters		⊖	None	
Displayed:		63025*		Metalsmiths		⊖	4	Macedwarves		⊖	None	
Held/Worn:		132152*		Jewelers		⊖	2	Mace Lord		⊖	None	
				Craftsdwarves		⊖	3	Hammerdwarves		⊖	None	
Imported Wealth:		93593*		Nobles		⊖	7	Hammer Lord		⊖	None	
				Peasants		⊖	None	Speardwarves		⊖	None	
Exported Wealth:		5950*		Children		⊖	6	Spearmasters		⊖	None	
				Fisherdwarves		⊖	3	Marksdwarves		⊖	9	
Food Stores:		2195		Farmers		⊖	8	Elite Mrksdwrs		⊖	None	
Meat		312	Seeds	584	Mechanics		⊖	4	Wrestlers		⊖	5
Fish		None	Drink	None	Trained Animals		A	19	Elite Wrestlers		⊖	None
Plant		None	Other	1299	Other Animals		A	245	Recruits		⊖	2

It is quite the typical Dwarven Stronghold, nothing seems to be out of the ordin---what the fuck is with this fortress?



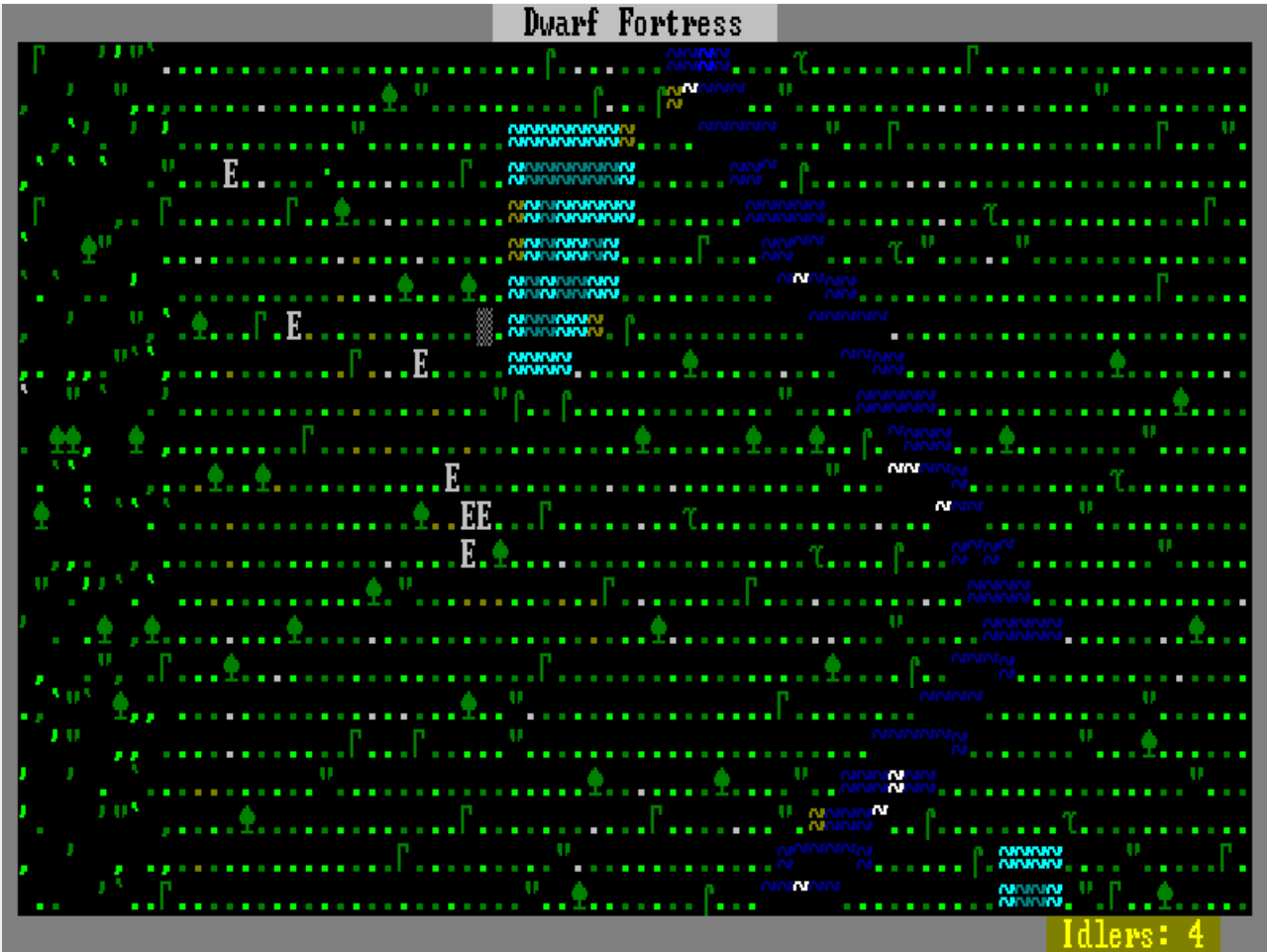
After meeting with the former Director and hearing all he cared to tell me, the fortress was now in my hands.

Since Goblin invasions and elephants have been a threat in the past, I planned to rectify it by ordering the construction of a series of channels to release lava into the world. I cancel all other orders and begin construction immediately.

The plan is to bypass the botched area that was done by a previous ruler. I am also planning on relying on only 2 floodgates. The pathway I have dug out will do the rest, guiding the lava to the outside and killing whatever threatens us.



I scan the surroundings outside. These Elephants, if they remain, will be our first target once it is done.



Luckily they do not attack.

Suddenly, I recieve a report that one of our jewelers, Besmar, has drowned. Unfortunately, I am unable to recover the body. It is suspected he comitted suicide. I refocus on the lava channels.

While I do so, the yearly Elven caravan comes.



I look over our supplies and see we are not in need of any goods that they can give us. However, I do order the stills to full activity.

City Koganusân, "Boatmurdered"				19th Granite, 1057, Early Spring						
Animals		Kitchen		Stocks		Prices		Justice		
Created Wealth:		819617*		Population:		73				
Weapons:		2944*								
Armor and Garb:		186479*		Miners			3	Axedwarves		None
Furniture:		69635*		Carpenters			None	Axe Lords		None
Other Objects:		282337*		Masons			10	Swordsdwarves		6
Architecture:		82985*		Trappers			2	Swordmasters		None
Displayed:		63025*		Metalsmiths			4	Macedwarves		None
Held/Worn:		132212*		Jewelers			1	Mace Lords		None
				Craftsdwarves			3	Hammerdwarves		None
Imported Wealth:		92971*		Nobles			7	Hammer Lords		None
				Peasants			None	Speardwarves		None
Exported Wealth:		5950*		Children			6	Spearmasters		None
				Fisherdwarves			3	Marksdwarves		9
Food Stores:		2222		Farmers			8	Elite Mrksdwrvs		None
Meat		329	Seeds	583	Mechanics		4	Wrestlers		5
Fish		None	Drink	None	Trained Animals	A	23	Elite Wrestlers		None
Plant		None	Other	1310	Other Animals	A	236	Recruits		2

Today, however, a true criminal walks free. Eshtan Overbust, Jeweler of Boatmurdered, is released after his jail sentence. He

was charged with failing to comply with orders given by the wonderful and generous Governor, thereby disrupting our glorious capitalist economy.

PAUSED

Dwarf Fortress



PAUSED

Eshtân ágâblel, Jeweler
"Eshtân Overbust"
ð
Drink

Novice Gem Cutter
Novice Jeweler
Dabbling Wrestler

g:Gen i:Inv p:Pref w:Wnd
Space: Done

Idlers: 1

I will keep a close eye on this scum. Any more wrong moves from him and he will be the first to fight in the upcoming gladiator arena.

[http://lparchive.org/Dwarf-Fortress-Boatmurdered/Update%201-24/\[02.04.2011 11:49:10\]](http://lparchive.org/Dwarf-Fortress-Boatmurdered/Update%201-24/[02.04.2011 11:49:10])



At this point, I notice my lava project is not being completed quick enough. I give this job high priority. No mining dwarf is to do anything else the duration of this assignment.

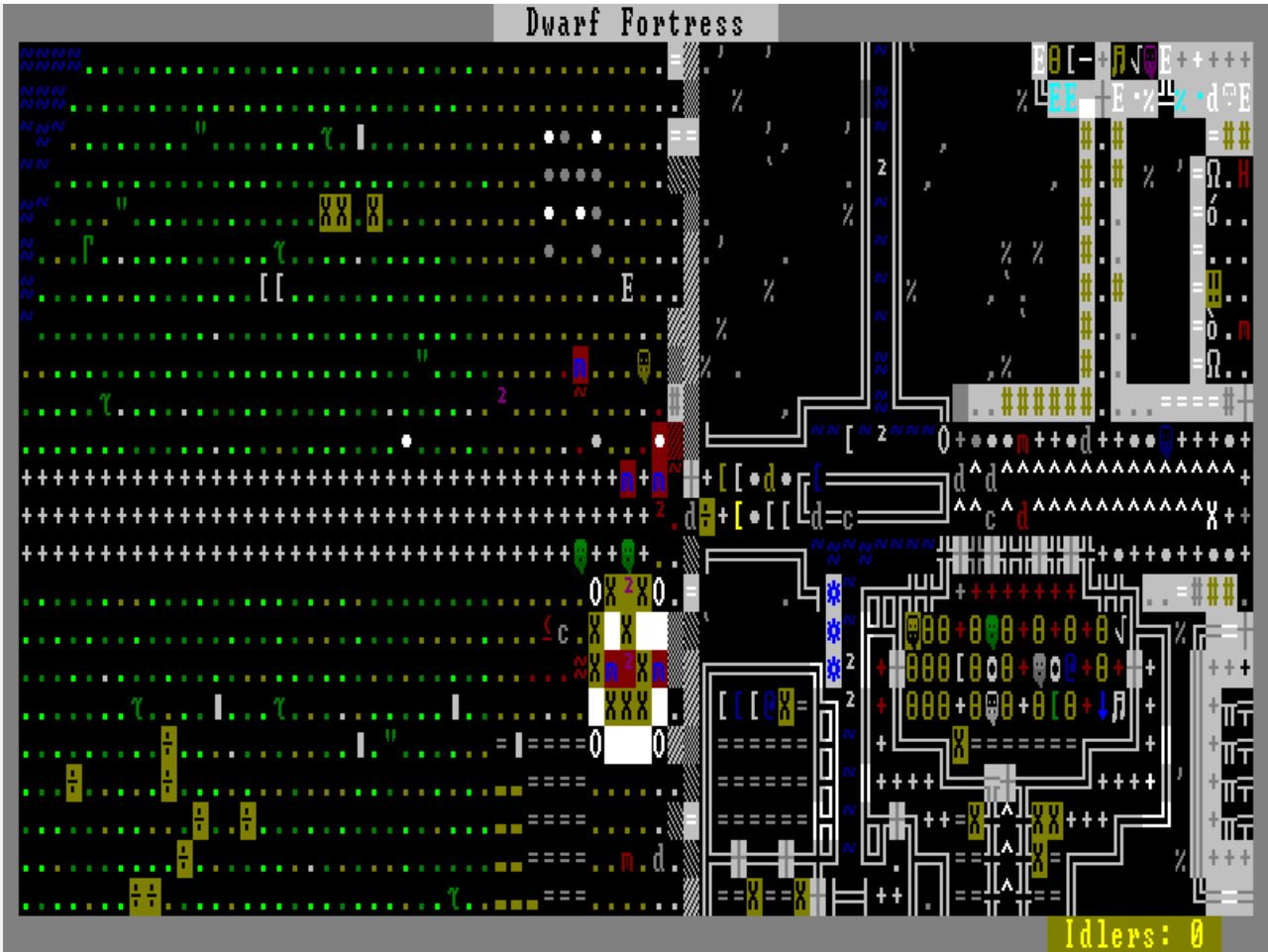
It is now 1st Slate of Spring and there have been no more important events.

I seem to have spoke too soon. On the 9th of Slate, a horde of Mandrils attacked the fortress.

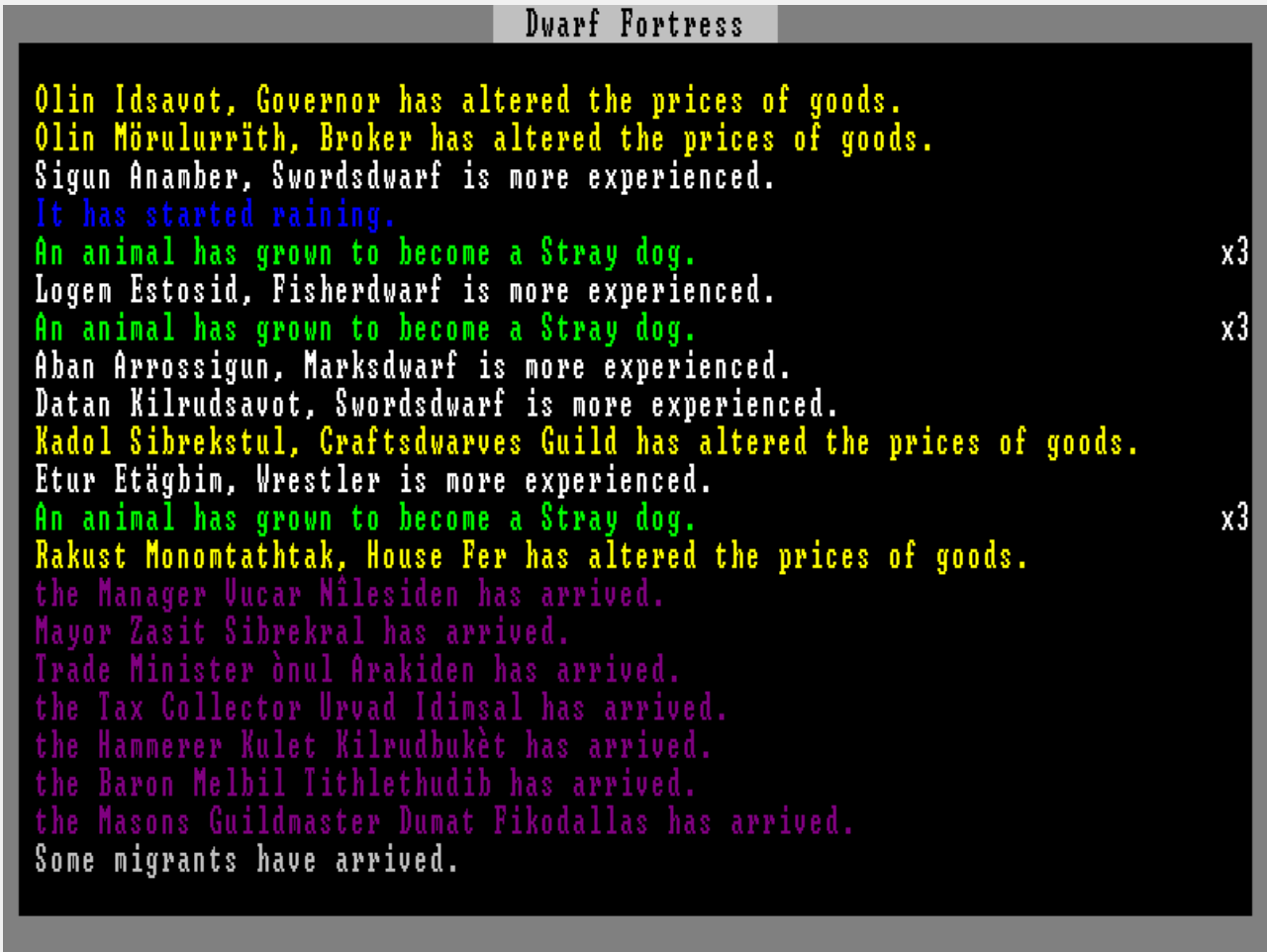


The troops arrive in time. A group of Marksdwarves engage the mandrills from a distance, picking several off before engaging in melee. All the while some dogs that have been stationed outside attack them as well.

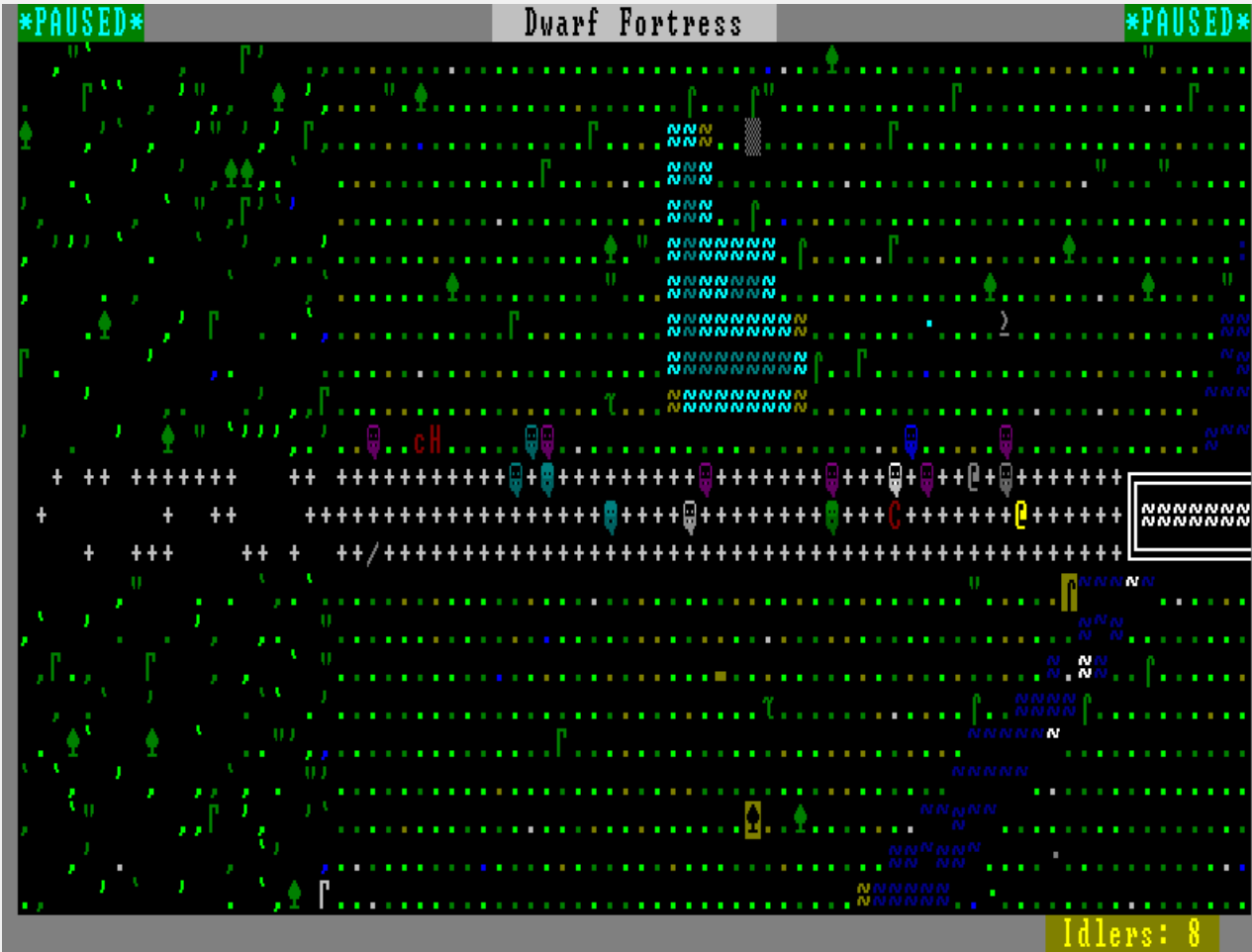
Soon, however, the battle is over. It is not without loss, however. One war dog and a marksdwarf have perished. You will not be forgotten, Iden Ralesesh.



On the Second of Felsite I recieve word from a messenger that several nobles, along with some immigrants, are due to arrive shortly. Damnation. As if I didn't have enough to worry about!

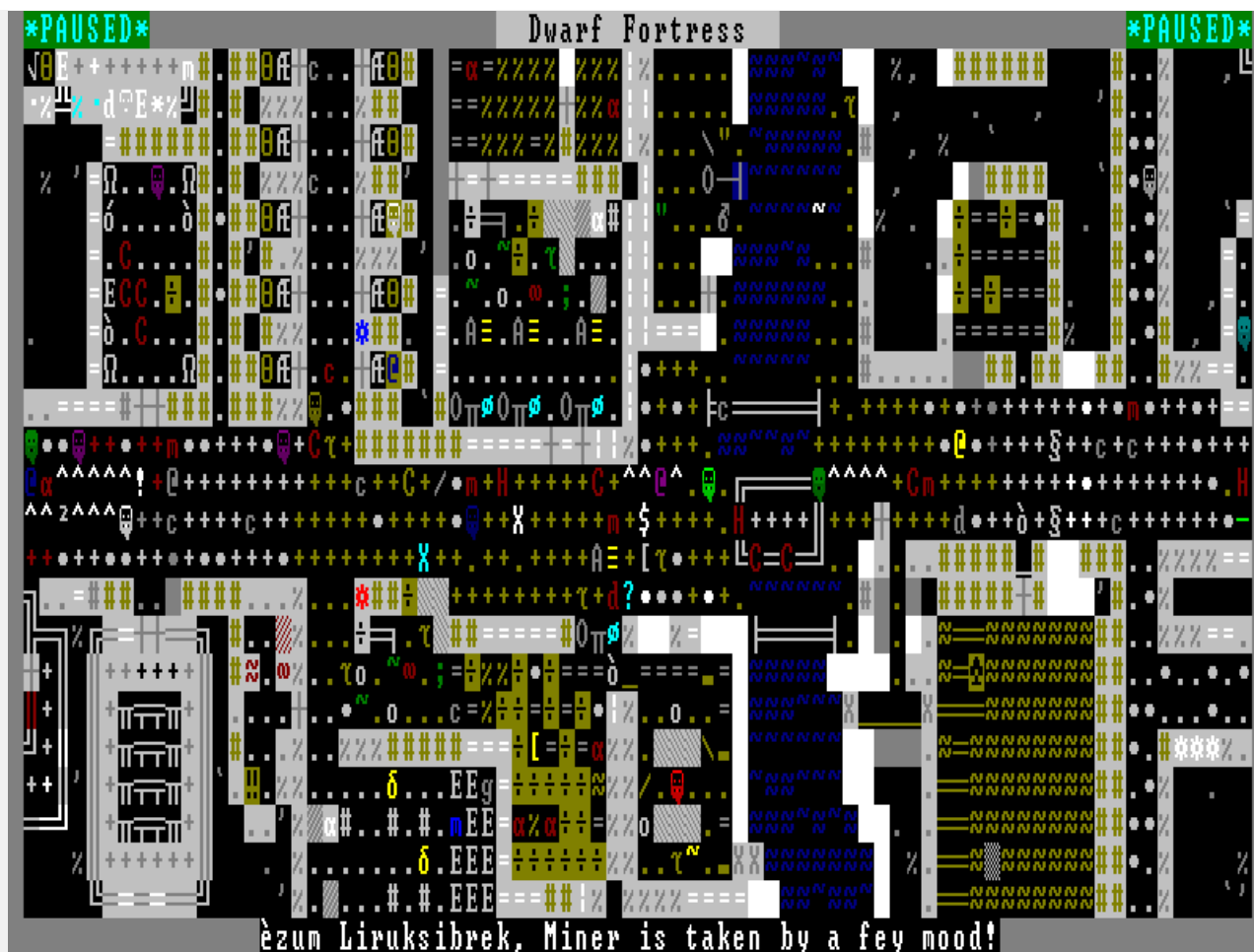


Prior to the arrival of these immigrants we had 73 citizens. These immigrants bring us to 98.



With the Advent of the Baron, we are in need of royal guards. I go around and and appoint the most worthy to the role.

Just as things were settling down once again, I recieve a report that one of my novice miners has been acting strangely and no longer working. Shortly after I recieve word that he has claimed a Mason's workshop and will not allow anyone inside.



Dwarf Fortress

An animal has grown to become a Stray dog.

Doren Gembishurdim, House Ber has altered the prices of goods.

Doren Mörulid, Mechanic cancels Load Cage Trap: Needs empty cage.

x2

Zasit Sibrekral, Mayor has mandated the construction of certain goods.

Ingish ònulegul, Baroness Consort has mandated the construction of certain goods.

ònul Arakiden, Trade Minister has mandated the construction of certain goods.

An animal has grown to become a Stray dog.

x2

The Stray mandrill Child (Tame) has been struck down.

It has started raining.

Limul Okangzon, Farmer cancels Tan a Hide: Needs unrotten raw hide.

'Megor Grendel' Isdenoddom, Retired Ruler cancels Brew Drink: Needs distillable item.

Rakust Ultèrolin has become a Swords dwarf.

èzum Liruksibrek, Miner cancels Store Item in Bin: Taken by mood.

èzum Liruksibrek, Miner is taken by a fey mood!

The Stray mandrill Child (Tame) has been struck down.

Melbil Uristalàth, Farmer is more experienced.

Iden Zolakrigòth has become a Marks dwarf.

èzum Liruksibrek has claimed a Mason's Workshop.

He remains there babbling to himself. What he wants I do not know, but hopefull he plans something productive.

On a related note, I have procured the Artifact Vodudib for my room. I figure I am not being payed enough, why not pad my

room with some expensive items?

Showing little respect for the dead, a masterwork of Starkravingmad has been lost. If I get my hands on the one responsible, they will be killed.

Dwarf Fortress

goods.

An animal has grown to become a Stray dog. x2

The Stray mandrill Child (Tame) has been struck down.

It has started raining.

Limul Okangzon, Farmer cancels Tan a Hide: Needs unrotten raw hide.

'Megor Grendel' Isdenoddod, Retired Ruler cancels Brew Drink: Needs distillable item.

Rakust Ultèrolin has become a Swordsdwarf.

èzum Liruksibrek, Miner cancels Store Item in Bin: Taken by mood.

èzum Liruksibrek, Miner is taken by a fey mood!

The Stray mandrill Child (Tame) has been struck down.

Melbil Uristalâth, Farmer is more experienced.

Iden Zolakrigòth has become a Marksdwarf.

èzum Liruksibrek has claimed a Mason's Workshop.

Olon Binguz, Bookkeeper has ended a mandate.

An animal has grown to become a Stray dog. x5

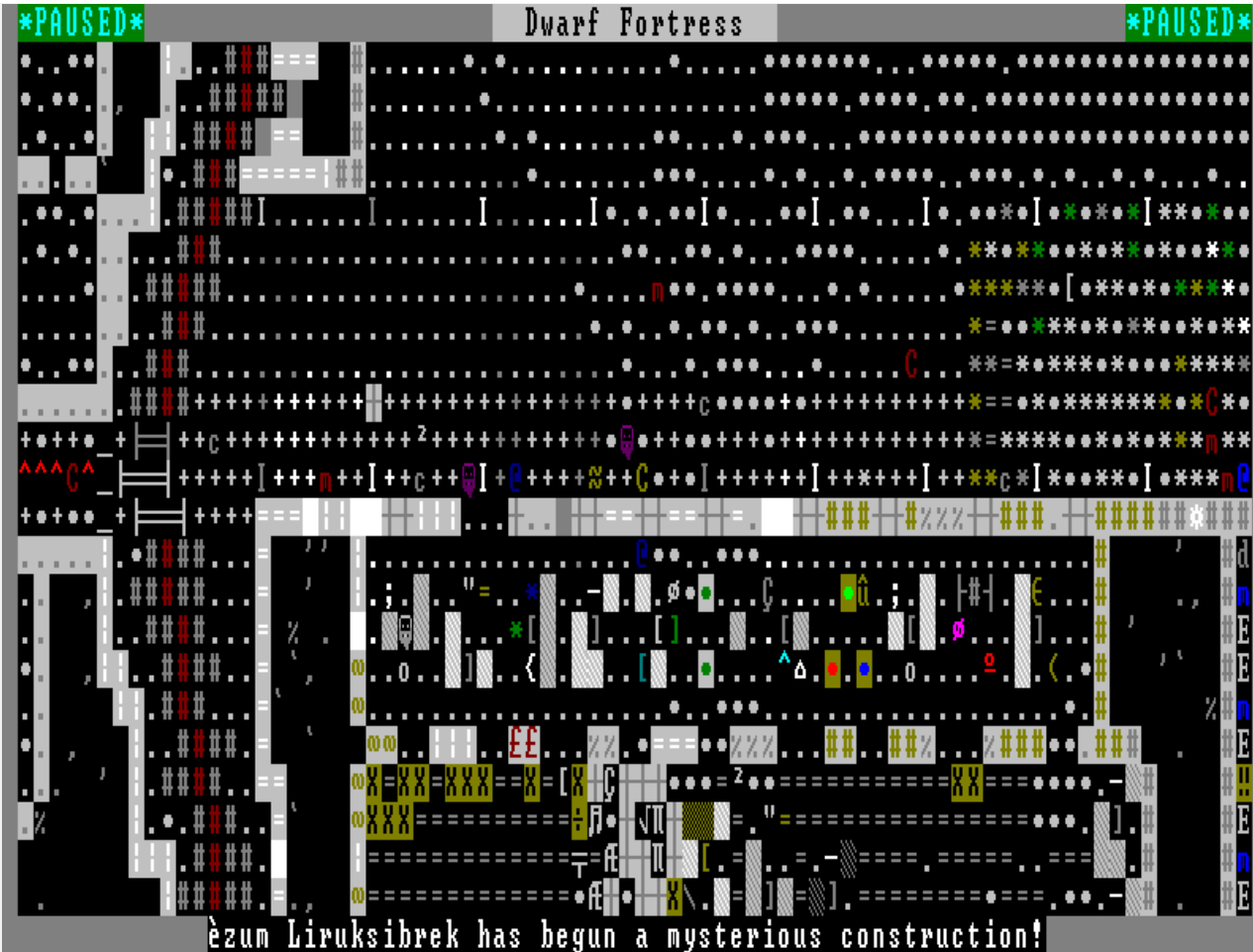
Olon Binguz, Bookkeeper has mandated the construction of coins.

Melbil Tithlethudib, Baron has altered the prices of goods.

A masterwork of 'StarkRavingMad' Zonidor has been lost!

èzum Okolbesnar, Fisherdwarf cancels Store Item in Bin: Job item misplaced.

Just in time to cheer me up, I learn that the fey dwarf mentioned earlier has finally begun construction. Hopefully his item is useful, though I have my doubts.



DAMNATION! Just as I expected. This item is high useless. A basalt floodgate?! You idiot. If I didn't need you, I'd station you in the lava pit. Infact, I just may do that anyway.

Zèleringish Ustosuvóth, "Primebodice the Angry Shreds", a Basalt floodgate

This is a Basalt floodgate. All crafts dwarfship is of the highest quality. It is decorated with Felsite and encircled with bands of Basalt and Felsite.
On the item is an image of a dwarf and a elephant in Chrysoberyl. The elephant is striking down the dwarf.

Spring is now over. Nothing else of note happened during this time.

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▶



◀ Part #25

▲ Return to LP Index ▲

Part #27 ▶

Part 26: by Sankis

megor grendel posted:

Please post a screenshot of the whole fortress in your next update. It's been a while since anyone has posted one and I'm desperate to see what's going on 😊

Sankis posted:

Sure thing.



Autumn is equally boring so far so I just decided to post the horribly boring summer update by itself instead of making you all wait until tomorrow.

Seriously. There's like nothing going on 😊 I got a bad year, I think. The rest of autumn and winter better be fucking awesome. It's not even like i'm missing stuff. It's gotten to the point where i'm making very inane events into updates because everyone just goes about their business and nothing interesting happens 😊 Oh well. Sorry for the lack of updates. It takes alot longer then I thought it would. I'm going to try to finish it up by tomorrow evening with a final update.

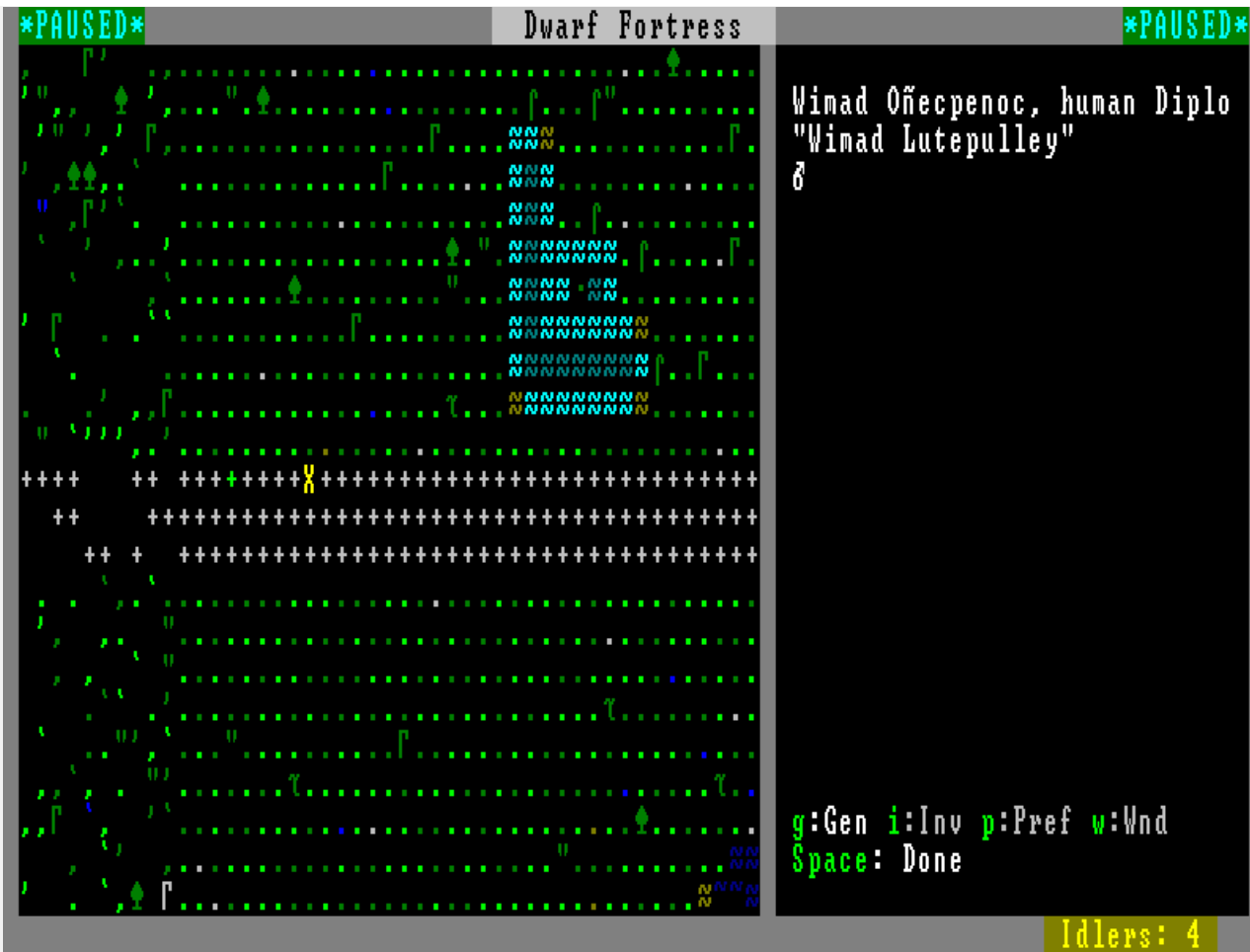
Summer, 1057:

The summer flood comes early this year. The ingenious series of bridges that a previous ruler made causes us to lose only a dog and a horse.



Shortly after the flooding, the Human Caravans arrive bringing several wagons. Among the humans is a diplomat.

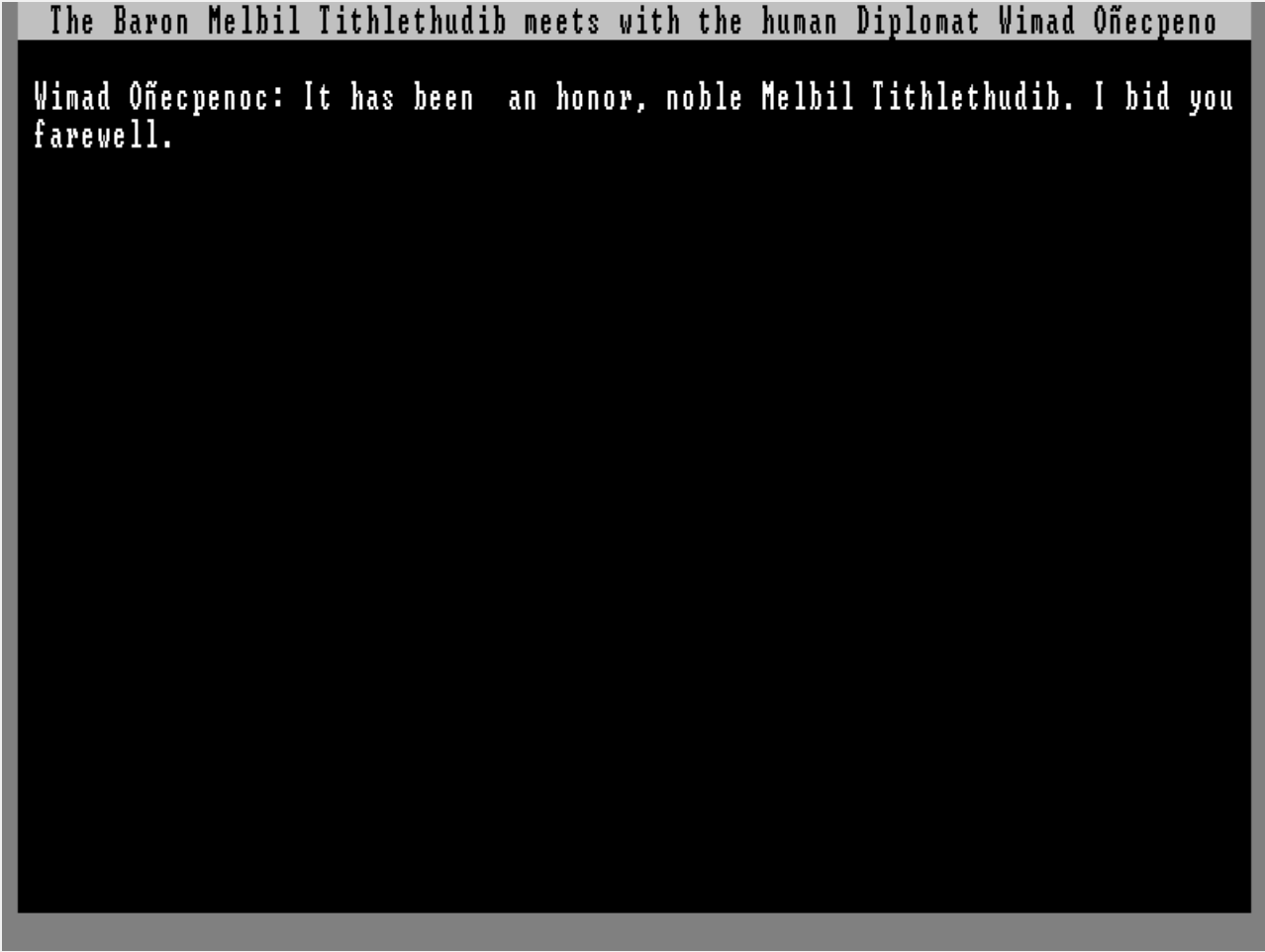




One of our sworddwarves seems to have gone to great lengths to get a drink of water. Instead of, you know, going to the river edge or a well like a normal dwarf he wades out into the waters and is now stranded. I hope the idiot dies, but sadly he does not.



The diplomat that arrived leaves after speaking to me. We accomplish nothing, and within minutes of him greeting me he leaves.



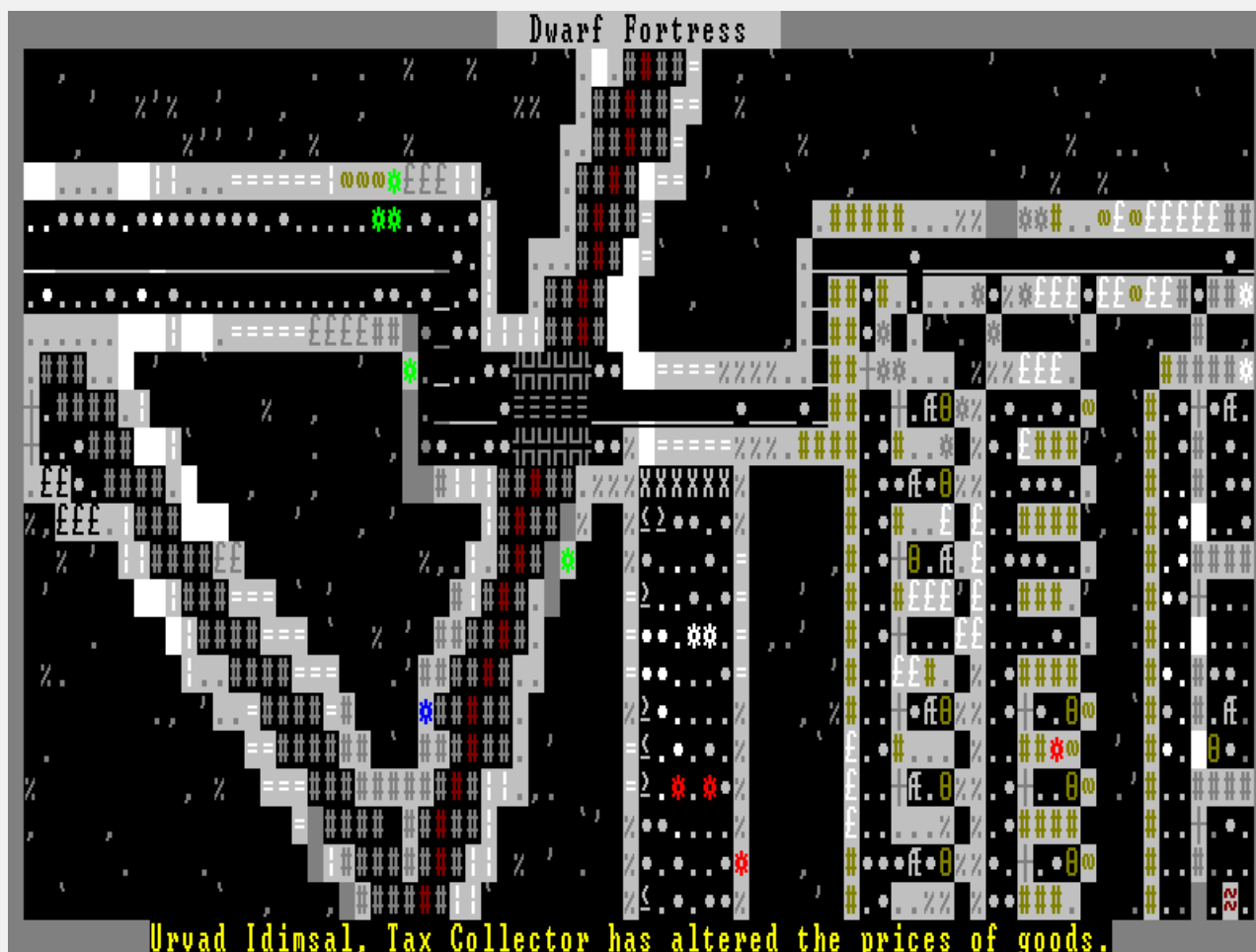
Meanwhile I set some idlers to work. My first mission is to get rid of the embarrassing failed aqueduct.



I also begin a mass engraving job for the stone engravers. This will increase our wealth greatly.

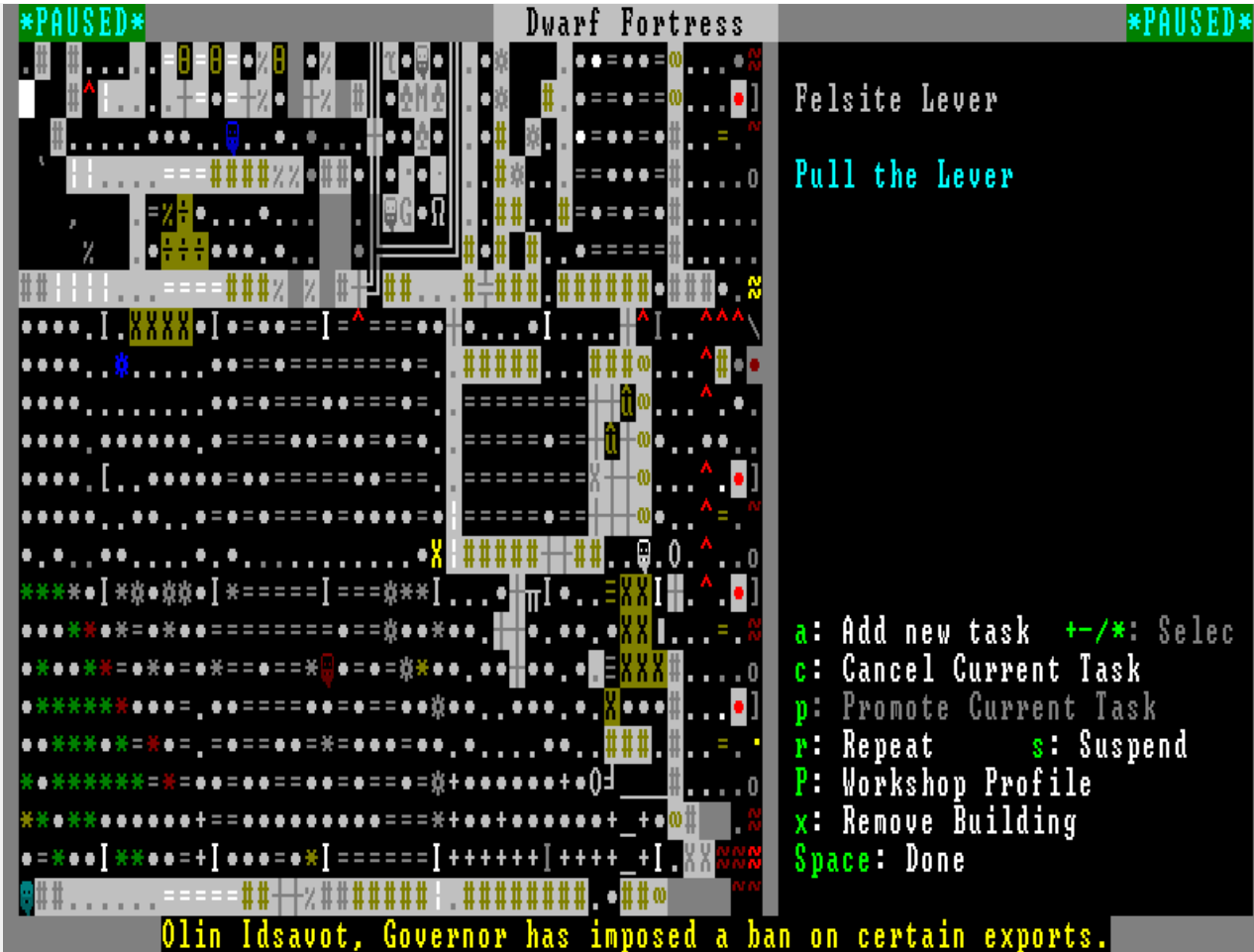


Nothing of importance happens until late summer. Finally, the lava world flood device is finished!

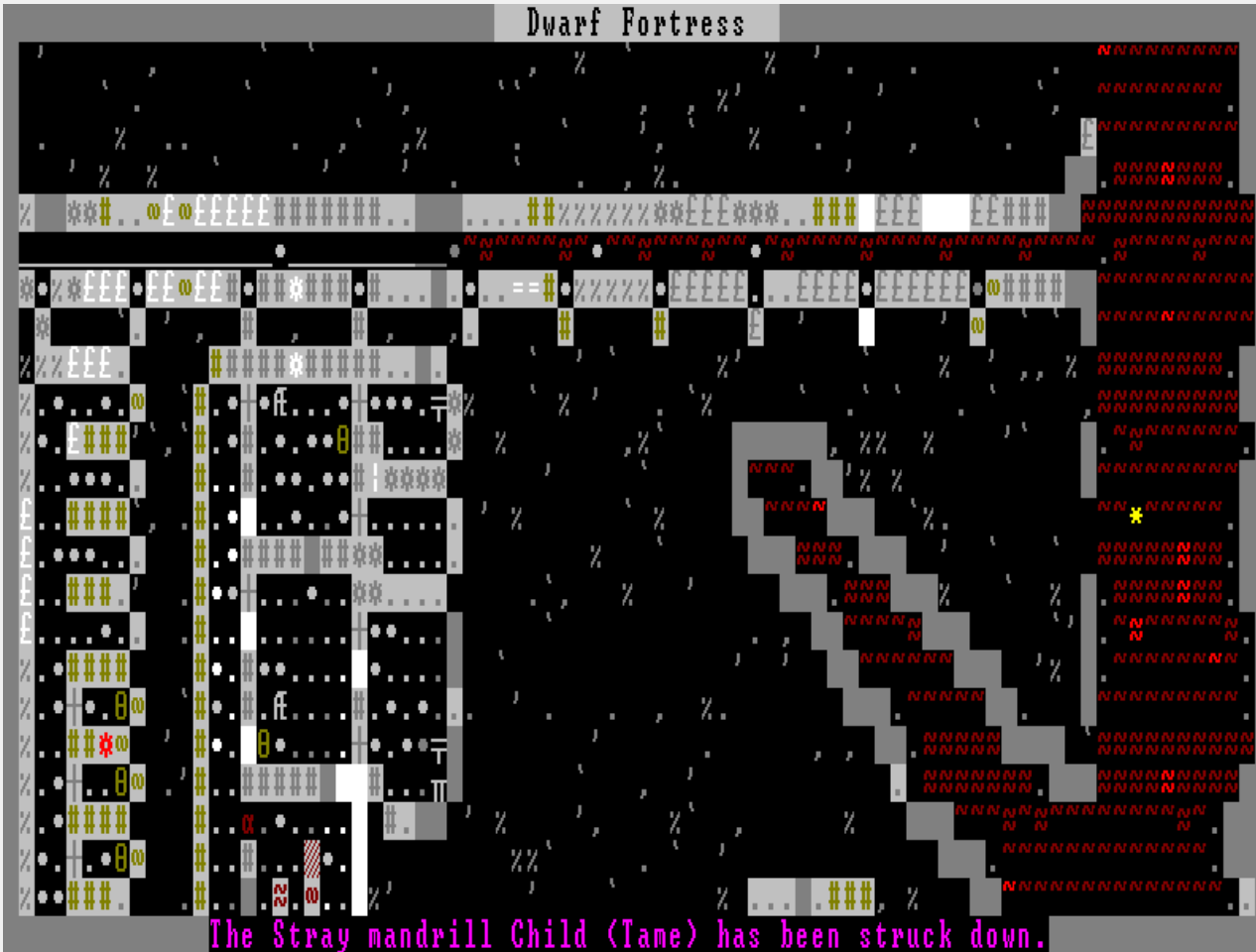




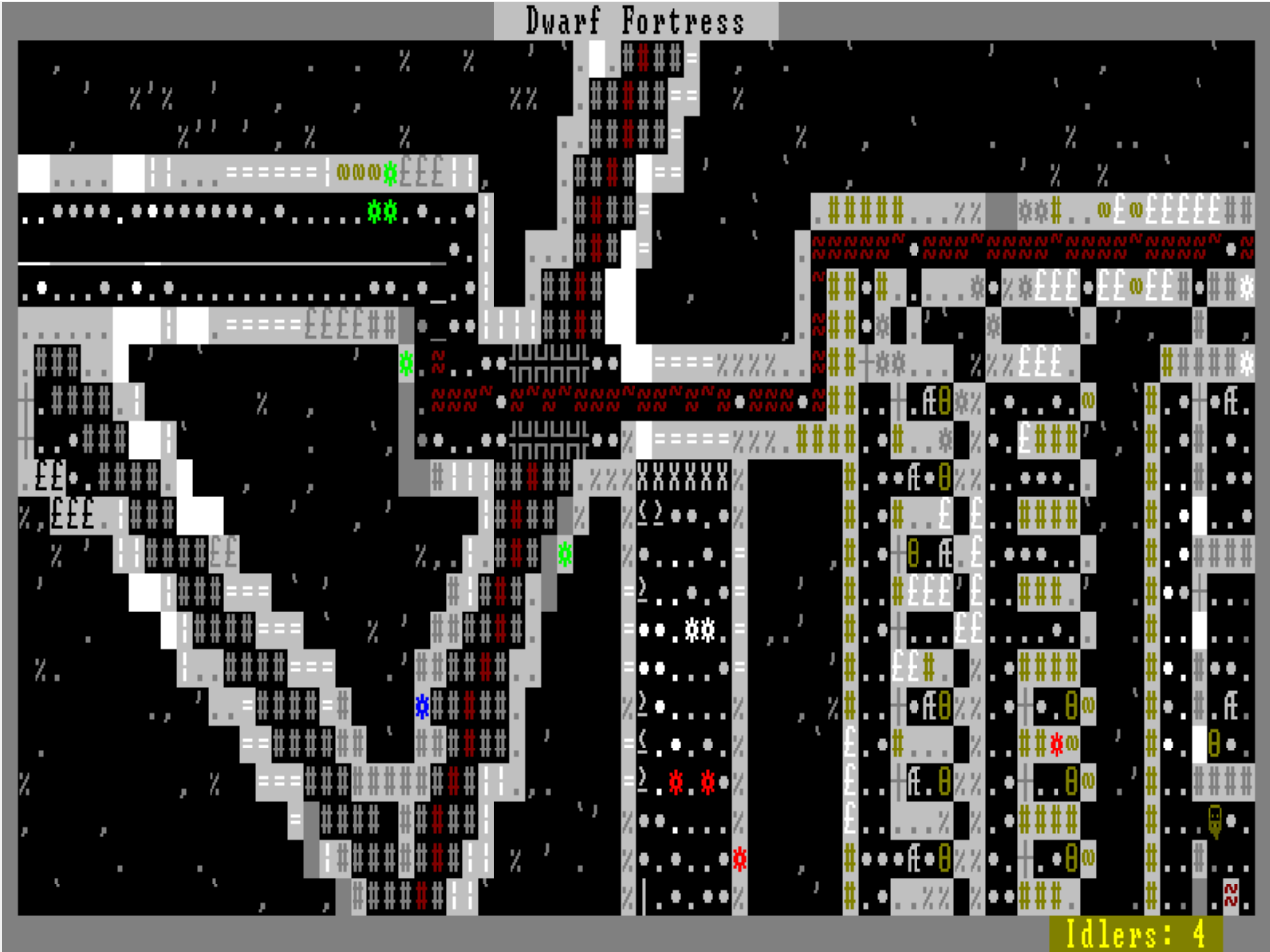
Now, to test it out. I usher everyone inside, and order the lever pulled.



It flows! Yes! So far, so good!



It passes the aquaduct successfully.



It hits the river!



I am just about to release the lava over the river when I look outside. I notice the canals that the previous rulers had done extensive canal work. Were I to release the lava into the wild, these would instantly dry up on contact with the lava. Testing

it now would be too risky. I will have to save it, else my "test" would make the most trafficked portion of the fortress a steamy deathtrap.



Asides from the wounded soldier lying unconscious, starving, and dehydrated in the main hallway the remainder of the Summer remains uneventful



Since nothing fun is happening, I decided to make my own events:

TEASER FOR NEXT UPDATE!

City Koganusân, "Boatmurdered"				1st Limestone, 1057, Early Autumn							
Animals		Kitchen		Stocks		Prices		Justice			
Created Wealth:		921334*		Population:		98					
Weapons:		3141*									
Armor and Garb:		195714*		Miners			5	Axe Lord			None
Furniture:		106600*		Carpenters			None	Axe Lords			None
Other Objects:		283702*		Masons			12	Swordsdwarves			12
Architecture:		87002*		Trappers			2	Swordmasters			None
Displayed:		66560*		Metalsmiths			5	Macedwarves			None
Held/Worn:		178615*		Jewelers			1	Mace Lords			None
				Craftsdwarves			4	Hammerdwarves			None
Imported Wealth:		114826*		Nobles			15	Hammer Lords			None
				Peasants			3	Speardwarves			None
Exported Wealth:		7260*		Children			6	Spearmasters			None
				Fisherdwarves			4	Marksdwarves			11
Food Stores:		2405		Farmers			8	Elite Mrksdwrvs			None
Meat		386	Seeds	573	Mechanics		4	Wrestlers			4
Fish		5	Drink	23	Trained Animals	A	21	Elite Wrestlers			None
Plant		76	Other	1342	Other Animals	A	211	Recruits			2



< Part #25

▲ Return to LP Index ▲

Part #27 >

Dwarf Fortress - Boatmurdered

by Various



Part 27: by Sankis

Autumn, 1057.

City Koganusân, "Boatmurdered"				1st Limestone, 1057, Early Autumn						
Animals		Kitchen		Stocks		Prices		Justice		
Created Wealth:		921334*		Population:		98				
Weapons:		3141*								
Armor and Garb:		195714*		Miners			5	Axedwarves		None
Furniture:		106600*		Carpenters			None	Axe Lords		None
Other Objects:		283702*		Masons			12	Swordsdwarves		12
Architecture:		87002*		Trappers			2	Swordmasters		None
Displayed:		66560*		Metalsmiths			5	Macedwarves		None
Held/Worn:		178615*		Jewelers			1	Mace Lords		None
				Craftsdwarves			4	Hammerdwarves		None
Imported Wealth:		114826*		Nobles			15	Hammer Lords		None
				Peasants			3	Speardwarves		None
Exported Wealth:		7260*		Children			6	Spearmasters		None
				Fisherdwarves			4	Marksdwarves		11
Food Stores:		2405		Farmers			8	Elite Mrksdwrvs		None
Meat		386	Seeds	573	Mechanics		4	Wrestlers		4
Fish		5	Drink	23	Trained Animals	A	21	Elite Wrestlers		None
Plant		76	Other	1342	Other Animals	A	211	Recruits		2

The Autumn of 1057 starts with death. Just two days into the season a jeweler who had been sentenced to three weeks in jail dies of thirst.



While I'm elsewhere in the fortress, a fire imp wanders into one of our traps. He never saw it coming.



Then I turn back toward the outside. The Mason's Guild leader is injured and knocked unconscious by elephants. They don't seem to finish him off.

PAUSED

Dwarf Fortress

PAUSED

Dumat Fikodallas, Masons Gui
"Dumat Glazesea"

upper body Unconscious
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot

g:Gen i:Inv p:Pref w:Wnd
Space: Done

Idlers: 1



Then to make matters better, one of our more skilled Metalsmiths is taken by a fey mood. This fuck better make something decent.

Dwarf Fortress

ùshrìr Dîbeshdastot, Recruit cancels Chasm Item: Could not find path.
Dumat Udosnörul, Hauling Bitch cancels Chasm Item: Could not find path.
ùshrìr Dîbeshdastot, Recruit cancels Chasm Item: Could not find path.
Zasit Sibrekral, Mayor has taken a request from the Craftsddwarves Guild.
Dumat Udosnörul, Hauling Bitch cancels Chasm Item: Could not find path.
ùshrìr Dîbeshdastot, Recruit cancels Chasm Item: Could not find path.
Dumat Udosnörul, Hauling Bitch cancels Chasm Item: Could not find path.
ùshrìr Dîbeshdastot, Recruit cancels Chasm Item: Could not find path.
Dumat Udosnörul, Hauling Bitch cancels Chasm Item: Could not find path.
ùshrìr Dîbeshdastot, Recruit cancels Chasm Item: Could not find path.
Dumat Udosnörul, Hauling Bitch cancels Chasm Item: Could not find path.
ùshrìr Dîbeshdastot, Recruit cancels Chasm Item: Could not find path.
Äs Anangusil, Marksddwarf is more experienced.
Zasit Sibrekral, Mayor has ended a mandate.
Dumat Fikodallas, Masons Guild cancels Drink: Interrupted by elephant.
'Torret Doge' Regunib, Retired Ruler cancels Store Owned Item: Item inaccessible.
Eshtân Ostarolon, Swordsddwarf is more experienced.
Urvad Stukosesesh, Metalsmith cancels Forge steel short sword: Taken by mood.
Urvad Stukosesesh, Metalsmith is taken by a fey mood!



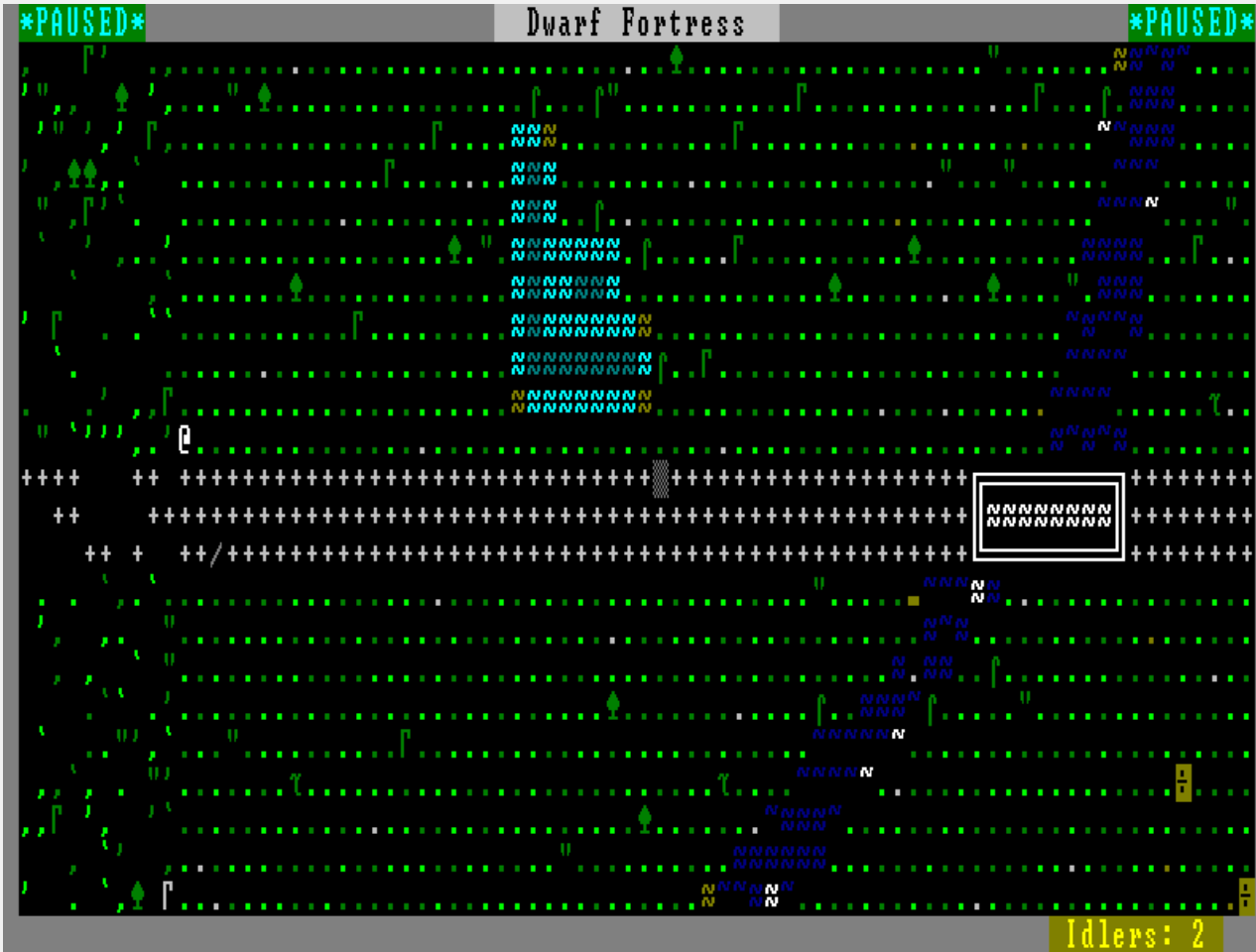
He claims a Magma Forge.



Thankfully we have what he needs for now..



Not long after, the Dwarven Caravan arrives with the City Liason.





While the Dwarves are busy offloading their goods, we get a visit from a few Goblin Snatchers. One is caught and killed in the trap. The other attempts to run



Seconds later, I get a notice that the fey dwarf has begun a construction. I bet it has elephants on it!



Then I get ANOTHER report of goblin thieves. Two more step into the traps. Fucking idiots.



Meanwhile I speak to the liason about goods for the next caravan.

The Bookkeeper Olon Bimguz meets with City Liaison Ast Tosidalis

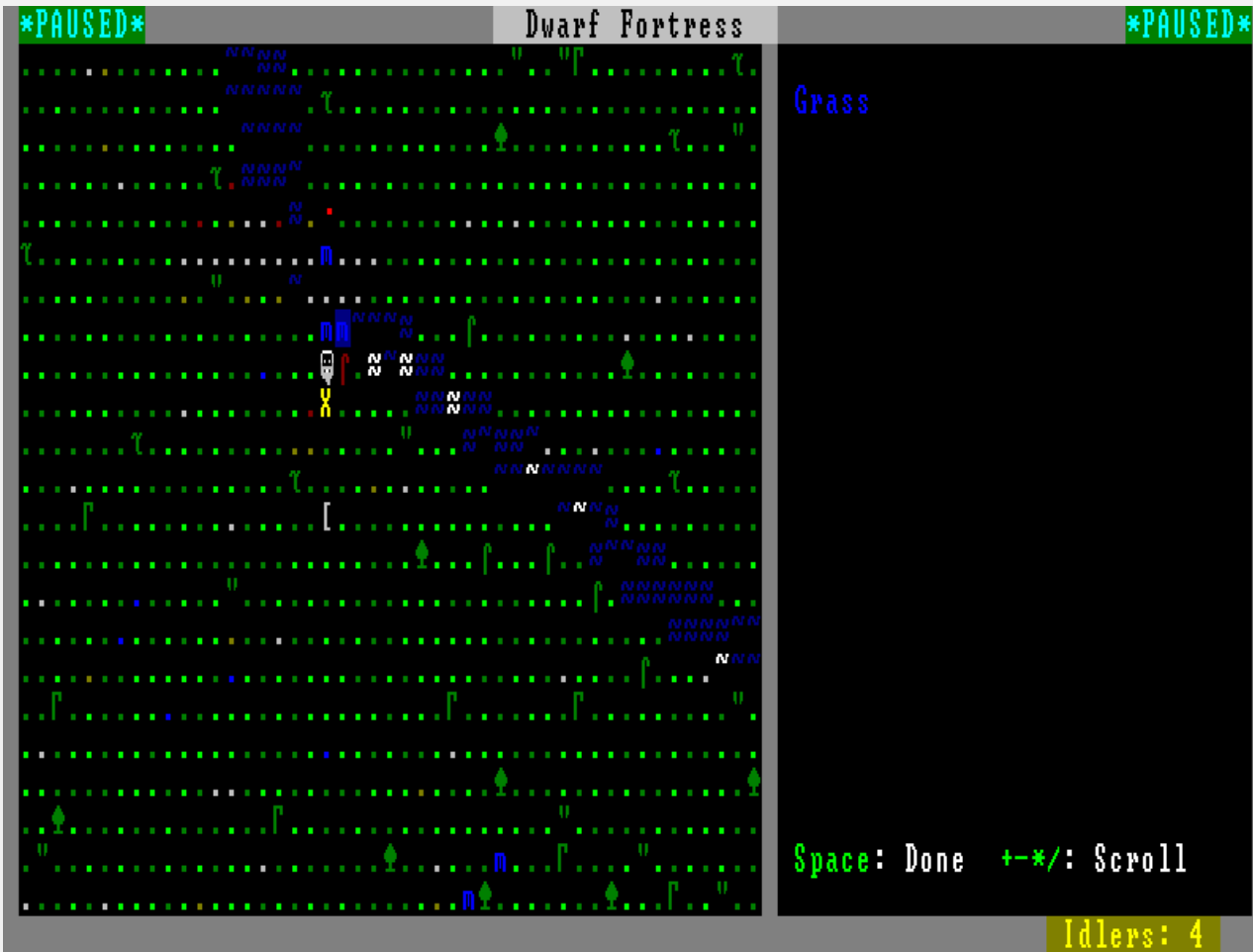
Do you have any requests to make of the autumn caravan?

They have nothing to really offer, but more seeds is never a problem so I ask for them.

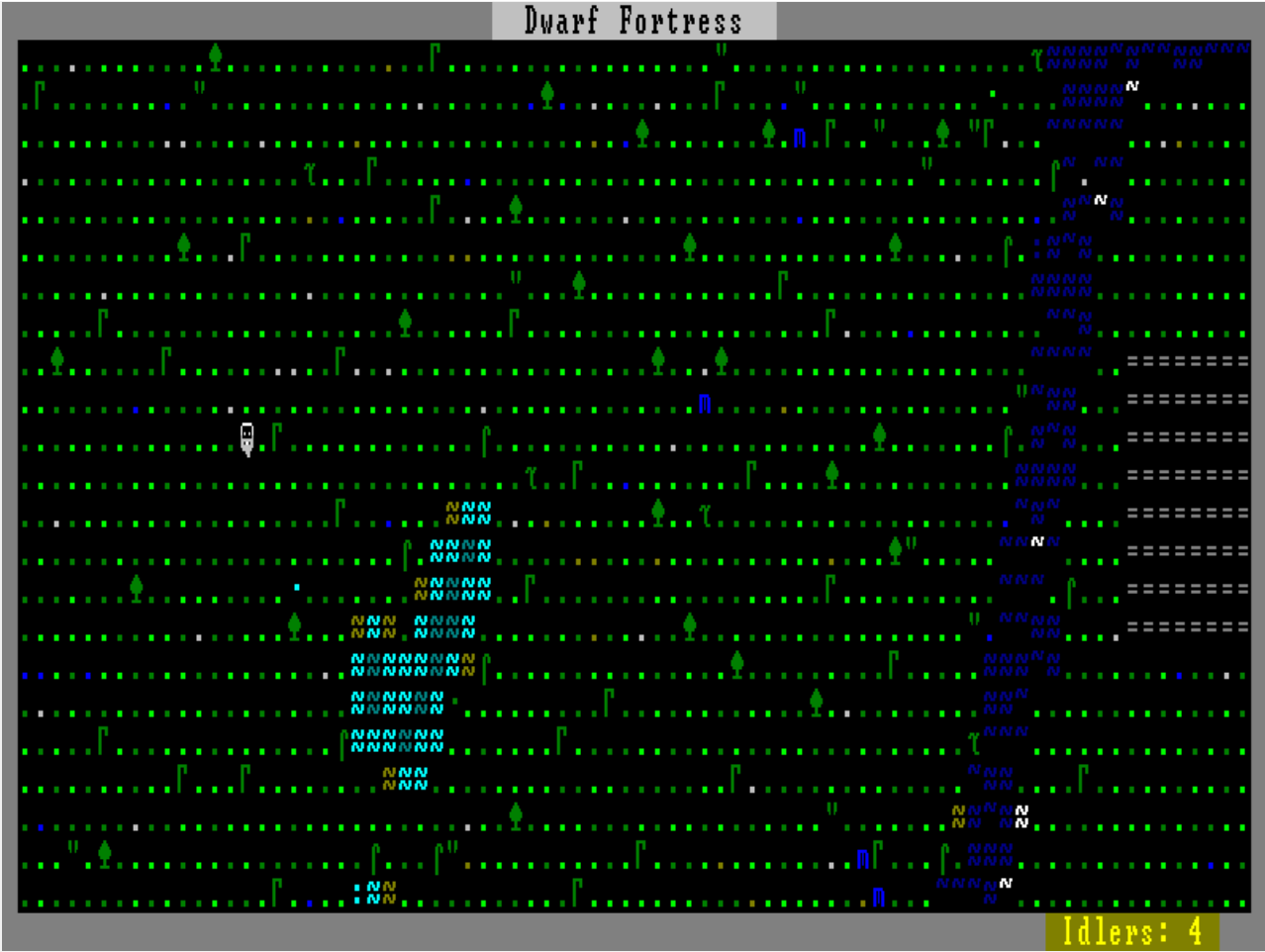
Just as a mason went out to retrieve the wounded Mason guild's noble, a horde of mandrills attack. He tries to fend them off but is taken down.



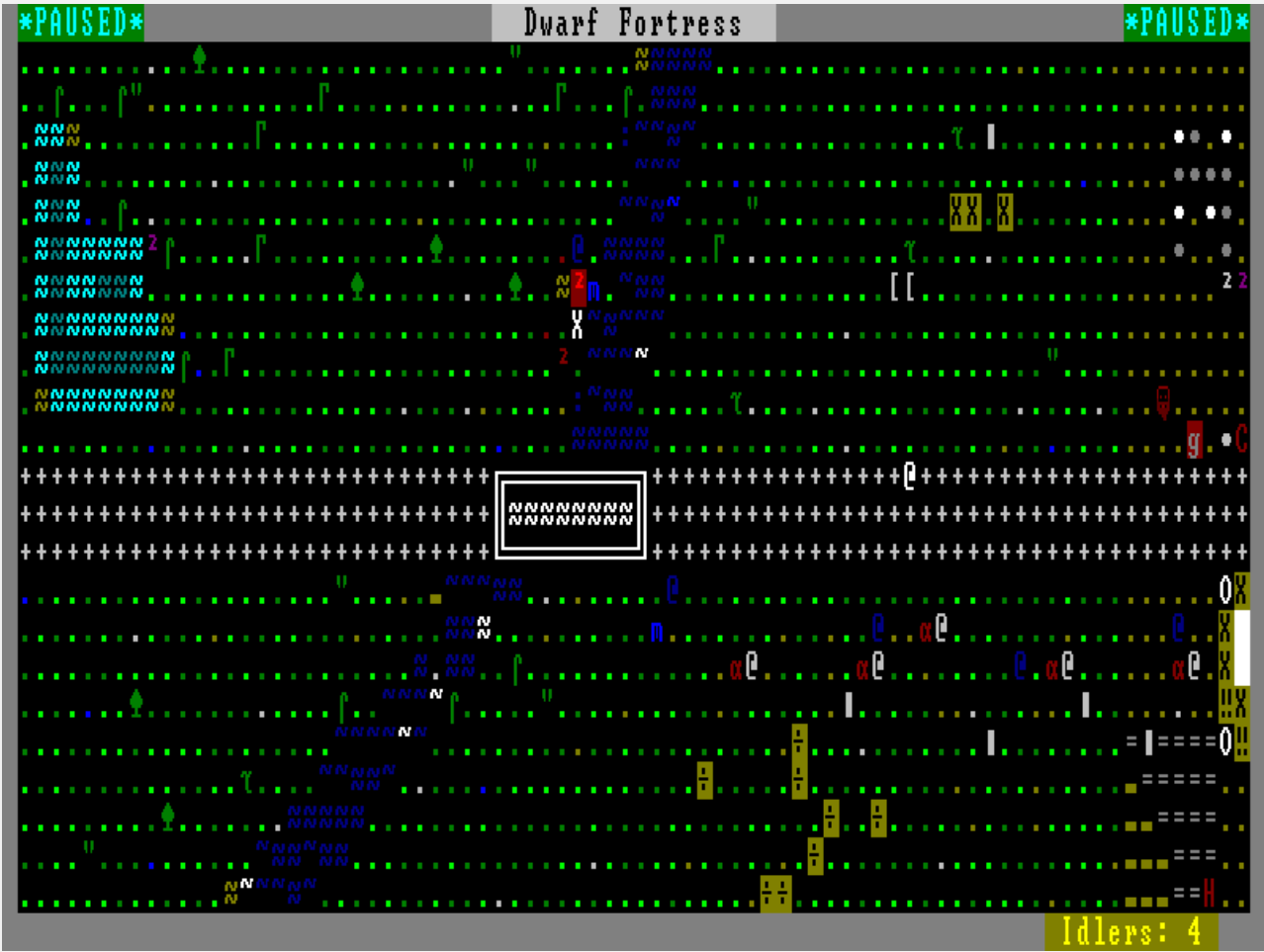
The Mason arrives to find his boss dead and also begins fighting the mandrills.



The Mason runs and the Mandrills dart for the trade depot.



The Caravan's axedwarfs head them off, however, making my deployment useless. Damn.



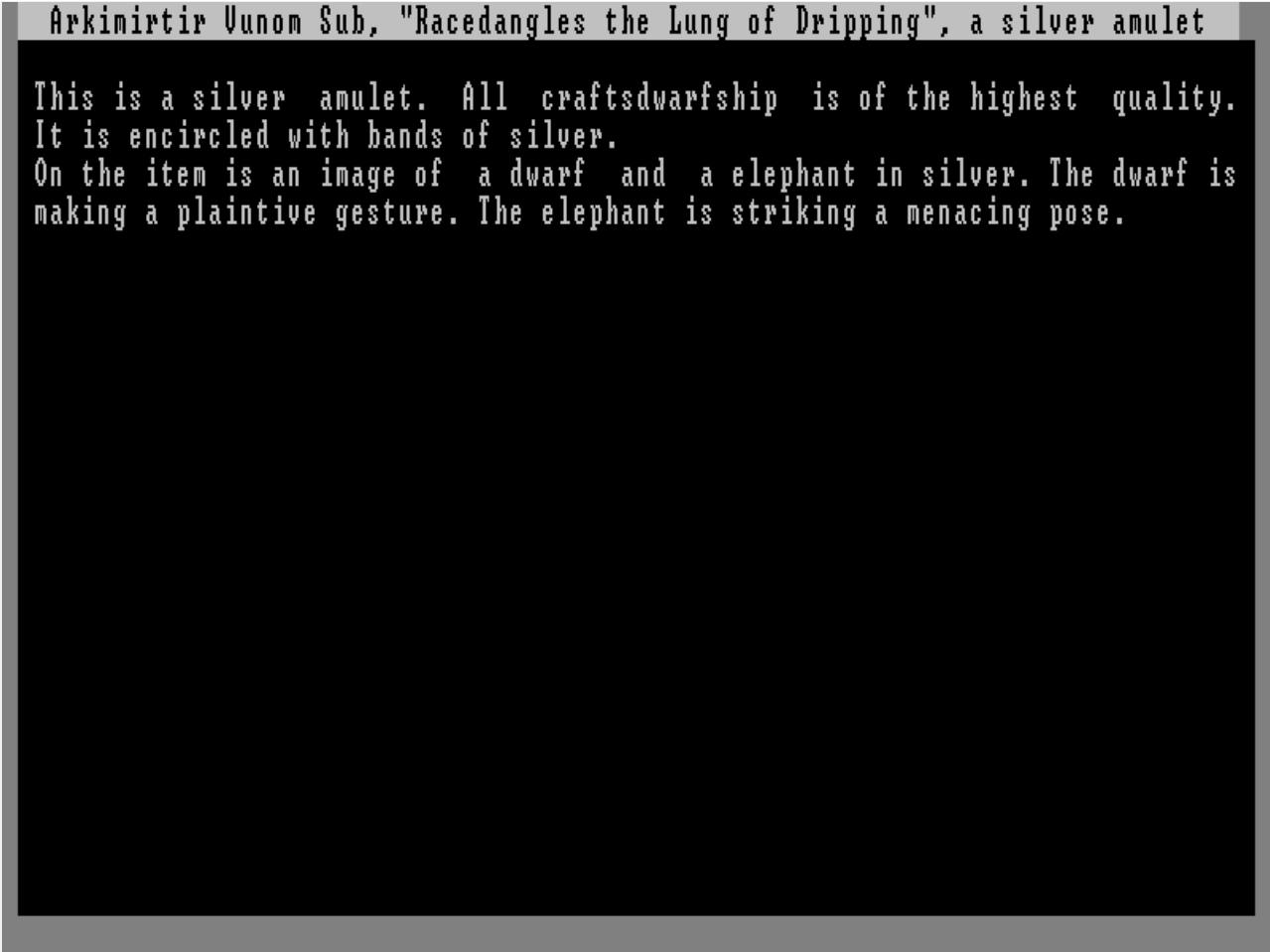
The mandrils are all killed and the axedwarfs head back to their caravan



A second later the Metalsmith finishes his artifact.



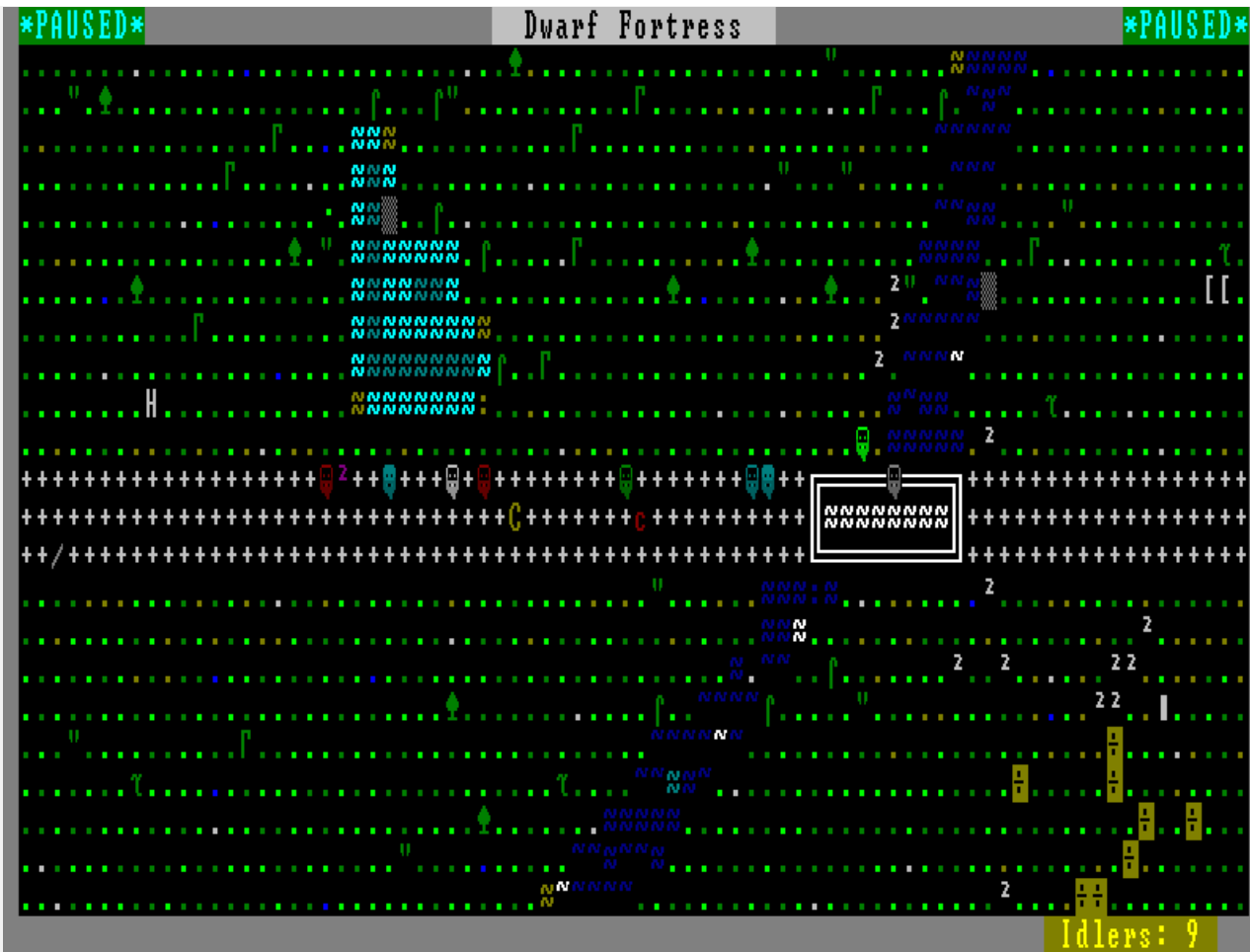
Oh hey. fucking elephants. HOW UNPREDICTABLE.



We seem to have a bit of a miasma problem so I assign a few dwarves to clean up.



What the fuck. Mid autumn migrants. As if we didn't have enough already. Oh well. It's only about 8 of them.



Woah. Out of fucking nowhere I get a message that Torret Doge has been struck down. I can't find the body anywhere, though!

I search all over for a sign of a battle outside but there is none.  it is a mystery



With that, Autumn is pretty much over. Nothing else of note happens. The dwarves continue being fucking idiots. One jeweler starves to death in jail and I search for more ore.

TouretteDog posted:

Try going to the units screen, picking the corpse, and hitting 'c' or whatever the zoom to creature key is. That works sometimes.

I must be avenged!

Sankis posted:

I tried that but it didn't work at the time. They somehow retrieved your body and your now resting in your tomb. Or you would be if the dwarves weren't bogged down with 1000 orders.

By the way, your tomb pales in comparison to mine:

Yours:



Mine:



That wooden table is an artifact 

This is one of the things I made when there was literally nothing happening during early summer to early-mid autumn. Not as awesome as that fully engraved one but for some reason the good engravers are "resting" in jail even though they were never jailed and are dying. Hooray dwarven justice system.

mariguana posted:

Noooo, my werewolf table. 😞

My tomb is the cheapest one of all of them, isn't it? And I bet I died first too. 🤖💀

[< Part #26](#)

[▲ Return to LP Index ▲](#)

[Part #28 >](#)

Dwarf Fortress - Boatmurdered

by Various



Part 28: by Sankis

Winter, 1057.

Hooray! Winter has finally arrived. The final stretch before my year term is over.

It starts off well enough. A metal smith starves to death. I assume he was jailed for disobeying orders and none of the lazy ass dwarves fed him.

Dwarf Fortress

Zasit Sibrekrall, Mayor has mandated that certain jobs be completed.

Zasit Sibrekrall, Mayor has changed the guild wages.

Zasit Sibrekrall, Mayor has ended a mandate.

Äs Urrithmelbil, Mechanic cancels Load Cage Trap: Needs empty cage. x3

Datan Kilrudsavot, Swords dwarf has calmed down.

Äs Urrithmelbil, Mechanic cancels Load Cage Trap: Needs empty cage. x3

Datan Kilrudsavot, Swords dwarf is throwing a tantrum!

Äs Urrithmelbil, Mechanic cancels Load Cage Trap: Needs empty cage. x3

Ingish ònulegul, Baroness Consort has altered the prices of goods.

Äs Urrithmelbil, Mechanic cancels Load Cage Trap: Needs empty cage. x3

Urvad ònulbesmar, Metalsmith has starved to death.

Datan Kilrudsavot, Swords dwarf has calmed down.

Äs Urrithmelbil, Mechanic cancels Load Cage Trap: Needs empty cage. x3

Dodók Zaszuglar, Swords dwarf is more experienced.

The Stray mandrill Child (Tame) has been struck down.

Datan Kilrudsavot, Swords dwarf is throwing a tantrum!

Äs Urrithmelbil, Mechanic cancels Load Cage Trap: Needs empty cage. x3

ònul Arakiden, Trade Minister has imposed a ban on certain exports.

Datan Kilrudsavot, Swords dwarf has calmed down.

Datan Kilrudsavot, Swords dwarf is throwing a tantrum!

Feb Anamerib, Farmer cancels Load Cage Trap: Needs empty cage. x3

Our coin vault finally finishes. It contains the fortress's supply of coins. It is protected by first a door of pure steel, followed by one of pure platinum.

The screenshot displays the Dwarf Fortress game interface. At the top, a grey bar contains the text '*PAUSED*' on the left and right, and 'Dwarf Fortress' in the center. The main area is a complex underground map with various structures, including a large sandstone coffin. The bottom right shows a list of items: 'Sandstone Coffin', 'Sandstone coffin' [B], and 'Torret Doge' Regunib's [B]. The bottom status bar shows 'Idlers: 3'.

<http://lparcive.org/Dwarf-Fortress-Boatmurdered/Update%201-27/>[02.04.2011 11:49:34]



Remember when I said shit was getting boring?

I take that back.

I have no idea what the fuck just happened. I was cleaning up outside a bit and mining out useless areas. By the gods!



Immediately we lose the miner who undug it.



The rest of those stranded outside are safe. For now.

I get an idea to possibly save the fortress. If I release the lava I have trapped up, it will evaporate the water on contact. With nothing to lose, I do it.

The lava is released and hits the water.



It continues spreading and steaming up.



Sadly, the dwarves trapped outside are unable to flee. They either die horrible deaths due to scalding, or due to being burned alive in the lava.



Poor dog.



After awhile, it clears up. All the goods outside the fortress are burnt but they can't be recovered. The fortress is saved.



But at a terrible cost.

Dwarf Fortress

path. x2

Urvad Idinsal, Tax Collector's mandate has ended.

Urvad Idinsal, Tax Collector has burned up in magma.

Urvad Stukosesesh, Metalsmith cancels Bring Item to Shop: Could not find path. x4

Iden Zolakrigòth, Marksdwarf has been scalded to death.

Urvad Stukosesesh, Metalsmith cancels Bring Item to Shop: Could not find path. x6

Às Anangusil, Marksdwarf cancels Drink: Dangerous terrain.

Urvad Stukosesesh, Metalsmith cancels Bring Item to Shop: Could not find path.

Às Anangusil, Marksdwarf has burned up in magma.

Squad "The Systemic Pale Nets" has been annihilated!

Urvad Stukosesesh, Metalsmith cancels Bring Item to Shop: Could not find path. x23

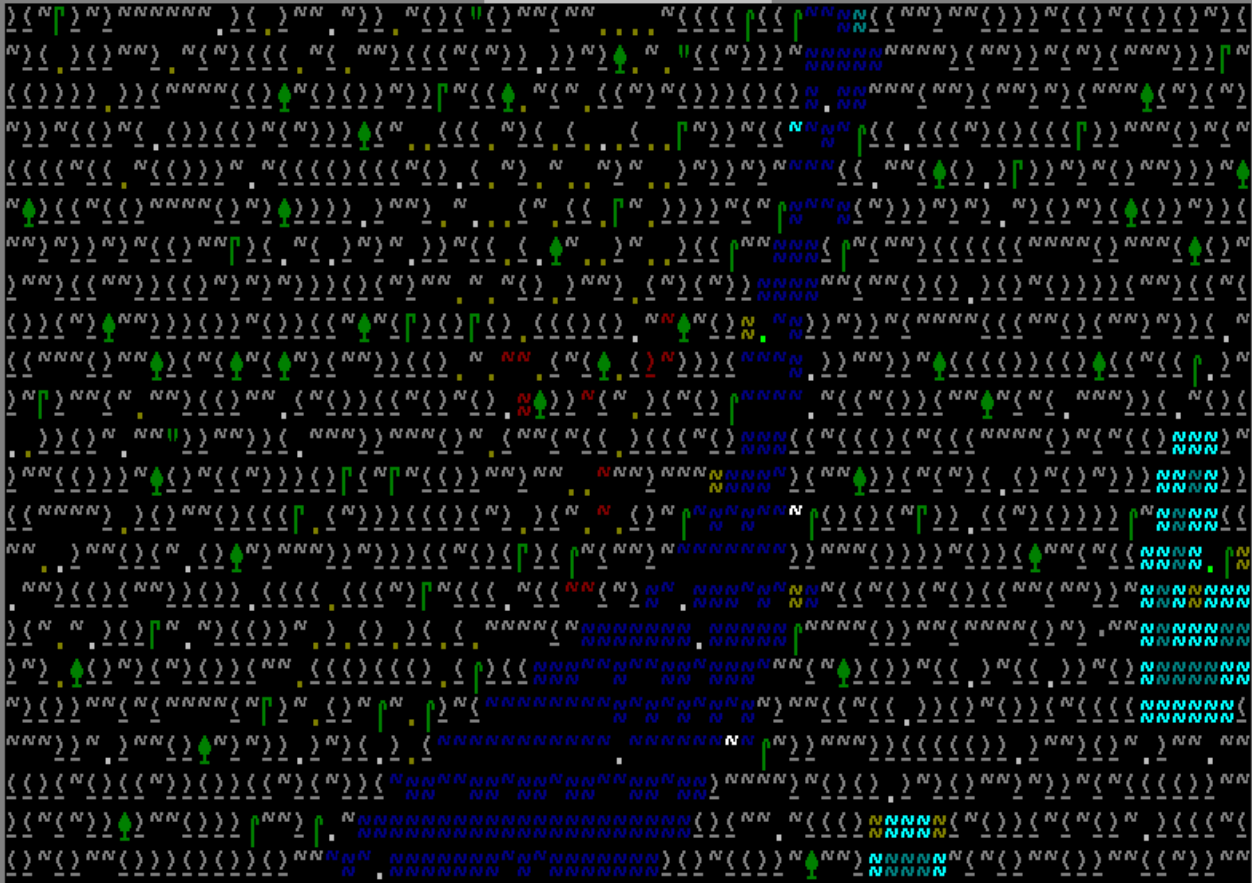
Athel Olonilid, Swordsdwarf is more experienced.

Urvad Stukosesesh, Metalsmith cancels Bring Item to Shop: Could not find path. x7

A masterwork of 'StarkRavingMad' Zonidor has been lost!

Urvad Stukosesesh, Metalsmith cancels Bring Item to Shop: Could not find path. x74

Dwarf Fortress



An animal has grown to become a Stray cow.

After everything settles down I decide to engrave some things in my future tomb. Clearly I have suffered some sort of trauma.

Egarsholil Biban, "The Old Stick of Balls"

Engraved on the wall is an exceptionally designed image of a dog by 'Sankis' Gatinbomrek. The dog is burning.

Ralzassakub, "The Silvery Crystalline Dumpling"

Engraved on the wall is a masterfully designed image of a dwarf by 'Sankis' Gatinbomrek. The dwarf is screaming.

Things begin settling down and finally become normal again as winter starts to come to a close. A dwarf becomes possessed! Yay!



He claims a crafts dwarf workshop.

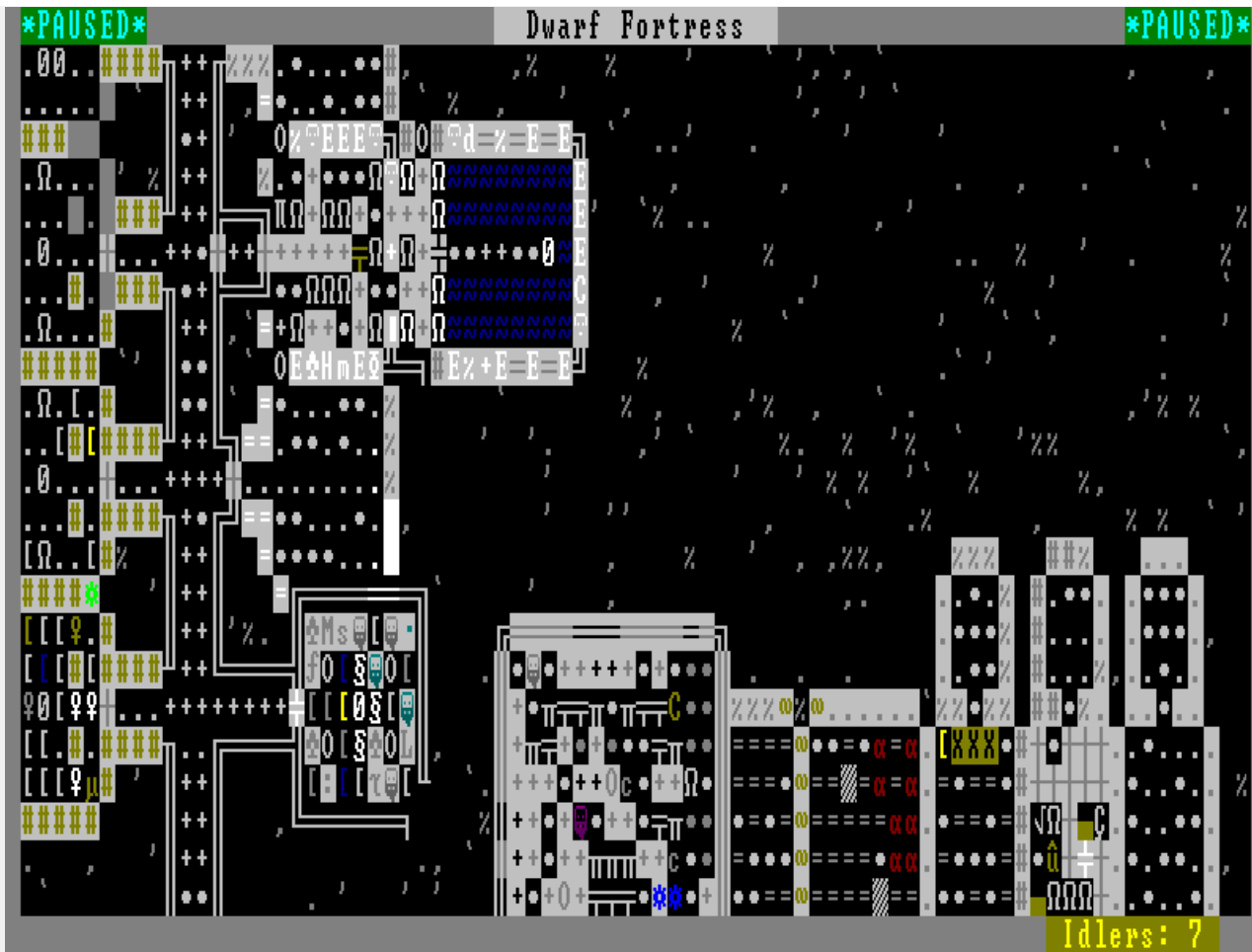


Later begins production.



Winter comes to a close. I am now retiring after only a year. Hopefully the next ruler is up to the task of rebuilding the outside and refilling the channels.

Luckily I finished my tomb before my reign ended.



I now retire.

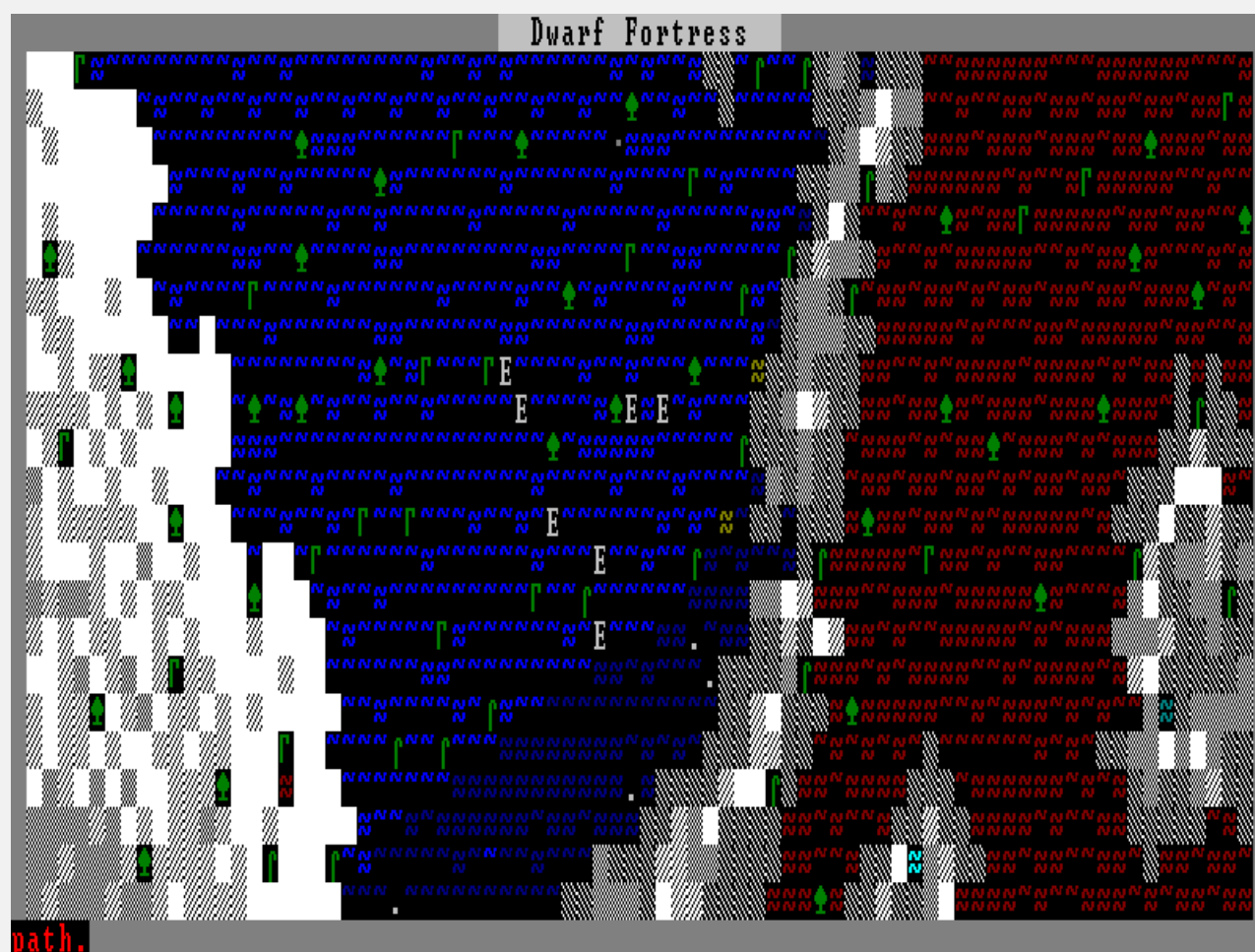
City Koganusân, "Boatmurdered"				1st Granite, 1058, Early Spring							
Animals		Kitchen		Stocks		Prices		Justice			
Created Wealth:		1069567*		Population:		91					
Weapons:		2889*									
Armor and Garb:		195316*		Miners			4	Axedwarves			None
Furniture:		113140*		Carpenters			None	Axe Lords			None
Other Objects:		335810*		Masons			11	Swordsdwarves			13
Architecture:		110235*		Trappers			3	Swordmasters			None
Displayed:		82105*		Metalsmiths			5	Macedwarves			None
Held/Worn:		230072*		Jewelers			1	Mace Lords			None
				Craftsdwarves			4	Hammerdwarves			None
Imported Wealth:		110875*		Nobles			12	Hammer Lords			None
				Peasants			1	Speardwarves			None
Exported Wealth:		9350*		Children			8	Spearmasters			None
				Fisherdwarves			3	Marksdwarves			8
Food Stores:		2205		Farmers			7	Elite Mrksdwrvs			None
Meat		318	Seeds	585	Mechanics		4	Wrestlers			4
Fish		None	Drink	10	Trained Animals	A	16	Elite Wrestlers			None
Plant		None	Other	1292	Other Animals	A	187	Recruits			3

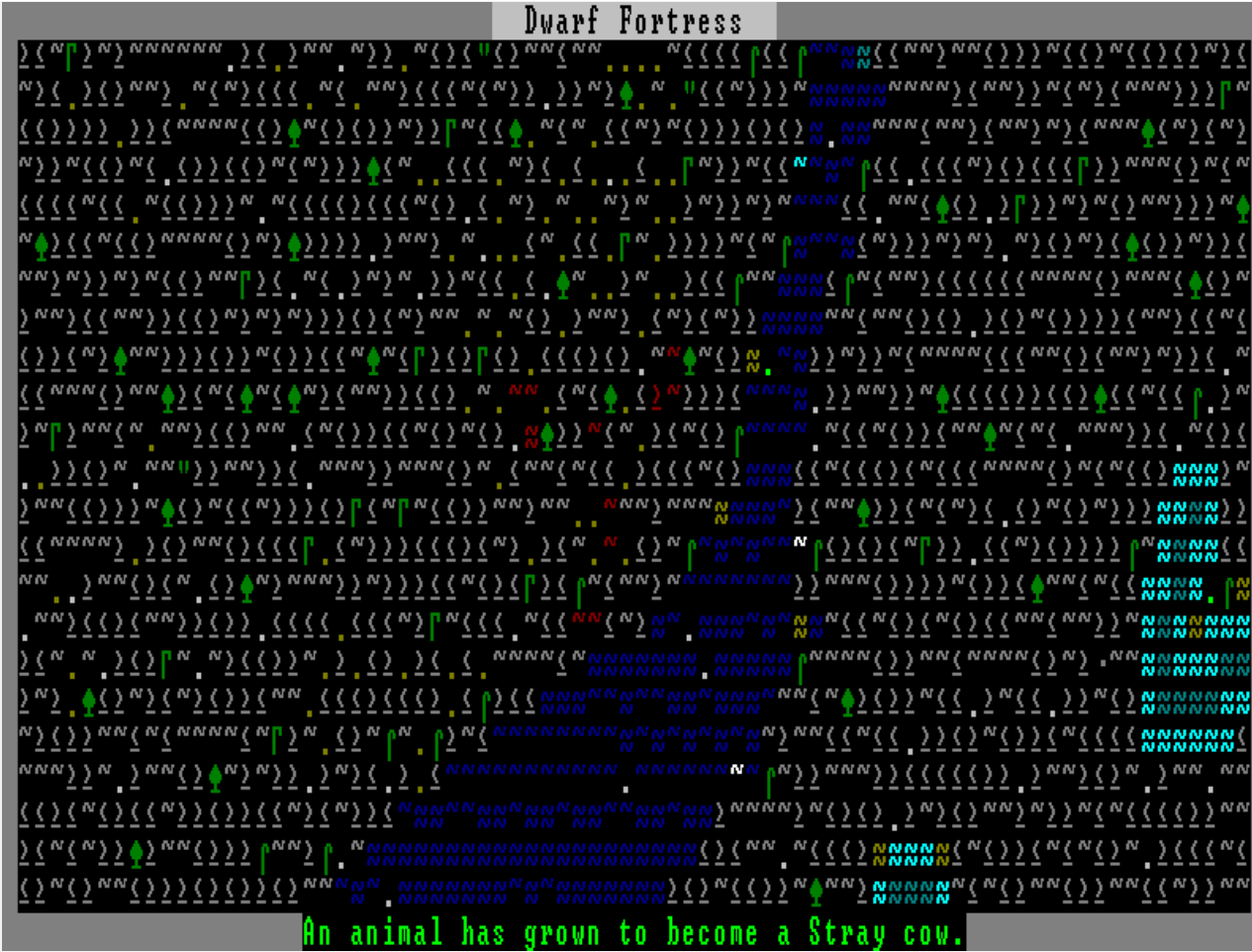
Phew. Sorry for taking so long.

Itzena posted:

"You maniac! You blew it up! Ah, damn you! God damn you all to hell! 🤡"
Did it solve the elephant problem at least?

Sankis posted:





You tell me.

Atleast the water flooding/lava steaming gives the next ruler an excuse to make the fortresses' indoor moat into a lava moat.

Zakuu posted:

Deployment of the "lava death system"



Part #27

Return to LP Index

Part #29



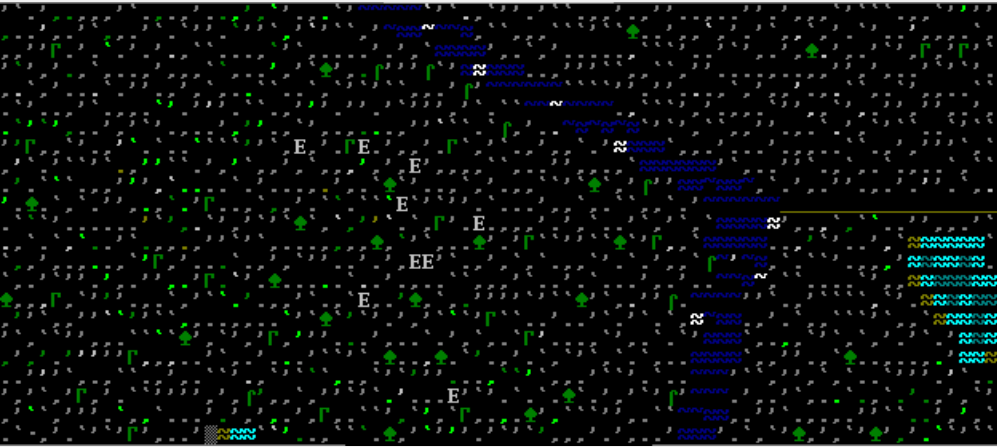
Dwarf Fortress - Boatmurdered

by Various



Part 29: by Astronautonomicon

First off, look who's back! 🐼



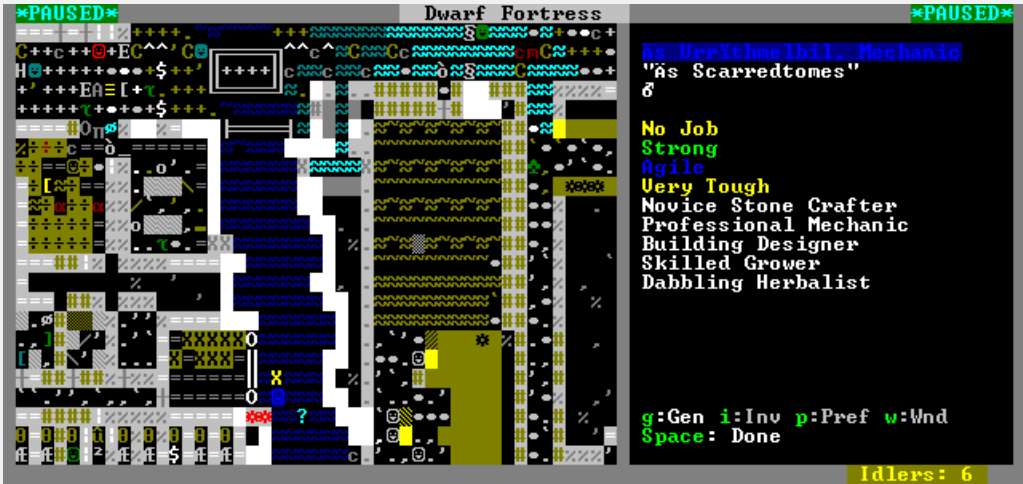
About twelve of our large pachyderm friends decided to take up residence just beyond the river where so many of their family members were cooked alive by an ocean of boiling water. They have yet to cause my dwarves any trouble.. well, except maybe this guy;





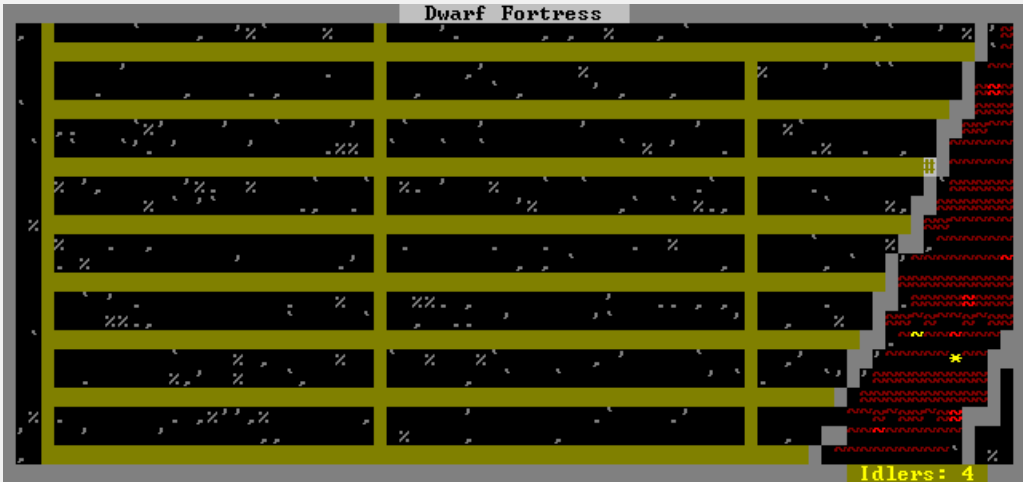
He looked so happy too.. 😊

And then this poor fella drowned;

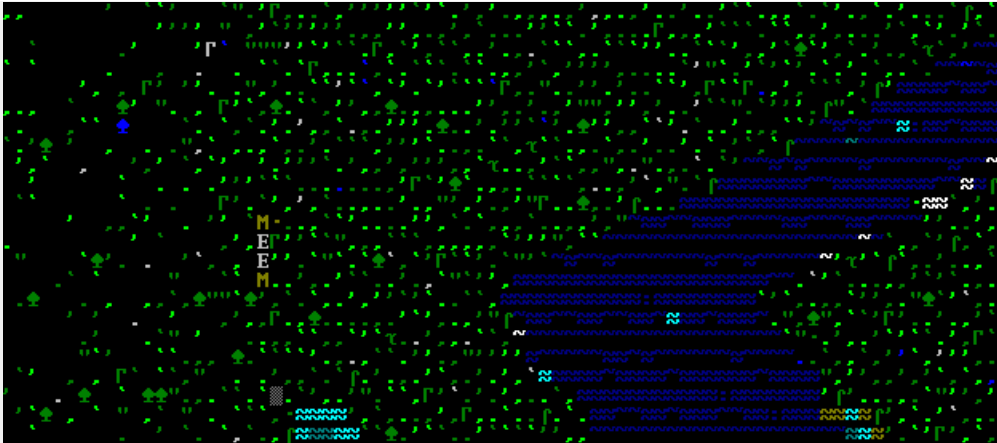


Noting our lack of gems both rough and cut, I set about designating a large area for excavation. The double wide spacing allows maximum exposure of gems with the least amount of effort. 🛠️

Plus it'll keep our few mining dwarves busy for a good long while.



On the 15th of Granite those pointy eared pricks that refuse to bring anything useful for trading arrived! Unfortunately they were just south of the massive herd of elephants by a few screens and reached our trade depot unscathed.

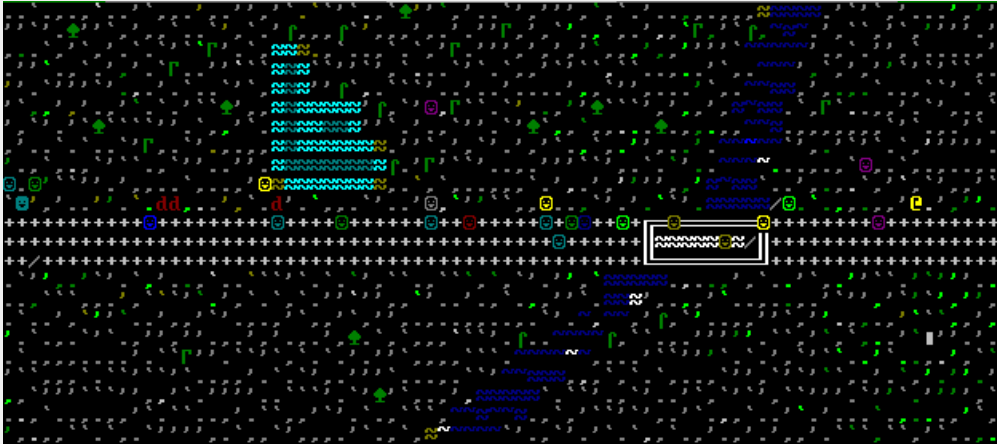


It seems the actions of one former ruler upset the great Elven civilization!

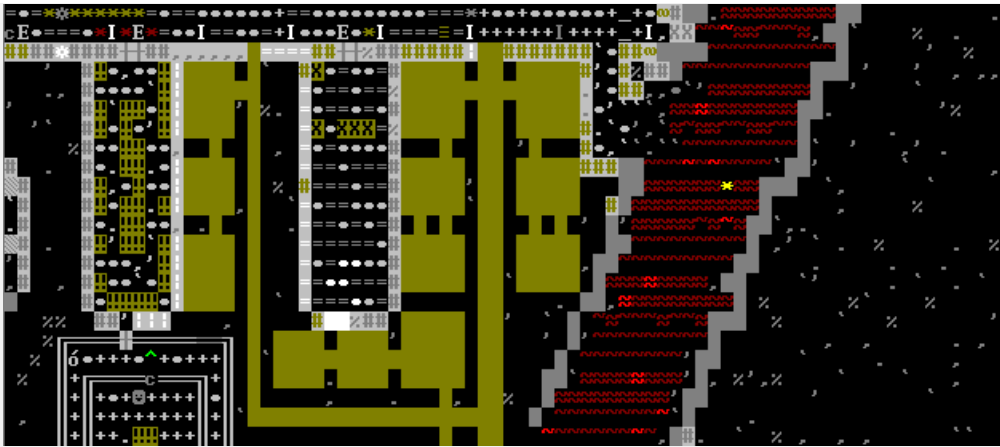


(crying dwarf added for dramatic effect)

Shortly after the Elves arrived, we recieved another glorious gift from the outside world.. immigrants! 🛖x21



Along with them came a Treasurer, Tax Collector, Hammerer, Masons Guildmaster, and Dungeon Master. Due to the sorry state of our current noble housing area, I set about designating new homes for our distinguished brethren;



I'm also working on fulfilling all of our current nobles requirements. They have gone without studies and dining rooms for far too long and they are nearing revolt! Or maybe just imposing bans on certain exports. In any event, rest assured that when my reign ends, all nobles will be fully satisfied, and those that aren't will be sleeping at the bottom of the cave river. 
< with that guy

All of this and it's only mid-spring. Let me know if you like all this small event coverage, or if you'd prefer to be informed of only the major happenings (such as    elephant attacks and disastrous flooding). I leave you for now with a shot of what will be my final resting place. Note the excessive amount of elephant engravings. All of the dwarf engravings are of them either melting, or in fetal position! 



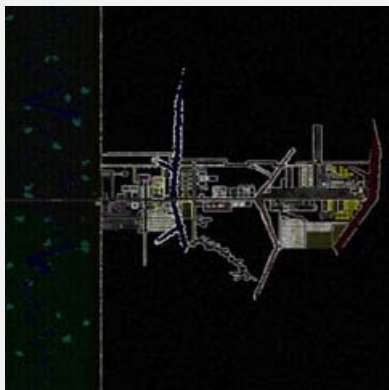
Dwarf Fortress - Boatmurdered

by Various



Part 30: by Astronautonmicron

 **BOATMURDERED** 



Yes, I'm responsible for the terribly corny channel arrangement spelling out "SA" and I apologize.

On to the update!

Dum dee dum doo, all is well in BoatmurdereOH SHI



One of my jailed Masons decides to go all 😊 on the poor fella that was bringing him water. The innocent green dwarf is in the process of being hurled into a stone wall in the shot above. 😞



Taking a brief respite from his brutal attack on the jeweler, our escaped convict then ruthlessly slays a nearby cat and proceeds to kick the mortally wounded jeweler around the prison until he dies. 😞



As he attempts to flee the scene of the crime, he is intercepted by a nearby swordsdwarf and a fierce battle ensues. 🗡️ After being beaten senseless and tossed about like a ragdoll, our brave swordsdwarf falls unconscious. That mason is wielding an artifact bracelet! 😊



Two fortress guards rush the murderer and one gets disabled almost instantly. The other one manages to send Mr. Mason flying all the way down the hallway and into a wall.



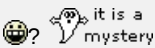
Victory! There is our hero and saviour, Eshtan Burialgears and some random marksdwarf that took no part in the battle and just showed up for the picture.

One dwarf was dead on the spot, and two others are probably going to die from their wounds. But at least now some lucky dwarf gets to take ownership of that marvelous bracelet.



About a week after all that carnage, one of our dorfs gets inspired!

Kel Dodókrazot has begun a mysterious construction!



Success! Amazingly, there is no imagery of either elephants, melting, or dwarf on dwarf crime!

It is now summer.

So that's all that really happened in Spring. I figured I'd cover the whole prison break and subsequent slaughter for those interested in the combat aspect of DF. It's fun to pause mid-battle and view all the new wounds your dwarves acquire, otherwise all you have to look at is two blinking ASCII characters.

I'll try to play through an entire season for my next update.

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▶



◀ Part #30

▲ Return to LP Index ▲

Part #32 ▶

Part 31: by StarkRavingMad

=====

Astronautomicron posted:

Sorry I failed to schedule my DF time properly. ☹️

Nothing really important happened during the seasons I played anyway so someone might have better luck with interesting updates.

[Editor's note: At this point, Astronautomicron became unable to complete his turn. The fortress was reverted to the end of Sankis' turn and was handed over to Unknowing as if Astro's turns had not happened. In the resulting downtime, StarkRavingMad went on an exploration of an alternate universe Boatmurdered in Adventure mode, to check out the detail on the artwork our dwarves had created thus far.]

=====

StarkRavingMad posted: INTERMISSION

Journal of Ushav Birtarenal, human archeologist

Entry 1:

After long searching, I believe I have finally found the ruins of the Dwarven fortress that was hypothesized to have been in the Smooth Points of Pride. According to the ancient journals we found, it was called Koganusan in the Dwarven tongue, which roughly translates to "Boatmurdered." It is unknown from what that name derives. How excited the guild will be! We have been looking for this outpost for some time now, as it may shed some light into the historical events of the time period around 1050. Perhaps I can find some old records or journals in here which will be instructive.

I will proceed immediately into the cavern and see if this is indeed the remnants of the fortress.

Entry 2:

It is better than I could have hoped! The fortress is truly grand, this must have been an outpost of great value to the Dwarvish kingdom. I cannot yet tell how deep into the mountain it goes, but it appears to be quite vast. And even more importantly, the Dwarves preserved their history, not in books, but in the stone of the fortress itself! Many of the surfaces are engraved with depictions of the historical events of the time. I will endeavor to determine what some of these pictures mean, and document them via descriptions and charcoal rubbings to take back to the guild for entry into the Great Histories.

I cannot imagine why no one has documented this before!

Entry 3:

It appears that the people of Boatmurdered encountered great sorrow. Apparently they had enormous amounts of trouble

with the local pachyderms:

Rakust Agêk, "The Tomb of Bees"

Engraved on the floor is a superiorly designed image of Zasit Gearedmountain the dwarf and Soarship the Youthful Spasm the elephant by 'Torret Doge' Regunib. Soarship the Youthful Spasm is striking down Zasit Gearedmountain. The artwork relates to the killing of Zasit Gearedmountain by Soarship the Youthful Spasm in Boatmurdered in the early summer of 1056.

Edos Gulgun, "The Amazement of Froth"

Engraved on the floor is an exceptionally designed image of Sodel Lockpainted the dwarf and Lungdespair the Nettle of Meditating the elephant by 'Sankis' Gatinbomrek. Lungdespair the Nettle of Meditating is striking down Sodel Lockpainted. The artwork relates to the killing of Sodel Lockpainted by Lungdespair the Nettle of Meditating in Boatmurdered in the midautumn of 1055.

Dithbishzugobzagstok Tekkud, "The Limp Grand-Muck of Picks"

Engraved on the floor is a superiorly designed image of Kogan Cloisterpeaceful the dwarf and Giftedshears the Ageless Greed the elephant by 'Torret Doge' Regunib. Giftedshears the Ageless Greed is striking down Kogan Cloisterpeaceful. The artwork relates to the killing of Kogan Cloisterpeaceful by Giftedshears the Ageless Greed in Boatmurdered in the early autumn of 1055.

Limulnod, "The Golden Toad"

Engraved on the floor is a masterfully designed image of Unib Mountaintomb the dwarf and Petalnut the Romantic Lucid Drum of Dreaming the elephant by 'Torret Doge' Regunib. Petalnut the Romantic Lucid Drum of Dreaming is striking down Unib Mountaintomb. The artwork relates to the killing of Unib Mountaintomb by Petalnut the Romantic Lucid Drum of Dreaming in Boatmurdered in the midautumn of 1055.

These are just a representative sample. There are dozens and dozens of engravings of dwarves being struck down by an seemingly-endless herd of legendary named elephants. The slaughter must have been unimaginable. I cannot conceive of what they must have done to engender this much hatred from the elephants.

It seems they did fight back, and eventually triumph against the elephants, however.

Furgigabankolad, "The Pulpy Constructive Ghoul"

Engraved on the floor is a finely-designed image of Soarship the Youthful Spasm the elephant and Tekkud Ringgeniuses the dwarf by 'Torret Doge' Regunib. Soarship the Youthful Spasm is making a plaintive gesture. Tekkud Ringgeniuses is laughing. The artwork relates to the mortal wounding of Soarship the Youthful Spasm by Tekkud Ringgeniuses in Boatmurdered in the midsummer of 1056.

So the great elephant attacks do not provide a clear reason why Boatmurdered was eventually lost. Their numbers were probably weakened by these elephant attacks however. And it seems some dwarves died from their wounds or from starvation or dehydration while wounded:

Avanraligër, "The Lyrical Silvery River"

Engraved on the floor is an exceptionally designed image of Kel Plainsmirror the dwarf by 'Torret Doge' Regunib. Kel Plainsmirror is withering away. The artwork relates to the dehydration of Kel Plainsmirror in Boatmurdered in the late winter of 1052.

Entry 4:
Apparently, the Mandrill was the official symbol of the Dwarvish civilization.

Eknaroltud, "The Ugly Stalker"

Engraved on the floor is a finely-designed image of 'StarkRavingMad' Helmshowls the dwarf and Soundsyrup the Mahogany table by 'Torret Doge' Regunib. 'StarkRavingMad' Helmshowls is raising Soundsyrup. The artwork relates to the creation of Soundsyrup in Boatmurdered by 'StarkRavingMad' Helmshowls in the early summer of 1052.

Thebiludril Kovath, "The Silky Ox of Bushels"

Engraved on the floor is a finely-designed image of The Land of Sweetness the small gold chain leggings by 'Torret Doge', Regunib.

Kimmelbil 1055 silver coins [8]

This is a stack of 8 Kimmelbil 1055 silver coin.
This is the silver currency of Kimmelbil from the year 1055. On the front of the coin is an exceptionally designed image of dwarves. The dwarves are laboring. The artwork relates to the foundation of Hametick by The Systemic Spry Bolts of Pulling of The Oaken Tomes in 4. On the coin's back is a masterfully designed image of dwarves and dwarves. The dwarves are speaking with the dwarves. The artwork relates to the visit of merchants from The Oaken Tomes to The Oaken Tomes at Boatmurdered in the late autumn of 1054.

Wait, I hear sounds from deeper within the fortress! Perhaps some remnant of the ancient civilization lives yet! Could the dwarves merely have retreated deeper into the mountain and cut off their ties with the outside world? This is fascinating! I will go see what is making these noises immediately.

```

                                ++++0+++ +-+5+
                                ++++000+1L+ +
                                ||
                                You give into pain.
The troll punches You in the left lower leg with her right hand!
                                It is broken!
The troll punches You in the right lower arm with her right hand!
                                It is bruised!
    The troll punches You in the head with her right hand!
                                It is battered!
The troll grabs You by the fourth toe, left foot with her left upper arm!
    The troll punches You in the head with her left hand!
                                It is broken!
    The troll punches You in the left upper arm with her left hand!
                                It is broken!
    The troll punches You in the left upper leg with her right hand!
                                It is battered!
    The troll punches You in the right upper leg with her left hand!
                                It is bruised!
The troll releases the grip of The troll's left upper arm on Your fourth
toe, left foot.
    The troll punches You in the lower body with her right hand!
                                It explodes in gore!
                                You have been struck down. [DONE]
Ushav Birtarenal      Unconscious

```


Dwarf Fortress - Boatmurdered

by Various

Let's Play Archive

INDEX ▸



Part 32: by StarkRavingMad

doop de doo, killing stuff



doop de doo, run back out and back in to heal



doop de doo, killing stuff



doop de doo



doop de...fuck

```

                It is mangled!
    Your liver has been badly torn!
    The naked mole dog latches on firmly!
The troglodyte punches You in the left hand with his left hand!
                It is battered!
    The naked mole dog bites You in the right upper leg!
                The shot glances away.
    The naked mole dog bites You in the left lower arm!
                The shot glances away.
The troll punches You in the right upper arm with her right hand!
                It is battered!
The antman punches You in the left upper arm with her second right hand!
                The shot glances away.
    The antman punches You in the upper body with her second right hand!
                The shot glances away.
    The naked mole dog shakes You around by the upper body!
    A chunk is torn away!
    You have been struck down. [DONE]
```

This is pretty cool, as you look at the engravings, it adds stuff to the uncovered legends list -

People:

```

                                Historical Figures
?`StarkRavingMad` Zonidor, "`StarkRavingMad` Helmshowls"      b. 987 d. 1056
  Kel Zimkelonul, "Kel Plainsmirror"                          b. 987 d. 1052
  ""                                                           b. 1053 d. 1053
  Oxstrumtad, "Slidteeth"                                     b. 1027
  Tun Bûnemstukos, "Tun Soothedrazors"                       b. 976 d. 1053
  Tosid Zirilkulet, "Tosid Fireyabbey"                       b. 991 d. 1054
?Ikudoltud, "Reignedstalked"                                  b. 1026 d. 1054
  Fath Giginlimul, "Fath Fliergold"                          b. 986
?Relonrazes, "Royalhairs"                                     b. 1025 d. 1054
  ""                                                           b. 1054 d. 1054
  Úrvad Fathdumat, "Úrvad Sackroughness"                    b. 972 d. 1055
  Kogan Oddombisól, "Kogan Cloisterpeaceful"                 b. 979 d. 1055
?Egenbithit Gataldal, "Giftedshears the Ageless Greed"      b. 1028
  Sodel Thaklogem, "Sodel Lockpainted"                      b. 970 d. 1055
?Uunomônor Rotik An, "Lungdespair the Nettle of Meditating" b. 1039 d. 1056
  Unib Onolrakust, "Unib Mountaintomb"                      b. 972 d. 1055
?Rithulishlum âbirekirtalin Nâzom, "Petalnut the Romantic Luci b. 1036
?Ôssekkeskal, "Councilshoot"                                  b. 1030 d. 1056
?Enolsheget, "Grizzlehorn"                                   b. 1036 d. 1056
  Zasit Olononol, "Zasit Gearedmountain"                    b. 994 d. 1056

Enter: select an option.   Space: done.   p: export current map.
```

Art:

```

                                Art
Istbarössek, "The Rosy Councils"
Unobilusomoth, "The Mellow Everseeing Laziness"
Lîlarunib Galthor, "The Patterned Rag of Deserting"
Ulingraz Erok, "The Crazyed Tooth of Plants"
Sosadbukith Lathon, "The Ivory Turmoils of Myth"
Goshistsavot, "The Impure Stance"
Dizeshrûkalotel, "The Trim Eerie Hay"
îtat Eb, "The Chill of Suckers"
Pak Rigôth, "The Drain of Crafts"
Erar Okol, "The Leader of Voicing"
Idgagnin, "The Subordinate Toes"
Limâbirlukum Këbmak, "The Wispy Romantic Spear of Garnish"
Ilusnoth Zasgim, "The Everseeing Slave of Toast"
Anzishbiban, "The Alchemical Ball"
Ralgomath, "The Silvery Legend"
Dumatgosterlikot Doren, "The Rough Hoary Ink of Diamonds"
Adistamfikod, "The Sunny Light Glaze"
Isdenabaldatandumat, "The Watchful Pale Iron-Roughness"
Rakust Agêk, "The Tomb of Bees"
Ral Ozor, "The Silver of Subtlety"

Enter: select an option.   Space: done.   p: export current map.
```

Current History of Boatmurdered (that I've discovered):

Koganusân, "Boatmurdered"

Boatmurdered was a mountain fortress. Only the barest fragments of this amazing story have been uncovered. It is one of the great untold tales of our times.

In the early spring of 1051, The Persuasive Bodices of The Oaken Tones founded Boatmurdered.

In the early summer of 1052, Soundsyrup was created in Boatmurdered by 'StarkRavingMad' Helmsnows.

In the late winter of 1052, Kel Plainsmirror died from thirst in Boatmurdered.

In the early summer of 1053, was struck down by Slidteeth in Boatmurdered.

In the midautumn of 1053, Tun Soothedrazors bled to death in Boatmurdered.

In the late summer of 1054, Tosid Fireyabbey drowned in Boatmurdered.

In the early autumn of 1054, Reignedstalked bled to death, slain by Fath Fliergold in Boatmurdered.

Koganusân, "Boatmurdered"

In the late autumn of 1054, merchants from The Oaken Tones visited The Oaken Tones at Boatmurdered.

In the early winter of 1054, Royalhairs was struck down in Boatmurdered.

In the late winter of 1054, was struck down in Boatmurdered.

In the early spring of 1055, Urvad Sackroughness drowned in Boatmurdered.

In the early autumn of 1055, Kogan Cloisterpeaceful was struck down by Giftedshears the Ageless Greed in Boatmurdered.

In the midautumn of 1055, Sodel Lockpainted was struck down by Lungdespair the Nettle of Meditating in Boatmurdered.

In the midautumn of 1055, Unib Mountaintomb was struck down by Petalnut the Romantic Lucid Drum of Dreaming in Boatmurdered.

In the midspring of 1056, Councilshoot was struck down in Boatmurdered.

Koganusân, "Boatmurdered"

In the midspring of 1056, Grizzlehorn was struck down in Boatmurdered.

In the early summer of 1056, Zasit Gearedmountain was struck down by Soarship the Youthful Spasm in Boatmurdered.

In the midsummer of 1056, ònul Dawnsmiths was struck down by Soarship the Youthful Spasm in Boatmurdered.

In the midsummer of 1056, Zas Hammercudgel was struck down by Eatmysterious the Spasm of Rising in Boatmurdered.

In the midsummer of 1056, Eatmysterious the Spasm of Rising was struck down by Clobberedweaver in Boatmurdered.

In the midsummer of 1056, Soarship the Youthful Spasm bled to death, slain by Tekkud Ringgeniuses in Boatmurdered.

In the early spring of 1058, Ushav Boilbodice was struck down by Springstand in Boatmurdered.

In the early spring of 1058, Sigun Crossedpapers bled to death, slain by

Koganusân, "Boatmurdered"

Gazeswims in Boatmurdered.

In the late spring of 1058, Axod Rooterbridle bled to death, slain by Breachedbore in Boatmurdered.

In the early summer of 1058, Meraca Ripemartyred was struck down by Earthenflooded in Boatmurdered.

In the early summer of 1058, Ustgast Breakstalker was struck down by Diamondsmiths in Boatmurdered.

In the midsummer of 1058, Oxdu Blazesunder was struck down by Seizurelegend in Boatmurdered.

In the early winter of 1058, Diamondsmiths was struck down by Dastot Goldenfatal in Boatmurdered.

In the early winter of 1058, Breachedbore was struck down by Dastot Goldenfatal in Boatmurdered.

In the early winter of 1058, Seizurelegend was struck down by Dastot

This is pretty cool, I've never really tried to explore a fortress deep before. And you can click on all the art and people that are in your legends list and look at what it says. So, once I've explored deep enough to get more engravings, if there is interest, I will upload the save file and then people can go look at the legends and read all the neat engravings!



Part #31



Return to LP Index



Part #33



Dwarf Fortress - Boatmurdered

by Various



Part 33: by StarkRavingMad

Here's directions to Boatmurdered from the main map, for anyone who wants to go explore it in adventure mode from one of the previous saves. I had a bitch of a time finding it the first time, so I figured I'd save anyone who wants to go look at it some time.

Create a dwarf starting from Kinmelbil. You'll probably start in either Mothrim's or Hametick (both pictured below). Hametick was on the coins that I found in Boatmurdered as a place our dwarves traded with, so I figured this was probably the closest starting point.



Head south, through the Pale Swamp of Saviors. You'll walk quite a ways south. Keep going until you hit water.



Cut east around the water and keep heading south, following the edge of the lake.



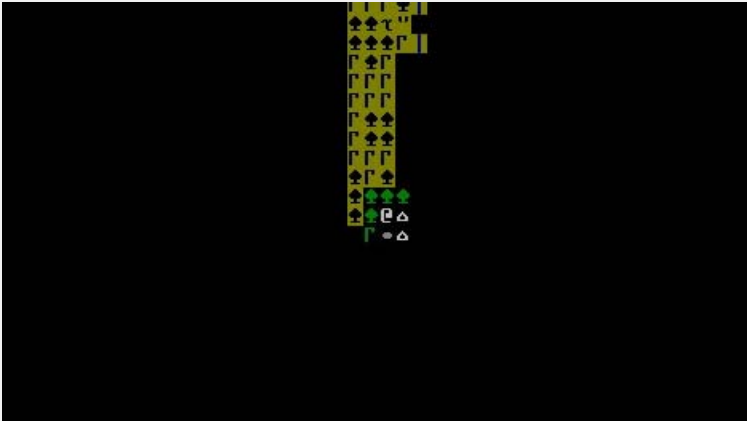
Keep heading directly south when you can, and you'll end up in the Basic Jungle of Destroyers.



Watch out for tigers. ☹️



Keep heading directly south until you hit mountains. It's the Smooth Points of Pride!



Follow the western edge of the mountains, and you'll find Boatmurdered.



Home sweet home!



Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▸



◀ Part #33

▲ Return to LP Index ▲

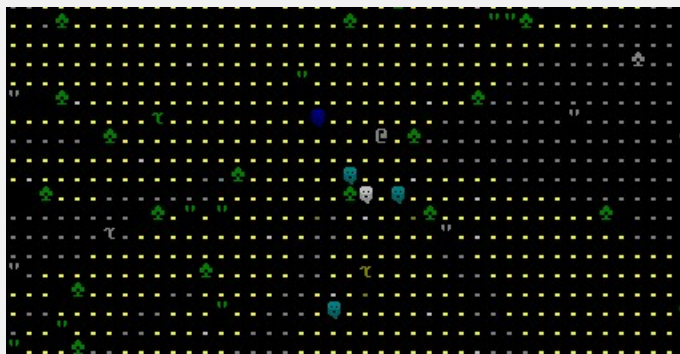
Part #35 ▶

Part 34: by StarkRavingMad

Final Dwarven Archeology Update:

(and just in time too, since the game is continuing now).

There was no way to get deeper into the fortress on my own. And so I had a brilliant idea:

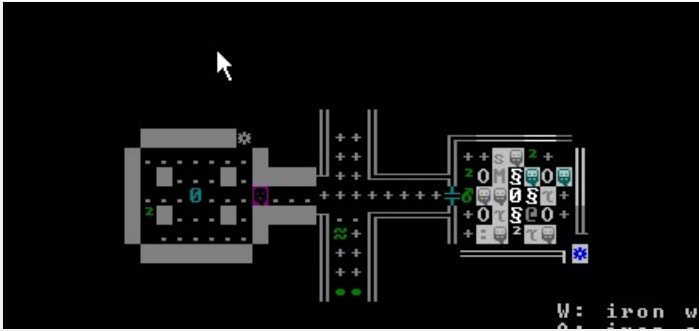


I drafted an army.

Things go a lot smoother with 6 elite dwarves helping.

```
The Axedwarf hacks at The troll in the upper body with his iron battle
axe!
It is cloven asunder!
The troll is propelled away by the force of the blow!
The troll slams into an obstacle!
Listurmin, troll has been struck down.
The Swords dwarf hacks at The troglodyte in the right lower leg with her
iron short sword!
The right lower leg flies off in a bloody arc!
The Axedwarf hacks at The troglodyte in the head with his iron battle
axe!
It is mangled!
The troglodyte's right eye has been slashed out!
The troglodyte is propelled away by the force of the blow!
The troglodyte slams into an obstacle!
The Axedwarf hacks at The troglodyte in the upper body with his iron
battle axe!
It is cloven asunder!
The troglodyte is propelled away by the force of the blow!
The Swords dwarf stands up.
The troglodyte slams into an obstacle!
The troglodyte has been struck down.
You stand up.
```

With the dwarves by my side, I made it deep into the fortress. I think I found pretty much all the major engraving sites, such as the dining hall, and the tombs.

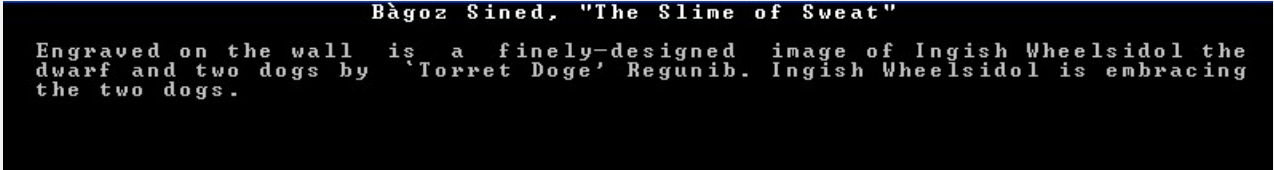


And finally to the magma.

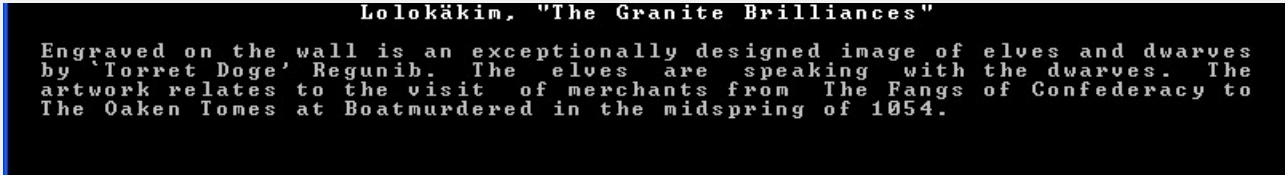


So, here's a few more worthwhile engravings I saw.

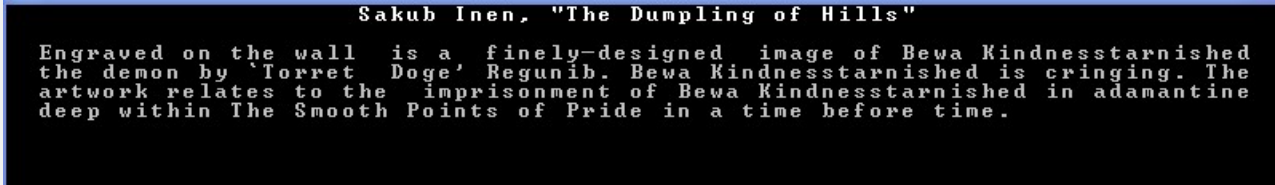
A dwarf's love for dogs memorialized for all time 😊 :



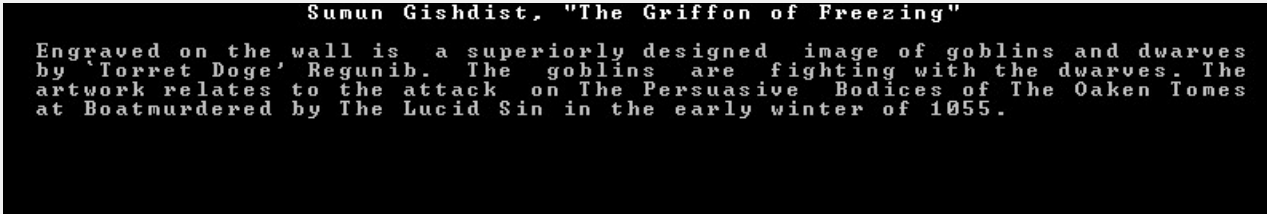
The "dwarf is speaking to the dwarf/elf/whoever" engravings all seem to be documenting visits from trade caravans:



Someone knew their history:



The goblin siege:



And finally, LOTS of engravings documenting the great magma flood of 1057:

Sosmil Kasith, "The Lice of Prowling"

Engraved on the floor is a superiorly designed image of Royalhairs the elephant by 'Torret Doge' Regunib. Royalhairs is screaming. The artwork relates to the killing of Royalhairs in Boatmurdered in the early winter of 1054.

Egarsholil Biban, "The Old Stick of Balls"

Engraved on the wall is an exceptionally designed image of Zasit Slingpaint the dog by 'Sankis' Gatinbomrek. Zasit Slingpaint is burning. The artwork relates to the scalding of Zasit Slingpaint in Boatmurdered in the midwinter of 1057.

Thubilokbod, "The Nasty Doom"

Engraved on the floor is an exceptionally designed image of Ås Nightcopper the dwarf by 'Sankis' Gatinbomrek. Ås Nightcopper is melting. The artwork relates to the burning of Ås Nightcopper in magma in Boatmurdered in the midwinter of 1057.

Ralzassakub, "The Silvery Crystalline Dumpling"

Engraved on the wall is a masterfully designed image of Thîkut Stoodearth the dwarf by 'Sankis' Gatinbomrek. Thîkut Stoodearth is screaming. The artwork relates to the burning of Thîkut Stoodearth in magma in Boatmurdered in the midwinter of 1057.

Angkosh, "The Red Slaughter"

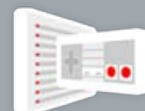
Engraved on the floor is an exceptionally designed image of Sibrek Mawdoors the dog by 'Sankis' Gatinbomrek. Sibrek Mawdoors is melting. The artwork relates to the scalding of Sibrek Mawdoors in Boatmurdered in the midwinter of 1057.

I now return you to your regularly scheduled succession game, already in progress.

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▸



◀ Part #34

▲ Return to LP Index ▲

Part #36 ▶

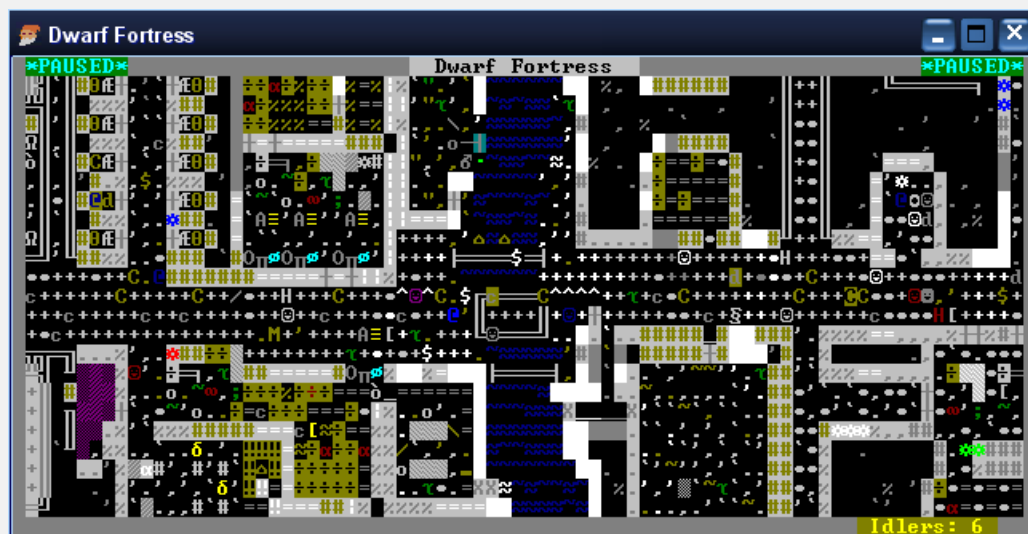
Part 35: by Unknowing

Granite 2, 1058:

It has been two hard weeks since mother evicted me, but I still stand by my decision. It is unfortunate that she does not understand the trials and tribulations of a budding storyteller. Who does she think she is, telling me I either need to find 'real work' or leave the house. My colleagues and I were not simply playing Wizards and Warlocks, we were formulating ideas for the world's next great work of literature as a collective.

Granite 5, 1058:

My travels have brought me to the Dwarven city of Boatmurdered. My diminutive stature and full beard have lead its citizens to accept me as one of their own, how fortitious. The efficient, yet handsome architecture of the city leaves me in awe.

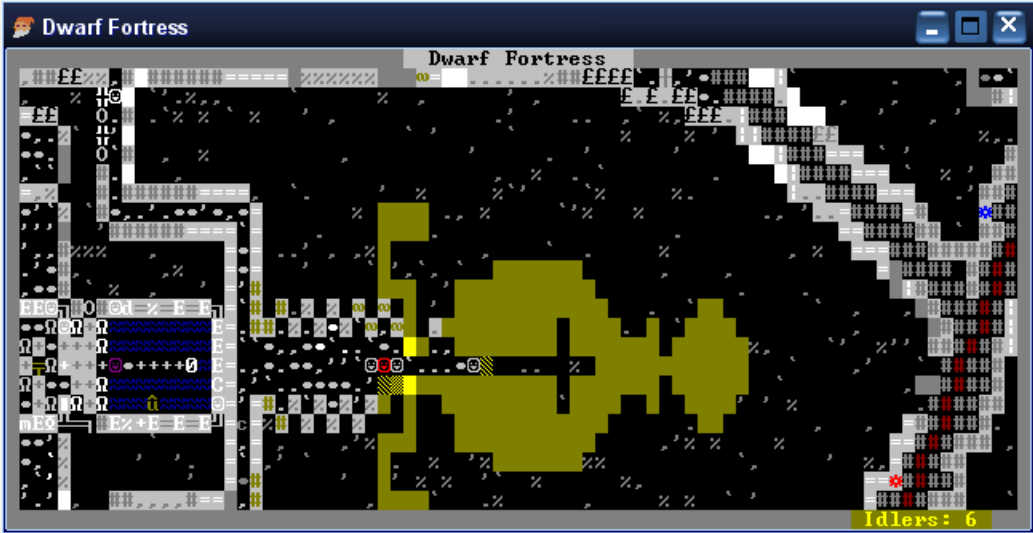


Granite 8, 1058:

The dwarves seem unfamiliar with Wizards and Warlocks, but tales of my exploits as a travelling warmage have been well received. In light of the recent loss of their esteemed ruler, they wish me to serve as a guiding hand in the development of the city. Naturally, I accepted. And you said I would never amount to anything, Mother!

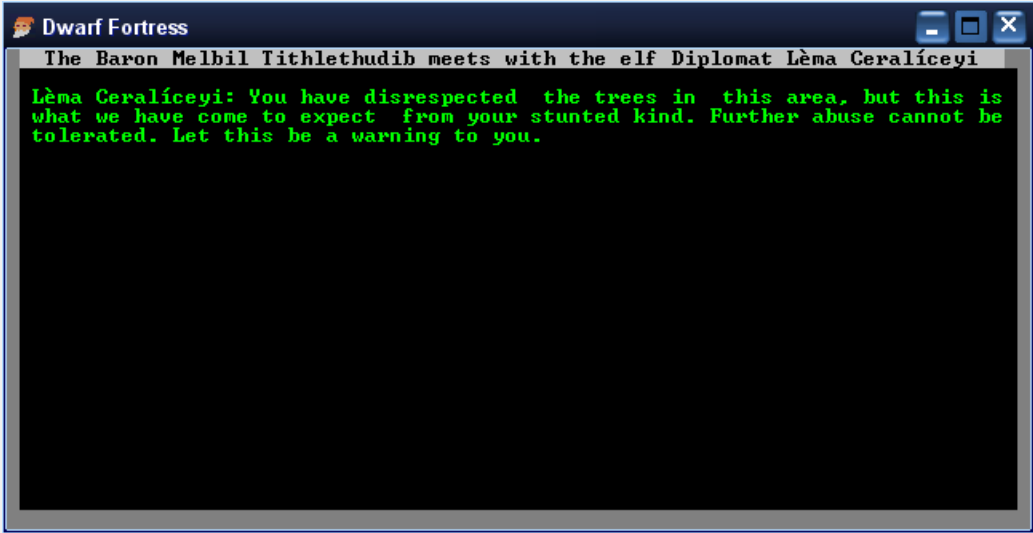


Mid-Spring, 1058:
The construction of the Sanctus Serimon, the sacred temple of the gods, is well underway. The dwarves, unfortunately, fail to recognize the scope of my success in this project. I will soon be the first man to realize the creation of an exact replica of this most famous of locations from Wizards and Warlocks. Nonetheless, the dwarves do appreciate my skill in architecture.



Late-Spring, 1058:
The past week has been a great disappointment. The elven traders who arrived ten days past left quite livid earlier this afternoon. In travelling to our humble abode, they had become quite displeased with the voracity of our lumber industry.

Attempts to console them went awry, when they took great offense to my offering of fine fishbone earrings. Alas, I had wished to hear the melodious elf songs of W&W fame.



Early-Summer, 1058:

This place is truly becoming a bore. Not a single dwarf among the entire population knows of the wonders of Wizards and Warlocks. All attempts to teach them have been rebuffed with laughter. No one else seems to understand the importance of W&W. I have ordered the construction of a bridge across the magma chasm. The area beyond has the perfect ambience to be the site of my further endeavors to bring the W&W universe to life.



Mid-Summer, 1058:
The dwarves are becoming nervous as construction progresses further into the mountain. I reassure them that my magic is mighty enough to conquer any creatures that may lurk in the depths.



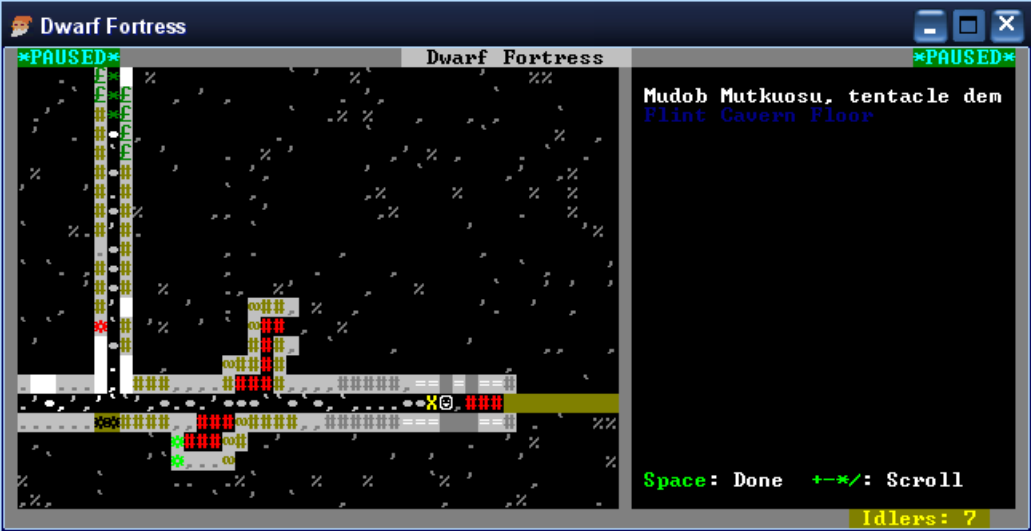
Dwarf Fortress - Boatmurdered

by Various



Part 36: by Unknowing

Late-Summer, 1058:
Disaster has struck. Progress on the Antechamber of Darkness came to a standstill when the inhabitants of the abyss, drawn by the dismal atmosphere of the structure came to roost. Before I could reach the site to provide aid, it was already too late for the our poor advance miners. The halls echoed with a cacophony of screams from the unspeakable atrocities the dwarves endured before succumbing to the sweet embrace of death. On the positive side, progress on my novel has increased exponentially.

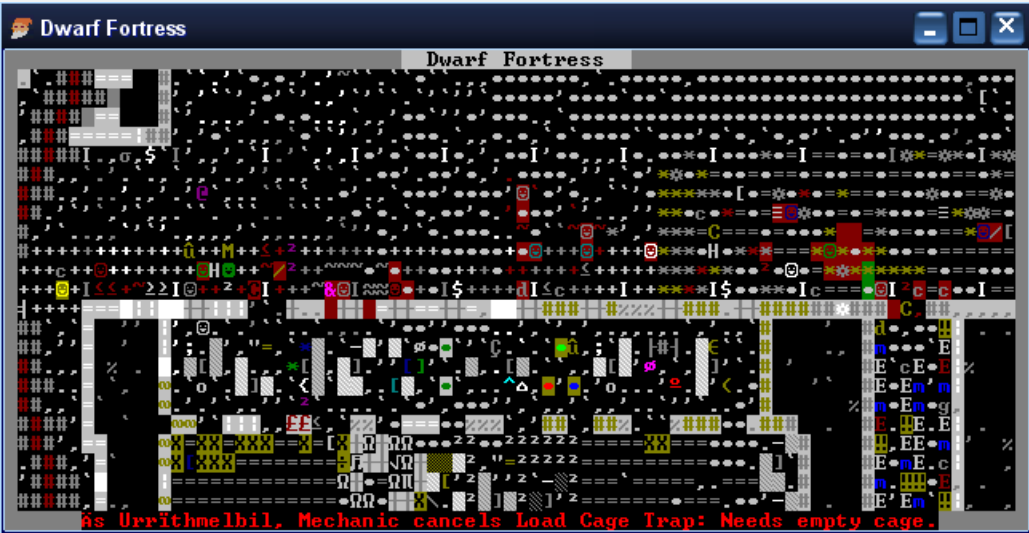


Late-Summer, 1058:
The situation has taken a turn for the worse. The demons have begun encroaching upon the central fortress. All attempts to repel the monsters with magic has failed. Never before have I suffered such an unfortunate string of failed attack rolls. The fortress guard has been deployed to fight in my stead while I rest to renew my supply of Magic Missiles.



Early-Fall, 1058:

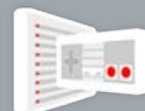
It seems the entire fortress has lost confidence in my abilities as a leader. I admit, the untimely failure of my magiks was unfortunate, but I was able to guide (from a safe distance) the fortress guard into victory over the demons. All things considered, the battle went quite smoothly. I hardly see why the dwarves live in such great fear of the creatures of the depths.



Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▸



◀ Part #36

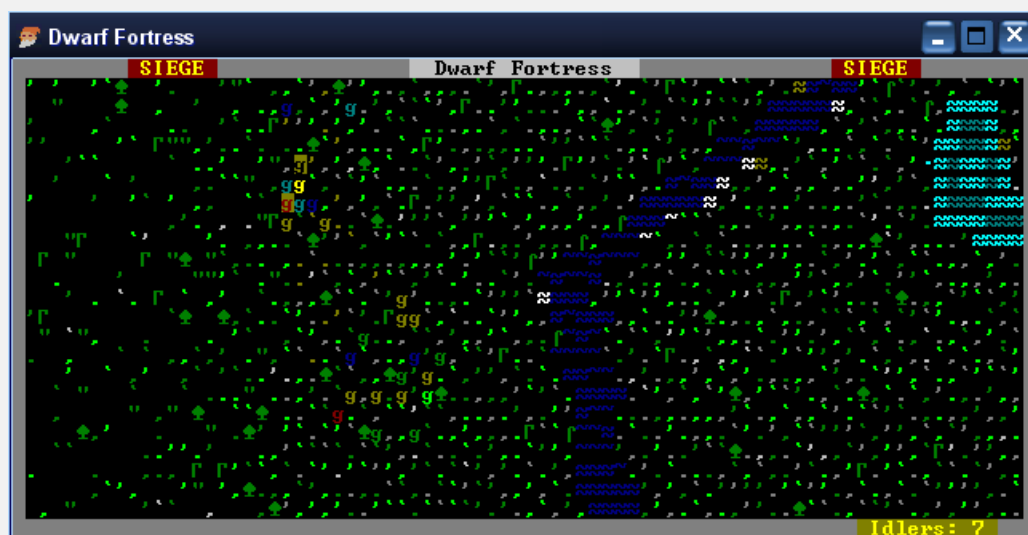
▲ Return to LP Index ▲

Part #38 ▶

Part 37: by Unknowing

Mid-Fall, 1058:

I thought that after the defeat of the tentacle monsters, I would be able to relax and recover from the horrible damage my reputation has incurred. Alas, it was not to be. A mere five days later, a forager returned to the city with alarming news. Goblins, envious of the fame and fortune I had brought to Boatmurdered, were en route with the intention to lay siege to my city.



Late-Fall, 1058:

The dwarves continue to go about business as usual, despite the presence of goblins just outside the fortress. They are confident that goblin intelligence cannot outmatch the defensive power of dwarven door technology. I, however, am not so sure. Tonight, I will use the predictive power of dice to determine whether or not the goblins can divine a method with which to breach the doors.

Late-Fall, 1058:

As expected, I was quite correct in my assumptions. I rolled a natural twenty in the goblin leader's stead, and thus, the doors will be breached tonight. There is a twenty minute break between guard shifts shortly before midnight. Preparations are almost complete.

Early-Winter, 1058:

After several days of fighting, the entirety of the goblin forces have been driven from the city or slain. Although no one knows how the goblins were able to enter the fortress, my leadership abilities have once again been called into question. Once their investigation of the past year's events is completed, I will be called before the tribunal for questioning.



Mid-Winter, 1058:

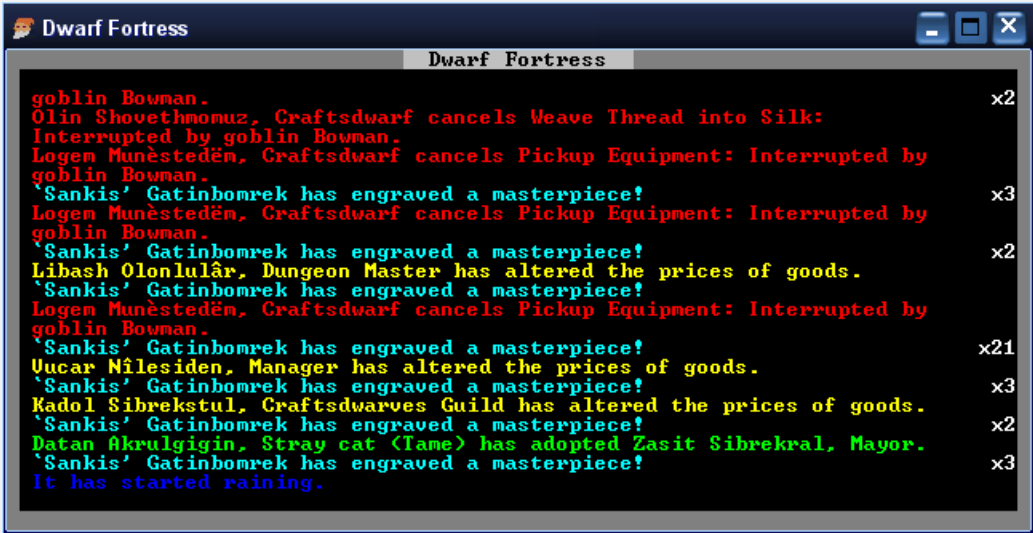
A decision has been reached. The tribunal has somehow come to the conclusion that all blame for the year's tragedies lies with me. However, thanks to the bonds of kinship all dwarves share, I will not be executed or exiled. Instead, I have to told that I must earn my meals as a worker or artisan... or starve. This situation feels oddly familiar, but this time I will endure the indignity of such unfair treatment. My novel is completed, and my rise to literary greatness is at hand. Now, if only I could find a publisher.

Sankis posted:

Tell me Sankis is still living. TELL ME HE'S STILL LIVING!

Unknowning posted:

Sankis is still alive and being a big, show-offy jerk. As if I'm going to study Engraving under him.



Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▶



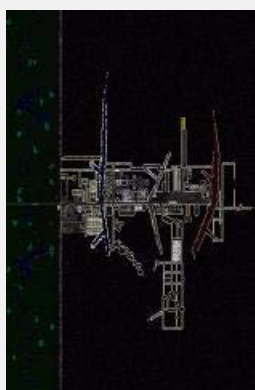
◀ Part #37

▲ Return to LP Index ▲

Part #39 ▶

Part 38: by Cross Quantum

While I'm working (sleeping) on my turn, here's a map of the fortress as it currently stands:



22nd Obsidian, 1058

Well Diary, it happened again. The RA found the rat weed stashed in my dorm room during the winter break festivities. The cretin (I mean, I know beards are the norm in our society, but could you at least wash it once in a while?) muttered something about 3 strikes or straights or something. I dunno, I don't know anything about bowling or poker. On the plus side I found some wonderful imported Elven curtains that perfectly complement the lilac accents I painted on the windowsill, they're simply to die for!

24 Obsidian, 1058

OH MY GOD!!! The RA came back and said I was going to be expelled from the University! This is so unfair. I'm going down to the dean's office at once! There's no way someone of my caliber will be expelled for something so trifling as this.

24 Obsidian, 1058

The dean said there was nothing he could do! Let me tell you, I gave him a piece of my mind! I reminded him of who it was that had the idea for the performance of 'School Fountain has Water Turned Into Pudding Topped with Human, Dwarven, and Elven Feces in the Shapes of Angels' that got so much press last year. About how much publicity the University of Glazedloins got for that, and how it pushed off those philistine ingrate donors, you know, the ones who might have a lot of *money*, but no *taste*, you know? I think refreshing his memory worked, because he smiled at me and said he did remember something about a job opening at one of the newer settlements. He said that I'd be perfect for it, that I **deserved** it! He said he'd get in touch with me tomorrow.

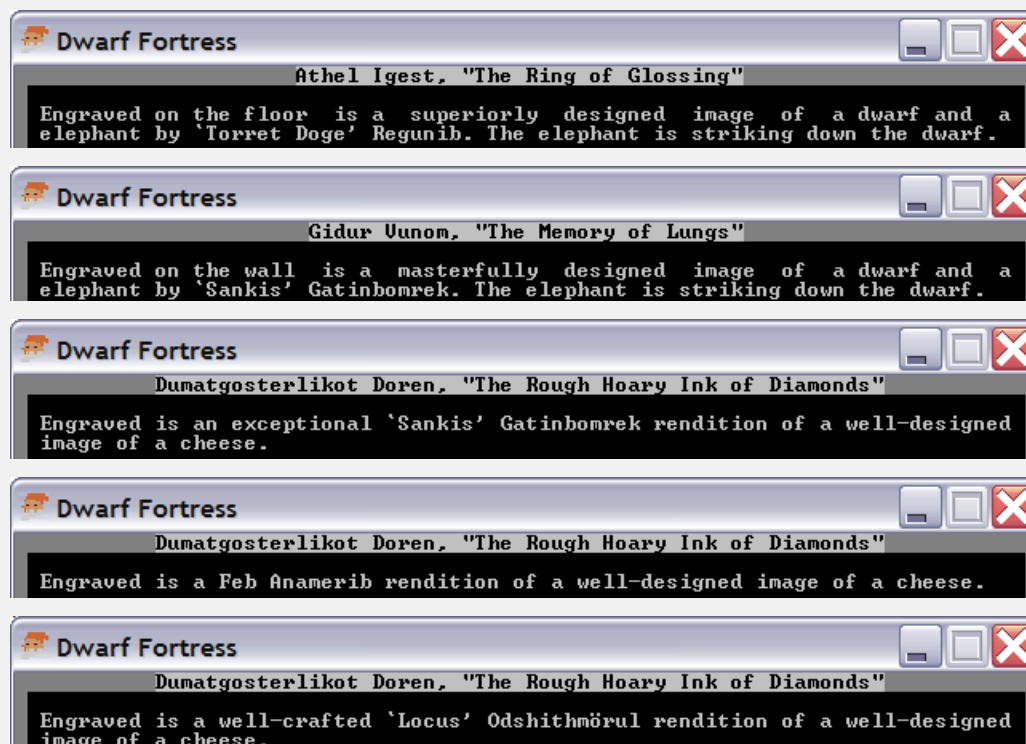
25 Obsidian, 1058

I found a note in my mailbox this morning from the dean. Apparently this place is a town called Boatmurdered. God, I hate how all these suburban developers give their stupid little towns such boring, faux-pastoral names. Anyway, apparently the place is in some need of sprucing up. Something about how all the local interior decorators are fixated on elephants for some reason, and they need some new blood to come and reinvigorate their living spaces! I'm so excited, my first real world job and I'm in charge of a whole town's interior design needs! I bought tickets for the next caravan right away, and we leave in an hour. If all goes well I'll arrive by the first!

1 Granite, 1059

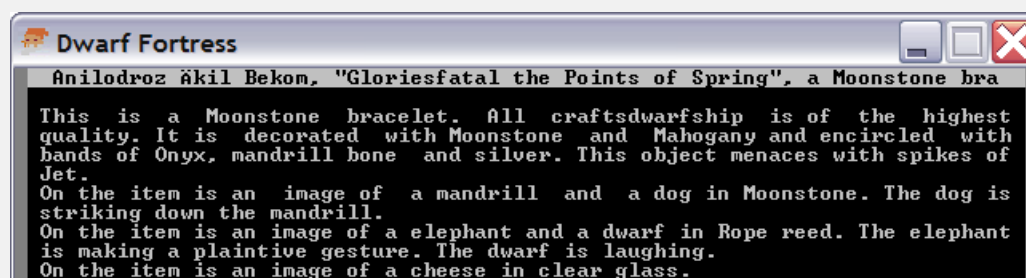
Well, I'm here Diary! I've taken a survey of the fortress' state, and let me tell you, it's pitiful. We all know our people like to

engrave historical events, so I've included a few charcoal rubbings of some typical engravings here:



Apparently the 2 most significant historical events here in Boatmurdered are elephants and cheese. Take a close look at the cheese ones actually, they aren't even carvings of cheese, but *renditions* of *some other* image of a cheese. They're freaking homages!

Intrigued, I investigated the art history of the settlement further. I discovered this artifact which I can only presume was the inspiration for all the imitators:



Having viewed it for myself, I must agree that this image of a cheese speaks to the dwarven spirit, and will be a cultural treasure for generations to come.

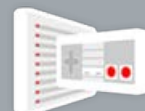
Anyway, I have a few ideas already for adding some pizazz to this dreary settlement. For starters this place needs more openness, so I've placed an order for windows to be made and installed to improve the ambience. I've gotten the ball rolling on some other projects as well, but you'll just have to wait to see about those!

P.S. Apparently this job comes with some sort of clerical duties or something, I dunno. When I got here the people kept asking me questions about farming and fighting demons and stuff. Hello, do I look like I know anything about that?!

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▸



< Part #38

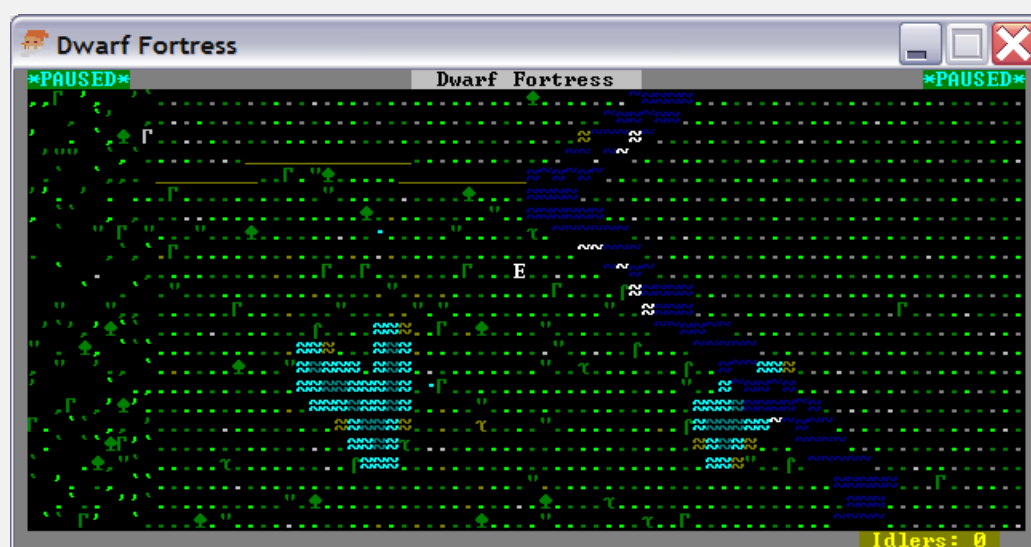
▴ Return to LP Index ▴

Part #40 >

Part 39: by Cross Quantum

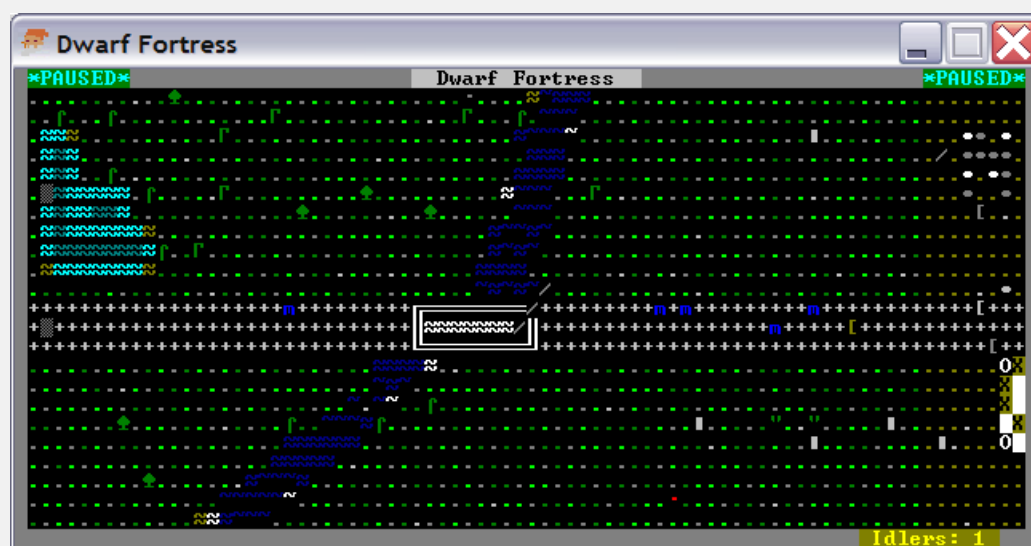
9th Granite

A lone elf noble has arrived!



I'm so excited! My first time meeting a real elf, and it's a noble to boot! I sometimes feel out of place as a dwarf, with my barely-there facial hair and high pitched voice. I should have been born an elf, their culture is so superior to ours. That reminds me, I should see if I can order an elven lunch box from the next caravan (as long as it's not pink).

Shortly after him, a group of monkeys showed up:



The leader of the local militia (the only able-bodied survivor of some kind of fight with some demons or something) explained to me how mandrills are deceptively fierce for their size, and asked for permission to raise a militia. Gosh, those military guys seem like they're always looking for approval from an authority figure. Anyway, I told him to do whatever, so he picked

4 peasants to help him out.

23 Granite

Goblin pedophiles infiltrated our fortress!



Fortunately the captain of the guard was able to stop the kidnapper's partner.

I sent the parents of the kidnapped, presumed raped and probably deceased child a sympathy card and a hand assembled bouquet of flowers.

Also, the bookkeeper went mad. Now he sits on the by the side of the main entrance hallway, panhandling, screaming demands at passersby for exactly 5 platinum and 5 gold coins.

24 Granite

The bookkeeper's body was found on the shores of the cave river today, apparently a suicide, although the captain of the guard suspects foul play. It seems the bookkeeper had made a lot of enemies when he arrived and did away with subsidized housing. Diary, I'm starting to get a little worried for my safety. I shall confer with the Elven noble as to what colors are most calming.

UPDATE: When I went to the Elven noble's quarters, all I found was a note that he was unhappy with his stay here and left early. I think I'll go to my quarters where I'm going to burn a sage and citrus scented candle, eat some cookie dough, and weep myself to sleep.

End of Spring

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▸



◀ Part #39

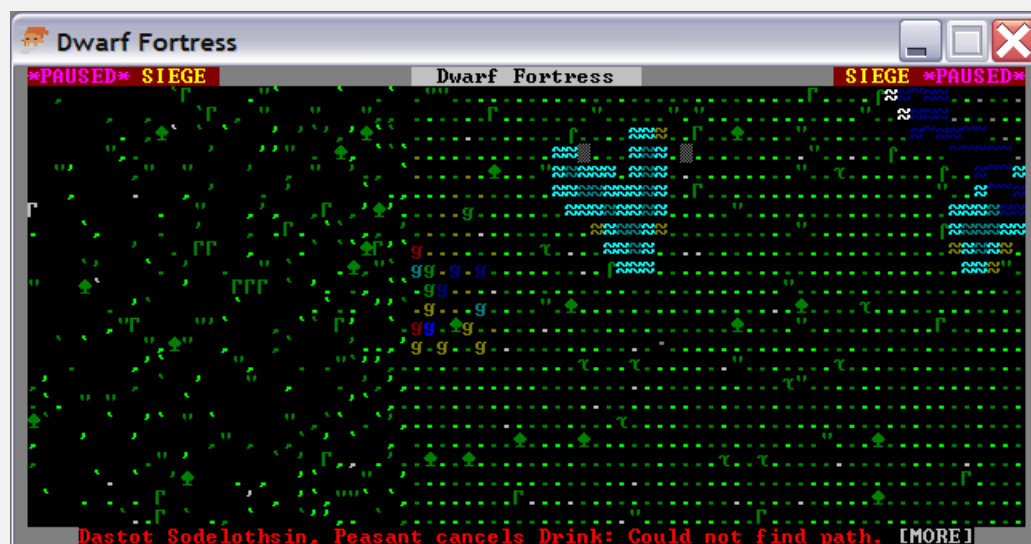
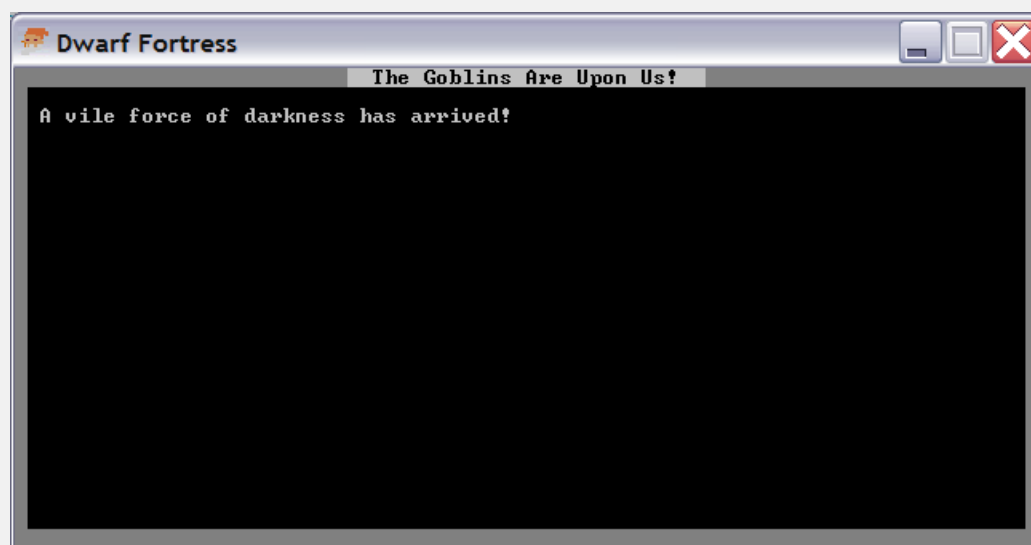
▲ Return to LP Index ▲

Part #41 ▶

Part 40: by Cross Quantum

11 Hematite

The rest of spring ended uneventfully. In fact, I'm starting to get downright bor



OH GOD OH GOD OH GOD! What do I do! I've never even *seen* a goblin, much less get sieged by them! The job description didn't say anything about sieges, this is totally un-

The leader of the militia just called me a 'goddamn sissy' and said he'd be right back. He's probably going to give a rousing speech to his men, sweaty, armored, and tense, before making a valiant last stand. Oh, it's so dramatic! If I must die at least it's in a way that's so



24 Hematite

Diary, it was terrible! That militia leader just killed them, burned them all to a crisp, without even *trying* to make peace! Not only that, but he burned up all the grass and woodland creatures outside too! No wonder the elves hate us so much, we're so violent and destructive to our enviroment. I painted a mural on the wall by the barracks saying 'No Blood for Lava' in protest.

8 Galena

After the goblin siege, life returned to the same old same old. Some of the soldiers gave me dirty looks and maybe spit on me once or twice. That's okay though, because my first project came to completion:



It is my hope that it will inspire contemplation and raise the collective consciousness of the community to a higher level.

17 Galena

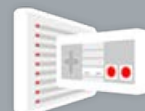
It seems that the rest of the townsfolk are using the new statuary mainly to throw parties involving monkeys and horses. Cretins.

End of Summer

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▸



◀ Part #40

▲ Return to LP Index ▲

Part #42 ▶

Part 41: by Cross Quantum

16th Limestone

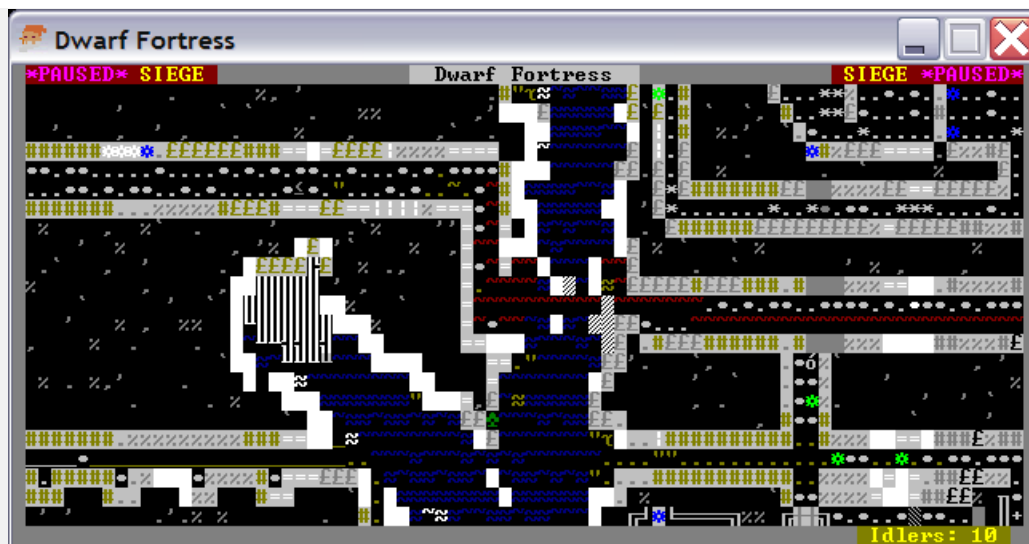
Diary, I am becoming dismayed. Work on the projects was already falling behind schedule, when this happened again:



A group of them caught one of our dwarves outside. It seemed to me that they were walking up to discuss options for peaceful coexistence, but then they just stabbed him in the face instead.



I was so shocked. I turned to say something to the captain, but he just shot me a dirty look and walked out the door.



The siege delayed project construction even further.

I feel so depressed now. I've been passing the time by hauling rocks in remote parts of the fortress. I know there are more important stone hauling jobs to do, but sometimes a dwarf needs some time to think alone, you know?

4 Moonstone

The rest of the fall passed without incident. The farmers brought in the last of the pig tail harvest this year. (That was my idea, you can eat, drink or wear organically grown pig tails!)

9 Moonstone

There was a frogman ambush earlier today. The soldiers and traps took care of them pretty quickly. I'm starting to think we may have to invest in better sanitation though:

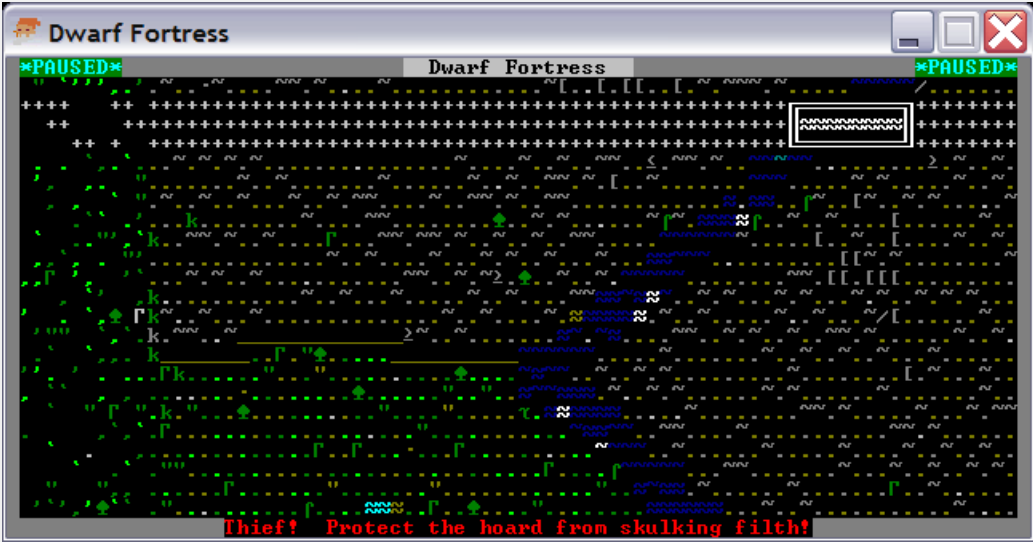


17 Moonstone

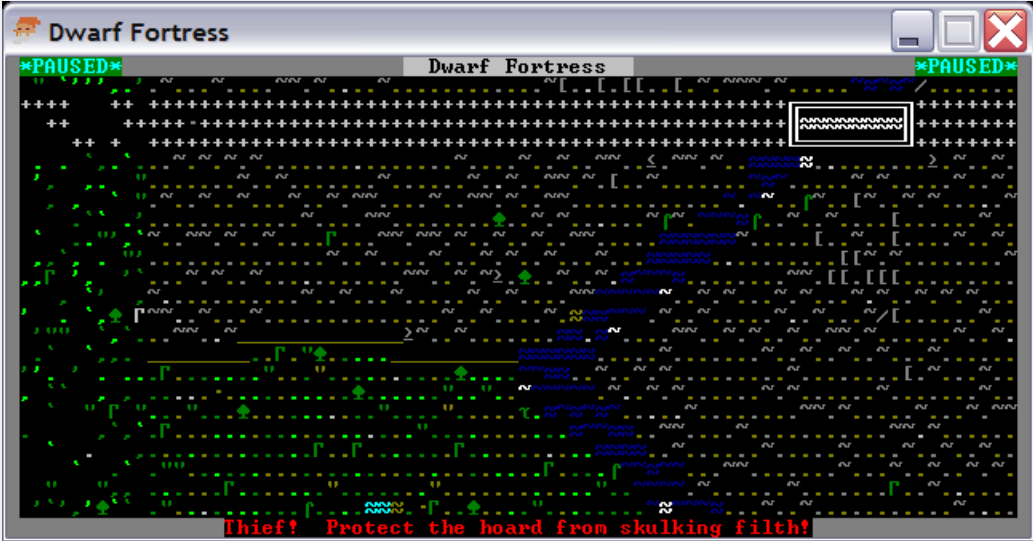
Diary, I'm starting to hate it here. It seems that every other day there's some new invading force of some kind or another. There's blood all over the main hallway now (where does it all COME from?!), butterflies that stink with the stench of a thousand corpses, and the screams of possessed dwarves echo through the halls. I hope my first paycheck gets here soon.

24 Moonstone

I'm feeling myself grow callous here. I didn't even look up when my assistant told me that a kobold raiding force showed up on the outskirts of our settlement:



Sadly, I was even less surprised when they immediately left:



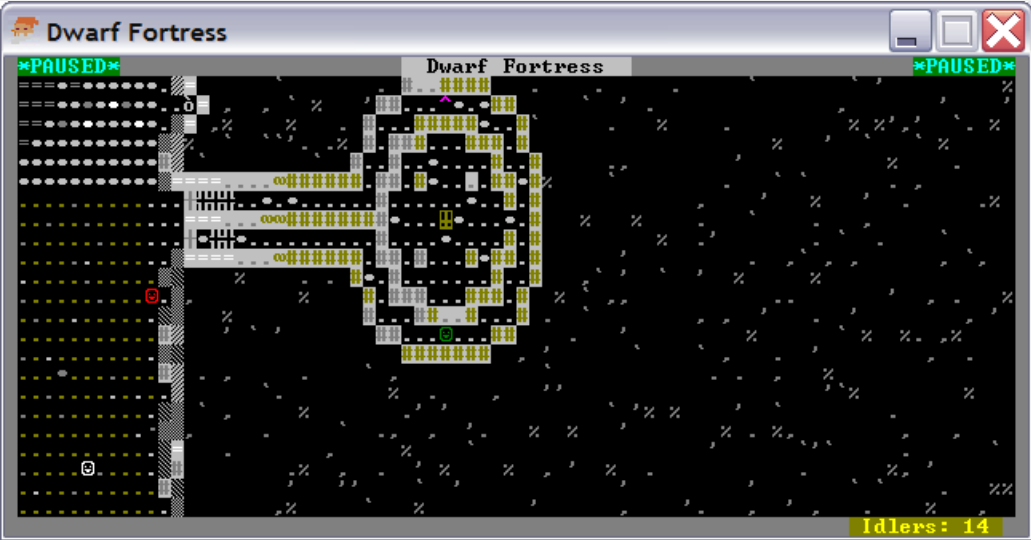
Come on guys, we have a nice settlement, why didn't you stick around? Was it the ashen wasteland? The bloodstained

gates? Was it the screams of madmen or the stench of death? We've got awful nice engravings of some fucking cheese here, come the fuck on in!

28th Obsidian

Well diary, I've had enough of it here. I feel like a failure. The project sits almost completed, but not quite; it feels like when I wouldn't quite have my papers done for one of my old professors, only the outright-fail-asshole kind of professor, not the oh-well-you-lose-a-letter-grade sort. This place is dirty and foul, not at all like the loving utopia I hoped to craft.

I shall leave instructions to whomever comes after on the functioning of the project. Here is a crude sketch of it:



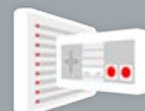
I think I shall see if those frogman corpses are still around here. I've heard that licking their skin can be very enlightening; I hope it's strong enough to make me forget all that's happened here.

End of Diary

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▶



◀ Part #41

▲ Return to LP Index ▲

Part #43 ▶

Part 42: by Major Failure

Oh, and SRM? I've just watched about 5 straight hours of deadwood, so I think my update may even contain more profanity than yours when it comes. Mind if I bring Ral back?

=====

Journal of Ral "major failure" Swaengen, businessdwarf and former ruler of Boatmurdered.

SPRING

So the cocksuckers send me back to fucking Boatmurdered. All the fucking gold under the hill and a superior cougar skin waistcoat in exchange the use of my fucking extraordinary talents to clean the damn place up in one year. Not that I have a damn choice. Every fortress east of here is suffocated in the bean-counting beurocracy of the peckerwood United Strongholds Alliance, and only shitholes like Boatmurdered have any autonomy left for businessdwarves like me to prosper in.

The fucking smell of the place hits me before I even get to the river. The entire place is buried in a foul, godless cunt of a stench, lurking in cloying great bastard hills of smoke above the mangled cinders of what used to be the elephant fields.

It starts to rain as I trudge across the bridge, washing the stinking smoke into my clothes and pinging off the drifts of rusty goblin armour. Oh, the fucking goblins. I have to kick a fucking six-pack of the dirtworshipping heathens out of the way just to get through the gate.

Inside is the most tragic disgrace I have ever had the fucking displeasure to see. Corpses, vomit, boulders, mud and useless goddamn *objects* strewn seven deep over every available fucking surface. A skeleton crew of ragged, beat-up dwarves stumbling around on useless shit-lugging errands for a bunch of delirious, opium-fucked nobles living in what they assure me is the lap of fucking luxury but which to any sane dwarf is clearly some festering hybrid of a slaughterhouse and an antiques fair.



Barely have I been inside for a fucking minute when some cocksucker rushes over and thrusts upon me a pile of useless documentation about the mechanisms, doomsday weapons, secret elephant projects, cuntwiping machines and gods know

what else scattered around this cat's ass of a fortress.

It takes me all of eight seconds to realise I do not have time to acquire the fucking college degree I would need to decipher the plumbing and fucking entertainment systems of this rickety deathtrap, so the documents go straight in the cave river. Wasting no time, I call a meeting with the cocksucking nobles and inform them that their demon-fucked disaster area of a fortress is all theirs. They can do what they like with their shitty little empire, I am taking the couple of dozen able bodied dwarves who survived the demons and the sieges and starting a new site that might have a fucking hope of surviving another year.

So I point south and tell the cocksuckers to start digging:
"This was settled as a damn mining camp," I say, "and as of this fucking moment you now fall into two categories: miners and the cocksuckers who keep the miners alive. No fucking jewelers, no fucking mechanics and no fucking craftsddwarves. Do I make myself understood? I am going to sit down at that rusty, piece of shit magma forge and crank out copper picks, and you can use them to get some fucking mining done so we have the space to start a new town."

I'm barely done making the last batch of picks when those cocksucking hoopleheads the elves show up, no doubt weeping their fucking balls off about the elephant chunks being kicked around by children in a lake of blood outside the trade depot. Without even bothering to see what they have I have three of my guys rob the piss out of them. The haul was mostly useless shit, but at least we swiped some bloated tubers for my personal supply of swamp whiskey. Thank Arnok for that.

[Editor's Note: At this point, Ral..er..Major Failure was apparently devoured by a "real life" monster, so the save was reverted to the end of Cross Quantum's turn and handed over to Mystic Mongol. I personally like to think that Ral Swearengen showed up for all of two days, promptly said, "Fuck this!" and wandered off to get drunk.]

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▶



◀ Part #42

▲ Return to LP Index ▲

Part #44 ▶

Part 43: by Mystic Mongol

The original Boatmurdered thread!

"Lava Deployment", by Zakuu:



Sadly, the first thread petered out and died, because the waiting line got too long, and by the time the people in the middle of the line got to play, their situation had changed and they suddenly didn't have quite as much free time as they thought they did.

So I've stolen the original Boatmurdered, and completely discarded the original lineup. If you played a turn in the original thread, feel free to sign up for another! If nothing else, you've shown that you'll help guide our tender little hole in the cliff into a shining new future. If you were waiting for your turn--tough. Sign up again. Who knows, you might get to play sooner than otherwise. In any case, I will be taking the first turn (The year 1060) myself.

Rules

Each turn is one game year, from Granite 1 (the new year, as spring starts) to Granite 1 one year later. Post your exploits as they happen, but put a priority on finishing quickly instead of chronicling every little thing. Once you've completed your turn, save your progress, zip up the save file and directory, and post it on rapidshare or something. The next player will take over management of Boatmurdered.

Please, don't intentionally destroy Boatmurdered. It may be a fetid hole in the ground full of furious dwarves who kill each

other more often than they accomplish anything, but a lot of people poured their hearts and dreams into that hole in the ground. Instead, simply do the best you can, completely ignoring everyone else's plans while you retinker the cave into the ultimate souffle making empire. Then pass it on to the next player with half as many dwarves, because you forgot to arm your soldiers and they tried to wrestle fire elementals to death.

You don't have to be any good at Dwarf Fortress to run Boatmurdered. After ten years, it had a mere 63 dwarves, one of whom was apparently dying of heroin addiction and several of whom are crippled or bedridden. You could hardly do worse.

If you want to be added to the list of eligible players, just say so and I'll add you on. When your turn comes up, you'll have 24 hours to respond (you will be notified in thread and any other way possible) before you get kicked to the back of the list and the next player gets a shot. If you can't do it now, but can in a few days, say so and you'll be bumped back a slot or two instead of all the way to the end.

Strike the earth! 🗿🔨

 Turn list

- 1060) Mystic Mongol -- Damage control. Justice, mining, hard-core decorating.
- 1061) Sankis -- Goblin seige repulsed by fire. Moats reestablished. Fortress much smoother. Many of the animals slaughtered to combat starvation.
- 1062) Doctor Zero -- Peace and Prosperity come to Boatmurdered! Health, wealth, strip mining.
- 1063) Mariguana -- Lava used to kill elves, elephants, goblins, humans. Huge, pointless statue to hubris placed outside in attempt to enlarge ruler's penis. When lava melted parts of it, resulting riots in the dwarves who built it kill 2/3rd of the population.
- 1064) Guerilla Medic -- All burn.

Dwarf Fortress - Boatmurdered

by Various



Part 44: by Mystic Mongol

Your highness,

Your humble servant, Giginlimul, "'Mystic Mongol' Fliergold", begs your patience with a report on the occurances in your empire.

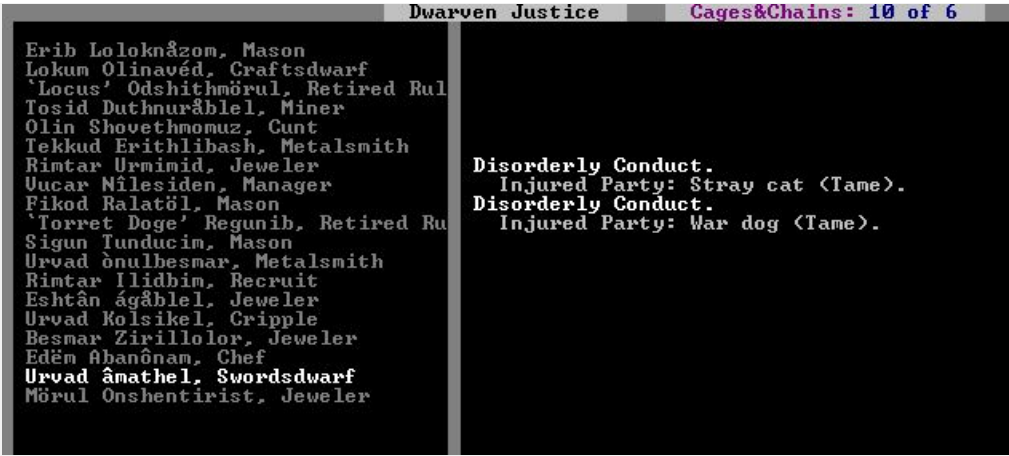


The city-fortress of Koganusan, more vulgarly known as Boatmurdered, has been a source of constant trouble to the empire. While the riches found deep within the mountain are essential if we wish the nation of Kimmelbil, "The Oaken Tomes," to prosper and crush our foes, Boatmurdered has a reputation for burning through leadership at an appalling rate. While you had seen fit to send many immigrants, and even some of the true nobility, late 1059 communication from the fortress ceased entirely. Of particular note was the sudden cessation of communication from the Baron Melbil Tithlethudib, and his consort he was convinced his wife knew nothing about. Military command decided to send someone disciplined this time to see what was causing Boatmurdered's many problems.

As all the prior leaders had failed to clean out the mountain, I carefully examined their records to find out what they had done with their time. All had come to the fortress and admired the arts and crafts, or the legendary artifacts made by the renowned maddwarves of that forsaken tomb, so I decided to start by rule with a thorough economic audit.



Food supplies were good for a fortress of this size, although the low population count worried me. Earlier reports had implied at least a hundred dwarves lived in Boatmurdered... indeed, there were many vacant bedrooms in the projects near the entrance, most of which were not properly licenced and zoned for dwarven inhabitation. I corrected this oversight immediately.



Legal records have shown a depressing amount of crime occurring in Boatmurdered, including one depraved dwarf who apparently amused himself by crippling defenseless animals. The cat's injuries to the spine, head, tail, and lungs are too horrible to depict, but I feel it appropriate to attach an image of the dog's plight.



Let us never forget what happens when lawlessness reigns free. These deviants needed to be brought to heel. Also worth noting is the former ruler of Boatmurdered was on record for repetedly denying the orders of his superiors... a poor example to set.

leggings	222%	Dumat Fikodallas, Masons Gui
copper	289%	Unknown
plant fiber	381%	Unknown
bronze	379%	Unknown
mule leather	92%	Olon Binguz, Bookkeeper
horse leather	94%	Olon Binguz, Bookkeeper
cow leather	91%	Olon Binguz, Bookkeeper
rhesus macaque leathe	96%	Olon Binguz, Bookkeeper
cougar leather	92%	Olon Binguz, Bookkeeper
wolf leather	95%	Olon Binguz, Bookkeeper
groundhog leather	96%	Olon Binguz, Bookkeeper
elephant leather	93%	Olon Binguz, Bookkeeper
hippo leather	182%	Unknown
warthog leather	100%	Olon Binguz, Bookkeeper
lion leather	111%	Olon Binguz, Bookkeeper
leopard leather	95%	Olon Binguz, Bookkeeper
jaguar leather	93%	Olon Binguz, Bookkeeper
tiger leather	92%	Olon Binguz, Bookkeeper
cheetah leather	107%	Olon Binguz, Bookkeeper
gazelle leather	121%	Olon Binguz, Bookkeeper
mandrill leather	96%	Olon Binguz, Bookkeeper
chimpanzee leather	94%	Olon Binguz, Bookkeeper
bonobo leather	100%	Olon Binguz, Bookkeeper

The economic status was similarly depressing. Demand far outstripped supply on several key metals, unforgiveable in a supposed mining fortress. Almost all cloth was imported. The head of the Mason's Guild had jacked prices up on pants and skirts in some strange, tops-only clothing policy I don't wish to dwell on, and all leather prices were set low by the bookkeeper... except for hippopotomous, which was twice the price of the other leathers. No one seemed to remember who decided on that. I decided a quick interview of the bookkeeper would be prudent.

Olon Bimguz, Bookkeeper	Deceased
'Torret Doge' Requinib, Retired Ruler	Deceased
'StarkRavingMad' Zonidor, Former Overseer	Deceased
'Bremen' Adakrul, Retired Ruler	Deceased
ushrir Kulethborik, Masons Guild	Deceased
Dumat Fikodallas, Masons Guild	Deceased
Rakust Monontathtak, House Per	Deceased
Thikut Stukosusän, House Ber	Deceased
Dastot Ablelfikod, Manager	Deceased
Bal Atirlorsith, Mayor	Deceased
Urvad Idimsal, Tax Collector	Deceased
Kulet Kilrudbuket, Hammerer	Deceased
Melbil Tithlethudib, Baron	Deceased
Ingish önulegul, Baroness Consort	Deceased

Not only had the bookkeeper died (attacked, say the records) but so had two of the former rulers, including Torret Doge, the one wanted for questioning. Apparently the founder of the fortress, he died shortly after defying the will of the nobility. Many of the Nobility had died some time after... exact dates were unavailable, with no dwarf able to give a good reason why. The Baron and his associate were both dead too, doubtless victims of foul play. How else could two such important dwarves, too busy to expose themselves to danger and surrounded by the Royal Guard, both die?

The army was also a pitiful joke, a few weak soldiers playing Royal Guard for non-existant royalty. I immediately returned them to active duty, but the numbers in Boatmurdered were too small to replenish the army entirely. A priority had to be made on finding someone to make an example of and getting the fortress back to something resembling civilization. All this murder and animal cruelty couldn't go on.

Uurtiblalkesh, "The Lurid South Tails"

Engraved on the wall is an exceptionally designed image of a dwarf by 'Sankis' Gatinbomrek. The dwarf is in a fetal position.

Kadol Ducim, "The Hatchet of Work"

Engraved on the wall is an exceptionally designed image of a dwarf by 'Sankis' Gatinbomrek. The dwarf is burning.

Zirilzodost, "The Firey Rot"

Engraved on the floor is an exceptionally designed image of a dwarf and a goblin by 'Sankis' Gatinbomrek. The goblin is shooting the dwarf.

Zuglar Shadkik, "The Ships of Creeping"

Engraved on the floor is an exceptionally designed image of a elephant by 'Sankis' Gatinbomrek. The elephant is screaming.

Roderbamgüs, "The Bald Weasel"

Engraved on the wall is an exceptionally designed image of a dwarf by 'Sankis' Gatinbomrek. The dwarf is burning.

Akrulbor Sat, "The Tin Chunks of Stroking"

Engraved on the wall is a masterfully designed image of a demon by 'Sankis' Gatinbomrek. The demon is striking a menacing pose.

It seemed a tradition to admire the local art, so I dropped by one of the engraved halls. One wall had the six images attached depicted in a row. I was so sickened that I didn't bother go into the other halls... Sankis, the artist, was apparently one of the previous rulers of Boatmurdered. To string up a deviant like him who had once run the place would send a strong message to all of the other dwarves. Finally,I had found a way to make the fortress sit up and listen.

Kimmelbil 1056 silver coins [3]

This is a stack of 3 Kimmelbil 1056 silver coin.

This is the silver currency of Kimmelbil from the year 1056. On the front of the coin is a rendition of a well-designed image of mandrills. On the coin's back is a image of a tentacle demon.

I don't know who made the money, but there was clearly something wrong with them. Another priority of my stay will be replacing the money with coins that better reflect our glory.

'Mystic Mongol' Giginlimul, "'Mystic Mongol' Fliergold", Judicator

Owned Objects: 8

Holdings: Royal Throne Room
Royal Bedroom
Royal Dining Room
5 Chests
2 Cabinets
2 Weapon Racks
2 Armor Stands

Needs: Office
Needs: Quarters
Needs: Dining Room
Needs: 1 Chest
Needs: 1 Cabinet
Needs: 1 Weapon Rack
Needs: 1 Armor Stand

Enter: View thoughts and preferences. y: Customize.

The Nobles of Koganusân					
Olin Idsavot	Governor	[REQUIREMENT]	[DEMAND]	[MANDATE]	
Zasit Sibrekral	Mayor	[REQUIREMENT]	[DEMAND]	[MANDATE]	
Ônul Arakiden	Trade Minister	[REQUIREMENT]	[DEMAND]	[MANDATE]	
Zasit Eshtëntat	Treasurer	[REQUIREMENT]	[DEMAND]	[MANDATE]	
Lolor Gusilainis	Tax Collector	[REQUIREMENT]	[DEMAND]	[MANDATE]	
'Mystic Mongol' GiginliJudicator		[REQUIREMENT]	[DEMAND]	[MANDATE]	
Unib Stesokërith	Hammerer	[REQUIREMENT]	[DEMAND]	[MANDATE]	
Libash Olonlulâr	Dungeon Master	[REQUIREMENT]	[DEMAND]	[MANDATE]	
Vucar Mîlesiden	Manager	[REQUIREMENT]	[DEMAND]	[MANDATE]	
Olin Mûrulurrith	Broker	[REQUIREMENT]	[DEMAND]	[MANDATE]	
Olon Agrigôth	Masons Guild	[REQUIREMENT]	[DEMAND]	[MANDATE]	
Kadol Sibrekstul	Craftsdwarves Guild	[REQUIREMENT]	[DEMAND]	[MANDATE]	
Doren Gembishurdim	House Ber	[REQUIREMENT]	[DEMAND]	[MANDATE]	

While my room was surprisingly nice (I suspect they are trying to bribe me) many of the nobles are dissatisfied with their accomidations. While they languish without even a single platinum encrusted dining room to their name, the corrupt dwarf Sankis has built himself a royal tomb, complete with multiple platinum statues. I will have to look into having them melted down and used to make weapon racks for the ruling class. If he stops carving images of dwarves being eaten by elephants, however, I may let him keep his little statuary.

Your humble Servant, Giginlimul.

=====

Shanty posted:

I would not be surprised if 90% of the boatmurdered population have that "doesn't really care about anything anymore" line in their bios. These guys have been to hell and back, I bet the human traders are creeped out as FUCK when they visit.

"Why are they staring at me like that, I hate it when they stare at me! And what the hell was up with all those charred bones we passed on the way here?"

"Relax Jathrur, unload the carts, don't look too closely at the walls and let's just get paid and get the hell out of here."

"The walls? Why shouldn't, oh Armok, oh Armok Christ, what is that..."

"God damnit I told you not to, oh god, oh shit, look at that fucking dog what the hell happened here, let's just get the fuck out of here, tell them their road's too narrow or something, new union rules, I don't fucking care SHIT JATHRUR DON'T TOUCH THAT LEVE..."

HORSE RAPER posted:

"Hey Omelol, what's up with that dwarf over there?"

"Oh... yeah, apparently he got attacked by an elephant."

"I thought elephants were peaceful?"

"Not these ones. Apparently they've got some demonic possession or something going on. We should really ask these guys to set up a safer road. Although last time I mentioned it, I just got a cryptic reply about some kind of "final solution" involving floodgates and levers."

"What's that sound?"

"I... I think someone's murdering a kitten."

"Uh... that can't be..."

"Oh christ tell me these guys aren't trying to trade us a totem made out of somebody's pet."

TouretteDog posted:

"No, seriously, what the fuck? Out of the six dwarves we've seen so far, two are missing limbs, one's moping around naked--"

"I MUST HAVE A PROPER SURFACE TO WORK ON!!!"

"--one's *sprinting* from one end of the depot to the other while carrying an engraved door, one's standing in a shop screaming--"

"I MUST HAVE A PROPER SURFACE TO WORK ON!!!"

"--yeah... and only the last one seems to be --"

"I MUST HAVE A PROPER SURFACE TO WORK ON!!!"

"--at all normal. What the FUCK have you--"

"I MUST HAVE A PROPER SURFACE TO WORK ON!!!"

"--gotten us into?"

"I MUST HAVE A PROPER SURFACE TO WORK ON!!!"

"SHUT THE FUCK UP!"



[Part #43](#)



[Return to LP Index](#)



[Part #45](#)



Dwarf Fortress - Boatmurdered

by Various



< Part #44

Return to LP Index

Part #46 >

Part 45: by Mystic Mongol

Sankis posted:

You best not touch my tomb, jerk 🐘🐘.

Mystic Mongol posted:

Don't tell me what to do. I'm the law in this pit in the ground.



Take this criminal dog. He thought no one'd notice that he had no jobs assigned? Fortunately, before he managed to starve himself to death, I told him (at crossbow point) that he was going to start work taming the fortress's hefty supply elephants. When that was done, he was to scour the fortress for burnt bits of dwarf left over from the battles with the demons many years ago. The tame elephants should help protect the dwarves from any sudden attacks that may occur.



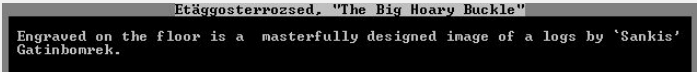
I was quite unhappy to find out my three royal rooms were, in fact, one room. I was further angered to find out my bedroom/dining room/study was shared with all of the house representatives, the mayor, the hammerer... almost all of the nobles were crammed into a single room! Confusingly, they didn't seem to mind, or notice. Once my initial rage died down, I assigned the remaining homeless nobles to the room--no reason they couldn't crash on my dolomite couch. Still, I decided to spend some time making individual housing for at least a few of them.



Speaking of the hammerer, he spent the year in bed, adjusting the prices of goods so he could pretend he still had an affect on the fortress as a whole. He had apparently taken a goblin crossbow bolt to the foot--and none of the dwarves had bothered to remove it! My prayers go out to him.

Should he recover, he'll be able to maintain his role as hammerer. A hammerer, of course, doles out hammerings to criminals. One of the harshest practices of dwarven law, the result is almost always a skull split open like a ripe melon. As there are three criminals walking free in desperate need of a hammer to the face, including former commander Megor Grendel, his speedy recovery would set an excellent example to all dwarves who were considering crime, but valued having a skull.

You thought we had forgotten about you, didn't you, Mr. Grendel.



I go looking for wood and all I find is yet more mockery from the criminal mastermind. Apparently all the lumberjacks and carpenters are dead. While I agree wood represents a dangerous weakening of dwarven society, Boatmurdered is in SERIOUS need of some bins, and metal ones are difficult to make. Still, none of the workers can be spared (we have precious few haulers as is) so the fort goes without for a while. I can hear Sankis's laughter echoing after me wherever I go.



As you can see, I grew tired of his foul acts and arrested him on some trumped up charge or other. After two weeks tied next to a rotting kobold corpse by a silk rope, that miserable engraver learned some respect. When (and if!) he stops flinching whenever I walk past, I'm going to grab the <<=Steel Hammer=>> and dole out a little justice of my own.

Merchants from Afe Vedéle, a Forest Realm			
Lefari Mamefifi, elf Merchant: Greetings from the woodlands. We are enchanted by your more ethical works. We've come to trade.			
Afe Vedéle		Koganusân	
<Rope reed cloth>	34w 5f [T]	<narrow elephant lea	45w 10f
<Rope reed cloth>	34w 5f [T]	<narrow iron chain l	150w 40f
<Rope reed cloth>	54w 5f [T]	<narrow iron helm>	150w 20f [T]
<Rope reed cloth>	34w 5f [T]	<narrow iron low boo	150w 15f [T]
<Rope reed cloth>	34w 5f [T]	<narrow iron left ga	150w 25f [T]
<Rope reed cloth>	44w 5f [T]	<iron chain leggings	150w 40f [T]
<Rope reed cloth>	54w 5f [T]	<narrow iron chain l	150w 40f [T]
<Rope reed cloth>	54w 5f [T]	<iron cap>	100w 10f [T]
<Rope reed cloth>	34w 5f [T]	<iron low boot>	150w 15f [T]
<Rope reed cloth>	54w 5f [T]	<iron right gauntlet	150w 25f [T]
<Rope reed cloth>	34w 5f [T]	<iron helm>	150w 20f [T]
<Rope reed cloth>	44w 5f [T]	<bronze shield>	75w 50f [T]
<Rope reed cloth>	54w 5f [T]	<iron left gauntlet>	150w 25f [T]
v: View good, Enter: Mark for trade		v: View good, Enter: Mark for trade	
s: Seize marked, t: Trade		o: Offer marked to Afe Vedéle	
Trader Profit: 705w Value: 820w		Value: 1525w Allowed Weight: 15f	

I don't understand people who don't like elves. They don't like pansy gifts, made of bone or leather or wood. They only like trade goods made of stone, or better yet, metal. They're considerably more hardcore than the majority of the dwarves in Boatmurdered (myself and the Hammerer excluded, of course) and their gifts of cloth did much to alleviate the pants shortage we had been suffering from. I gave them very favorable trade conditions and sent them on their way.

The Judicator 'Mystic Mongol' Giginlimul has organized a party at Pig tail Rope.

I held a theme party in the jail. The theme was, "Clean up your act before I hurl you into the chasm." Jovility was forced, as it should be.

It is now summer.
Iekkud Erithlibash, Metalsmith cancels Strange Mood: Went insane.
Iekkud Erithlibash, Metalsmith has gone stark raving mad!
Iekkud Erithlibash, Metalsmith has burned up in magma.
It has started raining.

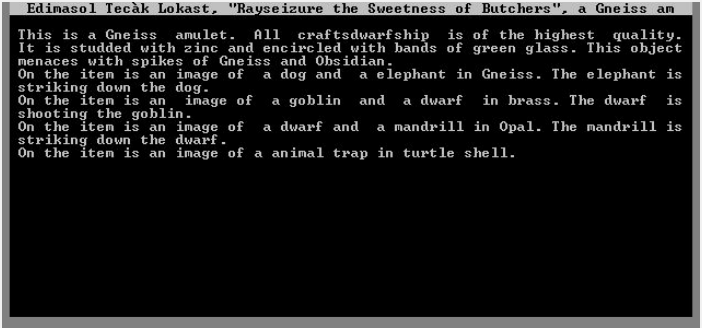
One of the dwarves approached me and said he wanted shells, two kinds of ore, three kinds of gem, a kind of cut gem, a rock, and some kind of wood. I told him I wanted to not listen to some simpering primadona bitch about his penacing mittens. Guess who got their way?

Merchants from Okoonon in the Plains			
Cek Mokuntham, human Merchant: Greetings from above ground. The craftsmanship of the dwarves is unparalleled. Let's make a deal!			
Okoonon		Koganusân	
<Fisher berry wine B	70w 250f	<Fat Barrel <Tower-c	10w 150f
<Tuber beer Barrel <	70w 250f	<Fat Barrel <Tower-c	10w 150f
<Prickle berry wine	30w 250f	=Fat Barrel <Willow>	50w 150f
<Sewer brew Barrel <	30w 250f	<Fat Barrel <Tower-c	10w 150f
<Swamp whiskey Barre	30w 250f	wCoin Bin <Mahogany>	251w 225f
<Swamp whiskey Barre	30w 250f	Kinmelbil 1056 silve	1w 1f
<Longland beer Barre	70w 250f	Kinmelbil 1056 silve	1w 1f
<Longland beer Barre	70w 250f	Kinmelbil 1055 silve	1w 1f
<Strawberry wine Bar	70w 250f	Kinmelbil 1056 silve	1w 1f
<Tuber beer Barrel <	70w 250f	Kinmelbil 1055 silve	1w 1f
<Sewer brew Barrel <	30w 250f	Kinmelbil 1056 coppe	1w 1f
<Fisher berry wine B	70w 250f	Kinmelbil 1056 silve	1w 1f
<River spirits Barre	70w 250f	Kinmelbil 1055 coppe	1w 1f
v: View good, Enter: Mark for trade		v: View good, Enter: Mark for trade	
s: Seize marked, t: Trade		o: Offer marked to Okoonon	
Trader Profit: 0w Value: 0w		Value: 0w Allowed Weight: 40f	

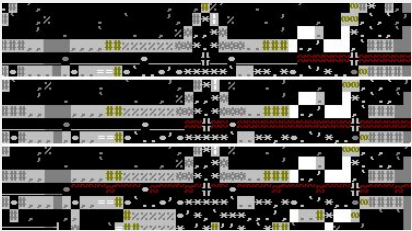
At least ONE of my predacesors had his head on straight. The humans arrived with the previous year's order of roughly three hundred units of booze. Another theme party was held in jail. Once again I gave them very favorable trading conditions and told them to bring more of the same next year, along with maybe some more animals.



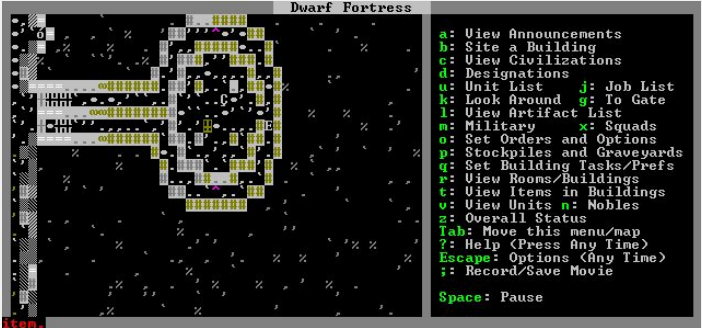
Nothing has happened to the Miasma.



Another dwarf actually completed his project, and gained legendary skill... in engraving. Goddammit, we already have two legendary grade vandals. We don't need a third sketching pictures of demons laughing at mandrills on the wall. He was immediately put to use hauling.



Once winter rolled arround, I tried to activate the elephant pump the previous ruler had set up. A series of steel bridges now cross the lava flow at several points (so you should be able to leave it on now... also, having lava back there keeps all the Elephants from using it as a personal playground) and so the rich galena and platinum deposits behind the channel are now within reach.



Sadly, the elephant once released simply left the pump without triggering the floorswitches. I have serious doubts as to the ability of a series of 1 by 1 bridges to block anything... plus, maybe taming the elephant before releasing it was a bad idea.



The pump chamber is all ready to go... after taking this image, I added an access route to it, so if anyone wishes to simply tear out the bridges and plate of the elephant pump and start over fresh, they won't even have to shut off the lava. Also, I'd strongly suggest replacing the bridges with larger, 3 by 3 open left models. Of course, to block the elephant's passage, there's always lava... there's even a constantly active channel not too far away.

The year passed without military note (good, because we also lack a military) and without the Hammerer recovering. The fortress received no immigrants this year, had no births, and lost a few dwarves to war injuries or fey moods. However, huge swaths of metals have been mined out, many metal goods were made, a few encrusted with jewels, the nobles were satisfied, all of the legendary crafts-dwarves were armed and armored, an engraved superhighway was added that goes almost all the way through the mountain, and overall Boatmurdered now looks much more attractive to immigrants. Which is good, because after all the horrible death it's going to be hard to get immigrants to come at all.

The elephants were peaceful, as all herbavores are. The mandrills would occasionally grab a piece of equipment left to rust by the defeated goblin armies. I suspect the challenge they pose was exaggerated by the previous rulers.

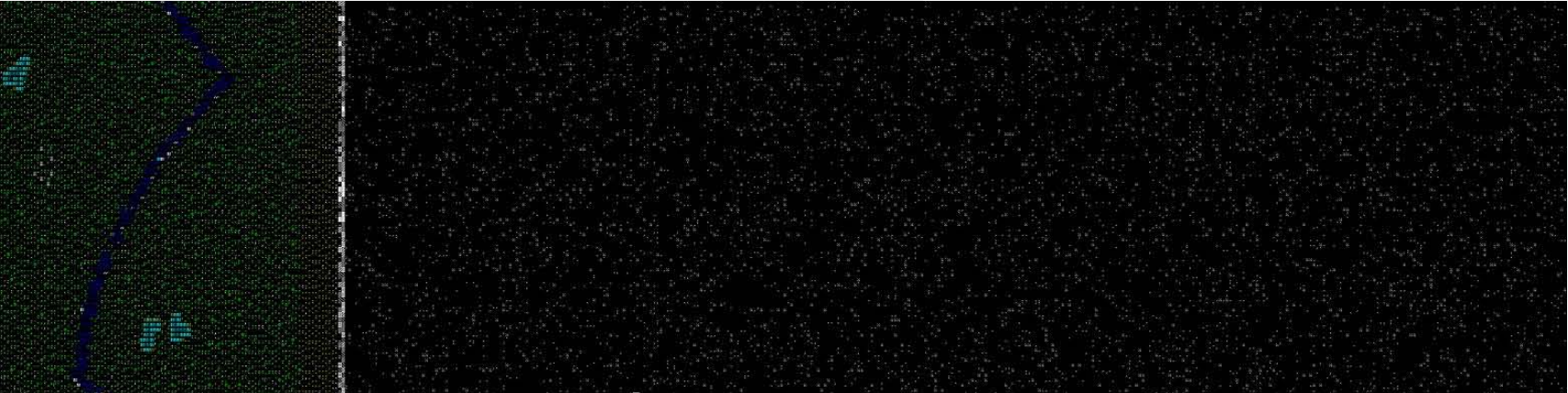
When the new ruler arrives (sometime in the spring) I shall retire as Judicator, acting as the merciful hand of law and merely throwing randomly selected dwarves into jail for no good reason.

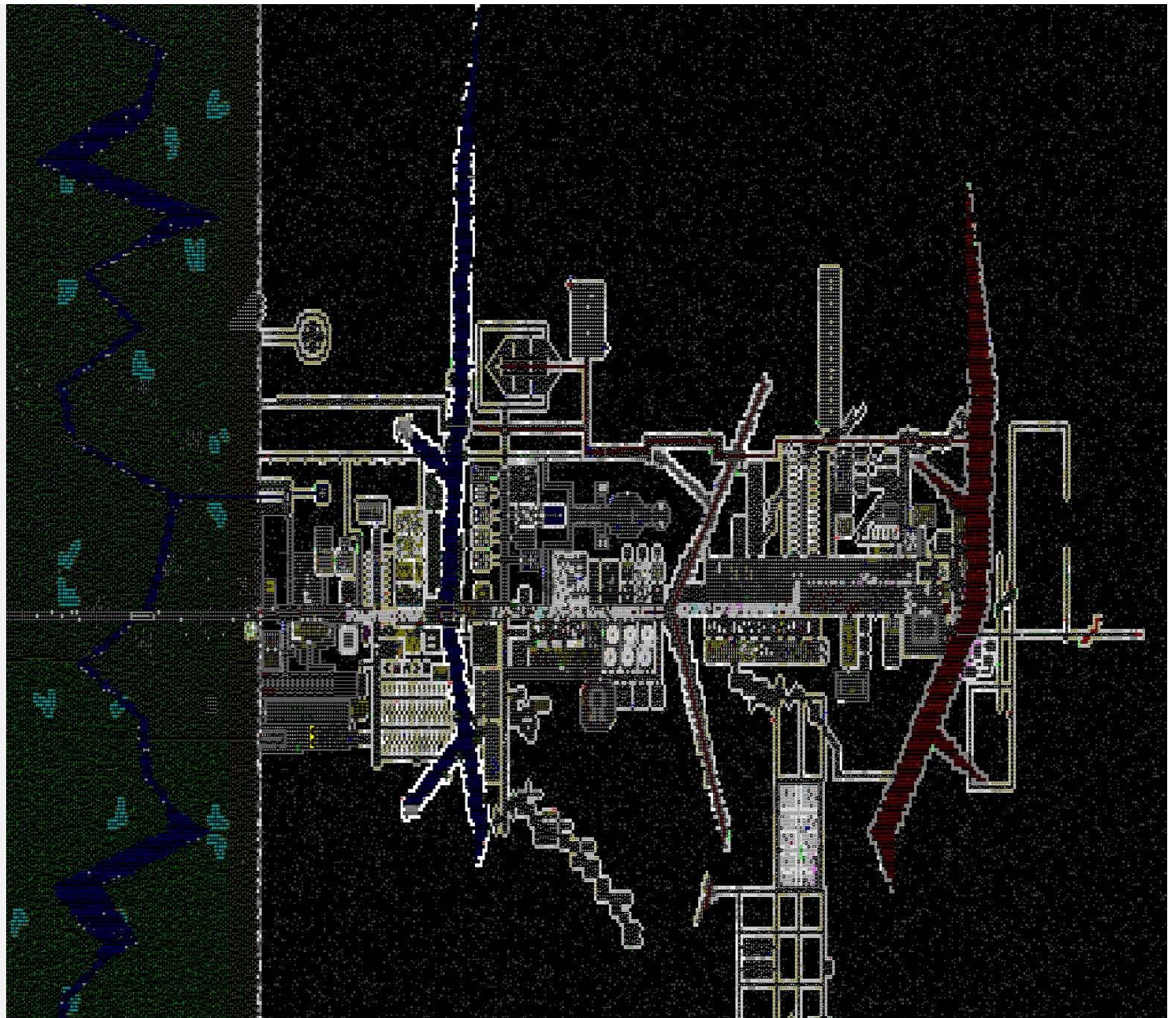
It's a hard job, but I wouldn't trade it for any other in the world.

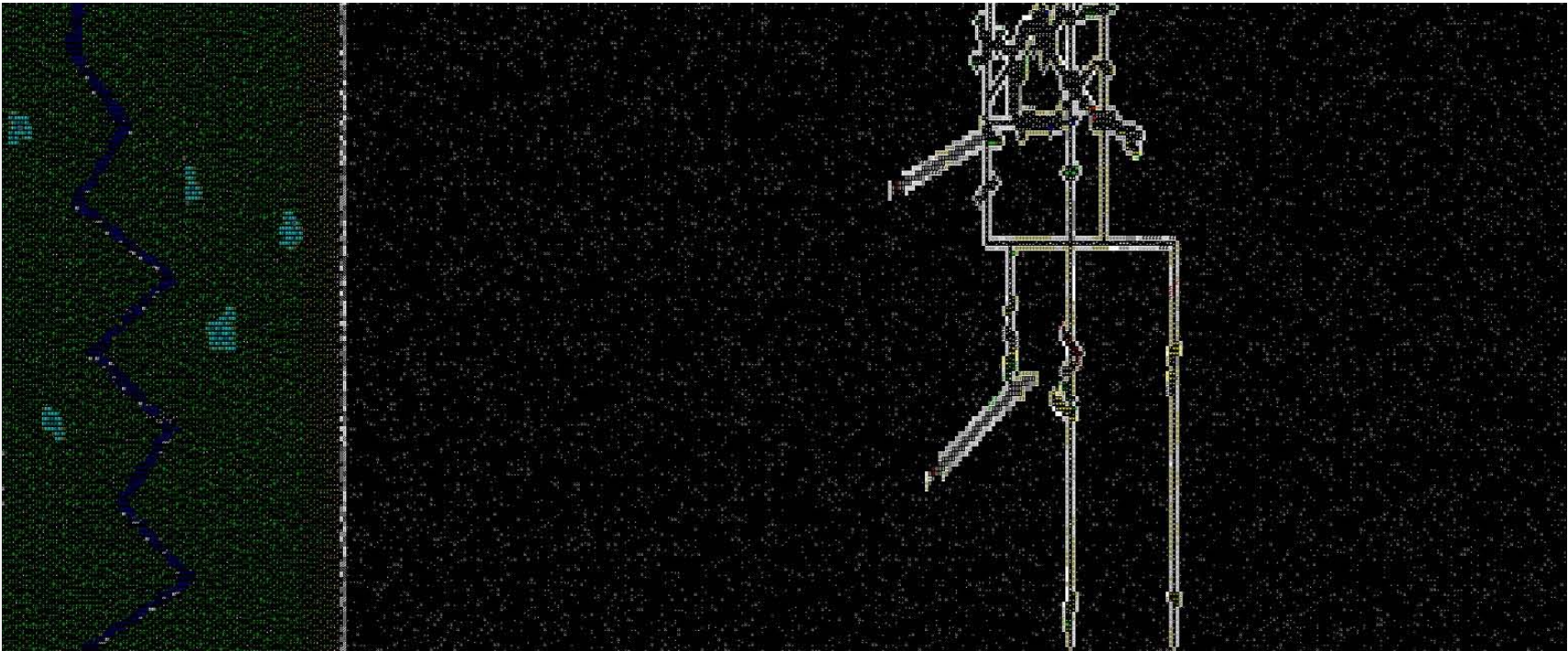
Except maybe hammerer.

Oh, and to whoever filled the chasm with lava? While technically impressive, it leaves the soldiers without a good place to train. Next game, you might want to consider simply pouring the refuse in with a bucket and leveling up on what comes clawing out.

Edit:



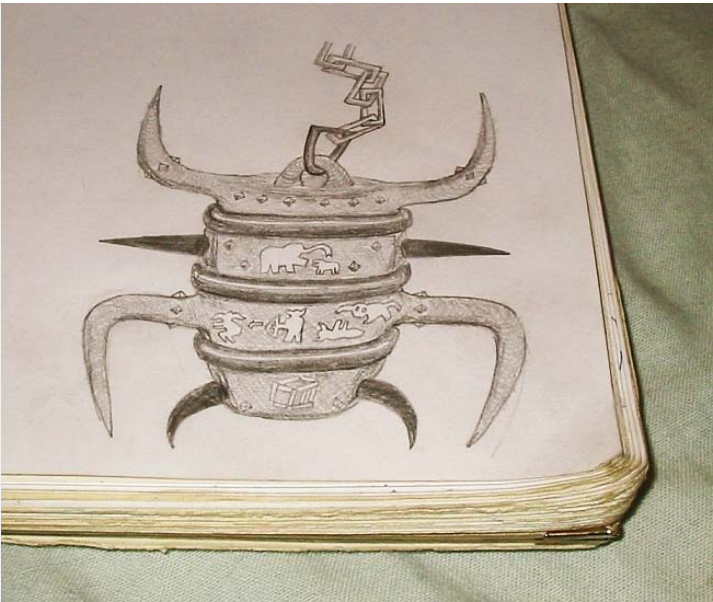




TurnpikeLad posted

God, this game is fascinating. The dwarves at Boatmurdered have gone through some crazy shit.

I was exploring through the fortress in Adventure mode when I found this lovingly produced rendition of a Gneiss amulet in a tome that was lying on the floor. It looks similar to the amulet mentioned earlier in this thread?



Mystic Mongol posted:
That would be Rayseizure the Sweetness of Butchers, made by Boatmurdered's third legendary engraver. As if we needed two.

[◀ Part #44](#)

[▲ Return to LP Index ▲](#)

[Part #46 ▶](#)

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▸



◀ Part #45

▲ Return to LP Index ▲

Part #47 ▶

Part 46: by Sankis

Not going to post the update tonight, but some shit actually happened!

TEASER IMAGE!



I also devised a clever way to punish Mystic Mongol for his crimes. If I get it working, I'll post pics of that before the night ends too.

Edit:

TEASER IMAGE 2! I'm currently in summer. Lots of events. Lots of screens. Hopefully i'll have the turn up by tomorrow

Mystic Mongol gets his comeuppance:



My plan worked perfectly.

Dwarf Fortress - Boatmurdered

by Various



Part 47: by Sankis

It is Autumn, In the 4th Year since the Arrival of Emperor Sankis (Also known as 1061).

The beginning of Autumn is fairly uneventful. I begin mining out a channel from the cave river to fill up our inner moat. Construction goes a planned and it is working by the end of Autumn.

However, in Mid autumn things start to happen! Yay!

First some moron decides to kill himself by starving

PAUSED



Thief.

PAUSED

Fath Kogannir, Peasant
"Fath Boatland"

upper body	Unconscious
lower body	
head	
right upper arm	
left upper arm	
right lower arm	
left lower arm	
right hand	
left hand	
right upper leg	
left upper leg	
right lower leg	
left lower leg	
right foot	
left foot	Very Drowsy Miserable

g:Gen i:Inv p:Pref w:Wnd
Space: Done

The elves arrive!



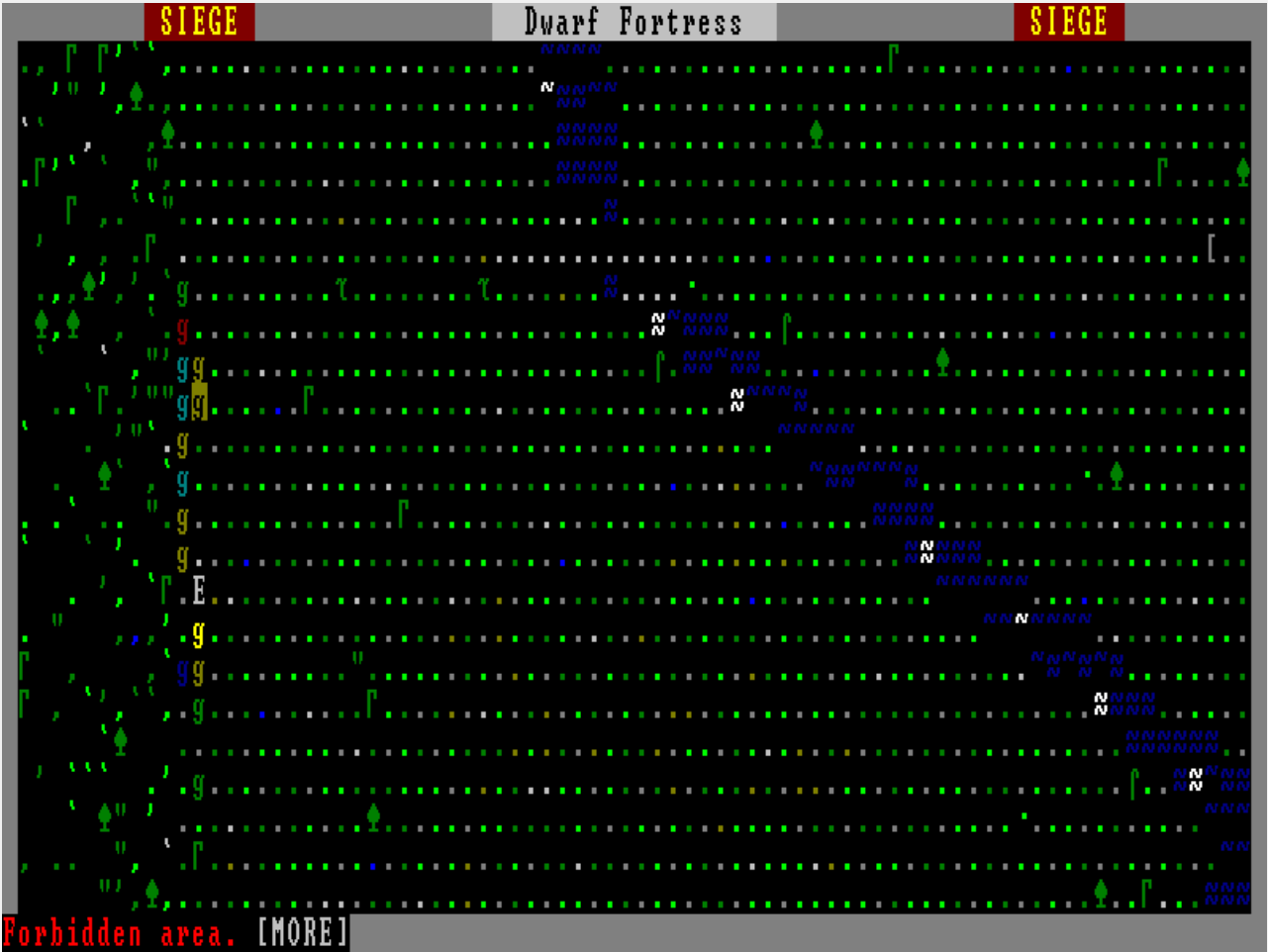
A few kobolds show up to steal some goodies.

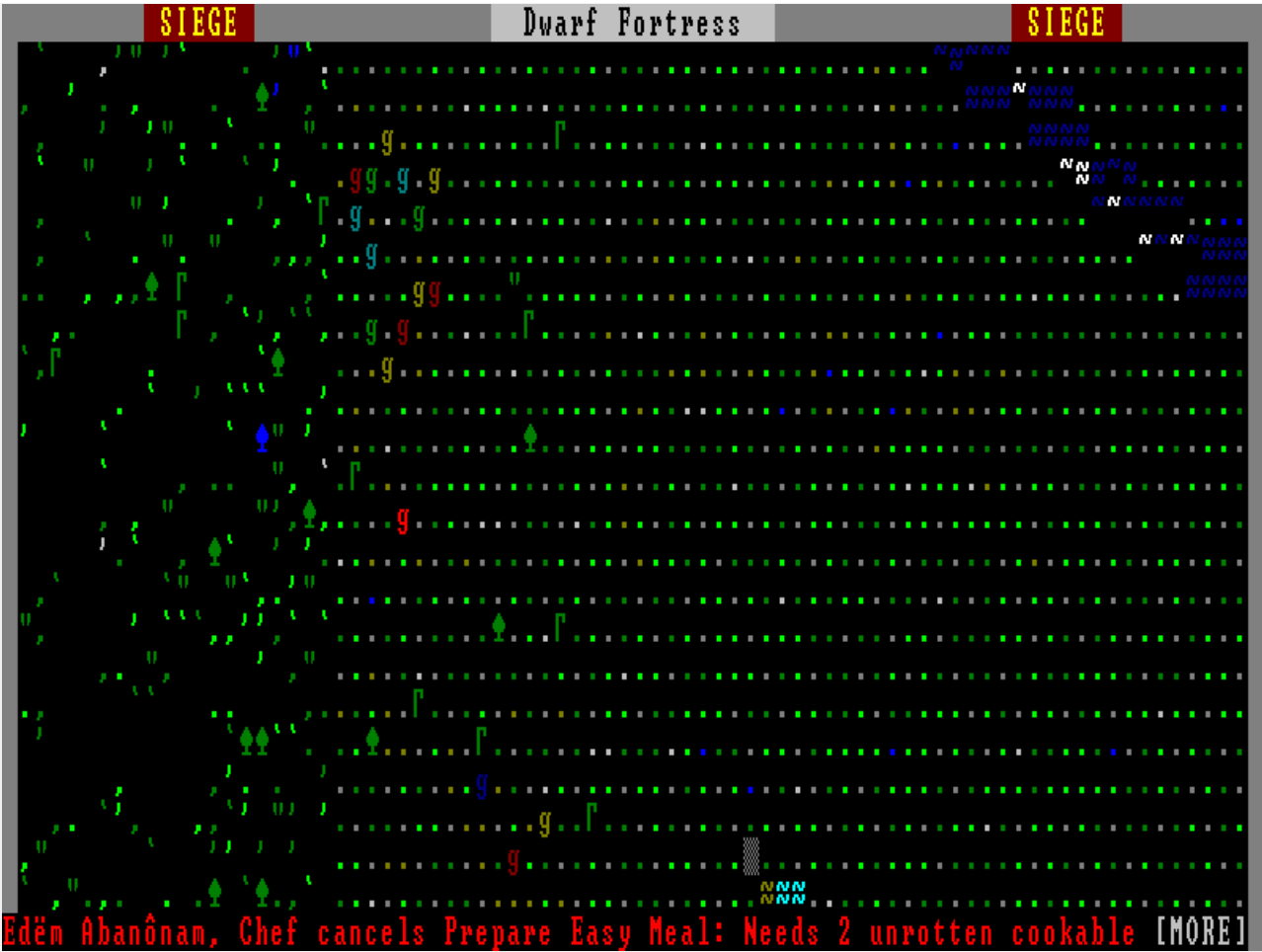


They don't get far though, as soon after..

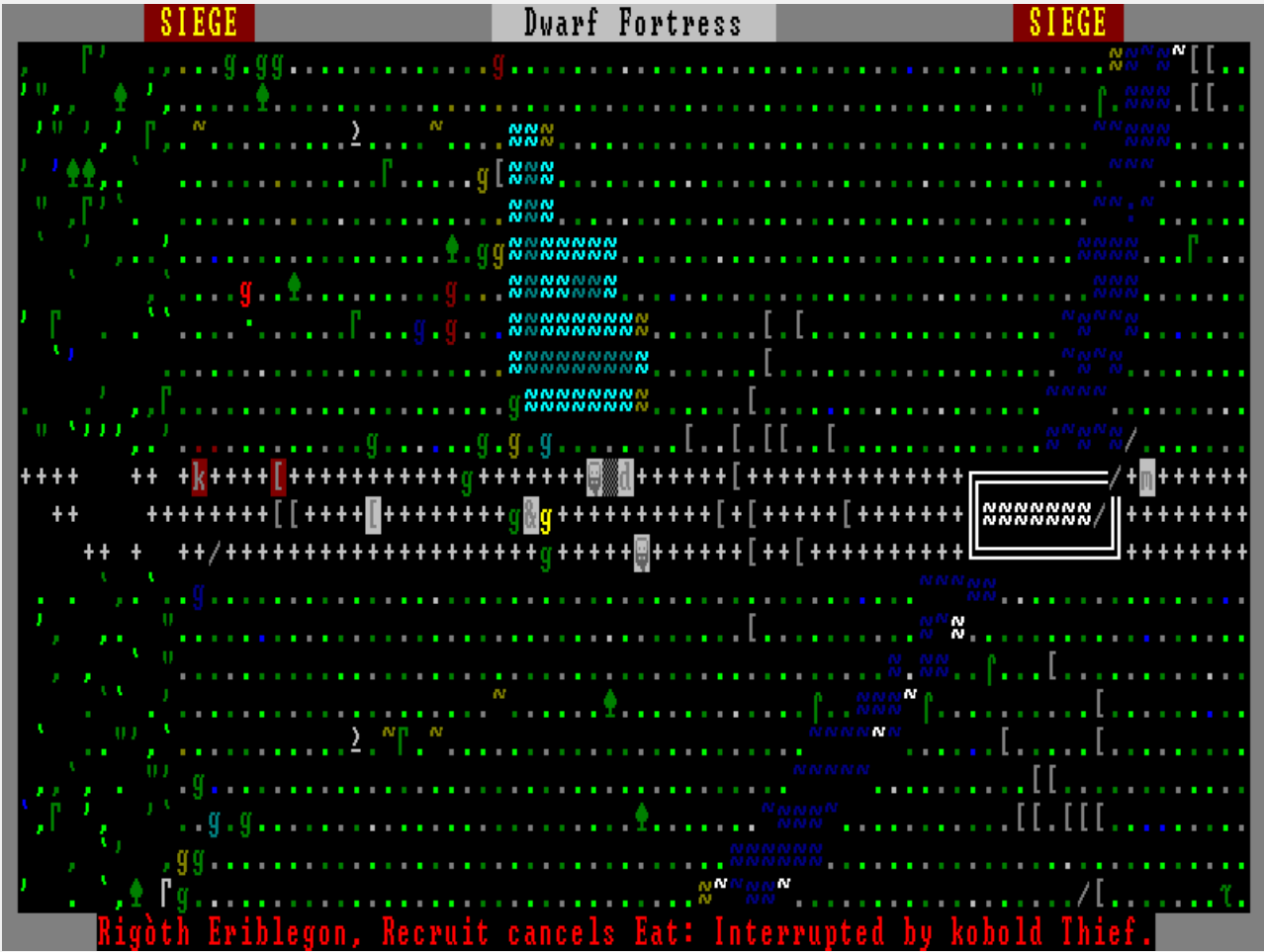


What appears to be 3 squads pour in from the west. One in the northwest, two southwest. They immediately begin moving southeast to the fortress.

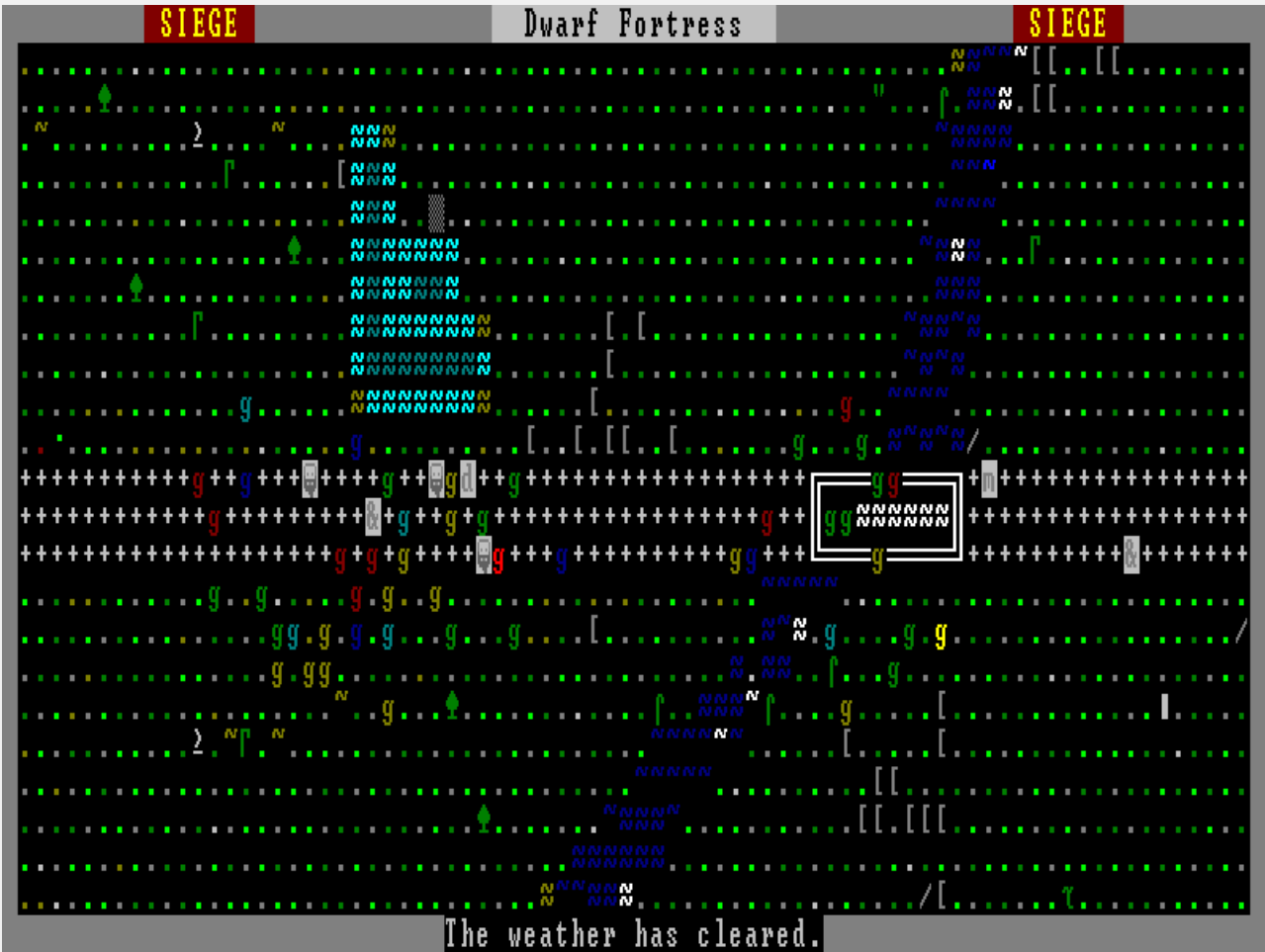




They see those Kobolds I mentioned earlier and dispatch them.



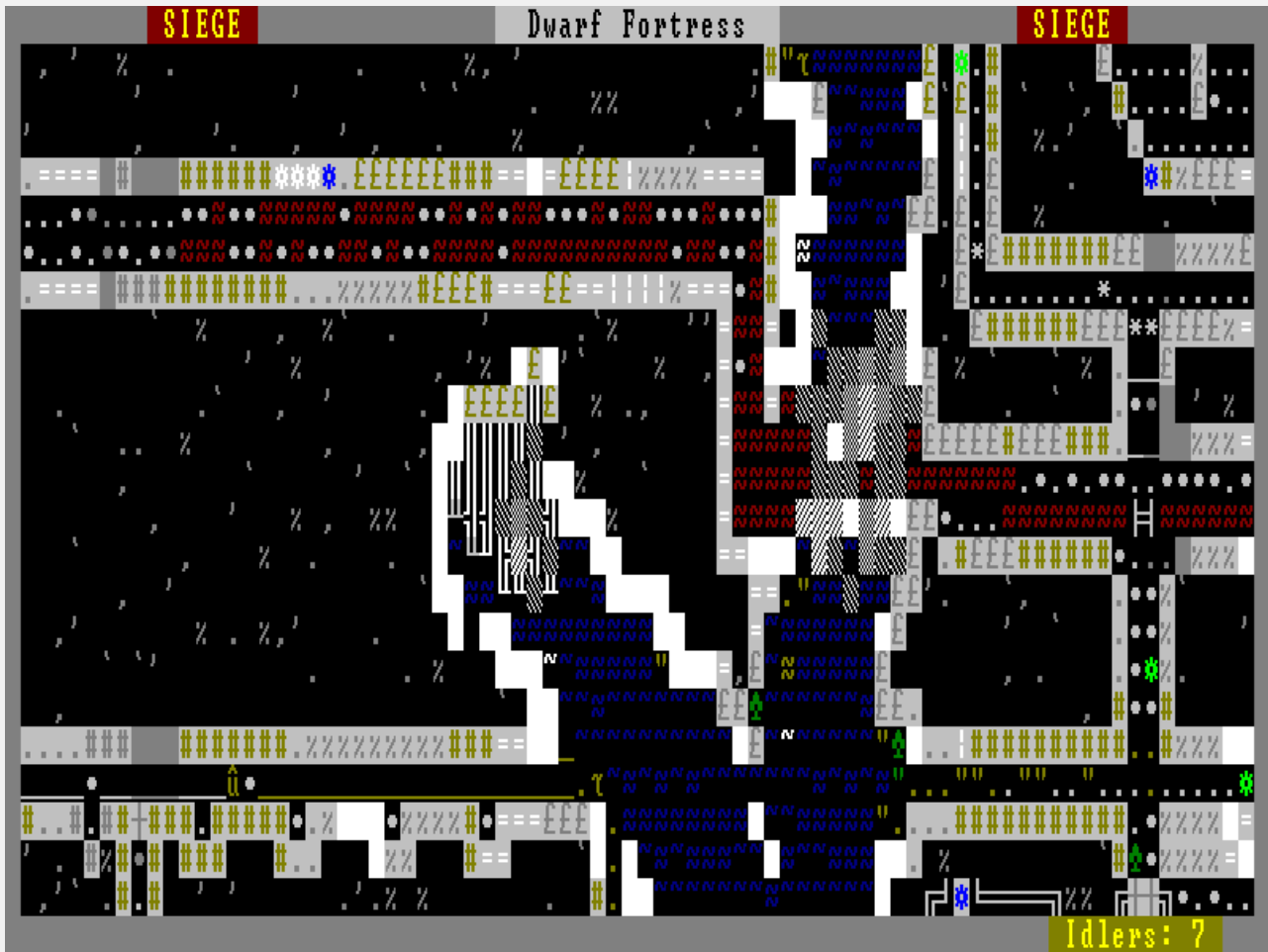
With the Kobolds dead, they move swiftly toward the fortress.



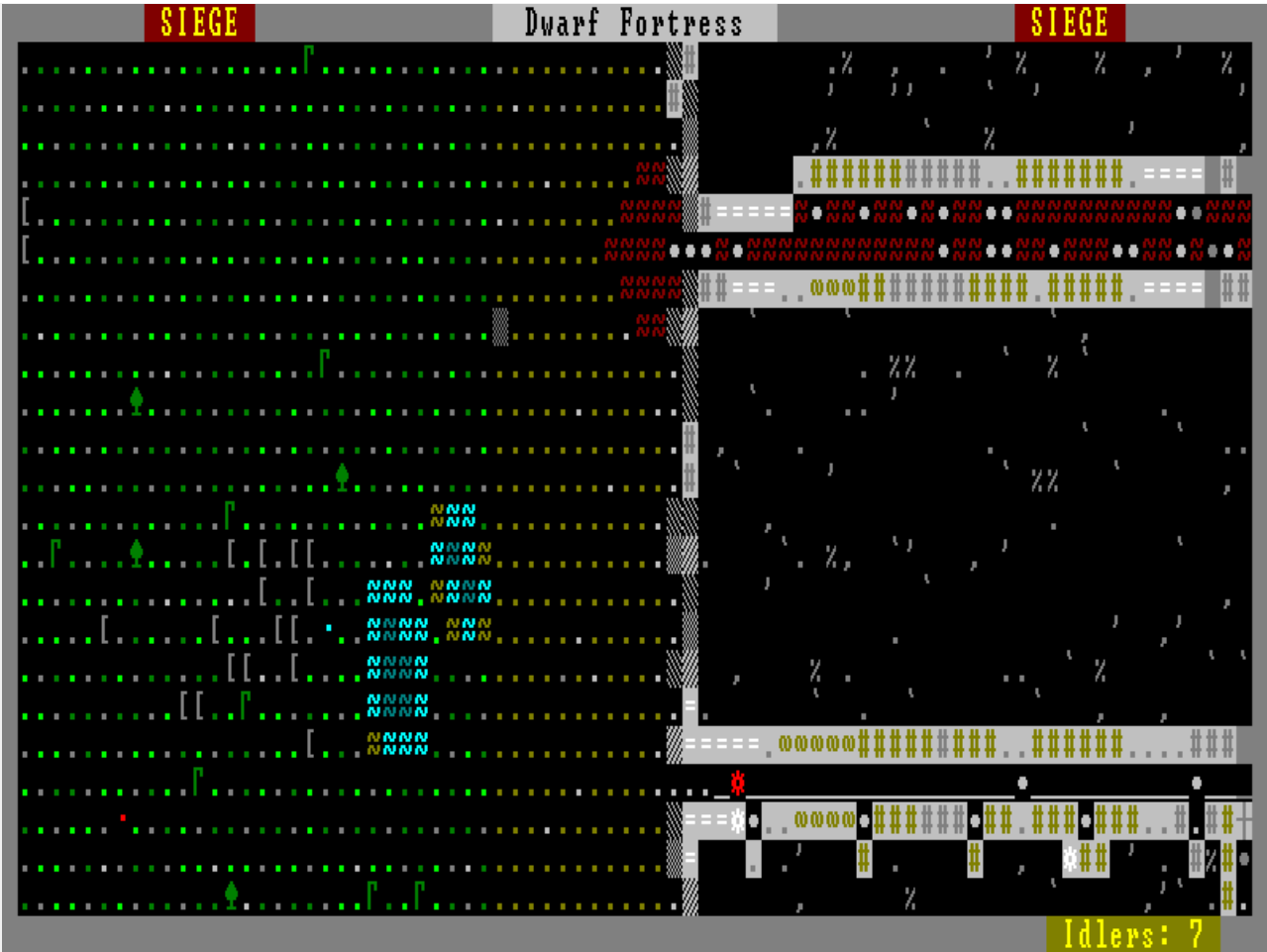
Unluckily for them, I manage to lock all the entrances and get my dwarves inside before they are able to take the doors. Emperor Sankis, being great as he is, immediately options for the fiery death option.



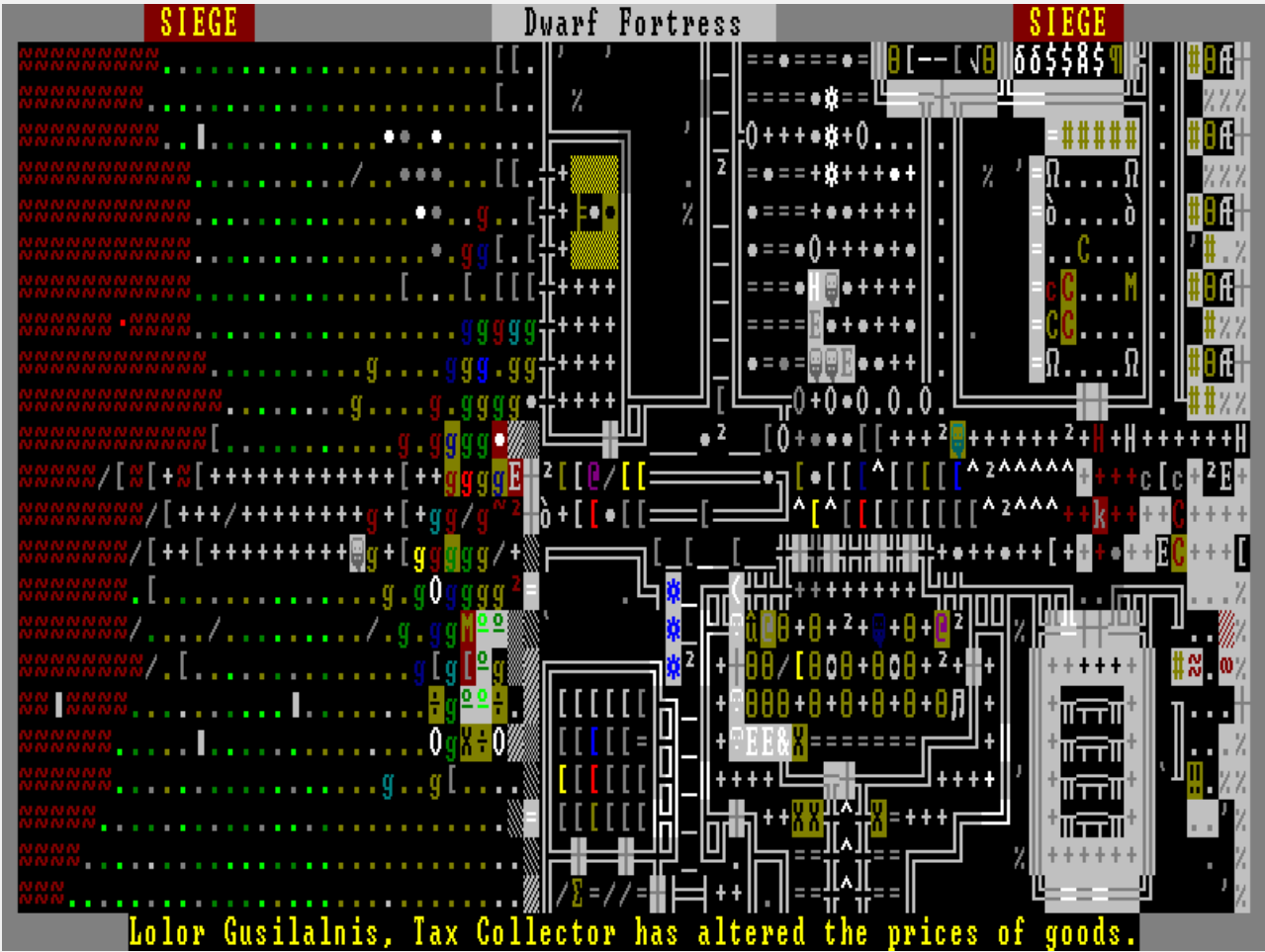
MAGMA OUT!



Magma now becomes Lava!



It slowly makes its way toward the invaders.



CONTACT



Burnt Goblin can be smelt throughout the fortress, and probably the entire region

Needless to say, the goblins are gone.

Things proceed for normal until a few weeks later when a new baddy shows up.

Dwarf Fortress

Tun Dumaturist, Crafts dwarf cancels Make dark stone short sword: Needs wooden logs. x2

ònul Arakiden, Trade Minister has altered the prices of goods.

Cerol Likotag, Metalsmith cancels Link a Building to Trigger: Could not find path.

The dwarves suspended a linkage from Rhyolite Lever.

Mörul Alâthdolush has engraved a masterpiece!

'Sankis' Gatinbonrek has engraved a masterpiece!

Lolor Gusilalnis, Tax Collector has altered the prices of goods.

Stray Kitten (Tame) has adopted Zasit Sibrekral, Mayor.

'Sankis' Gatinbonrek has engraved a masterpiece! x2

It has started raining.

'Sankis' Gatinbonrek has engraved a masterpiece! x5

Sigun Zasitzokun, Mechanic cancels Link a Building to Trigger: Could not find path.

The dwarves suspended a linkage from Basalt Lever.

'Sankis' Gatinbonrek has engraved a masterpiece! x2

Athel Sibreklolok, Recruit has starved to death.

Squad "The Systemic Pale Nets" has been annihilated!

'Sankis' Gatinbonrek has engraved a masterpiece!

the bronze colossus Lolum âbiralod has come!

PAUSED

Dwarf Fortress



PAUSED

Lolum âbiralod, bronze colos
"Lolum Romanticday"
bronze colossus

g:Gen i:Inv p:Pref w:Wnd
Space: Done

Idlers: 6

For the sake of brevity, I'm just going to post this and hopefully it will explain how the colossus died.



Sometime after the assault, we get a very small batch of immigrants. Mostly fucking nobles. Nothing useful. We could have used a bunch of fucking peasants, atleast! Lots of hauling needs done.



By the close of Autumn, I, Emperor Sankis, have begun to revenge on my arch-nemesis: Judicator Mystic Mongol.

First, to tease the prey, I starve and dehydrate him in his newly assigned room.



While he is busy trapped in his room, I set up a lever to an elephant cage. I unlock his door and he walks through the room.



The lever is pulled and the elephant is released. Mystic Mongol, being the fool he is, attempts to wrestle the Elephant.



Amazingly, he is not instantly killed. Infact, he merely sustains a badly broken leg. He hobbles after the now fleeing elephant, however the elephant soon meets its end in our traps.



He now lies useless in his room. I did not wish to kill him as that would merely lead to a replacement. He will suffer in his room until his own kind forget about him, where he will slowly starve to death alone.



Autumn is over. Summer begins.

Summer update to be posted later. Not nearly as much happened so it should be very few pictures and mostly text.

=====

Mystic Mongol posted:

Yo, man, what?

I didn't actively hurt you! You committed a crime, and you feel the need to sic an ELEPHANT on me? After stripping me of my weapons? 😊

Uncool, dude.

Sankis posted:

Well, to be honest I wouldn't have done it if you weren't a noble (since they're easily replaced and the law ones even more annoying when they jail my metalsmiths or whatever). I also didn't strip you of your weapons. For some reason you weren't wielding anyway (I was expecting you to actually kick the Elephants ass since you were very well armored. Steel plate, I believe)

I'm not touching you anymore though, so don't worry. I'm going to move your bed back to a makeshift hospital so the dwarves have no reason to not feed you. I also made you a tomb! On the plus side, you did gain like 4 levels of Wrestling!

Also, update coming later tonight. I'm only at the beginning of winter, but unless something incredible happens it'll likely be mostly text and cover both Summer and Winter (and fall if nothing still happens). The game is running rather slow now so i'm going to make clean up (especially liquids) a priority.

Mystic Mongol posted:

Don't worry about it too much... after my initial fury, I realized it was, indeed, pretty amusing.

I'm looking forward to seeing what happens next.

=====

Shanty posted:

It's amazingly pathetic to watch the awesome military might of the goblins mass against a dwarven outpost, run howling and screaming up to the main door and then just stand there like lemons.

"Hey Zur! You clever, you read stinking dwarf runes, what this paper say?"
"Out... To... Uh, 'asin', to eat, uh, Lunch. Out to lunch, they out to lunch. Oh."
"Oh I guess we wait here. Garn! Stotho timing."
"Anyone bring a zadxe of cards?"

HORSE RAPER posted:

"What that smell?"
"It smell like burning elf tree home."
"Uh..."
"Shut up Zur, we trying to think."
"But Heln, look!"
"What that!?"

"I think it the fiery blood of the mountains!"
"Oh shi"



Part #46



Return to LP Index



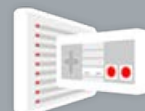
Part #48



Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▸



◀ Part #47

▲ Return to LP Index ▲

Part #49 ▶

Part 48: by Sankis

Summer, 1061

Summer in Boatmurdered starts out fairly slow. There is no real action until midsummer or so when the Human caravan arrives. I, tired of the Human's slow pace, decide to sieze a good portion of their supplies.



Another dwarf goes fey and begins working on some stupid creation.



Meanwhile, I have assigned some woodcutters and begun wood production once again



The Fey dwarf manages to get all his supplies and makes his masterpiece item

Dwarf Fortress

Olin Mörulurrith, Broker has altered the prices of goods.
Monom Eshtânngotol, House Fer has altered the prices of goods.
The weather has cleared.
Ast Dodóklaltur, Guildmaster has mandated the construction of certain goods.
Rintar Urninid, Jeweler cancels Drink: Taken by mood.
Rintar Urninid, Jeweler is taken by a fey mood!
ònul Arakiden, Trade Minister has altered the prices of goods.
Rintar Urninid has claimed a Jeweler's Workshop.
Lolor Gusilalnis, Tax Collector has imposed a ban on certain exports.
Unib Stesokèrith, Hammerer has altered the prices of goods.
Rintar Urninid has begun a mysterious construction!
Olon Agrigòth, Masons Guild has altered the prices of goods.
Mörul Alâthdolush, Mason is more experienced.
It has started raining.
Doren Gembishuridin, House Ber has altered the prices of goods.
Uucar Nîlesiden, Manager has altered the prices of goods.
'Megor Grendel' Isdenoddom has become a Swordsdwarf.
Libash Olonlulâr, Dungeon Master has altered the prices of goods.
Rintar Urninid, Jeweler has created Anil Og, a Chrysoberyl coffin!
Rintar Urninid, Jeweler is more experienced.

Anil Og, "The Glory of Clubs", a Chrysoberyl coffin

This is a Chrysoberyl coffin. All crafts dwarfship is of the highest quality.
On the item is an image of a dwarf and a elephant in Chrysoberyl. The elephant is striking down the dwarf.

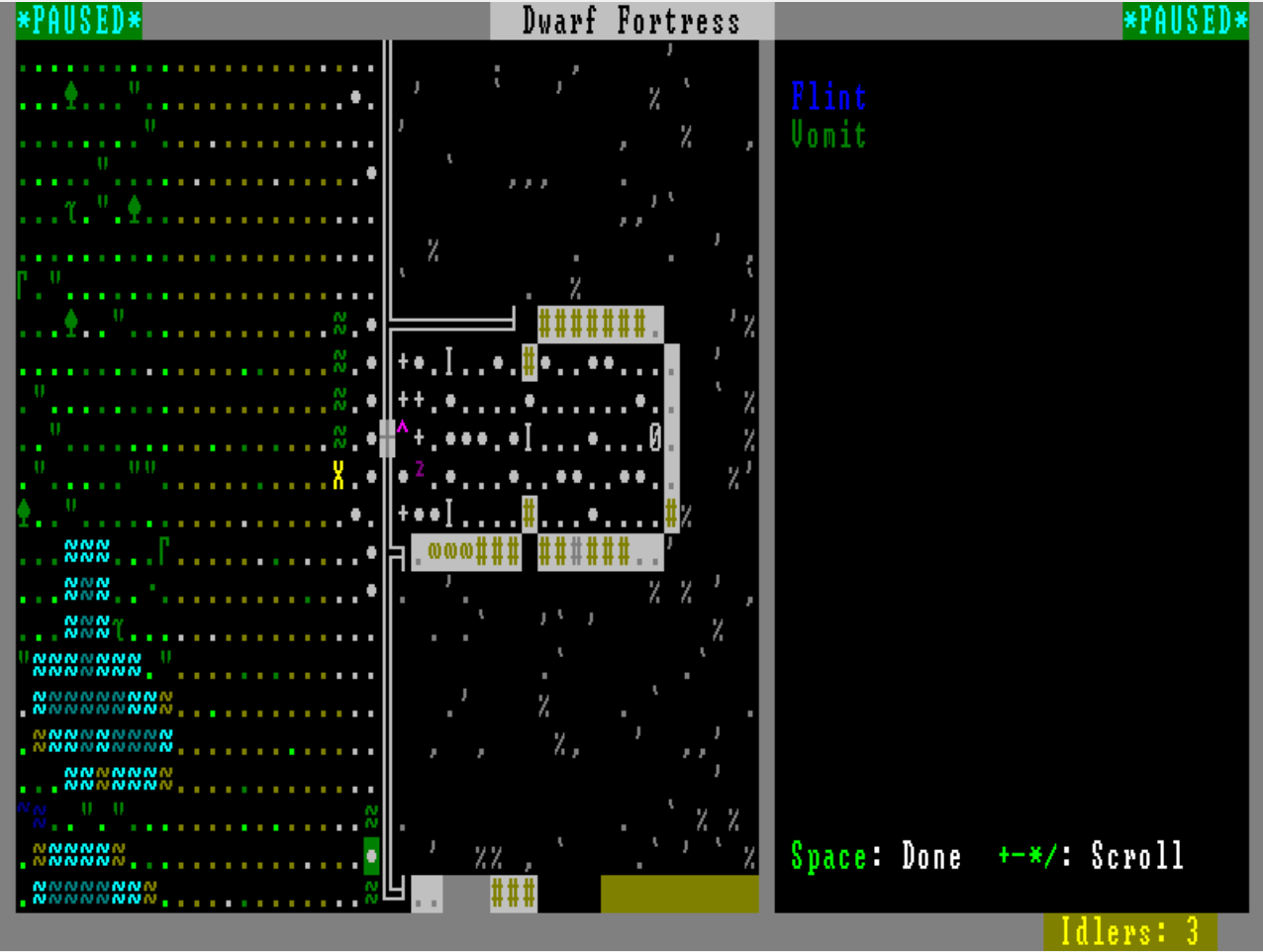
To further strength the Fortress from invasion, notably from the Trolls who seek to break down doors, I have refilled the interior moat. This moat may now serve as a defense if the doors break. All one must do is pull the lever in a nearby room.



Summer ends as quickly as it came.

Autumn, 1061

I feel a tinge of guilt for harming my fellow dwarf, Mystic Mongol, and crippling him so I create him a semi-fancy tomb, too.



Out of nowhere a dwarf drowns.



There is also a mysterious vomitting dwarf outside.



Meanwhile these fucking kobolds don't quit.



The dwarven caravan and trade minister arrives. I speak to them and nothing is really gained.



The goblins also do not quit.



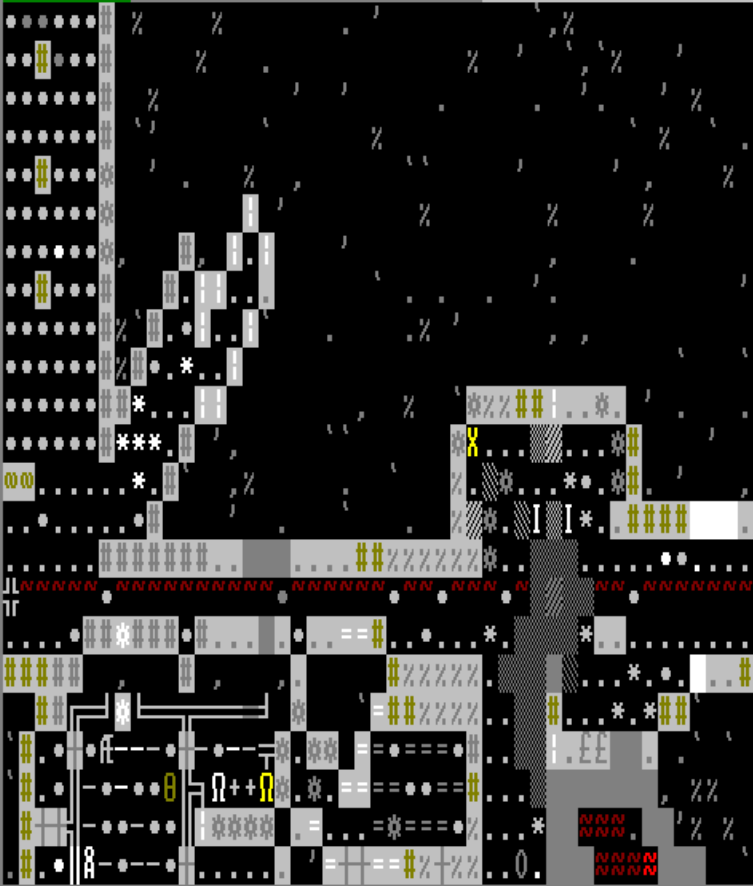
Damnation! A portion of the cave falls. The lava release is now blocked. I send a miner to go clear it out.



Unfortunately he burns his feet almost off and falls to the floor nearby. He continues to burn until he dies of blood loss. Then he continues to smoke until he rots away.

PAUSED

Dwarf Fortress



PAUSED

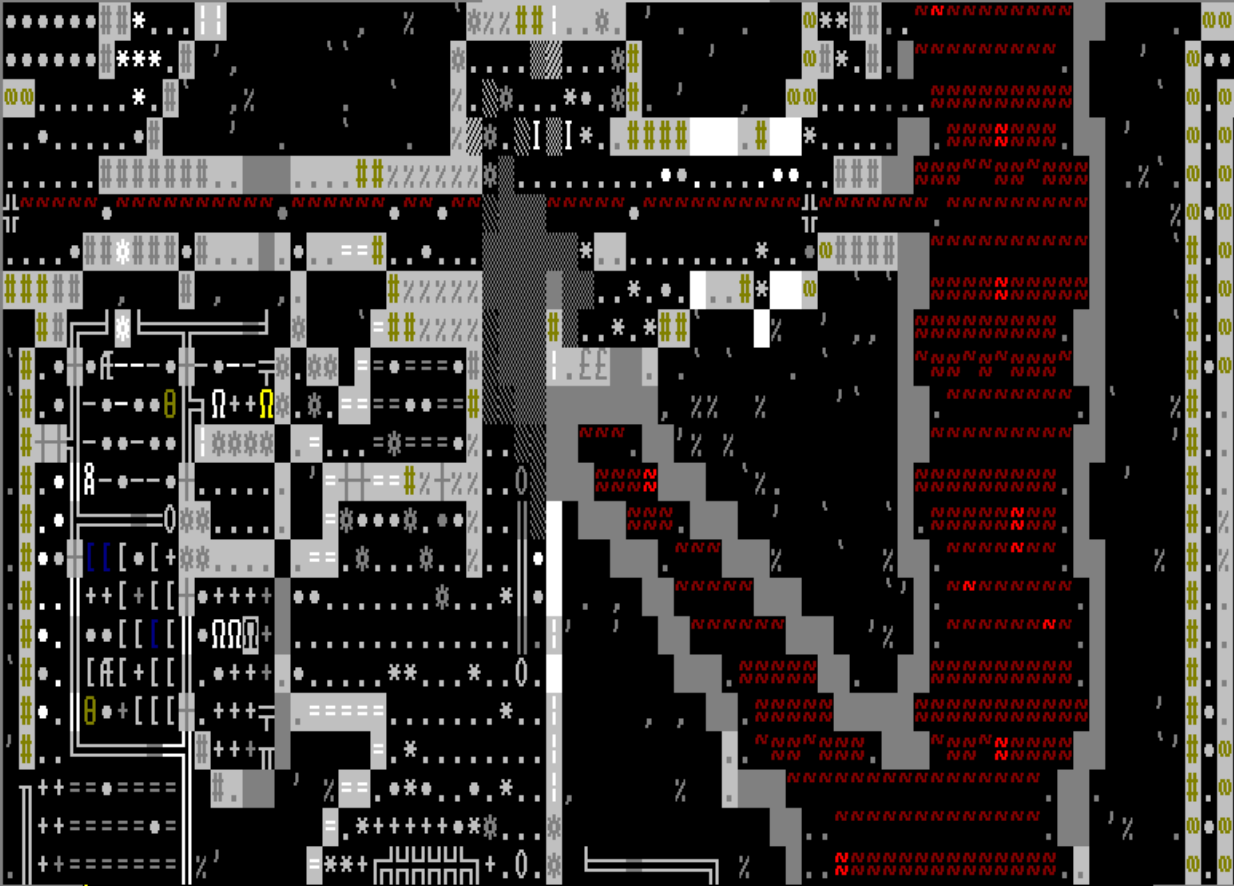
Tosid Duthnuråblel, Miner
"Tosid Guardedbusts"

upper body
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot

g:Gen i:Inv p:Pref w:Wnd
Space: Done

Idlers: 3

Dwarf Fortress



ðonul Arakiden, Trade Minster has imposed a ban on certain exports.

Fucking mandrills attack and are easily dispatched.



Autumn ends.

Winter, 1061

Low on food, I set many of our animals to the slaughter.

Creature	Price	Owner
Stray cow (Tame), ♀	N/A	Ready for Slaughter
Stray cow (Tame), ♀	N/A	Ready for Slaughter
Stray horse (Tame), ♀	N/A	Ready for Slaughter
Stray horse (Tame), ♂	N/A	Ready for Slaughter
Stray horse (Tame), ♂	N/A	Ready for Slaughter
Stray bull (Tame), ♂	N/A	Ready for Slaughter
Stray cow (Tame), ♀	N/A	Ready for Slaughter
Stray cow (Tame), ♀	N/A	Ready for Slaughter
Stray cow (Tame), ♀	N/A	Ready for Slaughter
Stray cow (Tame), ♀	N/A	Ready for Slaughter
Stray horse (Tame), ♂	N/A	Ready for Slaughter
Stray cow (Tame), ♀	N/A	Ready for Slaughter
Stray bull (Tame), ♂	N/A	Ready for Slaughter
Stray horse (Tame), ♂	N/A	Ready for Slaughter
Stray horse (Tame), ♀	N/A	Ready for Slaughter
Stray horse (Tame), ♂	N/A	Ready for Slaughter
Stray bull (Tame), ♂	N/A	Ready for Slaughter

Enter: Toggle pet availability. **b:** Slaughter.

I found the mysterious Autumn vomiter. I do not know what I should do with him.

PAUSED

Dwarf Fortress

PAUSED

Feb Lâventosid, Mason

"Feb Prairiearmor"

upper body

lower body

head

right upper arm

left upper arm

right lower arm

left lower arm

right hand

left hand

right upper leg

left upper leg

right lower leg

left lower leg

right foot

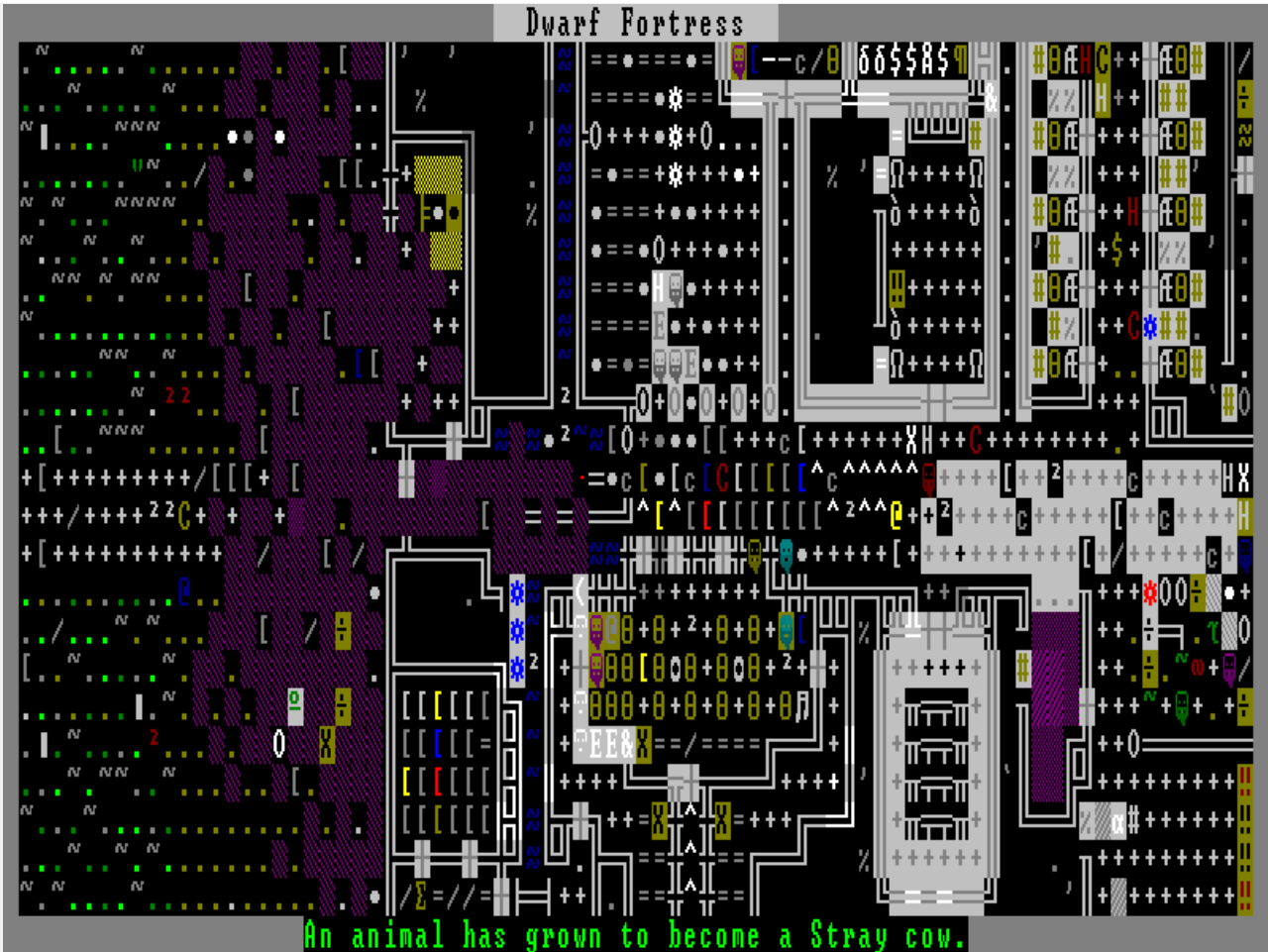
left foot

g:Gen i:Inv p:Pref w:Wnd

Space: Done

Idlers: 1

Miasma is all over. Good thing that my servan---citizens are all happy enough that it doesn't bother them much.



Out of seemingly nowhere Mystic Mongol, Judicator of Boatmurdered, throws himself into the water and drowns.



His remains are placed in his tomb where they are defended by some traps.



I begin to rebuild the military, slowly but surely.

Dwarf Fortress

Lolor Gusilalnis, Tax Collector has ended a mandate.
Libash Olonlulâr, Dungeon Master has altered the prices of goods.
Ber Tithlethaban, Baron has altered the prices of goods.
Sibrek Urminducim, Miner cancels Construct Building: Could not find path.
The dwarves suspended the construction of rock Floodgate.
Dumat Inoleshtân, Hoardmaster has altered the prices of goods.
Olin Idsavot, Governor has ended a mandate.
Melbil Vukcasiden, Farmer cancels Store Item in Stockpile: Resting injury.
The Stray mandrill (Tame) has been struck down.
Atîr Koltarnid, Farmer cancels Store Item in Stockpile: Job item misplaced.
Olon Agrigòth, Masons Guild has altered the prices of goods.
Olin Idsavot, Governor has altered the prices of goods.
Melbil Vukcasiden, Farmer cancels Store Item in Stockpile: Resting injury.
Zasit Eshtântat, Treasurer has altered the prices of goods.
ònul Arakiden, Trade Minister has altered the prices of goods.
Ber Onoldumat, Bookkeeper has ended a mandate.
Eshtân Ostarolon has become a Swordmaster.
Ber Onoldumat, Bookkeeper has mandated the construction of coins.

PAUSED

Dwarf Fortress



PAUSED

Eshtân Ostarolon, Swordmaster
"Eshtân Burialgears"
♂

Sparring in Barracks
Very Strong
Very Agile
Very Tough
Great Swordsdwarf
Wrestler
Expert Shield User
Proficient Armor User

g:Gen i:Inv p:Pref w:Wnd
Space: Done v: Next

Idlers: 4

I also begin construction of cheap, affordable housing for the poor dwarves. I do not agree with this, as I feel those too weak to earn money should not be living, but my advisors assure me it is a good thing.



There is a slight panic as the fortress runs out of food! It is later rectified by slaughtering many elephants.

City Koganusân, "Boatmurdered"				25th Opal, 1061, Mid-Winter					
Animals		Kitchen		Stocks		Prices		Justice	
Created Wealth: 1716698* Population: 61									
Weapons:		45438*		Miners		4		Axe Lord	
Armor and Garb:		95114*		Carpenters		None		Axe Lords	
Furniture:		185395*		Masons		6		Swordsdwarves	
Other Objects:		496453*		Trappers		1		Swordmasters	
Architecture:		308952*		Metalsmiths		3		Macedwarves	
Displayed:		143350*		Jewelers		1		Mace Lords	
Held/Worn:		441996*		Craftsdwarves		3		Hammerdwarves	
Imported Wealth:		492630*		Nobles		19		Hammer Lords	
Exported Wealth:		10975*		Peasants		None		Speardwarves	
Food Stores:		1717		Children		2		Spearmasters	
Meat		None		Fisherdwarves		2		Marksdwarves	
Fish		None		Farmers		9		Elite Mrksdwrvs	
Plant		None		Mechanics		2		Wrestlers	
Seeds		639		Trained Animals		13		Elite Wrestlers	
Drink		55		Other Animals		261		Recruits	
Other		1023							

Winter is pretty much over. Here are the thoughts of the current, surviving leaders.

'Emperor Sankis' Gatinbomrek, "'Emperor Sankis' Pantherwhips", Former Rule

'Emperor Sankis' Gatinbomrek has been ecstatic lately. She has been satisfied at work lately. She has complained of the lack of dining tables lately. She was disgusted by a miasma lately. She has been annoyed by flies. She slept in a bedroom like a personal palace recently. She was upset to be wearing tattered clothing lately. She was upset to be wearing old clothing lately.

'Emperor Sankis' Gatinbomrek likes Limestone, iron, Star sapphire, jade, Rope reed Fabric, crosses, war hammers, gauntlets, amulets, chimeras for their terrifying features and Mangrove trees for their roots. When possible, she prefers to consume turtle, Dwarven beer and Dwarven syrup. She absolutely detests purring maggots.

She needs alcohol to get through the working day. She likes working outdoors and grumbles only mildly at inclement weather.

'Locus' Odshithmörul, "'Locus' Clampaged", Retired Ruler

'Locus' Odshithmörul has been ecstatic lately. He slept in a good bedroom recently. He has complained of the lack of dining tables lately. He has been satisfied at work lately. He was disgusted by a miasma lately. He dined in a legendary dining room recently. He has complained of hunger lately. He has complained of thirst lately.

'Locus' Odshithmörul likes Moonstone, iron, Aventurine, Mangrove, pearl, mules for their stubbornness and batmen for their mystery. When possible, he prefers to consume Dwarven rum and Dwarven syrup. He absolutely detests purring maggots.

He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.

'Megor Grendel' Isdenoddom, "'Megor Grendel' Watchfulcloisters", Retired R

'Megor Grendel' Isdenoddom has been ecstatic lately. She has complained of thirst lately. She slept without a proper room recently. She admired own fine Container lately. She had a satisfying sparring session recently. She admired a fine Door lately. She was glad to have punishment delayed recently. She was disgusted by a miasma lately. She had a pretty decent drink lately. She took joy in slaughter lately. She was nauseated by the sun lately.

'Megor Grendel' Isdenoddom likes Obsidian, copper, gazelle leather, bolts, greaves, gloves and batmen for their mystery. When possible, she prefers to consume cave fish, Tuber beer and cow's milk. She absolutely detests lizards.

She needs alcohol to get through the working day. She is getting used to tragedy.

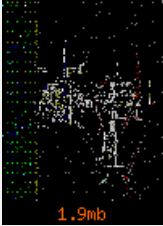
'Unknowing' Momuzfikod, "'Unknowing' Cryptglazed", Eighth Circle Warmage

'Unknowing' Momuzfikod has been happy lately. She admired a fine Table lately. She has complained of the lack of dining tables lately. She has complained of hunger lately. She has been annoyed by flies. She was disgusted by a miasma lately. She has complained of thirst lately. She slept in a good bedroom recently. She was upset to be wearing tattered clothing lately. She was upset to be wearing old clothing lately. She had a satisfying sparring session recently.

'Unknowing' Momuzfikod likes Rhyolite, Aventurine, pearl, cave lobster shell, the color sepia, diamonds, bucklers and kobolds for their mischief. When possible, she prefers to consume Longland beer. She absolutely detests lizards.

She needs alcohol to get through the working day. She likes working outdoors and grumbles only mildly at inclement weather.

City Koganusân, "Boatmurdered"				1st Granite, 1062, Early Spring					
Animals		Kitchen		Stocks		Prices		Justice	
Created Wealth:		1721842*		Population:		61			
Weapons:		45368*							
Armor and Garb:		95114*		Miners			4	Axedwarves  None	
Furniture:		185965*		Carpenters			None	Axe Lords  None	
Other Objects:		497786*		Masons			6	Swordsdwarves  5	
Architecture:		311593*		Trappers			2	Swordmasters  1	
Displayed:		144020*		Metalsmiths			3	Macedwarves  None	
Held/Worn:		441996*		Jewelers			1	Mace Lords  None	
				Craftsdwarves			3	Hammerdwarves  None	
Imported Wealth:		492478*		Nobles			19	Hammer Lords  None	
				Peasants			None	Speardwarves  None	
Exported Wealth:		10975*		Children			2	Spearmasters  None	
				Fisherdwarves			2	Marksdwarves  1	
Food Stores:		1932		Farmers			9	Elite Mrksdwrvs  None	
Meat		145	Seeds	639	Mechanics		1	Wrestlers  1	
Fish		None	Drink	13	Trained Animals	A	16	Elite Wrestlers  None	
Plant		None	Other	1135	Other Animals	A	245	Recruits  1	



In my year rule, I have accomplished many things. Much of the fortress is now carved out and smoothed.

I have begun the foundation for a newer, stronger military. No longer will the Goblin menace threaten us.

I have ramped up food production and, because of it, have begun cutting down on the huge animal population.

Restarted Wood Production

Among other things.

=====

Sankis posted:

Out of seemingly nowhere Mystic Mongol, Judicator of Boatmurdered, throws himself into the water and drowns.

Mystic Mongol posted

Right. Just like the Bookkeeper, after making someone's leather supplies super valuable, mysteriously died in an attack. Just like the unpopular Baron stepped on a rusty nail. Just like how the tax collector was found in his bed, mysteriously crushed to death by elephants.

Never mind that several other dwarves were seen at the scene, next to the Judicator on a rickety bridge, yet all claimed "No

one was within thirty feet of him at the time of the incident." Never mind that this happened days after his brand new tomb was completed. I'm sure Boatmurdered authorities will declare this case closed in less than a day and bung off to drink liquor and eat the fortresses's dwindling elephant supplies.

To whoever the next mayor winds up being, I suggest building a LARGE farming cave and making a lot of farmers... the fortress is having some serious food issues. A plant gathererer or four to collect new seeds might not go amiss either... we might get lucky and get some rock bushes. I also humbly request the next Captain of the Guard be renamed Mystic Mongol, and be given the job description of "Zombie". There's no better way to take post-mortem revenge than tying people to silk ropes for a month or two.

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▶



◀ Part #48

▲ Return to LP Index ▲

Part #50 ▶

Part 49: by Doctor Zero

(Sorry this batch is blurry. I don't know what happened, but I'll try not to let them get like this for the rest. 😞 I'll try and fix these later.)

Prologue - 1062 - Road from Kinmlebel to Boatmurdered

Well I've finally arrived on 1st granite. An appropriate time to begin. I swear I'll never utter the phrase "Ha! I can run a fortress better than those bumpkins!" within earshot of the Dwarven Realm Expansion Minister again so long as I live. I clambered to the top of the hill just west of the infamous "Boatmurdered" as the sun rose over the mountain peaks within which it slept. My first thoughts were of elation. The majestic purple peaks, covered with a noble cap of snow as streamers of windblown snow trailed off like a woman waving her scarf at a departing lover.

Then, as I looked down excitedly my mood turned to one of dismay. The winter snows had receded already down here and the scene was... was... horrendous. The earth, the trees, the very rock face of the mountain was scorched and burnt. Feeble plants poked through the ash and soot in between the piles of... piles of... what was this? I moved off the paved road to investigate piles and piles of armor and weapons, laying around as if their diminutive owners simply crumbled to ash. Dogs and cats picked through the debris, hunting small vermin.

I turned to look back. perhaps I could make the journey back to Kinmelbil before....

No, it was too late. I was being hailed by a dwarf in rags and tatters. The dwarf hailing me was Olin, the Broker. His once noble pigtail clothes hanging in scraps from his limbs, standing in pools of dried vomit. He casually kicked at what looked like a half digested core of a plump helmet.



He greeted me with a sense of urgency. Apparently there had been an "accident" (Yes, he put his fingers in the air and drew the quotes) and that one of the former rulers was dead. And now, the most recent regent had simply walked off the job the day before and began happily carving. They were without anyone to lead them.

I asked for a tour that became more and more disturbing as time went on. He explained the history: The sieges, the elephants, the daemons. I wondered again not for the last time if I could escape away into the night, then it happened. A miner ran up to me, surrounded by cats.

"Oh sirrah. you must help!" She cried, "Sankis has ordered them butchered!"

"Uhhh... calm down... um.. ma'am" I said, trying not to eye her breasts that were practically hanging out of her tattered clothes.

"The cats! OH GOD THEY'LL KILL THEM!" She cried and ran off.

To make a long story short, I reviewed the last orders of "Emperor" Sankis and saw that several cats had been listed in the "To Butcher" book. It seemed a simple mistake as there was no record of cat meat being stockpiled, and the cat's entries in the ledger appeared in between the cattle and horses. I struck them from the record and proceeded to review the rest of the fortress.

It seems that Mystic Mongol had met an untimely end after flinging himself into the river. I could see why after I had looked around some more. This fortress was a wreck. There were also murmurs of Sankis working on some kind of "Shoving Automoton" which I dismissed as stories brought on by a lack of drink.



Well, there is indeed a lot of work to do here, which I should get to. The first order of business is to get a farm up and running. Seems the only food stores are a bunch of cow and horse meat that hasn't even been cooked yet, and unprocessed fat. I've never been one for sashimi, so that will need to change. Between having some people forage for spring berries and plants, and getting the farms running again, I feel that my associates degree in Subterranean Food Services will not go to waste. The one troubling thing though, is that nobody seems to know exactly where the lever for the farm's floodgates is.

"You DO have one, right? I mean I see the floodgates right over there."

Olin nodded enthusiastically and said, "Oh yes, yes. I mean. I think so." and began to scurry off without telling me. He stopped, turned, and said "Oh speaking of levers, in case of emergency there are some double keyed Dwarven Doomsday Levers off to the north.

"What kind of emergencies?"

"Oh, you know, the usual. Sieges. Goblins. Elephants. Well, sieges, Goblins, and Elephants mostly. But the elephants. Oh, gods, the ELEPHANTS! See, sometimes we catch them..." He lowered his voice to a conspiratorial tone, "...you can hear them... in the night... the trumpeting... THE TRUMPETING!"

And then he screamed and ran off.

And oh, did I find the elephants. At least five of them. In cages. Looking at me murderously...

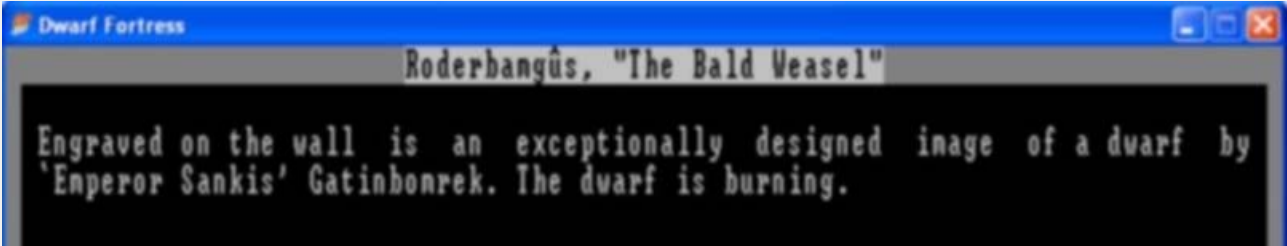
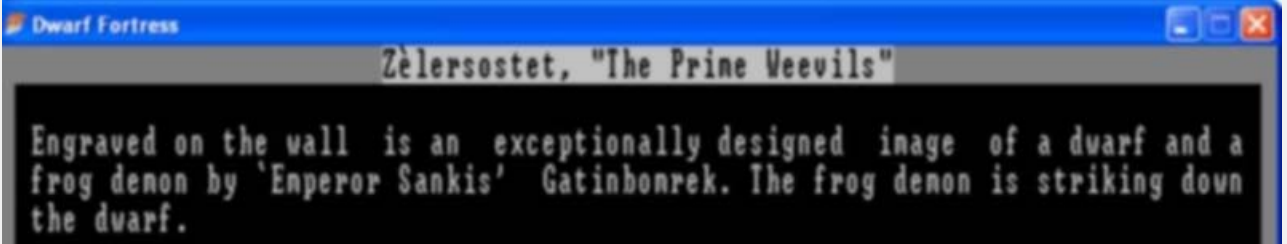
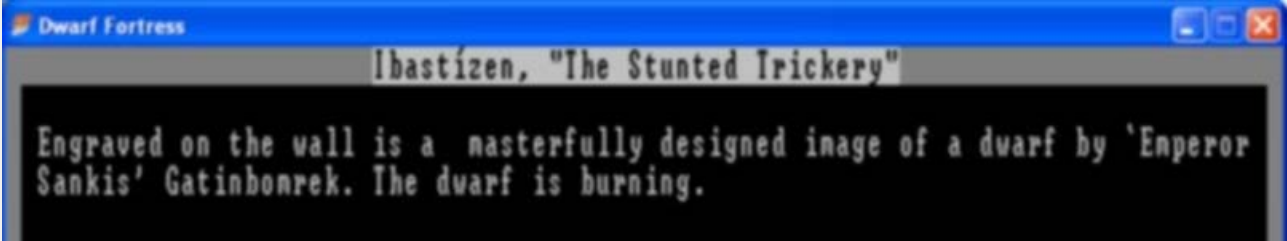
Anyway, this should be interesting. Did you know Boatmurderd boasts the youngest Legendary Stone Carver?

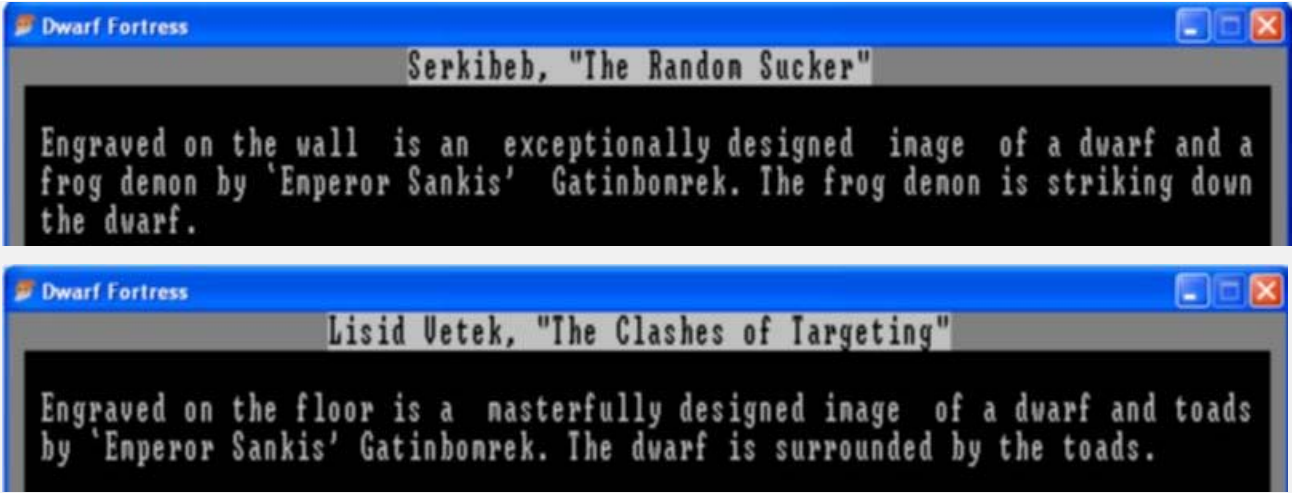


And some nobles with some rather ... strange... recreational tastes.



I leave you with some examples of what "Emperor Sankis" has engraved. I leave it up to you to examine his work and the titles to decide on what may have happened to Mystic Mongol, my predecessor.





Maybe I need to increase the Royal Guard.

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▶



◀ Part #49

▲ Return to LP Index ▲

Part #51 ▶

Part 50: by Doctor Zero

BoatMurdered - 1062 Spring

Well, after a night's sleep (not so good. Olin was right - you can hear those damned elephants all over the fortress) I was ready to take on the full responsibilities of the job. I found out that the cat lady's name is Kib. After looking through the records, I find she has no fewer than 20 cats. That's 8% of all the animals in the fortress and 30% of all the cats. I... really don't know what to say about that, but I've ordered another 20 bags of sand to be collected. I don't want those things shitting all over the place.

Also in looking over the records, I see that nobles comprise 31% of all the dwarves in this place. Seems a lot of dwarfs have died to various invasions, attacks, disasters, and "accidents". I count 33 coffins, but I don't think they are all full. There are also 4 "corpses" listed in the fortress' assets. I don't want to, but I should look into that eventually and ensure they aren't dwarven.

Let it be shown that there is one dwarf currently incarcerated in the prison. One erith Uristkeskal, recruit, for violation of a production order. I don't recall a lot of my Cavern Production Management Systems class, but I'm pretty sure the military wasn't expected to produce anything but dead bodies. I was going to pardon her, but she only has 3 days left and she seems content anyway. I guess I shouldn't seem too easy on crime or whatever it is she did to piss someone off.

Note to self:

- Get Farms working
- Get someone to gather plants
- Talk to some of these nobles outside my door complaining about not having their needs met
- Get some clothes on these people

First thing as I come out of my door, I get the metal smiths complaining that they have orders for pig iron and no limestone. They are quite annoyed by it. I assured them that I'd get someone to cut some limes right away if they keep the pigs restrained. It seemed to quiet them down, but they walked away with some strange looks on their faces. They probably aren't used to such responsiveness.

In looking for the lever to the farm, I found something that might be it nearby. It might also flood the siege workshop, but I'm not exactly sure why that would be a good thing. There are channels, so the fortress should be safe. But in looking for someone to pull the thing (my academia career has left me a little.... scrawny and these levers appear to weigh about 200 pounds) I notice that there are no peasants. Not one. Given the high percentage of nobles, I'm beginning to suspect something is amiss around here. The good news is I'm pretty sure I found the Dwarven Doomsday lever, which is, thankfully, no where near the farms. Although I wouldn't put something like that past these people. (well, sure enough it flooded the siege workshop. Ah well. I might have to just build a new lever unless I can find it soon.)

I finally found the lever! There was a cow standing over it. *sigh* Anyway, this is great news, because that means we will have some mud to till!



I've also begun to go over the standing work orders and try to rearrange them according to Dworkis' Underground Rules of Productivity. I've gotten through the farmers now, and normalized their work queues. I'd like to get the other jobs stable (like getting the metalsmiths doing something). Speaking of that I took a peak in my unused Metalsmithing for Dummies book and found out what Pig Iron is. Boy is my face red. I'll have to play it off like it was a joke when I see the metalsmiths next.

Another interesting note. The records appear to be incorrect. I'll have to explain Thibdul's Law of Inventory management at the next staff meeting. It seems we have almost *twenty* elephants in cages. Man, the way they look at me while I did the hand count is CREEPY.

5th Granite

Ahhh. Things are going just like they taught me in Kinmelbil Community College. The jobs are normalized, although some dwarves have yet to really get into their new streamlined roles, but now the only idler is the wounded farmer. I've also begun to order up some more warhounds as the military presence (or lack thereof) is a bit scary.

9th Granite

A goblin snatcher picked the wrong place to approach the fortress.



An Elven Caravan Arrives! I can't wait to see our noble neighbors. I've never seen an elf. Perhaps they have brought us some elvish delicacies or wine!



And they brought a friend!



And with that, I decided to take a quick nap before the elves arrive! Hooray! Elves! I want to be well rested for them!

=====

StarkRavingMad posted:

I love that Boatmurdered has turned into some sort of horrendous evil eyesore on the continent. I'm picturing groups of hardy adventurers gearing up to assault the place just based on the barren ash-and-skeleton filled landscape in front of it.

Also, I love that the place has become so complex and messy that literally no one knows how everything works anymore. The part where there is a lever to flood the siege workshop for no apparent reason really cracked me up.

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▶



◀ Part #50

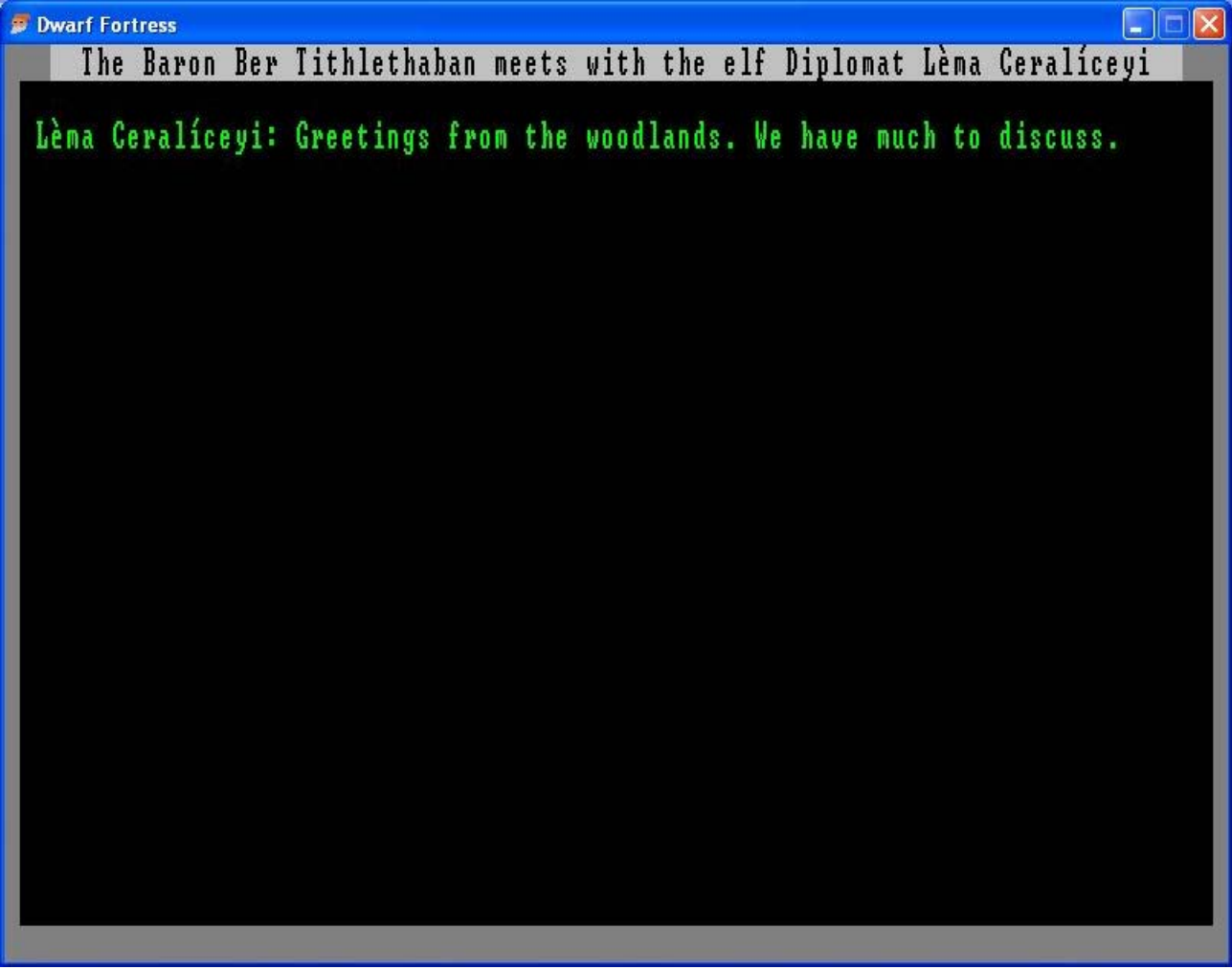
▲ Return to LP Index ▲

Part #52 ▶

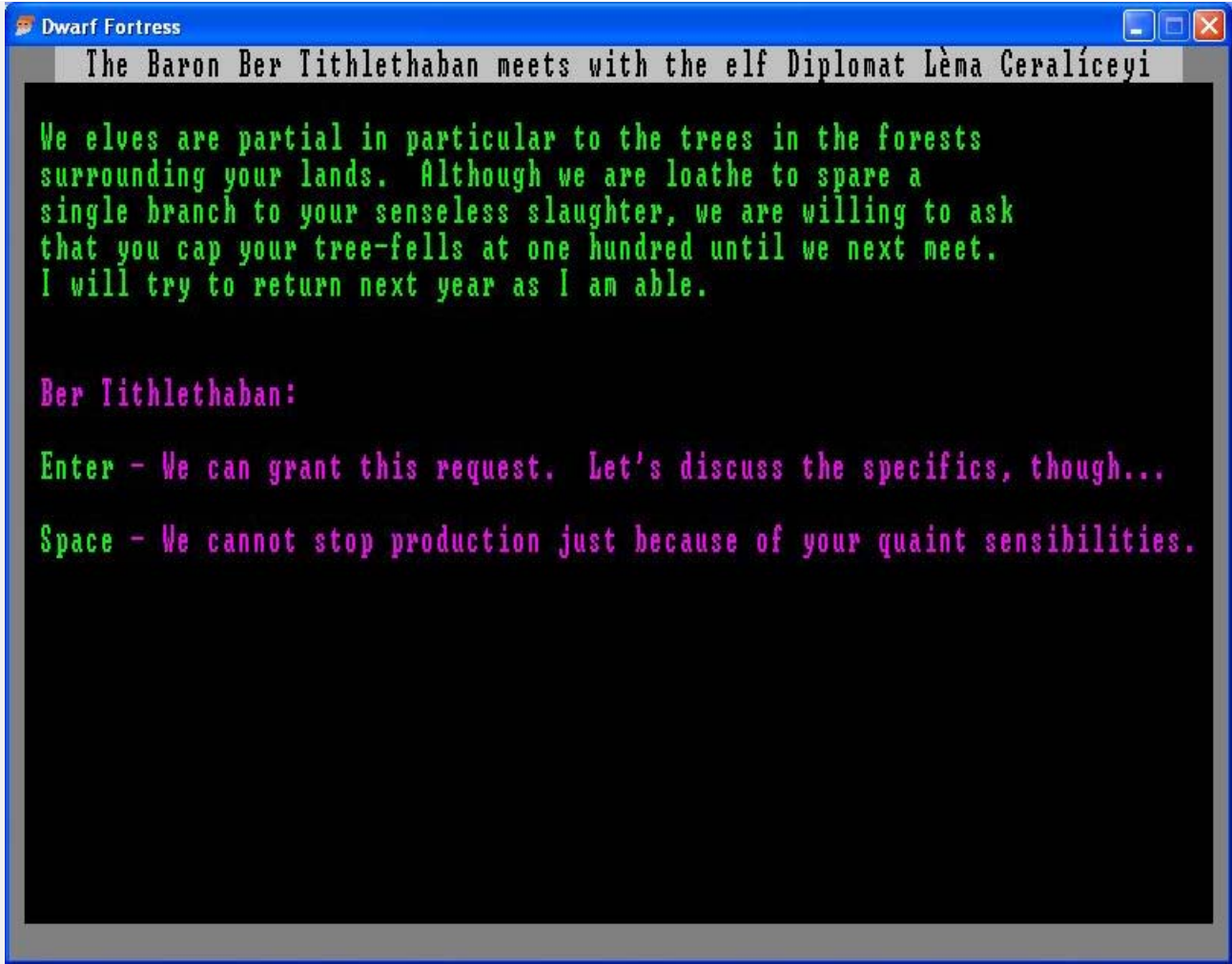
Part 51: by Doctor Zero

Spring - 17th Granite 1062

Just a quick note before I get something to eat. The Elven noble at first seemed very polite.



But then he turned out to be kind of a jerk. I mean who does he think he is, coming in here and telling us we can't cut down some bedraggled, scorched leafless trees? Still, 100 trees would be plenty, and we don't really need that much wood. i resisted the urge to order all the trees clear cut, and remembered my Environmental Science and Cross Cultural Sensitivity training and told him that it sounded reasonable.



Then a dwarf came in and said the merchants were ready. I excused myself and rushed to the depot...

Dwarf Fortress

Merchants from Afe Yedéle, a Forest Realm

Necalo Linaile, elf Merchant: Greetings from the woodlands. We are enchanted by your more ethical works. We've come to trade.

Afe Yedéle

Koganusân

(Prickle berry [5])	10*	25Γ
(Rope reed cloth)	54*	5Γ
(Rope reed cloth)	44*	5Γ
(Rope reed cloth)	54*	5Γ
(Rope reed cloth)	34*	5Γ
(Rope reed cloth)	34*	5Γ
(Rope reed cloth)	44*	5Γ
(Rope reed cloth)	44*	5Γ
(Rope reed cloth)	44*	5Γ
(Rope reed cloth)	34*	5Γ
(Rope reed cloth)	54*	5Γ
(Rope reed cloth)	34*	5Γ
(Rope reed cloth)	44*	5Γ

v: View good, Enter: Mark for trade

s: Seize marked, t: Trade

(iron pike)	100*	80Γ
(iron spear)	100*	40Γ
(iron spear)	100*	40Γ
Obsidian short sword	30*	30Γ
(iron flail)	100*	50Γ
(iron pike)	100*	80Γ
(iron spear)	100*	40Γ
(iron spear)	100*	40Γ
(iron spear)	100*	40Γ
(iron halberd)	100*	120Γ
Obsidian short sword	30*	30Γ
(-iron halberd-)	200*	120Γ
(iron halberd)	100*	120Γ

v: View good, Enter: Mark for trade

o: Offer marked to Afe Yedéle

Trader Profit: 0*

Value: 0*

Value: 0*

Allowed Weight: 185Γ

Oh ... joy. Rope... cloth. At least those 5 berries can be brewed into something good.

Well, it's time to talk with this tall pointy eared fellow some more over some Plump Helmet. The only one we have. I hope he ~~chokes on it~~ enjoys it.

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▶



Part #51



Return to LP Index



Part #53



Part 52: by Doctor Zero

Spring - 19 Granite - 1062

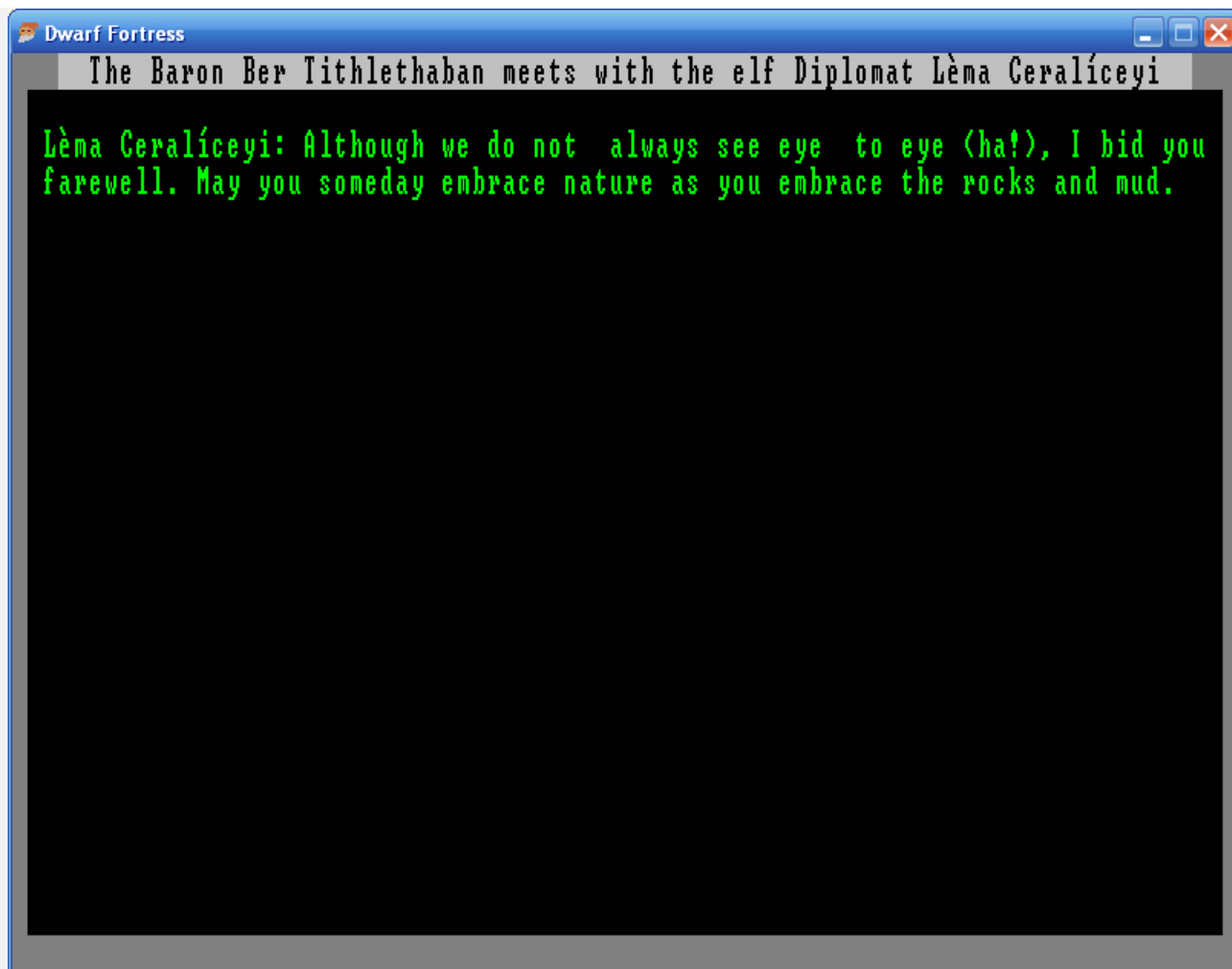
After a nice meal, the Elf noble was a little more understanding, if still rude.

```
Dwarf Fortress
The Baron Ber Tithlethaban meets with the elf Diplomat Lèma Ceralíceyi

We can part with at most 146 trees, butcher.

Ber Tithlethaban:
Enter - We can abide by this. Let us work toward mutual co-existence.
Space - Our needs exceed your allowances. Relax. They're only trees.
```

Finally we came to an agreement, 146 trees, which should be plenty as I only planned on using them for beds anyway. We finally bid each other farewell (and good riddance).

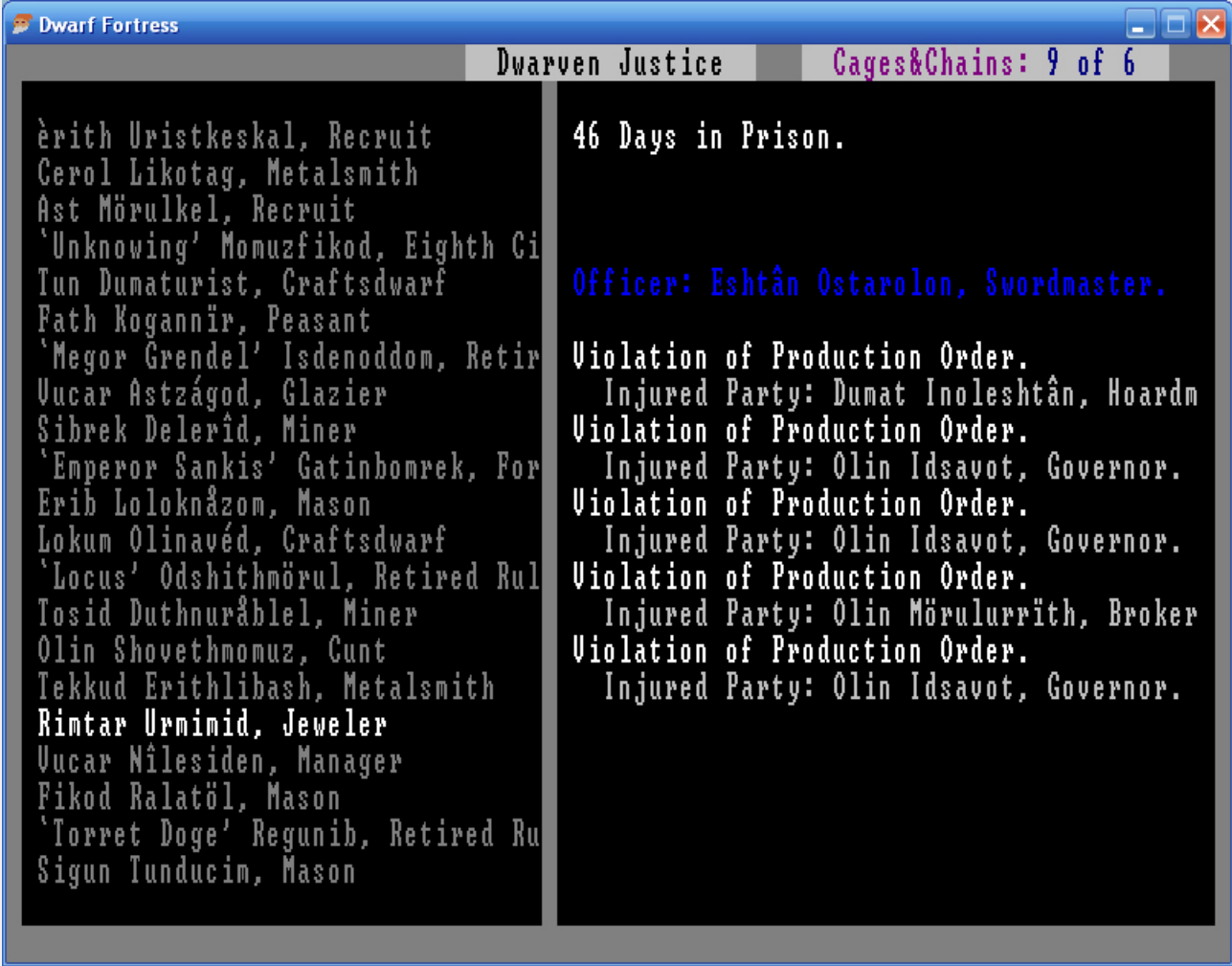


HEY! Was that a short joke? 🍷🤨

Still grumbling after the Elves, I decided to channel my frustration to good use. I finally sat down with the nobles who had been (not so patiently) trying to talk to me. I assigned some tables and beds in the nobles barracks and made some of the happy. I also ordered the excavation of some new tombs, which should shut them up... er ... satisfy them, finally. Then, after that, I'll have the miners start excavating out more ore. We seem to be running a little low on certain things - tin, bronze, and brass, specifically. I've also told the metalsmiths to forget my little joke and start smelting ore. I don't think they bought it, but they *are* smelting, so whatever.

Spring - 27 Granit 1062

Things are humming along. I noticed that Rimtar Urimid wasn't doing the Siege Operating I had ordered her to do. After tracking her down, I found her in jail. Apparently it's not good to be the only jeweler with 19 nobles yelling for goods made out of Blue Diamonds and stuff we don't even have in stock.



Spring - 4th Slate 1062

I am told a fired pimp has sprung from a bush! I ... don't know what that means.



It attacked a cow! 🐮 But then was caught in a cage trap while going after the elephants. Oh, and I've looked it up in Preter's Field Guide to Underworld Denizens. It's a FIRE IMP. Man, the country accents are hard to understand. I wonder if I can tame this?



Also today, some immigrants arrived! Excellent! We need more strong backs. 🧊

Great... a Captain of the guard, a Count, a Countess Consort, a Recruit, two peasants, a farmer, a mechanic, and a fisherdwarf. That's all we needed - more snooty nobles around. Oh, listen to me! I'm beginning to sound like a longtimer. 😊
It just gets so tiresome catering to their every whim.



Spring - 26th Slate - 1062

Id, the Baroness Consort has given birth to a baby girl! Just what we need! More Noble larva!



End of Spring notes

Well, my first spring in Boatmurdered has come to a (quiet) close. I must say it turned out to be quite pleasant. I've been working on getting some more tombs set-up for the new Nobles, and if someone would ever haul the coffins, they'd be all set. I've also been concentrating on getting food production stable, getting some of this fat rendered and cooked up, and getting some more metal bars stockpiled.

I must say I don't know why everyone tells tales of Boatmurdered being so brutal. I think it's been fun so far. I'm sure the tales are just fables made up to scare us in the capital.

On to Summer!

Dwarf Fortress

City Koganusân, "Boatmurdered"1st Hematite, 1062, Early Summer

AnimalsKitchenStocksPricesJustice

Created Wealth: 1748650*

Weapons: 45468*

Armor and Garb: 95244*

Furniture: 187935*

Other Objects: 502429*

Architecture: 329242*

Displayed: 147151*

Held/Worn: 441181*

Imported Wealth: 492053*

Exported Wealth: 109775*

Food Stores: 2007

Meat 20

Fish 1

Plant 45

Seeds 615

Drink 65

Other 1261

Population: 71

Miners 5

Carpenters None

Masons 6

Trappers 2

Metalsmiths 3

Jewelers 1

Craftsdwarves 3

Nobles 22

Peasants 3

Children 3

Fisherdwarves 5

Farmers 10

Mechanics 2

Trained Animals A 15

Other Animals A 226

Axedwarves None

Axe Lords None

Swordsdwarves 2

Swordmasters 1

Macedwarves None

Mace Lords None

Hammerdwarves None

Hammer Lords None

Speardwarves None

Spearmasters None

Marksdwarves 1

Elite Mrksdwrvs None

Wrestlers 1

Elite Wrestlers None

Recruits 1



Part #51

Return to LP Index

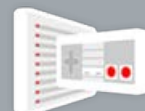


Part #53

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▸



◀ Part #52

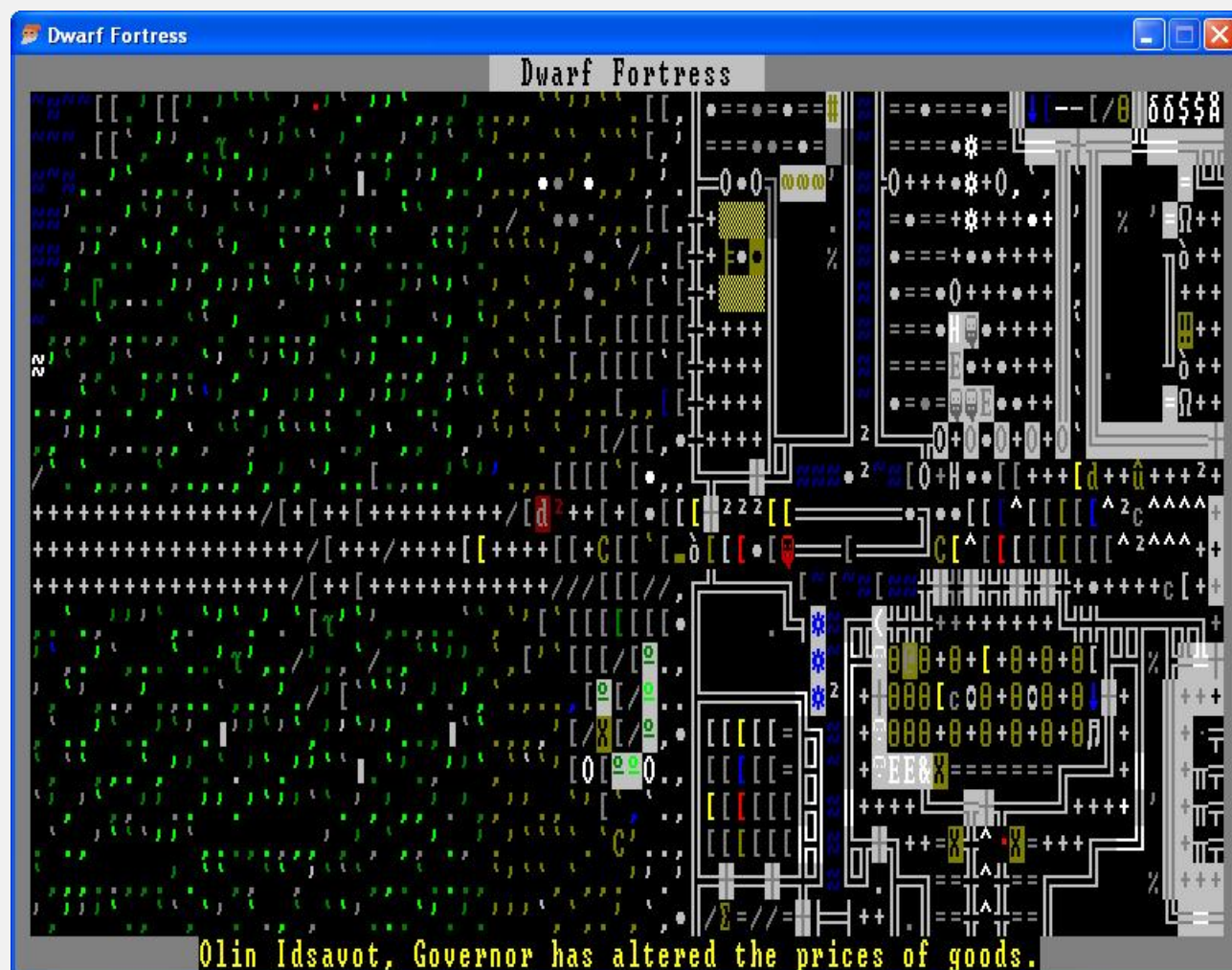
▲ Return to LP Index ▲

Part #54 ▶

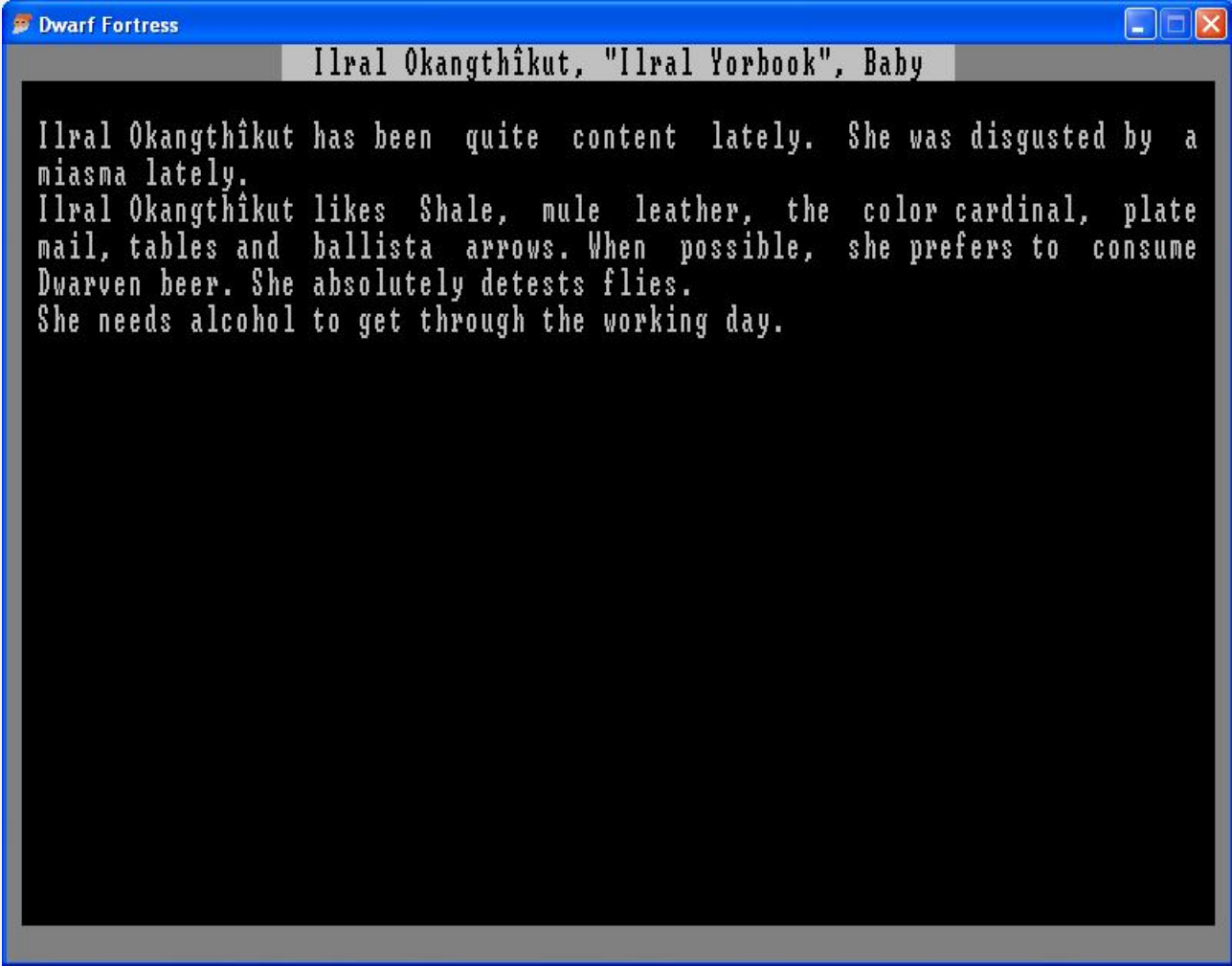
Part 53: by Doctor Zero

Summer - 1 Hematite - 1062

I got notice that we lost a wardog in a macaque raid. Apparently he managed to tear two apart, but was struck down in turn. The Macaques took off with some of the goblin garbage outside. What a waste. The dog that is. Heck, they can come back and take it all for all I care.



Also, I've finally seen little Ilral, the Baroness Consort's little girl. Good to see she's drinking lots of beer like any other healthy dwarven baby. I wonder if she'll grow up to be a noble, or if she'll be useful. oh... there I go again. 🐼



Hematite 10th

The human caravan and trade noble arrived today. Here's to hoping they'll be more helpful than the Elves.



Yay! The humans have brought wagons literally stuffed with meat! 🤪 yay for humans!

Dwarf Fortress

Merchants from Okoomon in the Plains

Pan Rarsescoñu, human Merchant: Ah, wonderful. Thank you for your business.

Okoomon

<musk ox meat [5]>

20*

25Γ

[T]

<elk meat [5]>

20*

25Γ

[T]

<polar bear meat [5]>

30*

25Γ

[T]

<wolf meat [5]>

20*

25Γ

[T]

<polar bear meat [5]>

30*

25Γ

[T]

<cougar meat [5]>

30*

25Γ

[T]

<rhesus macaque meat

10*

25Γ

[T]

<hoary marmot meat [

10*

25Γ

[T]

<elk meat [5]>

20*

25Γ

[T]

<cow meat [5]>

20*

25Γ

[T]

<raccoon meat [5]>

10*

25Γ

[T]

<jaguar meat [5]>

30*

25Γ

[T]

<deer meat [5]>

10*

25Γ

[T]

v: View good, Enter: Mark for trade

s: Seize marked, t: Trade

Koganusân

<iron halberd>

200*

120Γ

<large iron dagger>

200*

20Γ

<iron flail>

200*

50Γ

<large copper dagger

40*

20Γ

<iron pike>

200*

80Γ

<iron bow>

200*

30Γ

<large iron dagger>

200*

20Γ

<iron pike>

200*

80Γ

<large iron dagger>

200*

20Γ

<iron scimitar>

200*

30Γ

<iron spear>

360*

40Γ

<iron pike>

200*

80Γ

<iron flail>

200*

50Γ

v: View good, Enter: Mark for trade

o: Offer marked to Okoomon

Trader Loss: 950*

Value: 950*

Value: 0*

Allowed Weight: 1365Γ

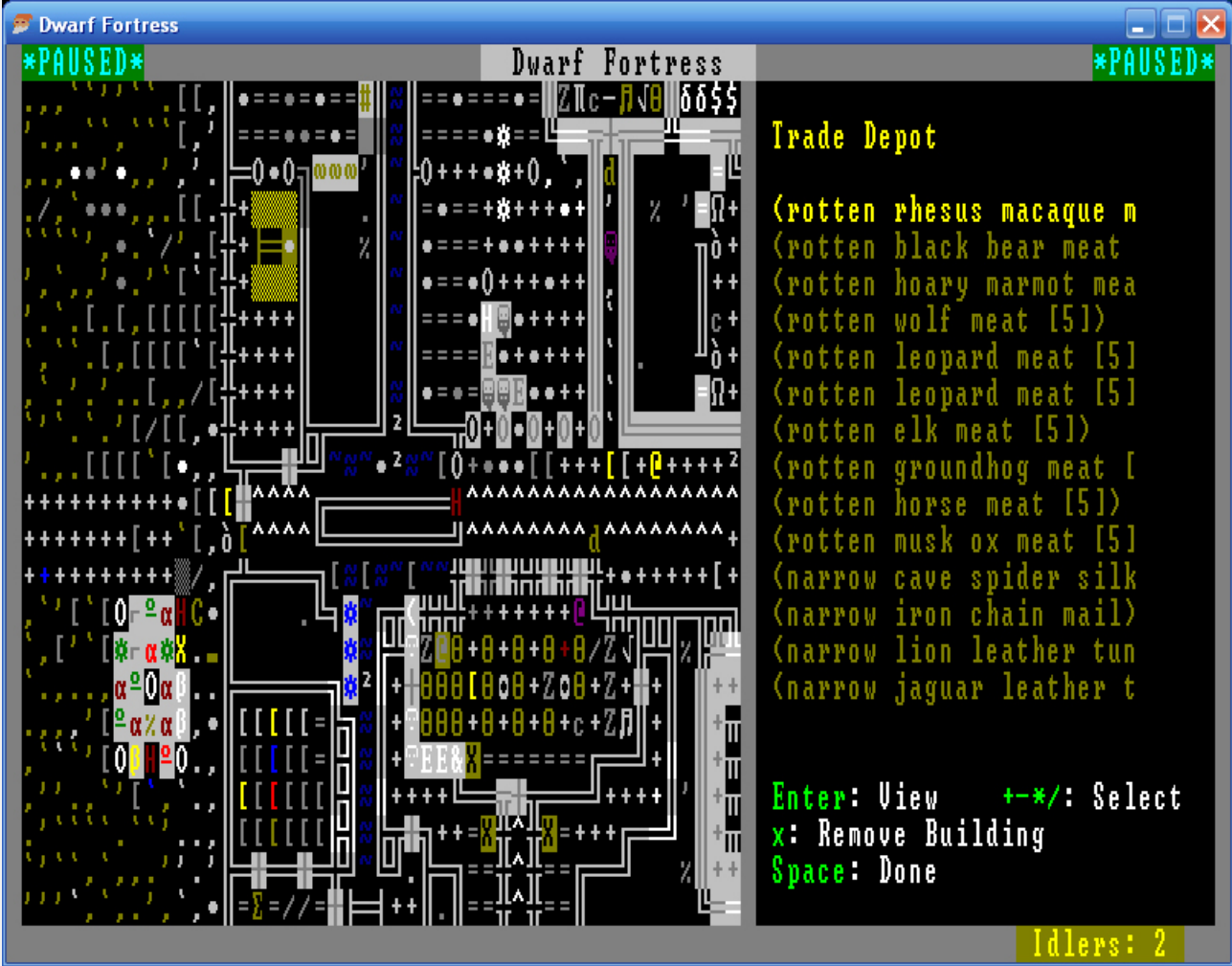
Summer - 12 Malachite - 1062

I finalized a deal with the humans asking for more meat in exchange for these items. Note to former rulers - trade this stuff.

[http://lparchive.org/Dwarf-Fortress-Boatmurdered/Update%202-11/\[02.04.2011 11:52:02\]](http://lparchive.org/Dwarf-Fortress-Boatmurdered/Update%202-11/[02.04.2011 11:52:02])



Ok, these dwarfs have some kind of serious learning deficiency 😊. I traded for 600 units of meat. I told 4 different dwarves to ONLY HAUL FOOD. And it STILL all rotted in the trade depot 🚫. Good gods these people have some kind on inborn desire to starve to death.



4th Galena - 1061

Well, Former Rule Sankis has suddenly decided try and drink out of the lava river. I've tried to talk him out of it by changing his jobs, and telling him to join the military and them relieving him, but nothing seems to work. I don't think this will end well. 😞



Well, summer was uneventful. I've tried to get Sankis in a Mood Improvement program I like to call "Up With Yourself!" But he keep moping by the lava. How sad. Autumn's goals will be to continue getting a decent food stock built up.

Dwarf Fortress

City Koganusân, "Boatmurdered"1st Limestone, 1062, Early Autumn

AnimalsKitchenStocksPricesJustice

Created Wealth: 1772817*

Weapons: 45173*

Armor and Garb: 95029*

Furniture: 190005*

Other Objects: 510864*

Architecture: 340459*

Displayed: 149851*

Held/Worn: 441436*

Imported Wealth: 481910*

Exported Wealth: 10975*

Food Stores: 2271

Meat 137

Fish 3

Plant 88

Seeds 599

Drink 73

Other 1371

Population: 71

Miners 5

Carpenters None

Masons 6

Trappers 2

Metalsmiths 3

Jewelers 1

Craftsdwarves 3

Nobles 22

Peasants 3

Children 3

Fisherdwarves 5

Farmers 10

Mechanics 2

Trained Animals A 15

Other Animals A 210

Axedwarves None

Axe Lords None

Swordsdwarves 2

Swordmasters 1

Macedwarves None

Mace Lords None

Hammerdwarves None

Hammer Lords None

Speardwarves None

Spearmasters None

Marksdwarves 1

Elite Mrksdwrvs None

Wrestlers 1

Elite Wrestlers None

Recruits 1

Dwarf Fortress - Boatmurdered

by Various



Part 54: by Doctor Zero

Winter - 1062

Well, I would surely lose a grade point or two for not keeping a journal this whole time, were I back in school, but to tell the truth, I really didn't need to! Winter is now over, and I'm about to welcome my replacement. I have to say aside from the dwarves who live here being a little "special" 😊 this experience has been quite enjoyable. I'd like to recap my current projects, but first let's catch up.

This is what our stocks looked like in the beginning of winter:

Dwarf Fortress

City Koganusân, "Boatmurdered"6th Moonstone, 1062, Early Winter

AnimalsKitchenStocksPricesJustice

Created Wealth: 1793000*

Weapons: 45228*

Armor and Garb: 95217*

Furniture: 192135*

Other Objects: 516301*

Architecture: 351913*

Displayed: 150625*

Held/Worn: 441581*

Imported Wealth: 474274*

Exported Wealth: 10975*

Food Stores: 2483

Meat 202

Fish 1

Plant 144

Seeds 586

Drink 78

Other 1472

Population: 71

Miners 5

Carpenters None

Masons 6

Trappers 2

Metalsmiths 3

Jewelers 1

Craftsdwarves 3

Nobles 22

Peasants 3

Children 3

Fisherdwarves 5

Farmers 10

Mechanics 2

Trained Animals A 13

Other Animals A 180

Axedwarves None

Axe Lords None

Swordsdwarves 2

Swordmasters 1

Macedwarves None

Mace Lords None

Hammerdwarves None

Hammer Lords None

Speardwarves None

Spearmasters None

Marksdwarves 1

Elite Mrksdwrvs None

Wrestlers 1

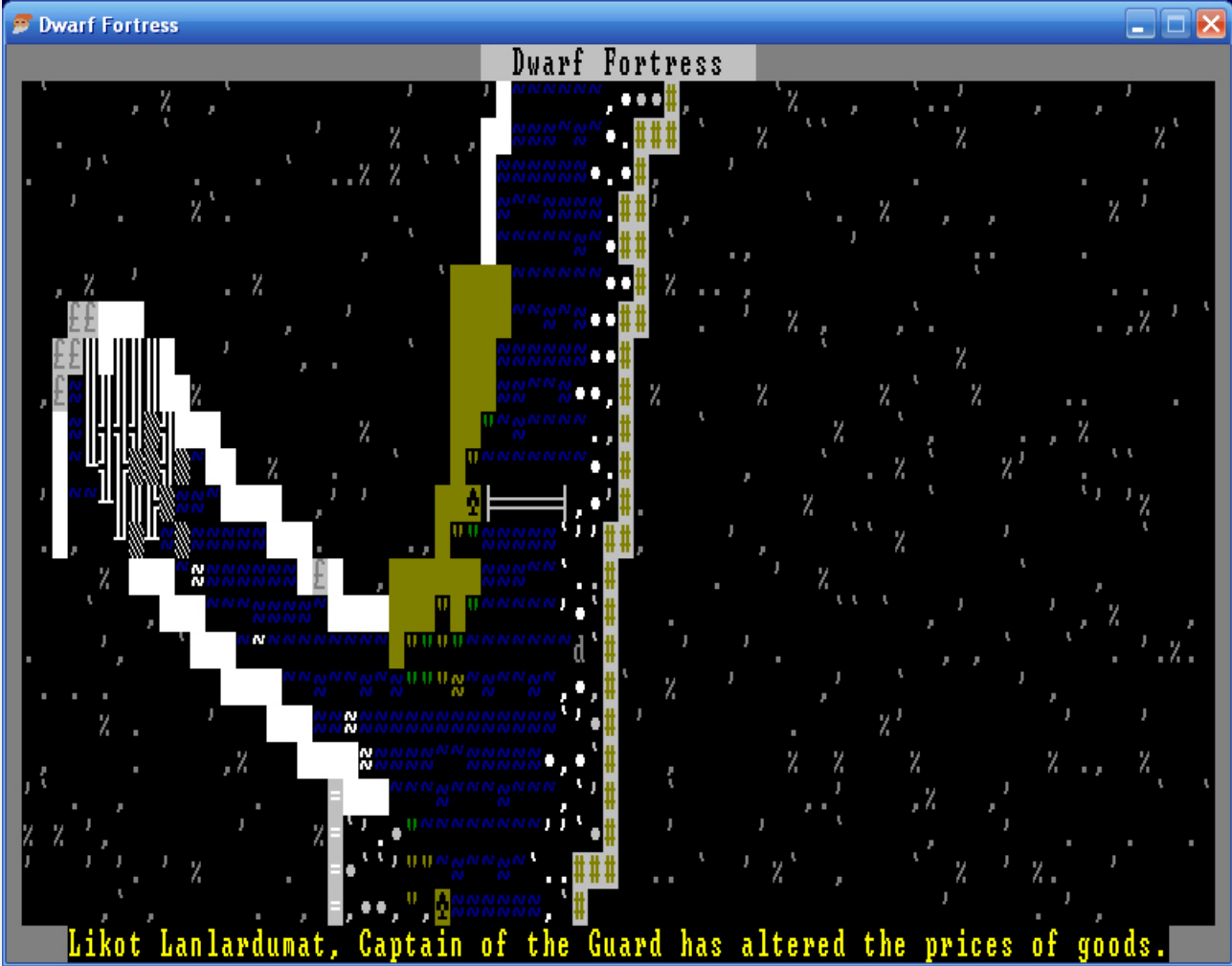
Elite Wrestlers None

Recruits 1

We had some kobolds try and sneak in and pilfer items, but the dogs quickly sniffed them out and ripped them apart.



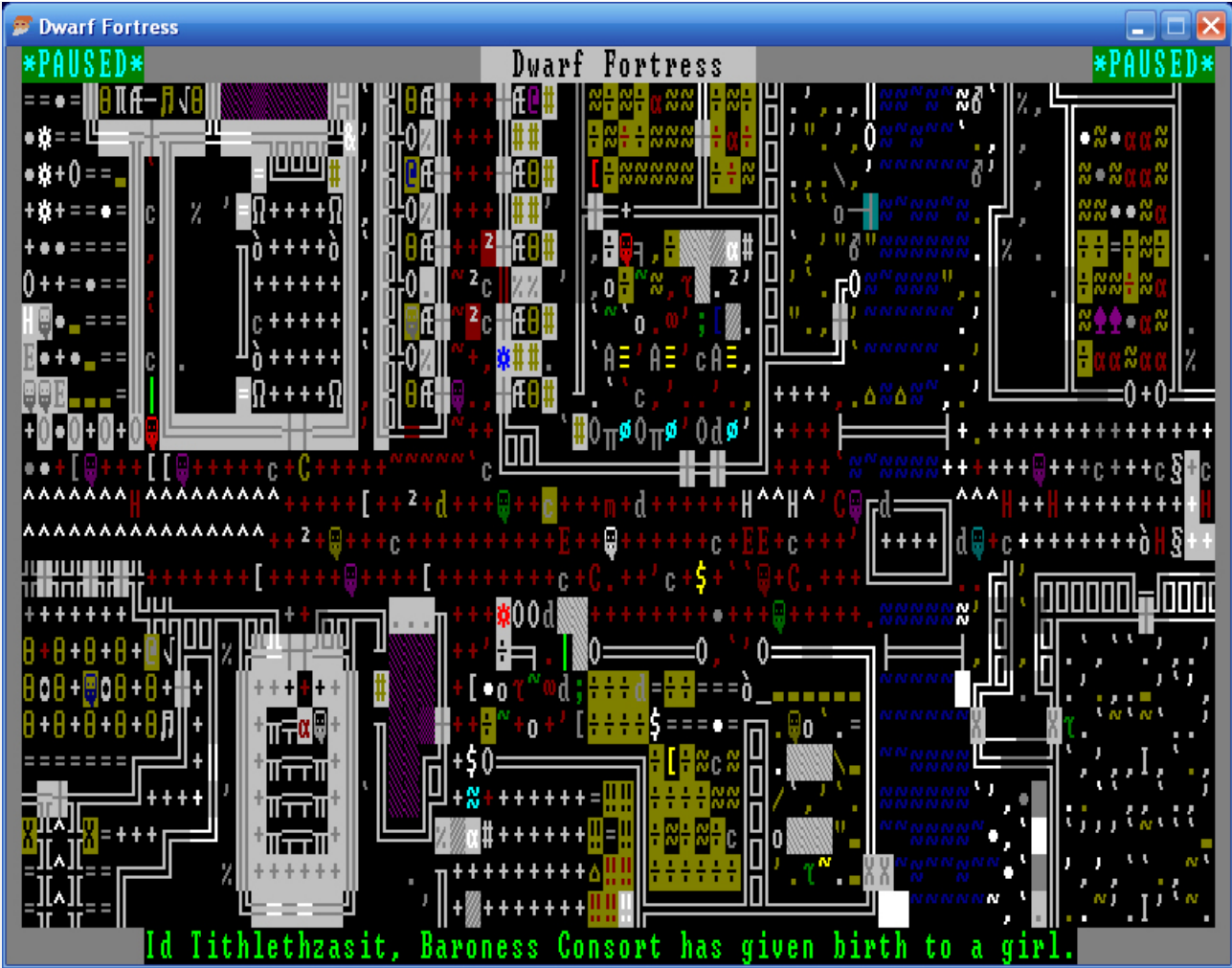
I ordered the east side of the river dug out as far north as the mountain range went. This should make foraging for berries and plants much easier in the spring.



Although the citizens insisted on replacing that dried vomit that welcomes every visitor. 🤢



and rather than clean up the kobold mess, everyone would rather squish their toes in the gore and spread it all over. 🤢
Also, you'll notice that Id, the Baroness Consort has had ANOTHER girl. 🤢 🤢 Well, at least she's good for something after all. 🤢



And this is the stocks at the end of the year.

Dwarf Fortress

City Koganusân, "Boatmurdered"

1st Granite, 1063, Early Spring

Animals

Kitchen

Stocks

Prices

Justice

Created Wealth: 1802572*

Population: 72

Weapons: 45166*

Armor and Garb: 95350*

Furniture: 194815*

Other Objects: 519711*

Architecture: 353786*

Displayed: 151990*

Held/Worn: 441754*

Imported Wealth: 474104*

Exported Wealth: 10975*

Food Stores: 2725

Meat 351

Fish None

Plant 93

Seeds 603

Drink 87

Other 1591

Miners 5

Carpenters None

Masons 6

Trappers 2

Metalsmiths 3

Jewelers 1

Craftsdwarves 3

Nobles 22

Peasants 3

Children 4

Fisherdwarves 5

Farmers 10

Mechanics 2

Trained Animals A 13

Other Animals A 165

Axedwarves None

Axe Lords None

Swordsdwarves 2

Swordmasters 1

Macedwarves None

Mace Lords None

Hammerdwarves None

Hammer Lords None

Speardwarves None

Spearmasters None

Marksdwarves 2

Elite Mrksdwrvs None

Wrestlers 1

Elite Wrestlers None

Recruits None

All in all I had a splendid time. I am quite sure that all the horrible stories are nothing more than stories made up to scare off or impress those of us in the capital. I've decided to take it easy now that I've earned a break, and I'm taking up fishing. I think it will be a relaxing way to pass the time. Well, as long as someone decides to finally clear up the mess in the halls.

Oh, yes, some notes and unfinished business:

Sankis finally listened to reason and stopped trying to drink out of the lava river. He's given up the disturbing engraving for the time being and is busying himself making some fine furniture. I must say he's quite good, although the detail in some of the tables he's made are ... well... let's just not mention them.

There is a mechanic named Ast that is married to the Guildmaster (I believe) who is wounded... I'm not sure from what, but he (Ast) won't leave her side, no matter what you tell him to do. it's touching, if not a little frustrating.

I've ordered all the elephants tamed, but for some reason the Trappers refuse to train anymore Wardogs, and I can't fathom why. They keep saying there are no dogs to train, but I'm practically tripping over dogs right now.  it is a mystery

I think that does it. Oh, I've also set up a modest private quarters for myself, but the bedroom furniture hasn't arrived yet. If someone could mark my assignment when the hauling is done, I'd appreciate it - it's just north of the latest lo-rent Bedroom complex completed, just west of the river, and south of the main drag. I'd do it myself, but... well, I'm gone fishing.

-journal ends here-

Main fortress detail:

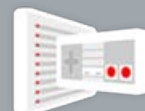


Note: What can I say, I lucked out. Nothing bad happened the whole time. I've managed to stabilize food production. Keep making that fat and cooking it! That's good eatin'! I've also mined a huge section out so gems and ore should be easy to locate. I guess it was my destiny to give it a brief respite before it slides off into chaos again.

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▶



◀ Part #54

▲ Return to LP Index ▲

Part #56 ▶

Part 55: by mariguana

From the Diary of Mariguana

1st Granite, 1063, Early Spring:

I introduced myself to the people of Boatmurdered today, and put on my best toughguy facade-- you know, threatening a few people with death here, demanding absolute obedience there. Really, I'm not at all like that, but I didn't think they would listen to me unless they feared me. And it's better to be feared than loved. That's a little something I learned in Nikoddo Momuziavelli's "The Overlord".

There are so many problems with Boatmurdered that I don't even know how to begin reversing the cycle of decay. The first thing I noticed was the smell, and I don't know what to say about it. It's... it's like an elephant's ass. Then I saw the bones, and the rotting pieces of flesh that children kick around in the streets, and the nightmare scenes carved into the walls, of dwarves and animals screaming, of monsters gorging upon children in lumps, and... things I never want to speak of. It's as if the Dwarves of Boatmurdered have lost all hope.

I don't know what to do for these people or if, indeed, there is anything that *can* be done for them. For now, I have ordered them to move these piles of goblin equipment to the magma river to be melted.

By the Gods. How many legions of goblins have died before the gates of Boatmurdered?



5th Granite, 1063, Early Spring:

I woke up in a pile of garbage outside of my room. I think I drank too much, or maybe I was knocked out, and placed there to die. I'm not sure.

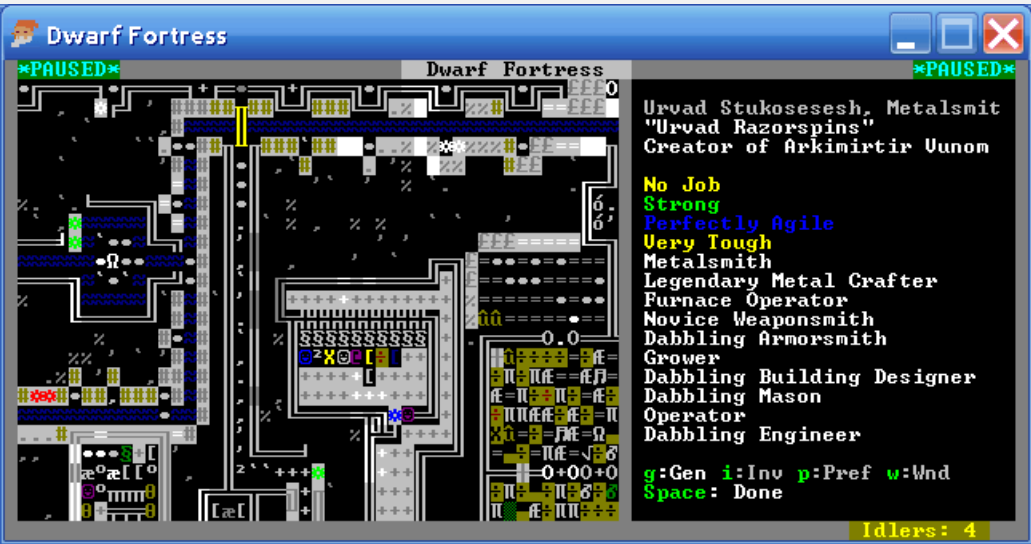
I am irritated to note that in the past four days, not one piece of goblin armor has been moved to the armor stockpile I have designated in the back end of the fortress. I decided to investigate the problem, and found that of the 72 dwarves currently living in this fortress, 22 are nobility, four are children, six are employed in the military (note: this will need to be increased

later), five have wounds that leave them unfit for work, and a dozen more were partying.

Something had to give. I regret that it had to come to this, but for now, there will be no partying in Boatmurdered. I hope none of the men will be terribly upset by this decision.

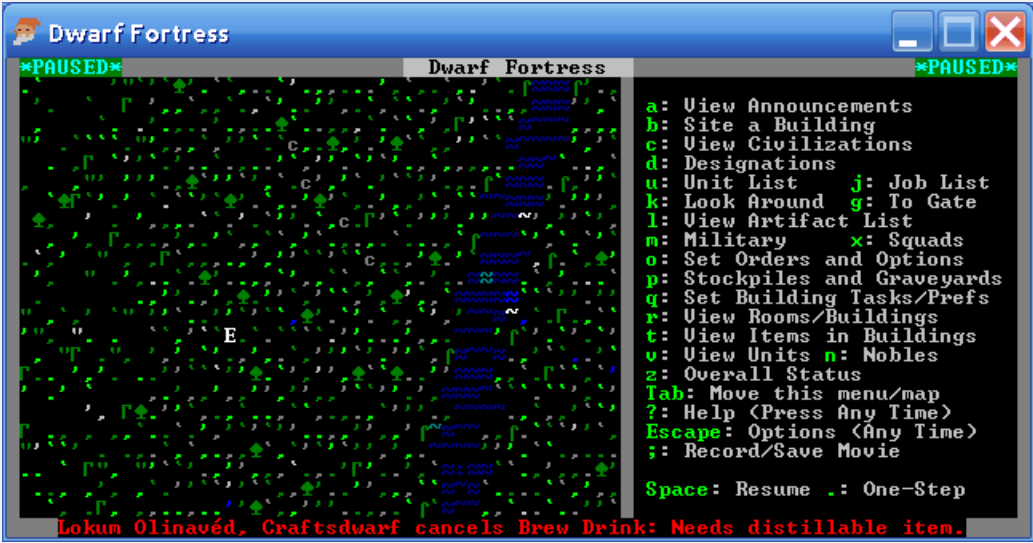
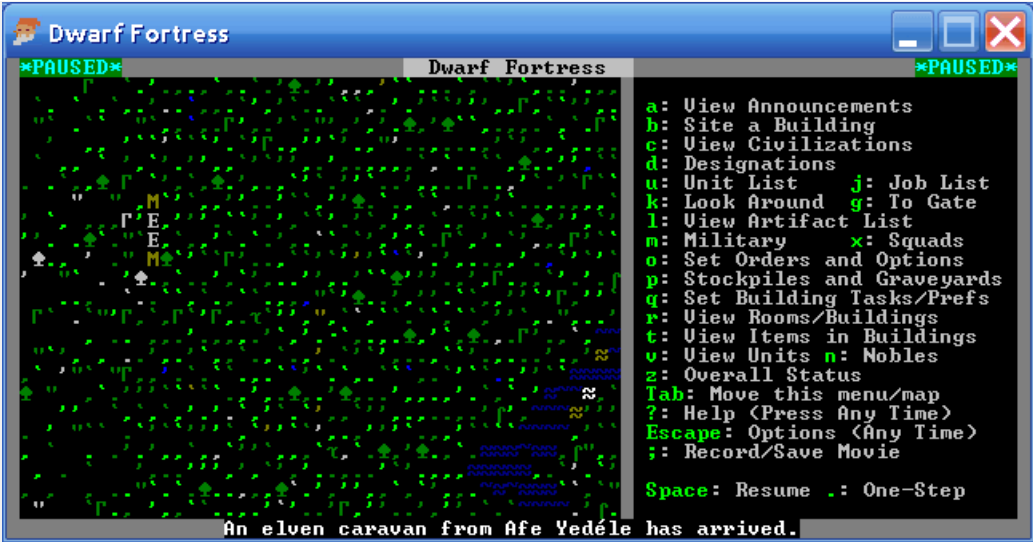


Today I also noticed that the fortress is sorely lacking in bins. Not wanting to send any of my already scant workforce out into the wild to cut down trees, I ordered the production of some metal bins, and was horrified to find that the only dwarf who knows his way around a forge is currently in jail! I think I understand now why my predecessors left this place in such a mess.

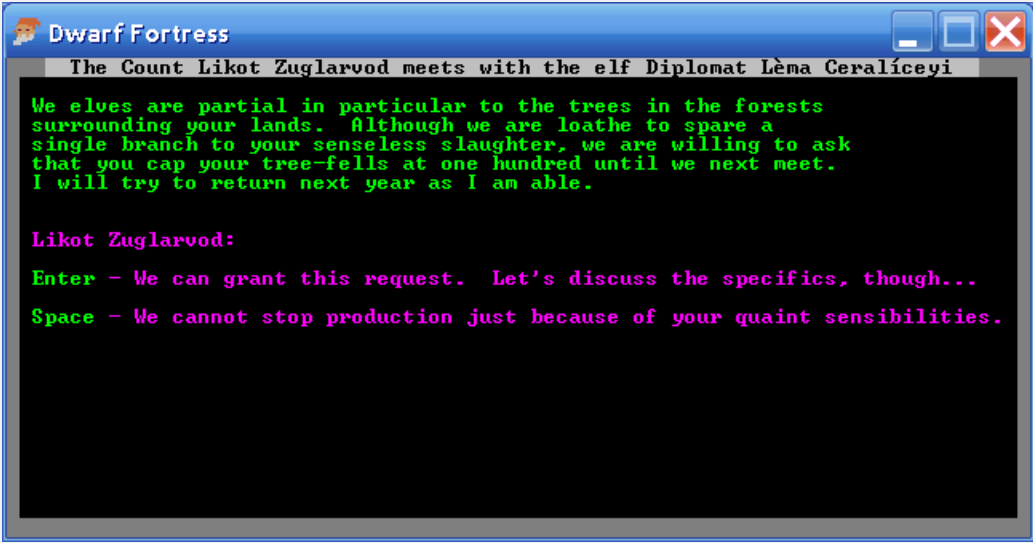


20th Granite, 1063, Early Spring:

The elves have arrived, diary. Their meddling is the last thing poor, struggling Boatmurdered needs. Why should we help them? The elves have done nothing for the dwarves but waste our time with their moronic little demands.



The elven diplomat is here, and unsurprisingly, she thinks she can boss us dwarves around. Who the hell does she think she is? My gut tells me I should have her strapped to a boulder and lobbed over the horizon. My gut tells me that I should fell every tree in the forest, set fire to the grasses, and... and... Gods. Everything about her makes me angry. And yet part of me recognizes the need for good relations with these fools. What should I do?



Dwarf Fortress - Boatmurdered

by Various



Part 56: by mariguana

28th Granite, 1063, Early Spring:

I fear that I have made a terrible mistake. I told her that her demands were reasonable, and she insulted our kind twice more, and then left. What would our ancestors have done? They'd have killed the bitch, that's what. Nobody as offensive, rude, and presumptuous as the elves should be allowed to live.

While the diplomat escaped my wrath, the Elven merchants are still here. And so are the trees that these fools are so concerned about.

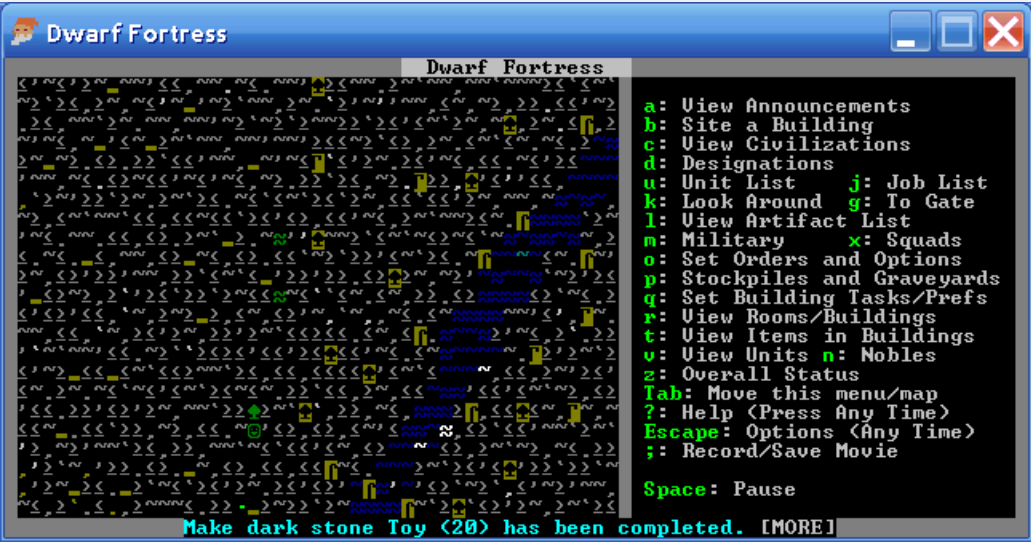
There is a storm coming, Lema Ceraliceyi.



Now that the merchants are disposed of, I will ensure that not one tree or shrub grows outside of Boatmurdered.

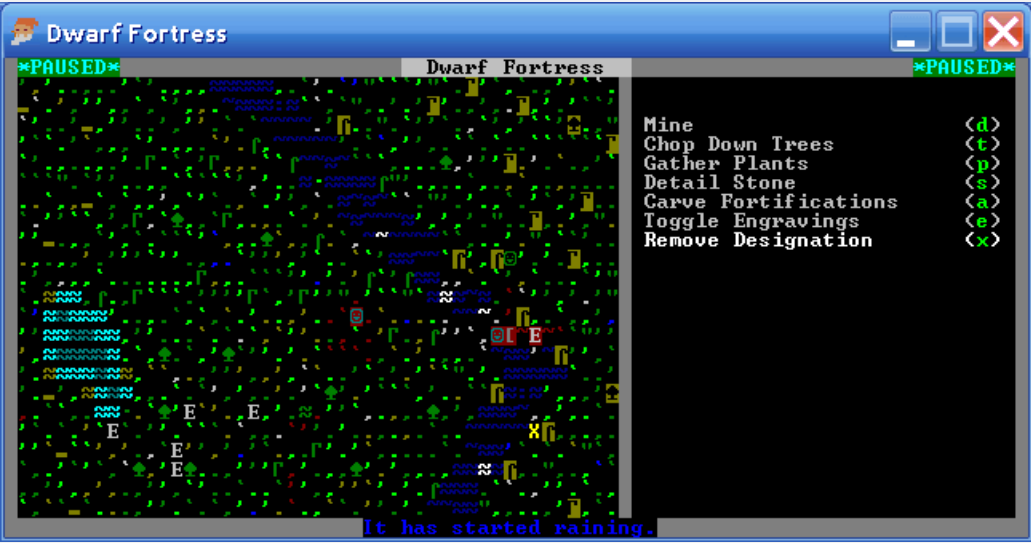
25th Slate, 1063, Mid-Spring

In the dwarven tongue, there is no word for forgiveness.



1st Felsite, 1063, Late Spring:

Diary, I regret to write that our deforesters are having... difficulties. Some of the men are allergic to the sun, and can only walk so far before they become sickly and crawl back toward the fort, leaving trails of vomit in their wake. Other dwarves were ambushed by elephants in the southern parts of the forest where the magma could not reach. It goes without saying that the casualties were high. Two dwarves died, and others were wounded and had to be dragged back to camp.



I have ordered the men to leave Elephant Grove alone, at least for the time being.

6th Felsite, 1063, Late Spring:

There is a dwarf among us who calls himself "Emperor" Sankis. The impudence of it! By my official decree, he has been renamed Sankis the Beardless. Wait until the men hear about this! Hah!



Guerilla Medic posted:

Oh god, you slaughtered the merchants? 
And are going to leave me to deal with the invasion?
I love the smell of burning elf in the morning... Though i might drown them for a change.
IF i can convince my dwarves not to get crazy and make themselves thongs out of each other.

mariguana posted:

Oh dear god. I'll post an update later tonight. I intended to do one earlier, but due to incredible stupidity on my part, I'm scrambling to save my grade in my molecular genetics course.

On my exam, there was an essay question on the back of the final page that I didn't see; I just assumed the back of the exam was blank and handed it in. I've been trying to convince my professor to give me a chance to make up part of it, but he isn't budging. I'm hosed. 🤔

Once I tire myself of trying to save my scholarship, I'll get right back on the update train.

Dwarf Fortress - Boatmurdered

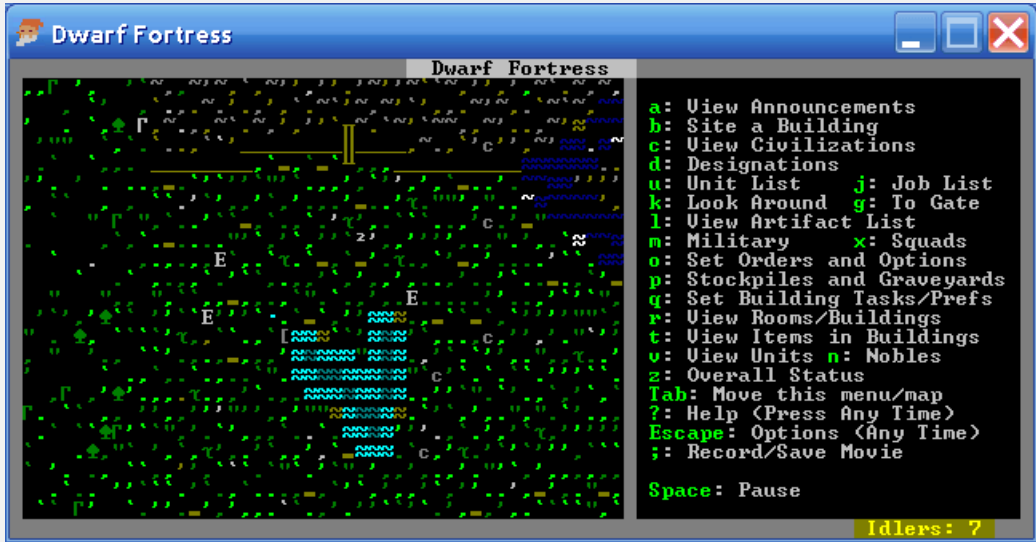
by Various



Part 57: by mariguana

12th Hematite, 1063, Early Summer

Today, the bridge to the elephants was completed. Oh, how they will rue the day that they opposed Boatmurdered!

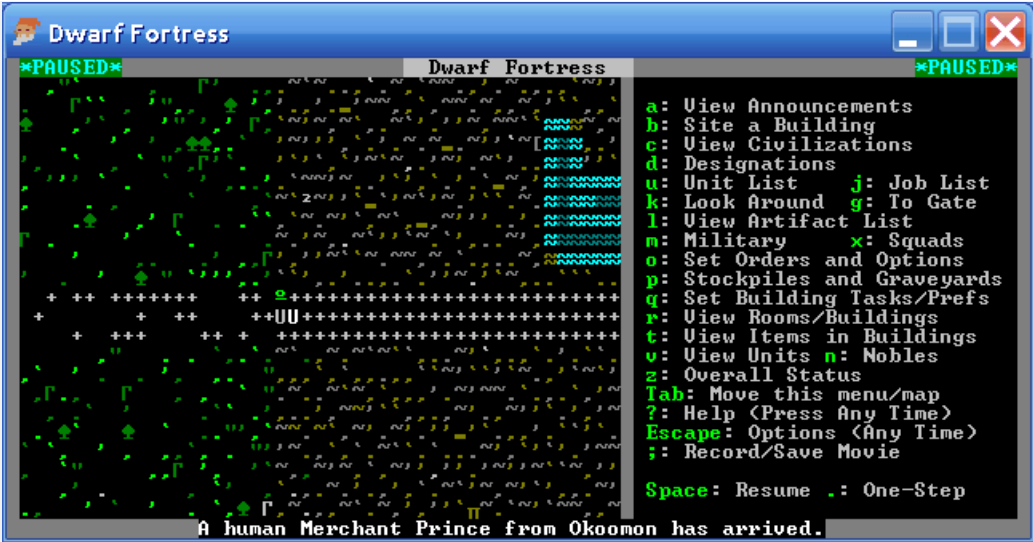


Ahhhh, sweet magma.



13th Hematite, 1063, Early Summer

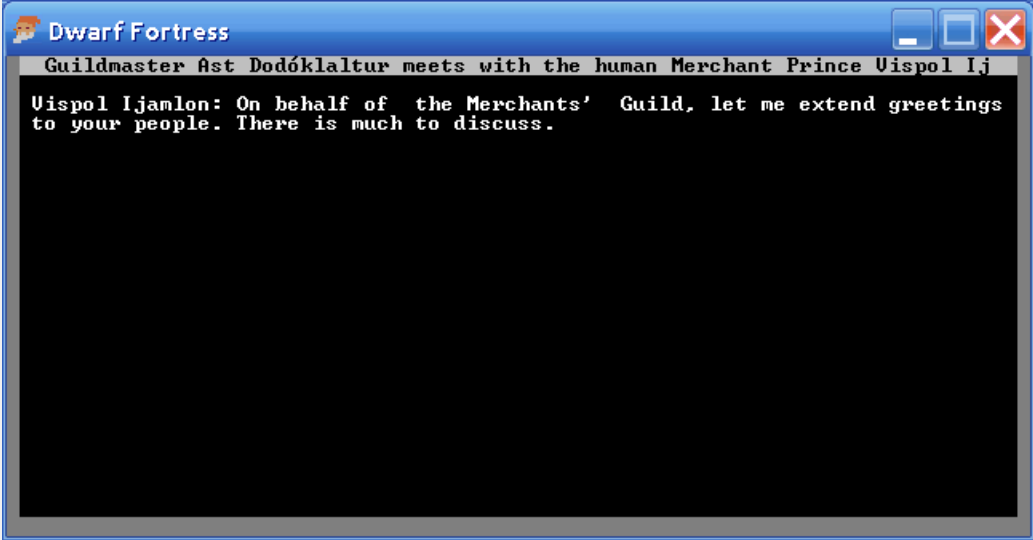
OH GOD. OH GOD OH GOD OH GOD. What have I done? It is too late to stop the magma now. Ancestors help me!



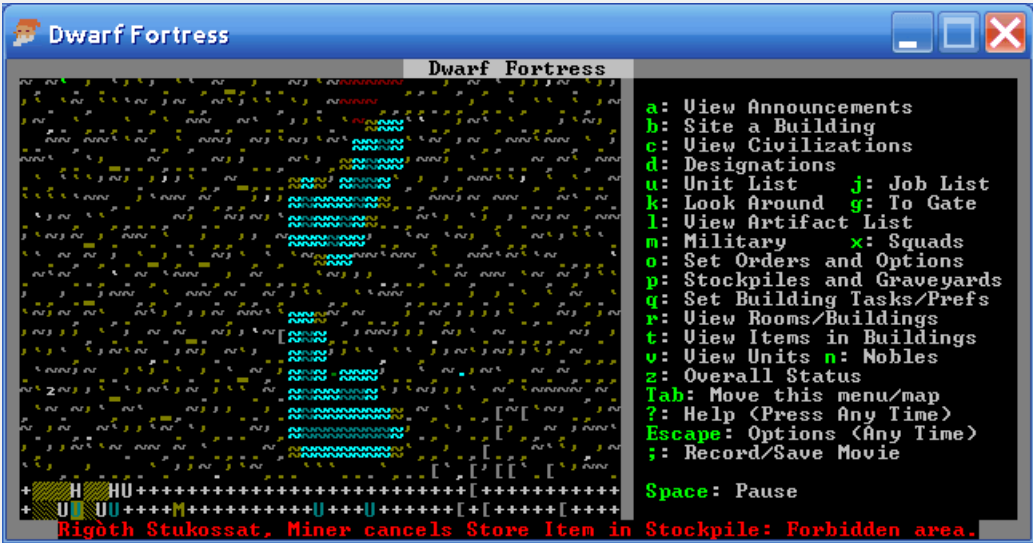
So many, diary, so many... their blood is on my hands. And I can do naught to save them.

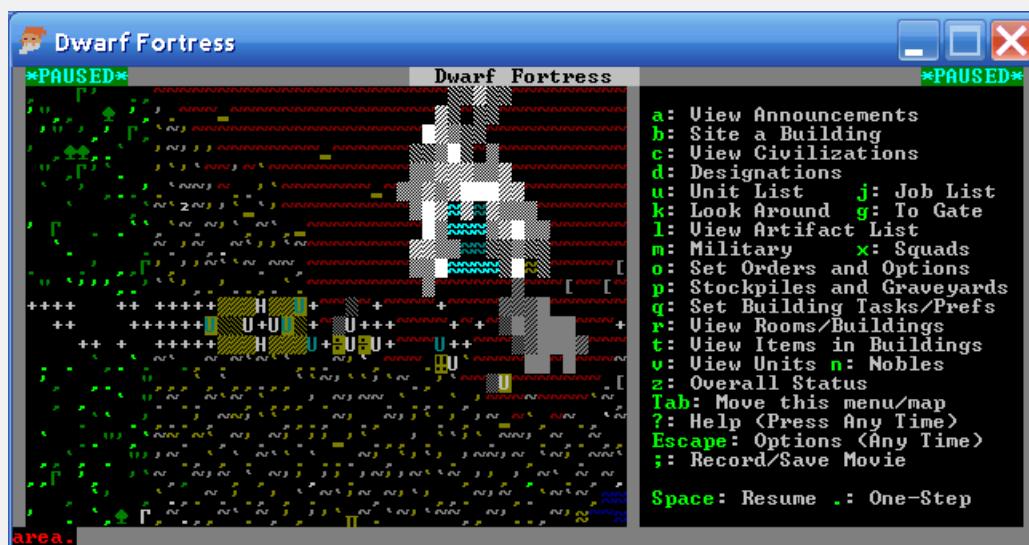
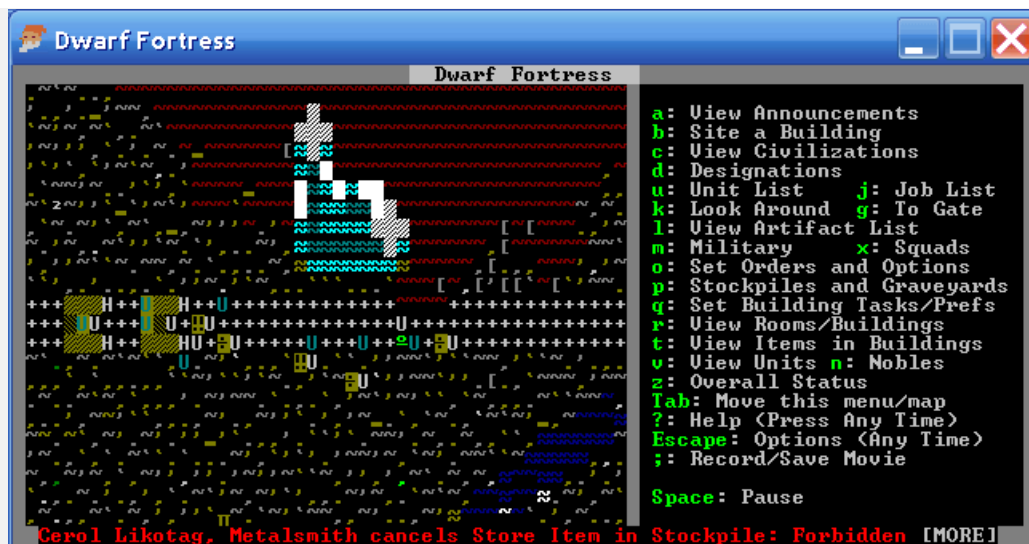


Ahahahahahahaha! Yes, fool, yes... you have no idea how right you are.

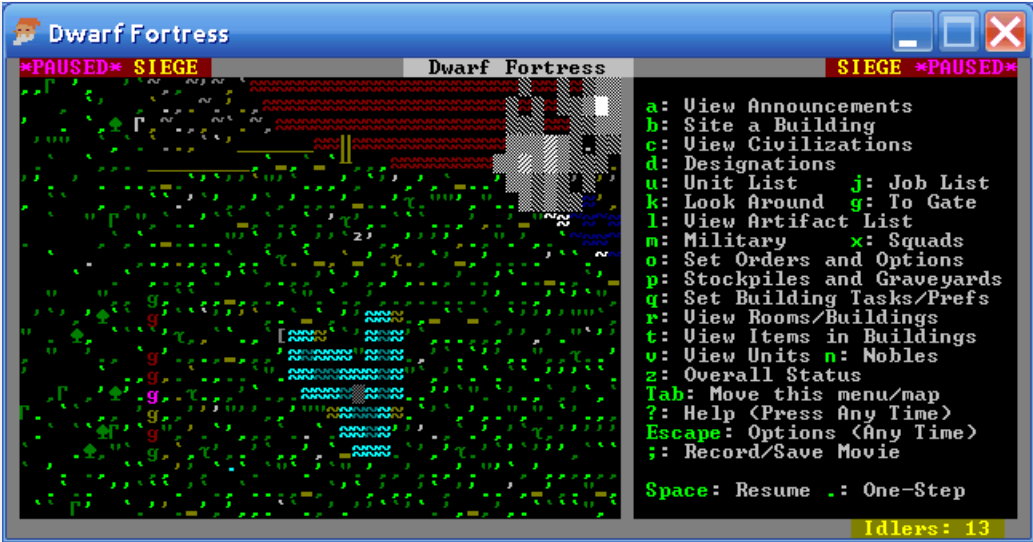


The voice of death calls to you, humans!

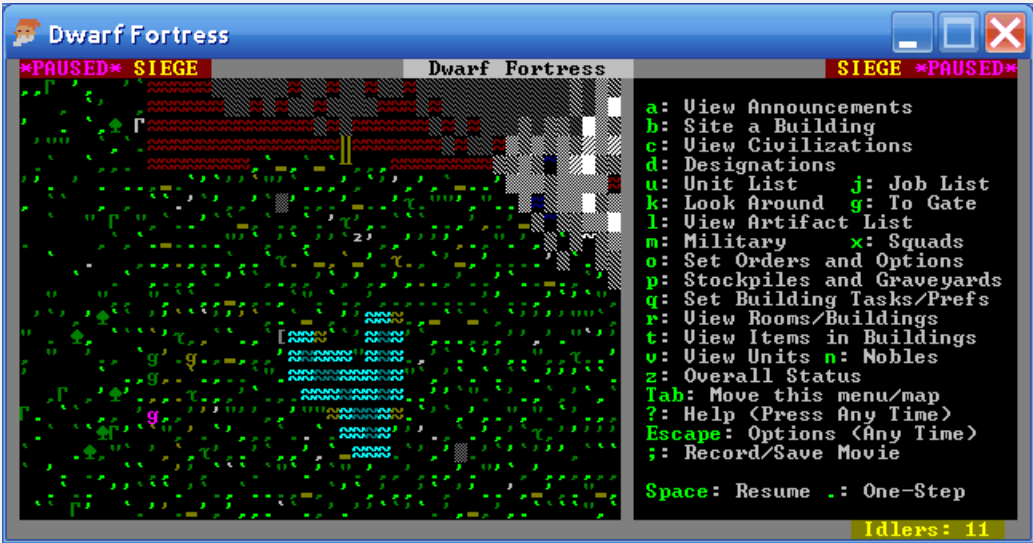




Goblins? Here? Now? Hahahahahaha!



Damnation! The flow cannot pass over the bridge. I need to consult with my engineers.

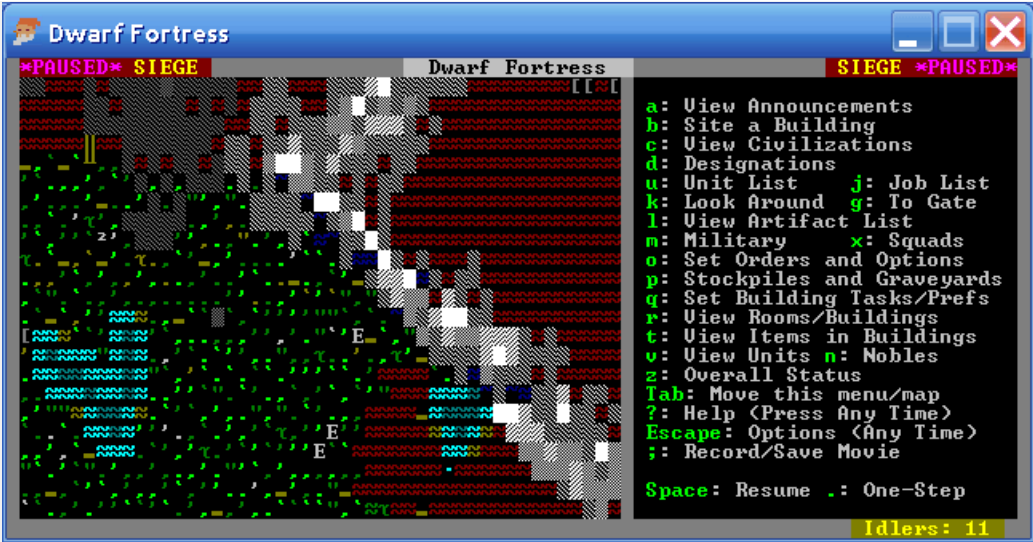


Mystic Mongol posted:

- You need an aqueduct.
- The aqueduct needs to be made of stone.
- You just murdered dozens of our BEST TRADING PARTNERS, YOU BASTARD.
- You could also dig a new channel down south, so we could flood whichever hemisphere angered us.

mariguana posted:
24th Hematite, 1063, Early Summer

I can touch you nowwwww



4th Malachite, 1063, Mid-Summer

Our revenge is fulfilled. Now let the elves come and know our steel.



Doctor Zero posted:

Ahahahahaha!

- ☺ "Well Samuel, we're finally at Boatmurdered"
- ☺ "Why do they call it that?"
- ☺ "It has some Dwarven meaning. Don't fret. they're really only hostile to goblins. They've always treated us fairly and with respect.
- ☺ "Look out! Elephants! um... why are the elephants running away?"
- ☺ "Hmm, that is strange..."
- ☺ "Oh, and there's some Dwarves! They're waving"
- ☺ "Hmmm. They look kind of agitated. they're shouting and pointing, but I can't make out what they are...."
- ☺ "Why, they've just ducked in the doors and slammed them shut! What's going on?"
- ☺ "Hmmm. What's that smell? It's like... sulfur..."
- ☺ "GODS! IT'S LAVA! RUN! RUN! GET AWAY! TURN THE WAGONS AROUND! AUGGGGGGHHH!!!! IT BURNS!!!!!!!"

Dwarf Fortress - Boatmurdered

by Various



Part 58: by mariguana

9th Sandstone, 1063, Mid-Autumn

Oh god, not again! The magma is already flowing... my kinsmen are going to die! 🤔



Haha, just kidding. That was a good joke, wasn't it, diary?



The dwarves from Kimmelbil brought us a lot of meat today, and were glad to take some old goblin equipment as payment.

Dwarf Fortress

Merchants from Kinmelbil, Mountain-folk

Inod Thaklikot, Merchant: Greetings from the Mountainhomes. Your efforts are legend there. Let us trade!

Kinmelbil

cave spider silk rop	60*	6Γ
-Gneiss mini-forge-	20*	5Γ
Flint toy boat	10*	5Γ
-Gneiss puzzlebox-	20*	5Γ
cow leather dress	20*	5Γ
-cave spider silk dr	80*	1Γ
-mandrill leather dr	20*	5Γ
-mandrill leather dr	20*	5Γ
-horse leather dress	20*	5Γ
mandrill leather dre	10*	5Γ
⟨narrow iron chain m	600*	75Γ
-jaguar leather dres	60*	5Γ
⟨narrow giant bat le	75*	7Γ

v: View good, Enter: Mark for trade

s: Seize marked, t: Trade

Koganusān

≡Armor Bin ⟨Mahogany 3095* 482Γ

⟨narrow iron right g	150*	25Γ
⟨narrow jaguar leath	45*	7Γ
⟨narrow iron left ga	150*	25Γ
⟨narrow iron chain m	600*	75Γ
⟨iron shield⟩	150*	50Γ
⟨narrow iron low boo	150*	15Γ
⟨narrow iron high bo	150*	20Γ
⟨narrow iron chain l	150*	40Γ
⟨narrow iron left ga	150*	25Γ
⟨*narrow iron left g	600*	25Γ
⟨iron shield⟩	150*	50Γ
⟨narrow iron chain m	600*	75Γ

v: View good, Enter: Mark for trade

o: Offer marked to Kinmelbil

Trader Profit: 0*

Value: 0*

Value: 0*

Allowed Weight: 36Γ

Uh oh, the human diplomat just arrived. I wonder what he'll want to talk about?

Dwarf Fortress

The Count Likot Zuglarvod meets with the human Diplomat Wimad Oñecpenoc

Wimad Oñecpenoc: Greetings, noble dwarf. There is much to discuss.

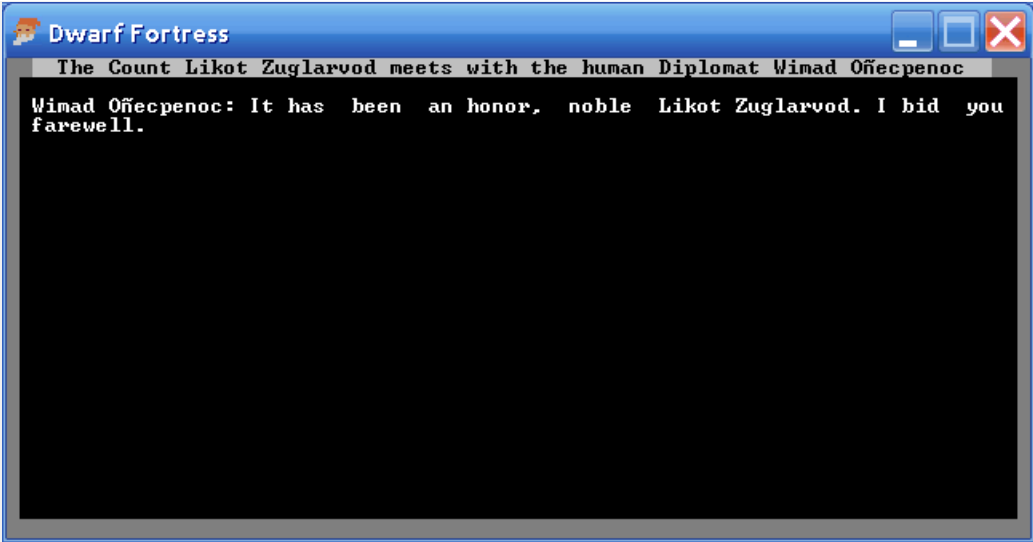
Why, thank you. Just don't look at the walls.

Dwarf Fortress

The Count Likot Zuglarvod meets with the human Diplomat Wimad Oñecpenoc

It's such a pleasant place you've carved out for yourselves...

Oh? He's already leaving? Phew. Whatever problems we have with the humans are for the next leader of Boatmurdered to deal with.



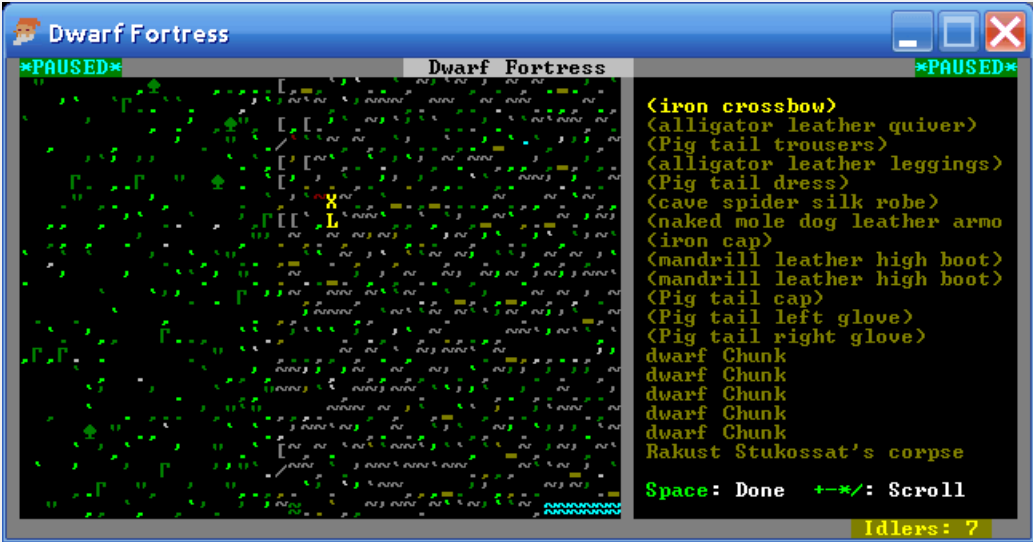
15th Sandstone, 1063, Mid-Autumn

Although nothing major has happened since the coming of the human diplomat, there were some minor events that I felt would be worthy to record, diary.

An injured peasant is moping around the fortress and refusing to eat. I think we can all agree that this is for the best.



Some fool of a trapper tried to club a leopard with his crossbow, with obvious results.



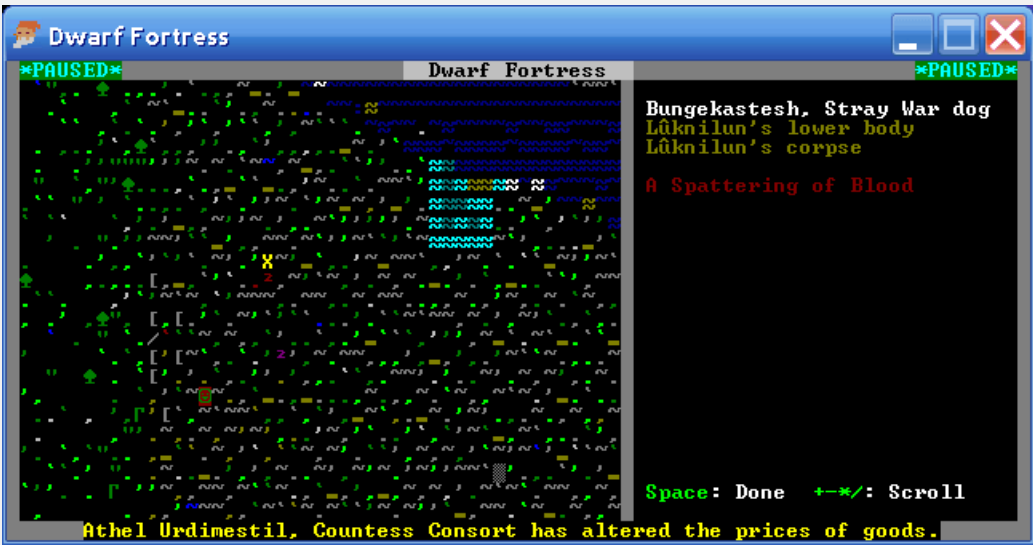
The dead trapper's war dog charged after the leopard, seeking revenge for the loss of its master. Its body was almost instantaneously broken by the large cat.



Although I had written the dog off as dead, it was making quite the comeback!



The war dog bit down on the leopard's stomach and shook violently, ripping the beast in twain!



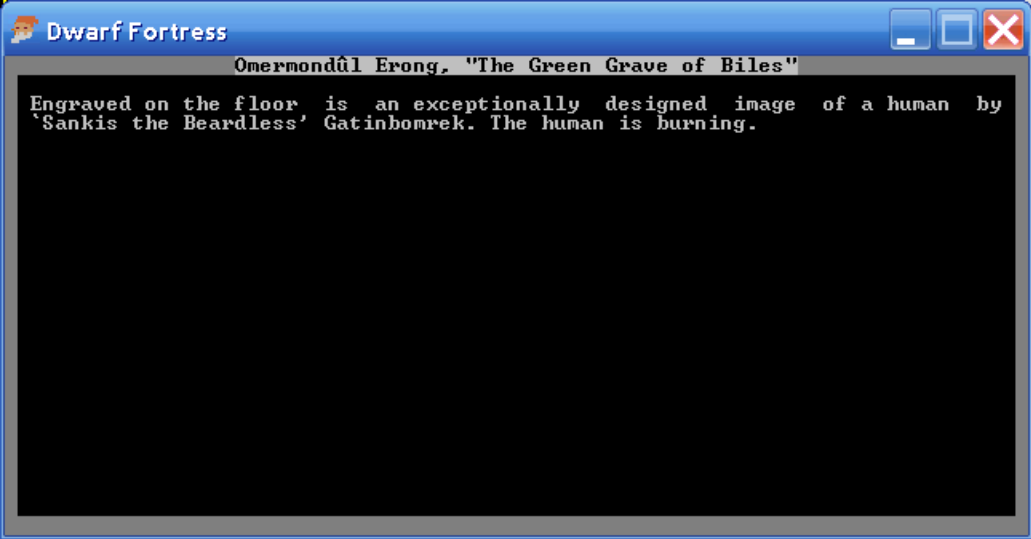
The dwarves of the fortress were inspired by the dog's heroic victory, and they have nicknamed it 'Lizardcudgel'! While I don't know what lizards or cudgels have to do with anything, I am nonetheless swelling with pride to have such a courageous

animal counted among the denizens of my fortress.



16th Sandstone, 1063, Mid-Autumn

Sankis!!!! Oh god, did you have to name it 'The Green Grave of Biles' too!? 🤔🔥



Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▸



◀ Part #58

▲ Return to LP Index ▲

Part #60 ▶

Part 59: by mariguana

20th Sandstone, 1063, Mid-Autumn

I have begun the construction of a monument, so that my people will have something to remember me by.



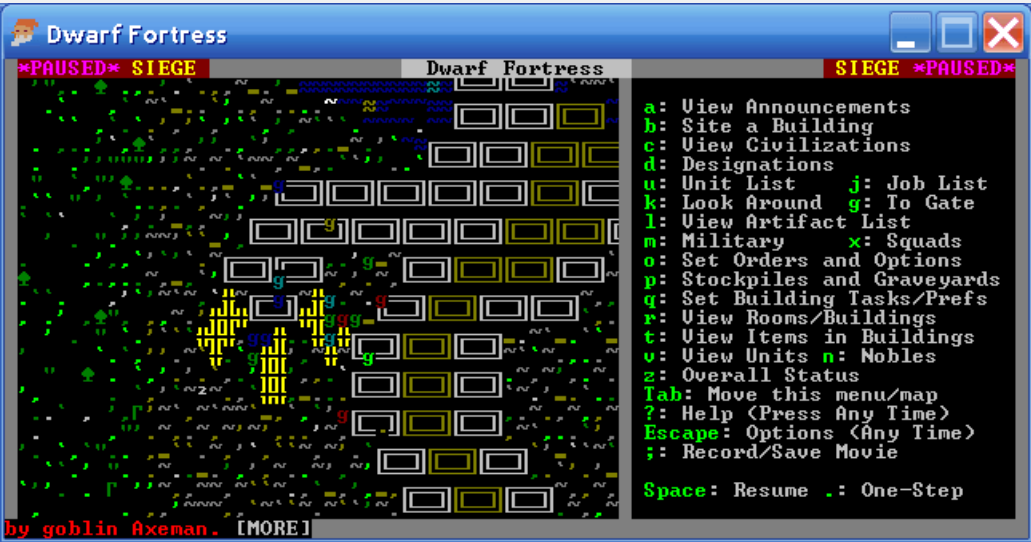
7th Moonstone, 1063, Early Winter

Work on the monument is progressing too slowly; although I have assigned nearly every dwarf in the fortress to this task, I fear the monument may not be completed in time.



19th Moonstone, 1063, Early Winter

DAMNNATION. Had to pull the dwarves inside and scorch the world. Work on the monument is enormously set back.



20th Moonstone, 1063, Early Winter

Uh oh.



Sankis, buddy? I'm sorry about the beard comment. Think you could calm down a little? 🙄



=====

Kire posted:

I bet if Sankis ever dies, he explodes in an enormous detonation that will take out a large part of the mountain with it. Water will pool in the crater in the years afterward, and it will be remembered as "The Watery Crater Tomb of Sankis."

Guerilla Medic posted:

At that state and armed with an axe he could possibly kill the whole fortress.

I want to see elephants VS sankis. Draft him 🙏

Oh, and will i have your support if i start killing off the more useless nobles? I mean do the "House whatever" nobles do anything else than demand silly things?

Sankis posted:

Exactly!

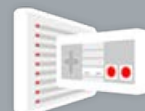
What better way to end the fortress then the god emperor going on a rampage?!

Then the next player, if they so desired, could reclaim it.

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▸



◀ Part #59

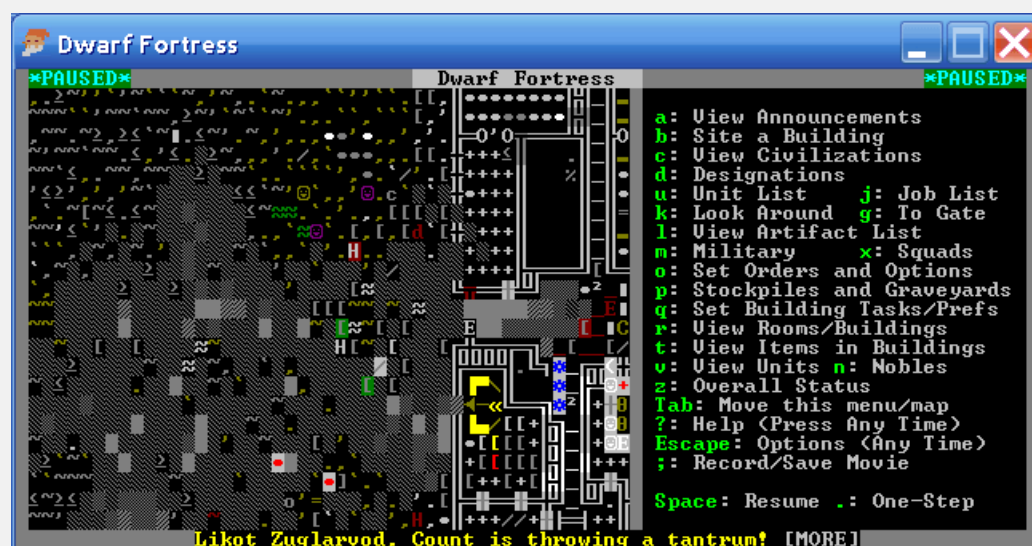
▲ Return to LP Index ▲

Part #61 ▶

Part 60: by mariguana

24th Moonstone, 1063, Early Winter

The flood of magma last winter set alight a catapult in the ramparts of our fortress; it has created a smoke cloud that has lasted for weeks, causing dwarves to choke on it and driving them utterly mad.



25th Moonstone, 1063, Early Winter

OH MY GOD. Sankis is on a bloody rampage! He mauled a baby and a cow, and now, at this very instant, he's beating the Elite Marksdwarf Kadol Lokumad into paste!

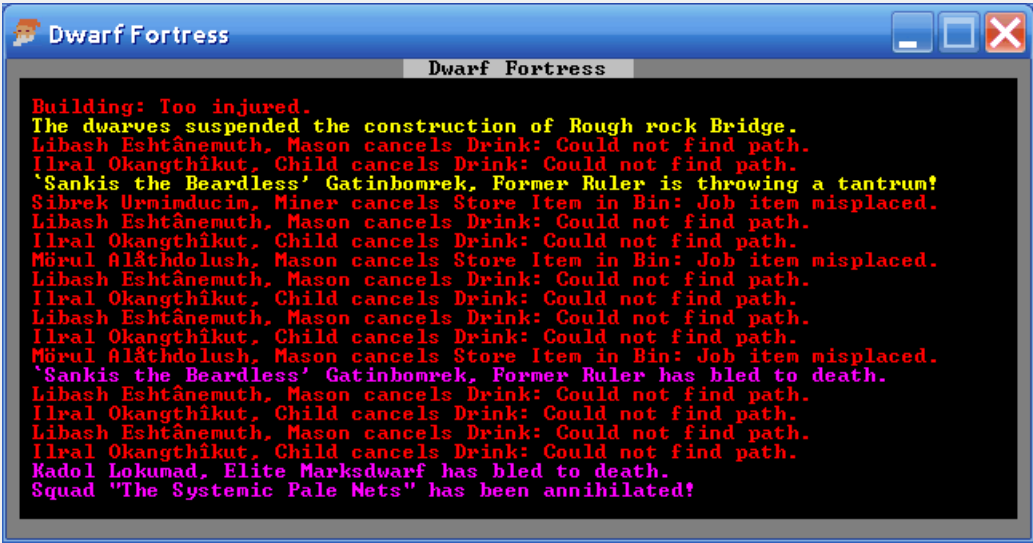
DID I MENTION HE IS ON FUCKING FIRE!??



Oh dear god, Sankis, just let him die! You don't need to break every part of his body! 🤔



Oh my god, Sankis beat the Elite Marksdw, until he finally died from BEING ON FIRE. In fact, he beat him so long that the Elite Marksdw ALSO caught on fire and died shortly after. 🤔



=====

Zoe posted:

HE'S ON FIRE?! 🤔

No wonder he's pissed!

The only question is, who will take over the task of carving a record of these wonderful events into the walls and floors for posterity?

EDIT: Awww, he's dead now. Fare thee well Sankis, the fortress will never be the same without you. 🇺🇸👉👈

Ladderface posted:

This is one of those moments that makes Boatmurdered what it is. Extermination of armies, gruesome engravings, and insane superpowered dwarf-wizards gone on a mad rampage while ON FIRE.

THIS IS BOATMURDERED! 🇺🇸👉👈

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▸



◀ Part #60

▲ Return to LP Index ▲

Part #62 ▶

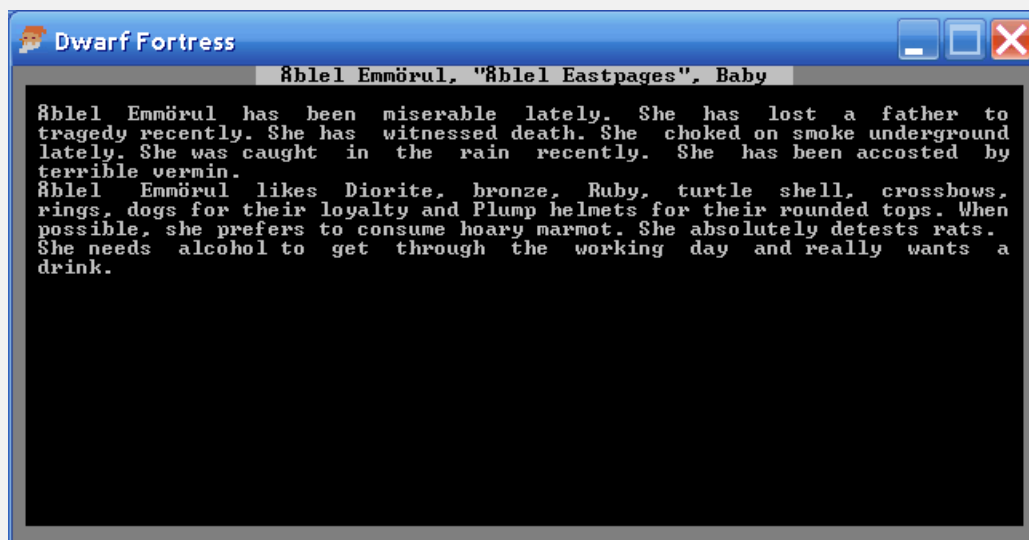
Part 61: by mariguana

1st Opal, 1063, Mid-Winter

The carnage did not stop with the death of Sankis; more and more dwarves are tantruming, and fighting is near-constant in the streets. There are only five nobles left alive now. Why? Because nobles are goddamn weak. If you've got to bet on ten tantruming nobles or a goddamn swordmaster, the choice is clear.

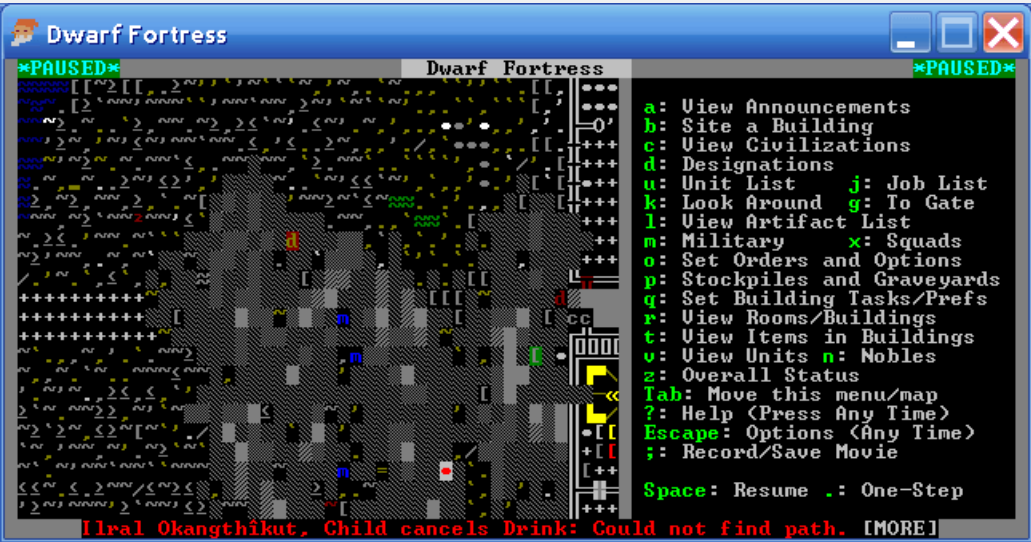


Oh god, I've never seen a child so miserable.



4th Opal, 1063, Mid-Winter

MANDRILLS! They are attacking! They snuck in through the smoke!



14th Opal, 1063, Mid-Winter

No matter what I do, they just won't stop DYING. There are now 39 living dwarves in Boatmurdered, of whom 10 are injured, two are jailed, and several are insane.

At least the smoke and miasma make it difficult to see the burning bodies and pools of blood mixed into vomit.

=====

Sankis posted:

So what exactly started the whole unrest? Was it Sankis or was he simply another byproduct of a larger cause? The last lava flow?

Mariguana posted:

It's the smoke. There is a permanent cloud of it, driving everybody mad. It makes everybody just an inch from snapping, so if the tiniest little thing goes wrong, someone is going to go berserk.

And when that berserk dwarf kills another dwarf's baby, the father goes berserk, and kills a cow. And that causes the cow lady to go mad and break the well. And so on and so on until everybody is mad!

Even now, dwarves on the sick beds of the barracks are beginning to rip each other apart!





Part #60



Return to LP Index



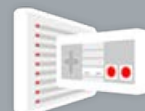
Part #62



Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▸



◀ Part #61

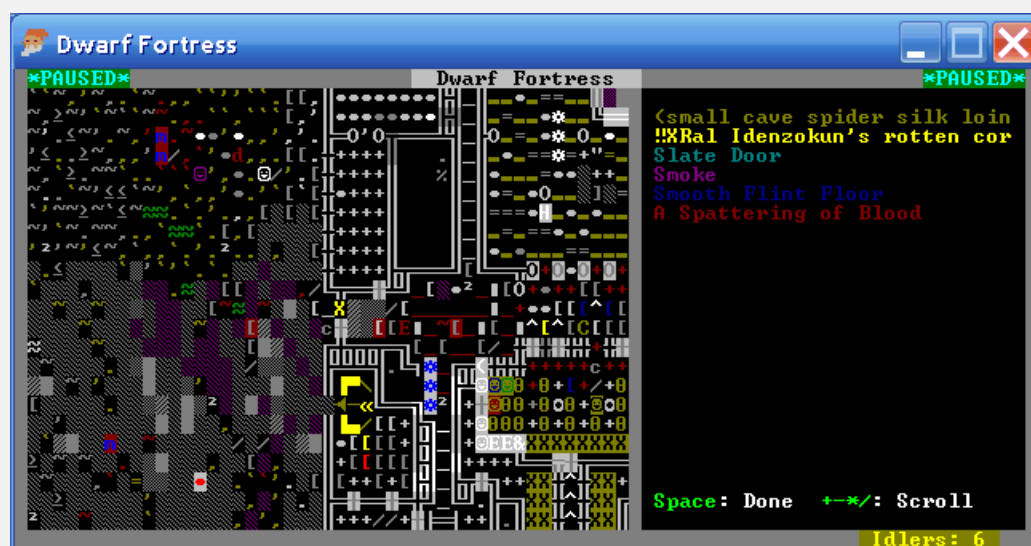
▲ Return to LP Index ▲

Part #63 ▶

Part 62: by mariguana

21st Opal, 1063, Mid-Winter

I tried to order the dwarves to close the gates, to keep more smoke and fire from getting in, but there is a BURNING CORPSE in the way, keeping the northern gate wide open. None of the dwarves seem like they want to move it, either.



28th Opal, 1063, Mid-Winter

Only 29 dwarves live, now. But I will not let my reign be known as a total failure. Every dwarf who can stand is working single-mindedly on my monument. I WILL FINISH IT.



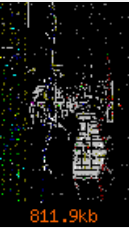
23rd Obsidian, 1063, Late Winter

At last, the smoke is rising, and the cycle of death in Boatmurdered is coming to an end. The population of the fortress seems to have stabilized at 27 dwarves, with the last death occurring a little over two weeks ago.

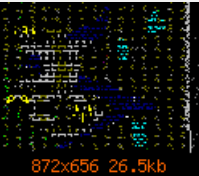
Happy Fucking New Year's, you poor bastards!

Almost everyone in Boatmurdered is dead. Those who aren't are either insane or hopelessly overworked. My condolences to whoever governs Boatmurdered next, because you have your work cut out for you.

Just how bad is fucking Boatmurdered doing? Take a look.



And my monument? Yeah, I finished it. I meant to make half a goddamn lizard and nobody will say otherwise, if they know what's good for them.



xarph posted:

At this point, we have somehow managed to create *THE* root of evil in the dwarven universe. Here is what it must look like from the mountainhomes:

- 1) Dwarves go to Boatmurdered and disappear.
- 2) Lava comes out of Boatmurdered and destroys the surrounding environment no less than three times a year.
- 3) A maniacal dwarven supervillian comes out of Boatmurdered and goes on a killing spree.

Shit, there are probably entire fucking sagas that are being sung about the evil fortress of damnation known as Boatmurdered.

Amused Frog posted:

The immigrants coming now are actually adventuring parties. They just get drafted as soon as they appear on the horizon.

"Wow, you people actually live here? We were expecting demons."
"What are you talking about, new Metalsmith? Go to the Forge."
"I'm an adventurer."
"We've got another crazy. Shove him outside and seal the doors."
"Hey, get off me! Jerks... well anyway OH GAAAWD I'M MEEEEELTING!"

[◀ Part #61](#)

[▲ Return to LP Index ▲](#)

[Part #63 ▶](#)

Dwarf Fortress - Boatmurdered

by Various



Part 63: by Sankis

MEANWHILE, IN AN ALTERNATE TIMELINE

Young Sankis Izegnomal, lost son of Emperor Sankis Gatinbomrek, searches for his father. After a long journey he is reunited with him, now dead, in the abandoned fortress he once ruled.



In an adjacent room, Izegnomal's mercenaries are fighting for their lives to defend the tomb's entrance.

The battle is lost, but Sankis emerges from his father's grave to fight on.

You hack at The antman in the first right hand with your iron battle axe!
It is mangled!
The troglodyte vomits.
The troll strikes at You but the shot is blocked!
You counterstrike!
You hack at The troll in the lower body with your iron battle axe!
It is broken!
The troll's entrails shoot out through the wound!
The troll's left kidney has been broken!
The troll is propelled away by the force of the blow!
The troll slams into an obstacle!
The antman is no longer stunned.
The antman regains consciousness.
The troll vomits.
The troglodyte is no longer stunned.
The antman strikes at You but the shot is blocked!
You counterstrike!
You hack at The antman in the second left lower arm with your iron battle axe!
It is mangled!
The naked mole dog strikes at You but the shot is blocked!
The antman strikes at You but the shot is blocked!
You counterstrike! [MORE]

Sankis Izegnomal	Tired	W: iron batt	Speed: 223
Koganusân	Thir	A: iron chai	On Ground

Sankis The Bearded is overcome by his foes.

The antman gives into pain. [DONE]



Sankis Izegnomal
Koganusân

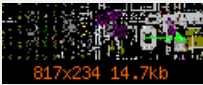
You are deceased. Press **Escape** to finish.

Content that he finally met his father after so many years, he gives into the pain and prepares to meet his father once more in the afterlife.

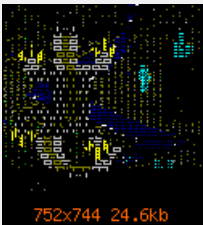
Hey Mariguana. Could you, possibly tell me where "The Green Graves of Biles" engraving was at? I want to see the full engraving in adventurerer mode.

mariguana posted:

Sure thing. 😊



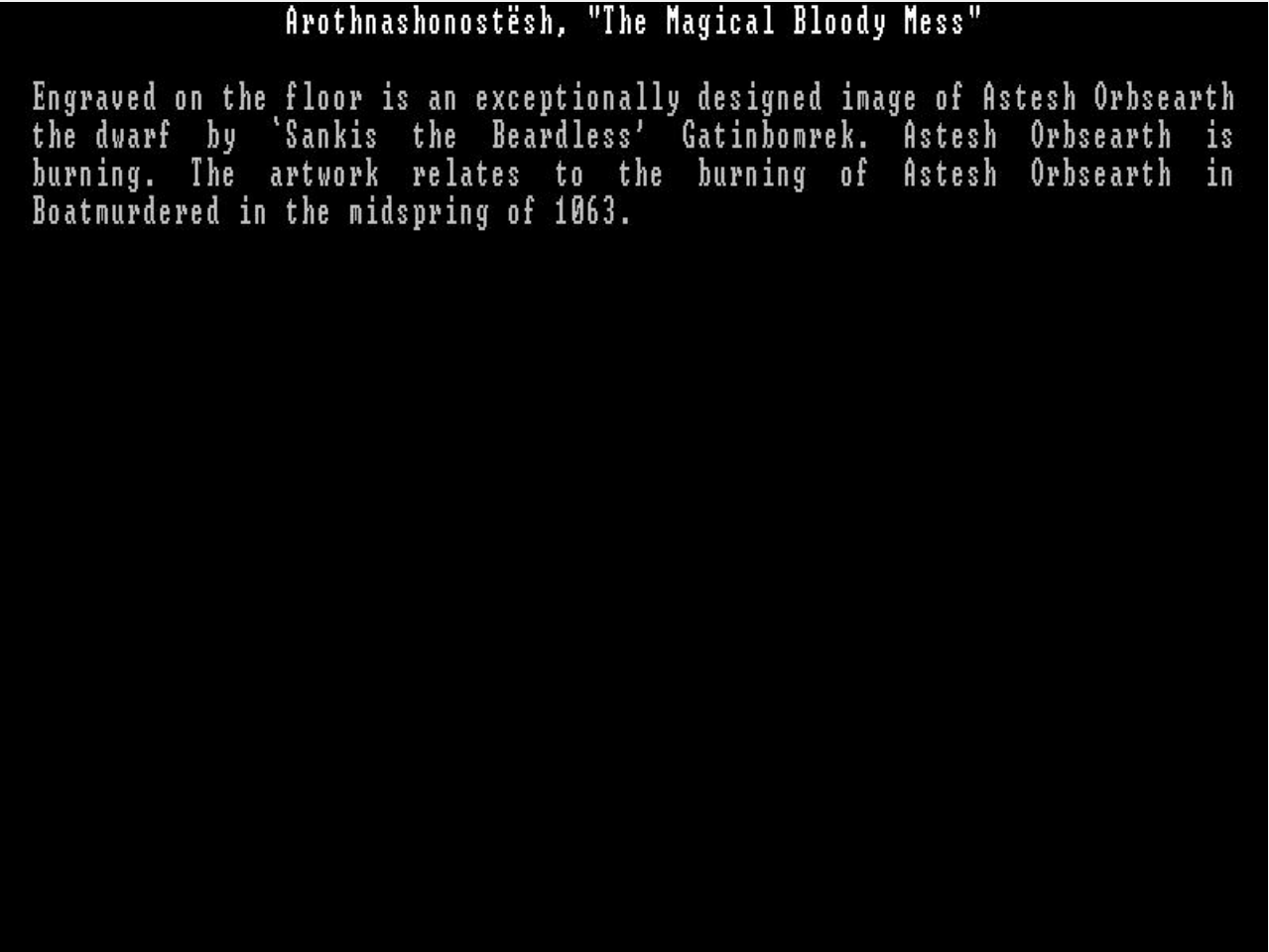
edit: if anyone wants to see what my monument was going to be, here it is as well



Sankis posted:

Holy crap. Forget Green Biles.

How did not you not see The Magical Bloody Mess?



(biles is the same, just another name)

Edit: Theres a suprising lack of corpses in the fort. I've seen one dwarf one so far. A noble named Datan Morulrakust.

[<](#) Part #62

[▲](#) [Return to LP Index](#) [▲](#)

Part #64 [>](#)

Dwarf Fortress - Boatmurdered

by Various



Part 64: by Guerilla Medic

Here goes. I chose the character for the sole reason of him loving roaches. Also he wears plate mail over chainmail and uses 2 swords.

1st Granite, 1064.

City Koganusân, "Boatmurdered"				1st Granite, 1064, Early Spring					
Animals		Kitchen		Prices		Justice			
Created Wealth:				Population:		25			
You need a Bookkeeper.				Miners	0	2	Bandwarves	0	None
				Carpenters	0	None	Axe Lords	0	None
				Masons	0	3	Swordsdwarves	0	2
				Trappers	0	1	Swordmasters	0	1
Trade Information:				Metalsmiths	0	3	Macedwarves	0	None
You need a broker.				Jewelers	0	1	Mace Lords	0	None
				Craftsdwarves	0	None	Hammerdwarves	0	None
				Nobles	0	2	Hammer Lords	0	None
				Peasants	0	1	Speardwarves	0	None
				Children	0	2	Spearmasters	0	None
				Fisherdwarves	0	2	Marksdwarves	0	None
Food Stores: 2127				Farmers	0	3	Elite Mrksdwrvs	0	None
Meat	115	Seeds	310	Mechanics	0	1	Wrestlers	0	1
Fish	11	Drink	None	Trained Animals	A	6	Elite Wrestlers	0	None
Plant	220	Other	1471	Other Animals	A	122	Recruits	0	None

I drank the last of my personal stash a week ago, and there is not a single drop of alcohol in the whole fortress. We are doomed, truly doomed.

This is the first time i've been sober in years, and i've yet to understand all the horror we have been through. Due to recent events, the fortress is in martial law, and i'm in charge.

We are doomed.

'Guerilla' Ostarolon, "'Guerilla' Burialgears", Swordmaster	
'Guerilla' Ostarolon has been ecstatic lately. He admired own fine Container lately. He admired a fine Door lately. He choked on smoke underground lately. He slept in a great bedroom recently. He was disgusted by a miasma lately. He ate a fine dish lately. He has complained of the lack of dining tables lately. He was able to rest and recuperate lately. He has been attacked lately. He took joy in slaughter lately. He dined in a legendary dining room recently.	
'Guerilla' Ostarolon likes Jet, crescents, war hammers, leggings, cages, cows for their haunting moos and large roaches for their ability to disgust. When possible, he prefers to consume leopard, cave fish, Swamp whiskey and Quarry bush Leaves. He absolutely detests flies.	
He needs alcohol to get through the working day and really wants a drink. He doesn't really care about anything anymore.	

Might as well enjoy this...



In my drunken stupor i have started wearing a second layer of armor, and increased my arsenal with an another sword. They have kept me alive all these years, so i will continue



The indefinitely burning enchanted puppy outside the gate turned out NOT to be hallucinations.Smells awful. Considering about flooding the valley to put it out.

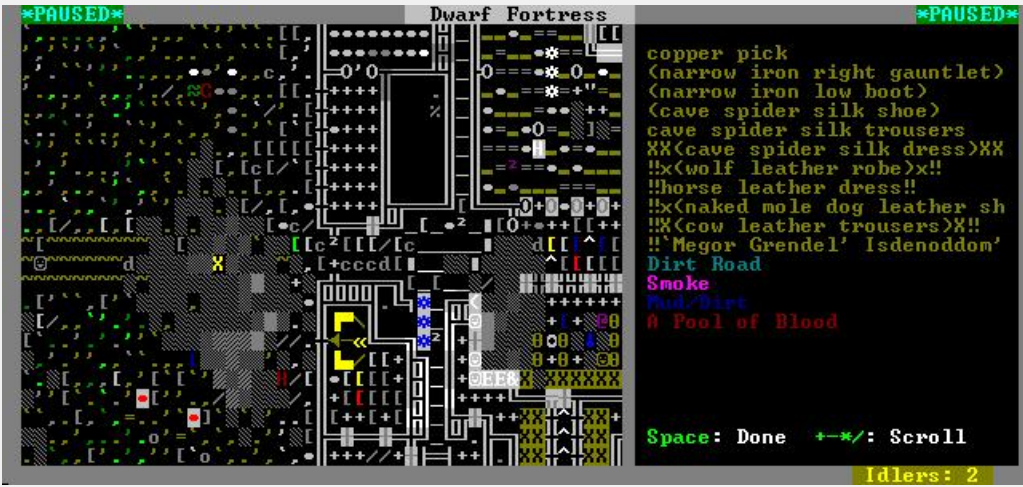


I ordered the farmers to flood the farm caves, but somehow a tree has grown to block the floodgates. Somewhat bizarre.

3rd Granite, 1064



I finally figured out where everyone keep sneaking when i look away. The last ruler ordered a 300-foot-long gecko to be built as an decoration. While it's rather pretty, i ordered the construction to be suspended, on the threat of bashing their heads in.

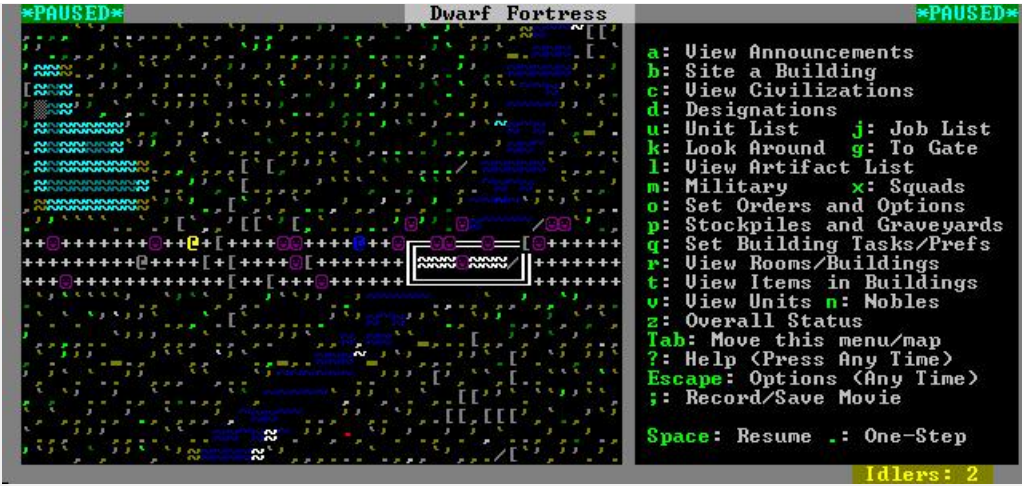


By the gods! "Megor Grendel" tried to extract the flaming puppy, but caught fire and died instead! By the gods, WHY?!



The elves have come. I have been told we promised not to cut down toom much trees last year... i think they'll be less than happy about the massive defoliation campaign that has been going on. They said nothing. They only traded their wagon of cloth for a few of the many slightly-burnt weapons laying around the gate. I think the piles of yellowing bones and the still-smoldering Grendel put them off a bit.

Uh. I can not play this any further. I do not know if i have the strength 🤔
The most useless immigrant wave ever. 20 nobles. Nothing else. This will slay me.



How can i keep them out long enough to PULL THE LEVER

WHAT CAN I DO 🤖

Edit: No, seriously. every stockpile is on fire, the nobles are tantruming because they want me to make talc dildoes or somesuch. I have 16 non-noble dwarves.

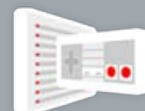
I'll go for the adamantium 🛠️

ahahah oh god the miners guild representative wanted to pick up some clothes and now he runs around on fire

Dwarf Fortress - Boatmurdered

by Various

Let's Play
Archive
INDEX ▸



◀ Part #64

▲ Return to LP Index ▲

Part #66 ▶

Part 65: by Guerilla Medic

8th felsislte 1046

All burn. Children burn fastest. less fat. Locked lot crazy nobles in statue garden.



Won't move until they all stop moving. And burning. Some escaped. Still burning.



all burn.

EDIT:

ahahahah i just located Sankis' Ultimate Work.



poor thing... Everything comes a full circle now 🙄

=====

Ok, need more votes on this. Try to survive the Burn or mining adamantium?
I could make some bitching weapons before everything burns down...
These nobles are out of control 🤪
In my knowledge the Too Deep timer starts if you mine somewhere between 10-99 adamantium, and i haven't dug out any yet

Doctor Zero posted:

My vote is to just keep playing until all dwarves are dead. NEVER GIVE UP. NEVER SURRENDER. 🏆
Then reclaim.

StarkRavingMad posted:



You're fucking right I'm glad I got away from those crazy cocksuckers when I had the chance. Armok rest their poor souls. Pussy's half price for the next 15 minutes.

Seriously, there could not have been a more appropriate end to the saga of Boatmurdered than a gigantic flaming apocalypse for no apparent reason.

Dwarf Fortress - Boatmurdered

by Various



Part 66: by Guerilla Medic

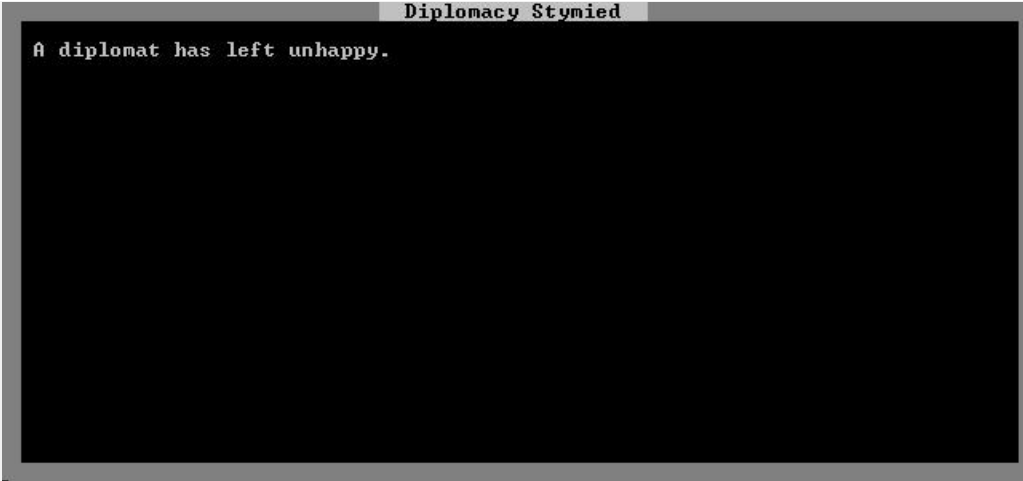
The very stones themselves are burning. Nothing can stand in the heat.
The fires have claimed all of the second hall. There are only five of us left, and Unib Berog walks back and forth, carrying objects uselessly, not understanding anything.



The tales are true... adamantium is cursed. We did naught but uncover the vein, and doom befell us.
Carol Likotag told me "He had to fill the pool", and wandered into the fires. Poor creature.
Berog declared that he wants new -Bonobo leather trousers-



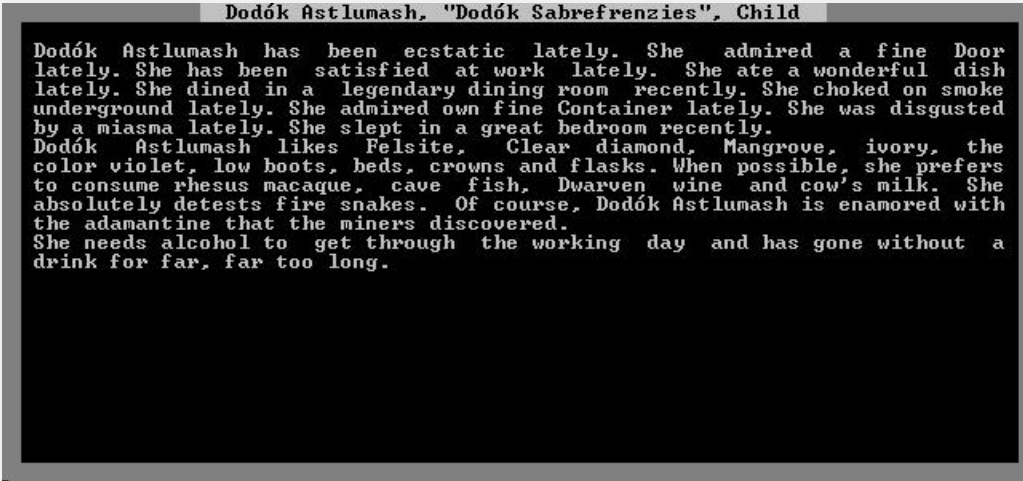
Repeat, no adamantium has been mined. Yet. Human merchants have arrived 🤖
BURN THEM
Edit:
AHAHAHAHAHA



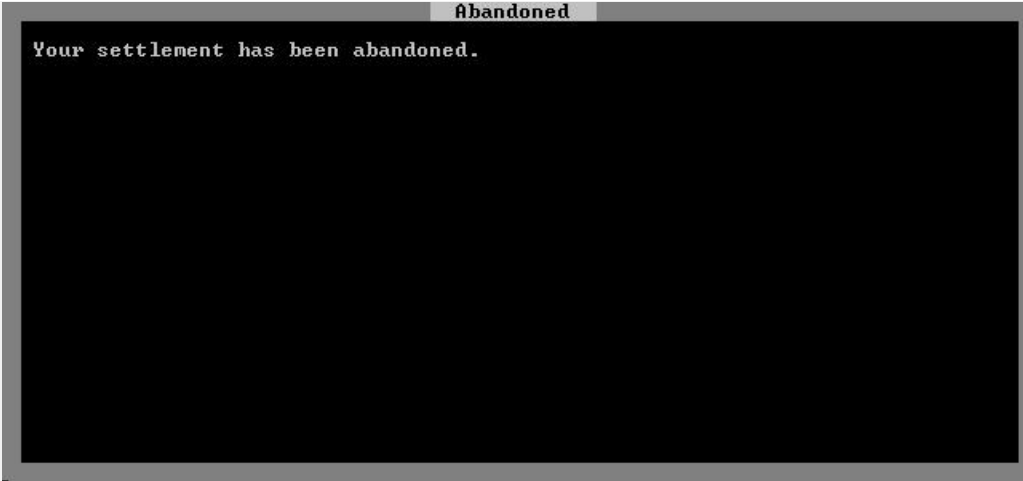
3rd Malachite, 1064.
Rakust Ulterolin went mad and slaughtered 2 dwarves, then wandered to the flames.



I am now the last one. I saw a child, feral and and crazy, lurking in the bonehoard. She looked happy enough, so i left her alone.



I will leave, cut my beard and seek my death somewhere else. There is nothing for me here. The child will now be the ruler of Boatmurdered.



=====

Sorry, goons 😞

I just couldn't handle it, with the whole fortress filled with !!XxRotten Cat CorpsexX!! and miasma. I couldn't even pull the doomsday lever when the last merchants arrived. The only guy who kept sane and not-walking-to flames was the badass fortress guard walking around in chainmail AND platemail, and a sword in each hand.

=====

Evilslug posted:

"The fortress of Boatmurdered burns, without and within. All is smoke and fire. Everybody is dead, save two. I ask you to picture a lone, abandoned 😞 child and the well-known madman Guerilla Burialgears outside the heavily decorated mountainside entrance.

The child plays in a bone pile, simpleminded and happy. She seems oblivious to the death and decay that surround her on all sides. Once a celebrated hero, Guerilla Burialgears has found himself helpless as this idiot child when he was needed the most. The would-be ruler silently mourns for the poor child's future while he knowingly and selfishly prepares to leave her behind. As he pulls on his pack and begins searching for the road, the girl suddenly yells "SHINY!" and thrusts a pebble toward him. Guerilla reaches out to take the smooth stone and rubs it thoughtfully between his fingers while returning an empty smile. The girl quickly goes back to her bones and he takes the opportunity to leave.

This is all he knows to do. Killing her would be a service, but his swords seem too heavy for the task. Or is it his heart? He once more rubs the stone and decides this is how it must be. He simply cannot kill her. One of the greatest dwarven warriors to ever live, unable to kill a child. He would find it pathetic and laughable, were he still sane.

Alas, his very soul is broken, along with his mind. The famed dwarven warrior now finds himself too emotionally weary to do more than mindlessly pilot his body toward safer fields or a pitiful and uncelebrated death. After a bit of searching, Burialgears finds the outline of the main road and begins to follow it toward civilization. The only coherent thought he can seem to muster will ultimately become his mantra and his sole reason for continued life in the early months of his upcoming journey: "Any place is better. I must press on."

I ask that you picture this dwarven champion pausing briefly atop the last ash-encrusted ridge in the distance. In the waning light of a setting sun, he looks back upon the gaping, smoking maw of hell's door one last time. At this moment, he finally sees Boatmurdered for what it truly is; a wicked and foreboding blight upon the surrounding lands. The windswept and charred landscape robs him of any tears he might have produced. All are dead at Boatmurdered. The best dwarves he has ever known...gone. In his mind, the blood of the dozens he could not save will eternally stain his hands. In his head, he will forever hear the screams of the dead as they burned or murdered one another in the last days of the once-proud fortress.

Guerilla Burialgears absently tucks the child's rock into his pack and turns to leave for good; his head hung low. His words trail behind him as he disappears over the ridge. It is a haunting whisper, quickly stolen away by the wind: "All burn...".

And then he is gone.

High atop the cliff, a lone 😞 child waves goodbye and chases her gesture with the kind of carefree laughter only youth can enjoy. She then returns to her game with a pair of pretty stones, almost immediately forgetting about the nice dwarf in the shiny suit. This unfortunate young girl will come to be known in legend as "Dodok Sabrefrenzies, last survivor of Boatmurdered". In all cultures, both name and place will come to elicit hushed tones and ultimately

grow to be synonymous with doom of the very soul, itself."

Locus posted

In honor of the Fall of Boatmurdered:



Shanty posted:

Well I was working on a little engraving of my own to go with EvilSlug's short story but holy shit dude.



Editor's final note: Thus ends the official written history of the fortress known as Boatmurdered. May their tortured souls rest in peace.



Part #65

▲ Return to LP Index ▲