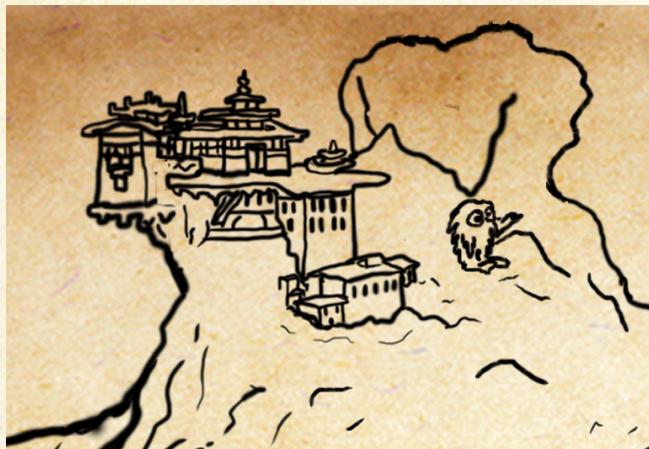


ADVENTURE MAXIMUS!

No Name!

The Adventurers are hired by King Fry of the Take-Out Kingdom who has learned that villains are up to no good in his land. The Adventurers are to protect the clock / heating lamp tower at all costs. That night the Adventurers defeat a Lackey attempting to destroy the clock/heating lamp tower. Before the Lackey is knocked out it reveals to the Adventurers that the tower sabotage was all the plan of a Boss Creature. The Adventurers are the guests of honor at the palace of King Fry where they meet Dill Pickles, the royal wise man, and party with the food-kin late into the night.

When the Adventurers awaken the next day they discover that no one can speak their names, not even themselves. Their names, which were carved into the Monument of Heroes just last night, are now worn away. Even attempts made at writing their names produces blank pieces of paper.



The Temple of the Whispering Monks

If they consult Dill Pickles he will tell them that they must travel to the Temple of the Whispering Monks. The monks are the masters of all names in Ex-Machina, and if anyone knows what's happening to the Adventurer's names it would be the monks.

When the Adventurers reach the Temple, they discover that the monks have been captured by the Boss Creature, who had hired the Lackey to destroy the clock/heating lamp tower in the Take-out Kingdom. The Boss is forcing the monks to say the Adventurers' names over-and-over-again until their names are worn out, diabolical!

Once the Adventurers have chased the Boss Creature off, then they have to come up with a way to restore their names.



Dill Pickles

The End