

Encounter type: **Landslide** (Boss)

Encountered: 1

Attacks per turn: 1 Note: Until damaged, Landslide will remain motionless and uninterested in all that encounter it. If Landslide is harmed, even for one single point of damage, it will animate and begin a relentless attack that will either eliminated its foes, or be destroyed in the attempt.

Attack types / Damage per successful attack: Punch: 1-D12 x 1-D10 See: "Special".

D20 roll needed to have Gold / # of gold coins found: 2+ / 1-D12 x4 +4

D20 roll needed to have Silver / # of silver coins: 2+ / 1-D12 x 1-D12 +12

D20 roll needed to have **Treasure** / # of treasure items found: 2+ / 1-D12 +4

Note: All treasure lies within the body of this solid mass of stone. Treasure will fall to the ground, mingled within the rubble of Landslide's remains, should it be destroyed.

Defense: 14

Experience: 450

Life-points: 900

Offense: +4

Region: Volcanic Wilderland Dungeon.

Special: Earth Tremor: When Landslide misses its target, it will strike the ground, causing the earth to split and rend. So powerful is the strike of this creature, that when its fist connects with the earth's surface, whether it be earth or stone, a violent earthquake will rock the area, throwing down all its foes. When this occurs, all must roll a 17+, or lose their next offensive turn (rolls to defend can still be attempted).

Landslide: When engaged in combat, every creature effected by Earth Tremor, whether they successfully roll a 17+ or not will take 1-D12 +4 points of damage. This damage is caused by the devastating Earth Tremors it causes in its emotionless onslaught. Landslide damage is not absorbed by armors damage-reduction, but is taken directly to the flesh.