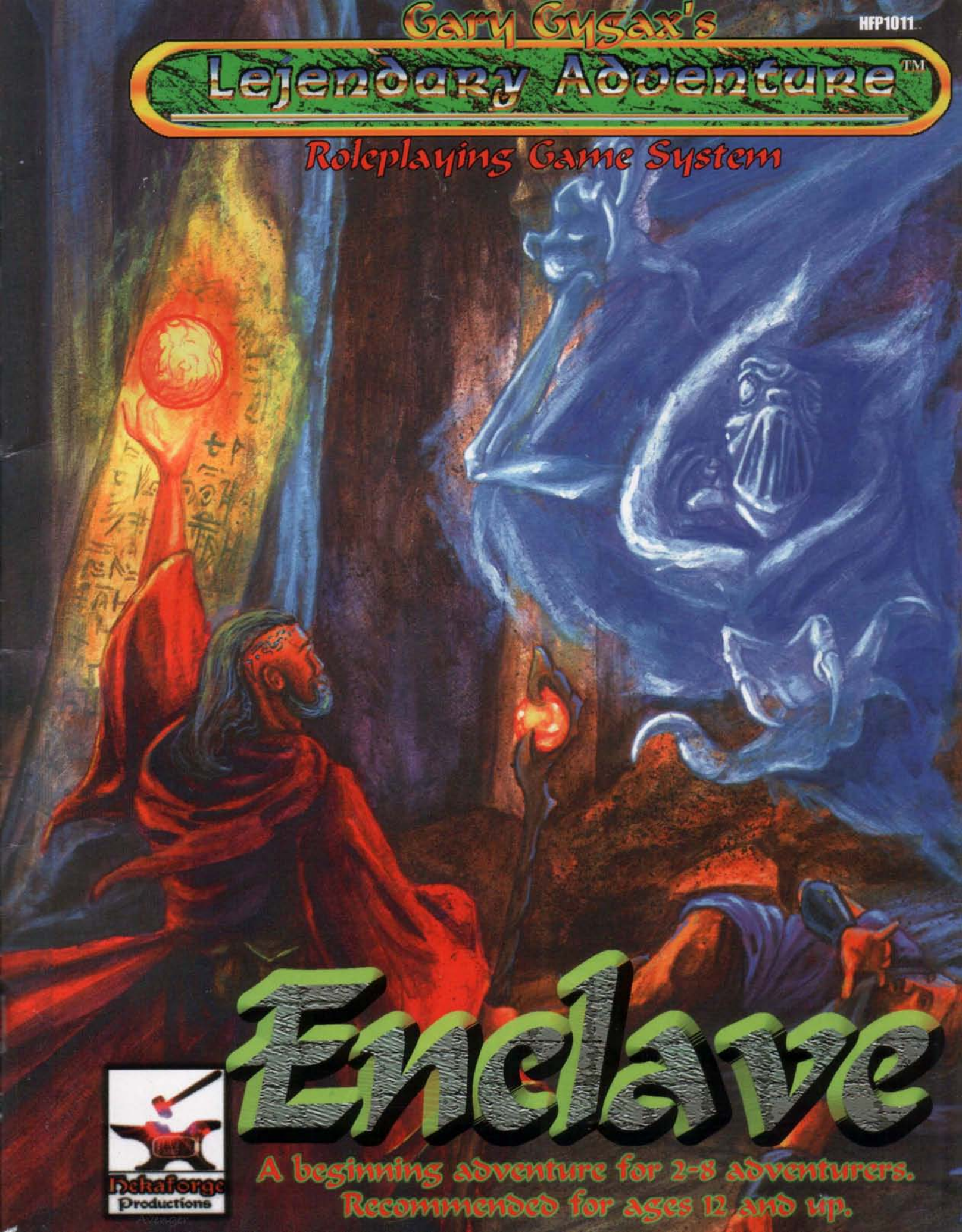
Gary Gygax's

Lejendary Adventure™

Roleplaying Game System

HFP1011



Enclave

A beginning adventure for 2-8 adventurers.
Recommended for ages 12 and up.

Hekaforge Productions

Enclave™



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A complete adventure for 2 or more avatars from beginner to intermediate level.

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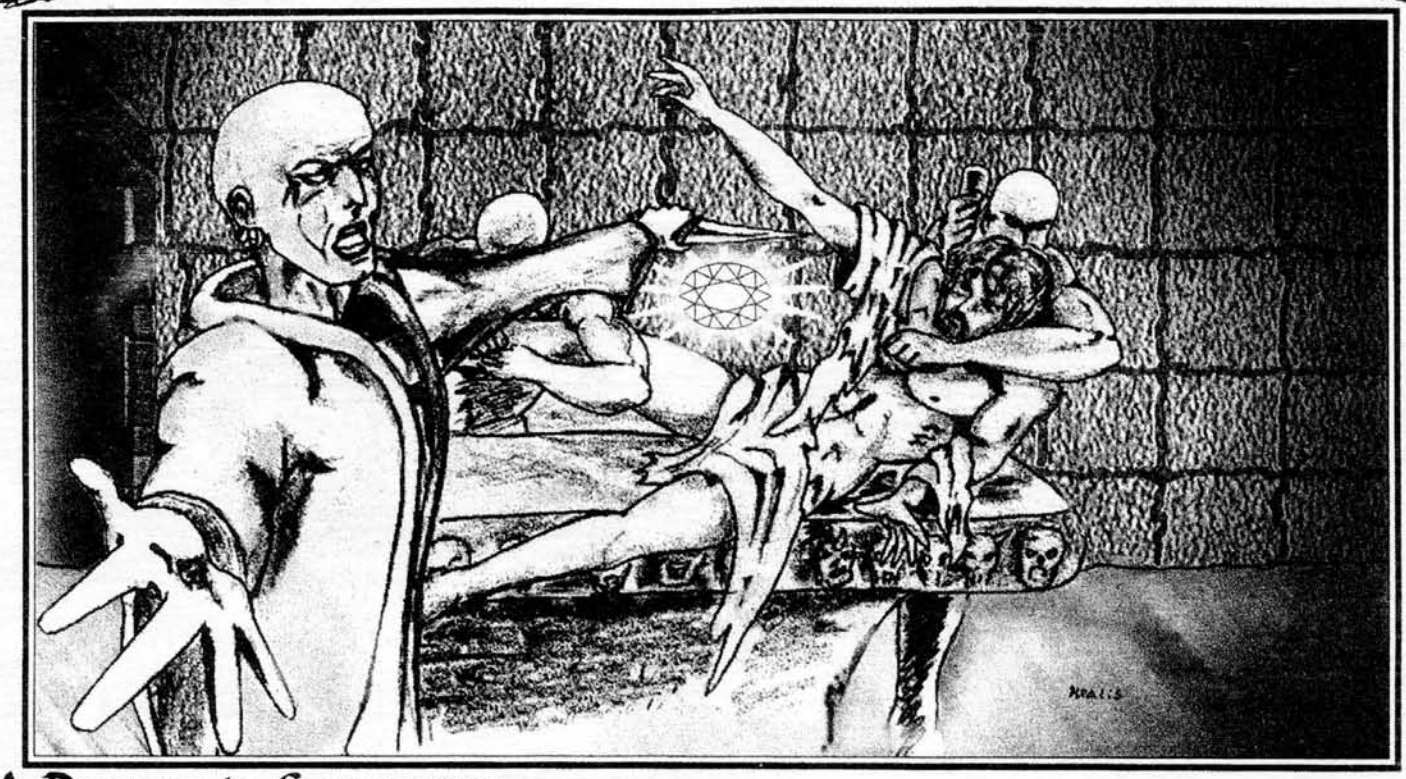


A Desperate Summons

He struggled, but it was useless. The members of the Enclave were far too powerful. As they chained him to the altar, he twisted as if attempting to break loose, confirmed what he had thought was the case. The positioning of the ghastly stone idols surrounding the sacrificial block was nearly the same configuration as the rocks he placed when making his own Circle of Summoning. There was but one chance. If he could but muster the will to work his craft now. It was dangerous without a Protection Circle, but he would soon be dead anyway. Closing his eyes, the gaunt man withdrew into himself.

"As you see," commented the priest triumphantly, "our sacrifice prepares himself to join the Mighty Ones. Come forward that you might witness the newest supplicant to swell your ranks."

Dark forms shuffled forward from the shadowed recesses of the unholy shrine. A black mist oozed through the wall behind and to the right of the altar, formless yet malevolent. The mist settled slowly over the still form of the man strapped in sacrifice to the altar. As the mist descended, it seemed to sink into the supine form, soaking the hapless victim in its poisonous essence. He writhed, convulsing in obvious agony. The priest picked up a knife and positioned it over the chest of the embattled victim...

Mighty Slynthgoriand lived in a world of water and muck. A peaceful world teaming with life and rich in abundance. He had been relaxing, contemplating an existence of harmony with nature. He moved sluggishly as a faint prickling disturbed him, became a near-painful demand. It was a powerful summoning that pierced his conscious. The summons pulled at his being again, a call both more urgent and more annoying than before. Torn from lethargic basking, reverie broken, Slynthgoriand moved with angry purpose to discover the source of this intrusion. It would go hard on whomever or whatever was responsible for daring to disturb this elemental behemoth...

The acolyte came hurtling down the steps of the temple's subterranean the inner sanctum. Heedless of the peril involved in disturbing the Exalted One at the height of a ritual sacrifice, he threw himself to the foot of the altar.

"The building is sinking Exalted One! Slime and mud are even now seeping through the upper doors! We have passed below ground level and the grand foyer above is almost filled with a suffocating muck! What should we do?"

The Exalted One, however, was not to be dissuaded from his task. The knife flashed downwards.



Originally bent on retribution for the summoning, Slynthgoriand was repulsed by the place he had been compelled to visit. It stank of rot, and the energy of unlife. Just to exist near this place was an affront to his entire being. Released suddenly from the summons when the life force of the mortal who had forced his presence ceased, Slynthgoriand left rather than pursue revenge upon those hateful ones who remained.

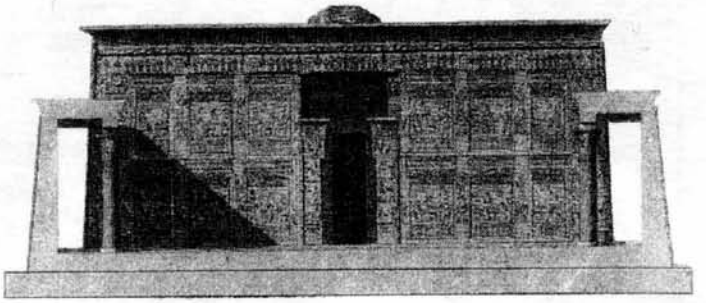
"It is done!" cried the Exalted One, pulling the knife from the chest of his victim. His arms raised in triumph, he turned to face the acolyte that had so nearly ruined the ceremony. He had no time to punish the acolyte, however, as the sound of an ocean of oozing muck suddenly drying, becoming hard clay, assaulted his ears, deafening him...

About This Adventure

Enclave is a beginning adventure scenario for use with the ***LEJENDARY ADVENTURE***™ Role-Playing Game system. It is designed to be challenging for 3-8 Avatars of relatively low levels of Abilities - although it calls for considerable player skills. The Avatars may use magic items, as long as they to are of lower power and quantity.

In the text that follows, portions not printed in Italics are for the Lejend Master's eyes only, and should not be read aloud to the players. The Lejend Master should also read through the entire adventure at least once before starting play. It is further recommended that the Lejend Master be familiar with the Avatars that the players will be using, and that he be in possession of a copy of ***The Lejendary Rules for All Players***, ***Lejend Master's Lore***, and ***Beasts of Lejend*** books. Have them handy while play is in progress.

There are three parts to this adventure. The first section, **Background**, describes the personalities and history of the region surrounding the adventure and the people/entities involved in it. The second section, **The Encampment**, details the portion of the adventure that occurs before the Avatar party discovers the excavation site that holds the buried home of the Enclave. The third section, **The Enclave**, is the underground portion of the adventure. The players will be challenged to solve the riddle of the Enclave, and free the restless spirit of Dietmar, the sacrificed Geourge.



Background Section

The Enclave

The Enclave was originally a school of Necrourgy founded by **Dyok Vartin** (5th Rank, Warlock), **Nyl Tama** (6th Rank, Grand Master Necrourge), and **Abuhem Karn** (6th Rank, Grand Master Necrourge). They had envisioned a school that would both earn them gold and allow them to extend their lives indefinitely through the unwholesome practice of creating evil restless spirits and undead creatures. They also used the Enclave, as it came to be called, to experiment, discovering new methods for tapping into the gruesome power of the warlock's craft. It was one such experiment that caused their downfall (see Dietmar).

The Enclave had existed for 14 years before their experiments got out of hand, causing their destruction. They now exist only just this side of the threshold between life and death, preserved by their arcane power and limited understanding of the forces of unlife. The Enclave has been buried some one hundred and forty years.

During this time, local farmers and townspeople have complained that the tract surrounding the area of the old Warlock's school has had an evil and unhealthy feel. Periodically, children and farm animals disappear as though swallowed up by the very earth itself. Outraged at the loss of livestock and family, the local inhabitants have asked far and wide for help.

Two years ago, a wandering party of Nobles and Ecclesiastics agreed to investigate the phenomenon. Tales of both the wealth of the school, and an opportunity for heroic deeds and daring-do bonded the small group together. They searched the location in question, and finally happened upon a slight depression in the ground. Several of the Ecclesiastics proclaimed the spot cursed, unhallowed ground, and pronounced the need for a cleansing. The troupe camped at the spot, slowly excavating the entrance that the Avatar party now active here will eventually discover.

During the dig, the Nobles were visited with strange dreams; some of avarice and great wealth, some of unknown terrors and hideous nightmares. Penetration into the foyer area of the Enclave redoubled these experiences of terror and insanity. Several of the Nobles and Priests left the unholy place, no longer eager for either treasure or participation in the redemption of the area. Several went mad. Finally only two priests remained.

On the evening following the final exodus of the last of those leaving, one of the two remaining priests was attacked by some unseen foe while he slept. His fellow priest found no trace of his corpse in the morning. Only the ruffled bedroll of the Theurge bore witness that there had even been a struggle. The last cleric descended into the place of the dig, determined to drive the evil from its demesne. She succeeded in placing a sigil of warding, binding and protection over the area before she too succumbed to the nameless adversary. Her skeleton lies still within the buried foyer space, her bony finger outstretched, completing the rite that bound the unclean spirits in their hidden tomb. A small stone plaque found within the foyer is the key to the imprisonment of the spirits within.



No report of any activity within the Enclave has been made since that time - two years gone.

Caitlin Marge: Last of the Faithful

Caitlin Marge was the last priest remaining alive on the site of the Enclave, and it was she that placed the binding spell over the area, halting the depredations of the restless spirits. Dedicated to the eradication of evil, she sacrificed her life in order that the evil of the Enclave be thwarted. Her bones still lie within the foyer of the sunken building.

She managed to fashion a plaque, unreadable by all not of the Ecclesiastic Order, that combined the Rites of Hallowing and Exorcism. Caitlin's power was not sufficient, however, to ban the remnants of the Enclave. Instead, the tablet inscribed with these Rites forms a bond, sealing the restless spirits of the deceased Enclave within the vaults of the old building.

Although not a true restless spirit, it is said that her soul cries out for the proper consecration of her remains, and a dignified burial.

Dyok Vartin: The Exalted One

The former head of the Enclave, Dyok Vartin has managed to preserve himself via his knowledge of Necrourgy, and unspeakable acts committed upon others. Starting with the Acolytes of the Enclave, and then proceeding to the local inhabitants of the surrounding countryside, Dyok has systematically fed off of the life force of others for the last 140 years. Using his arcane knowledge, Dyok has transformed himself into a Wraithkin, a minor living dead monster with limited vampiric powers.

Dyok is also able to shrink himself and unresisting victims to one-half of an inch in size. Dyok uses this ability to periodically escape from the sunken Enclave, hunting the local vicinity for victims. Once he has encountered a victim, Dyok uses his needle-like nails to inject a paralyzing poison into the victim's body, rendering him conscious but immobile. He then employs a Ring of Shrinking, reducing the hapless subject to minute size, and returns to his lair with the victim. Here he performs the vile Rite of Bruholak before the Oracle of Death. During his rite the life force of the victim passes to Dyok, while the body is reduced to a writhing mass of vermin (maggots, beetles, scorpions or leeches).



Sometimes, Dyok will allow Nyl Tama, the Keeper of the Gate, to avail himself of the victim prior to its horrific demise and transformation. This "boon" is uncommon; however, as the greed of Nyl always incurs the risk of destroying the victim before Dyok is able to perform the Rite of Bruholak (see Nyl Tama: Keeper of the Gate)

Dyok is also able to create minor illusions, with their validity dependent on the will of the intended recipient of the illusion. Most often, these illusions take the form of dreams that Dyok sends to those nearby on the surface in an attempt to entice them below.



Imprisoned two years ago by the Sigil of Caitlin, Dyok is a hollow shell of his former Living-dead self. Emaciated and gaunt, he prowls the underground reaches of the Enclave, seeking a means of escape. To say that he is famished would be an understatement indeed!

Nyl Tama: Keeper of the Gate

Some years before the demise of the Enclave, the experimenting of Nyl Tama, then second most powerful Necrourge of the Enclave, resulted in the creation of a portal between the dimensional matrix that is the plane of unlife and this one. The rite that created the portal was far beyond the power of Nyl to control, however, and it took great toll of his being. Nyl's body suffers a wasting that may be attributed directly to the Oracle of Death.

Nyl's body slowly erodes, its physical essence being drawn with deliberate and excruciatingly painful sloth, into the plane of unlife. While cursing him in this fashion, the Oracle also provided him with the unique ability of being able to graft body parts from others onto his form. Periodically, Dyok would provide a victim from whom Nyl would graft whichever bodily part had become the most eviscerated. To accomplish this, Nyl must merely touch his victim, but the victim must remain within 1000 yards of the Oracle of death for at least 24 hours after Nyl's attack. Removal of the affected victim from this area before the allotted time reverses the process and causes great harm, if not ultimate death, to Nyl.

After two years of isolation, the slow wasting of the curse has left Nyl only the head, shoulder and arm of the last victim brought before the Oracle, the last surviving acolyte of the buried Enclave.

Abuhem Karn: Master of Lore

Perhaps the greatest researcher and delver into dark mysteries within the Enclave was Abuhem Karn, Master of Lore. In addition to being the primary teacher of the acolytes that would occasionally come to learn the ways of the Warlock, Abuhem was the keeper of the Enclave's library. Abuhem has placed himself into an unnatural sleep from which only the presence of a living plant may release him. Abuhem is now minus his left hand as Nyl wound up rather desperate during one particularly dry period. Dyok has forbade Nyl from further depredations as he believes that Abuhem's knowledge of lore will be required to preserve the Enclave once it has been excavated. Abuhem also knows several Enchantment activations, and had planned on corrupting them for use in his necrourgical studies. His ability to use these activations is far from precise, however, and so he avoids their use except in the direst of emergencies.

The Acolytes

At the time that the Enclave was buried beneath the clay, five acolytes were in residence at the school. Two volunteered to become Animorts, serving their trapped masters for as long as necessary, with the promise from Dyok that they would be resurrected upon the rescue of the Enclave. The other three acolytes underwent the horrible Rite of Bruholak, and added their essence to that of Dyok. As a result, carnivorous maggots, beetles, leeches, and scorpions are found throughout the Enclave. Although they bear no vestige of their former sentience, these vermin have some remembrance that they were horribly wronged, and are malevolent in the extreme as a result.



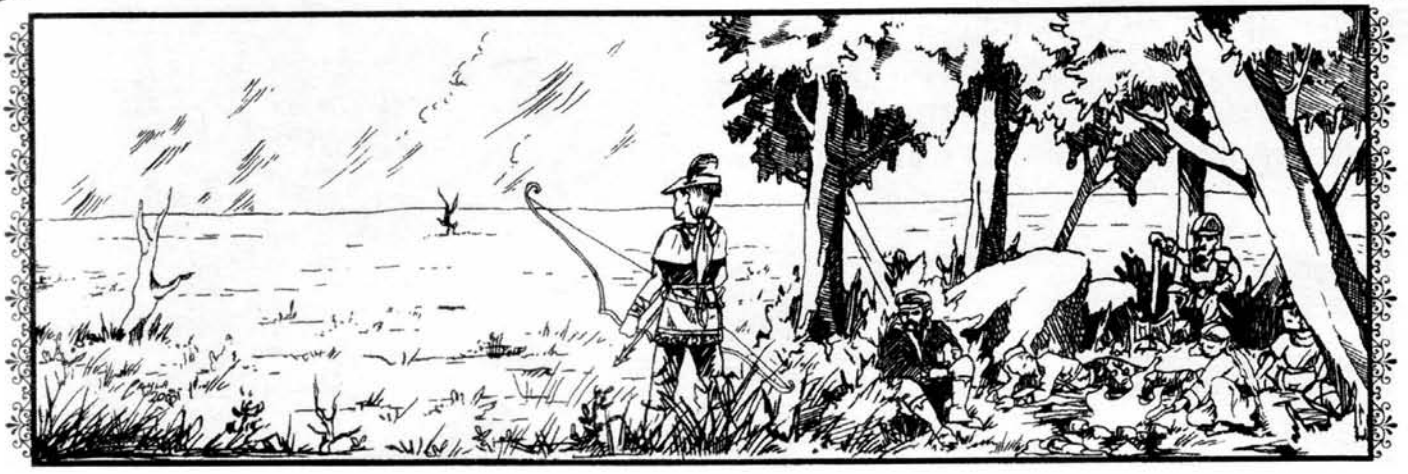
Dietmar the Geourge

Dietmar the Geourge was being subjected to a new Rite developed by Dyok, the Rite of Binding. This Rite was designed to bind the spirit and undead body of the victim to the Necrourge while leaving the mind of the victim unscathed but enslaved. In the case of Dietmar, it was only partly successful.

Dietmar has become a benign restless spirit, often forced into acting on behalf of his master, Dyok the Wraithkin. Unfortunately for Dyok, Dietmar's spirit is compelled to invoke only those activities that can be enumerated (named and whose characteristics can be spelled out) by Dyok. As Dyok has no knowledge of Geourgy, he has been unable to compel the spirit of Dietmar to free the Enclave.

Dietmar wishes only to have his spirit freed to its final rest. This can not occur until the Oracle of Death, the source of the Enclave's power, has been destroyed. Dietmar will do his best to help anyone with this goal in mind, insofar as he is able, without incurring the wrath of his master Dyok who would mentally torture him.





The Adventure, Part #1: The Encampment

Introduction for the Lejend Master

Enclave is an introductory adventure, and it is assumed that the Lejend Master will be playing with a group of beginning Avatars. It is suggested that the group either be camped near the road they are travelling upon in a new and unexplored area when the adventure starts, or that they meet at this spot for the first time and agree to share their evening's encampment for safety reasons. In either case, they will have unwittingly pitched their camp within 100 yards of the now-buried Enclave.

Introductory Description to the Avatars

It has been a long day, and the camp is both cozy and inviting. A bonfire is crackling merrily, and the hedgefowl roasting slowly above it would be highly welcomed right now, as you settle in to rest for the morrow. It will be, you are certain, yet another day filled with the wonder of exploring a new land.

The region surrounding your camp is a gently rolling plain, rich in tall grass, and with the occasional clumps of bushes and copses of small tree. Dead wood, while not plentiful, lies within the grass, perhaps the remnants of a forgotten forest. It is a bit chilly this evening, and there is a hint of menace in the air that belies the otherwise pleasant surroundings. The sun is just setting.



At this point, the party should settle into their camp, set watches, and see to getting some food. As these Avatar activities are taking place, the Lejend Master is encouraged to point out small inconveniences, such as insects, the rude bedding and/or tents, or perhaps even the inability of any of the party members to locate more firewood (should none of the party possess an appropriate Ability). Throw in the occasional hooting, distant howl, rustling in the long grass, or other random noise to keep the party on edge.

As evening progresses into night's darkness, pass out the Dreams listed below, one per Avatar. Allow the players to read them for a minute or two only, and then retrieve the notes. We suggest that you photocopy them from this book so that you can pass them to the players individually - preserving the secrecy of the other player's dream content.

Dream #1:

You have a vision that you are trapped in a small room. The walls are made of hard-packed clay, as is the ceiling and floor. Light from some unrevealed source shows you that the room is only about seven feet square, and has no apparent egress! The air begins to turn foul and you begin to feel cramped...suffocated. Unsure of the reason, you quickly discover that the room is growing gradually smaller still! The walls are but six feet apart...no, five! The dank and glistening clay walls of earth are pressing ever closer to you, and no pressure you can exert will stop this enclosing. Struggling hopelessly you somehow manage to wrench yourself from the grip of the hideous nightmare.

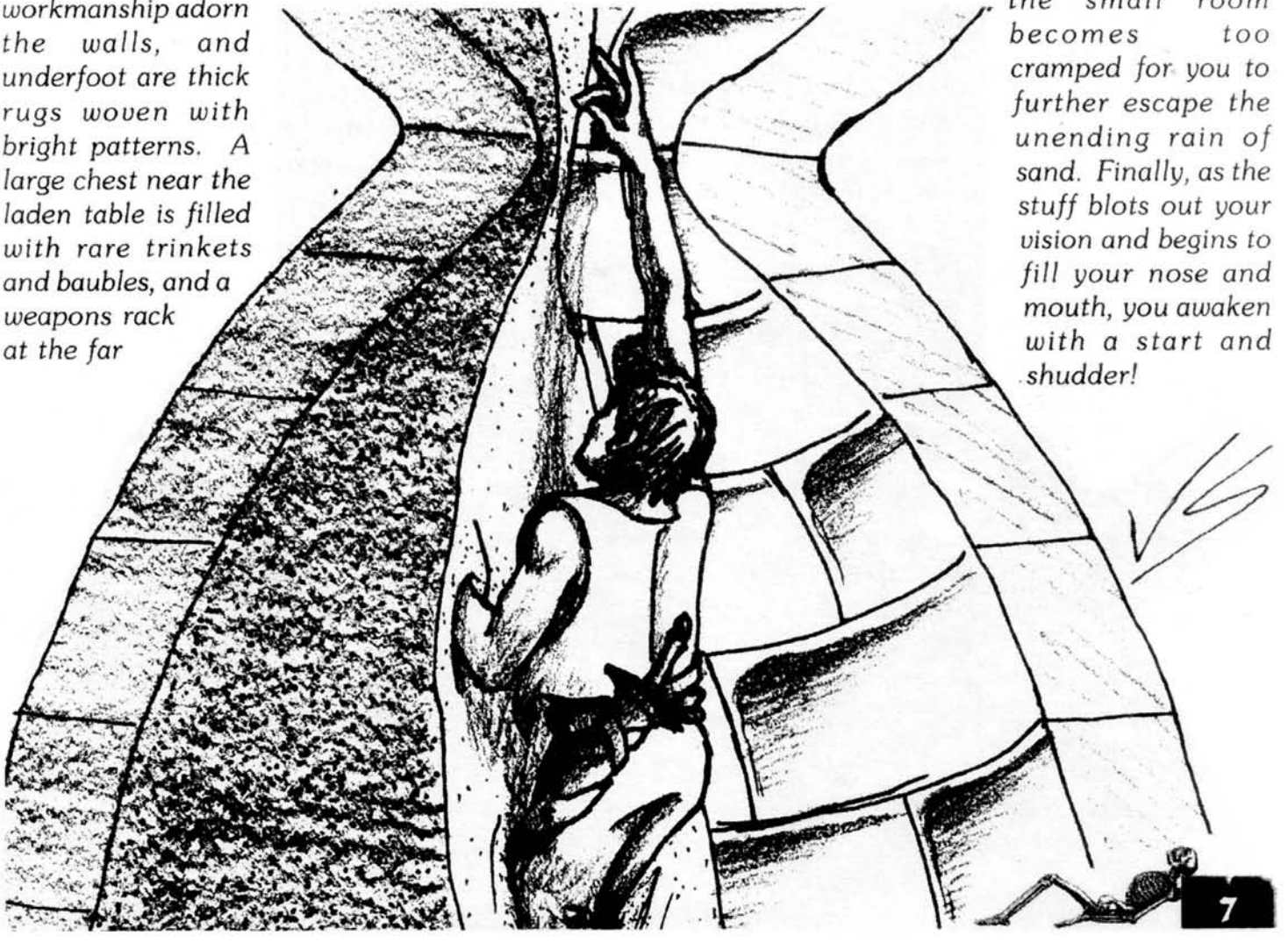
Dream #2:

You are on a grassy plain in broad daylight. It must be close to noon, as the sun is quite high in the sky. You come across a small mound of dirt, about six feet in height, with a base twice that large in its diameter. As you walk around the mound, a three-foot diameter hole beckons to you from the ground near the mound. A ladder protrudes a few inches from the hole, obviously leading to a subterranean place. You go down the ladder and are astounded by the sight that greets your gaze. A well-appointed hall flanked by ornate columns marches off towards an imposing set of double doors at the hall's end.

You walk quickly to the double-doors, thrusting them open. Within the next chamber unbridled opulence swells to meet you eyes. A rich ebony table groans beneath the weight of silver and gold dishes, bejeweled statuary of ivory and precious metal beckons from every corner of the room, silken tapestries of incredible workmanship adorn the walls, and underfoot are thick rugs woven with bright patterns. A large chest near the laden table is filled with rare trinkets and baubles, and a weapons rack at the far side of the room is laden with many examples of fine and obviously expensive arms. A bookcase filled with exquisite books and rare tomes of ancient knowledge stands next to the rack, but as you reach for one of the volumes, the marvelous vision fades...

Dream #3:

You are in a small room that is lit from some unseen source, whose walls are made of some glasslike substance. For some strange reason your attention is drawn to a tiny hole in the ceiling. Then you notice that the walls have a rounded, rather than straight-line, shape. As you ponder the reason for this, sand begins to sift slowly through the hole in the ceiling. The sand begins to run faster and faster, soon covering the floor of this strange room, even rising above your ankles. You do your best to stay on top of the sand, but it is relentless. The golden grains begin to choke you as the remaining space within the small room becomes too cramped for you to further escape the unending rain of sand. Finally, as the stuff blots out your vision and begins to fill your nose and mouth, you awaken with a start and shudder!



Dream #4:

You are in a large and dimly lit room, obviously underground as there are no windows. The room is rectangular, perhaps a processional entrance hall or grand antechamber. Further scrutiny reveals that it has not been used for some time, as there is thick dust coating all of the visible surfaces. It was once quite magnificent, this room. Ornate carvings and resplendent tapestries are present in the depths of its gloom.

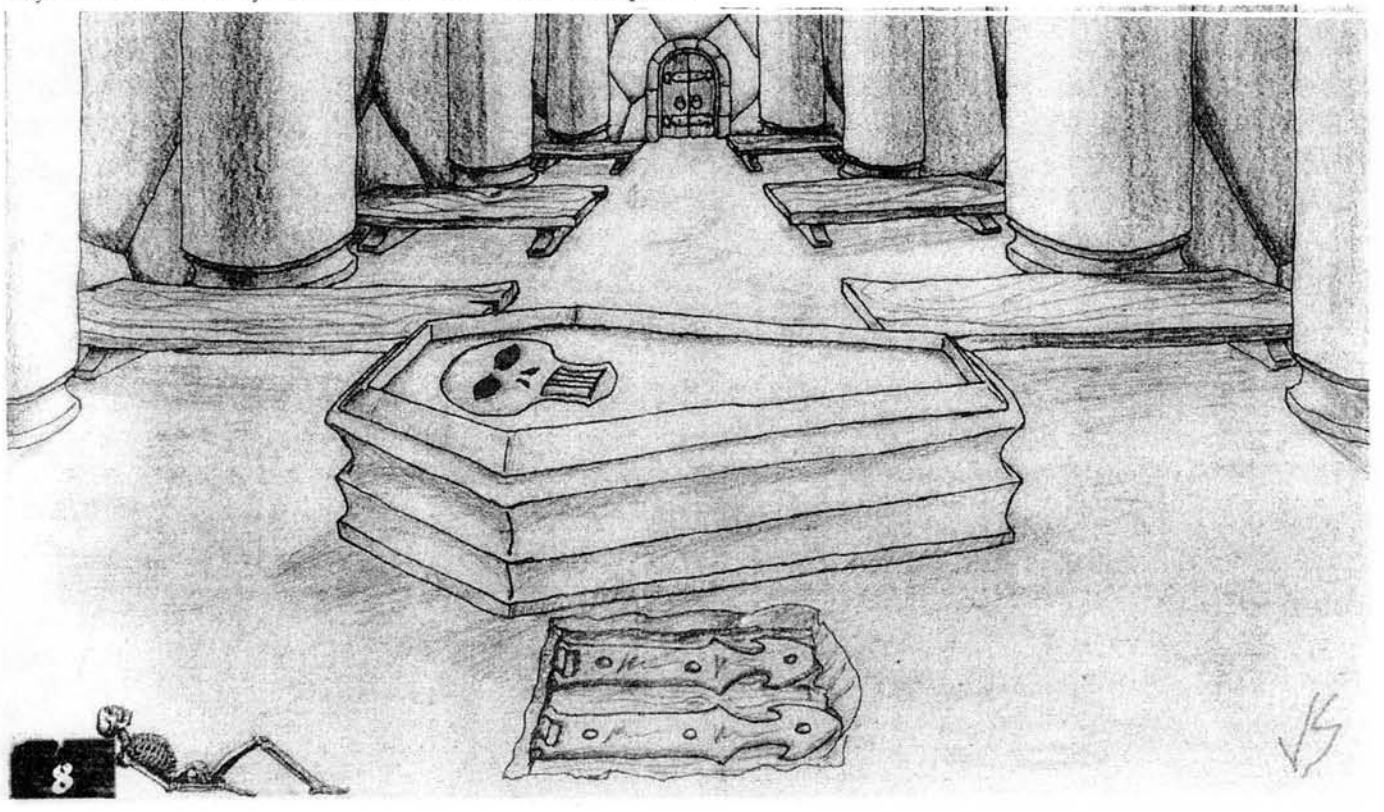
The light, now brighter, appears to be coming through a set of double doors at the end of the hall. Following this illumination, you enter a room as richly appointed as the last, but with a massive stone altar at its far end. The mineral is richly veined, probably marble. It beckons to you as if it holds some ancient secret, a secret steeped in arcane power. Unable to resist, you approach.

As you near the far side of the stone altar, a trapdoor opens magically in the floor, revealing a flight of steps hewn from natural rock. They lead down into stygian darkness. As you continue to watch, a small golden light, a light that intensifies gradually, breaks the lower darkness. As the radiance continues to grow in brightness it resolves itself into the shape of a massive book. Before your admiring gaze a gold-covered, bejeweled tome of enormous size takes shape at the bottom of the staircase down which you gaze. Then you awaken with a start.

Dream #5 (and any after if there are six or more players):

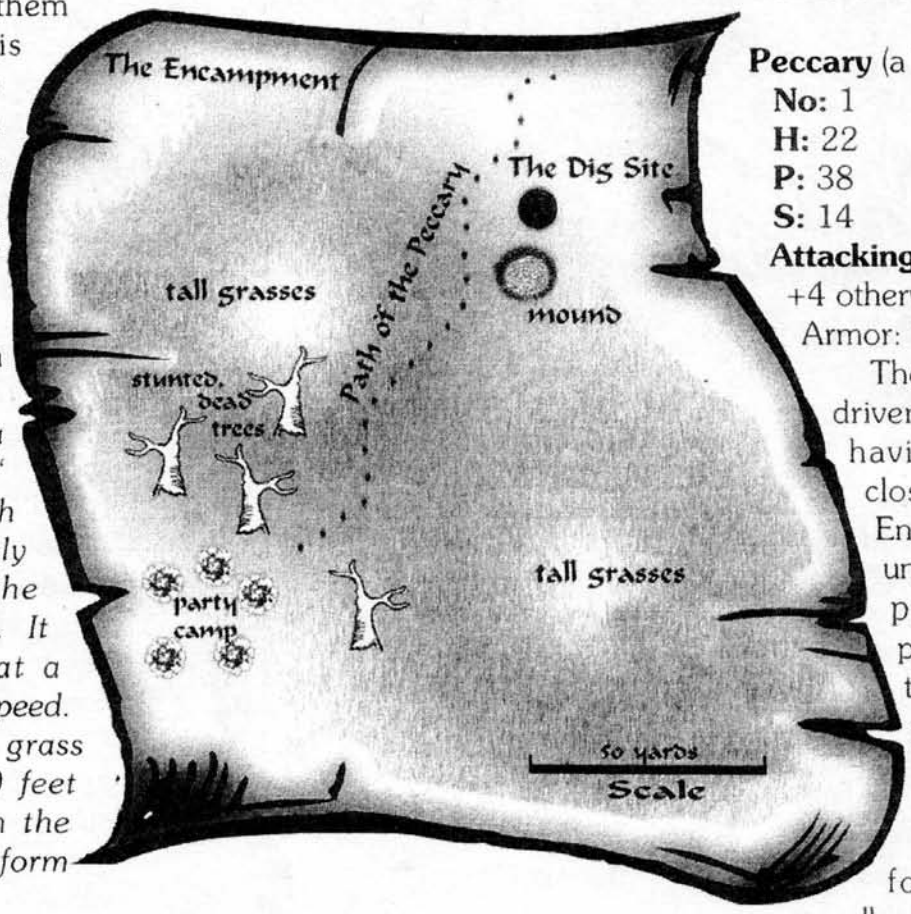
You can not remember the substance of your dream, only that it filled you with unbelievable dread.

These dreams come from two sources: the unnamed dread that is doomed to haunt Area #2, and the Wraithkin Dyok who is attempting to entice the party to come below with visions of profound wealth and power. Any Avatar that has the capacity to ascertain arcane power of evil origin will be able to detect that the dreams are from a malign source should they choose to do so (it is not automatic). Successful use of Arcana, Divination, Evaluation, or Theurgy Ability will also reveal the nature of the dreams. It is also possible to detect a certain malignancy in the air, although it is faint. This evil presence can be traced back to the entrance to the Enclave either that evening (at night) or the following day if the Avatars possess this type of tracking skill. Successful use of Divination, Luck, or Theurgy Ability, for example, will reveal the emanation and its source.



Encounter at the Encampment

Once all members of the party have had a chance to look over their dreams (and you should caution them not to discuss their dreams until after their Avatars have 'fully awakened') either the camp will be awakened by a loud noise, or the Avatar on watch will notify them that something is approaching the camp. It is only a peccary. If there is a party member on watch, he should tell the party:



(If Someone is on Watch)

You hear a large 'something' crashing through the brush, obviously heedless as to the noise it is making. It is approaching at a fairly high rate of speed. You can see the grass moving about 50 feet from the camp in the darkness, but no form is yet visible.

The Avatars will now have 1 ABC of time to prepare for the arrival of the incoming encounter.

As you continue to monitor the approach of the beast, it materializes suddenly at the edge of your camp. Blowing foam, with eyes glowing wild and obviously terrified, a wild animal of pig-like sort charges into the camp.

(If no one is on Watch)

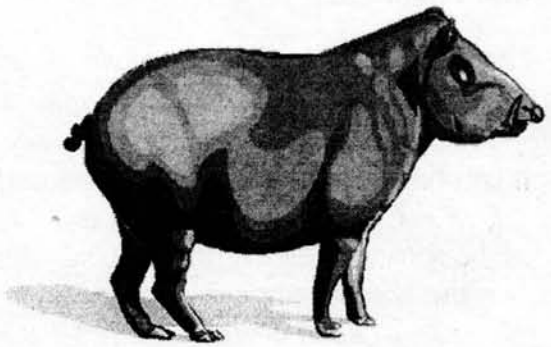
A noisy crashing awakens you with a start! Instantly alert, you spring up. A large, pig-like animal is savagely attacking your campsite!

In this instance, the Peccary will randomly attack one party member before the camp can react. Thereafter the Avatars can prepare themselves for battle, or wade in as is. As soon as an Avatar attacks, initiative check begins. In any event, only the person on guard, if any, should be wearing metal armor or even full leather armor. Those asleep might possibly be wearing cloth armor, or partial leather armor, but no other sort allows rest.

Peccary (a big one!)
No: 1
H: 22
P: 38
S: 14
Attacking: 1-12+8 (charging), +4 otherwise
Armor: 15% (-3)

The Peccary has been driven wild with terror, having foraged too closely to the hidden Enclave. It will attack until killed. If properly prepared, it will provide enough food to feed the entire party for one full week.

On the following morning allow the party to find the dig site of the Enclave and begin the adventure in earnest. Should they enter the site during the day, the restless spirits there are at normal strength. Should they enter in the evening, however, the strength of all creatures within the demesne of the Enclave should be doubled!





The Enclave

The Approach

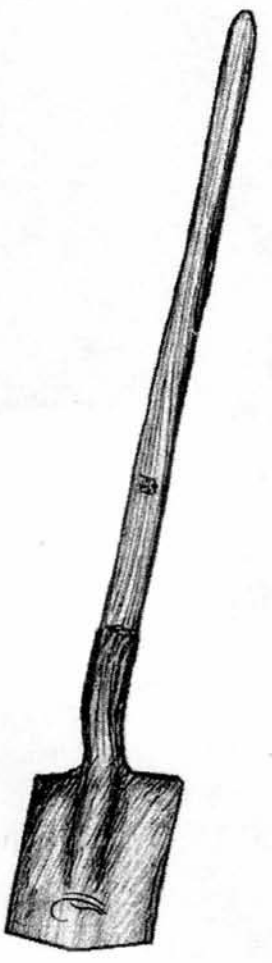
Read the following aloud to the players:

Although the gently rolling grassland around you is studded with small hillocks, one in particular catches your attention. A quick bit of mental analysis reveals why this hillock appears different from the rest; it is too steep and is obviously man-made.

The hillock is about six feet tall and has a base about 12 feet in diameter. The entrance to the dig site is hidden on the far side of the mound. If the Avatars approach the mound to investigate continue reading:

At ten feet distance, you can see two small and rather straight tree stumps growing from the side of the mound. They have no remaining branches, and are only three or four feet in height. They are also quite thin, each being only a couple of inches in diameter.

The tree stumps are actually a pair of shovels, blades fully sunk into the dirt, left behind by the expedition two years ago. They are still serviceable, and both can be retrieved and used by the party. If an Avatar with Enchantment or Geourgy Ability examines the tools, he will immediately see magical symbols on the handles of each of the two shovels. In each blade there is a rune that enables the easy digging of earth.



In fact, each of these tools is a Shovel of Delving that enables the user to excavate normal soil, even loose clay or gravel, at a rate of 500 cubic feet an hour (a 10-foot high or long by 10-foot deep by five-foot wide space). Hardpan clay and like soil reduces the rate of excavation by 50%. Stone is not affected by the Extraordinary force of this item.

If the party begins to walk around the mound, and none of the Avatars have any woodsmen's, outdoor, or general observation skills (Luck, Nomadic, Ranging, Rustic, Savagery, Scrutiny, Waylaying Abilities) they may fall into the hole that leads to the underground dig site as it has a narrow diameter (three feet) and is overgrown with wild grasses. Should none of the Avatars possess an Ability that would reveal the hole to their searching, have each Avatar investigating the location roll against their Speed Base Rating. Failure indicates that one or even two have fallen into the hole for 1d6 harm and 1-6 (1d6) ABC's time of disorientation as well.

The hole is 12 feet deep, but has a soft dirt bottom that will prevent significant falling harm. A ladder is still present within the hole, and the party can use it. Should they discover the hole by other than accidental means, they will also find, if they have the means or skills to detect them, the following artifacts concealed within the surrounding grasses:

A tin plate,
An empty and rotted leather pouch,
A small dagger (in good condition),
Peccary bones, obviously chewed by some voracious predator, and
A twenty foot coil of oiled and serviceable rope.

If the party has the particular Abilities noted, and one or more Avatars employ them, they will also find a much abused and partially destroyed diary. The only still- readable portion, and that but in part, is the entry on the last page. It reads:

*"Senda and I are the last, the others have lost their st**** for this qu***. I must place ********** withi** or the ******* will con***** **********haun**. I hope to se**** , within their**********"*



The rest is completely illegible.

The Entrance

(Should the party detect the hole before a member falls into it read aloud)

You have found a small, roughly hewn hole dug into the soft earth. Cool air seeps upwards from it. From its aperture it appears as though it would allow the passage of perhaps one as large as a major oaf, or any smaller person, but no larger creature could likely fit through its small mouth. A weathered but seemingly sound wooden ladder leads down into the hole. The area of this pit is largely overgrown with weeds and has obviously not been used for some time. It is fortuitous that you have discovered it, for otherwise some unwitting member of your party might have fallen into its well-hidden depths.

(Should the party only learn of the hole after someone has fallen into it read aloud)

You hear the voice(s) of (fill in the names of the Avatar(s) that have fallen in here) *crying out as though from a great distance. You note that* (fill in the names of the Avatar(s) that have fallen in here) *are also missing, and have seemingly disappeared. You soon discover the whereabouts of your missing companions, however. When you see the grass matted about the entrance to a pit not ten feet away, what has happened is evident. The hapless fellows have fallen in! Cool air seeps upwards from the pit. From its aperture it appears as though it would allow the passage of perhaps one as large as a major oaf, or any smaller person, but no larger creature could likely fit through its small mouth. A weathered but seemingly sound wooden ladder leads down into the hole. The area of this pit is largely overgrown with weeds and has obviously not been used for some time. It is fortuitous that you have discovered it as you could quite easily have missed it within the tall grass.*



The hole itself is twelve feet deep, with earthen sides that are packed, although loosely. Rough handling of the sides of this entrance (should, for instance, the party damage the ladder and wish to escape by crawling up the sides of the hole), will cause a minor cave-in and the precipitation of the Avatar in question to the bottom of the pit once again (without harm). The ladder is a bit time-worn, and any large Avatar (an oaf, for instance) or one man-size that is heavily armored must descend with care lest they break one of the ladder's rungs (check vs. three times the Avatar's Speed BR) and fall into the pit for 1-6 points of harm. Once at the bottom it is pitch dark, and only those party members that are able to see in complete darkness will have any chance to discern their surroundings unless some source of illumination is employed.

Note to the Lejend Master: At this point, be sure that you are familiar with the section on the malign NAC Dyok Vartin as found in the ***Special Lejend Master's*** section at the end of this adventure.

Dyok is capable of attacking at any time, although it is recommended that you have Dyok attack only mentally at first - unless the party splits and thus presents him with an opportunity to attack one, or at most two, Avatars without their being able to gain the help of their fellows.

Area #1. The Excavation Site

(If none of the party is able to see initially read aloud)

You have a sense of great space around you on three sides, but the utter blackness defeats your every attempt to discern any detail. The air here is quite cool and slightly stale, dank and musty.

If at this point any of the Avatars attempt to retrieve torches, lamps, or other implements from backpacks, have them roll against their Precision BR both to find and then to ignite these articles.

(Once any of the party is able to see read aloud)

A large cave now greets your astonished gaze. It is between 20 and 30 feet wide, with rough earthen walls that project ahead of you about 15 feet before ending in a wall made from laid stone. A robed, skeletal figure lies with an outstretched arm on the floor 10 feet in front of you, about 10 feet to your right, apparently pointing at a small upright slab of rock that stands embedded in the dirt of the cavern floor. An opening in the stone wall before you beckons from the right side of the wall. It is about 20 feet distant and is man-sized.

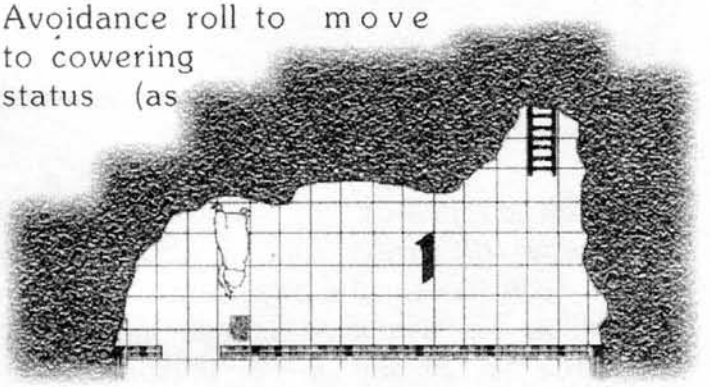
(If it has not been previously mentioned, add)

The air here is quite cool and slightly stale, dank and musty.

Within five ABs time (one minute realtime) that a light source is kindled within this room, a ***Wave of Terror*** attack will be launched by the Nameless Fear in Area #2 (q.v.). Should none of the party require a light source, the Nameless Fear will not attack until the party enters Area #2. The Wave of Terror causes any Avatar that does not succeed in a Disaster Avoidance check against 3 x their Speed BR to become terrified, fleeing from the location by means of the entrance hole as rapidly as possible. They will continue to flee back towards their original base camp for 1-6 ABCs of time following a failed roll, at which time they may check again. **Note that this form of rapid departure has an excellent chance of damaging the ladder, or in its functional absence, causing a cave-in of the entrance hole.**

Avatars that are terrified and are unable to escape, must make an additional two rolls against 3 x Speed BR.

Success on both checks indicates that the Avatar has managed to claw his way up the entrance hole, despite possible cave-ins. A single failure indicates that the Avatar is cowering in fear, will not move for 1-6 ABCs of time (after which they must again attempt the stated Disaster Avoidance roll). A double failure indicates that the Avatar has become temporarily insane for 3-18 ABCs of time, after which they may attempt another Disaster Avoidance roll to move to cowering status (as mentioned above). Temporary insanity also has the possibility of the permanent loss of .5 Speed points and the temporary loss of 2-12 Health points from the Avatar's Base Ratings. Each time an Avatar becomes temporarily insane, a check against 4 x Speed Base Rating must be made. If that fails, the affected individual loses .5 points of Speed, suffers the temporary loss of 2d6 points of Health.



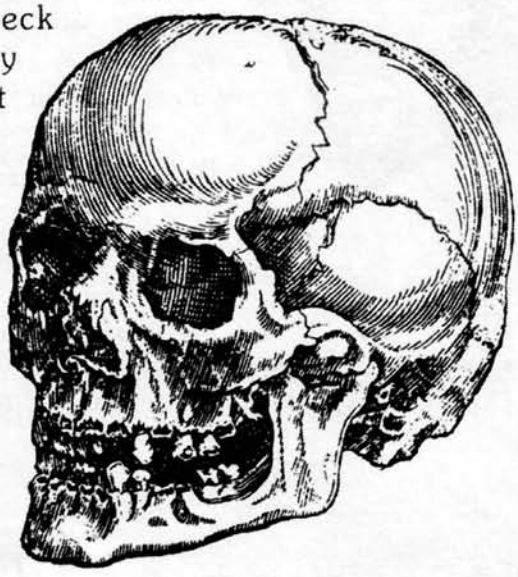
Warlocks and Ecclesiastics (Necrourges and Theurges) will make their Disaster Avoidance checks against 4 x their Speed BR due to the Warlocks' familiarity with this type of terror attack, and the Ecclesiastics' faith in their deity.

If the party is exploring the Enclave after dark when a Wave of Terror hits them, their Disaster Avoidance checks are made at only twice their Speed BR, regardless of any Orders to which each individual Avatar might belong.

(For those Avatars that are able to control their fear and check the wall of laid stone read aloud)

The wall is made of a solid but soft stone, and is replete with carvings both arcane and frightening.

Necrouges will be able to discern the writings as being Spells of warding against the unwanted intrusion of the living dead and restless spirits. Offerings and praise are also offered to some being called only 'The Gateway' in these writings. Any Avatar will be able to discern that a skull symbol, used to separate the ideas of the carvings, is a commonly appearing mark. Theurges attempting to read the carvings must make a check against their Theurgy Ability in order to do so, and then must check again to see if the reading has actually caused them some harm! Theurges that read the inscription but fail to avoid the harm receive 2-12 Demerits and 1-3 points of harm. Avatars with Arcana Ability may also read the carvings if they check successfully against that skill, but they will suffer no harm as a result.



(For those Avatars that are able to control their fear and check the skeletal figure that lies on the floor read aloud)

The figure is wearing a soiled white cloak, with a golden tie about its waist. A skeletal hand protrudes from the left sleeve of the cloak, pointing to a small stone tablet that stands erect from the earthen floor only a few feet away and towards the opening in the stone wall. The other arm is hidden beneath the figure. The body's clothing is stained with yellow and brown patches, but is in otherwise good condition. The leather boots that protrude from the hem of the cloak are unsullied, but are obviously well worn and of no more than average craftsmanship. The hood of the cloak covers the head of the remains.

(If the Avatars search the body read aloud)

The body within is a skeleton only, and a brittle one at that. You discover a small stick of incense in one of the cloak's pockets, and a medallion on a silver chain about its neck. The corpse of a beetle the size of a Tarot card is also found within the lifeless skeleton.

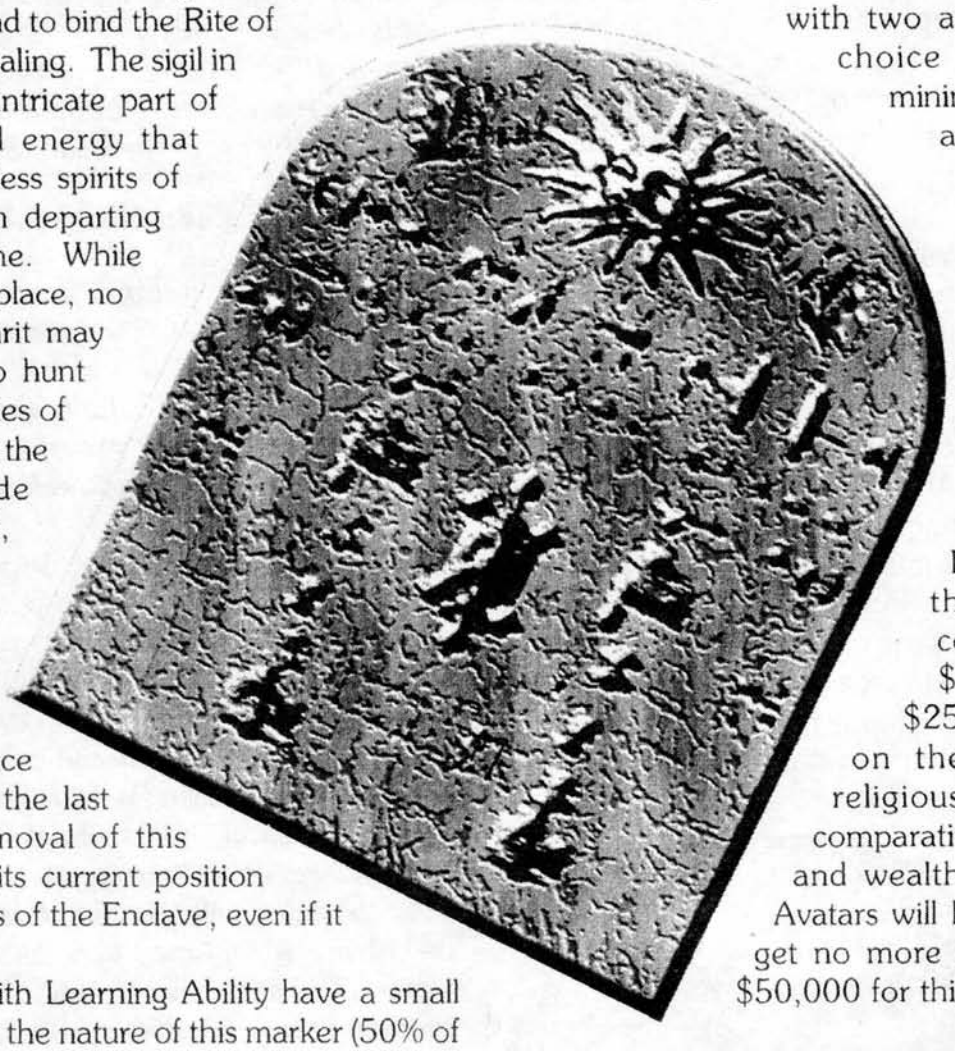
Theurges will recognize automatically the medallion as an Ecclesiastic symbol. This is the corpse of Caitlin Marge, lying where she fell in exhaustion having finished a Rite of Consecrational Sealing (Extreme) that sapped the last of her AEPs and left her unconscious and helpless. The Rite of Consecrational Sealing is virtually unknown amongst the Ecclesiastical Orders, and is extremely valuable, as shall be seen further on.

Avatars with Arcana, Learning, Pantology, or Urbane Ability may also discern the monetary worth of Caitlin's devotional object. Its value is approximately $1,250. If any of the Avatars attempt to identify the beetle remains found within the chest cavity of the skeleton, and have Arcana or Learning Ability, they will discover only that it is not a beetle known to exist in nature. Necrougists will deny this, stating that it is a Crypt Carver Beetle (see the ***Special Lejend Master's section*** at the end of this adventure).

(If any of the Avatars decide to check the upright stone tablet with its base imbedded in the dirt of the floor read aloud)

The stone is squarish in shape and fairly flat and thin, being just a bit less than one inch in thickness. Was it not the apparent grave marker of the corpse that lies before it on the floor, you might mistake it for a slightly oversized Memory Tablet. It is covered with strange runes, with one large sigil in the center of the piece.

This is indeed a Memory Tablet, the one that must stand to bind the Rite of Consecrational Sealing. The sigil in the center is an intricate part of the supernatural energy that prevents the restless spirits of the Enclave from departing their sunken home. While this marker is in place, no living dead or spirit may pass beyond it to hunt the souls and bodies of the living beings in the local countryside above. As a result, the strange disappearances that caused the original expedition to come to this place have ceased for the last two years. Removal of this stone slab from its current position frees the denizens of the Enclave, even if it is later replaced.



Avatars with Learning Ability have a small chance to discern the nature of this marker (50% of their Ability score) although they will be unable to read its actual inscription. Avatars with Arcana Ability fair somewhat better, and can deduce the nature of the great tablet by simply making a successful check against their Arcana score. They too, however, will be unable to read the actual inscription in any detail.

Theurges, on the other hand, may make two checks: one to discern the nature of the marker, and one to read the actual inscription. Should a Theurge successfully read the inscription, they may automatically transcribe this Rite to a Memory Tablet of their own (if they have one with space, of course!), and can engage in the Rite as one of those with which they are familiar.

Theurges that accomplish this should receive 75 Specific Merit points for Theurgy. If this tablet is retrieved and taken to a local Ecclesiastic Order association, and donated thereto, the theurgist so doing should receive a Memory Tablet with two activations of his choice in exchange, minimum, as well as an additional 350 Specific Merit points for Theurgy. Should the theurge decide to sell the Memory Tablet to the Order, he should receive 50 Demerits, although the tablet will command between $100,000 and $250,000 depending on the locale of the religious society and its comparative social standing and wealth. Non-theurgist Avatars will likely demand and get no more than $25,000 to $50,000 for this large tablet.

(When any of the Avatars proceed through the doorway in the stone wall move to the following section and read aloud)

Area #2. The Nameless Fear

As you pass through the dark doorway in the stone wall, you see that a wide hallway extends to the left and right of your position. It has a dirt floor, but the walls and ceiling here are made from the same soft stone as the wall you entered through. A faint greenish illumination glimmers from the extension of the hallway on the left-hand; a glimmer that 'feels' somehow wrong and unhealthy. As you ponder it's meaning a wave of terror slams into your psyche with the force of a mental sledgehammer!

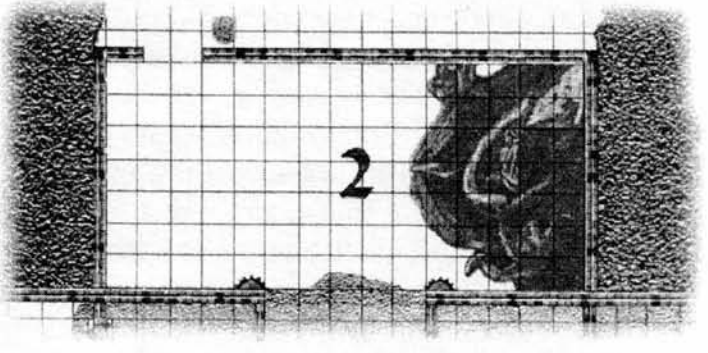
This room (it is not actually a hallway as stated above, and this is explained later) is the lair of a Nameless Fear, a beast that represents all that is left of one of the Enclave's acolytes that was trapped here when the building was submerged. Terrified, and single-mindedly focussed on the hope of rescue, this acolyte tunneled and clawed his way torturously towards the entrance to the building, neither stopping nor realizing that his material body had died along the way.

Having reached this point, he (now in the form of a restless spirit) was trapped by the Rite of Consecrational Sealing that Caitlin had placed upon the building. His will slowly deteriorated, eventually becoming nothing more than a cloud of malice and boundless fear. He now attacks mindlessly any that enter this area, enraged at the lateness of their 'rescue attempt'. One AB (12 seconds) after any Avatar enters this room, the Nameless Fear will attack by using a psychic burst of energy in the form of a Wave of Terror (with effects as described in Area #1, The Excavation Site) that will effect all Avatars in Areas #1 and #2. Those Avatars that succeed in making their Disaster Avoidance rolls will be dismayed in that the Nameless Fear can be harmed only by Extraordinary means, with normal weapons causing no damage whatsoever. However, Powers/Extraordinary Activations that inflict harm on the target subject will work against this thing.

Nameless Fear

H: 20
P: 40
S:14
A&A: attacks twice a round with two psychic projections for 2-7 points of harm per attack, this harm bypassing any armor/protection. Devotional objects worn by those defending against this creature provide absolute protection against the psychic attack harm.

Special Abilities: Once every 10 ABCs of time the Nameless Fear can generate a Wave of Terror that will cause any failing their Disaster Avoidance check to flee in abject terror for 1-6 ABCs before checking again. The Wave of Terror will cause any Avatar that does not succeed a Disaster Avoidance check against 3 x their Speed BR to become terrified, fleeing from the area (by means of the entrance hole) as rapidly as possible. They will continue to flee back towards their original base camp for 1-6 ABCs of time following a failed roll, at which time they may check again. (Note that this form of rapid departure has an excellent chance of damaging the ladder, or in its functional absence, causing a cave-in of the entrance hole.) Avatars that are terrified and are unable to escape, must make an additional two rolls against 3 x Speed BR.



• Success on both checks indicates that the Avatar has managed to claw his way up the entrance hole, despite possible cave-ins.
• A single failure indicates that the Avatar is cowering in fear, will not move for 1-6 ABCs of time (after which they must again attempt the stated Disaster Avoidance roll).
•A double failure indicates that the Avatar has become temporarily insane for 3-18 ABCs of time, after which they may attempt another Disaster Avoidance roll to move to cowering status (as mentioned above).

Temporary insanity also has the possibility of the permanent loss of .5 Speed points and the temporary loss of 2-12 Health points from the Avatar's Base Ratings. Each time an Avatar becomes temporarily insane, a check against 4 x Speed Base Rating must be made. If that fails, the affected individual loses .5 points of Speed, and suffers the temporary loss of 2d6 points of Health.

Should any member of the party be able to see an immaterial thing, that Avatar will be near-stunned by the horrid appearance and baleful visage of this thing!

The Nameless Fear has an expression that combines agony and hatred. The gaunt remainder of its face is contorted, and appears much like a withered mummy that has some feral light inside its skull escaping through its empty eye sockets. Upon so viewing the thing, the Avatar must succeed in a check against Speed Base Rating or be stunned and at one-half movement and Ability score for d3 ABCs of time thereafter.

The Avatars that will remain will also be attacked twice per ABC (two attacks total, not two per Avatar) by the Nameless Fear using its psychic energy as a weapon (an attack additional to the Wave of Fear attack). Theurges that enter the place will not be attacked, but will instead be shunned by the Nameless Fear. Any Consecration, Hallowing, or Anointing Power or Rite will dispel the Nameless Fear, finally releasing it to its eternal rest. Blessed oil or water will cause it 2-12 points of harm if they strike the thing, and Extraordinary weapons have their magical bonus harm effect. Powers inflicting damage will also affect this creature normally.

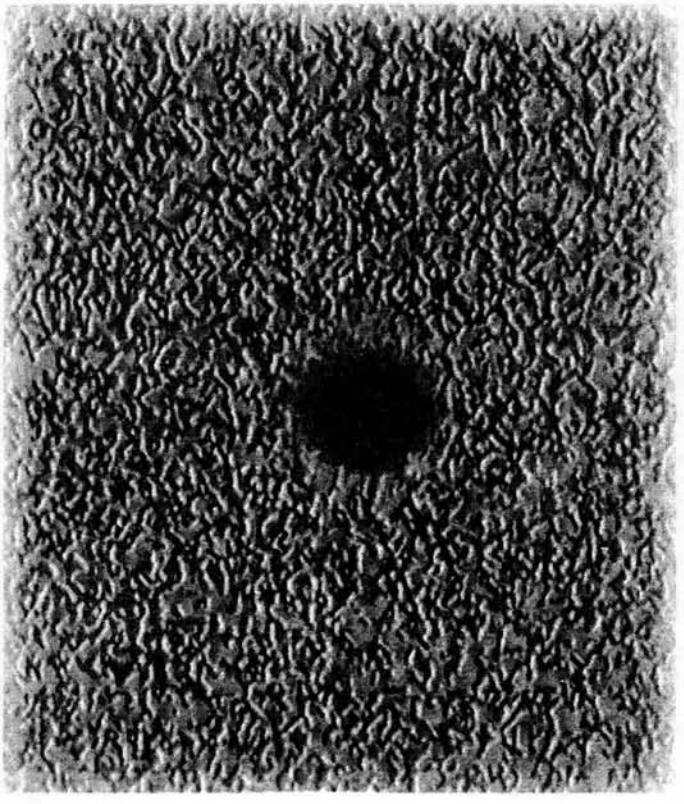
(Once the room has been cleansed of its unholy occupant, and provided that the party either carries a light source or is able to see in complete darkness read aloud)

The greenish glow is now gone, and you are able to discern the nature of this area. The supposed hallway you have entered has no apparent outlet, and is perhaps 15 feet wide. Its walls and ceiling are stone, the same stone that comprised the outer wall of this room through which you entered. It is thirty feet in length, and square in shape. The floor is loose clay. There seems to be nothing in this place...

Avatars with Evaluation, Ranging, or Scrutiny Ability that succeed in a check against their appropriate score will notice that the floor is not uniform (level), and that it shows signs of previous excavation (the room has been dug out).

The far wall of the passage (15 feet away) is not entirely stone. The center 10 feet of this wall is made of hard-packed clay, the same color as that which covers the floor. This portion of wall also protrudes slightly at its base, jutting out perhaps eight inches farther than the surrounding stone wall, and sloping backwards to about 10 inches beyond the stone wall. Two pillars that are carved from the stone of the wall border the location of the clay wall. A discarded shovel also lies at the base of the clay portion of this wall.

Avatars that check carefully will also notice a small tunnel about three feet from the floor; so tiny it is more of a burrow than a tunnel. It is about three inches in diameter. Avatars with Evaluation, Hunt, Nomadic, Ranging, Rustic, or Savagery Ability can deduce that the burrow is probably that of a species of large rat. Any Avatar that rolls against one of these Abilities that scores an 01-03 will,

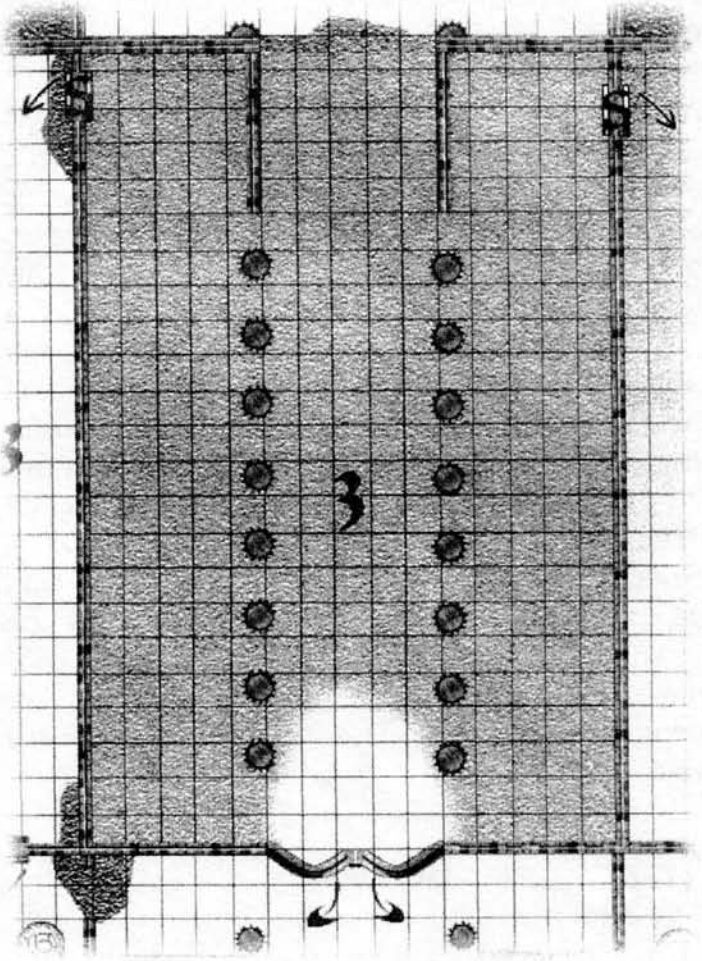


however, feel that the tunnel isn't actual that of a rat, but something similar.

Entry into Area #3 is possible only through either excavation or through the use of an Extraordinary Ability that allows or enables passage through dirt or earth. The open area beyond this blocked section is 40 feet distant. Avatars that are able to become non-corporeal, gaseous, or small enough to fit into the tunnel/burrow can also gain this otherwise-blocked section by following the tunnel/burrow leading through Area #3.

Area #3. The Drowned Chamber

If the party decides to excavate this space, they will discover that the clay is dense, but easily loosened, as though it was under no pressure during the drying process. Progress while digging with these Extraordinary shovels will be very rapid (a 10-foot wide and deep floor-to-ceiling area every two hours per two Avatars digging, double that for dwarf race Avatars, or Avatars with Physique and/or Mechanics Ability).



Encounter Table

01-12	**Maggot Swarm**
13-50	**1-6 Blackrats (See Beasts of Lejend book)**
51-65	**04-40 Crypt Carver Beetles**
66-85	**5-50 Black Scorpions (See Beasts of Lejend book)**
86-00	**item (see item chart at right)**

Once cleared, Avatars will note that the area beyond has a ten-foot high stone ceiling and a stone floor. Beyond the ten-foot width of a straight tunnel through the clay there are one-foot-diameter stone pillars which extend from floor to ceiling every four feet. Parties that attempt to tunnel without clearing the passage to its ceiling will experience continual cave-ins due to the loosely packed nature of the clay. Avatar parties that are excavating will also possibly encounter the following denizens of the Enclave. Roll a d6, and consult the above chart on a roll of a 1 or a 2, finding the random encounter using d%.

Item Table (items found)

01-10	Clay tablet and writing stylus in case (only one in ten will be in usable condition, but that one can be used as a Memory Tablet!)
11-30	Broken crockery (pot, dish, etc.)
31-35	Tapestry piece (rotted, depicting funerary rites)
36-45	1-6 Coins 00-60 copper 91-90 silver 91-00 gold
46-80	Human or Alfar bone or skull fragment
81-90	Portion of an article of clothing (rotted gown, robe, shirt, etc.)
91-00	Eating utensil (metal table knife or spoon, wooden spoon, etc.)

Rot Maggot Swarm:
CF: 100.
H: 1.
P: 55.
S: 16.
A&A: Attacks but once per round (a bite) that will not bypass armor, but that will seek an unarmored or exposed portion of the Avatar for its attack (hands are a favorite). A successful attack (16 or less on d%) will cause but one point of harm, but this reduction in the Health BR of the unwitting victim is permanent as it involves the instant rotting and subsequent shedding of flesh by the hapless victim! Avatars that are resistant to VT receive a Disaster Avoidance Roll at 3 x there Speed BR against this effect, and Avatars that are immune to Poisons and Toxins will suffer no ill effects from an attack.
Special: If the Rot Maggot Swarm is attacked with bare-skin (swatted, or stomped with bare feet), the rotting effect noted above will occur automatically unless the Avatar attacking is either resistant or immune to VT attack. The effects are then as listed previously.

Crypt Carver Beetles
CF: 20
H: 1
P: 45
S: 14.
A&A: One attack per round that will damage non-metal, non-Extraordinary armor or skin (not both). Each attack causes 1-6 harm that is semi-permanent in nature, as the beetle eats the flesh or armor that is subject to their successful attack. In addition, each such attack will cause the semi-permanent loss of 1 point of Precision and .25 point of Speed. These Base Ratings points can be regained only through complete rest in a stress-free environment, recovery at the rate of 1 point of Precision and .25 point of Speed per day, or through the Extraordinary intervention of a Theurge employing appropriate Powers.
Special: After the third ABC of combat, these beetles will bypass all forms of armor, at the discretion of the LM. An Avatar can then free himself of these hideous vermin only by removing his armor to attack them, for the beetles have infested the armor of the victim. Crypt Carver Beetles are 6-7 inches in length and 3-4 inches wide.

For each 10-foot-distance of clay excavated the LM should also make two checks on the table at the left to find what 'artifacts' the diggers have unearthed.

Should the Avatars excavate to the sides to a depth that allows access to the two side doors (ten feet further to the left or right), they will discover that these doors are constructed of stone and are unlocked. They are less than clever secret doors, and will be noticed immediately by any Avatar with Luck, Scrutiny, or Tricks Ability that successfully makes a check against such an Ability. Avatars with Pantology or Stealing Ability will discover either of these doors if they succeed in a roll against such Ability at a +10 penalty. Avatars with none of these Abilities will discern these doors on a roll of a 91 or higher, but not 00 (100% indicating total inability to discover either).

The doors, while unlocked, will not open, as they swing into the next space that is partially filled with clay (which jams the door, preventing opening). Only an Extraordinary Ability activation that enables excavation without being able to see the site excavated, or that allows the passage of one through stone and earth will allow the party to enter Area #4 or #8 at all via these entrances.

They can still enter Area #4 through the door from Area #5a, and Area #8 from the doorway in Area #9 (see map).

If the party tunnels forward for 35 feet, they will notice that the clay no longer fills the passage all of the way to the ceiling. Instead, the clay stops several inches short of the ceiling and drops a further two feet from the ceiling level for each foot excavated forward. At a distance of 40 feet, the Avatars will enter a small chamber with a clay floor and a stone ceiling. It is a 10-foot diameter circle, the outside edge of which is a wall of clay that slopes rapidly upward towards the ceiling. The wall of clay stops three inches from the ceiling, but it is impossible to tell the depth of the space beyond.

(At this point read aloud)

You have now entered a space clear of debris and dirt. It is bowl-shaped, with its outer wall comprised of clay that slopes rapidly upwards, stopping just short of the ceiling. A pair of concave doors, each four feet wide, with gilt door handles, stand at the far end of this cleared area. The doors are attached to stone walls that disappear behind the clay fill that is but a few feet distance on either side.

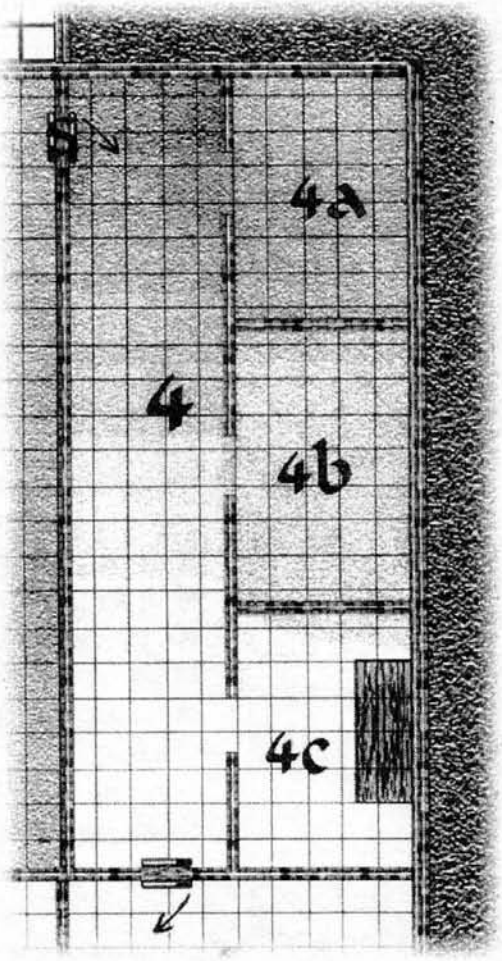
At this point, the party will be attacked automatically by either Black Scorpions, Crypt Carver Beetles, or Black Rats (LM's discretion), that will be in twice the numbers that normally appear. Allow party members to hear a noise appropriate to the approach of these vermin, and give them three ABCs to react or prepare.

Should they decide to attempt to open the doors into the room beyond, have them roll against half of their Health BR unless they have Physique Ability. Avatars with Physique Ability add that score to one-half Health to find the chance they have to successfully shove open a door. The doors open into the next area, Area #10. If the party does not pass through the doors, the space before them is somewhat cramped, and should be considered negatively when the Avatars engage in combat to repel the vermin soon to assail them.

If the first wave of vermin is defeated, wait three ABCs, and have another party member hear the approach of a second group (again, the LM should choose the type of vermin to appear). Continue to send waves of vermin, with increasing frequency, until either the party enters Area #10, or they have defeated six waves of the nasty little pests. They are being summoned by Dyok Vartin via his Psychogenic Ability, and he will give up after the sixth wave. Dyok hopes to drive the party into Area #10, then terrify them psychically so as to separate one or more members, making them easy prey.

Area #4. The Infested Dormitory

If the Avatars manage to find and open or bypass the secret door at the northwest (upper right) corner of Area #3 as shown on the map, they will enter Area #4, The Infested Dormitory. The door from Area #3 opens into Area #4 and will do so with loud protest from its badly corroded hinges.



(When the party manages to open the door read aloud the following)

A hallway lies before you, half-filled with clay. The right corner of this room appears to be missing, for it has been filled with clay to a height of six feet. The hallway leads off to the right, and you are able to discern two more openings farther down the its length, evenly spaced at about 15-foot intervals. The clay floor slopes gently downwards in that direction, increasing the height of the ceiling until it is eight feet from it to the floor. The hall ends at a narrow doorway that must be about 40 feet distant.

The ceiling immediately above your heads is only four feet in height, sloping upwards to a narrow two-foot-high opening before you, six feet wide, that stands between the clay and the ceiling. Darkness lies beyond the narrow aperture. The next opening, fifteen feet away, is about five-foot high by six feet wide, while the final opening appears to be eight feet high by six wide.

Note: If the Avatars have arrived at this point via Extraordinary means, not forcing open of the door, the space in which they find themselves is only four feet in height, the other four feet (to the floor) being filled with the loose-packed clay. It is possible, of course, that they have buried themselves to the waist in this intractable stuff, and thereafter they will then be assaulted by the Black Rats in Area #4a...

(If the Avatars have entered this location from the small door in Area #5 read aloud)

A hallway lies before you, with stone walls, ceiling and floor. At a depth of eight feet, however, the floor becomes clay that slopes gently upwards until it is but four feet from the ceiling near the left wall of the passage, and two feet from the ceiling at the right wall of the passage. The right wall of this hallway is further pierced with three openings, the closest a mere seven feet away, the others at 22 feet and at 37 feet distance, respectively. Each is about six feet wide, but the upward sloping floor varies their height. The first door is completely unblocked, but the second opening is only five feet in height, while the third is but a mere two feet in height. A shattered stoneware bowl lies at the base of the wall on your left, and the first of these openings to your right.

As the Avatars explore Areas #4a, #4b, and #4c, refer to the specific descriptions that follow.

Area #4a.

(If this space has not been excavated, and some Avatar -up to two will fit into the small opening- crawls in through the two by six foot hole read aloud to those concerned)

The entrance is cramped, and makes visibility quite limited. You can see some faint glinting at the rear of the room, perhaps the glistening of gems or small coins. There is also a faint musty smell in the air.

Avatars that have Hunt, Luck, Nomadic, Ranging, Rustic, or Savagery Ability may check against their score at this point. Success indicates that they have identified the musty odor of this place- it is the odor of a rat warren. They will realize this 1-2 ABCs before the rats attack (see below).

If the Avatars exploring this area are unable to identify the smell, they will lose the first ABC's initiative to the attacking rats. If they remain in the location after having identified the smell, they may roll initiative normally against the rats, but the LM, in all cases, should take into account the cramped quarters in which the Avatars are fighting. Depending on their size, a penalty of +10 to +30 is a reasonable range in regards to active combat in cramped quarters of this sort.

(When the rats attack read aloud)

The source of the faint glinting becomes apparent as the glints materialize into the eyes of a pack of Black Rats!

The Black Rats will attack viscously, enraged that their warren has been discovered. They will fight to the death, with no thought of retreat, as there is nowhere to which they might retreat.

Excavation of this space will yield little of interest, let alone of value - most obvious are two sleeping platforms that are built into the walls, some rotted clothing will be seen, and a few shards of broken crockery are underfoot. If the Avatars check beneath the sleeping platforms, however, they will discover that one has a Memory Tablet affixed by a gummy, resinous material to its underside. The tablet has but one activation inscribed upon it, the Necrourgy Spell of Calling Unwilled, Living Dead.

The former occupant used to occasionally command the Enclave's Animorts (see Area #11) when his masters were otherwise occupied. Avatars that do not possess Necrourgy Ability will be unable to decipher this tablet without having Arcana Ability and succeeding in a check against this skill. Avatars with Arcana, Learning, or any Extraordinary Ability will realize automatically that this is indeed a Memory Tablet, and that it is of considerable value.

Care must be taken when removing the tablet, as there is a one in five chance (20%) that it will break when removed. This score can be

modified by the use of Stealing Ability, with 10% of the score total of that Ability being deducted from the base chance of 20% if the Avatar employs that skill when removing the object.

If the party first excavates the room, the rats will attack them once the first few feet of the room have been excavated. The Avatars will, however, gain the advantage of increased mobility as they need not fight the rats in the cramped space that existed prior to excavation.

Area #4b.

(As the party enters here read aloud)

The floor of this area is packed clay, and slopes noticeably downwards the farther it is from the doorway through which you have entered. The ceiling height at the doorway is only around five feet, but because the floor slopes down, it is at six feet at the farther edges of the room. The wooden bulk of a sleeping platform protrudes through the mud of the floor at the far right corner of the room. The walls and ceiling are stone.

This room is empty, but if it is excavated a nest of Black Scorpions will be discovered. There are 18 adult scorpions, all of which will attack immediately, and from surprise. Avatars with Ranging, Scrutiny, Stealth, or Waylaying will not be surprised by this attack and may roll normal initiative. Avatars with Luck Ability can attempt to likewise have opportunity to take the initiative.

Further excavation of this location will yield only some rotted clothing and broken crockery. If however, the entire room is excavated, a small and half-rotted leather tome will be discovered. It is written in the lingua franca of the region, but only two of the entries in this makeshift diary are still legible.

(Read the following aloud to the players)

You have discovered a small and badly preserved libram. It is half-rotted, but there are two entries that are legible. The first reads,

"I have my suspicions about Nyl Tama. A great and dread Rite was performed within the Enclave last seventh day, a ceremonial so terrible that a palpably evil force could be felt within the halls of this place. Since that time, Nyl has taken on a progressively more gaunt and wasted look... I fear that his studies have gotten the better of him."

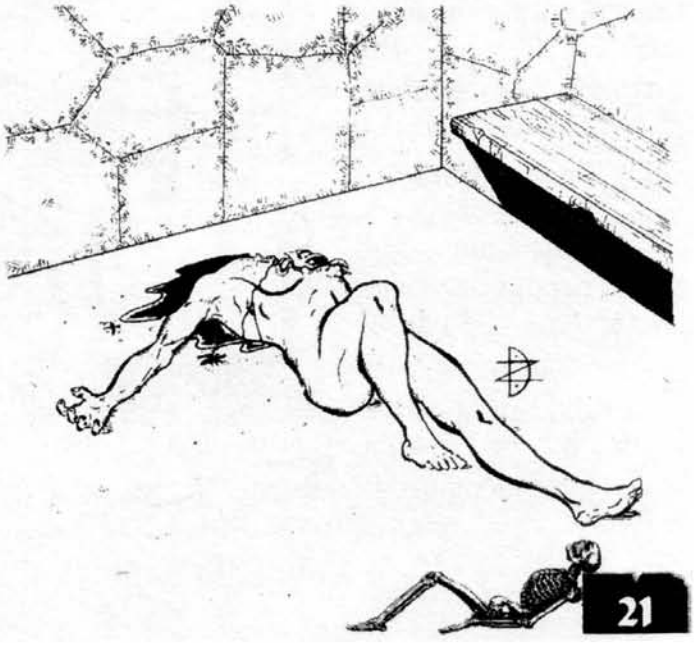
The next section remaining is only partly legible, but reads,

"...got Sandir last night...
in his food. Then they took him to the...
seen him since. What worries me most is that Nyl now looks...
will not allow him to touch me as I have now seen the results."

Area #4c.

(When the party enters here read aloud)

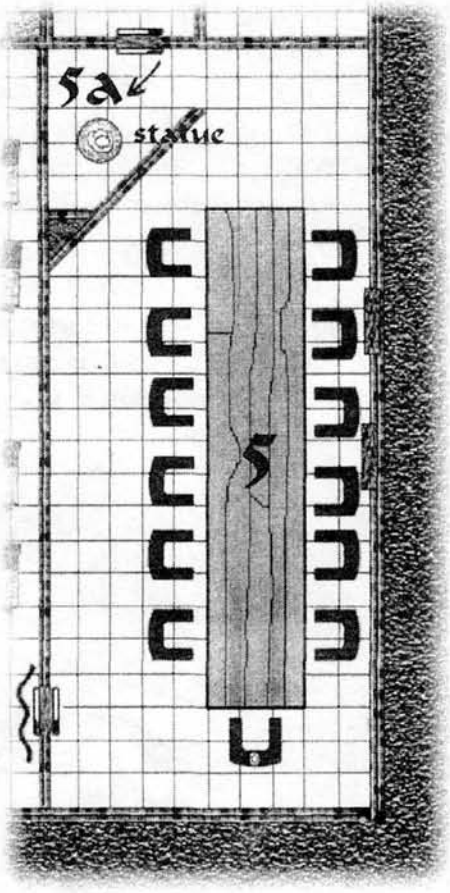
A horribly mutilated corpse lies within this room. The body is missing its left arm, the shoulder it would have been attached to, its neck, and its head! It lies before a section of wall that has had its stonework removed. A small tunnel, no more than a foot or so deep, about three feet square, has been dug into the wall at this point. The refuse from the digging lies scattered around the floor, and there is a pile of stones near the wall through which you entered this place. A wooden sleeping pallet stands on end, leaning against this wall, while another bunk still resides in its original position, mounted into the far wall. The corpse appears to be dressed in the humble garments of a student or perhaps an acolyte. Its upper portions are darkly stained, as is the dirt on the floor near the location of the corpse's missing head.



The corpse is the last victim of Nyl Tama, and the murdered subject was indeed one of the acolytes of the Enclave. Terrified by the burial of the school, the acolyte began to tunnel through the wall of his living space (Area #4C) in hopes of creating an escape route to the surface. Weakened by starvation and exhaustion, he was easy prey for Nyl Tama when he attacked the acolyte in the cramped quarters of this small area.

Avatars with Hunt, Nomadic, Rustic, Savagery or Theurgy Ability will immediately recognize the stain on the floor as being that of old, dried blood. Avatars with Unarmed Combat skill will determine that the victim attempted a feeble struggle, but that he was quickly and brutally overpowered. Avatars with Evaluation, Luck, or Scrutiny skills may roll against their skill to discover this information as well.

A careful check of this room will discover a small leather pouch hidden under the bottom leg of the remaining sleeping pallet (that which is still in its proper position). This was a secret stash of money that the hapless acolyte was hoarding in the event that an opportunity to slip away from the Enclave presented itself. Unfortunately, no such opportunity presented itself prior to the submersion of the school in the mud of the elemental. The pouch contains two gold coins, four silver coins, and eleven copper coins with a total value of $1,255.



Avatars with Geourgy, Mechanics, Pantology, or Scrutiny abilities will recognize that the dirt in the excavated area of the wall matches the dirt found throughout the Enclave.

Area #5. An invitation to Dinner

You have entered a room that appears relatively untouched by the calamity that affected the rest of the Enclave. A long table of rough-hewn oak planks occupies fully half of this room, while the high-backed oaken chairs that surround it leave only walking space between their positions and the walls of this chamber. The room itself is 40 feet long and 20 feet wide. Its walls, ceilings and floor are all comprised of stone. Two small wooden doors are located halfway along the far wall, but they are so small that only a kobold or a gnome would consider them a useful means of egress or entry. The doors appeared to be barred from this side.

This is the great dining and meeting hall of the Enclave. The top of the oak table is actually quite smooth, although this is not readily apparent as the timbers that make up the table are crudely hewn and cumbersome to the eye. Avatars that lack Minstrelsy, Stealth, or Unarmed Combat abilities must make a roll against 4 x Speed BR or they will slip and fall when they first attempt to stand atop this table. Avatars with Learning Ability may roll to see if they recognize the smooth nature of the tabletop without actually checking it, and Avatars with Scrutiny Ability will discern the treacherous nature of the table's surface automatically. If any of the party check carefully (regardless of Abilities possessed) before mounting the table, they will also become aware that its surface is highly polished, and, with the light coating of dust it currently carries, potentially slippery.

The oak chairs that flank the table are of excellent quality, and are quite heavy, weighing about 75 pounds each. If any of the Avatars check the chair that stands at the end of the table nearest to Area #10, it is upholstered and has several gems embedded in its surface. For those with the skill to ascertain such (Commerce, Evaluation, Stealing), the value of these gems is:

Two rubies sale-valued at $4,000 each
One diamond sale-valued at $8,000, and
Four precious jade stones sale-valued at $1,000 each. (Sale-value is the price the stone will fetch wholesale, of course.)

They are well mounted, but each can be prized forth with a dagger or similar implement by anyone proceeding with care. Check against Precision BR of the Avatar attempting to loosen the stone, adding 10% of Luck and/or Stealing Ability to the base score. A result of 00 on d% always indicates failure, a breaking and ruining of the gem.

If inspected from the side of the table nearest to Area #10, the small wooden doors are mounted three feet from the floor, and are made up of artfully but simply carved oak. They are indeed each barred with a steel bar about three and a half feet in length. The doors themselves are slightly less than three feet wide each. They are actually shuttered windows.

The first Avatar that crosses to the far side of the table to further investigate either the windows or the floor will get a rather nasty surprise as Nyl Tama attacks them from his hiding place underneath the table. Bear in mind that what is left of Nyl Tama at this point (head, neck, left arm and shoulder), represents a very small mass that will be difficult to detect unless the party physically moves some of the chairs away from the table and checks beneath the table carefully. (If they do, there is a base 10% chance of detecting Nyl Tama, with Scrutiny Ability of an Avatar added to this. In any case, Nyl Tama will gain a surprise attack against the first Avatar engaging in either activity, unless that Avatar is using Waylaying Ability, or uses Luck Ability to avoid such.

(In the case of a surprise attack read aloud)

You notice that (fill in Avatar's name here) seems to stumble and then falls to the floor, partially shielded from the rest of the party's view. Your first concern is for his (her) safety, a concern that is well founded as (fill in the Avatar's name here) screams fill the room.

Nyl Tama, if successful, will not strike again but will hold onto the Avatar successfully attacked with his remaining hand, drawing the physical being from the Avatar. At the first hasty glance, what is left of Nyl is small enough not to be recognized by any Avatar not possessing Learning or Scrutiny Ability. It will simply seem as though the Avatar that has been attacked is slowly dissolving from the feet up.

Note: The Avatar that has been attacked should be allowed no functions at this time. Simply tell that Avatar's player that the pain being experienced is so great that their character can do nothing but scream. By the third ABC of contact, the Avatar "victim" will mercifully lose consciousness.

Nyl Tama
H: 22
P: 65 (95 for his first attack if he gains surprise)
S: 10 (until fully reformed, then 16)
AEPs: 40 (then 64)
Special: Necrougry at 83, Luck at 70, Arcana at 58, Pantology at 46, Stealth at 43, Weapons at 40, Tricks at 35, and Learning at 17.

Nyl Tama knows the following Extraordinary activations of Necrourgy: Ritual of the Living Death, Spell of Calling the Unwilled, Living Dead, Spell of Creating the Unwilled Living Dead, Cloak In Shadows, Glib Tongue, Shadow Bolts, Umbrate Wall, Unhallow Ground.

Nyl Tama requires but four ABCs to absorb the physical energy of his victim. By the second ABC, any Avatar with the capability of seeing the conflict may make a roll against half of their Precision (or against an applicable Ability such as Scrutiny) to discern his method of attack. By the third ABC of Nyl Tama's attack, at which point he will have absorbed all but his missing right arm, his mode of attack will be plain to all that can see him (he is still on the floor either under or behind the table).



Once Nyl has reclaimed his missing body parts, leaving his victim with only a head, neck, left shoulder and arm, he will use his Stealth ability, Cloak In Shadows Power, and/or his Glib Tongue Power (qq.v. in the Rules book) and attempt to flee into either Area #4 or Area #10. His only thought will be escape, and he will jam any doors behind him on his path to freedom if his initiative is at least two points higher than that of any other party member. A jammed door will not open unless the one attempting it scores 10 or less on a d% check. However, Physique Ability is added to the base 10, and a Luck Ability addition (10% of score) is also applicable.

An Avatar victimized by Nyl Tama will be able to communicate, but only for an ABC or two as the individual so harmed will slip into an unconscious state from the terrific pain of their injury. Should Nyl Tama be killed in combat, the stolen body parts will seem to flow back to the victimized Avatar, reforming the victim in four ABCs of time with no apparent injury remaining to him or her thereafter. A permanent loss of one point of Health BR will, however, result to the victim.

If and when Nyl Tama is slain by the party, a careful inspection of the pitiful remains that are his corpse will yield a silver chain with a skulls-head medallion cast in silver. This medallion can be used to control the Animorts found on the second level, as well as those found in Area #7 and Area #9, although this will not be plain to any Avatar that studies the medallion and is without Necrourgy Ability. Avatars with Arcana, Luck, or Theurgy Ability may roll against their Ability in an effort to translate the strange writing on the medallion and discern its use, success indicating that they have done so. Necrourges will discern automatically the Power of the medallion.

The medallion will only effect the Animorts of the Enclave (this being one of their ingrained instructions), but it is of high quality and is worth $1,000 to $1,800 to the right buyer. The obviously evil subject of the medallion will make it hard to sell, however, in any but the largest cities.

If any of the party lift the steel bars that secure the small wooden doors, they will open easily but stiffly.

(In such case read aloud)

There is nothing behind the small wooden door but a solid wall of hard-packed clay.

The small wooden doors were actually the shuttered windows that allowed light into the hall. A close inspection by the party will reveal that the wall of clay behind each of the 'doors' exhibits every mark, crack, imperfection, and even the wood grain, of the doors that covered them.

Once the party has had time for a more leisurely inspection of Area #5, inform them that a small alcove extends from the west end of the room. This alcove is Area #5a.

Area #5a. The Horrendous Statue

(As the party enters, here read aloud)

As you turn the corner and enter this alcove, you notice a hideous figure that stands motionless not six feet from your position! It is man-like, both in size and features, but is gaunt, and its fingers end in long, needle-like claws. Only its blazing eyes reveal to you that it is certainly not dead!

This is a statue of Dyok Vartin that he had commanded his enslaved 'pet' animorts to construct with painstaking accuracy. Further, Dyok Vartin fears the reawakening of Abuhem Karn as he is unsure of his former colleague's loyalties. Dyok Vartin felt that the presence of icons would demonstrate his power, and ensure that upon reawakening, Abuhem would concede to his bidding. Dyok is unaware of the requirements for Abuhem's release.

The statue is made from the clay refuse found throughout the Enclave, and it has been molded from this clay using water and pottery shards collected for the animorts by Dyok Vartin. The eyes of the statue are polished pieces of broken glass. The statue can be demolished easily by any of the Avatars, but it will break into pieces (like pottery) as it has become extremely hard and dry over the years. The 'clawed' hands both remain whole when the statue is broken up.

Should an Avatar take a hand from the broken statue, that Avatar will be able to readily recognize an attack by Dyok Vartin should such attack be aimed at any other member of the party, the bearer of the hand included. The puncture marks generated by an attack from Dyok Vartin will be matched exactly by the spacing of the needle-like claws of the statue's hand.

Area #6. The Bedchamber of the Lore Keeper

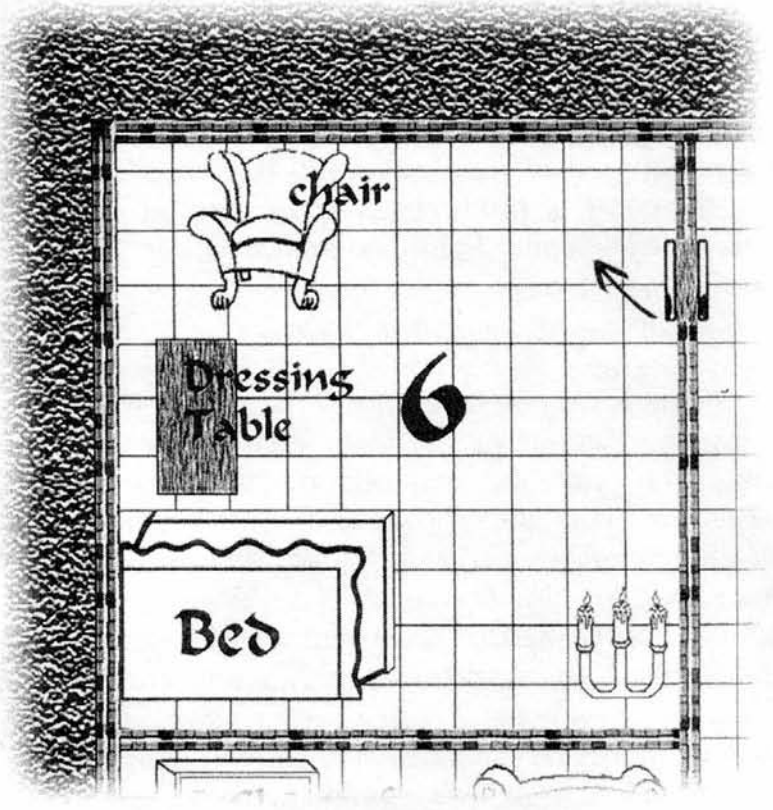
(As the party enters here read aloud)

This room is well, if not richly appointed. Largely undisturbed, a thin layer of dust lies over all surfaces; no one has obviously been in this room for years. A large four-poster bed, with silk hangings, a dressing table, brass candelabra with four candles and an oversized and richly upholstered chair make up the main furnishings of this room.

This room is largely empty. An investigation of the bedclothing will only raise a large cloud of dust that will send any Avatar with sensitive olfactory organs into a fit of sneezing for 7-12 ABCs, with no other activity possible during this time (a good time for Dyok Vartin to attack!). A careful investigation of the dressing table will yield similar results unless an Avatar with Scrutiny, Stealing, or Tricks Ability performs the search. These Avatars will invariably discover a hidden bottom within the second drawer of the dressing table; a concealed compartment there that holds two books: Necrologic Studies, and The Gate. (The LM can also allow Avatars with other possibly applicable Abilities to roll against some percentage of their score and perhaps discover this sequestered compartment.) Both books are written in an ancient and rarely used human language that any Avatar without Arcana or Learning Ability will find impossible to understand.

Should an Avatar with both Necrourgy and Arcana abilities study these books, however, they can possibly pick up a one-point gain in their Necrourgy ability per week of study (roll against Necrourgy ability to determine success). A gain of no more than three points total is possible, but the books may be studied for any length of time in order to achieve a maximum gain (with the Avatar attempting to gain one point per weekly try). This study must be continuous, and undisturbed by outside events such as adventuring.

Should the party attempt to sell these books at the local guildhall of the Warlock Order, they will fetch a price of $3,000 to $12,000 each. If recovered, the brass candelabra is of good quality and will bring $110-$180 if resold to a merchant. The other clothing and furnishings in this place are too old and dry-rotted to be of any real value.



The personal chambers of Abuhem Karn: The LoreKeeper

Area #7. The Bedchamber of the Gate Keeper

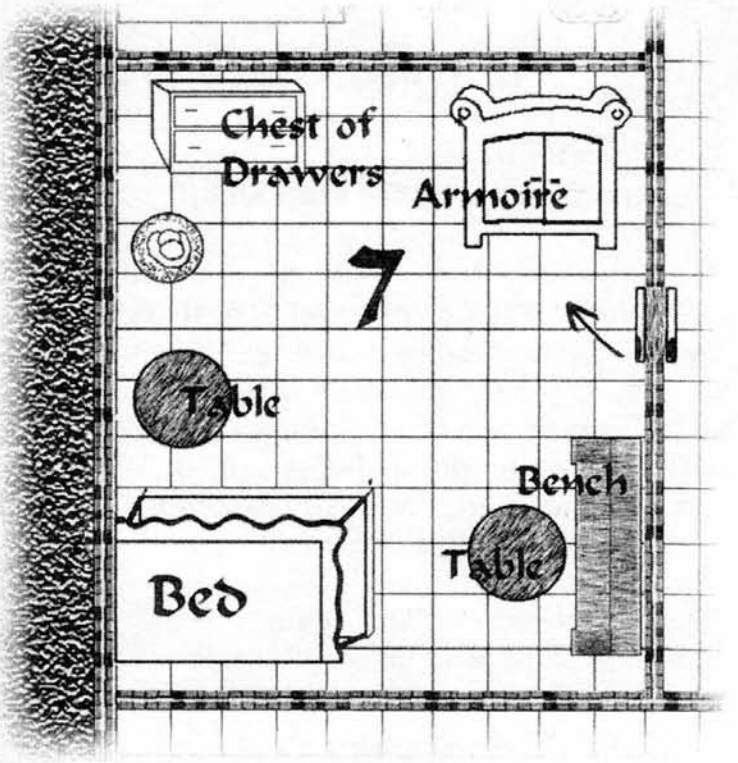
(As the party enters here read aloud)

This room is large but cramped, its ample space being filled with furnishings and discarded belongings. A large four-poster bed juts forward into the room from the far wall, and it is flanked by a small wooden night stand with a copper oil lamp upon it. An large armoire, its wooden surface dry and cracked, fills fully one quarter of this room, and an upholstered bench and table are placed near the door through which you entered (on the right side of the room). A chest of drawers and a statue of a human fill out the rest of the room. The statue is six feet tall, and appears to be an instructional aid used to teach students the subject of anatomy. Several of its body parts are missing in the location of the chest, with the remainder of the internal organs exposed to view. A small box rests atop the chest of drawers. It appears to be constructed of some lightly colored wood or metal.

A slight musty smell permeates this room.

This is the one-time private chamber of Nyl Tama, the Keeper of the Gate. The armoire contains only old and rotted robes that the Avatars will find of no value. The oil lamp on the night table is serviceable, although the oil within it has long since dried up. The bench and table are dry-rotted and brittle, and the chest of drawers contains little of value. The scarlet-dyed box atop the chest of drawers, however, is carved from bone, the workmanship of the carving marvelous, and is worth $700-$1,200 if unlocked (and can thus be opened) and sold to a merchant in town. If unopened, its value drops to $100-$600. The box is locked, and requires opening by an Avatar with Stealing or similar applicable Ability. Inside the box is a silver medallion on a silver chain, much like the medallion warn by Nyl Tama when he is encountered in Area #5...with a hideous skull on it.

This medallion can be used to control the animorts found on the second level, as well as those found in Area # 9 (and here... read on), although this will not be plain to any Avatar without Necrourgy Ability that studies the medallion. Avatars with Arcana, Luck, or Theurgy Ability can roll against same in an effort to translate the strange writing on the medallion and discern this capability, success indicating that they have done so. Necrourges will discern power of the medallion automatically.





The medallion will only effect the animorts of the Enclave (this being one of their ingrained instructions), but it is of high quality and is worth $1,000 - $1,800. The obviously evil subject of the medallion will make it hard to sell, however, in any but the largest cities.

Once the medallion has been removed from the box, the 'statue' that stands in this room will come to life! It will move slightly and will obey whatever the words are spoken by the Avatar at the time the medallion is removed from the box. The LM is encouraged to prompt his players into making some statement by asking questions of the Avatar at the time: "Are you going to tell everyone else what you have found?" is a good example of this type of prompting. It is also possible that the Avatar answering this request, being intent upon studying the medallion, will be initially unaware that he is having an effect on the animort (statue). Thus, an answer such as, "Check this out," will cause the statue (animort) to grab the medallion from the Avatar holding it and scrutinize it carefully. If at any time the animort gains control of the medallion for a full ABC of time, it will at once begin to mindlessly attack the party.

(Statue)Animort:
H: 20
P: 20
S: 8

For the benefit of the Lejend Master, we are presenting the stats for the animort as found in the Beasts of Lejend book:

Animort (animate remains - a decayed or mummified and foul-smelling corpse that has been given unnatural vitality that manifests itself as a feral glow of sickly yellow in the eye sockets of the rotting head of the creature): 1 or more: H: 11-40. P: 11-30. S: 5-8.

A&A: bony fingers of both hands for 1-2 harm but VT of 9-12 harm always bypassing armor or other protection; unnatural energy provides 60% (-12) armor protection against all attacks except that of blessed oil or water, those with continuing harm such as acid and fire, and Theurgy Ability Powers specifically attuned to affect the living dead.

Holy water in three-ounce volume, or holy oil in one-ounce volume causes 3-5 permanent harm to an animort, disregarding the creature's Extraordinary protection and restoration.

Unless the animort is so harmed as to be at a negative 30 (-30) or lower Health, the unnatural energy that fills it will cause the creature to regain power. After seemingly collapsing and being destroyed, having been reduced to a zero to negative 29 (-29) Health, the evil force begins restoring 1 point of Health each one second realtime thereafter, until the Health Base Rating has reached its full state, at which point the creature arises and functions again.

The Lejend Master is encouraged to have some fun with his players here, as the monster is of low power, and many possible interpretations of simple phrases (spoken by a player) by a mindless and unwilled living dead creature are possible. The animort will leave the room, subservient to the Avatar that holds the medallion, if ordered to do so.

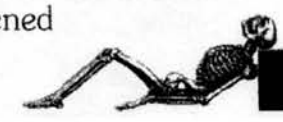
Area #8. The Blocked Hall

If the party attempts to enter this hallway from Area #3, they will find the task nearly impossible. If they have excavated the door from the 'Area #3 side', they will be unaware that the mud was able to seep under the door, forming a natural barrier to the door's opening, as it opens into the hall that makes up Area #8.

If the Avatars enter from Area # 9, read aloud the following description:

You have entered a hallway that is eight feet wide and 50 feet in length. A small fan-shaped mound of dirt rests against the left wall at the far end of the corridor. Two doors are readily discernible in the left wall, one 15 feet from the party, and the other 30 feet from the your position. Both appear to be made of wood.

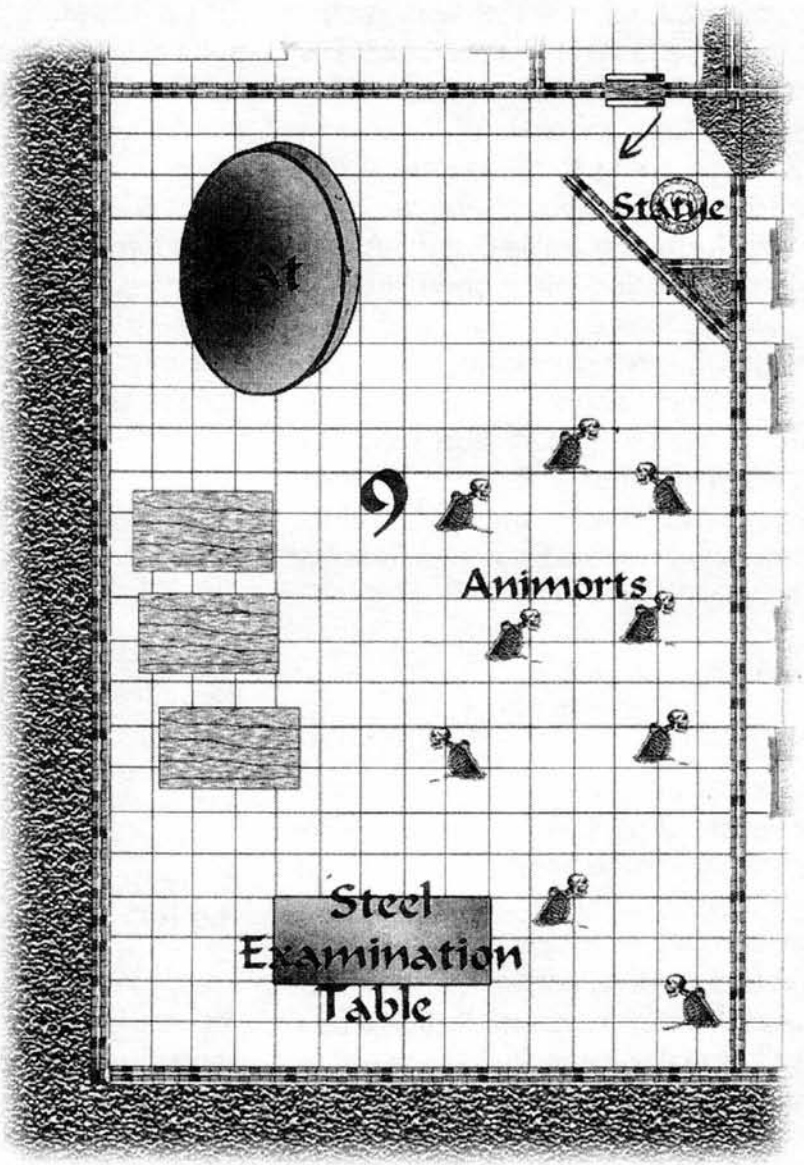
The doors are dry-rotted and flimsy, and either will disintegrate if hit with a shoulder or a weapon. The mound of dirt at the end of the hall will prevent the door into Area #3 from opening until the hardened clay is removed (see Area #3).



Area #9. The Lab

(As the party enters here read aloud)

You have entered a small, 10-foot deep, alcove that quickly angles outwards into a much larger room, the full extent of which you can not see from your current vantage. As you first view this place, you notice immediately a gaunt man-sized statue standing in the alcove. It is the likeness of a human wearing a soiled gray robe that is bound at the waist with a leather belt. The left hand of the statue is missing. As you take but a single step into the room, the statue moves!



The statue is actually the preserved body of Abuhem Karn, released from his long sleep by the arrival of the party. His brain is still quite fuzzy, and the only coherent thought that he is capable of at this point is that he must alert Dyok Vartin (on the second level) that their rescue has finally arrived. Left to his own devices, he will invoke a Strength Power (Abuhem is also an enchanter but knows few activations), uncover the hidden trapdoor to the second level, retrieve the key from its secret compartment in the altar, open the door and descend. He will complete these activities slowly and deliberately, sparing his energy for the activation of the Strength enchantment, and talking to no one. If he is attacked before he makes his way to the second level, Abuhem's vital statistics are:

Abuhem Karn
H: 25 (65 normally)
P: 53
S: 14 (32 AEPs remain in his current state).

Abuhem will do his best to escape, and will not attack, hoping to preserve his energy until he finds help from his associate, Dyok Vartin. Abuhem also wears a skull-shaped medallion on a silver chain. This medallion can be used to control the Animorts found on the second level, as well as those that can be found in Area #7, #8, and #9. This will not be apparent to any Avatar without Necrourgy ability that studies the medallion. Avatars with Arcana, Luck, or Theurgy Ability may roll against their Ability in an effort to translate the strange writing on the medallion and discern its use, success indicating that they have done so. Necrourges will discern automatically the Power of the medallion.

The medallion will only effect the Animorts of the Enclave (this being one of their ingrained instructions), but it is of high quality and is worth $1,000 to $1,800 to the right buyer. The obviously evil subject of the medallion will make it hard to sell, however, in any but the largest cities.

If the Avatars follow Abuhem into Area #10, skip to the description of that area. If they defeat Abuhem in combat, or proceed out into the room that comprises the majority of Area #9, read aloud:

Shadows play across the large room that now opens before you. The nearest wall of this room is 30 feet in front of you, the farthest is to your left and lies 40 feet away, while to your right stands the closest wall. A large tub or vat of metal stands 10 feet in front of the party. Its sides are darkened by stains of unknown origin. At the far end of the room is a large metal table that glints faintly in the torchlight, and several long wooden boxes, perhaps inexpensive coffins, line the wall between the two. The other near wall, that through which you entered the room, is littered with the remains of half-vivisected corpses; some upright, some supine, none complete. The corpses are missing limbs, heads, or even torso parts and organs, their abdominal or chest cavities vacant and yawning. There are a total of nine corpses in various positions in this location. The smell here is repugnant, and you are uncertain as to whether you will be able to proceed or not.

(Have players check for their Avatar, rolling against 4 x Speed BR. Any who fail this check will reel back, and are unable to proceed for one minute, and must check as noted, until they succeed. Note that Avatars with poor sense of smell have a bonus -30 on rolls.)

The walls, floor, and the ceiling - 20 feet overhead - are made of stone.

This is the main laboratory of the Enclave, the vile place where all of the teaching and minor experimentation took place. The smell of putrefaction is extreme in this chamber, so vile, in fact, that all Avatars will need to make a Disaster Avoidance Roll at 4 x Speed BR in order to be able to remain herein for more than one minute. Those failing are treated in the same manner as those failing initial check for remaining herein.

Should the Avatars proceed along the wall through which they entered the room, moving towards the metal table at the far end, their presence will activate the corpses (animorts!) that are strewn about this place. Should any of the party be wearing or holding one of the medallions found in Area #5 or #7, the Animorts will rise and await the command of the Avatars displaying these medallions. Should none of the party be physically holding or wearing the medallions (they must be in view), the animorts will mindlessly attack!

Animort (9): (See Area #7 above for description details.)
H: 39. **P**: 20. **S**: 5.
H: 37. **P**: 21. **S**: 8.
H: 35. **P**: 22. **S**: 5.
H: 33. **P**: 23. **S**: 7.
H: 31. **P**: 24. **S**: 8.
H: 29. **P**: 25. **S**: 5.
H: 27. **P**: 26. **S**: 7.
H: 25. **P**: 27. **S**: 6.
H: 25. **P**: 28. **S**: 8.
A&A: bony fingers of both hands for 1-2 harm but VT of 9-12 harm always bypassing armor or other protection; unnatural energy provides 60% (-12) armor protection against all attacks except that of blessed oil or water, those with continuing harm such as acid and fire, and Theurgy Ability Powers specifically attuned to affect the living dead.
Should the party proceed towards the large vat that occupies the near end of the room, the smell will become far worse. This generates the need for a new Disaster Avoidance Roll at 3 x Speed BR; a failure indicating that the Avatar must retreat from the chamber, wait a minute, and recheck as noted above.

When an Avatar nears the vat read aloud)

The horrific smell gets worse as you approach the metal vat. Its sides stand four feet tall, and its diameter is at least 10 feet. The stains on its sides are now keenly evident and readily recognizable. They are old, dried bloodstains. As you swallow the gorge that rises threateningly in your throat and ponder the origin of the stains, as well as the use to which the vat was put, both the answers and the question lose their meaning. A large, writhing mass of human limbs, flesh, bones and viscera, begins to climb forth from the vat! It gains height by the moment and it soon becomes apparent that its intentions are hostile!

The vat is the home of a charnel heap of exceptional size, it coming from one of the last experiments performed in this location. Brought into being by Abuhem as an example of the use of the Charnel Heap Power, it is now released from its former restraint by the departure of the Necrourge (through either flight or death). It will mindlessly attack the party, bent only on expanding its own mass. Avatars killed by the Charnel Heap will be absorbed into this mass, and, to the horror of the surviving Avatars, recognizable portions of the former Avatar will appear within the mass!



Charnel Heap
H: 49
P: 19
S: special

A&A: 3-12 attacks per round against all within 6 feet of the Heap for 1-12 (50% chance) Piercing Harm or (50% chance) Shock Harm. In addition, whenever maximum Harm is scored, the subject struck suffers, regardless of armor protection, 1-6 additional Harm. The subject is caught, held fast, and will be unable to attack or defend, taking an additional 6 points of Harm each ABC until the victim is absorbed into the mass. The Charnel Heap is immune to cold- and water-based attacks, and takes one-half damage from Piercing harm. Acid- and fire-based attacks inflict the normal minimum possible harm to the Heap.



Once the foul thing has been defeated, Avatars can look into its former 'home'. The vat from which it arose contains a disgusting and foul-smelling liquid that only faintly resembles the color of blood. Should any of this liquid contact the person of an Avatar, that one will ever after exude a hideous stench, making him or her unfit company for their previous acquaintances until a Theurge removes the stench with a Cleanse Power. Avatars that were previously friendly to the affected Avatar will need to place perfumed cloths or similar devices over their noses and mouths to be able to stand within five feet of the hapless victim. Individuals unfamiliar with the Avatar will shun him, and it is doubtful that the Avatar would be allowed to enter any public establishment or building.

Should one of the Avatars decide to tip the vat out, spreading its vile liquid across the floor, no Avatar will be able to remain within the chamber without the aid of some article or substance that blocks the stench. Those unable to remain will leave at their fastest movement. All within the area at the time the vat is overturned must make a Disaster Avoidance Roll at 3 x Speed BR in order to avoid having the liquid contact their person (and suffering the fate mentioned above).

Should they party make it to the back of the room where stands the metal table (when viewed from the front) read aloud:

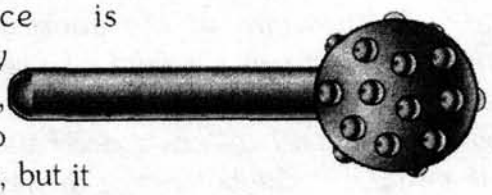
The metal table is made from some form of incorruptible steel or similar metal, and it is large, measuring some 10 feet long by four feet wide. The front of the table holds a steel panel that extends to within an inch of the floor, so it is impossible to tell if it is solid or if it is hollow underneath.

As the party proceeds around the corners of the table to the backside, they will notice that an arm protrudes from beneath the table. The arm is actually an animated piece of flesh, conforming in most aspect to the capabilities of an animort. The back of the cabinet is comprised of two steel doors that run from the table's top to within an inch of the floor. The animate arm protrudes beneath the bottom of the doors and will only attack if an Avatar comes within six inches of its hiding place.

Arm (Animort)
H: 19
P: 30
S: 15 (because it is detached).
A&A: 1-2 attacks per round for 1-3 Shock Harm. In addition, whenever maximum Harm is scored, the subject struck suffers, regardless of armor protection, 1-6 additional Harm as the Arm has locked on to the throat of the victim. The subject is being strangled, and will take an additional 6 points of Harm each ABC until the Arm is destroyed. The Arm is immune to cold- and water-based attacks, and takes one-half damage from Piercing harm. Acid- and fire-based attacks inflict the normal minimum possible harm to the Arm.

Once the Arm has been defeated, the party can attempt to open the doors at the back of the steel table. They are locked, but may either be opened by an Avatar with Stealing Ability succeeding in a check against the skill, Luck Ability at 50% score base, or the doors can be battered open with weaponry or heavy metal objects. The doors will take a total of 30 points of Shock harm or 60 points to piercing Harm, before the locks relinquish their charge and open. Inside the cabinet is:

- One quart-sized bottle of grain alcohol, highly disinfectant, and highly inflammable (9-12 initial harm from contact and ignition, then 6-8, 3-5, and 1-2 on the following ABCs).
- One set of leather restraining straps (that can be formed into a carrying harness for an Avatar's equipment).
- 20 sheets of vellum in a scribe's case with ink and five quill pens.
- A mace.



The mace is extremely well-made, grants no bonus to hit, but it has been imbued with a minor arcane Power and will cause it to inflict an additional 7 points of preternatural harm to any living dead or corporeal restless spirit of the dead that is struck by it. The dweomer possessed by this mace is so slight that it will be difficult to detect until it is used in combat against the creatures subject to that Power. Even Avatars with various Abilities that might discover its heka (Arcana, Divination, Enchantment, Evaluation, Geourgy, Luck, Necrourgy, Scrutiny, etc.) will be able to tell only that it is a finely crafted mace, and nothing more.

Should the party check the wooden boxes (coffins) that lie between the vat and the steel table read aloud:

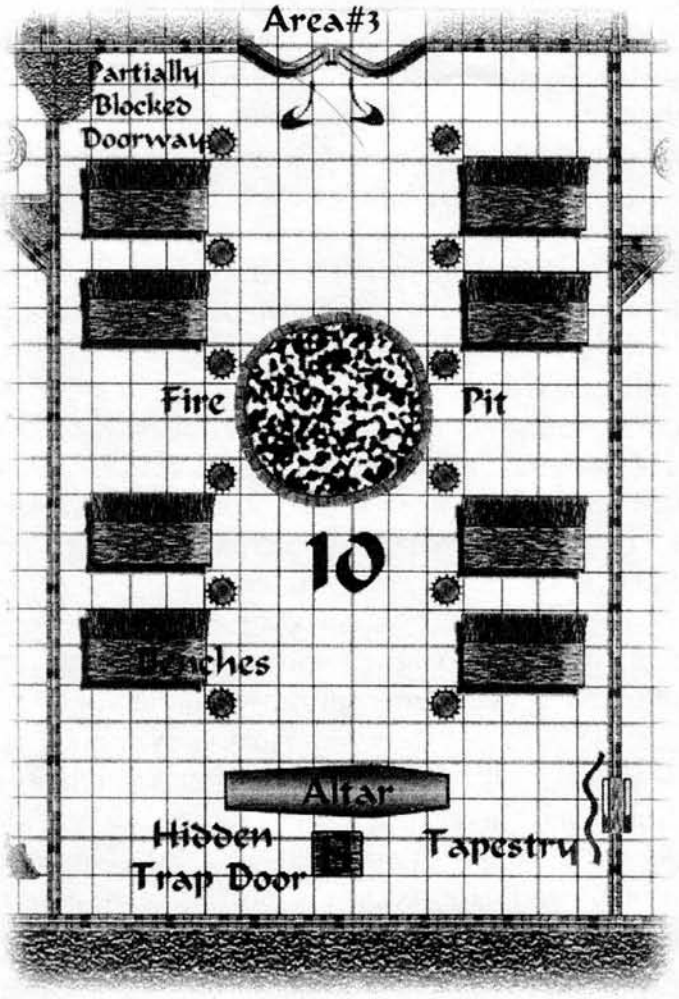
The boxes are six feet long and two and one-half feet wide. They are made from wood that has obviously rotted with time. Streaks and chunks of dirt still cling to the sides of these boxes, indicating that they had probably been buried at some time in the past.

These boxes are indeed coffins, and contain the once- buried corpses that were exhumed for the experimentation practices of the Enclave. Two of the boxes hold inanimate remains that are now mere skeletons mummified by time. The corpse within the first coffin opened wears some small trinkets of jewelry that are valued at between $100-$600 if sold to a jeweler. (Make a note to award the Avatar that 'grave robs' such items 5 to 25 General Demerits based on the character's nature. Theurges that participate in this form of grave robbing, however, should be penalized by the Lejend Master with no less that 50 General Demerits as they should object to the wicked activity of robbing a corpse. Theurges that find a method of reburying the coffins without opening them should be similarly rewarded for each set of remains thus interred, viz. 50 Theurgy Specific Merits per coffin buried.)

The center box, however, contains a corpse that, if opened, will appear gooey and wet... an improbable occurrence given the amount of time it has lain here. Avatars with Arcana, Necrourgy, or Theurgy Ability will recognize that something is amiss with the corpse if they succeed in a check against the appropriate Ability at a -20. The body, having been exposed to the proximate essence of the evil ***Oracle of Death***, has absorbed this evil, and is on a painfully slow path towards becoming a balewretch.

He is extremely weak at this point, not having become a full balewretch as yet, but he will attack from desperation when the coffin is opened.

Fledgling Balewretch
H: 22
P: 36
S:9
A&A: The Fledgling Balewretch will attack once per round with its fist for 1-6 Harm +4 (with the bonus always bypassing armor).
Defense: The unnatural energy which infuses the Fledgling Balewretch's being provides it with 6 points of armor protection against all attacks except those based in Theurgy or blessed oil/holy water. Blessed Oil or Holy Water causes the Fledgling Balewretch to steam, and inflicts 1-6 points of damage per three-ounce volume. The Fledgling Balewretch will regenerate if defeated but left unattended (in 20 ABCs time). To dissipate the evil energy that has created this travesty, the body must be either decapitated, sanctified, or buried with proper rites at least one-half mile from the site of the Oracle of Death. Properly burying the coffin without opening it will also have this effect.



Area #10. The Chapel

If the party enters from Area #3, read the description below unaltered. If they enter from any other location, alter the description for that viewpoint (see Map):

Having opened the curved doors that lead into this space, you are amazed at the site before you. This is the first place within the underground complex that is reasonably free of clay. Although the floor is covered by it, the furnishings in this chamber are intact, and the ceiling appears to be a uniform eight feet in height throughout most of this room. Two rows of pillars march down the middle of the room, four feet separating one pillar from the next, 10 feet separating the row of pillars one hand from those on the other. 10 feet in front of you is a sunken area, bordered by a short brick curb. The depression is filled to the edge of the bricks with chunks of a strange black rock.

On either side of the corridor formed by the pillars are rows of benches. Each bench is wooden, upholstered and backed, and each is 8 feet long. 14 feet beyond the sunken place a golden altar rises from the floor to a height of three feet. The altar is coffin-shaped, twelve feet long and appears to be made of solid burnished gold. To the right of the doorway, the mud continues, rising to a height of five feet before the looming arch of a doorway bars your further view. There is a two-foot space between the top of the mud and the bottom of the arch; probably just large enough so that a typical oaf could crawl through. To the left, and at the back left corner of the room, a tapestry hangs, its bottom fringe seemingly trapped in the thin layer of mud that penetrated this room.

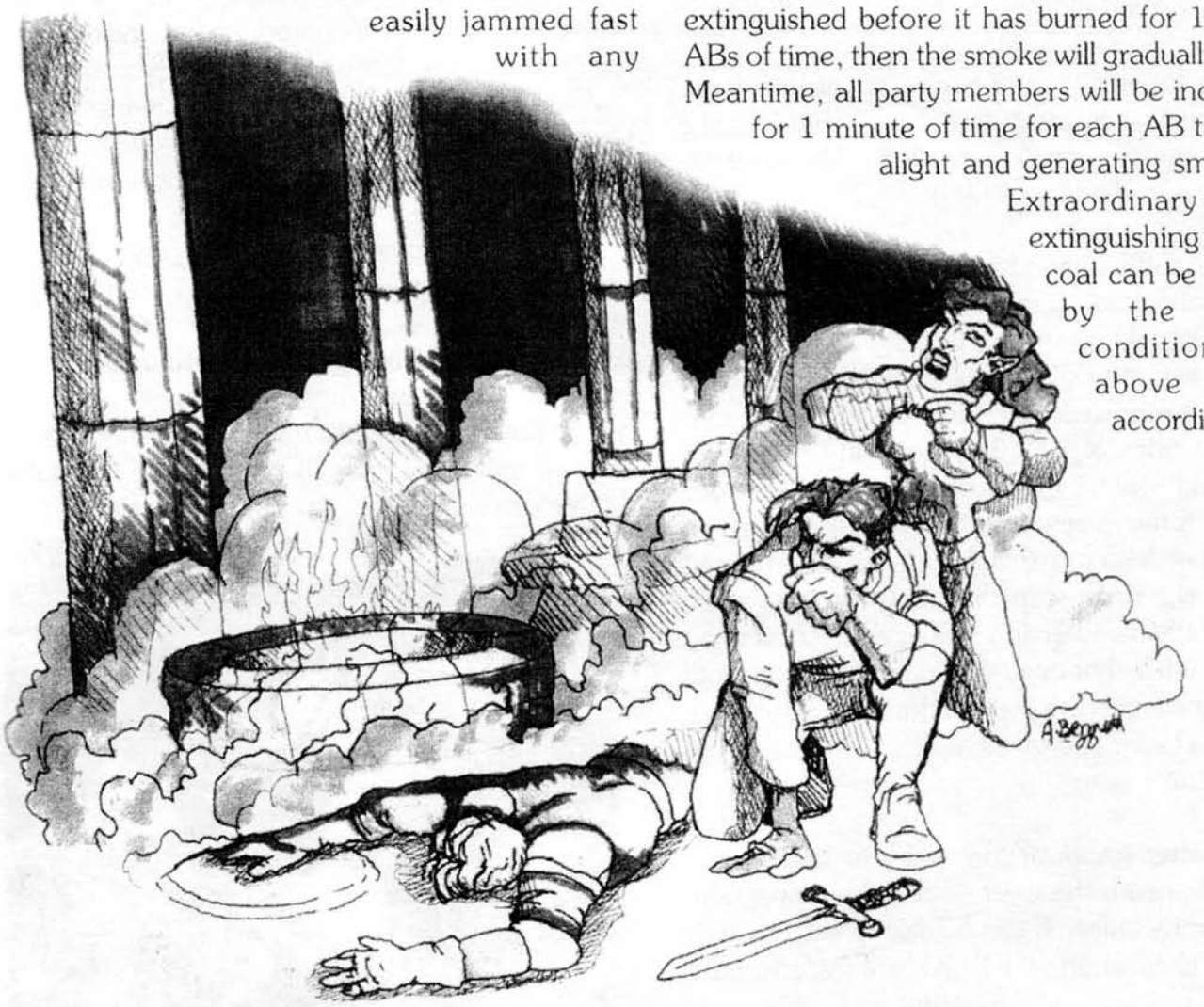
If the Avatars have not entirely excavated Area #3, and do not close the doorway to Area #3, the Lejend Master should roll for the same types of encounters as if the party were excavating Area #3, rolling once every three ABCs and consulting the following chart:

01-12	Maggot Swarm
13-50	1-6 Blackrats (See Beasts of Lejend book)
51-65	04-40 Crypt Carver Beetles
66-85	5-50 Black Scorpions (See Beasts of Lejend book)
86-00	no encounter

As the doors to this area open inwards, and are a bit stiff due to the clay still on the floor, if they are closed these encounters will discontinue. The doors can be easily jammed fast with any small article or stone as they are already stiff .

The black rocks in the sunken dais are actually raw coal, and are there for the ceremonial fire that will now never occur. If they are removed from the pit, a carving of a leering skull will be exposed on the bottom of the depression. A small (two-inch diameter) hole is present in one of the carving's eyesockets. If blood is placed on the carving, it will cause the Oracle of Death on level two to become more active, providing Dyok Vartin with greater mental energy for his mental sendings/attacks. If blessed water or oil is poured upon the carving, the opposite effect will take place, and Dyok Vartin's mental sendings will become weak or non-existent.

The coal can be set alight via normal methods, but as the normal exit hole for the fire pit is blocked with clay, this will cause the suffocation of the party in 13-24 ABs of time. If the fire is extinguished before it has burned for 11 or more ABs of time, then the smoke will gradually dissipate. Meantime, all party members will be incapacitated for 1 minute of time for each AB the fire was alight and generating smoke. Any Extraordinary means of extinguishing the blazing coal can be considered by the LM, the conditions given above altered accordingly.



Lejend Master's Note: Should the party have reached this point via arcane means, without having cleared a tunnel behind them, the air will become increasingly stale. After one hour within these environs, the LM should have every Avatar make a check against their Health BR -30 to see if they have succumbed to the lack of oxygen. Those Avatars that fail their check will fall unconscious, but will suffer no further ill effects immediately. The Lejend Master should then check once every hour that the party remains separated from a fresh air supply, with a decreasing chance for success as follows: Hour #2: Health BR -20; Hour #3: Health BR -10; Hour #4: unmodified Health BR, Hour #5 Health BR +10; and so on. Avatars that have previously lost consciousness must also check every hour, but with different results. Each unconscious check failed will cause 2-12 points of Harm to the unconscious Avatar.

The tapestry at the back left corner of the room conceals a doorway to Area #5 that is easily seen once the tapestry is removed. The tapestry itself is dry-rotted and worthless.

The coffin-shaped altar is actually gilt with gold, not solid gold. It is made from stone and has a rather thin gold covering that may be pried from its surface with any sharp object. If the entirety of the gilding is removed from the altar and salvaged it will claim a price of $12,000 from any place that deals in 'old' gold. It will take an hour for four persons to remove all of the gilt from the altar. Theurges that desecrate this chapel area, overturning benches, helping to strip the gold from the altar, and generally vandalizing the place, should be rewarded with Theurgy Specific Merit points commensurate with the piety of the deity they serve. Use 20 as a base, and go as high as 100 for a very devout Avatar.

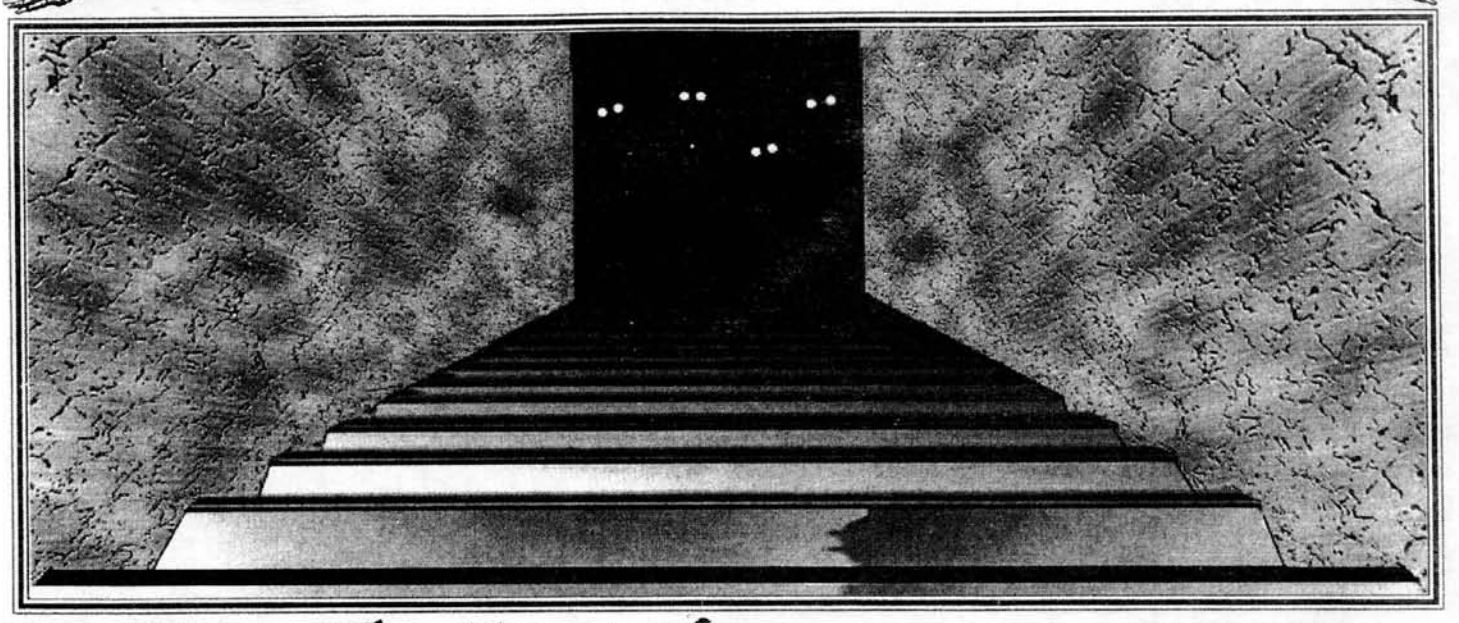
A secret trapdoor that leads to level two is concealed beneath the layer of clay that covers the floor behind the altar. It can be discovered through excavation, or if liquids are spilled on the floor at this point (they will disappear as though they have drained off somewhere). Any Avatar tapping the floor with a solid implement will discover the hollow sound that occurs when the clay here is struck. It can also be quite easily discovered if Abuhem is allowed to open the trapdoor without interference (see Area# 9).

Dyok will generally attack via mental projection (a Wave of Terror) any time he feels that the Avatars are coming close to discovering the trapdoor. Dyok does not wish for visitors on the second level.

The Wave of Terror will cause any Avatar that does not succeed in a Disaster Avoidance check against 3 x Speed BR to become terrified. Such individual will flee from the location as rapidly as possible. He will continue to flee at his fastest movement rate back towards the entrance to the Enclave for 1-6 ABCs of time following a failed roll, at which time they may check again against 3 x Speed Base Rating. A second failure indicates that the Avatar has become temporarily insane for 3-18 ABCs of time, after which they may attempt another Disaster Avoidance roll to move to cowering status (where they have recovered their wits but not their courage).

Temporary insanity has the possibility of the permanent loss of .5 Speed points and the temporary loss of 2-12 Health points from the Avatar's Base Ratings. Each time an Avatar becomes temporarily insane, a check against 4 x Speed Base Rating must be made. If that fails, the affected individual loses .5 points of Speed, suffers the temporary loss of 2d6 points of Health.





Part Two: The Heart of the Enclave

(As the party is ready to descend read aloud)

The trapdoor you have found now stands open, and a noisome smell almost visible in its palpable stench emanates from the yawning hole you have uncovered. Aside from the horrific odor, there is only a stairway leading down to darkness. The flight of steps descends at a gentle angle (about 25 degrees), and you can just make out the first 15 feet of the stair before the encroachment of the floor you stand upon cuts off further view. The steps are stone, clean, and show little wear.

The staircase is 90 feet long and leads downwards a depth of 25 feet. Those proceeding without a light source that are incapable of seeing in darkness will notice strange glintings from their left as they descend, as well as some small metallic reflections towards the direction they are heading. The rest will appear as utter blackness.

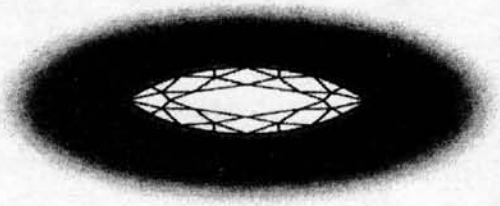
Theurges will need to roll against their Ability in order to proceed. The presence of evil here is a tactile sensation, and while bothersome to all Avatars, Theurges will find it repulsive. Theurges that fail their Ability check must retreat from the staircase and meditate for at least one minute of time before another attempt at descending the staircase may occur. The number of attempts a single Theurge may make is unlimited.

Note: It is vital that the Lejend Master be familiar with the section on Dyok Vartin before further play takes place. He is a ***variable encounter*** and many courses of action are open to the LM in terms of his reactions in Area #11. Be sure to read the ***Special Lejend Master's Section & Handling the Monsters of the Enclave***, on page 43, so as to know by heart the nature and capacities of this vile NAC. Only with such information in mind should you proceed with the adventure.

The Lejend Master should now chose a single party member (either randomly, or as one who you believe would take the greatest notice of the event to follow. An Avatar with Divination, Psychogenic, or Theurgy Ability is a likely candidate, if their persona is one of sympathetic sort.) Dietmar the Geourge, in a desperate plea for help, will mentally approach the party member you select as the most likely one that would hear him. Pass the chosen player a note that they hear the following:

"Help me please... free my soul!"
This seems to come in a plaintive and unworldly voice.

If the Avatar is capable of sensing such, tell them that the voice does not 'feel' evil, nor does the sending in any way feel like the 'Wave of Terror' attacks they experienced earlier.



Area #11. The Oracle of Death

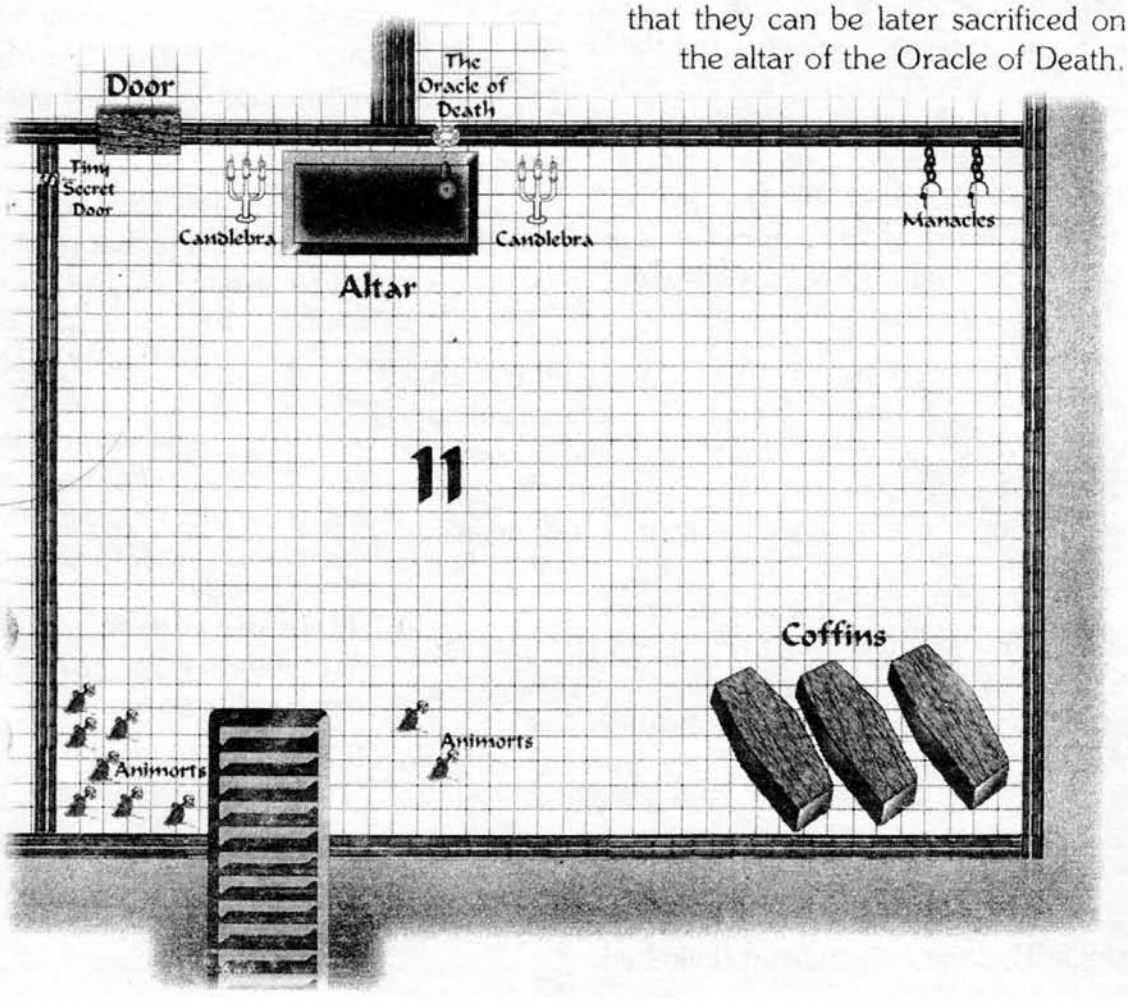
(For those who bring a light source, or those who are able to see in near blackness, and that descend to within ten feet of the bottom of the staircase, read the following aloud)

A grim panorama surrounds you as you descend the staircase. To your left, the room extends for a distance of only 10 feet or so before ending in a wall garishly festooned with an intricate mosaic depicting a human sacrifice to some dark god of death. The mosaic is easily seen as it extends away from you, but the nearer portion appears cloaked in an impenetrable shadow.

Dyok Vartin has cast Cloak in Shadows upon himself and the animorts that are hiding beside the staircase. This is the 'impenetrable shadow' noted.

In front of you, 25 feet beyond the end of the staircase, light reflects from a pair of candelabras that flank a stone altar. Just above the stone altar, an unidentifiable object, oval in shape, radiates an unhealthy green glow. The object appears to be mounted in the stone of the wall behind the altar. To the right, the steel of some well-preserved manacles reflect the light, while some wooden boxes are just visible amidst the murk to the extreme right of your position. A wooden door with iron hinges breaks the continuity of the wall behind the unholy place of sacrifice. The entire room is 25 feet by 40 feet in size, and other than the mosaic and the one door, its walls, floor, and ceiling are made from ordinary stone blocks. There is no sign of the clay that was found in almost every other space above.

Once the first of the Avatars in the party sets foot on the floor of area #11, Dyok Vartin will send a 'Wave of Terror' to attack the other Avatars that are still descending the staircase with the aim of driving them back up the stairs and into Area #10, up above. He will then attack physically, paralyze a victim, and shrink himself and the victim to minute size, stashing their body in area #14 via the tiny secret door in the mosaic (more on this later), so that they can be later sacrificed on the altar of the Oracle of Death.



Should more than one Avatar make it to the bottom of the stairs (not Dyok Vartin's favorite choice of options), the malign NAC will still attack, but the Avatar that is not targeted by him (although that Avatar will have to undergo the attacks of the animorts - see below) has a chance of seeing Dyok Vartin's attack and subsequent 'disappearance' when he shrinks his size. If the Avatar so present also has Scrutiny Ability, that individual can then make an Ability check to determine whether they see the one-half-inch tall version of Dyok Vartin. Success means they have, a special success that they observe him heading for the tiny concealed door to area#14, but failure indicates distraction and no notice of all this. Avatars with Luck, Stealth, Tricks, or Waylaying Ability may also check against such, but as the conditions are less than optimal, their checks are made at -20%.

Once the fight is initiated by their master, the 9 animorts in Area #11 will attack with a vengeance. Dyok Vartin will be preoccupied with his own schemes, and he will have no time to issue new commands (other than the initial 'attack' command). These animorts will not leave Area #11, however, as remaining in this place is part of their instruction.

Animorts

H: 37 **P:** 25 **S:** 6
H: 33 **P:** 30 **S:** 5
H: 30 **P:** 21 **S:** 8
H: 30 **P:** 28 **S:** 6
H: 28 **P:** 23 **S:** 7
H: 28 **P:** 24 **S:** 6
H: 27 **P:** 29 **S:** 5
H: 27 **P:** 22 **S:** 7
H: 25 **P:** 26 **S:** 8

Attacks: An animort can use the bony fingers of both hands to inflict 1-2 harm plus VT 9-12 harm which bypasses armor or other protection.

Defense: An unnatural energy, bolstered by the proximity of the Oracle of Death, provides 65% (-13 points) armor protection against all attacks except those of Blessed oil or holy water, (which cause 3-5 points of Harm), those with continuing harm such as acid or fire, and Theurgy Ability powers specifically attuned to causing harm to the living dead.

These animorts must be so harmed as be at -25 (due to the proximity of the Oracle of Death) or lower Health to be destroyed fully. Harm of less than that amount will allow the creatures to regenerate. Again, the presence of the Oracle of Death doubles the normal rate of regeneration, allowing the animorts to regenerate at the rate of 3 points of Health per ABC. This regeneration occurs only after the animort has collapsed (reached negative Health BR), and ceases once the animort has achieved its full original Health BR, at which point it will rise and resume its attack.

If, during the fight with the animorts (and possibly Dyok Vartin), any of the Avatars happen to touch the sacrificial stone altar that stands before the Oracle of Death, they must immediately make a Disaster Avoidance check at 3 x Speed BR. This altar is steeped in evil, and a failure to throw off its influence (a failed check) will indicate that the Avatar has fallen into a swoon, and, collapsed onto the altar, helpless for 7-12 ABCs - at which time another check as above must be made. Until such an Avatar succeeds in resisting the effect of the vile altar, that one is essentially helpless.

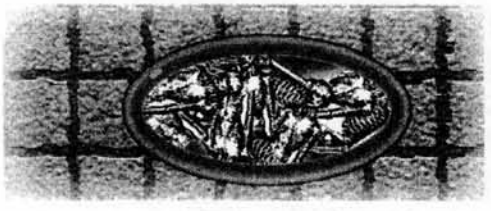
The altar itself is made of stone, with a flat and highly polished top surface. Small troughs have been cut into the surface, and these channels lead to a stone pipe that feeds the blood of the victim into the Oracle of Death. The altar is otherwise unadorned. The candelabras on either side of the altar are made from solid brass and weigh about 25 pounds each. They are usable but unlikely weapons (clubs requiring two-hands to employ, but adding 3 to harm inflicted) in the event that an Avatar is disarmed. Each holds a full complement of unlit candles, and, if lighted, provide sufficient if dim illumination throughout the entire room.

If Dyok Vartin sees that the fight is not going well, he will shrink himself and retreat through the tiny secret door into Area #14. The secret door is very hard to detect due to its size, but Avatars can find it if searching the mosaic that covers this wall. The size of this secret door provides a +25% penalty, however, to any Avatar with an Ability to find such a hidden portal that is attempting to discover it.

The wooden boxes on the right side of the room are actually empty coffins, held here in preparation for any sacrifice that might be rejected by the Oracle. Human, Alfar, veshoge even humanoid sacrifices accepted by the Oracle are doomed either to feed it with their essence (see Area #13) or to become animorts in the service of Dyok Vartin.

The Oracle of Death, far beyond the malevolent influence that it lends to this area, is a formidable hazard unto itself. The Oracle is a shimmering sphere of energy that glows with a preternatural and unholy greenish light. The light it sheds is of disgusting hue, hurts the eyes to gaze at, and disturbs the normal mind. Any Avatar that physically touches the Oracle with his bare skin will fall immediately unconscious for 2-5 ABs of time and will suffer 3-18 points of harm (bypassing all armor and/or protection other than that of the Extraordinary sort).

The only way to physically destroy/dissipate the unholy energy of the Oracle is to douse it in Blessed water or oil (a minimum of 1 Gallon of such fluid) or to have a Theurge invoke a Consecration or Cleansing Rite or Power upon it. Its energy will then fade leaving nothing more than a large glowing jewel, a huge peridot, of 100 carats in weight. The gem can be handled with care, so long as it is not exposed to bare skin. The gem itself has a market value of $50,000 to $60,000 to a gemner or jeweler, $90,000 to $100,000 to a Warlock Order. The gem can not be destroyed except by the most Extraordinary of means (and certainly not any available to the Avatars here).



The hole left by the removal of the gem is only four inches in diameter, and it will exude a horrific smell of decaying flesh once the gem is removed. Avatars looking through the opening will see little (if they are able to see in pitch darkness at all), but such individuals may be able to discern that there are bodies behind the hole in the wall (see Area #13).

If the Gem is sanctified via Blessed water or oil, or the actions of a Theurge, the spirit of Dietmar the Geourge will materialize within the room. He will thank the party, and mention that he has been freed to his final rest.

After urging destruction of the gem, he will also offer to grant the party a single request before he leaves. The Lejend Master should grant the request bearing in mind that Dietmar is a Geourge and can invoke any of the following:

Elemental Miner
Imbue with Extraordinary Power Capacity
Loviatskya's Infallible Energy Analysis
Marsh Elementary Power Bid

He can also raise the Enclave to ground level, if the party wishes.

He knows the location of the secret treasure room (Area #14) and the secret door in Area #12 that leads to it and will impart this information to the party.

He will grant only such requests that are within his knowledge and Abilities (as listed above). Dietmar will then gratefully depart forever.

Each Avatar willingly and actively striving to 'save' the hapless NAC should be awarded 50 General Merits for freeing Dietmar. If any Avatar took the lead in championing the cause, that individual should receive a double bonus (100 Merits). This applies even to those with Necrourgy Ability who willingly aided in the act. Any uncooperative party member should not be awarded this bonus, of course.

Closure of the portal known as the Oracle of Death should bring a bonus to the Avatar party in the neighborhood of 500 to 600 General Merits. That is, each Avatar willingly and actively striving expunge the evil of this place should get about 100 additional General Merits. Complete destruction of the green gem deserves a further award of 50 General Merits to each Avatar willingly participating in the task, while an Ecclesiastic Order Avatar directing the work should gain an additional 250 General Merits when this is accomplished at a later time.

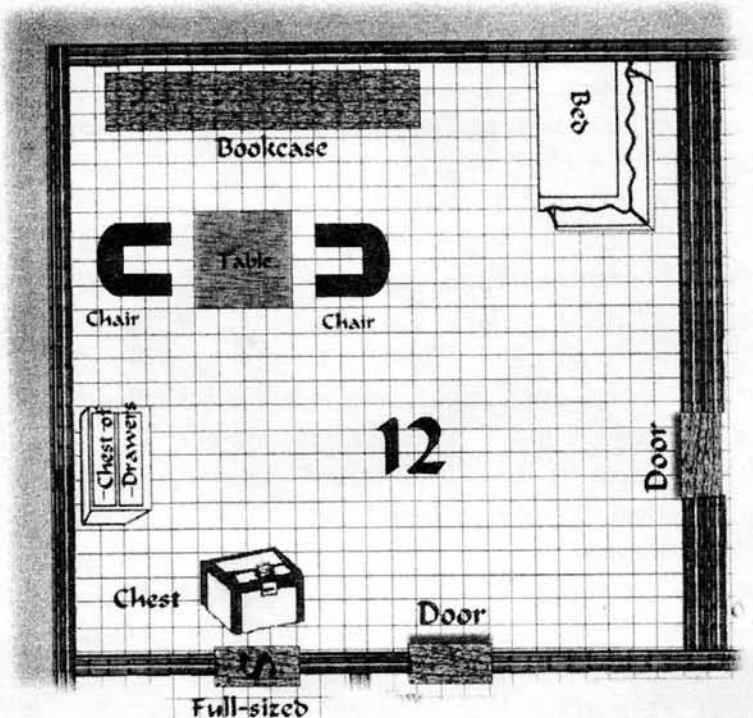
Should any of the party decide to try the door that leads to Area #12, they will find it locked with a simple, mechanical key lock. The lock can be picked by an Avatar with Stealing Ability, forced automatically by any Avatar with Physique Ability who succeeds in a check against that Ability plus a bonus of ñ10% of current Health BR, or forced by other Avatars that make a successful check against 20% of their current Health BR. Once the door has been opened, proceed to the description of Area #12.

Area #12. The Master's Chamber

(When the party enters this place read aloud)

A well-appointed, but unlit room opens before you. Its dimensions are 25 feet by 25 feet, with a nine-foot-high ceiling. The chamber is free of dust and dirt, and the walls, floor, and ceiling are made from stone blocks. A four-poster bed, with dry-rotted by sumptuous hangings, stands 15 distance from your vantage point in the entrance. It does not appear to have been slept in for a long, long time...

A bookcase stands against the back wall, and near to it are a wooden table and two upholstered chairs. The wall to your left hand holds a chest of drawers; and a large brass bound chest, pushed tightly up against the wall that contains the door through which you entered, is to your immediate left. Five feet from the foot of the bed, in the right-hand wall there, you see a door that has a pull-ring handle and a key lock.



This is the private apartment of Dyok Vartin. His bookcase holds several books of value, including, ***The Rites of Bruholak Mogruth the Mighty***, ***Gateways to Unlife*** and ***Handbook of Herbs for Invigorating the Undead***.

Any Necrourge that studies any one of these tomes for a period of not less than three weeks (undisturbed, of course) has a chance Equal to his or her Necrourgy Ability score of adding 1-2 points (d2) to that Ability score. Each book offers but 1-2 points, but any can be studied until a successful chack occurs - with appropriate time spent, of course. These books have a nominal value to an average merchant of from $2,600 to $3,500, but each is worth far more to a Warlock Order organization ($250,000 to $500,000.) to each Avatar demanding that these works be destroyed, award 50 General Merits per book when the tome is actually destroyed

The library also contains the book, ***Beasts of Lejend, Cyclopedia of Creatures***, which can also be studied by any Avatar with Arcana, Hunt. Learning, or Ranging Ability. The study will affect only a single Ability of a single Avatar, although the player may elect which Ability is to be affected. There is a chance equal to the Avatar's applicable Ability score that, after three weeks minimum of undisturbed study, the Ability used will be increased by 1-2 points (d2). The other thirty books in this library are of limited value but will bring between $100 and $600 a piece from a standard general merchant or like dealer in books.

The chairs look worn, have suffered somewhat from age, but are serviceable - in short ordinary and of no interest.

The chest of drawers contains a collection of dark-colored robes (deep and disgusting purple, dark mauve with rust-red trim, etc.), all of which are in fair condition - possibly useful to one with Pretense Ability. It also contains a medallion in an unlocked cedar-wood box. The medallion is identical to that found in Area #5 et al. The Chest of Drawers itself is in fair condition, but is quite dry, and will readily catch fire and burn if the party is not careful and carries torches.

The trunk-type chest that rests against the wall is locked, and weighs 300 pounds. If it is picked (Stealing Ability check at +20) or hammered open (the chest's lock will withstand 45 points of Shock harm before breaking), it will be found to be filled with clay. If the chest is moved, however, the secret door behind the chest is more easily detected. Avatars with Scrutiny or Stealing Ability can check against their score at -25 (25% bonus) to find the hidden portal when the chest has been moved away from the wall.

The key to the door that allows entrance to this room, and the door to Area #13, is on Dyok Vartin's person, and should be given to the party if he is defeated. The key to the chest was lost long ago, but after Dyok Vartin had it filled with clay to make it more difficult to move.

Should the party manage to open the door to Area #13, each Avatar must make a Disaster Avoidance Roll against 3 x Speed BR. The smell that emanates from this room, once the door has been opened, is horrendous! Avatars that fail this check must immediately retire to Area #11, after which they may make another check, this time against 4 x Speed BR. A failure on this check will force the Avatar back up the stairs to the first level for a full 10 minute's time.



Area #13. The Sacrifices of Bruholak Mogruth

(When the Avatars gain this place read the following aloud)

A ghastly sight and stomach-churning stench assault your senses. The room beyond the door is fair-sized, some 25 feet by 25 feet square, and it is filled with partially decayed, rotting corpses. These cadavers are still 'gooey' and ooze putrid substances. There are dozens of bodies here, all naked, blackened, and in various stages of decay.

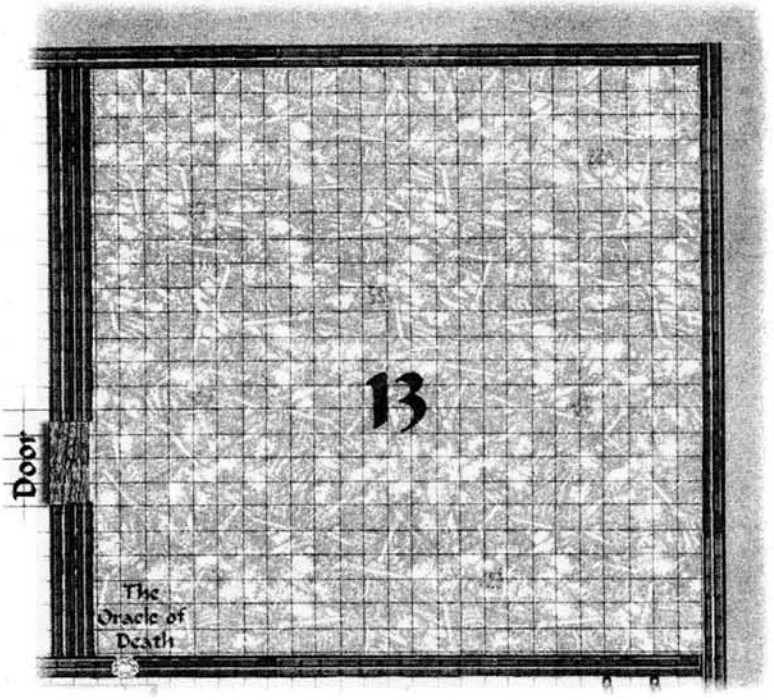
If the Oracle of Death has not yet been sanctified (its power dissipated) these corpses will begin to move of their own accord and will attack as animorts by the second ABC after the door has been opened. Avatars that are still in Area #11 will notice that the 'gem is flaring', and giving off a greater amount of light than previously. The two dozen corpses will then attack!

Animort (24)

H: 40	**P:** 23	**S:** 7	**H:** 40	**P:** 23	**S:** 7
H: 40	**P:** 26	**S:** 6	**H:** 40	**P:** 26	**S:** 6
H: 40	**P:** 28	**S:** 8	**H:** 40	**P:** 28	**S:** 8
H: 39	**P:** 20	**S:** 5	**H:** 39	**P:** 20.	**S:** 5
H: 39	**P:** 21	**S:** 6	**H:** 39	**P:** 21	**S:** 6
H: 38	**P:** 24	**S:** 6	**H:** 38	**P:** 24	**S:** 6
H: 37	**P:** 21	**S:** 8	**H:** 37	**P:** 21.	**S:** 8
H: 35	**P:** 22	**S:** 5	**H:** 35	**P:** 22.	**S:** 5
H: 33	**P:** 23	**S:** 7	**H:** 33	**P:** 23.	**S:** 7
H: 31	**P:** 24	**S:** 8	**H:** 31	**P:** 24.	**S:** 8
H: 29	**P:** 25	**S:** 5	**H:** 25	**P:** 28.	**S:** 8
H: 27	**P:** 26	**S:** 7	**H:** 25	**P:** 27.	**S:** 6

Attacks: An animort can use the bony fingers of both hands to inflict 1-2 harm plus VT 9-12 harm which bypasses armor or other protection.

Defense: An unnatural energy, bolstered by the proximity of the Oracle of Death, provides 65% (-13 points) armor protection against all attacks except those of Blessed oil or holy water, (which cause 3-5 points of Harm), those with continuing harm such as acid or fire, and Theurgy Ability powers specifically attuned to causing harm to the living dead. These animorts must be so harmed as be at -25 (due to the proximity of the Oracle of Death) or lower Health to be destroyed fully. Harm of less than that amount will allow the creatures to regenerate. Again, the presence of the Oracle of Death doubles the normal rate of regeneration, allowing the animorts to regenerate at the rate of 3 points of Health per ABC. This regeneration occurs only after the animort has collapsed (reached negative Health BR), and ceases once the animort has achieved its full original Health BR, at which point it will rise and resume its attack.



If the Oracle has been sanctified, but is still in place (still held in its wall niche), the animorts in this room will begin to move and become animate slowly. It will, in this case, take 4-24 ABCs of time for the first of them to come to the rescue of the Oracle (gem). Every ABC thereafter, an additional animort will reawaken, until all 24 have animated. Once animated, these horrific servants will attack immediately.

If the gem has been removed, the corpses are simply rotting remains.



The gem can be removed from this side, and once removed, its baleful influence over the assembled corpses will cease. Removing the gem is as dangerous from this side of the niche is it was from the other side of the wall. Effects as described in Area #11 will occur here also. There is nothing else of value in this room.

Should the room be purified by fire, (the corpses burned), the Oracle of Death will have lost its source of power, and if still active its glow will fade to nothingness. Purification of this room will gain the Avatar suggesting this step an award of an additional 50 General Merits, with 25 being given to each Avatar who voices agreement, assists in some manner, small or large. (Necrourges will not be particularly happy about the waste of such 'valuable' remains. They will be aware that such remains provide a chance to practice their craft.)

If an Avatar with Necrourgy Ability suggests or attempts to use them for a Charnel Heap Power activation, award 50 General Merits.

The results are the same if the remains are removed and given proper burial, but the corpses must be handled with care in their current state. Such an operation would take a half-dozen persons at least two days time, if not longer. Again, Merit award should be given for such effort.

Finally, if an Avatar with Theurgy Ability uses such appropriate activations as are available to him or her so as to more or less sanctify the chamber. see that it is then sealed as a tomb, this is mete, and Merit point awards should again be given.

Area #14. The Vault

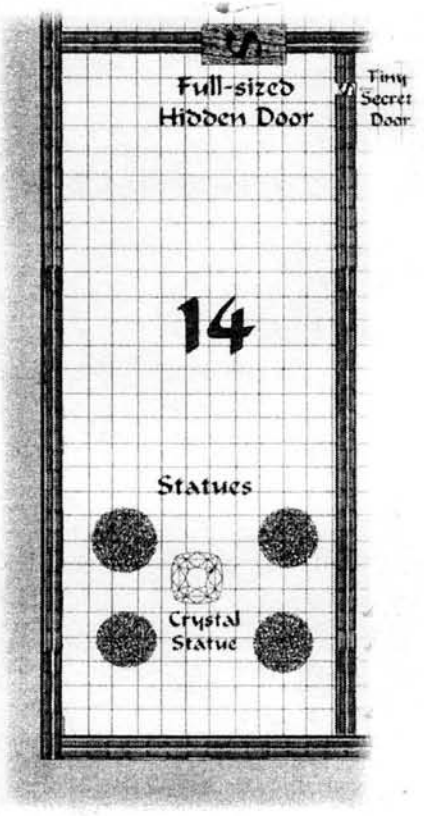
(When the party comes into this place read aloud)

As you open the secret door the glint of gold and the ruddy glow of ruby confronts you. The room before you is long and narrow, some 12 feet wide by 30-feet long, and several statues stand at its farther end. The statues are about three feet tall, and more importantly, are of gold encrusted with gems! There are four of these figures. A fifth statue, larger than the rest, stands in the midst of the smaller quartet. It is a four-foot-tall idol carved from a single perfect ruby! It will obviously bring a king's ransom at any market!

(If any of the Avatars then approach closer)

The ruby statue is even more marvelous than it seemed before... Its surface is so perfect that it almost seems to be liquid. It nearly seems to be alive, moveing. Wait, It IS moving!!!

Once the party has penetrated the room to a depth of five or more feet, they have three ABCs to pronounce the name of , "Bruholak Mogruth" or the statue... a minor earth elementary conjured and enslaved originally by Dietmar— will become animated. Once it is animate, however, it will attack all within the room until they either leave the room or have been killed.



Minor Elementary
H:75
P: 45
S: 18

Attacks/Defenses: The minor elementary attacks twice per ABC by swinging its fists at its opponent. These fists are an attack of Extraordinary sort, and will bypass any but Extraordinary armor or protection, causing 1-10 points of Shock harm per hit. The minor elementary can be hit by normal weapons, but its other-dimensional origins gives it a natural armor that absorbs 80% (-16 points) of harm fromany normal weapons. This minor elementary takes double harm from cold-based attacks, and full Extraordinary bonus harm from weapons or from Extraordinary activation attacks.

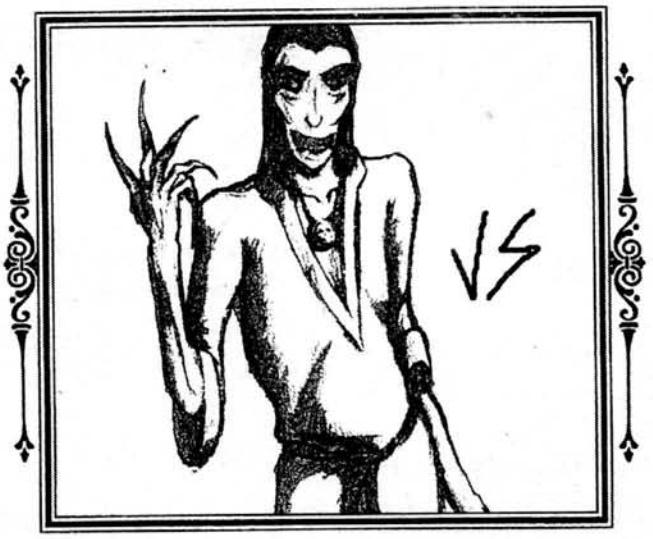
If the Avatars leave the room, the minor elementary will cease fighting and return to its former guardian position. It will require three ABCs to activate if the Avatars once again enter the room, but it will also regenerate lost Health at the rate of one point for every three undisturbed ABCs if it remains in its guardian position.

The golden Statues are not solid gold, have only 20 gems of small value imbedded in their visages (eyes, teeth, etc.). They depict gaunt, living dead monsters, and are rather hideous. If broken up, the gems will fetch $51 to $150 each, the gold in toto being worth $50,000.00. If left intact, their hideous appearance will halve that value (to any buyer who is not a member of a Warlock Order). Warlock orders will pay about twice the figure noted for these travesties of art, giving between $21,000 and $30,000.00 for each statue if it is unharmed.

Destroying and not taking the valuable metal and gems gains each party member willingly so doing an extra 25 General Merits. Selling these abominations to a Warlock Order brings 25 General Demerits to each Avatar involved.

If the elementary is defeated, the ruby from which it was formed will shatter, scattering the floor with $10,000 worth of ruby dust.







Special Lejend Master's Section: Handling the Monsters of the Enclave

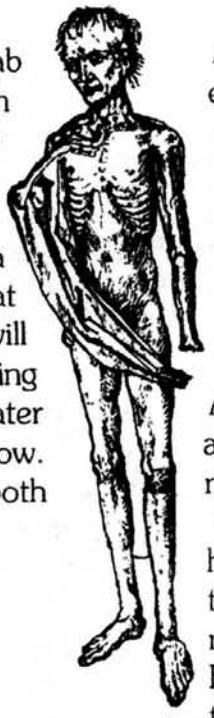
Abuhem Karn

H:25(65)
P:53
S:14 (32 AEPs)

Attacks: If forced to fight, Abuhem will grab any available item to use as a weapon, although sparingly. He will prefer to command the Animorts of Area#9 to attack, hoping to escape amidst the confusion. In his current state, Abuhem is too weak to put up much of a fight. If allowed to complete the activation that will restore some of his strength, his Health will return to 65. He may also use any of the following activations, all with the intent of hiding to later escape the Enclave when the circumstances allow. Abuhem knows the following Activations of both Enchantment and Necrourgy:

Vitality Ritual of the Unhallowed Spirit
Spell of Creating the Unwilled, Living Dead
Spell of Creating a Restless Human Spirit
Become like a Free-willed Living dead
Cloak In Shadows Continual Shadow
Create Shadow Unhallow Ground
Charnel Heap Ritual of the Living Death
Treat With Cunning, Living Dead
Personal Armor 2 Sense Power

Abuhem also has the following Abilities:
Necrourgy: 83 Arcana: 76
Luck: 54
Pantology: 41 Learning: 38
Pretense: 29



Although fairly evil, Abuhem Karn is not enslaved to the Oracle of Death as are his two colleagues. He will attempt to find Dyok Vartin only in hopes that Dyok will restore his strength. Should the Avatars attempt to treat with Abuhem Karn, he will gesture, but is loath to speak, as his voice sounds completely inhuman after a century and more of lying idle. Should a fight erupt in Area #11 after he raises the trap door (in area #10) and descends, Abuhem Karn will most likely try to hide and wait the fight out.

Should the avatars offer to 'rescue' Abuhem, he will thank them gratefully, while pretending to know far less than he truly knows. He will make no gestures nor mention of the Enclave's experiments, wealth (or the location thereof), or secrets of any kind. Abuhem is grateful, truly, but has learned a distrust of humanoids after years with Dyok Vartin.



Crypt Carver Beetle

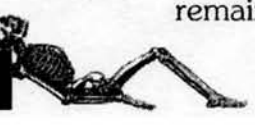
CF:20
H:1
P:45
S:14

Attacks: One attack per round that will damage non-metal, non-Extraordinary armor or skin (not both). Each attack causes 1-6 harm that is semi-permanent in nature, as the beetle eats the flesh or armor that is subject to their successful attack. In addition, each such attack will cause the semi-permanent loss of 1 point of Precision and .25 point of Speed. These Base Ratings points can be regained only through complete rest in a stress-free environment, recovery at the rate of 1 point of Precision and .25 point of Speed per day, or through the Extraordinary intervention of a Theurge employing appropriate Powers.

Special: After the third ABC of combat, these beetles will bypass all forms of armor, at the discretion of the LM. An Avatar can then free himself of these hideous vermin only by removing his armor to attack them, for the beetles have infested the armor of the victim. Crypt Carver Beetles are 6-7 inches in length and 3-4 inches wide.

Extremely agressive carrion eaters and predators, the jaws of the Crypt Carver Beetle are sufficient aginst almost all materials save bone or metal. Hardened leather will slow these rapacious pests, but will not withstand their continued attentions. The pirannahs of the insect world, Crypt Carver Beetles have been known to strip the flesh from a human corpse in less than ten minutes. No living victim has yet to impart the length of time required when the victim is able to defend itself.

It is thought by the Warlocks of the Lejendary Earth™ that Crypt Carver beetles are created when energy from the plane of unlife seeps through the invisible barriers between the planes, corrupting the essence of carrion insects that normally feed upon the dead. Whatever the reality of the situation, these voracious predators are found only around areas wherein Necrourgy skills are practiced, and the remains of the undead, as well as the dead, may be found.



Dyok Vartin (Wraithkin)

H: 73
P: 51
S: 12
AEPs: 48

Attacks: Dyok Vartin was once human, and retains the Abilities and knowledge he acquired while still a member of that race. The change that caused him to become a living dead thing has slowed him somewhat, but he is still intelligent, a formidable and deadly foe in an encounter.

Dyok knows the following Extraordinary Activations:

Ritual of the Living Death
Create Shadow
Spell of Creating the Unwilled, Living Dead
Cloak in Shadows
Bone Splinters
Treat with Supernatural Spirit
Unhallow Ground
Spell of Commanding the Unwilled, Living Dead
Spell of Commanding the Free-willed, Living Dead

Dyok also has the following Abilities:

Necrourgy: 92	Arcana: 83	Luck: 64
Pantology: 52	Learning: 40	
Commerce: 29	Stealth: 22	

Dyok Vartin is able to attack twice per ABC, for an Extraordinary (nether-energy-based) 1-6 points of penetration harm that bypasses any protection that is not of supernatural sort. Should maximum harm (6) be rolled, or if the Avatar does not have full armor, thus exposing some part of the body to touch, the Avatar so attacked must also make a Disaster Avoidance roll at 4 x Speed BR to see if they have been paralyzed. Should Dyok Vartin paralyze a victim, he will shrink himself and said victim on the following ABC. Dyok Vartin accomplishes this feat by using a ring, his most prized possession.

Dyok Vartin wears a Ring of Shrinking that allows him to shrink himself and any other items, objects, or individuals that occupy eight or less cubic feet of space (he can't shrink a Major Oaf, most likely) that he is touching with his bare skin. Shrinking is always to one-half-inch size. The ring has an unlimited capacity to cause such diminution, or return to normal size, but a minimum of ten ABCs

of time must occur between uses in order for the it to recharge.

Should Dyok Vartin be defeated in combat, and this ring discovered, placing this ring upon a finger and pronouncing the word 'Shrink' engraved upon the inner band, will cause the recipient and any items, objects, or individuals that occupy eight or less cubic feet of space that he is touching with bare skin to shrink as noted. Reversal of the process is simply a matter of pronouncing the word 'Return', that being engraved on the outer side of the band.

The ring has a sale value of $250,000 but few merchants will wish to purchase the item as they will not understand its use. Only Avatars with Arcana Ability will be able to discern the trigger words inscribed upon the ring, as well as any Non-Avatar Characters that the party encounters that have Arcana Ability. Accidentally using the word 'shrink' while wearing the ring will have the same effect, however. The Lejend Master is encouraged to describe a rather alien landscape to the Avatar the first time this occurs (whether by accident or design) as the average Avatar will be unused to living in a world wherein they are only half an inch in height.

Dyok also has a Psychogenic-like abilty much like Thought Insinuation. This ability allows him to project thoughts mentally into the minds of his victims. The effectiveness of this ability, however, varies inversely with the complexity of the thoughts being transmitted. Thus, a 'dream' or vision is generally only effective against a sleeping mind, but a 'Wave of Terror' attack can have the force of a sledgehammer.

Each time he uses a Power of psychogenic-like sort, reduce the AEP total above by 4 points. In other words, Dyok is capable of 12 attacks of this sort - the maximum he can manage without resting to restore his AEPs.

Dyok Vartin hopes to slowly segregate the party, attacking the Avatars individually or in pairs (as he did the group from two years hence), paralyzing them and offering them to the Oracle of Death. He will bring paralyzed Avatars to his chamber (Area #12) or to the treasure vault (Area #14) if the second level of the Enclave has been penetrated. The LM is encouraged to use Dyok Vartin's Ability (Psychogenic in nature) of thought projection creatively. Pass a note to a single player mentioning that they have seen a bit of treasure down a side passage. Inspire terror in only part of the party rather than the entire party. Separate the Avatars however you can with this Ability, for that is Dyok's goal.

Dyok Vartin also has in his possession one of the medallions that will control the Animorts of the Enclave (see Area #5 et al.), and a key that will unlock all of the doors to and from Area #12.

Finally, although Dyok Vartin can attack the party or the individual Avatars at any time, he is fully cognizant of his shortcomings in combat. He will strive to pick the Avatars off one at a time, and will avoid situations where the outcome is less than certain. The Lejend Master should feel free to move Dyok around the Enclave (one room at a time) keeping mental track of his whereabouts in the event that either an opportunity, or an unexpected action on the part of the Avatars generates an encounter. Play fair with Dyok, but have some fun.



The Nameless Fear

H: 20
P: 40
S:14
Attacks: attacks twice a round with two psychic projections for 2-7 points of harm per attack, this harm bypassing any armor/protection. Devotional objects worn by those defending against this creature provide absolute protection against the psychic attack harm.
Special Abilities: Once every 10 ABCs of time the Nameless Fear can generate a Wave of Terror that will cause any failing their Disaster Avoidance check to flee in abject terror for 1-6 ABCs before checking again. The Wave of Terror will cause any Avatar that does not succeed a Disaster Avoidance check against 3 x their Speed BR to become terrified, fleeing from the area as rapidly as possible. They will continue to flee for 1-6 ABCs of time following a failed roll, at which time they may check again. Avatars that are terrified and are unable to escape, must make an additional two rolls against 3 x Speed BR in order to regain a level head.

The Nameless Fear has but a single purpose in this adventure: to get the Avatars used to being terrified, and the effects that this terror will have upon them. The 'Wave of Terror' attack sent by Dyok Vartin should differ only slightly from those generated by this insane entity, as the party will then suspect that perhaps the terror has a source other than this monster.



Nyl Tama

H: 22
P: 65 (95 for his first attack if he gains surprise)
S: 10 (until fully reformed, then 16)
AEPs: 40 (then 64)
Special: Necrougry at 83, Luck at 70, Arcana at 58, Pantology at 46, Stealth at 43, Weapons at 40, Tricks at 35, and Learning at 17.

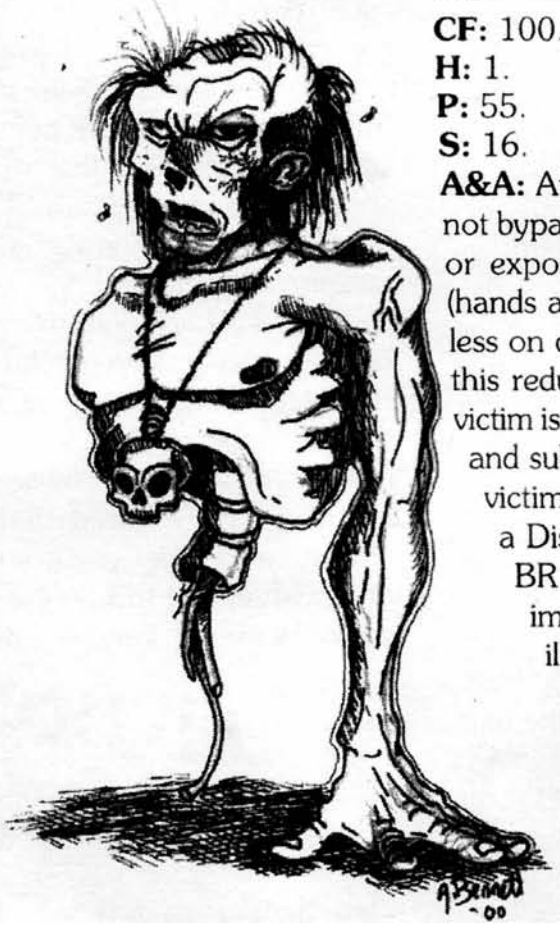
Nyl Tama knows the following Extraordinary activations of Necrourgy: Ritual of the Living Death, Spell of Calling the Unwilled, Living Dead, Spell of Creating the Unwilled Living Dead, Cloak In Shadows, Glib Tongue, Shadow Bolts, Umbrate Wall, Unhallow Ground.

Nyl Tama requires but four ABCs to absorb the physical energy of his victim.

Nyl Tama was once human but has now been horribly cursed by his calling forth of the Oracle of Death. Dabbling in mysteries far beyond his understanding, this man originally performed the Rites of Bruholak Mogruth over a perfect 100-carat peridot in hopes of providing a channel to the plane of unlife, allowing the Enclave to tap these energies with far greater ease than they had previously. He narrowly avoided being swallowed up by the portal he created, instead forming a sort of pact within the horrid and unnamed rulers of that vile nether-dimensional matrix. Nyl Tama is doomed to the slow evaporation of his physical form, it being slowly drawn into the dimensions of unlife. Should it ever fade completely, his soul will surely follow it to that dreadful place.

At the time of this adventure, all that is left of Nyl Tama is his head, shoulder, and arm. He is, however, an intelligent adversary, and aware of his limitations. He also has the Extraordinary capacity noted, a Power to shift the physical presence of other humans and like creatures into a different state of being, and from thence transfer their physical essence to his own person. That is, he 'cannibalizes' their body parts to form a whole for himself!

When attacking, Nyl Tama appears to cause the rapid disintegration of his victim, from whichever body portion is farthest from that remaining to him, and proceeding to the part of him that remains. This attack is dependent upon the monstrous thing's capacity to remain in physical contact with his victim, but he gains immediate use of whatever bodily portion he has subsumed from his victim. The transfer, unfortunately for Nyl Tama, is not permanent unless he can thereafter rest undisturbed for a period of 24 hours time. Should he be disturbed during that required time of 'absorption', he must begin to rest again, attuning his body energies to the new body portions he has acquired. If he is destroyed, the process reverses, and the physical form taken is returned to the victim. As the process requires that Nyl Tama change the energy vibration structure of the parts he steals from his victims, the effect on the victim is only painful, and highly so, not immediately fatal. It will not become life threatening until the transfer is complete - at which point the victim loses all use of the stolen body parts, and often dies either from a lack of vital organs or a loss of blood.



If confronted following a successful attack, he will always attempt to flee rather than risk losing his newly stolen body parts.

Nyl Tama is not highly mobile (until after he attacks successfully), but the Lejend Master may chose to have him attack in any of the following Areas: #4 (entire), #5 (entire), or #10. Nyl Tama, as with Dyok Vartin, will wait for an opportunity to present itself. Should the party enter Area #5, however, and should Nyl Tama not as yet have attacked, he will attack at that time from beneath the banquet table. Again, have fun with this NAC monster, but keep track of him in the Enclave, and be fair to your players.

If Nyl Tama is encountered in either Area #12 or #14, his Base Ratings will remain the same as they were in Area #5, although he will be able to move about with alacrity. His 'new body' is not yet entirely his, and so he will not receive the benefits of his full Base Ratings until after 24 hours have passed. IF 24 hours have passed, raise Nyl Tama's Health BR to 68, but leave his Speed BR at 16.

Rot Maggot Swarm

CF: 100.
H: 1.
P: 55.
S: 16.
A&A: Attacks but once per round (a bite) that will not bypass armor, but that will seek an unarmored or exposed portion of the Avatar for its attack (hands are a favorite). A successful attack (16 or less on d%) will cause but one point of harm, but this reduction in the Health BR of the unwitting victim is permanent as it involves the instant rotting and subsequent shedding of flesh by the hapless victim! Avatars that are resistant to VT receive a Disaster Avoidance Roll at 3 x there Speed BR against this effect, and Avatars that are immune to Poisons and Toxins will suffer no ill effects from an attack.



The Awarding of Merit Points

As is usual, the Lejend Master should award 50 General Merits to each Avatar whose player was contributing in a meaningful way during an hour of playing time in this adventure. Thus, assuming the Avatars were engaged in adventuring for 12 hours time to complete this scenario, an award of 600 General Merits is due each one.

The Lejend Master is also strongly urged to award Merit Points based upon innovation and role-playing rather than for simply defeating the encounters of the Enclave. Commanding the Animorts to attack Dyok Vartin, for example, shows greater cunning and should be more highly rewarded than simply slaying these creatures in combat. Allowing Abuhem Karn to betray the entrance to the second level versus simply dispatching him out of hand is another good example that you are role-playing with some excellent players that deserve a significant award of merit as compared to those who would simply use their weapons. The examples that can be brought to bear are infinite, but the premise remains throughout: Reward players that innovatively use their skills, especially those that think before they strike.

Special awards of Merits for specific objectives accomplished are written in the adventure text. Keep track of these so they can be added to the total from active participation.

Additionally, the successful use of any Ability in a meaningful way for the betterment of the party as a whole, should bring an award of a base 10 Specific Merits (for the Ability used) to the Avatar so doing. Award as many as 30 for a very key Ability use.

Each Avatar engaging in some manner in combat, regardless of specific success of that individual, and including nothing more than some minor use of a Power that isn't even activated successfully (trying counts), is worth an award of 10 Weapons (or such Ability as was used in the combat) Specific Merits per foe faced and eliminated. Do not give them for self-use, i.e. an Avatar with Theurgy Ability restoring his or her own Health.

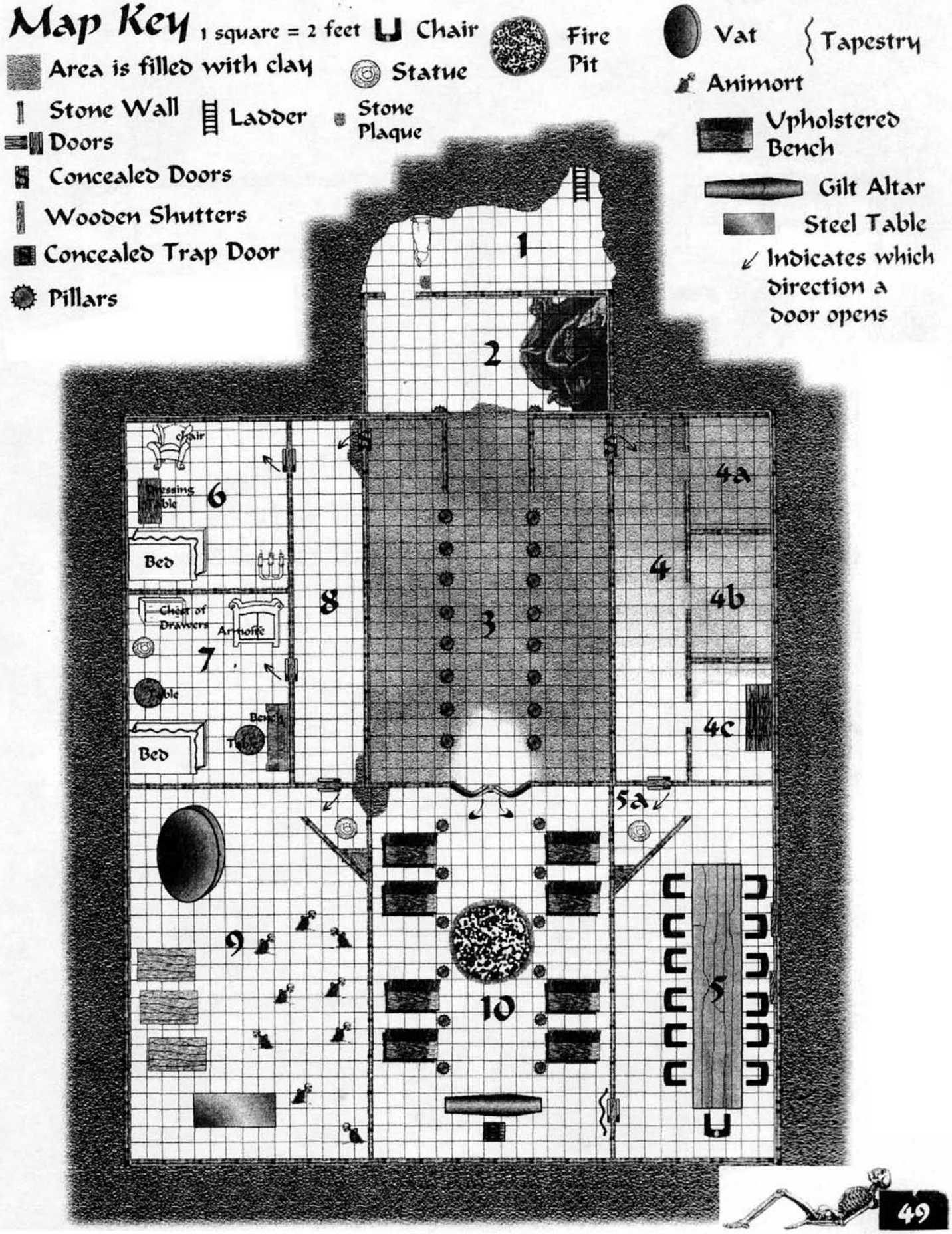
It is also possible to reward the party at a later date through means not specifically related to Merit Points. A party that frees the surrounding countryside from the dark terror of the Enclave will certainly gain a point of two of Repute, for instance. It is also possible that Dietmar will contact his closest friends mentally before departing to his final rest, informing them that the party has freed his spirit, and of his eternal gratitude. This type of far-reaching aftermath to the Enclave is not only possible, but can also be great fun!

Gary, Larry and I wrote this module, certainly, but it is now yours via purchase (or acquisition). You should feel free to twist and manipulate it within the bounds of the Lejendary Adventure™ so as to make it fit more readily into whatever campaign you are running. Be assured that the authors of this adventure will bear you no malice as a result! Our only wish is that this be the next of many exciting episodes as you craft your own...

Lejendary Adventure.

Chris Clark - Hekaforge Productions - March, 2000

Enclave: Level One



Enclave, Level 2

□ = 1 foot

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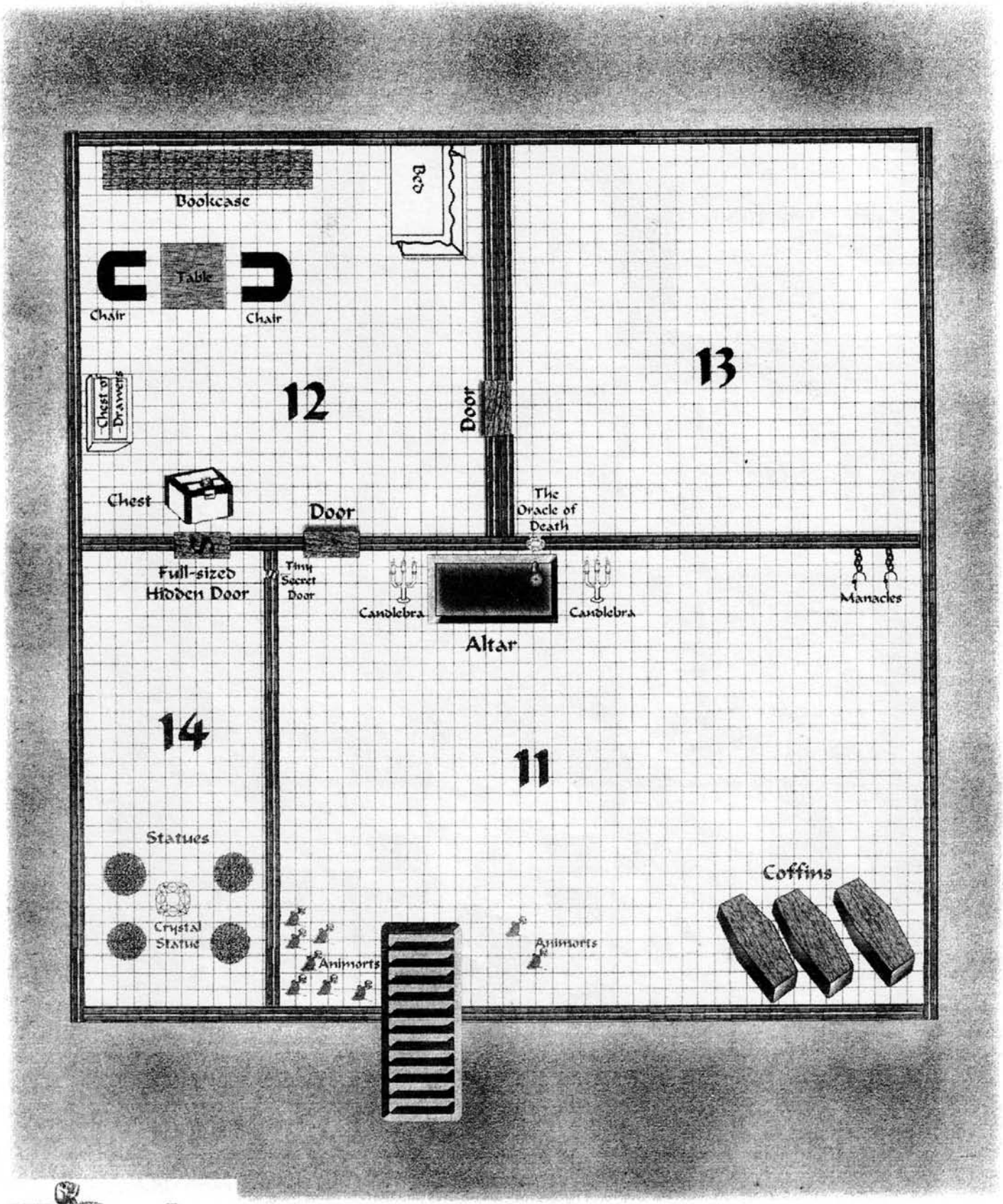

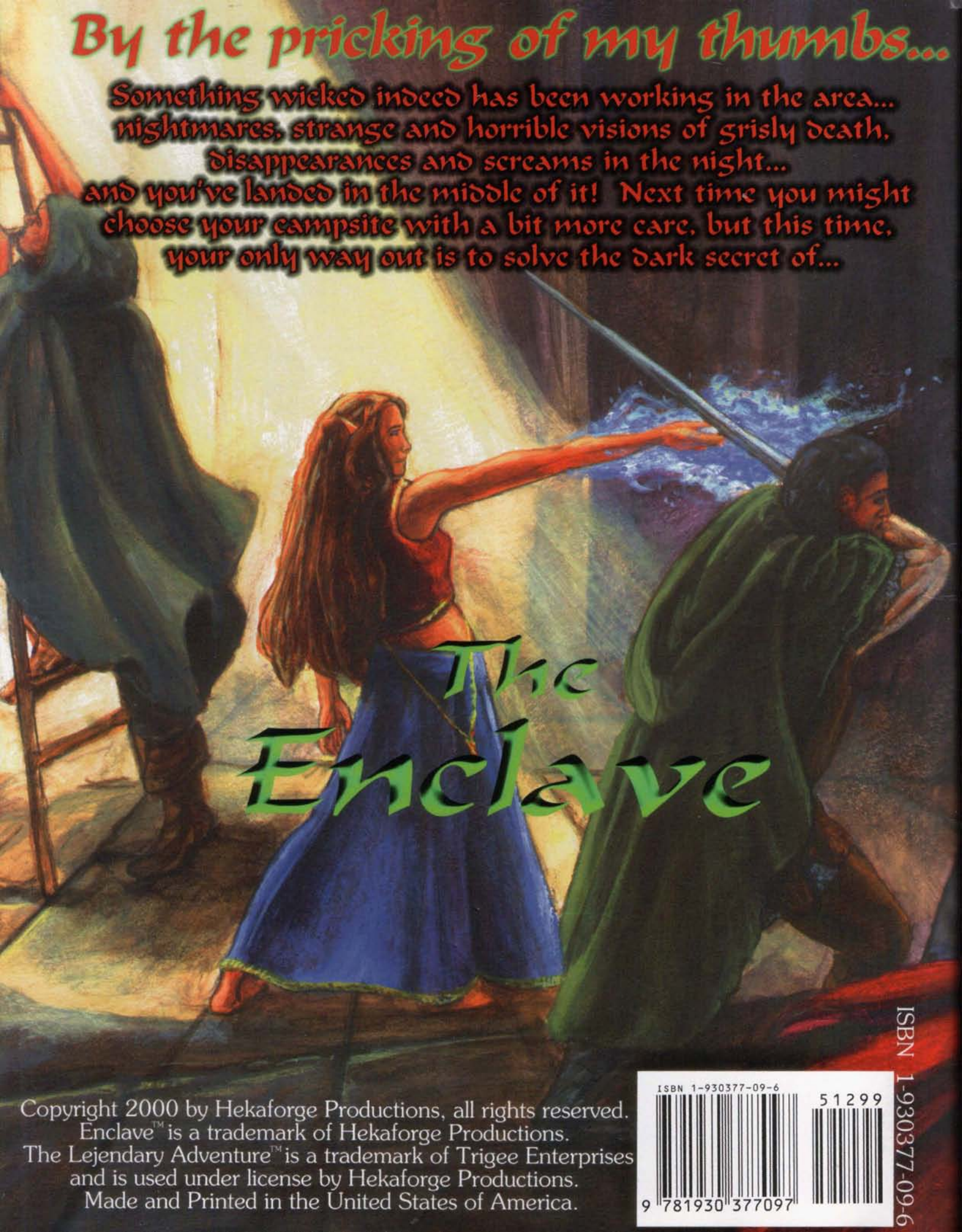

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