

LOOSE ROCKS

THE ADVENTURE

The characters are members of the Adventurers Guild of Snowmelt. Snowmelt is a small town at the foot of The Whites mountain range. Life is good here. Lots of farming, and a decent amount of trade. One day, while the characters are on their way to the Adventurers Guild, a rider and their horse come running into town. They have definitely seen better days. The riders' clothes are torn to shreds, and the horse is on the verge of death.

As their horse collapses under them, the rider stumbles to you. They speak of a goblin attack on their caravan. They are the only survivor, especially now that the horse is also dead. As you bring the survivor inside, they are asked to investigate the goblin attack. Goblins do live nearby, but they've never dared to attack a trade caravan before. What happened?

As you make their way along the trade route looking for the site of the attack, you see some broken carts and a lot of rubble in the distance. As you make your way there, you hear some bickering in Goblin. Eventually, one of the goblins steps forward and introduces the band of goblins you.

The goblin introduces himself as Nubbs, the leader of this rag-tag band of goblins named Nubbs' Nubbins.

At this point, ask the players for a DC10 insight check. Those succeeding this check notice that not all goblins seem to agree with this name.

Nubbs asks you to help them. You see, their house in the mountains has been attacked. Somehow they've been attacked. Now, you all look like strong adventurers, won't you help us little old goblins out?

When confronted about the attack, Nubbs will deny at first. When pressed, he'll admit to it. But he's adamant that it was necessary for their survival. After all, they've been forced out of their home.

If the players agree to help Nubbs, he'll lead them to their home. If they players decide to attack the goblins, run combat as normal. Afterwards, when they report back to the Adventurers Guild, the Guildmaster will ask them to investigate. He'll also give them directions to where the goblins' house is.

Once there, the door will refuse to let the players in. It's reason? They're not goblins, so they don't belong here. This is an old magical door, and there are no other entrances as far as the players can see. One of the ways the players could solve this is by going out of sight of the door, and then "walk in" on their knees.

Once inside, either the goblins lead the players to the mining tunnel they recently opened, or a trail of goblinblood will lead the players there.

Next to the entrance, there is still a big warning sign in Common and Dwarvish. This warning sign will be spotted by the players. The sign says *WARNING: Moving ground, keep out*. One of the goblins has seen it, but doesn't want to admit it, afraid that others will blame him for all of this. The tunnel used to be boarded up, but the boards have been removed and lay next to the entrance.

Once the players are inside, the ground will suddenly turn to difficult terrain, and a deep rumble can be heard throughout the tunnel. With a DC18 perception check the players can spot where the sound is coming from. Those who fail this check, including the Stone Elemental, are surprised for the first round of combat. Roll for initiative for the final combat with the Stone Elemental. The Stone Elemental will mostly try to get the players out of it's hair. It mostly wants to be left alone and have a calm environment.

The Stone Elemental does not necessarily need to be defeated. If the players can convince the goblins to just leave it alone, and maybe board up the tunnel again, that is also a conclusion of the one-shot.

MONSTERS AND NPCs

In this adventure there are two monsters, and a few NPCs. The goblins should be treated as possible monsters, but more likely they'll be seen as NPCs by the players.

MONSTERS

This one-shot has a few goblins (3 to 6, depending on the amount of players) that should have a distinct personality. Pick one or roll on the personality table below.

GOBLIN PERSONALITY TABLE

1d4	Personality	Details
1	Leader	Wants to be a leader, but doesn't know how to. Narcistic & clumsy
2	Inventor	Inventor that constantly falls short from actually inventing
3	Tactician	Tactical genius that has ideas about defeating the elemental
4	Animal handler	Can summon up to 3 (1d6) rats or wolves to help the players

HUMANS

There are a few humans in this one-shot. None of those is expected to be fought. If the players attempt this, fade to black as they are subdued by the city guard or something.

GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (Leather Armor, Shield)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6

Senses Darkvision 60 Ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

STONE ELEMENTAL

Large elemental, unaligned

Armor Class 16 (Natural Armor)

Hit Points 81 81 (12d10 + 15)

Speed 20 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (-2)	17 (+3)	5 (-3)	6 (-2)	4 (-3)

Skills Stealth +0

Senses darkvision 60 Ft., tremorsense 60 Ft., passive Perception 8

Languages —

Challenge 3 (700 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Ground Pound. The elemental stomps the ground. Each creature around the elemental within 5 feet radius must make a DC13 dexterity saving throw or fall prone.

LEGENDARY ACTIONS

The foo can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The foo regains spent legendary actions at the start of its turn.

Shaky Ground. A 20 feet square becomes difficult terrain until the start of the elemental's next turn.

Rumble. Each creature within it's lair except the elemental must make a DC 12 dexterity saving throw or gain the prone condition.