

THE VEMORA – expanded

Mark Kibbe designed *The Vemora* (1998) to be a tutorial dungeon, but left some plot threads dangling: Where did the plague come from? What is Shirek doing in the dungeon? What happened to the Cavasha? This document develops the module for more experienced players; conversion for D&D is on p7.

Additional Background (Referee only)

Galighen, god of Disease, did not perish alongside his brother Necros, nor was he banished to Mulkra for his crimes along with his brother Grom. Galighen hid himself from Enigwa's wrath, making himself as unobtrusive as the spores of his fungus. He had to shed most of his godly powers to do this and has been slowly rebuilding his strength.

A century ago, Galighen set his plans in motion, targeting Thornburg Keep as a great sanctuary of healing. Galighen created the Red Rot, a plague no magical healing could cure, to wipe out the stronghold. Doing so exhausted the former-god, so the Red Rot spread no further after the Keep was evacuated. Now somewhat recovered, Galighen is ready for the next stage of his plan. He has sent a worshipper, Shirek the Ghantu, to Thornburg Keep to recover the Vemora, which Galighen intends to corrupt into a Plague Chalice which can restore more of his divine power.

Unfortunately for Shirek, a monstrous Cavasha has set up its lair in the Keep and is (unwittingly) guarding the Vemora.

Jacca Brone, the Dingleman

The Temple of Shalmar in Dunnerton is an abandoned ruin. Instead of being the local priest, Jacca Brone is the Dingleman (Dungeon Constable), charged by the King of Hampton with guarding Thornburg Keep from trespassers.

Jacca Brone lives in a tree house that overlooks the entrance to the Keep. He patrols the surrounding lands and the first dungeon level with his companion, a Hound named Pheng.

Jacca Brone: HP 13, DV1 4, DV2 2, leather armour (20 AP), AV 3, Staff 1d6, ST 8+, SPD 3, **Beast Magic 2/46SPTS:** Animal Warding (7SPTS: +2SPTS, 12min), Eagle Sight (7: +4SPTS, 16min, 850ft), Jump (7: +5SPTS, 16min, 50ft), Speak with Animals (7: +3SPTS, 24min), Tracking (7: +4SPTS, 20min, 65%), Roar (14SPTS: +4SPTS, 20ft dia., HSE +1d4SPTS), Spike Shower (14: +4SPTS, 60ft), Dragon Sight (21SPTS: +7SPTS, 8m, 20ft, HSE exhaust 3d4), Eye Shielding (21: +6SPTS, 12m, 80%)

Pheng: HP 18, AR 3, padded armour (10AP), AV 3, bite 1d6, ST 14+, SPD 5

The PCs are Chartered Adventurers:

If the PCs are in the service of the King, Jacca will meet them at the entrance and direct them towards the Great Library, warning them of the pit trap. He knows the following additional rumours:

1. Last month a party of trespassing adventurers led by a Dunnar named Belisma Mort entered the Keep; Jacca Brone waited to ambush them when they left, but they have not emerged: he assumes they died in the dungeon.
2. A hideous Cavasha lairs in the dungeon, somewhere on the second level. A month ago, it emerged and went marauding in the direction of Dunnerton. Jacca hopes the King will send adventurers to destroy it.
3. A few days ago a massive Ghantu named Shirek entered the Keep with a large force of Higmoni warriors. Jacca tried to track them but they eluded him. He is confident the Cavasha will devour these intruders.

Jacca is unaware of the return of **the Red Rot** to Thornburg Keep. He knows that three keys are required to access the Vemora but not where they are.

Jacca may impart some or all of this information, depending on the party's *bona fides*, the respect they show him and the Reaction Roll. Although Thornburg Keep is a quarantined royal stronghold and contains a fabled relic, Jacca feels abandoned by the Crown and will respond warmly to anyone showing sympathy for his lonely and unappreciated vigil.

When the party leaves the Keep, they will be met by Jacca Brone. Chartered adventurers will have their treasure inventoried and Jacca will take 50% of its value and the best magic item for the Royal Exchequer. Jacca also expects a gift for his own services from the PCs and, if not rewarded, will be unforthcoming with further information.

The PCs are trespassers: If the party are not Chartered Adventurers, then the Elder of Dunnerton has asked them to trespass inside the Keep and retrieve the Vemora without permission. Jacca Brone will not allow this and PCs will need to sneak into the Keep under cover of darkness and avoid the Dingleman as he goes about his rounds.

Unchartered adventurers will see all their treasure confiscated when they leave unless they can sneak past Jacca or overpower him. However, they might learn rumours from him if they have such a meeting.

If the PCs can convince Jacca they are monster-killers sent by the King to destroy the Cavasha, he will decide to admit them to the dungeon and direct them to the stairs to the second level. As unchartered adventurers, they will still have to surrender all their treasure afterwards but Jacca might let them keep a small reward each (such as a gem or lesser magic item).

The Vemora: The Vemora is a royal heirloom and Jacca will not allow PCs to take it away with them, even in a good cause, nor will he give up his duty to accompany anyone to Dunnerton to oversee its use. A Chartered Company

who have established excellent relations with Jacca might convince him to let them 'borrow' it for the specific purpose of healing the Elder's son; other groups will have to resort to trickery or force.

Fighting Jacca Brone: Jacca is a tough opponent if he casts *Roar* and *Spike Shower*, but he could be overwhelmed by a strong party. PCs would do well NOT to kill him: he is an officer of the King and his murderers would become outlaws with a very high price on their heads.

Belisma Mort's ill-fated company

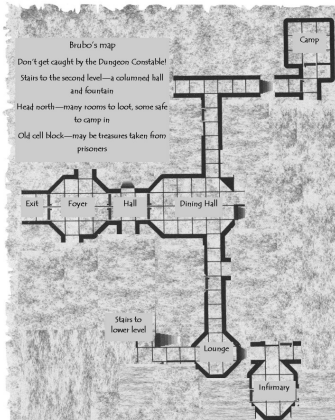
Belisma Mort and her six companions entered the Keep illicitly three weeks ago. They were only seeking treasure but met with misfortune:

- Down on the second level, the party discovered the fountain (#33) and Sezzerin the Kithsara contracted Red Rot by drinking from it
- They searched a military officer's quarters and Brubo Noll the Dwarf found a silver key (#50)
- The party made camp in an old guard post (#51) and noticed Sezzerin's illness.
- Exploring the old prison block, Shanni Everdene the Elf was killed by terricals (#41)
- Brubo Noll was captured by giant spiders (#46) and the party fled back to the stairs.
- At the stairwell, they encountered the Cavasha and Belisma was blinded; the party fled upstairs.
- The party travelled to the infirmary (#23) hoping to cure Belisma's blindness and Sezzerin's plague, but Sezzerin died there and Rufin Molloy became infected.
- The party tried to leave the dungeon but encountered the Cavasha in the foyer (#2) and fled all the way to the guard room (#31) where they made camp. Rufin died. (The Cavasha left the dungeon to attack Dunnerton).

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- Rufin reanimated as a Plague Zombie and attacked Tallith Vinco the Berethenu Knight before being repelled. This was a fortnight ago.
- Tallith and Vim Grognard, the Berserker went searching for an exit. Vim was killed by Giant Rats (#14) and when Tallith returned to #31 she too was sick. Belisma has nursed her friend, who seemed to be recovering, but is now dying. The food and water is now exhausted.

The blind Belisma can be found in #31, nursing the dying Tallith. Belisma has also contracted Red Rot. She has a partial map of the dungeon, which she will trade for being escorted out – however Jacca Brone will NOT allow infected people to leave the Keep.



Shirek the Ghantu and the acolytes of Galignen

Shirek is a servant of a secret cult of Galignen and knows that his god has survived the Banishing. He will defend this secret with his life. His devotion to Galignen makes him immune to the Red Rot, but he bears the signs of many other infections and fungal growths on his body. Plague Zombies will not attack Shirek or his companions.

Shirek's mission is to recover the Vemora, but it is not going well: the Cavasha is killing his Higmoni troops and he has not found any keys to the vault. He will accept a bribe from adventurers to deal peaceably and reveal the following rumours:

- There is a Cavasha on the 2nd level that guards a great treasure of some sort. He can direct PCs down the stairs to #36 in the hope they kill it or it them.
- There are other Higmoni under his command downstairs. The PCs might deal peacefully with them if they mention Shirek's name.

If Shirek learns the PCs are seeking the Vemora, he will move to #2 to ambush them as they leave with the artefact. He will summon any surviving Higmoni from downstairs to help with this.

The Higmoni Leader downstairs is **Voork** (#48). Voork hopes to take Shirek's place as Galignen's servant. If he learns (or believes) that Shirek is dead, he will be more forthcoming with the PCs and offer some or all of these rumours:

1. The Cult of Galignen is seeking the Vemora, which is in the High King's Throne Room (#56).
2. Three keys are needed to open the Vemora's vault; one of these is in the Royal Chambers (#57-9) and another somewhere in the old cell block (#44-6).
3. The Red Rot has returned to Thornburg Keep and only Galignen's power can protect mortals from it and its undead carriers

Voork will strike any deal with the PCs to get them to attack the Cavasha or retrieve the keys, but he will hang back from any fight and betray the PCs and take a key himself if one is discovered.

The Higmoni downstairs have all contracted the Red Rot but their regenerative powers mean that it takes longer to weaken and kill them.

The Return of the Red Rot

The Red Rot has been dormant for 80 years but has become virulent again. The prime source of infection is the water in the fountain in #33. All the Higmoni are infected and Shirek is a carrier of the disease (if he attacks with

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his claws, anyone taking actual damage may be infected).

Infection is automatic if the contaminated water is drunk. Being wounded by Shirek's claws. The bite of Plague Rats or a Plague Zombie causes infection if the target fails to Save vs Disease. Characters must also Save vs Disease at +2 if they come into contact with the seeping sores of a victim and at -2 if they come into contact with the recent corpse of a victim.

The progress of the Red Rot is as follows:

1. 1d6 hours: No symptoms
2. 1d12 hours: Red sores appear across the body
3. 2d6 hours: Sores weep red pus and blood; victim is infectious (Save at +2) and loses 1HP per hour
4. 2d6 hours: Victim falls into a coma; still infectious, loses 2HP per hour

If at the end of this the victim is still alive, they have survived the disease and are immune to it. If the victim dies during the infectious period, the corpse becomes highly infectious (Save at -2) and animates as a Plague Zombie in 1d12 days.

Plague Zombies have the same traits as normal Zombies. Anyone taking actual damage from a Plague Zombie must Save vs Disease to avoid contracting the Red Rot themselves. Plague Rats are

Stink Rats but also infect with Red Rot anyone failing a Save after being bitten.

The Treacle: The Treacle is a cure for the disease. The ingredients are:

- Healing Root
- Kimaran Root
- Emerki fungus
- Grey-brown mold (#10)
- Magical eyeballs (e.g. the Cavasha in #36)

If these ingredients are infused, the resulting brew will cure the Red Rot for 2d4 patients: victims immediately become non-infectious and the sores disappear in 1d6 days.

If the Treacle is mixed in the Vemora, then the Vemora permanently acquires the ability to cure the Red Rot.

The cure is described in the Master Healer's notes in her ledger in #23. Players could research the cure in the Great Library (#32): for each hour of research, a character has a 25% chance of discovering one of the five ingredients.

Wandering Monsters

Use this table for Wandering Monsters (10% chance every hour). If the party are camped in #31 or #51 then no monster or patrol will disturb them but an Event will still occur if a Wandering Monster is indicated.

Travelling to Thornburg Keep

1	1d4 Bren
2	1 Giant Boar
3	1d2 Giant Snakes
4	1d2 Wolves
5	Patrol

Patrol: This is Jacca Brone and his Mul-Hound Pheng; in the Keep, Jacca carries a lantern so there is a good chance PCs will see him coming. Jacca does not patrol the second dungeon level: on this level, the Patrol will be the Higmoni from #47 led by Voork (50%) or the Cavasha (50%).

In the dungeon of Thornburg Keep

1	1d4 Giant Rats
2	1d2 Plague Zombies (Higmoni)
3	1 Giant Spider
4	1d6 Giant Centipedes
5	Patrol

Event: These Events happen in order every time a Wandering Monster check is successful; if an Event cannot occur (e.g. because the NPC referred to is dead) then nothing happens. If the PCs leave the dungeon, the next Event will automatically occur while they are away:

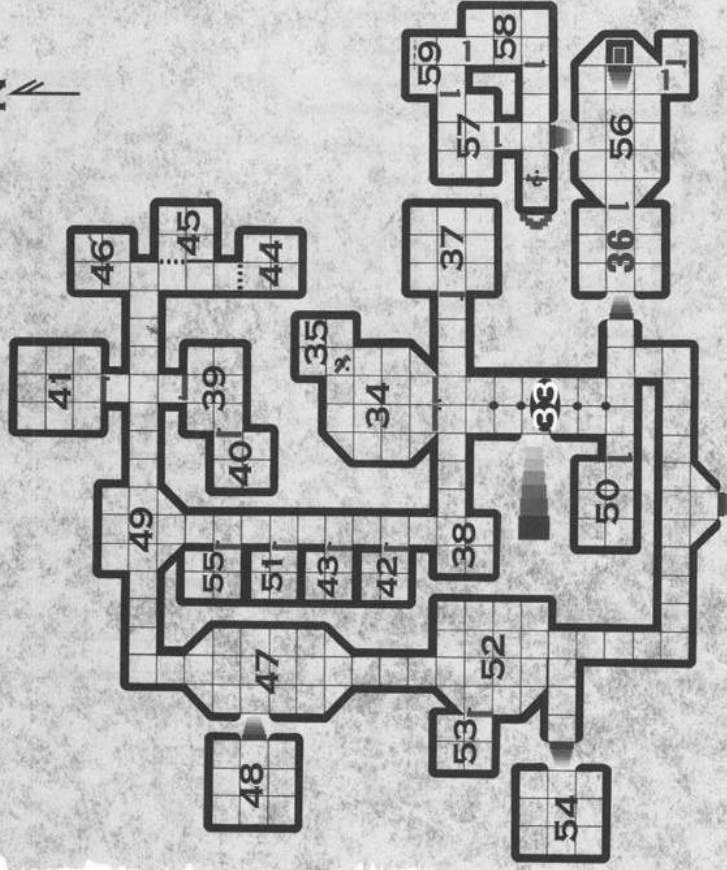
1. Tallith Vinco (#31) dies, leaving Belisma Mort blind and alone.
2. The Creeper in #8 makes a slow circuit of areas #13, #11, #2, #4 and #5 and will be encountered by any party in these rooms until the next Event.
3. The corpse at #14 animates as a Plague Zombie; Jacca Brone encounters a Plague Zombie and is infected.
4. Shirek and his Higmoni guards ransack the Infirmary (#23) and Master Healer's room (#24); they ignore the Ledger and the Plague Zombie there but take the wooden chest away with them.
5. Tallith Vinco (#31) reanimates as a Plague Zombie but does not attack the infected Belisma, who taks to her now-undead friend in her fever
6. Shirek and his Higmoni guards go to join the Higmoni in #47 or (if they are dead) set up camp in #54. If Shirek is dead then Voork learns of this.
7. The corpse at #33 animates as a Plague Zombie; Jacca Brone develops weeping sores and becomes infectious and feverish; he will beg help from adventurers even if they are trespassers.
8. Belisma (#31) passes into a coma; all Giant Rats in the dungeon are now Plague Rats.
9. Belisma (#31) dies; Jacca Brone falls into a coma, probably in the entranceway (#1), guarded by his dog; any dead Hgmoni reanimate as Plague Zombies
10. Belisma (#31) reanimates as a Plague Zombie; Higmoni band together to attack the Cavasha in #36: half of them are killed and the rest flee, blinded. From now on, any Event refers to a meeting with blinded Higmoni (50%) or Plague Zombie Higmoni (50%). The Cavasha is reduced to half Hit Points.

Changes to locations in the Keep

These are changes to the descriptions of the Keep:

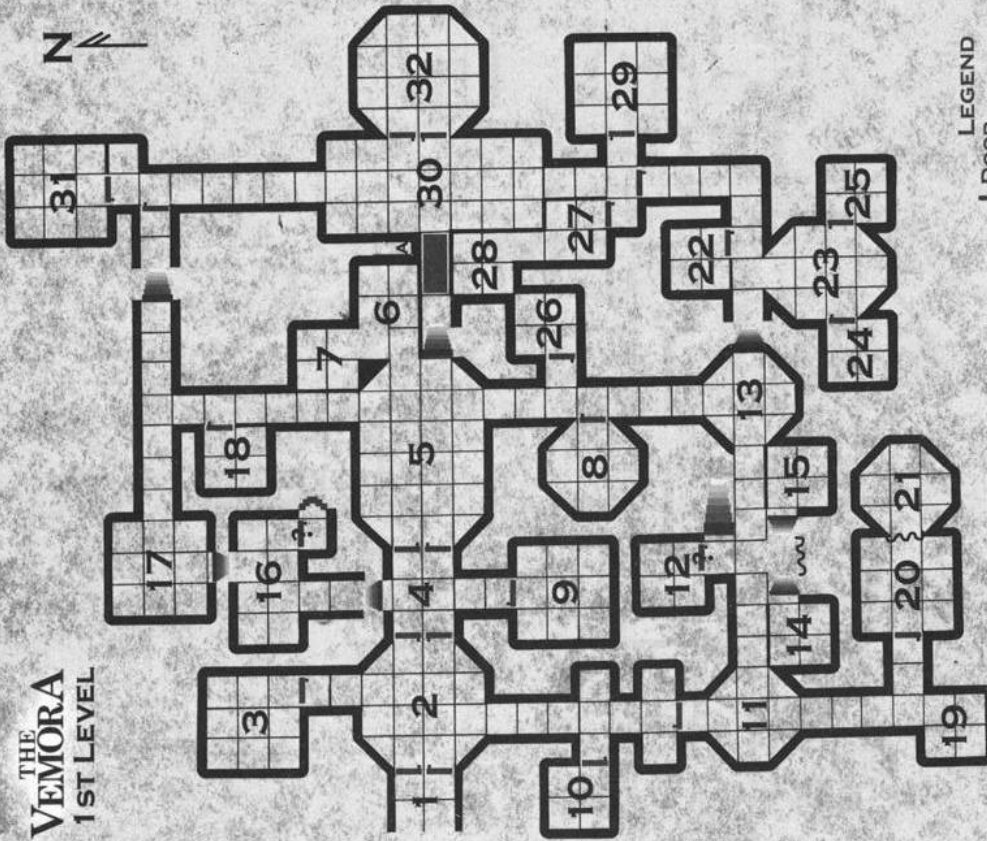
- #14 The Giant Rats here are Plague Rats (i.e. infected Stink Rats); the dead adventurer is Vim Grognard, a Berserker. His corpse shows the signs of Red Rot and will later animate as a Plague Zombie with the rats as its allies.
- #23 Remove the bat-like Ebryns. *Standing in this room is a naked reptilian humanoid, its scales peeling away from the red boils that cover its body.* This is a Plague Zombie that once was Sezzerin the Kithsara. The Ledger contains hints of a cure for the Red Rot: *"My research in the Great Library suggests an infusion might be made of these herbs and mystic organs and the resulting Treacle would cure the Rot but, alas, the High King commands an end to all further studies and we must evacuate. I hope the Red Rot spreads no further than this unhappy place."*
- #29 Remove the crab-like Nemrises. *Stumbling out of the shadows comes a corpse-like man covered in glistening sores. His dead eyes fix on your and he shuffles towards you, arms outstretched.* This is Rufin Molloy, now a Plague Zombie.
- #33 The water in the Fountain is contaminated with the Red Rot as is the corpse of the Higmoni, which will later animate as a Plague Zombie.
- #36 Remove the undead Magouls. This is the lair of the Cavasha.
- #38 The Stink Rats are Plague Rats.
- #46 The corpse with the silver key is a Dwarf (Brubo Noll, non-infected).

THE VEMORA
2ND LEVEL



- LEGEND
- | DOOR
 - + SECRET DOOR
 - ▭ STAIRS
 - ⌋ ARCHWAY
 - ⋮ IRON BARS

THE VEMORA
1ST LEVEL



- LEGEND
- | DOOR
 - + SECRET DOOR
 - ▭ STAIRS
 - ⌋ ARCHWAY
 - ▭ PIT
 - ~ CURTAIN

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 Plague Zombies
3	1 Black Bear	3	1 Large (Crab) Spider
4	1-2 Wolves	4	1-6 Giant Centipedes
5	Patrol (Jacca Brone)	5	Patrol: Jacca Brone or Cavasha

Wild animals encountered in the wilderness will flee from an aggressive party that makes noise 70% of the time, 90% if they wield fire. Plague Zombies have the same abilities as normal Zombies but anyone damaged by their attack must Save vs Poison or become infected; Plague Rats are Giant Rats who bite transmits the Red Rot and who have the nausea effect similar to Troglodytes.

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**. It will make a circuit of areas #13, #11, #2, #4 and #5.
12. **Secret Armoury:** Treat the padded armour as chain mail and the leather armour as plate mail.
14. **Guard Post:** These are 6 **Plague Rats** with the stink power of Troglodytes. The infected 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 is a **Plague Zombie** here. The Ledger contains instructions for creating the Treacle that cures the Red Rot.
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 is a **Plague Zombie** here.
30. **Great Hall:** The hidden dagger is +1 magical. It will be spotted on a 1 in 6 roll, 2 in 6 for Elves.
31. **Rest Room:** Belisma Mort is here, tending to her dying friend Tallith Vinco (see **Appendix 3**). Belisma is a 2nd level Magic-User with no spells left (5HP); Tallith is a Lawful/Good Cleric who has slipped into a coma. Belisma will trade her map for escort out of the dungeon but Jacca Brone will not allow infected people to leave the Keep.
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 ne character to acquire the Plant ID skill (if they ae 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. The corpse is a Goblin which is infected with Red Rot.
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:** This is the lair of the **Cavasha** (see **Appendix 2**). The treasure includes 1120sp and 320gp.
38. **Small Chamber:** These are 5 **Plague 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 (an Elf) 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 (a Dwarf) carries 110sp and the Silver Key.
47. **Museum:** There are 6 **Goblins**, each carrying 2d10gp. The Leader is a **Hobgoblin (Voork)** who carries 163gp. All are infected with Red Rot.
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. All are infected with Red Rot.
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.

He is accompanied by Pheng, a Blink Dog (HD 4, 18HP, AC 5, bite for 1d6 damage, attack from rear 75% due to teleport, MV 12").

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.

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.

APPENDIX 2: BELISMA MORT'S COMPANY

Belisma Mort and her six companions met with these misfortunes:

- Down on the second level, the party discovered the fountain (#33) and Sezzerin the Thief contracted Red Rot by drinking from it
- They searched a military officer's quarters and Brubo Noll the Dwarf found a silver key (#50)
- The party made camp in an old guard post (#51) and noticed Sezzerin's illness.
- Exploring the old prison block, Shanni Everdene the Elf was killed by stirges (#41)
- Brubo Noll was captured by giant spiders (#46) and the party fled back to the stairs.
- At the stairwell, they encountered the Cavasha and Belisma was blinded; the party fled upstairs.
- The party travelled to the infirmary (#23) hoping to cure Belisma's blindness and Sezzerin's plague, but Sezzerin died there and Rufin Molloy the Fighter became infected.
- The party tried to leave the dungeon but encountered the Cavasha in the foyer (#2) and fled all the way to the guard room (#31) where they made camp. Rufin died. (The Cavasha left the dungeon to attack Dunnerton).
- Rufin reanimated as a Plague Zombie and attacked Tallith Vinco the Cleric before being turned. This was a fortnight ago.
- Tallith and Vim Grogard the Fighter went searching for an exit. Vim was killed by Giant Rats (#14) and when Tallith returned to #31 she too was sick.