

AVALANCHE CALDERA

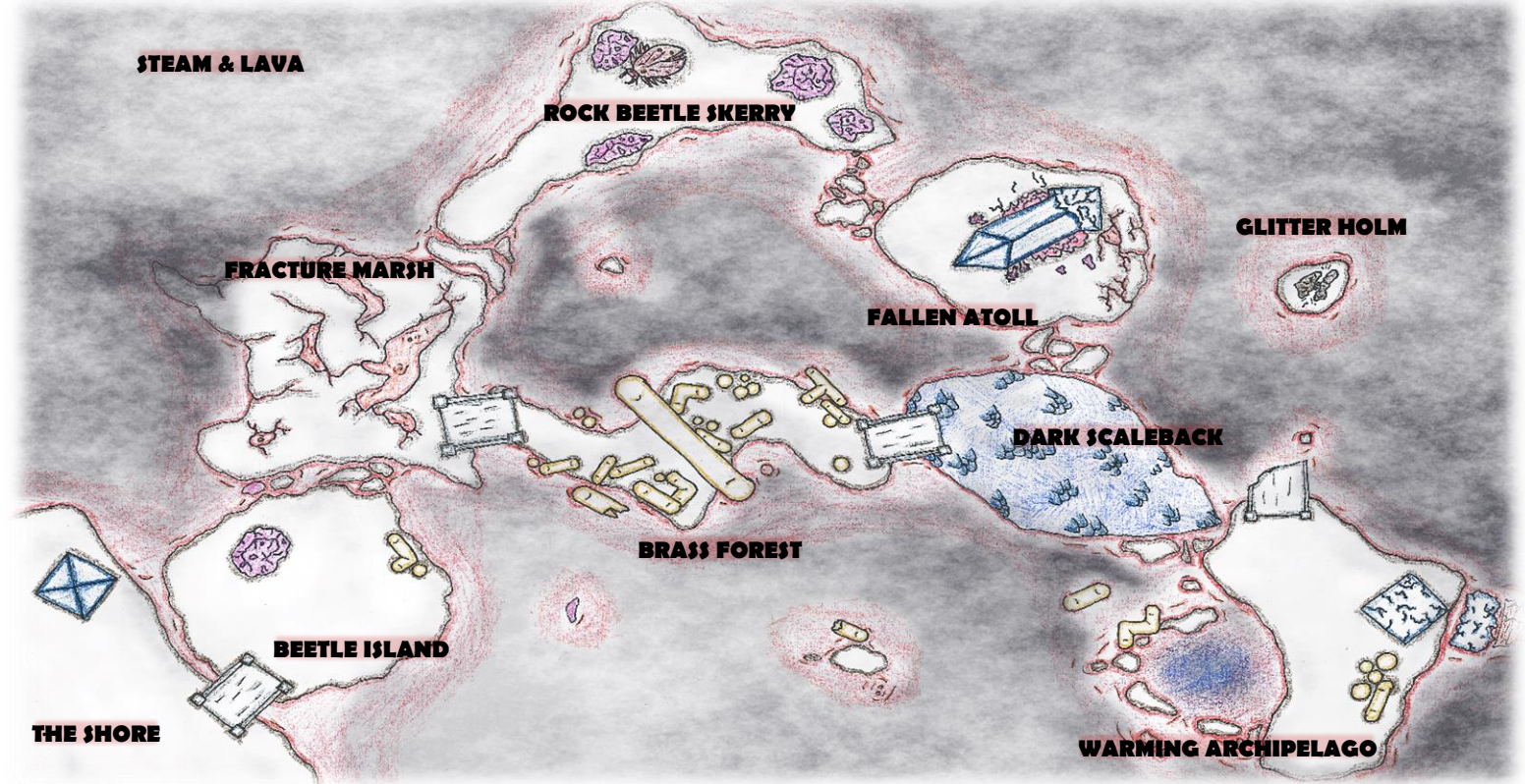
STEAM & LAVA span between all isles. Lava is cooler than usual, dealing 4d6 fire / rd. to those touching it. Creatures can run across it, but any slower than a run and it becomes difficult terrain. Dark steam obscures visibility and deals 1d6 fire / rd. to those inside where large silhouettes lurk. These spiky, pink *Lava Flail Snails* skim mineral flotsam from the lava, sometimes smashing rocks with their 12, ceramic stalk-heads. Calcium is a favorite and any vertebrate straying within 10 ft. of the steam attracts a snail that makes 1 attack. It stays nearby until below ½ hp or 2 rds. pass with no prey in reach.

Lava Flail Snail HD 8 (56) L, 20ft./40ft. Mov/Swim, AC (21) +8 Flailhead, 10ft. (1d6+4 *Ignore resistances*). 6/rd. Non-snails within 5 ft. take 1d6 fire. Immune to fire damage. If it receives no fire damage in a round, it takes 2d6 cold. Fumbles shatter a head, and it loses 5 hp. Lost heads regrow after two days.

THE SHORE of solid rock ends in a dwarven, grey, stone bridge next to an obsidian obelisk. Some ancient brass pipes squeal with steam. Magenta, lightweight volcanic rocks litter the shoreline. Something pink swings out of the steam to smash a shore rock.

BEETLE ISLAND is quiet with a large, magenta, volcanic rock. Its light weight makes it easy to pick up and use as a steppingstone across the lava. A dozen beetles scurry on land and knock it around. Magma beetles typically swim up for metal ores pushed to the surface and their brown-red bodies are flecked with metal. Swallowed magma helps them digest and attack. This click of beetles is in a feeding frenzy looking for purified metals. Tiny wings under their shells allow for clumsy flight. Every 2 rounds, they return to the lava warm up.

Magma Beetle. HD 4 (26) M, 50ft./60ft./10ft. Mv/Swim/Fly, AC (16) +5 Mandibles (1d6+2/1d6 fire, DC 10 Str or fall prone) or Magma Spray (3d6 fire, 15ft cone. DC 14 Dex half). Beetles in lava recharge on a 4-6 Immune to fire. If it receives fire damage in a round, it heals 1d6, otherwise it takes 2d6 cold.



FRACTURE MARSH is made of cracking, steaming rock. Some shiny ores can be seen in the cracks, but they turn out to be galena (lead). Volcanic rocks float in the small pools. Standing still on this island causes the rock to crack and lava to push up, dealing 2d6 fire.

ROCK BEETLE SKERRY has nearly cooled solid, dying, beetle. Only its oor-like feelers can move, 1 hp left. If it survives, it will follow its rescuers. If they attacked it, it flees, otherwise it acts as a dumb, protective oxen that "licks" with its antennae. It can carry 2 medium creatures or fetch metal objects.

FALLEN ATOLL bears a toppled pillar on an empty, pink shell that a human could comfortably sit inside. Five ceramic flail heads litter the ground near the pillar's cracked base. They function as +1 morningstars that ignore resistances but have a 10% chance of shattering on a fumbled attack.

BRASS FOREST of pipes groan under pressure in a tangled mess. They're hot to the touch and tricky to navigate, dealing 1d6 fire to exposed skin. If struck or clumsily climbed, they explode with steam for 3d6 fire + 3d6 force, 20 ft. radius, DC 16 Dex for half. Explosions relieve this pressure for 1 min.

DARK SCALEBACK is coated in obsidian flakes of all sizes jutting from its glossy, blue surface. Attempting to harvest them, DC 15, collects 4d6 shards usable for spell work, arrowheads, or surgical blades. A more difficult harvest, DC 20, scavenges 2d6 fire-proof plates usable as shields, armor pieces, or steppingstones. On a failure, the island shakes, slicing its occupants for 4d6. A second failure elicits a growl and the isle dives, disappearing. If attacked, the horror-beast rises to swallows its attackers, then dives, spitting them out onto the lava after taking 50 damage. Its stomach deals 3d6 acid and 5d6 fire / rd.

GLITTER HOLM can be seen in the steam where something sparkles in a fissure. Three, large, rough diamonds and mithril goggles are found searching. These are Veinsight Goggles that see through 60 ft. of rock as if it were fog. Different ores and rocks are subtly colored. Continuous use induces nausea.

WARMING ARCHIPELAGO is the half-molten soaking spot for the Frost giant raider, *Danika the Avalanche*. Despite the heat and full armor, she still shivers. She will attack unless negotiation is attempted immediately, and even then, she demands a fix to her curse. She can recite it from memory, “*Curse you, Avalanche. You shall never feel warmth until those evil hands have earned kindness and warmth.*” If they take too long to try or fail, *Danika* attacks. The curse hasn’t made her desperate enough to try anything risky, stupid, or embarrassing, yet.

Danika, The Avalanche. HD 12 (130) H, 50ft./20ft. Mov/Swim, AC (22) +12 Axe, 10 ft. (1d10+8+2d6 cold). +11 Touch, 10 ft. (5d6 cold). +6 Lava Ball, 60 ft. (2d6 fire) 2 attacks / rd., or 3 when below ½ health. She takes 1 cold / rd. unless she receives fire damage. Resistant to fire, ignore the first 15 fire / rd. Tough and tactical, she uses lava and steam to obscure her positioning. Twice during the fight, she will dive into the lava, covering the battlefield in steam for a few rounds so 3 *Lava Flail Snails* can attack. The snails avoid her icy chill. After the third miss with her axe, it shatters from cold stress. When she dies, her body flash-freezes until her *hands* snap off.

Hands of Avalanche are supernaturally chilled and permanently frozen, these hands deal 5d6 cold together or 2d6 separately to anything touching them. Fire damage received in the same round negates and is negated by this cold damage 1-for-1.