

Chapter VII: The Zunottian Empire

Notch: Zunotta.

Null: Bless you.

Notch: That's the border wall of the Zunottian territory.

Alex: You mean those lunatics who execute just about everyone they see.

Notch: Well I mean that's... correct.

Steve: These guys are even less technologically progressed than Earth, and that's saying a lot!

Herobrine: They kidnap outsiders that come too close, then there are 3 options. Execution among all the villagers, imprisonment and 20 years of labor, or sacrifice a Rune to them in trade for your freedom, but if they find a certain Rune insignificant, then execution. So really it's more like 2 and a half options.

Notch: Don't worry, it's all okay. The guards patrol the outer sides and the inner sides, so we will have to climb up and walk along the top.

Null: Can't we just walk 2,000 blocks that way then continue North?

Notch: One of the world's widest rivers runs westbound through Zunotta, and there isn't a bridge for 40 kilometers either way.

Alex: I guess we're climbing the wall.

Steve: How are we gonna get up there?

Notch: That's the best part, you guys get to decide.

Null: Perfect, let's get ladders.

Notch: No that's a terrible idea.

Herobrine: No it's not. Okay so here's the idea.

Pole vaulting.

Herobrine: Ahhhhhh!

Twang!! Knock!

Herobrine: See, it worked perfectly!

Creak. Falling... bang!

Herobrine: Then again I'm not good at anything.

Notch: The bouncy ladder might work, but we need some sort of hinging system that will lock when the ladder becomes vertical.

Null: I'm on it.

Notch: Then we'll need a heavy block to drop onto the ladder so that the guards can't get up here with us. I have one.

Alex: Is that all?

Notch: We'll need a rope for this overly evident thinker.

*Hinges. Ladder. Rope... Bounce. Click. *Getting off* Smash!*

Herobrine: That's exactly what I was going for.

The walk along the wall was very smooth, having been 60 blocks high; no guards could see them.

The Zunottian Empire was quite large, and the wall extended for 20 kilometers in the Northward direction, so the risk of danger or capture was quite low, or so they thought...

Dreadlord: They have 5 Runes and they already know where the rest are??

Black Entity: They suppose that the Rune of Darkness is being kept by Shade.

Dreadlord: Shade? The Shadow Realm leader? Fudge! He's not gonna put up a fight, he's still loyal to Null! Maybe Shade will come along and we can dissect the Rune ourselves.

White Entity: Why can't we use the Righteousness Rune to-

Dreadlord: We can't use the Righteousness Rune to alter the power or position of a different Rune. However, perhaps if we used that Richard machine they talked about.

Black Entity: It's RICC; R-I-C-C. And it is just an acronym.

Dreadlord: Well the problem is the unknown location, I could have sworn they said it was in the Far Lands!

Blue Entity: Well maybe it's the Southern Far Lands.

Dreadlord: No, the valuable structures are in the North. At this rate, we don't stand a very good chance, even with Bloodlust.

White Entity: Well then let's get back to the listening.

Dreadlord: Right, of course. Find out for sure about the Rune of Darkness. Once they get here, all I care about is the Rune of Space. With that one, we could steal them all!

Halfway along the wall...

Null: I can't believe Shade ran out before we could find out if he had the Rune of Darkness.

Steve: I'm sure we'll find him again.

Notch: Look down there, you can see the huge amphitheater.

Herobrine: That's where they do all their executions.

Notch: Right, that's the one place we need to stay away from.

Alex: In all curiosity, if we were to get captured, which Rune would we give up, assuming we would give one up.

Notch: Oh we would, I wouldn't serve 20 years in prison in the one place in the world I'm not recognized... We wouldn't give them a Rune that could control anything outside the dimension, the Rune of Life is probably the most expendable, it can't really be used for anything that bad. Then we could just find a way to get it back later.

Steve: Hey, there's the river.

Null: Holy moly it is huge!

Notch: You're probably more apt to survive a 60-meter drop onto the solid ground than survive in the river.

A spear flew past their faces.

Null: We've been compromised!

Arrow rain.

Notch: Just keep going, they won't follow us for 25 kilometers!

Herobrine: Have you just met them!?

Notch: Well it's not like they have-

Wall- Bonk!

Alex: Apparently they do "have".

Zunottian warriors crawled up the sides of the wall wielding spears. Though the people weren't exactly what one would expect...

Zunottian Warlord: Relinquish your sovereignty man.

From the Caribbean?

Notch: Okay guys, look, you just want to put your hands behind your head and kneel.

Zunottian Warlord: Stand up!

Notch: Never do that never ever do that.

Null: Can we just give them the Rune of Life?

Steve: No, they're gonna ask for-

Zunottian Warlord: Follow us to Zunottian Order, Chief will be interested.

Notch: Alright guys, we just follow, we have absolutely nothing to hide.

The troops led them into the village, more troops joined. They were led up to a large stone brick temple.

Chief Obojanju: What are these?

Zunottian Warlord: We found them on the wall.

Chief Obojanju: Intruders?

Zunottian Warlord: They say they come bearing a trade for their freedom.

Chief Obojanju: What do you offer?

Notch: The Rune of Life.

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Zunottian Warlord: How have you come into possession of such value?

Notch: It doesn't matter how we came into possession of it, it matters how you came into possession of it. You could be the keepers of the Rune of Life.

Chief Obojanju: Very well, hand over the Rune, and you will be escorted to any exit.

Notch: Here you-

The Time Rune falls out...

Chief Obojanju: You possess 2?

Notch: Yes we have-

The rest fall out...

Notch: 5.

Chief Obojanju: They possess too much of the world's power. Nobody can hold such ascendancy. Unless... demons!

Notch: Oh crap.

Chief Obojanju: Direct them to the penetration!

Zunottian Warlord: Actually... it is "penitentiary".

Chief Obojanju: Punctuation?

Zunottian Warlord: No no. Penitentiary.

Chief Obojanju: Pneumonia!

Zunottian Warlord: Not quite.

Chief Obojanju: Photography!

The 5 were gone.

Notch: Okay, let's just find a small cave, hide, then maybe we can scout out a hole in the wall.

Herobrine: Notch I don't think we can get out of this one.

Notch: Just keep going.

Alex: No he's right, we just ran out of ground!

At the edge of the river, the warriors came and trapped the 5, they ended up in prison.

Herobrine: Wonderful. Just wonderful, now I'm gonna miss my chiropractor appointment, AND my bowling tournament.

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Null: Why is it that the underdeveloped societies always accuse those who are just slightly more advanced of being necromancers and evil conjurers?

Steve: The same way Earth was so startled by us, or by creatures that actually weren't quite extinct... or by that bicycle alien.

Notch: Don't worry, we'll just map out an escape, then we take back the Runes, and we put a lot of distance between us and them. And if we have to pass the river somehow, at least it won't accuse us of black magic.

Alex: I saw a path near the-

Zunottian Warlord: Good morning.

Null: It's morning?

Zunottian Warlord: The village did not want to wait until tomorrow, fortunately, time is not not of their worry. Your execution will begin in moments.

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Notch: Well then, if anyone has a brilliant idea, that would be quite convenient.

Zunottian Warlord: You ought to speak your final words soon. Within the hour you will never speak again.

In the amphitheater, the entire village sat waiting for the execution to begin. The execution mechanism was one of the most gruesome ever invented; there was a splash zone.

Zunottian Warlord: Raise the crumble stones!

Steve: What are those for?

Zunottian Warlord: Lock them in!

Null: Oh my god! My IQ is certainly about to plummet.

Zunottian Warlord: These 5 are incriminated of demonic actions, they had possessed 5 Elemental Runes! Do you declare the sentence to be moral?

All villagers: Aye!!

Zunottian Warlord: Then on Chief Obojanju's word, these conjurers will be crushed by the Crumble Stones, and subsequently conducted to the gates of the underworld!

Notch: This can't be it.

Herobrine: It won't be.

Chief Obojanju: Release the Crumble-!

The butcher had caught fire somehow.

Steve: Oh my god. Hey! Stop drop and roll!

Zunottian Warlord: Whose work is this?!

Fireball. The stocks burned up.

Alex: What's going on?

Firestorm. The Zunottian villagers all ran from the theater.

Notch: Get to that canopy!

Zunottian Warlord: If this is your actions, you will regret it.

Null: You just think of anything worse to threaten us with, I mean we were already about to be smashed by a boulder.

Zunottian Warlord: I best kill you where you stand.

Suddenly a creature in a white cloak and red eyes came between them and knocked the crap out of the warlord. (Not literally)

Notch: ...Thank you... who, who are you?

Entity 303: No time, now let's get these Runes out of here!

So much in 3 and a half minutes, but the 5 and their new friend made it out of Zunotta and distanced themselves.