

ADVENTURE

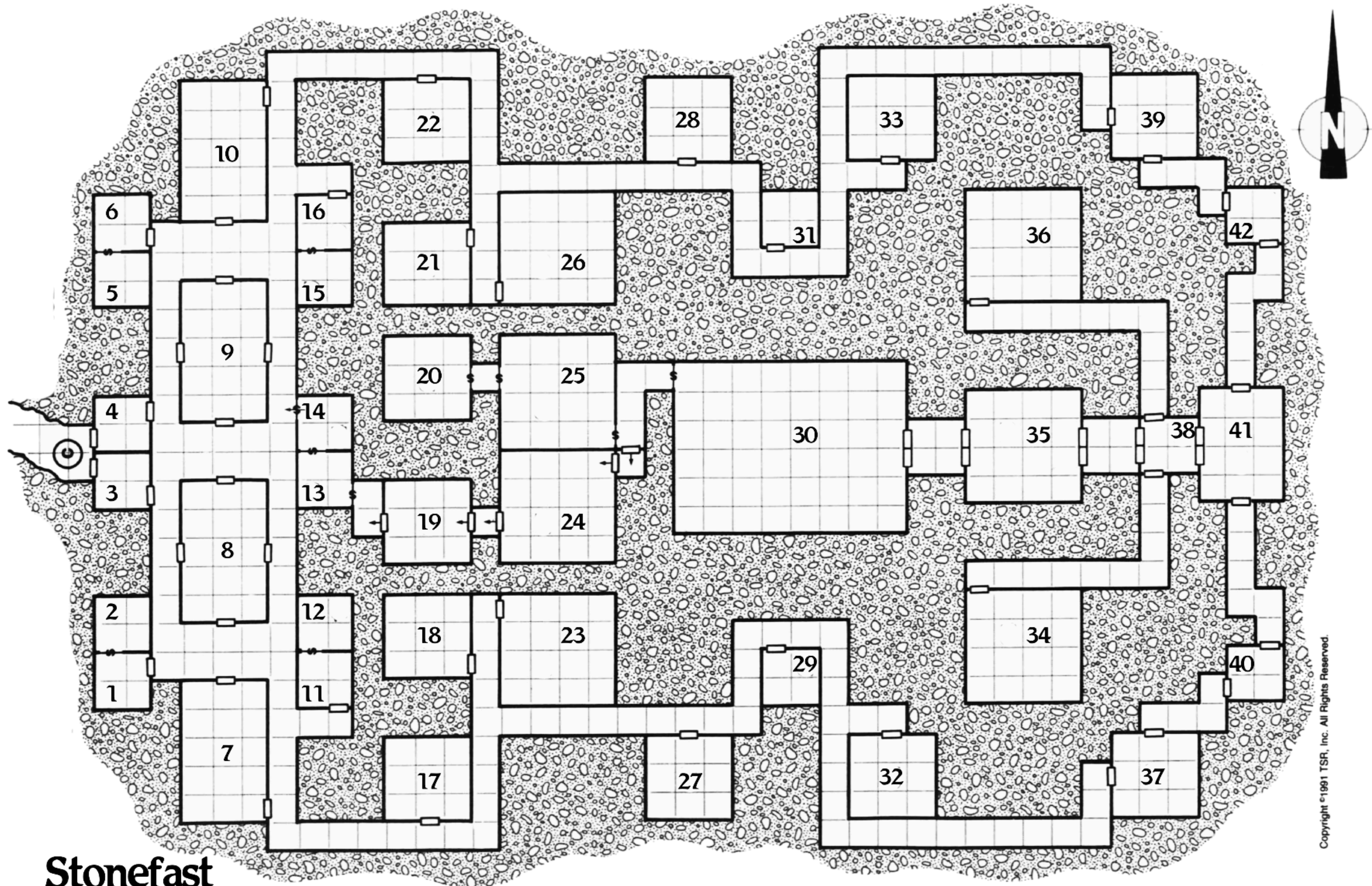
For five to eight characters of first to second level

Dungeons & Dragons

Official Game Adventure

Stonefast by Odinst





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Stonefast

Scale one square = five feet

Dungeons & Dragons

Official Game Adventure

Stonefast



Credits

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The adventure is based in the Thunder Rift campaign world.

It uses the Dungeons and Dragons ruleset but can be easily converted and used with any RPG gaming system.

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Introduction

Stonefast is a 12-page adventure for the new DUNGEONS & DRAGONS® game. This module was included as an introductory adventure for both new players and new dungeon masters.

This is a fan edit and expansion on that adventure to place it within the Thunder Rift campaign setting as well as stock the dungeon with monsters, traps, and treasure. The original adventure was left to the DM to finish and only included the map.

Note that boxed text should be read aloud to the players. Explanatory text for the DM's eyes only follows the boxed text; the DM should read the material silently before revealing it to the players.

What's Needed to Play?

The only things needed to enjoy this adventure are the DUNGEONS & DRAGONS® game rule book, paper and pencil, and some dice.

This adventure is set in the valley of Thunder Rift. Full information about this wondrous place can be found in the DUNGEONS & DRAGONS® game supplement of the same name. It is not necessary to own that product to play this adventure, however; this module can be used in any campaign setting with ease.

Adventure Overview

The players fought their way out of Zanzer Tem's prison cells and found the recently discovered trap door to Stonefast.

As their only means of escape, they entered the long forgotten stronghold of Stonefast.

They must now traverse the corridors to find their way out. But the white dragon Kamro is waiting for them.

Monster Statistics

Throughout this adventure, the players will be called upon to have their characters battle various enemies. Whenever such encounters occur,

information about the enemy will be presented in the following format:

Monster Name (number encountered): AC (Armor Class); HD (Hit Dice); hp (hit points); MV (Movement Rate); #AT (Number of Attacks); THAC0 (see below); Dmg (Damage inflicted per attack); Save as (type of character that the monster's saving throws are made as); ML (Moral); AL (Alignment); XP (Experience Points earned for defeating the monster); Treasure (Any valuables carried by the monster).

One of these notations, THAC0, may be unfamiliar to new players and DMs. THAC0 is simply an acronym for "To Hit Armor Class 0." To determine the roll that a DM must make on a 1d20 for a monster to hit an enemy in combat, simply subtract the target's Armor Class from this number. Thus, if a monster with a THAC0 of 15 is attacking a character who has an AC of 7, the monster will hit on a roll of 8 or better.

Wandering Monsters

From time to time, the DM may wish to introduce a wandering monster into the game. There is no strict rule in this adventure about when such encounters should occur. Generally, consider using them when the game is slowing down or if the players' party is too strong for the adventure.

See the module text for the wandering monster list

Statistics for monsters are described in the Rule Book in the D&D game.

Background

History

Stonefast was a dwarven stronghold on the fringes of human territory. It was a diplomatic center and trading outpost.

During the Orc Wars, an orcish army attacked the outpost. Although Stonefast did not fall, only a few dwarves survived. They sealed their stronghold with dwarven stone craft, and then they returned to their kingdom – leaving behind all their treasures.

Since then, Stonefast's location has remained a mystery – at least until recently. Rumors have been circulating that Zanzeer Tem's servants have found the stronghold – but they have not explored it, for the outpost has become home to a wide assortment of terrible monsters.

Recently, a young white dragon named Kamro broke into Stonefast and now makes his lair deep within its dark halls. Kamro allows a wide variety of monsters, mostly non-intelligent, to lair in his dungeon because they keep intruders away.

For the DM

All of the doors in Stonefast are made of sturdy oak, reinforced with well-wrought dwarven iron. 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 tend to carry very well, except of course down long open hallways, or into 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. This takes 1d6 turns, and each turn wandering monster roll needs to be made.

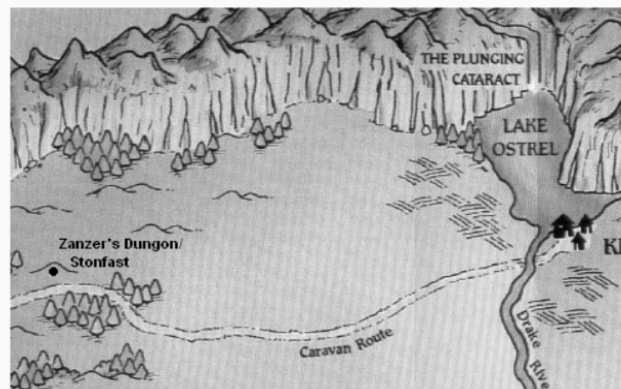
None of the rooms are lit, and although there are regularly placed wall sconces, none of them have torches in them.

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

There are two entrances to Stonefast. The main entrance is a roughly hewn tunnel that leads down wards some 40' from a smallish cave in the side of a hill. Until Kamro dug his way in, this entrance had been sealed by the dwarves. The other entrance is from a trap door in Zanzeer Tem's salt mine dungeon.

It is roughly six miles between Kleine and the entrance to Stonefast. That works out to about a two and a half hour walk, if the party keeps up a brisk pace. This stretch of the caravan route is relatively safe (compared to the part that runs through the Farolas Hills). However, that doesn't mean that it is completely safe. Each time the party travels the road there is a 25% chance of an orc attack. For example, if they leave Stonefast to head back to Kleine to heal and restock supplies, the DM should check for an attack on the way to Kleine, and again on the way back.

Orcs (1d6+2): AC 6; HD 1; hp 5 each; MV 120' (40'); #AT 1; THAC0 19; Dmg 1d6 (short sword); Save as F1; ML 6; AL C; XP 10 each; Treasure 5 sp each.



Wandering Monsters

Every other turn in Stonefast, the DM should roll for 1d6 wandering monsters. An encounter happens on a roll of 1. Roll 1d8 and consult the following:

- 1.) Beetle, Fire (1d6):** AC 4; HD 1+2; hp 7 each; MV 120' (40'); #AT 1; THAC0 19; Dmg 2d4 (bite); Save as F1; ML 7; AL N; XP 15 each.

Stonefast

- 2.) **Snake, Racer (1):** AC 5; HD 2; hp 10; MV 120' (40'); #AT 1; THAC0 18; Dmg 1d6 (bite); Save as F1; ML 7; AL N; XP 20 each.
- 3.) **Carrion Crawler (1):** AC 7; HD 3+1; hp 16; MV 120' (40'); #AT 8; THAC0 16; Dmg paralysis; Save as F2; ML 9; AL N; XP 75 each.
- 4.) **Spider, Crab:** AC 7; HD 2; hp 10; MV 120' (40'); #AT 1; THAC0 18; Dmg 1d8 + poison; Save as F1; ML 7; AL N; XP 25 each; poison gets a +2 to save, failed save is 2d6 damage.
- 5.) **Orcs (1d8):** AC 6; HD 1; hp 5 each; MV 120' (40'); #AT 1; THAC0 19; Dmg 1d6 (short sword); Save as F1; ML 6; AL C; XP 10 each; Treasure 10 cp each.
- 6.) **Gray Ooze:** AC 8; HD 3; hp 15; MV 10' (3'); #AT 1; THAC0 17; Dmg 2d8; Save as F2; ML 12; AL N; XP 50 each; damage only occurs if it touches bare skin, destroys normal armor/weapons in one round, magical items in one turn. Can be harmed by weapons or lightning.
- 7.) **Zombie, dwarf (1d8):** AC 8; HD 2; hp 8 each; MV 90' (30'); #AT 1; THAC0 19; Dmg 1d6 (hand axe); Save as F1; ML 12; AL C; XP 20 each.
- 8.) **Kobolds (8):** AC 7; HD ½; hp 2 each; MV 90' (30'); #AT 1; THAC0 19; Dmg 1d4 (dagger); Save as NM; ML 6; AL C; XP 5 each; Treasure 3 cp each.

Entering Stonefast

When the party first enters Stonefast, it will be from the trapdoor in Zanzer's dungeon. To the north is the passage Kamro dug, which goes about 50 yards north, heading upwards along the length.

To your north, a 10 foot wide tunnel that looks to have been recently dug heads upwards towards the surface. You can see day light at the end of it.

To your 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.

If any PCs speak dwarf, the runes on the door state simply "Welcome to Stonefast." The room with the damaged door is 3, the room with the door intact is 4.

Room Descriptions

Room 1

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

The secret door is made of stonework, so is easily detected by dwarfs.

Room 2

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

The chest is locked and trapped. If the trap is not disarmed, a spear juts down from the ceiling, hitting whoever opened the chest for 1d6 points of damage.

The chest contains 100sp.

Room 3

There are tapestries on the east and west walls, depicting who appear to have been important dwarfs, both of them have been shredded with large claws. The door to the south has been busted down. There are pieces of wood scattered about from its destruction, and the few larger pieces that are left have claw marks on them.

This is where Kamro entered Stonefast. There is nothing of value in this room.

Room 4

There is a three foot tall pedestal in the northeast corner, 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. This tome would fetch up to 500gp from a collector. If the party thinks to deliver this tome to Hearth-Home, they should be awarded 50 XP.

Room 5

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

The chest is locked, and trapped. If the trap is not disarmed, a spear juts down from the ceiling, hitting whoever opened the chest for 1d6 points of damage.

The chest contains 100sp.

Room 6

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

If the PCs search the room, they will stir up a group of stirges, who attack.

Stirge (5): AC 7; HD 1; hp 3 each; MV 30' (10') Fly 180' (60'); #AT 1; THAC0 19; Dmg 1d4 plus blood drain for 1d3 per round; Save as F2; ML 9; AL N; XP 13

Room 7

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

There is nothing of value in this room.

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.

If the party spends a turn searching, they'll find a small pouch with 5gp in it.

Room 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 has damaged them beyond recognition.

When the party searches this room, they are attacked by giant centipedes that were nesting in the rubble of the chairs.

Centipede, Giant (8): AC 9; HD 1/2; hp 1 each; MV 60' (20'); #AT 1; THAC0 19; Dmg poison; Save as F2; ML 9; AL N; XP 6 each; Save vs. poison or be ill for ten days, move speed cut in half, not strength to do much more than walk.

Room 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 succumbed to the ravages of

time. There is random rubble and refuse scattered about the floor.

There is nothing of value in this room.

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.

The secret door is made of stonework, so is easily detected by dwarfs.

Room 12

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

The chest is locked, and trapped. If the trap is not disarmed, a spear juts down from the ceiling, hitting whoever opened the chest for 1d6 points of damage.

The chest contains 100sp.

Room 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. There are well hidden arrow slits along the eastern portion of the north wall.

The axes are salvageable, but not really worth the effort. The crossbows are all sans strings. The wood is old enough that if they are restrung, there is a 75% chance of the whole thing breaking when it's cocked. There are ten of each.

Room 14

This room is covered in a layer of dust. It also appears to have been a guard station. There are old rusty hand axes, battle axes, short swords, and shields. There are more arrow slits along the western portion of the north wall.

The weapons and shields in this room are in poor repair, just like the weapons in the previous room, with the exception of a *short sword +1, +2 vs. goblins*.

Room 15

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

The chest is locked, and trapped. If the trap is not disarmed, a spear juts down from the ceiling, hitting whoever opened the chest for 1d6 points of damage.

The chest contains 100sp.

Room 16

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

The secret door is made of stonework, so is easily detected by dwarfs.

Room 17

If the party stops to listen at this door before opening it, they will hear snoring coming from the other side with a successful roll of 1 (1-2 for demihumans) on 1d6.

When you open the door to this room, your ears are accosted by loud snoring. There are some orcs sleeping on the floor in this room, 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.

Orcs (5): AC 6; HD 1; hp 5 each; MV 120' (40'); #AT 1; THAC0 19; Dmg 1d6 (short sword); Save as F1; ML 6; AL C; XP 10 each; Treasure one of orcs has a coin purse on his belt with 10gp in it, the others have 8cp each.

Room 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.

If the PCs search the room without first finding/removing traps, one of the PCs steps on a floor plate while they're searching, triggering three short, but loud blasts of an alarm. If this occurs, check for wandering monsters *every* turn for the next five turns.

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

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. on. None of the footlockers are locked. They each contain a dwarf-sized suit of chain mail, but they are all rusted beyond repair. The door to the north is locked, but not trapped.

Room 20

The secret door to this room is both locked and trapped. The door will have to be discovered before a thief is able to try to unlock it/disable the trap. If the trap is triggered, any PC who is standing in the 5'x5' hallway outside the room falls into a pit that

opens up and drops 10' down. Anyone who falls will take 1d6 points of damage from the drop, and an additional 1d6 points of damage from spikes at the bottom of the pit. A PC can avoid hitting the spikes with a successful save vs Dragon Breath.

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 constructed and gleaming, despite the dusty appearance of the rest of this room. In the center of the eastern wall is a large iron chest, and on in the center of the west wall is a smaller, brass chest.

Both of the chests are locked, but neither of them is trapped. They are both bolted to the ground, and cannot be removed without the proper tools (tools that only a dwarven craftsman from Hearth-Home would have available). The larger chest contains a pile of 6,000 gp. The smaller chest contains two diamonds (1,500 gp each), four opals (1,000 gp each), and a golden, ruby-studded crown (2,500 gp).

The weapons are a *hand axe +1*, a *war hammer +1*, a *dagger +2*, and a *staff of healing*.

Room 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 this room.

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 20% chance (cumulative) that it will be one that contains a yellow mold. There are a total of five kegs.

Yellow Mold: AC can always be hit; HD 2; hp 8; MV 0; #AT Spores; THAC0 NA; Dmg 1d6 +special; Save as F2; ML NA; AL N; XP 25; can only be killed/hurt by fire, 1d4 dmg per round by torch, each time it is touched (even by a torch) there is a 50% chance it will release a 10'x10'x10' cloud of spores (in the NW corner), anyone in the cloud takes 1d6 points of damage, and will have to save vs. Death Ray or choke to death in six rounds.

Room 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 roughly 2' diameter hole in the top.

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

Tiger Beetle, Giant (2): AC 3; HD 3+1; hp 16 each; MV 150' (50'); #AT 1; THAC0 16; Dmg 2d6; Save as F2; ML 9; AL N; XP 50 each.

If the PCs search the pile after dispatching the beetles, they will find 54 cp.

Room 23

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

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

Room 24

This room is covered in a layer of dust. A large, low, round table takes up the bulk of

this room. Upon it is a detailed map, inked on leather, of the Farolas Hills, and there are small unit pieces scattered about. It seems this used to be some sort of war room.

There are tapestries, about three feet wide by five feet tall, hung along the east and west walls – four on each side. They are in good repair.

The map and unit figures would be worth about 150 gp to a collector, and weigh about 100 cn. The tapestries would be worth about 300 gp each to a collector, and weigh 500 cn each.

Room 25

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

The light is the result of a *fairy fire* spell the dwarves commissioned a druid to cast for them.

If the suits of armor are inspected, they seem to have had the joints soldered or welded together. Although they are 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 a dwarf, the suits of armor stay put. If the door is opened by a PC who is *not* a dwarf, the suits animate and attack.

Golem, Dwarf Armor (3): AC 2; HD 3+1; hp 16 each; MV 60' (20'); #AT 1; THAC0 16; Dmg 1d8 (battle axe); Save as F2; ML NA; AL N; XP 50 each.

Room 26

There is a long bar that runs along the northern wall that turns and continues running 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, you hear some noise coming from the southern-most end of the bar. There is a group of zombie dwarfs, who look very hungry, coming at you!

Zombie, dwarf (5): AC 8; HD 2; hp 8 each; MV 90' (30'); #AT 1; THAC0 19; Dmg 1d6 (hand axe); Save as F1; ML 12; AL C; XP 20 each.

If the room is searched, the PCs will find a total of 30 gp, and three bottles of finely aged dwarven whiskey (100 gp each).

Room 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, the PCs will find a brass cylinder, with a screw-off top. If the cylinder is opened, it releases poisonous gas, filling the room. Anyone in the room will need to save vs. poison, or take 1d6+1 points of damage. The cylinder is worth about 2 gp, and weighs 50 cn.

Room 28

The door to this room is slightly ajar. When you enter the room, the smell of rotting flesh assaults your nostrils. The corpses of three orcs lie dead on the ground, along with the broken carapaces of five tiger beetles. A large, white, worm-like creature is feeding on one of the orcs.

If the carrion crawler is left alone and the party leaves, it will continue feasting on the orcs and beetles, and not pursue the party. If, however, the party decides to search the room, even if they ignore the carrion crawler, it will attack.

Carrion Crawler (1): AC 7; HD 3+1; hp 16; MV 120' (40'); #AT 8; THAC0 16; Dmg paralysis; Save as F2; ML 9; AL N; XP 75.

There are a total of 20 gp to be found on the bodies of the orcs.

Room 29

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

There is a statue of a dwarf, dressed in robes and holding a hammer high above his head, along the center of the western wall. 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 *healing potion* when drunk, healing 1d6+1 points of damage. However, PCs who aren't dwarves have to make a successful CON check, or they won't be able to stomach the brew and will throw it up. This doesn't cause any damage, but will keep them from receiving any healing effects from the brew. If any of the brew is bottled, the party will find that it has lost its healing properties when it is drunk at a later time.

Room 30

This is the room that Kamro chose as his lair. One of the double doors is locked, the other is unlocked but stuck. If the locked door is opened, then there is a 50% chance that Kamro will be asleep on his treasure pile. If the players have to bust in the stuck door, Kamro will be awake and waiting on the PCs.

This room is much, much colder than the rest of this dungeon. The ceiling is also much taller, at least 20' high and arched in towards the center. In the middle of the northern wall is a young white dragon, on top of a pile of silver coins.

Depending on whether or not Kamro is awake, read one of the following to the players:

Awake:

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

Asleep:

The dragon, lying still, takes in a deep breath. Shortly after, 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 +2, after which he will awaken.

Once awake (or if he starts awakened), play out combat normally. He is able to use his breath weapon a total of three times, and it causes 16 points of damage each time. His breath weapon extends out 50', and is 15' wide at the far end. He will start off combat by using his breath weapon. After this, roll 1d6. On a 1-2, he will breathe again, on a 3-6 he will use his melee attacks. Even though the ceiling is relatively tall, he won't be able to take flight.

Kamro, Young White Dragon: AC 3; HD 3+2; hp 20; MV 90' (30'); #AT 3; THAC0 16; Dmg 1d4/1d4/2d8 (claw/claw/bite); Save as F6; ML 8; AL N; XP 275

Kamro's treasure pile consists of 6,000 sp and three healing potions.



Room 31

There is a statue of a dwarf, dressed in plate armor and holding an axe high above his head along the center of the eastern wall. 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 *healing potion* when drunk, healing 1d6+1 points of damage. However, PCs who are dwarves have to make a successful CON check, or they won't be able to stomach the wine and will throw it up. This doesn't cause any damage, but will keep them from receiving any healing effects from the wine. If any of the wine is bottled, the party will find that it has lost its healing properties when it is drunk at a later time.

Room 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 young giant black widow spider has made this room its lair. If the party spends a turn searching the refuse pile along the north wall, the spider will leave its web and attack.

Young Black Widow (1): AC 8; HD 2; hp 10; MV 60' (20') In Web 120' (40'); #AT 1; THAC0 18; Dmg 1d6 + poison; Save as F1; ML 9; AL N; XP 25; poison causes 2d4 damage instantly, save for half.

If the party spends another turn searching after being attacked, they will find a total of 10 cp, 3 sp, and 1 gp among the trash.

Room 33

The door to this room is painted with with the design of roses and thorny vines covering it. 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 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 person, all of whom are female dwarves. This room must have been a brothel.

There is nothing of value to be found in this room, other than the humor of the thought of dwarven prostitutes.

Room 34

The door to this room is locked, and trapped. If not disarmed, the ceiling tiles drop along the entire hallway, causes 1d8 points of damage. PCs can save vs. Dragon Breath for 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 wardrobe along the north wall.

If the party spends a turn searching the bookshelves, they'll find a small lock-box. It is locked, but not trapped, and contains 50 gp.

Room 35

This room is noticeably colder than the rest of this dungeon. Unlike the exposed stonework found throughout Stonefast, the walls of this room 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 feces, and clawed at. There are the remains of ruined benches along the east and west walls.

This antechamber would have been used as a waiting room for dignitaries who would have

been received by the higher ranking dwarves that used to run Stonefast. It was befouled by orcs when Stonefast was attacked.

Room 36

The door to this room is locked, and trapped. If not disarmed, the ceiling tiles drop along the entire hallway, causes 1d8 points of damage. PCs can save vs. Dragon Breath for 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 wardrobe along the north wall. A large chest sits at the foot of the bed.

The chest is locked, but not trapped. It contains 50 cp, 30 sp, 30 gp, and three *healing potions*.

Room 37

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

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

Room 38

All the doors to this room are locked, 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 to be found in this room.

Aftermath

Room 39

Both of the doors to this room are wide open. As soon as you enter, you are swarmed by stirges who had nested here.

Stirge (5): AC 7; HD 1; hp 3 each; MV 30' (10') Fly 180' (60'); #AT 1; THAC0 19; Dmg 1d4 plus blood drain for 1d3 per round; Save as F2; ML 9; AL N; XP 13

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

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 looks a bit dingy. If a PC takes a drink, he will be surprised by how fresh and clean the water tastes. It doesn't have any magical properties, though.

Room 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 are entering the room. The orcs give a loud battle cry, then turn their attention to you!

Orcs (5): AC 6; HD 1; hp 5 each; MV 120' (40'); #AT 1; THAC0 19; Dmg 1d6 (short sword); Save as F1; ML 6; AL C; XP 10 each; Treasure 10 sp each.

Room 42

A small fountain, which is still running, is located in the northwest corner of this room. A comfortable looking couch, which appears to still be in decent condition, is in the southeast corner.

The water looks clear and sparkling, however it has actually been poisoned. Any PC who drinks from this fountain will need to make a save vs. Poison, or take 1d6+1 points of damage.

Wrapping Things Up

Allow the party a safe travel back to Kleine once they have cleared Stonefast. Any non-monetary treasure the party found, they will be unable to find a buyer for in Kleine – it's much too small of a town. They will have to travel down to Melinir for trade.

If the party happens to express interest in buying a home (or homes) in Kleine, to set up as a base of operations, they will have to commission the building. It will take one month for every 1,000 square feet to build. The cost is one gold coin per square foot.

If the party pays for rooms at the inn in advance (for instance, if they need to stay at the inn for a month while their house is being built), they will get a 15% discount.

The priest at the chapel in Kleine will be able to *remove curses* (300 gp), *heal wounds* (100 gp), *cure disease* (300 gp), and can *raise dead* (1,000 gp).

The party should be awarded 1,000 XP each for clearing out Stonefast.

Dungeons & Dragons

Official Game Accessory

Stonefast

Stonefast was a dwarven stronghold on the fringes of human territory. It was a diplomatic center and trading outpost.

During the Orc Wars, an orcish army attacked the outpost. Although Stonefast did not fall, only a few dwarves survived. They sealed their stronghold with dwarven stone craft, and then they returned to their kingdom – leaving behind all their treasures.

Since then, Stonefast's location has remained a mystery – at least until recently. Rumors have been circulating that Zanzer Tem's servants have found the stronghold – but they have not explored it, for the outpost has become home to a wide assortment of terrible monsters.

- Recommended for beginning players and DMs
- For use with the DUNGEONS & DRAGONS Game box
- This adventure takes place in the Thunder Rift game setting

This module is designed for a group of five to eight players.

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