

Avalon Adventures



What appears to be nothing but a frozen lake is actually the lair of a white dragon who has been terrorizing the local tribesmen. In the name of the natural balance (or the dragon's hoard), the party must descend below the ice and face the dragon.

Background

For most parties, the promise of a dragon's hoard should be motivation enough to get them into the dungeon. PCs who need a more moralistic reason can be recruited to slay the dragon by the northern tribesmen. For generations, the tribesmen have known of the white dragon's lair. Hunters who ventured too close never returned. But as long as the tribe respected the dragon's hunting territory and stayed out, they could coexist peacefully with the draconic neighbor.

As the dragon grew, so did its appetite and the size of its hunting grounds. Now the tribesmen faces a triple threat: the dragon is decimating the herds of caribou they depend on; the dragon has eaten half of the village's hunters, further weakening their ability to feed themselves; and the dragon is now raiding the village itself for human meat. Coexistence is no longer possible, so the northern tribesmen beg the party to slay the dragon and restore the natural balance.

Cold Blood

By

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Dungeon

The white dragon has made its lair an ancient lakebed. Long ago the surface of the lake froze several feet thick. The water below the ice receded, leaving the layer of ice supported by the rocky shore line. A hole cracked open in the ice, allowing cold air in and the new water line froze into a second layer 15' below the surface layer. The water retreated farther, creating another suspend layer of ice. A hole cracked open in this lower layer, this time at the opposite end of the lake bed.

Since they are frozen waterlines, the floors are perfectly level, and slippery (DC 10 Acrobatic required if a character tries to run or charge. All other acrobatics DCs increase by 5)

The dragon moved into the lowest layer (B2), and used its ice shape ability to reinforce the ice ceilings, making them virtually unbreakable. A tribe of yeti lives on the first subterranean layer (B1). They worship the white dragon as a god. While the 8 strongest yeti warriors are zealots, most of the tribe is much more reasonable. If the PCs defeat the warriors, the women, children and common hunters of the tribe will let the party pass, and move out of the dungeon in

search of a new god. The yeti might even thank the PCs for 'freeing' them.



Adventure Hooks

The adventure as written has only two layers, but the process of the water receding and refreezing could have repeated itself half a dozen times. The GM is free to add additional layers between the dragon and the surface. If the GM adds layers below the dragon, what is inhabiting them that kept the dragon from moving lower? There is still water beneath the lowest layer of ice. The party might have defeated the dragon, but how will they fare when submerged in freezing water, with only a single hole in the ice where they can come up for air?

Talking to the yeti tribe, the PCs learn that the white dragon was not actually expanding its hunting grounds: it was being forced South. The yeti have never see it, but they know something had made the dragon scared to venture too far North. And what ever it is, has been getting closer.



Yeti CR (x8)

XP 1,200 (apiece) **CR** 4 N Large monstrous humanoid (cold)

Senses Darkvision 60 ft.; scent **Perception** +10

Init +1

Defense

AC 17, touch 10, flatfooted 16 (+1 Dex, +7 natural, -1 size)

hp 45 (6d10+12)

Fort +6 **Ref** +6 **Will** +6

Immune cold

Weaknesses Vulnerable to fire

Offense

Speed 40ft, climb 30 ft

Melee 2 claws +9 (1d6+4 plus 1d6 cold)

Special attack frightful gaze, rend (2 claws, 1d6 +6 plus 1d6 cold)

Statistics

Str 19 **Dex** 12 **Con** 15 **Int** 9 **Wis** 12 **Cha** 10

Base Atk +6 **CMB** +11 **CMD** 22

Feats Cleave, Great Fortitude, Power Attack

Skills Climb +21, Intimidate +9, Perception +10, Stealth +1 (+9 in snow)

Racial Modifiers +4 Stealth (+12) in snow)

Special Qualities

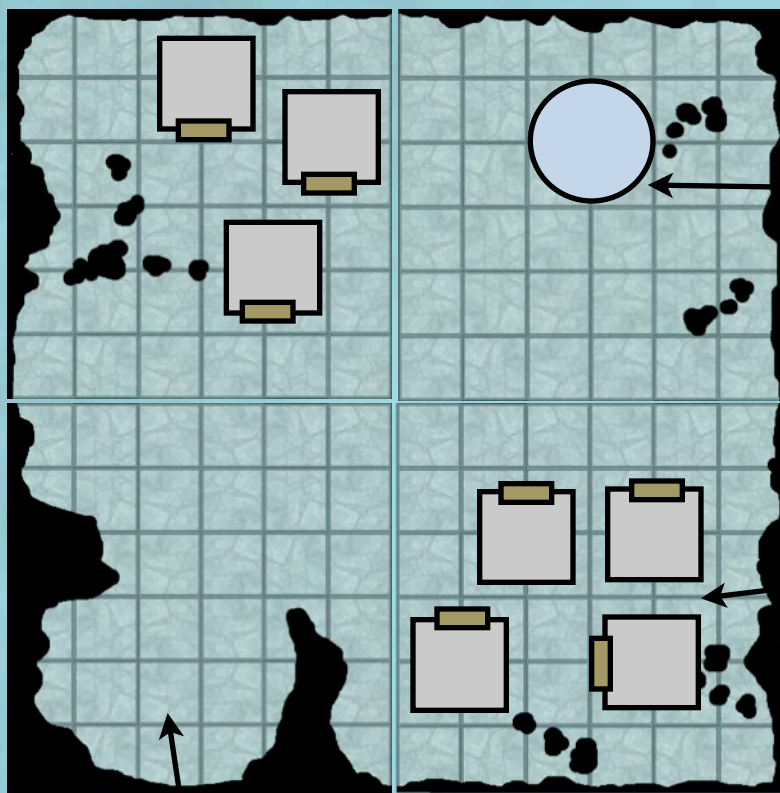
Cold (Su)

A yeti's body generates intense cold, dealing 1d6 points of cold damage to any creature that contacts it with a natural attack or unarmed strike, or whenever it hits a foe with its claws or rend attack.

Frightful Gaze (Su)

Creatures within 30 feet that meet a yeti's gaze must succeed on a DC 13 Will save or stand paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for 1 day. The save DC is Charisma-based.

Top Level of Caves



Hole to Lower Level

Yeti Huts

Entrance From Above

Lower Level of Caves

Entrance From Above

