

THE VEMORA – conversion for O/BX/AD&D

The scenario frequently references skills that are not used in D&D:

- **Jeweller:** assume any Dwarf (AD&D, or Gnome) or Thief automatically succeeds at Jeweller
- **Plant ID:** Assume any Halfling or Elf automatically succeeds at Plant ID; alternatively, in AD&D, Rangers, Barbarians and Druids automatically succeed at this
- **Read/Write:** Any Elf, Magic-User or Cleric automatically succeeds at this as do other characters with Intelligence 9+.
- **Tracking/Track ID:** Assume any Elf automatically succeeds at Tracking/Track ID; alternatively, in AD&D, Rangers/Barbarians can roll to succeed in this

Additionally, other PCs can be allowed to succeed at these skills if they have been given the appropriate background (e.g. a woodsman, a merchant, a herbalist, etc.).

All references to **Higmoni** refer to **Goblins**; all references to **Ghantu** refer to **Bugbears**.

WANDERING MONSTERS

Travelling to Thornburg Keep		In the dungeon of Thornburg Keep	
1	1 Boar	1	1-4 Giant Rats
2	1 Mountain Lion	2	1-2 Ghouls (optionally: the Cavasha)
3	1 Black Bear	3	1 Large (Crab) Spider
4	1-2 Wolves	4	1-6 Giant Centipedes

Wild animals encountered in the wilderness will flee from an aggressive party that makes noise 70% of the time, 90% if they wield fire.

ROOM DESCRIPTIONS

2. **Main Foyer:** Kimaran Roots can be chewed to gain Giant Strength (+3 to hit, +6 damage) for 1d4 hours, but afterwards there is a 75% chance the character loses a Hit Point permanently.
3. **Barracks:** There are 3 **Fire Beetles**; the sack contains 17gp.
4. **Lesser Hall:** There are 3 **Crab Spiders (BX)/Large Spiders (Holmes/AD&D)** that drop on the PCs (surprise on 1-4).
6. **Kitchen:** There are 6 **Giant Centipedes**. Emerki fungus is eaten and confers the Elvish immunity to Sleep/Charm/Ghoul paralysis for 1d6 hours.
7. **Pantry:** The plates can be sold for 150gp for each set; the keg will sell for 50-300gp (5d6 times 10) in Dunnerton.
8. **Servants' Quarters:** The monster here is a **Gelatinous Cube**.
12. **Secret Armoury:** Treat the padded armour as chain mail and the leather armour as plate mail.
14. **Guard Post:** These are 6 **Giant Rats**. The body carries 13gp and 2pp.

17. **Fountain Chamber:** The 5 **Giant Rats** can be held at bay by fire.
20. **Barracks:** Shirek is a **Bugbear** (you can make him one-eyed) accompanied by 3 **Goblins**. Each Goblin carries 2d10gp. The monsters only speak Goblin and will demand a bribe of 100gp. The mugs are worth 10gp each; in the chest, the brooch is worth 250gp and the gems 100gp and 250gp.
21. **Officers Room:** The Luck Potion confers +3 to all Saving Throws for 2d6 hours.
22. **Garden:** Each Healing Root restores 2 Hit Points.
23. **Infirmary:** There are 5 **Stirges**.
24. **Master Healer's Room:** The Healing Roots heal 2HP each, the pouch holds 390gp, the Copper Key has no value.
25. **Supply Room:** The Binding Kits add +1HP to the healing gained from resting over night, using a Healing Root or receiving Clerical healing magic; each is used only once.
29. **Dormitory:** There are 2 **Fire Beetles**.
30. **Great Hall:** The hidden dagger is +1 magical. It will be spotted on a 1 in 6 roll, 2 in 6 for Eves.
32. **Great Library:** The desk is really a small **Mimic** (4HD, AC 7, glues anyone touching it with no Saving Throw, attacks with pseudopod for 2d4 damage). The dead adventurer carries 12gp. The Plant ID book will allow one character to acquire the Plant ID skill (if they are not already a Halfling/Elf or Druid/Ranger); it can be sold for 1500gp; the Binding book teaches one character Jacca Brone's Binding skill (see **Appendix 1**) and sells for 2000gp. No one in Dunnerton has enough money but passing merchants can buy the books if the PCs wait 1d6 weeks.
33. **Lesser Hall & Fountain:** The Kimaran Roots are described in #2; the gem is worth 200gp.
34. **Shrine to Law:** The mold is **Yellow Mold** which deals 1d8 damage if touched, has a 50% chance of filling the room with a poisonous cloud of spores (Save vs Poison or die) but can be burned away with fire or made dormant by magical light. The body wears Elfin Chainmail. The secret compartment contains a normal Potion of Healing.
35. **Secret Shrine:** The tapestry is worth 3000gp. Lawful (Holmes/BX) or Good (AD&D) Clerics regain all the spells cast this day by praying here. Chaotic or Evil Clerics gain a level of experience if they desecrate the shrine.
36. **Foyer:** There are 4 **Ghouls** here. Alternatively, this is the lair of the **Cavasha** (see **Appendix 2**). The treasure includes 1120sp and 320gp.
38. **Small Chamber:** These are 5 **Giant Rats** with the stink power of Troglodytes.
39. **Smithy:** The jewelled dagger is worth 300gp.
40. **Storage Chamber:** The armour repair tools can be identified by any Dwarf (AD&D, or Gnome), who can use them to repair Leather, Studded or Ring Mail armour or Shields. In D&D terms, this counts as healing (since lost HP

equates to damaged armour): 2HP for each repair (i.e. a character in Leather Armour heals 2HP, a character with a shield heals an additional 2HP); each character can only benefit once from this per day. Each repair takes a Turn.

- 41. **Chamber:** There are 3 **Stirges**. The dead adventurer carries 30gp.
 - 43. **Bed Room:** The chest contain 190gp; the gems are worth 250gp and 150gp; the Skill Root confers the ability to fight blind: this is a permanent benefit that adds +4 to Saving Throws vs monster gaze attacks.
 - 46. **Guard Post:** There are 3 Huge Spiders (BX: Black Widow Spiders). The corpse carries 110sp and the Silver Key.
 - 47. **Museum:** There are 6 Goblins, each carrying 2d10gp. The Leader is a Hobgoblin who carries 163gp.
 - 50. **Captain's Room:** The silver pin is worth 500gp.
 - 52. **Tavern:** The gem is worth 200gp.
 - 54. **Gaming Hall:** There are 6 **Goblins**, each carrying 2d10gp.
 - 57. **High King's Chamber:** The silver barrette is worth 75gp; the Royal Seal is worth 500gp; the chest contains 2410gp and 6120sp and 6 gems worth 250gp each.
 - 58. **Prince Devon's Chamber:** The armour is Chain Mail; the three trophies are worth 75gp each. The Orb is worth 5000gp if it can be sold. The sword is **Magical +1** with a value of 1500gp.
- PIT TRAP:** Falling 15' causes 1d6 damage but will not reduce a character to 0HP.

APPENDIX 1: JACCA BRONE



In Holmes/BX, **Jacca Brone** is a 2nd level Elf (HP 6, AC 7, *Light* and *Detect Magic*). In AD&D, Jacca Brone is a 2nd level Half-Elven Cleric (as above, plus *Cure Light Wounds*). He wields a staff.

Brone is skilled in Binding Wounds. This means any healing he provides (from *Cure Light Wounds*, administering Healing Potions or Healing Roots) restores +1 HP. He can tend to one resting character, who will regain +1 HP from a night's rest.

APPENDIX 2: THE CAVASHA

4 HD
AC 0 (body)/5 (tentacles)
2 claw attacks for 2d4 each
MV 12" or 120'(40')

Cavasha are creatures of gruesome appearance. The lower portion of their body is a collection of four tentacles. Looking at its eyes, one can see only large white globes which possess no pupils. Although blind, their hearing and sense of smell is exceptional and grants the Cavasha the equivalent of vision within 30' range.



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The skin colour of a Cavasha is light brown to grey. Their upper torso is thin and leathery. When engaged in melee combat, the creature's eyes produce a flash of light that blinds their opponent. In addition, they possess iron-like claws that they use to attack. These creatures are carnivorous and extremely aggressive. They are most often encountered in groups of one to four. These creatures live in dark caverns, swamps and subterranean lairs.

The Cavasha makes Saving Throws as a 8HD monster. An opponent targeted by a Cavasha must Save vs Paralysis each round or be permanently blinded. The main target must attack the monster's AC 0 body but other combatants can attack the AC 5 tentacle legs.

Commentary: *Forge* needs to be quite stingy with gold (it's important for buying spell components and magical herbs) but in D&D there's not much use for it apart from conferring Experience Points. I've increased most treasures by a factor of 10 to create a dungeon that could enable 1st level characters to advance to 2nd or even 3rd level by the time they finish it (especially if they use the books in the Great Library). *Forge* monsters are slightly weaker than their D&D equivalents so I've reduced some of the numbers.

If you substitute the Ghouls for the Cavasha, allow the PCs to encounter it as a Wandering Monster but don't force a combat. Wise players will flee and the Cavasha will not pursue them far. Until they obtain the Vemora, players have no way of curing the blindness the monster inflicts.