Rock Solid

Time Span
8(10)

The Adventure (Level 1)

The town of Mist Haven are the guardians of the Traders' Passage, a tunnel cavern through Mount Falspire that enables commerce between the northern and southern Baronies. The passage is full of twisty corridors and rooms where shops and stalls can be set up. Although closed over winter, due to the snow and ice on the mountain, when spring came the Traders' Passage was found to colonized by a group of spiders, something that would only happen if the Passage was blocked. A messenger bird has told them that there is a strange rock fall on the other side obstructing the way and it has been impossible to clear, but there were no specific details as to why.

With all the time taken to work out the situation, other nasties have taken refuge in the dark passages and rooms, making it hopeless for the townspeople to even investigate let alone attempt to clear the Passage.

The Townspeople have offered a 100 Gold reward to anyone who can kill off the beasts so they can clear the rock fall. They have also agreed to give up any salvage rights to items left in the passages as an added sweetener.

Are you willing to help out?

UNIQUE ROOMS

The Exit

The Exit tile is a 6 by 6 room that leads out to the other side of the ridge. An escaped Earth Elemental has decided to take residence in the Traders' Passage and has barricade the Exit to gain some peace and quiet, rebuilding the rock fall with its Magic if any attempts are made to clear it away.

Setup

The Earth Elemental is randomly located in one of the six squares along the far wall of the room. It will always detect the Heroes and attack immediately. Four Rats and two Spiders are also in the room, roll for their locations as normal. You must kill the Elemental to complete the Quest.

Result

When the Earth Elemental is killed, the far wall crumbles to dust leaving a large opening. Sunlight streams in and you can see the Trader's Passage is now open again for travellers. Gain the 100 Gold reward from the towns people.

Life Chart D6	
Roll	Result
1-2	Nothing
3-6	+1 to future rolls (cumulative)
7	Defeated

Earth Elemental

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
6	6	2	3	LC	6	2	1	30	5

Law: Melee Special

Attack: If adjacent to Hero then Avalanche (ATK Melee) otherwise roll on the chart and move towards the target for Melee attacks and away from the target for ranged attacks

1-4 Stone throw (ATK at Range 8)
5 Gravel Storm (ATK all Heroes on Tile)
6 Avalanche (ATK Melee)

Powers: *None*.

Description: - Earth Elementals are magical beings summoned from the earth by a magic user. They are only vaguely humanoid and if their summoner is killed or they manage to escape then they tend to attach themselves to the next being that comes along, following them like a pet and coming to their defense.

MONSTERS

Rat

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
3	4	1	3	1	4	4	2	0	4

Law: Melee Pack

Attack: Teeth & Claws (ATK Melee)

Powers: *None*.

Description: - Rats are just annoying. They are small sneaky and can get into places you wouldn't imagine. Sharp teeth and claws mean they can do serious damage if you don't watch out.

Spider

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
3	3	1	3	1	3	4	3	0	4

Law: Special Relentless

Attack: If adjacent to a Hero, then Bite ATK Melee.

If there's at least one target caught in a web, then Melee Determined. Otherwise roll on the chart.

1-3 Bite (ATK Melee). A success will Poison the Target. Make a 1 ATK each turn with no DEF until cured.
4-6 Web (ATK at Range 3 opposed by DEX). A success will Net the target, which can only perform an Escape Action: RES(1).

Powers: *None*.

Description: - The spiders we are talking about here are the large venomous eight legged monsters. They cast webs to ensnare their prey although a web like trap is not unknown. Spiders sneak into those less frequented sections of dens and dungeons.

Snake

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
5	5	1	3	1	4	4	2	0	5

Law: Special Relentless

Attack: Move towards the target and roll on the chart

1-4 Bite (ATK Melee). A success will Poison the Target. Make a 1 ATK each turn with no DEF until cured.
5-6 Constriction (ATK Melee opposed by DEX). A success will trap the target, which can only perform an Escape Action: RES(1).

Powers: *None*.

Description: - Snakes are sleek sneaky reptiles that can easily swallow a Ghoblin in one gulp. They tend to hang around where small easy prey can be found. (Ghoblins are not the tastiest meals or easiest to catch compared to rats or birds). Snakes have a poisonous bite, but can also wrap themselves around their prey and suffocating them.

Location Chart D6

Roll	Location
1	Hallway
2	Corner
3-5	Room 6x6 (2 doors)
6	Room 6x6 (2 doors 90 degrees)

Doorway Chart D10

Roll	Type
1-8	Unlocked Door
9-10	Locked Door Dif:1
11+	Great Door *

* Becomes unlocked door after 1st Great Door discovered

Encounter Chart D6

Roll	Encounter
1-3	Monsters
4-6	Chest (4) & Monsters

Monster Chart D6

Roll	Monsters (#)
1	RatsD4)
2	Rats(D6) Ghoblin Spiders (D4)
3	Rats(D6) & Snakes (2)
4	Snakes(2)
5	Snakes(2) & Spiders (4)
6	Rats(4), Spiders (2) & Snakes (2)

Chest Chart D6

Roll	Result
1-3	Locked Dif:1
4-6	Unlocked

Monster Awareness Chart D6

Roll	Awareness
1-3	Unsuspecting
4-5	Alert
6+	Ambush

Random Event D6

Roll	Effect
1	Gold Bugs WIT 1 or Lose 1 Gold as the Gold Bugs consume it.
2	Scorpions DEX 1 or be stung by scorpions
3	Flatulence RES 1 or cannot enter corridor
4	Store Niches Roll on the Treasure Chart
5-6	No Event

Great Door Trap

The Great door is not trapped.

Door Trap Chart D6

Roll	Trap
1-3	*None*
4-6	*Spike Trap – Dif. 1 DEX* *Concealed on the floor, a pressure plate triggers a mechanism which shoots several sharp wooden spikes upwards under the unwary adventurer. The Spike Trap makes a 3d6 attack (no defense), but it may be dodged entirely with a Dif.1 DEX check.*

Chest Trap D6

Roll	Trap
1-2	*None*
3-4	*Poison Needle – Dif. 1 WIT* *A small barb is hidden within the lock ready to prick an unwary adventurer. A WIT check is figure out how to disarm this trap. Once triggered, the needle makes a 3d6 attack roll against the hero opening the chest or door. The hero rolls RES in place of DEF, but if he suffers even one point of damage, he is weakened by the poison: until he leaves the dungeon, or heals at least 1 point of LIFE, he suffers a -1 penalty on all stats (but not below 1).*
5-6	*Teleport Spell – Dif. 1 WIT* *A hidden magic rune activates, teleporting the contents of the Chest back to its owner, leaving the Chest empty.*

Treasure Chart D6 (+1 for Locked Chests)

Roll	Treasure
1	5 Gold Coins
2	Red Gem (10 Gold)
3	Brown Gem (15 Gold)
4	Potion of Healing (25 Gold)
5	Potion of Revival (50 Gold)
6	Great Key (Unique – Re-roll this result)
7	Potion of Revival (50 Gold)
8	Circlet of Judgment (100 Gold)
9	Tunic of Resolution (100 Gold)
10	Blackchain Ring (10 Gold)

Unique Location Chart

First great Door	Exit

Items

Potion of Healing	This is a onetime use item. The dosage contained within the vial is enough to instantly return 1d4 Life to the Hero up to the current maximum.
Door Key	This Key is made of weak metal and looks like it will break at any time. When using the key to open a door roll a D6. On a result of 4 or less the Key breaks after opening the door and is lost. The Key can be used to re-lock a door but must be left behind in this situation.
Potion of Revival	This is a onetime use item. When used on a dead Hero, he revives with D4 life but not exceeding his original life stat.
Circlet of Judgment	Worn by arbitrators, this Bronze Circlet holds a magic stone that focus the wearer's thoughts and helps him concentrate. The user may add +1 to his or her WIT.
Tunic of Resolution	This Tunic was created by the Miners of Glodenlow. It increases the user's fortitude when mining Magic infused gems. Makes the Hero more resilient, granting a +1 bonus to RES.
Blackchain Ring	This charmed silver ring slowly turns black and when totally dark seems to bring good fortune. While wearing this item, the Hero may change any single die result to what he wants, once per Quest.