

TREASURED PART 4

PREVIEW

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THOU HAST
TURNED MINE
CAPTORS INTO MERE
INFANTS!

AYE, CHILD. THEY
HATH FOUND THE
TREASURES THEY
SOUGHT.



THEY THOUGHT THAT THEY
WOULD FIND REAL
TREASURE... LIKE GOLD AND
JEWELS.

'TIS A COMMON
MISCONCEPTION. THEY DID
CERTAINLY THINK THAT WAS THE
TREASURE THAT THEY
SOUGHT...

...BUT THEY HATH
FOUND TREASURE FAR
GREATER.

INDEED, WHAT
TREASURE COMPARES
WITH RECAPTURING YOUTH
AND INNOCENCE?

THE TREASURE THEY
HATH FOUND BE THEIR
INFANCY.

THEY BE
WARRIORS NO
LONGER...

MAMA!
HUNGEE!!



NOR
ASSASSINS...

BABY WANT
BA-BA!



...NOR WIELDERS OF MYSTIC POWER THEY HAVE SCANT UNDERSTANDING OF.

HUNGEE!!

SUCK SUCK



THOU HAST LET THEM OFF FAR
EASIER THAN I WOULD OF, HAD I
THY POWER.

THEY SLAYED MANY IN
MINE VILLAGE, AND WOULD
THAT I COULD HAVE REPAID
THEM IN KIND.

T'WOULD HAVE
ADORNED THE WALLS OF
MINE HOME WITH THEIR
SKULLS.

THEN, 'TIS GOOD
THAT YOU HAD MINE
POWER NOT.

IN THE MILLENIA I HATH BEEN
GUARDIAN OF THIS TEMPLE,
NE'ER HAD I CAUSE TO SLAY
UNWELCOME GUESTS.

T'WOULD RESTORE
THEM FIRST, SO THAT THEIR
SKULLS WOULD BE
LARGER.

NO NEED FOR THAT
DEAR, THEY ARE QUITE TOO
SMALL AND WEAK TO BE
THREATS NOW.



**NO. NO!
NAH FAIW! I STILL
BETTAH! I
STWONGAH!**



**YOU CHALLENGE MY
DECISION?**

YES!

VERY WELL...



...THOU
MAYEST PLEAD THY
CASE.

...



A woman with long dark hair, wearing a white bikini, stands in the center of a stone-walled room. She has her hands on her hips and a slightly surprised or defensive expression. To her left, a woman with short red hair, also in a white dress, stands looking at her. In the foreground, a woman with long blonde hair, wearing a white dress, sits on the wooden floor, facing away from the camera. A small child with red hair sits on the floor between the blonde woman and the woman in the bikini. The room features stone walls, wooden doors, and a large wooden chest in the foreground. A speech bubble points to the woman in the bikini.

**AHEM*... WES! I MEAN, YES!
EVEN IN THOSE OTHER WORLDS,
I SURVIVED! I LIVED.*

*AS DID MY
COMPANIONS. EVEN AT
GREAT DISADVANTAGE...*

*I CAN SEE THY
BOSOM. 'TIS QUITE
LARGE.*



ER...

T'WOULD THINK SO
LARGE A BOSOM BE
DISTRACTING, AYE?

ALLOW HER TO
SPEAK, VALDA.



THANK YOU. AS I WAS SAYING,
MY COMPANIONS AND I SURVIVED,
AND DESPITE OUR DISADVANTAGES,
WE PERSEVERED.

WE ARE BETTER, AND
MORE DESERVING, THAN
MOST IF NOT ALL
OTHERS.



**BUT THY COMPANIONS HAVE
FOUND THEIR TREASURES, AND
APPEAR TO BE QUITE CONTENT
WITH THEM.**

**THEY CANNOT
ADEQUATELY ASSESS WHAT
HAS HAPPENED TO THEM IN
THEIR CURRENT STATES.**

THAT MATTERS NOT. THEY
CAME TO THIS PLACE SEEKING
THEIR TREASURES, AND THEY
HAVE FOUND THEM.

THEY WOULD NOT AGREE
WERE THEY ADULTS. THEY
WOULD SEE THAT THEY HAVE BEEN
DELUDED.

YOU CANNOT
EXPECT THEM TO
UNDERSTAND THAT AS
INFANTS.




THOU ART FAR FROM THE TRUTH. 'TIS AS INFANTS, THAT THEY DO UNDERSTAND.

THEIR TREASURES BE THAT OF BEING CARED FOR AND LOVED, FOR THE FIRST TIME IN THEIR LIVES.

THEY NEED NOT BECOME ASSASSINS...





*...THEY NEED NOT
BECOME WARRIORS IN
RESPONSE TO
NONACCEPTANCE BY THEIR
PEERS.*

*THOU HAST A
PRIVILEGED UPBRINGING
THAT THEY DID NOT
ENJOY.*

*THY
PRIORITIES ARE NOT
THEIRS.*


*HUNGEE
MA MA!*



AYE,
ADMITTIEDLY, 'TIS
MINE
PRESUMPTION.



THAT IS YOUR
PRESUMPTION. WERE THEY
ADULTS ONCE MORE, I AM
CONFIDENT THAT THEY WOULD
REFUSE YOUR SO-CALLED
TREASURES AS DO I!



*T'WOULD PUT MINE
PRESUMPTION TO THE
TEST, IF THOU ART
WILLING.*

**SUCK
SUCK**

*I'M
WILLING, AS
ARE THEY.*



THOU CAN SPEAK ONLY
FOR THINE WILLINGNESS, AS
THY COMPANIONS BE BUT
INFANTS.

GA GA!!

WHOSE FAULT IS THAT?! I
DEMAND THE RIGHT TO SPEAK
ON THEIR BEHALF, WHILST THEY
ARE INDISPOSED.

VERY WELL, T'WILL ACCEDE
TO THY DEMANDS. T'WILL GRANT
THEE THE CHANCE TO PROVE
THYSELVES.

STATE YOUR
TERMS.



*T'WILL RESTORE THEE
AND THINE COMPANIONS TO
THE BEST VERSIONS OF
EACH.*

*THOU MUST EACH DEFEAT A
COMMON PEASANT IN
COMBAT.*

AND...?

AGREED!



UNDERSTAND THAT IF THOU DOES'T TAKE THIS WAGER OF THINE OWN FREE CHOICE...

...THOU WILT LOSE THY BLISSFUL TREASURES THAT THE TEMPLE STILL BINDS ME TO GRANT THEE.

A HAPPY ETERNITY T'WILL NOT BE THINE.

I AGREE TO YOUR TERMS.

GUARDIAN! I BE A COMMON PEASANT! ALLOW ME TO BATTLE YON MARAUDERS!

THEY HATH SLAIN MANY IN MINE VILLAGE AND HAVE MUCH TO ANSWER FOR!



INDEED? 'TIS QUITE BRAVE OF THEE, VALDA. BUT THEY BE THREE, AND THOU...

AHAHAHAHA...


ALLOW ME TO BATTLE EACH ONE IN SINGLE COMBAT, ELSE 'TIS NOT A FAIR FIGHT.

*YOU HAVE SEALED YOUR DOOM,
GIRL! DID THE GUARDIAN NOT SAY
THAT WE WILL BE AT OUR MOST
POWERFUL?*

*YOU ARE NOTHING
BUT A HELPLESS CHILD!
YOU ARE NO THREAT TO
US!*

*YOU CANNOT HOPE
TO DEFEAT US!*

*THAT MATTERS NOT!
I'LL FIGHT THEE TO THE
DEATH, FOR THY CRIMES!*

A character with long, flowing blonde hair and a white, spaghetti-strap dress stands in a stone-walled room. The room is dimly lit, with a small candle in a lantern on a shelf to the left. A large, curved metal object, possibly a horn or a piece of armor, is hanging from a chain on the right. The character has a serious expression and is looking slightly to the left. Four speech bubbles are overlaid on the image, containing dialogue.

I SALUTE THY
VALOR, BUT T'WILL NOT
ABIDE THE LOSS OF
LIFE.

T'WOULD TAKE
THEIR SKULLS...

NAY, T'WILL NOT. IF THOU DOES'T
DEFEAT THEM, 'TIS I THAT T'WILL
DECIDE THEIR FATES.

VERY WELL. I AGREE TO
SPARE THEM THEIR
MISERABLE LIVES.

THEN WE ARE ALL
IN AGREEMENT.



YON MARAUDERS
T'WILL BE RESTORED, AS I
HATH PROMISED.

*SUCK
SUCK*





AAAAAH!!

POP

*SUCK
SUCK*

THOU ART
A WARRIOR ONCE
MORE...



...AND ELITE
ASSASSIN.


GA GA!

A woman with long dark hair, wearing a white cloth around her waist, stands in a stone-walled room. She has a surprised expression. The room features stone walls, wooden beams, a birdcage, and a candle. Three speech bubbles are positioned to her right, containing text.

*ARISE, BRIZCICE
ZAU-LIND! YOU ARE
RESTORED FROM
INFANCY!*

*YOU ARE ONCE
AGAIN THE ELITE
ASSASSIN I HAVE
HIRED!*

*WE MAY
NOW RESUME THE
PLUNDERING OF THIS
TEMPLE OF THE
TREASURES WE SEEK!*



THY
LEADERSHIP DOTH
LEAVE MUCH TO BE
DESIRED, HUMAN.

I ADMIT, THERE
HAVE BEEN SOME
UNFORESEEN
DIFFICULTIES...



*THY FOOL'S
ERRAND HATH BEEN
DOOMED FROM THE
START.*

*VERY NEARLY HATH WE
BEEN TRAPPED AS
HELPLESS CHILDREN.*

*I PROPOSE WE TAKE
WHAT RICHES WE CAN
CARRY, AND BE GONE
FROM THIS PLACE.*



THOU ART CRAVEN. I
HAD THOUGHT YOU AN ELITE
ASSASSIN, NOT A COWARD!

YON GUARDIAN
CANNOT BE KILLED, AS
HATH BEEN
DEMONSTRATED.

I HAD SLAIN YON CHILD,
ONLY TO HAVE HER
RESURRECTED BY THE
GUARDIAN.

WE
FURTHERMORE
CANNOT LEAVE THIS
PLACE WITHOUT HER
BLOOD, THAT OF AN
INNOCENT.

THINE GRAND
PLANS BE FOR
NAUGHT.



**SUCK
SUCK**

*WHAT SAY YOU, OAF?
LET US LEAVE THIS FOUL
PLACE WITH WHATEVER WE
CAN CARRY!*

*T'WILL NOT STOP THEE.
TAKE WHAT THOU DOES'T WISH
AND BE GONE, IF THAT BE THY
CHOICE.*

*'TIS OUR WAY OUT OF
THIS WITH WHATEVER DIGNITY
DOTH REMAIN US.*

**SUCK
SUCK**






WE DID NOT COME THIS
FAR TO SCURRY AWAY WITH
BUT A FEW BAUBLES!

'TIS TREASURES
BEYOND
COMPREHENSION WE
DOTH SEEK!

ATTEND HER
NOT!

*SUCK
SUCK*

A character with bright red spiky hair and a purple tunic stands in a stone room. The character has a colorful tattoo on their right arm and a small nose ring. They are looking towards the left. The room has stone walls, a wooden door with a decorative panel, and a small table with a red object on it. A speech bubble is positioned above the character's head.

THE RUNT HAS A POINT.
THIS JOB HAS BEEN A
SHIT SHOW FROM THE
START.

LET'S TAKE WHAT
WE CAN CARRY AND
SCRAM.

LOOKS LIKE THE ONLY SO
CALLED TREASURES IN THIS
DUMP END UP WITH US IN
SWADDLING CLOTHES.

WELL
SAID.

GRRR...

AND YOU CALL
YOURSELF A WARRIOR?!
YON GUARDIAN HATH
RESTORED US!

ALL WE NEED DO TO
GAIN OUR TREASURES IS
DEFEAT A COMMON
PEASANT!

PEASANTS CAN BE
TOUGH! AND WHAT HAPPENS
IF WE CAN'T DEFEAT HER
PEASANT CHAMPION?

T'WOULD BE
DOOMED, I
SUSPECT.

*YOUR COWARDICE
DISGUSTS ME! HAST THOU
LOOKED UPON OUR
OPPONENT?*

*YOU KNOW HER
QUITE WELL!*



THIS... THIS CHILD BE THE PEASANT CHAMPION OF THE THE GUARDIAN!

THIS BE WHAT HATH YOU QUAKING IN FEAR!

HUH?
NO WAY!

'TIS BUT A TRICK,
MARK MY WORDS.



A young girl with short brown hair, wearing a white sleeveless dress with a lace waistband, stands in the center of a wooden room. To her left, a character with long white hair and a purple hat is partially visible. To her right, a character with long dark hair and a white dress is also partially visible. The room has wooden walls with decorative patterns and a wooden floor.

I FEAR THEE NOT! I HATH
DEFEATED ALL OF YE AT
EVERY TURN.

INDEED, IT DIDN'T TAKE
THREE OF THEE TO CAPTURE
ME, AND THAT WHILS'T I BE
UNAWARE.

THOU ART BUT
INFANTS IN SWADDLING
CLOTHES, NO MATTER
HOW LARGE THOU
ART!

I DO TH FEAR
INFANTS NOT!

WE WERE BUT CHILDREN. SHE CANNOT HOPE TO DEFEAT US AT OUR FULL STRENGTH.

SHE SPEAKS TRUE. SHE HATH DEFEATED US IN THIS PLACE.

HUH? AM I MISSING SOMETHING HERE? SHE'S JUST A KID!

HUMPH... TRY NOT TO SOIL THYSELF WHILS'T IN BATTLE, WITCH!



HAW HAW... SHE'S GOT
SPUNK, I'LL SAY THAT
MUCH FOR THE TWERP.

IF ALL WE HAVE TO DO
IS BEAT UP ON A LITTLE
KID, COUNT ME IN!

*GOOD! I WELCOME THE
CHALLENGE! THOU WILT PAY
FOR THY CRIMES TO MINE
VILLAGE!*

*THOU WILT PAY FOR
TAKING ME CAPTIVE!*

*I FEAR THEE
NOT,
CREATURE!*

*HAW HAW...
NOW THAT'S THE
SPIRIT!*

*YOU ARE SO
DEAD!*

THOU DIDST
SAY WE BE AT FULL
STRENGTH.

AFTER THOU
HAST RETURNED OUR
RAIMENTS AND
WEAPONS.

WE'LL
FACE YOUR
SO-CALLED
CHAMPION.






INDEED I DID.
SO BE IT.



HAW... FINE
BY ME!


THOU MUST FACE
VALDA ONE AT A TIME,
AS AGREED.



WHERE WOULDST THOU
FACE THY CHALLENGERS,
VALDA?

IN MINE VILLAGE. T'WOULD
BE FITTING TO SLAY THEM
BEFORE THE TOWNSPEOPLE
WHOM THEY HAVE TERRORIZED.

T'WILL NOT SLAY THEM,
VALDA. THOU MUST NEEDS
MAINTAIN THINE INNOCENCE, ELSE
THOU CANS'T LEAVE THIS
PLACE.



**YEAH, SQUIRT. YOU NEED
THE BLOOD OF AN INNOCENT
TO OPEN THE DOORS IN THIS
DUMP, REMEMBER?**

A character with vibrant red spiky hair and a red, stained top is holding a large, jagged bone weapon. The character has a determined, slightly menacing expression. The background is a dark, rocky interior with a wooden beam. To the right, a large, shaggy orange creature is partially visible. Three speech bubbles are overlaid on the image, containing dialogue. The character's top has black straps on the sleeves and a necklace with a red tassel and a small skull-like pendant. The bone weapon has several sharp, dark protrusions along its length.

THE ORDER OF
ATTACK HATH NOT BEEN
DECIDED, OAF.

'COURSE, WHEN I'M DONE
WITH YOU, THERE'S GONNA BE
LOTS OF BLOOD... ALL OF IT
YOURS!

SO YOU GOTTA KEEP IT
NICE AND CLEAN FOR
WHEN I KILL YA!

THAT'S RIGHT, I
GET THE FIRST SHOT
AT YA!



YES IT HAS... *BY ME!* YOU
TWO RELAX WHILE I TAKE
CARE OF THE RUNT.

T'WILL PREPARE
THEE FOR BATTLE,
VALDA...

... AND GRANT THEE *THY*
FORM FROM ONE OF
MANY OF *THY* POSSIBLE
FUTURES.

AS THOU WILT, BUT
I NEED NO
PREPARATION...





*...WERE THEY NOT THREE,
THEY WOULD NEVER HAVE
TAKEN ME UNAWARES.*

T'WILL MAKE THEE PAY
FOR EVERY INJURY,
EVERY LOOTING, AND
EVERY MURDER CAUSED
BY THINE HANDS!




WOULD THAT I BE PERMITTED TO SLAY THEE, AS THOU DOES'T RICHLIY DESERVE!

AYE...

HAW HAW... GIVE IT YOUR BEST SHOT, KID. I WON'T TELL!





WHEN THINE HEAD AND
THOSE OF THINE
ACCOMPLICES BE MOUNTED
ON PIKES AT THE VILLAGE
GATES...

...AND AFTER CROWS
HATH PICKED THINE SKULLS
CLEAN, SUCH THAT THEY MAY
ADORN THE WALLS OF THE
VILLAGE HALL...

...T'WILL BE KNOWN BY
ALL. BUT I HATH GIVEN MINE
WORD TO SPARE THEE, WOULD
THAT I HAD NOT.

PURCHASE