

## THE FIRST MOVE OF AN ETERNAL GAME

Dreams are intangible and never to be seen by the woken man, but they still exist. They are always there. They are a chaotic mess of jumbled memories, thoughts, wants, needs and most secret desires that try to put themselves together from a whirlwind of insanity into a series of sane images that a man can visualize without going mad.

Are they just that. Sometimes they are much more. They can be portals to other dimensions. The memories of the past that still linger through the centuries waiting to be seen again. The glimpses of the future that could be.

One man now lays, enraptured in the mist of dream. He comes here to rest and relax. He has a power to control his dreams. He has the power to look into other planes and to see the tree branches of the soon to be, but the past could never be seen. If he wanted to he could look back a few hundred years, the people that were. Their day to day experiences running backwards. But then, suddenly, all would go dark.

It was always this way. He has been blocked somehow at seeing what had been so long ago. Noone has ever been able to recall through stories or writings what had happend that long ago. Noone really cared for life was for the living. Did the dead really have an effect on this. What about the ones that never died.

Today was different though. He expected to see nothing different today but he always tried. Through the dulled senses of looking through this darkness hundreds of times he suddenly sighted a small wavering figure of light to his left. He focused his energies on this and the appariton came together.

It was a young man dressed in an old styled garb of a wizard's apprentice. In one hand was clutched an old tome that looked to be no thicker than three pages and the other hand was clutched around something, but it wavered back and forth and would not let itself be seen by this onlooker. The young boy was looking back at something. He stayed like this for a few minutes, glanced at the unseen object in his hand and stood still.

The onlooker could see a single tear build up on the boy's right eye. Finally it collapsed letting itself trickle halfway down the boy's cheek and into a fresh cut that was slashed from the boy's chin to his ear. It no longer bled and was already building up scar tissue around it.

The onlooker felt saddend by the sight of the cut for he could tell it would be a sizable scar on the young man's determined and handsome face.

The figure started moving towards him with his head down in sorrow. The onlooker watched with great interest. The figure loomed closer until it was only a few feet away. Then he looked up and stared straight into the face of the onlooker. This caused the onlooker to jump within himself for nothing like this ever happend. Noone ever saw him when he journeyed through his dreams, but the boy still stared.

The onlooker could suddenly tell that behind those innocent eyes was a soul that was burdened with the memories of a horrible sight, the memories of a forgotten time. The figure pointed to the onlooker and mouthed some words. Nothing came out. The appariton tried again, with the same effect. The onlooker tried to understand but was unable

to. With a look of total desperation the boy placed the objects in his hands in front of himself. The boy then motioned for the onlooker to look at them closely.

The onlooker started to step towards them to get a closer look, but they disappeared. The boy looked up, started to hold his hand out to the onlooker and mouthed the word, "HELP". Then, slowly, his body faded away until it was gone and the onlooker was left in the darkness once again.

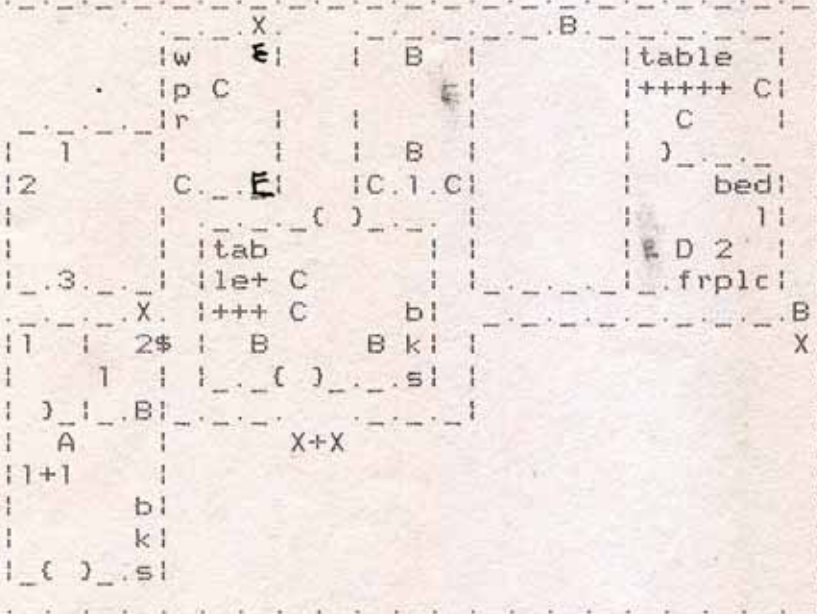
Suddenly the man woke up. He looked around his room and wept. He was so close. Close to what. His name was Zenith Lore, magician to the King of Talisman. One of the many kingdoms set throughout the lands of Ackaria. King Diamond was a good man, a righteous man and Zenith loved him like a father.

Something was happening in the kingdom though, criminals started rampaging through the once peaceful streets. Thieves began to steal what very little the peasants around here had. something was wrong and something had to be done. That was what Zenith was doing in his dreams. He was looking for answers. Before the episode with the boy the magician had glimpsed into the possible future and there he saw four silhouettes upon a mountain peak with fire wrapped around the base of the mountain.

The figures stepped into light and a dwarf, an elf, a barbarian, and a magician stood before him with bloodied weapons and tired looks. Zenith knew these were to be the champions, the saviors of the lurking question that stood before them all.

Zenith quickly got to his feet and made his way to the king's chambers to tell him what he saw. The king told his page to find four such men. The page scurried to do his king's bidding. Then they waited for what was to come....

LEVEL 1 )-----{ THE THIEVES' DEN



- A=CAGE ENTWHISTLE
- B=GOBLIN
- C=ORC
- D=SNEER
- WANDERING MONSTER
- GOBLIN
- bks=BOOKSHELF
- wpr=WEAPON RACK
- frplc=FIREPLACE
- \$=SECRET DOOR
- E= F, R, S

Ok

0-----{ THE STORY }-----0

The king summons all four of you to his throne room. When you arrive he greets you happily. He explains that your first quest is upon you. With a wave of his hand the magician walks out of the shadows beside the throne.

The king merrily explains that the magician had received information about a hideout where a gang of thieves is using as their center of operations. The magician grins and looks at all of you. He brings out a map of the kingdom and points your attention to the section called the Markets. The streets consist of many stores and stalls. He points to a store and begins to talk.

"This is the place where an informant has told us the thieves den is. The store is a so called bookshop run by a man by the name of Cage Entwhistle. This is all a front for the caverns that lay underneath. Cage is well paid by the thieves so it would be prudent to do away with him before he gets a chance to warn them of your coming."

"The gang is led by a man known only as Sneer. We believe that this mob is somehow connected with other gangs and thugs that wish to come together into a giant crime syndicate against the kingdom. Your mission is to kill Sneer and somehow find information that connects them to other secret hideouts of thieves murderers, and conspirators trying to go against us. If you succeed you will each be rewarded 50 gold pieces each and whatever you find in the hideout."

You are all taken to the street the store sits. It is called "Books 'n Scrolls". You all make sure you are ready and enter into the shop.

D) This is the thieves treasure room. All the things in here can be taken by the heroes.

1) TREASURE CHEST-This treasure chest is locked and will not open without a key. If the key in Sneer's room was found the chest will open revealing letters and maps from other conspirators. This information must be brought to the king.

2) COINS-A pile of coins worth 25 gold pieces.

3) TREASURE CHEST-Filled with 75 gold pieces.

E) This is the Thieves weapon room. The only weapon worth keeping is one dagger.

F) This is a small gathering room for the Thieves. Thieves come here to talk and stand around the fire.

1) SMALL FIRE

H) This is the room of Sneer's guards. There is a table here.

J) This is Sneer's room. Sneer will attack until he is reduced to one and then attempt to run. He can open doors and get Thieves to help him.

SNEER:MOVE 10 AD 4 DD 3 BP 3

There is a key hidden in a false stone in the fireplace. It opens the chest in room D.

1) SMALL TABLE-There is a small stick with odd etchings on it on the table.

2) GREEN RUG

K) This the main headquarters of the small group. The bookshelf has some books about good theiving techniques, but nothing is useful.

M) This is the stock room of the "Books 'n Scrolls".

1) TREASURE CHEST- Inside the chest is only more books that are in back stock. They are of no use.

N) This is the basement level of the store. If searched for Secret Doors the barrels must be moved to an adjacent block to discover the Secret door behind it.

1) STAIRS

2) BARRELS

P) This is the "Books 'n Scrolls" shop. It consists of a bookshelf and a counter made out of stone. When first entered Cage just sneers at you. If a hero goes behind the counter Cage tells Hero to leave. If there is a hero behind the counter on the next turn Cage attacks.

CAGE ENTWHISTLE: Movement 3 AD 2 DD 1 BP 2

Cage will attempt to get to the Goblin in room N for protection. He may only open the doors to room N and M.

If the store is searched only 2 gold pieces in a crude register on the counter is found.

1) Counter-The counter is made of two "walls" and Heroes cannot walk, attack, or jump over it.

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A=GOBLIN B=ORC  
 C=CHAOS WARRIOR D=FIMIR  
 E=KARN UGH  
 F=PSYCHO GARGOYLE  
 #=pit trap  
 !="keep out" sign  
 \$=secret trap  
 ( )=door  
 (=locked door

WANDERING MONSTER=ORC

0----- ( THE STORY )-----0

After a few days King Diamond once again summons you to the castle. When you all get there the king and Zenith are both hovering inches away from the text of one of the manuscripts that you seized from Sneer on your last adventure. They both jump back a bit when a page announces your arrival. The king begs you to join him and the magician over the tattered page.

The words seem to have no form and are jumbled in an odd array of letters, numbers, and signs that are a little less from recognizable. Zenith looks at your group. You notice there are bags under his eyes from lack of sleep.

"All of these pages are in some kind of chaotic secret codes.", says Zenith while attempting to stifle a yawn. "Every page is in a different code and I have been up for three nights trying to figure out just one. Some of Sneer's gold was supposed to shipped to an underground hideaway. That is where another more powerful group of thieves dwell. They are led by a Fimir named Karn Ugh. This shipment was very important, but I do not know why. I have found the place where the entrance is and the king will send a scout to show you the way."

"Your mission, if you wish to take it, is to find Karn Ugh and destroy him. You must also look around for any other clues that might show us what these other pages of the manuscript mean and why they are so important. You will all be paid 150 gold coins to be split amongst you."

Zenith returns to studying the papers. The king bids you good luck as one of his most trusted scouts leads you out of the castle towards your destination.

FIMIR'S HAVEN - Level 2

B) There is a treasure chest in this room. In the chest is a key. This key unlocks the door to the Gargoyle's room.

1) TREASURE CHEST

C) This is the room Karn Ugh occupies. He is having a meeting with another Fimir and two orcs.

KARN UGH: MOVEMENT 6 AD 3 DD 4 BP 3 MP 4

There are a pile of notes strewn on the floor. If found they seem to be more pages in the odd code. These must be brought to the king or the heroes have failed. On the bookcase is a small figurine of a cow made out of weird feathers

D) This is a small meeting hall for the followers of Karn Ugh. The weapons in this room are old and poorly taken care of. They are of no use to the heroes.

H) This room has been used by the thieves to capture an insane gargoyle in. He was the original owner of these caverns, but he was thrown in this room and kept as a prisoner. He has already eaten many orcs and goblins who were stupid enough to take dares from others that they could fight him. He has been kept alive just for Karn's amusement. After all there is not much to do in an underground cavern. The Gargoyle is raving mad and will attack anything, be it hero or orc.

PSYCHOTIC GARGOYLE: MOVEMENT 6 AD 5 DD 4 BP 3 MP 4

1) SKELETON-A pile of gargoyle victim remains. They have been eaten clean to the bone by the monster.

2) SMALL PILE OF HAY-Used as a toilet by Gargoyle. Filled with feces and

wrecks. Hunk of it may be taken by a hero.

3) LARGE PILE OF HAY-Used by gargoyle as a crude bed. Underneath straw are a few mice.

4) POOL OF BLOOD

K) This is a small room with a sorcerer's table. There is a goblin looking through a spell book as a chaos warrior points to certain spells.

1) POOL OF WATER-This water was made into a healing potion by the goblin who was learning to use spells. It is +2 if drunk. Do not tell heroes this, unless one decides to drink it.

P) There are two guards here at each side of the door.

1) CHAIRS-Used by the guards to sit in while guarding the door.

R) Library for orc's reading enjoyment.

S) There are two chests here. One contains 25 Gold pieces the other 64 gold pieces.

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A=GOBLIN B=DRC C=FIMIR
D=SKELETON E=CHIEF PIERRE
F=KAIRN UGH G=KHARN
WANDERING MONSTER=DRC
@=spiral stairs
^=spear trap #=pit trap
$=secret door ==stairs

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0----- ( THE STORY )----- 0

It has been over two months since you had given Zenith the papers you found in Kharn's lair. When Zenith looked at your find he was very pleased for one of the papers had a translation of one of the codes. Zenith said that the manuscripts found in Sneer's place could be finally figured out, but the ones from Kharn's seemed to be of a different set of codes. He said it would take some time so he gave you a small vacation until he was done.

You all were having a great time partying down at the local taverns. As you drank ale after ale the elf finally passed out and the wizard was in a drunken stupor while trying to show a vomiting patron a card trick.

The dwarf sat silently drinking his fifteenth ale, dwarves are well known for their drinking. He smiled at how the other members couldn't really handle their liquor. Suddenly a small, pale man rapped in a tattered cloak tapped his shoulder. Before the dwarf could do anything the man started ranting about how Kharn had a twin brother named Kairn and that he knew that within a week he would put out a contract on all their lives unless they stopped him. The small man, Yori, said he was a prisoner of Kairn but escaped, so he knew what he was talking about.

Yori was willing to show you where Kairn's secret lair was, for he wishes to see Kairn die because of what he did to him. The Dwarf realizes at how dangerous it would be to have a contract out on them. You all must kill this Kairn before he let's the contract out or you all will be doomed.

Looking over at the barbarian the dwarf saw that he was super trashed and had a slutty wench on each leg, the barbarian seems to always get the wenches. The Dwarf just shook his head and thought that as soon as they all sobered up they would seek out Kairn and destroy him.

A TWIN'S LOVE. A TWIN'S HATE. LEVEL 3

A) This is the room used to store the ransom money for the contract out on your lives.

1) CHEST—contains 150 gold pieces

2) CHEST—contains 100 gold pieces

B) This room holds a goblin who is sitting at a table writing a stack of letters telling of the bounty on your heads.

C) This is the dining room. At this time most of the creatures are here, preparing to eat.

D) The weapons are useless except for a dagger and a staff.

E) This is Kairn's throne room but he is not here. There are stairs here that lead to the basement.

1) Throne

F) This is the tomb room. The tomb is empty. It held Kharn's body. Inside the tomb is a torn scrap of material. It's style looks familiar to the heroes.

I) This is the torture room where Yori was held until he escaped.

K) In this room Kairn is at a sorcerer's table. He has brought Kharn back to life as an undead creature. Kairn is weak from the procedure and will not attack, instead he hides by the table where no one can get him. Only Kharn attacks. Due to the fact that he is undead he has more bps but moves slowly.

KHARN: MV 3 AD 3 DD 3 BP 4 MP 0

After Kharn is killed Kairn will crawl out to his body. His face is covered in tears. He looks at the heroes and returns sobbing over his body.

Then he cries out, "I come with you dear brother." and impales himself upon a dagger. Killing himself.

If the room is searched a "Undead Amulet" can be found on the table. It will enable the wearer to immediately raise the last person killed. Be it orc or hero. The Undead will then follow and attack any of the heroes enemies. After killing one enemy it will again die. This can only be used once.

L) This is the kitchen. There is a cook here and his assistant. The cook's name is Chef Pierre and whenever attacking yells out "Wee Wee"

Chef Pierre: MV 8 AD 3 DD 2 BP 2 MP 2

1) SMALL TABLE: Has chopped up onions on it.

2) BARRELS: Filled with pickled rats.

3) FLOUR SACKS

M) This is the well room. The water supply comes out of the underground river below.

1) ROUND WELL

Q) This used to be Kharn's room when he lived with his brother. It is dusty and has been unused for a couple years.

1) CHEST—Inside this is Kharn's diary. It explains how the brothers were very close. They could never be separated. That was until the two had a fight and Kharn decided to leave.

2) SMALL HOLE