

# Stonefast

## Introduction

Many moons ago (the early 90's), I was introduced to everyone's favorite role-playing game by means of a large black box with a wrathful red dragon on its cover; delving the depths of the dungeon of Zanzer is one of my favorite memories from back then. Aspiring game masters were directed to then stock the map of a dungeon which was once a dwarven stronghold that had been taken as a lair by a young white dragon named Kamro. This sparked my imagination greatly, and I have been creating, stocking, and running players through dungeons ever since.

A couple of years ago, I started a new campaign with one of my groups, and decided to begin with Zanzer's dungeon, followed with Stonefast. That campaign continued on in the thunderous mountain rift setting that accompanied that era of the game, but this dungeon can be easily plopped into whatever campaign setting you prefer, with whatever plot hook you'd like to get your players there.

The following is my version of Stonefast, converted from the BECMi edition to the new Fifth edition. Enjoy!

## History

Stonefast was a dwarven stronghold on the fringes of human territory. It acted as a diplomatic center and as a trading outpost. During the Great Orc Wars, Stonefast fell under siege and was almost obliterated. The hold did not fall, however, yet only a small handful of dwarves remained. They sealed their stronghold and returned to their kingdom, leaving untold riches behind.

Over the many years since then, Stonefast's location has been lost and until recently has remained a mystery. Rumors have been circulating that a white dragon named Kamro has found the place, and has made it his lair. The thought of not only dwarven treasure, but new riches that the dragon may have started amassing should be a good motivation for PCs to seek out Stonefast. Perhaps they meet another adventurer whose entire party was slain but who can guide them back, for a fee. Maybe the party researches old dusty tomes to discern the location in hopes of becoming rich. The GM should guide the party there in whichever manner is appropriate for their campaign.

## For the GM

All of the doors in Stonefast are made of sturdy oak, reinforced with well-wrought dwarven steel. Since this dungeon had been sealed until recently, the doors are all in good repair and seal well (unless otherwise noted). With the thick walls and thick doors, sound doesn't carry well, except of course down long open hallways or nearby rooms whose doors are open or damaged. Any door, secret or regular, marked with an arrow will only open in the direction of the arrow, even if a *knock* spell is used. Any locked door can eventually be hacked down with weapons; however this is very noise and will almost certainly attract the attention of wandering monsters.

None of the rooms are lit, and although there are regularly placed wall sconces, none of them have torches.

All of the ceilings are ten feet high, unless otherwise noted.

Note that a lot of the smaller offices (found in rooms 1-2, 5-6, 11-12, and 15-16) are identical. This should serve to lull the PCs into a sense of repetition; since the dungeon is symmetrical, they may start to think that other rooms that mirror each other will have the same contents, which is most certainly not true the further in they go. The GM should feel free to switch up the traps or treasure in these rooms if they feel the need.

Secret doors are all DC 13 to find, unless otherwise noted.

## Wandering Monsters

Every half hour of game time, the GM should check for wandering monsters. Roll 1d6; an encounter happens on a 1. When this occurs, roll 1d8 and consult the following chart:

1d8	Monster
1	1d6 Giant Beetles
2	1 Giant Snake
3	1 Carcass Scavenger
4	1 Giant Spider
5	1d4 Orcs
6	1d6 Dwarven Skeletons
7	1d6 Dwarven Zombies
8	1d4 Goblins

# Entering Stonefast

Stonefast is entered by a small tunnel that is high up on the side of a mountain.

To the south, you see two brass doors. The one on your right has been ripped from its hinges and thrown to the floor. There are deep gouges in the metal that look to be claw marks. The door to your left is intact, and covered in dwarven runes. Each door leads into its own separate chamber.

A DC 10 WIS (Perception) check reveals evidence that orcs and/or goblins have been in the area recently. Any PC who speaks dwarf can read the markings on the doors: Welcome To Stonefast.

## 1.

This room appears to have at one time been an office. It has long since been ransacked, and the furniture has been broken.

Dwarves will have advantage on finding the secret door here.

## 2.

This room is dustier than the other parts of the dungeon; it has obviously been sealed for longer than the rest. There is an iron chest along the eastern wall.

The chest is locked (DC 12) and trapped. If the trap is triggered, a spear juts down from the ceiling, hitting whoever opened the chest for 1d6+2 piercing damage. It contains 100sp.

## 3.

There are tapestries on the east and west walls, each depicting who appear to have been important dwarfs. Both have been shredded by large claws. The door to the south has been busted down, pieces of wood scattered across the floor are all that's left of it. Some of the larger pieces have noticeable claw marks on them.

This is where Kamro entered Stonefast. A DC 17 INT (History) check identifies the dwarves as the two founders of Stonefast. There is nothing of value in this room.

## 4.

In the northeast corner is a three foot tall stone pedestal, upon which is a large book.

If the book is examined, it appears to be a giant guest book (the dwarves kept strict records of every non-dwarf who visited Stonefast).

**Treasure:** This tome would fetch up to 500gp from a collector.

## 5.

This room is dustier than the other parts of the dungeon; it has obviously been sealed for longer than the rest. There is an iron chest along the western wall.

The chest is locked (DC 12) and trapped. If the trap is triggered, a spear juts down from the ceiling, hitting whoever opened the chest for 1d6+2 piercing damage.

**Treasure:** The chest contains 100sp.

## 6.

The door to this room is busted off its hinges. The room appears to have been an office, but all valuables appear to have been long since taken, and the furniture has all been smashed.

Searching the room will stir up a group of **stirges** who attack.

### Stirges (5)

**AL:** unaligned

**AC:** 14

**HP:** 2 each

**Speed:** 10', fly 40'

**S:** -3, **D:** +3, **C:** +0, **I:** -4, **W:** -1, **Ch:** -2

**Senses:** Darkvision 60', Passive Perception 9

**Lang:** N/A

**Actions:** *Blood Drain* (+5, 5', 1d4+3 piercing and the stirge attaches to the target, while attached does 1d4+3 points from draining blood, detaches after draining 10hp.)

**XP:** 25 each

## 7.

There is a small, collapsed stage at the center of the northern wall. Old, broken chairs are scattered about the rest of the room. It appears that this chamber was once used for presentations, or meetings of some sort.

There is nothing of value in this room.

## 8.

A large, sturdy oak table dominates the center of this room, roughly five feet wide and fifteen feet long. It is surrounded by broken chairs. There are tapestries hung on the wall, but age and who knows what else have damaged them beyond recognition.

**Treasure:** A small pouch with 5gp in it can be found with a DC 13 WIS (Perception) check.

## 9.

A large, sturdy oak table dominates the center of this room, roughly five feet wide and fifteen feet long. It is surrounded by broken chairs. There are tapestries hung on the wall, but age and who knows what else have damaged them beyond recognition.

Searching this room will stir up a nest of **giant centipedes**. There is nothing of value in this room.

### Giant Centipedes (6)

**AL:** unaligned

**AC:** 13

**HP:** 4 each

**Speed:** 30', climb 30'

**S:** -3, **D:** +2, **C:** +1, **I:** -5, **W:** -2, **Ch:** -4

**Senses:** Blindsight 30', Passive Perception 8

**Lang:** N/A

**Actions:** *Bite* (+4, 5', 1d4+2 piercing, target must make a DC 11 CON save or take 3d6 poison damage, if this reduces the target to 0hp it is stable but poisoned for 1 hour.)

**XP:** 50 each

## 10.

All along the northern, western, and southern walls of this room are the remains of vendor stands. They have all been either smashed or have succumbed to the ravages of time. There is random rubble and refuse scattered about the floor.

There is nothing of value in this room.

## 11.

This room appears to have at one time been an office. It has long since been ransacked, and the furniture has been broken.

Dwarves will have advantage on finding the secret door here.

## 12.

This room is dustier than the other parts of the dungeon; it has obviously been sealed for longer than the rest. There is an iron chest along the eastern wall.

The chest is locked (DC 14) and trapped. If the trap is triggered, a spear juts down from the ceiling, hitting whoever opened the chest for 1d6+2 piercing damage.

**Treasure:** The chest contains 300sp.

## 13.

This room is covered in a layer of dust. It appears to have been a guard station at some point in the past. There are old rusty axes hanging from racks along the walls, along with a few crossbows.

A DC 10 WIS (Perception) check reveals well hidden arrow slits along the northern wall. There are ten each of the axes and crossbows. The axes are salvageable, but not really worth the effort. The crossbows are all sans strings, and the wood is old enough that if they are restrung, there is a 75% chance of it breaking when cocked.

## 14.

This room is similar to the previous: covered in dust and obviously a guard station at some point in the past. There are old and rusted hand axes, battle axes, short swords, and shields hung on rotting weapon racks.

A DC 10 WIS (Perception) check reveals well hidden arrow slits along the northern wall. The equipment is in poor repair, save for a single short sword that glows a soft lavender color when drawn from its sheath. PCs will not find this unless they state that they are unsheathing every sword to check them.

**Treasure:** The sword is a *short sword*, +1 vs. *goblins*.

## 15.

This room is dustier than the other parts of the dungeon; it has obviously been sealed for longer than the rest. There is an iron chest along the eastern wall.

The chest is locked (DC 10) and trapped. If the trap is triggered, a spear juts down from the ceiling, hitting whoever opened the chest for 1d6+2 piercing damage.

**Treasure:** The chest contains 666sp.

## 16.

This room appears to have at one time been an office. It has long since been ransacked, and the furniture has been broken.

Dwarves will have advantage on finding the secret door here.

## 17.

If the party stops to listen at this door before opening it, they will hear snoring coming from the other side with a DC 12 WIS (Perception) check.

When you open the door to this room, your ears are accosted by loud snoring. There is a group of five orcs sleeping on the floor, oblivious to your entering.

As long as the party wasn't loud when they entered, they'll be able to slay the sleeping **orcs** with no problem. If they party was noisy (shouting a battle cry while kicking open the door, for instance) when they entered, they may wake some of the orcs. Roll 1d6; on a 1 through 5 that many orcs are woke, and on a roll of a 6 they wake none of them. If some of the orcs are woken and combat starts, the other orcs wake up on the second round of combat.

### Orcs (4)

**AL:** CE

**AC:** 13

**HP:** 15 each

**Speed:** 30'

**S:** +3, **D:** +1, **C:** +3, **I:** -2, **W:** +0, **Ch:** +0

**Skills:** Intimidation +2

**Senses:** Darkvision 60', Passive Perception 10

**Lang:** Common, Goblinoid

**Traits:** As a bonus action, an orc can move up to its speed toward a hostile creature that it can see.

**Actions:** *Greataxe* (+5, 5', 1d12+3 slashing)

*Javelin* (+5, 5' or 30'/120', 1d6+3 piercing)

**XP:** 100 each

**Treasure:** One of the orcs has a 10gp in his coin purse; the others have 8cp each.

## 18.

This room appears to be empty, save for some random rubble strewn about the floor. There are no remnants of furniture or anything that would hint at what this room was once used for.

Unless the party successfully searches for traps before searching around in this room, they will step on a pressure

plate on the floor which triggers three short but exceptionally loud blasts of an alarm horn. If this occurs, check for wandering monsters every ten minutes for the next hour of game time.

There is nothing of value to be found in this room.

## 19.

This room is covered in a layer of dust. There are dwarf-sized cots lining the east and west walls of this room. Each one has a foot locker at its base, and there is a small shield hanging on the wall above each.

This would have been a guard barracks when Stonefast was still in use. The cots are old and rotting, and the frames will break if they are sat/laid/stood/etc. upon. None of the footlockers are locked, and each contains a dwarf-sized suit of chain mail. They are rusted beyond repair, however. The door to the north is locked but not trapped.

## 20.

The secret door to this room is both locked (DC 17) and trapped. The door will have to be discovered before the trap can be found and disabled. If the trap is triggered, any PC who is standing the 5'x5' hallway falls into a pit trap that opens and drops 10' down. PCs will take 1d6 damage from the fall, and an additional 1d8 damage from spikes at the bottom of the pit. They can avoid the spikes with a successful DC 16 DEX (Acrobatics) check.

This room is covered in a layer of dust. It is where the dwarves sealed their treasure before finally leaving Stonefast. There is a large stone table along the center of the northern wall, draped in red velvet. Upon the table lie weapons – a hand axe, a war hammer, a dagger, and a staff – all finely crafted and gleaming, despite the dusty appearance of the rest of the room. In the center of the eastern wall is a large iron chest, and on the center of the west wall is a smaller, brass chest.

Both of the chests are locked, but neither is trapped. They are both bolted to the ground and cannot be removed without the proper tools (tools that only a master dwarven craftsman would have access to).

**Treasure:** The larger chest contains a pile of 3,000gp. The smaller chest contains two diamonds (500gp each), four opals (200gp each), and a gold crown studded with rubies (2,500gp). The weapons are all magic, with a +1 bonus.

## 21.

This room appears to have been a store room when it was in use. There are many wooden barrels, iron kegs with dwarven runes, and a few boxes stacked in here.

All of the containers have long since been drained. If any PC is a dwarf, they can tell by the smell that the kegs and barrels used to hold fine dwarven brew.

Each time a keg is opened there is a cumulative 20% chance that it contain **yellow mold**. There are five kegs in total.

## 22.

The door to this room is in shambles. The upper half is still precariously attached to the hinges, but the lower half has been busted out. There are splinters littering the hallway and the first few feet within the room. In the southwest corner of the room, a large pile of dirt and refuse has been built up, with a 2' diameter hole in the top.

If the party gets nears the pile, they are attacked by two **tiger beetles** that crawl out.

### **Tiger Beetles (2)**

**AL:** unaligned

**AC:** 15

**HP:** 13 each

**Speed:** 30'

**S:** +1, **D:** +2, **C:** +0, **I:** -5, **W:** -1, **Ch:** -4

**Senses:** Darkvision 60', Passive Perception 8

**Lang:** N/A

**Actions:** *Mandibles* (+3, 5', 1d6+1 bludgeoning)

**XP:** 25 each

**Treasure:** Searching the pile after dealing with the beetles will net 54cp.

## 23.

This room appears to have been a warehouse. The remains of many smashed boxes litter the floor.

There is nothing of value in this room.

## 24.

This room is covered in a layer of dust. A large round table takes up the bulk of the room. Upon it is a detailed map of the surrounding area, inked on leather and covered in scattered unit pieces. It seems this used to be some sort of war room. There are five tapestries depicting dwarves in victorious battle about three feet wide and five feet tall hung along the east and west walls, four on each side. They are in good repair.

**Treasure:** The map and unit figures would be worth about 150gp to a collector. The tapestries would be worth about 300gp to a collector, but each weighs roughly 75 pounds.

## 25.

This room is covered in a layer of dust. In the northwest, northeast, and southeast corners are dwarf-sized suits of plate armor, each wielding battle axes. The whole room is illuminated with a soft golden glow.

If the suits of armor are inspected, they seem to have had the joints soldered or welded together. Although just as dusty as the rest of the room, the metal does seem to be in better repair than would be expected.

If the secret door to the north is opened by a PC who is not a dwarf, the suits animate and attack as **animated armor**.

### **Animated Armor**

**AL:** unaligned

**AC:** 18

**HP:** 33

**Speed:** 25'

**S:** +2, **D:** +0, **C:** +1, **I:** -5, **W:** -4, **Ch:** -5

**Damage Immunities:** poison, psychic

**Condition Immunities:** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned.

**Senses:** Blindvision 60', Passive Perception 6

**Lang:** N/A

**Traits:** Armor is incapacitated while in an antimagic field; if targeted by dispel magic must make a CON save or fall unconscious for one minute; while motionless is indistinguishable from normal armor

**Actions:** *Multiattack* (two melee attacks)

*Slam* (+4, 5', 1d6+2 bludgeoning)

**XP:** 200

## 26.

There is a long bar-top that runs along the northern wall that turns and continues along the eastern wall. There are shelves on the wall behind the bar, full of old, empty bottles. The broken remains of bar stools, tables, and chairs litter the rest of the room.

Shortly after entering the room, you hear noise coming from the southern-most end of the bar. A group of hungry-looking dwarven zombies are shambling towards you!

There are five dwarf **zombies** in this room who attack.

### **Zombie (2)**

**AL:** NE

**AC:** 16

**HP:** 22 each

**Speed:** 20'

**S:** +1, **D:** -2, **C:** +3, **I:** -4, **W:** -2, **Ch:** -3

**Immunities:** Poison

**Senses:** Darkvision 60', Passive Perception 9

**Lang:** N/A

**Traits:** If reduced to 0hp the zombie can make a CON save with a DC that is 5 plus the damage taken to be reduced to 1hp instead (can't be used with radiant damage or crits).

**Actions:** *Longsword* (+3, 1d8+1 slashing)

**XP:** 50 each

**Treasure:** If the room is searched afterwards, a DC 12 WIS (Perception) check finds 30gp in a small coffer, and a DC 17 INT (Investigation) check finds three bottles of finely aged dwarven whiskey worth 100gp each.

## 27.

The splinters of furniture left in this room indicate that it was some sort of office when it was still in use. There are a few desks, mostly smashed, and a few chairs that look to have been very nice at some point in time.

If the desks are searched, a DC 10 WIS (Perception) check will net a small brass cylinder with a screw-off top. If it is opened it releases poisonous gas that fills the room. Everyone in the room must make a DC 17 CON save or take 2d6+2 points of damage.

**Treasure:** The cylinder itself is worth 2gp.

## 28.

The door to this room is slightly ajar. The smell of rotting flesh assaults your nose when you enter. Three orc corpses lay semi-eaten on the ground, along with the broken carapaces of some tiger beetles. A large worm-like creature with tentacles is feeding on one of the orcs.

If the **carcass scavenger** is left alone and the party leaves, it will continue feasting on the orcs and not pursue the group. However, if the party tries to search the room assuming the beast is too busy eating to care, they will be attacked.

### **Carcass Scavenger**

**AL:** unaligned

**AC:** 13

**HP:** 51

**Speed:** 30', climb 30'

**S:** +2, **D:** +1, **C:** +3, **I:** -5, **W:** +1, **Ch:** -3

**Skills:** Perception +3

**Senses:** Darkvision 60', Passive Perception 13

**Lang:** N/A

**Traits:** If reduced to 0hp the zombie can make a CON save with a DC that is 5 plus the damage taken to be reduced to 1hp instead (can't be used with radiant damage or crits).

**Actions:** *Longsword* (+3, 1d8+1 slashing)

**XP:** 450

**Treasure:** Searching the orc bodies secures 20gp.

## 29.

The door to this room is locked, but not trapped.

In the center of the western wall of this room stands a statue of a dwarf dressed in robes and holding a hammer high above his head. At his feet is a small basin, with a running fountain in the middle of it.

The liquid looks and smells of beer. It actually acts as a *potion of healing* when drunk. However, PCs who aren't dwarves must make a DC 13 CON save, or they won't be able to stomach the brew and will throw it up (negating any healing). If any of the brew is bottled, the party will find that it has lost its healing properties, but can still make them sick.

## 30.

Kamro is a **young white dragon** who, too headstrong for his own good, struck out much too early to start his solitary life. This room, once the grand main hall of Stonefast, is where the beast has made its lair.

The western door of the double doors leading into this room is locked (DC 15); the eastern one is stuck fast. If the party is quiet and able to unlock the western door, there is a 50% chance that Kamro is asleep on his treasure pile when they enter. Busting open the eastern of the two doors will wake him, and give him a +8 to his Stealth check to surprise the party when they enter.

This room is much, much colder than the rest of Stonefast. The ceiling is also taller, arching up to the center which is twenty feet above the floor. In the middle of the northern wall is a small white dragon atop a pile of silver coins.

Read one of the following depending on whether or not the dragon was sleeping.

### Awake:

The dragon lets out a thunderous roar, rears back on its hind legs, and takes a deep breath...

### Asleep:

The dragon, lying still, takes in a deep breath. Shortly after this, he lets out a great snore, with puffs of fog coming out of each nostril. He is asleep!

If Kamro is asleep, the party will get one round of attacks against him at advantage, after which he will awaken.

If reduced to half of his hit points, he will attempt to escape. If he reaches room 41 while escaping, roll 1d6. On a 1-3, he will head west, and on a 4-6 he will head east. In the event that he's able to successfully escape, it is up to the GM to decide what happens. He may try hunting the PCs down at a later date, he may "run home to mommy" and send her after them, etc.

**Treasure:** Kamro's treasure pile consists of 6,000sp, five *potions of healing*, and a map to a location of the GM's choosing.

## Kamro (Young White Dragon)

**AL:** CE

**AC:** 17

**HP:** 133

**Speed:** 40', burrow 20', fly 80', swim 40'

**S:** +4, **D:** +0, **C:** +4, **I:** -2, **W:** +0, **Ch:** +1

**Saving Throws:** Dex +3, Con +7, Wis +3, Cha +4

**Skills:** Perception +6, Stealth +3

**Damage Immunities:** Cold

**Senses:** Blindsight 30', Darkvision 120', Passive Perception 16

**Lang:** Common, Draconic

**Traits:** Can move across and climb icy surfaces without making ability check; difficult terrain composed of ice or snow don't effect it.

**Actions:** *Bite* (+7, 10', 2d10+4 piercing plus 1d8 cold)

*Claw* (+7, 5', 2d6+4 slashing)

*Cold Breath* (Recharge 5-6, 30' cone, 10d8 cold damage, DC 15 CON save for half.

**XP:** 2,300



## 31.

In the center of the eastern wall of this room stands a statue of a dwarf dressed in plate armor and holding an axe high above his head. At his feet is a small basin, with a running fountain in the middle of it.

The liquid looks and smells of wine. It actually acts as a *potion of healing* when drunk. However, PCs who are dwarves have to make a DC 13 CON save or they won't be able to stomach the wine and will throw it up (negating the healing effect). If any of it is bottle, the party will find that it loses its healing properties (but can still make dwarves sick).

## 32.

The door to this room lies in ruin, its pieces scattered about the floor in the hallway. Peering in, you see that the majority of the southwestern corner is covered by spider webs. There is a pile of rubble and refuse all along the northern wall.

A **giant spider** has made this room its lair. If the party searches the room, the spider will attack.

### **Giant Spider**

**AL:** unaligned

**AC:** 14

**HP:** 26

**Speed:** 30', climb 30'

**S:** +2, **D:** +3, **C:** +1, **I:** -4, **W:** +0, **Ch:** -3

**Skills:** Stealth +7

**Senses:** Blindsight 10', Darkvision 60', Passive Perception 10

**Lang:** N/A

**Traits:** Can climb difficult surfaces without a check; knows the location of any other creature touching the same web as itself; ignores movement restrictions of webs.

**Actions:** *Bite* (+5, 5', 1d8+3 piercing, 2d8 poison DC 11 CON save for half, if reduced to 0hp by poison target is stable but poisoned for 1 hour)

*Web* (Recharge 5-6, +5, 30'/60', target is restrained by webbing)

**XP:** 200

**Treasure:** A DC 13 WIS (Perception) search after dealing with the spider finds 10cp, 3sp, and 1gp among the webs and desiccated corpses of tiger beetles.

## 33.

The door to this room is covered with painted designs of roses and thorny vines. It is locked, but not trapped.

There are three four-poster, canopied and curtained beds along the north wall, and the same amount along the south. They haven't been damaged like the furniture in most of the rest of this place, but they are old, dusty, and have seen better days.

Next to each bed is a small table, upon which is a portrait. Each bed has a different picture, each a female dwarf.

A DC 8 INT (Investigation) check reveals that this room was once a brothel. There is nothing of value to be found in here, other than humor from the thought of dwarven prostitutes.

## 34.

The door to this room is locked (DC 10) and trapped (DC 15). If not disarmed, opening the door causes the ceiling tiles to drop along the whole north-south hallway, causing 1d8+2 points of damage to any PCs in the hall. They can make a DC 16 DEX save to take half damage.

This room appears to have been the private chamber of a dwarf of some importance. There is a large (for a dwarf) bed along the southern wall, full bookshelves along the east and west walls, and fine a fine wardrobe along the north wall.

**Treasure:** If the party spends a turn searching the bookshelves, they'll find a small lockbox. It is locked but not trapped, and contains 50gp.

## 35.

This room is noticeably colder than the rest of Stonefast. Unlike the exposed stonework found through the rest of the complex, the walls of this chamber are plastered, and have murals painted on them. They show scenes of dwarven life, at the height of peace and prosperity. The murals have all been vandalized, though. The walls are marked with gouges from weapons, smeared in dried feces, and clawed at. There are the remains of ruined benches along the east and west wall.

The claw marks are not dragon-sized; they were made when orcs raided Stonefast in the past. This antechamber would have been used as a waiting room for visiting dignitaries. There is nothing of value in this room.

## 36.

The door to this room is locked (DC 10) and trapped (DC 15). If not disarmed, opening the door causes the ceiling tiles to drop along the whole north-south hallway, causing 1d8+2 points of damage to any PCs in the hall. They can make a DC 16 DEX save to take half damage.

This room appears to have been the private chamber of a dwarf of some importance. There is a large (for a dwarf) bed along the southern wall, full bookshelves along the east and west walls, and fine a fine wardrobe along the north wall. A large chest sits at the foot of the bed.

**Treasure:** The chest is locked (DC 14) but not trapped. It contains 50cp, 30sp, 30gp, 23pp, and three *potions of healing*.

## 37.

This room is remarkably bare. Unlike the rest of the rooms you have explored, there isn't even trash or broken furniture.

The state of this room may make PCs wary of danger, but there is actually none to be found. The western door is locked (DC 11) but not trapped.

## 38.

All of the doors to this room are locked (DC 13) although none of them are trapped.

The walls of this room are bare, although the floor is covered in what used to be a fine red carpet.

There is nothing of value in this room.

## 39.

Both of the doors to this room are wide open. The room itself looks bare, save for a large pile of rubbish in the southwest corner.

If the party enters this room, they are swarmed by **stirges**.

**Stirges (5)**  
**AL:** unaligned  
**AC:** 14  
**HP:** 2 each  
**Speed:** 10', fly 40'  
**S:** -3, **D:** +3, **C:** +0, **I:** -4, **W:** -1, **Ch:** -2  
**Senses:** Darkvision 60', Passive Perception 9  
**Lang:** N/A  
**Actions:** *Blood Drain* (+5, 5', 1d4+3 piercing and the stirge attaches to the target, while attached does 1d4+3 points from draining blood, detaches after draining 10hp.)  
**XP:** 25 each

There is nothing of value in this room.

## 40.

A small fountain which is still running is located in the northeast corner of this room. The remains of what was once a comfortable lounge are heaped in the southwest corner.

The water is clean and fine to drink, however it does look a bit dingy. If a PC takes a sip, they will be surprised with how refreshing it tastes. It is not magical, however.

## 41.

The east and west doors to this room are open. As the party gets close, they will hear the sounds of battle.

There is a group of orcs in this room, engaged in combat with a large spider. One of them fells the beast right as you get your first look inside. The orcs give a loud battle cry, and turn their attention to you!

There are a total of five **orcs** in this room.

**Orcs (4)**  
**AL:** CE  
**AC:** 13  
**HP:** 15 each  
**Speed:** 30'  
**S:** +3, **D:** +1, **C:** +3, **I:** -2, **W:** +0, **Ch:** +0  
**Skills:** Intimidation +2  
**Senses:** Darkvision 60', Passive Perception 10  
**Lang:** Common, Goblinoid  
**Traits:** As a bonus action, an orc can move up to its speed toward a hostile creature that it can see.  
**Actions:** *Greataxe* (+5, 5', 1d12+3 slashing)  
*Javelin* (+5, 5' or 30'/120', 1d6+3 piercing)  
**XP:** 100 each

**Treasure:** Each orc have 10sp in their coin purses.

## 42.

A small fountain which is still running is located in the northwest corner of this room. A comfortable looking couch, still in decent condition, rests in the southwest corner.

The water looks clear and sparkling, but is actually poisoned. And PC who drinks from this fountain will need to make a DC 14 CON save or take 2d8 points of damage.

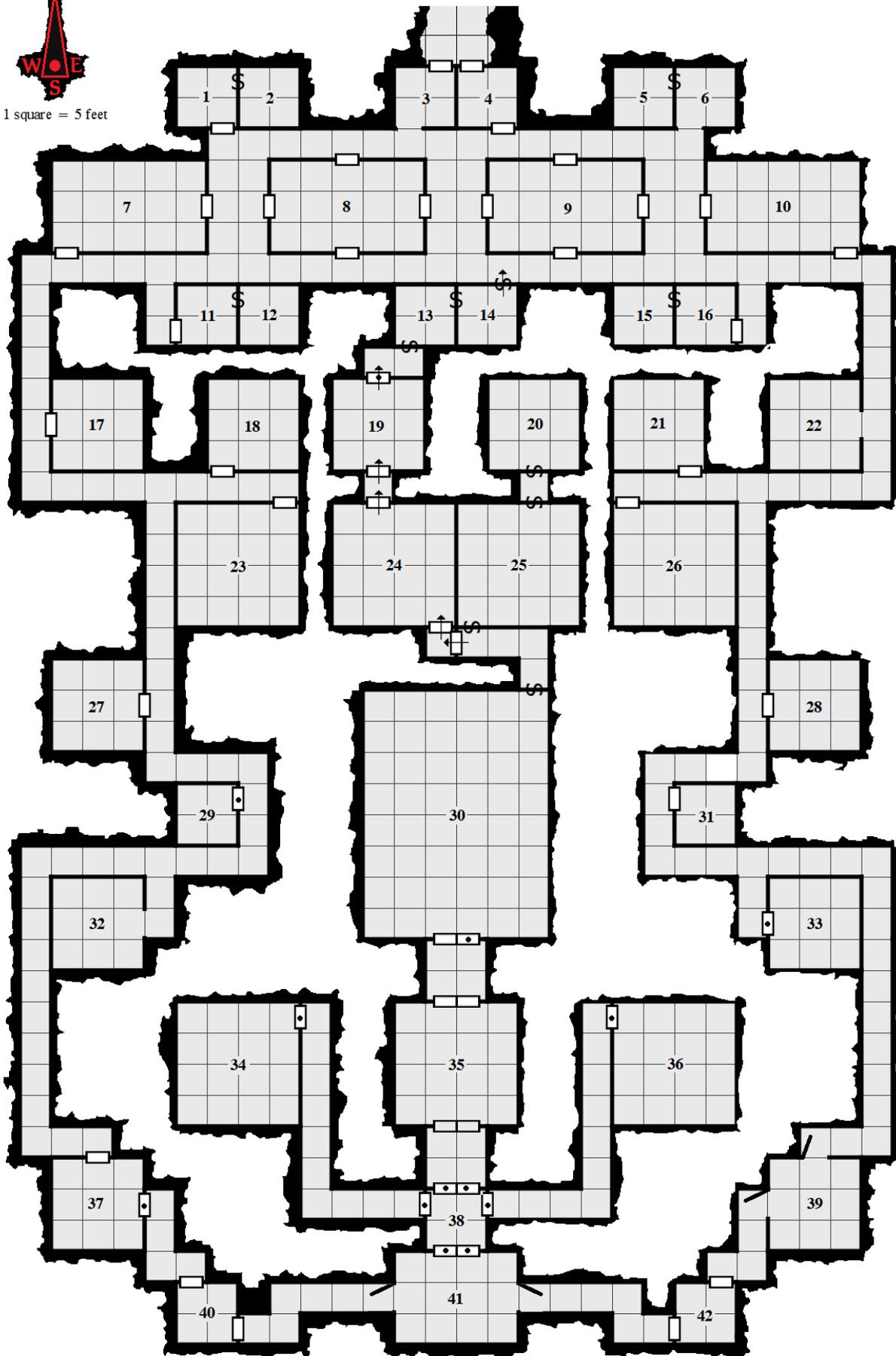
## Wrapping Up

Depending on exactly how the GM brought the party to this dungeon, and what happened with Kamro's fight, the wrap-up for this adventure can be greatly varied. It could spawn further adventures if the map was found in Kamro's room, or if the dragon escaped.

Regardless of what plays out after this dungeon is cleared, the PCs should be rewarded for clearing the dungeon. 300xp per PC would be an appropriate reward.



1 square = 5 feet



# Stonefast