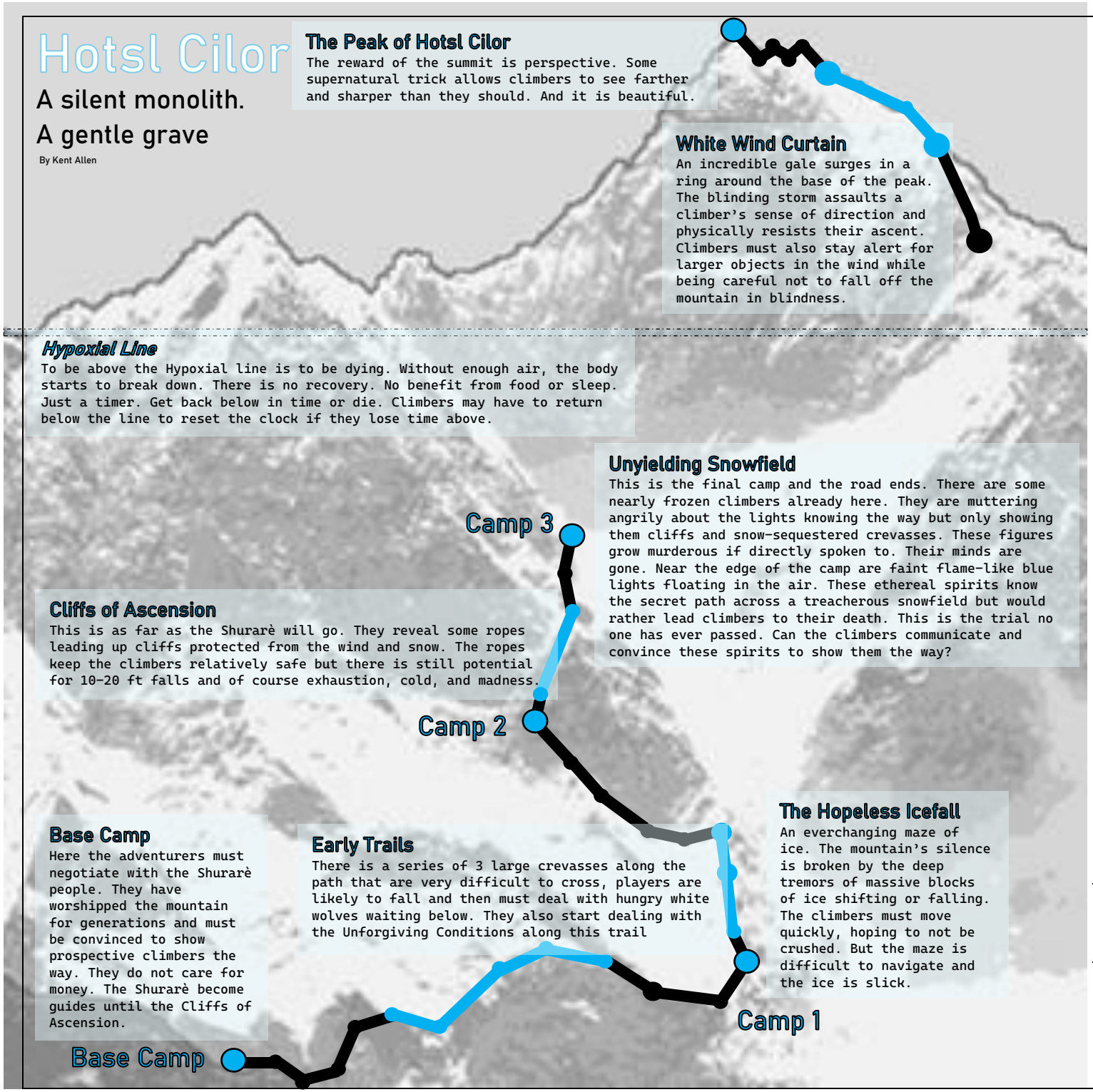
Hotsl Cilor

A silent monolith.

A gentle grave

By Kent Allen



The Peak's Challenge

The first accent of Hotsl Cilor is considered a lost cause by the sane. But it is not the sane that gather on its snow-swept slopes. In the frigid air convene adventurers of a particular type. It's as if they find something inside themselves reflected in the frigid desolation. These climbers are driven upwards by a quiet mania, risking a thousand deaths for a pilgrimage into the sky.

The Path

General: Starting at the base camp, climbers will follow the path up the mountain dealing with the trials marked in blue and the constant threat of the unforgiving conditions.

Random Encounter: Roll a d8 for each stretch between trials. 1-5: peaceful journey and mesmerizing landscapes, 6: emerging from the snow are desperate and nearly frozen forms of other climbers, 7: an avalanche threatens the climbers, 8: A blizzard overtakes the climbers

Camps: Resting at a camp helps warm up and provides opportunity to alleviate madness and exhaustion. Sleeping outside of a camp is not safe from avalanches and powerful winds that can take tents and their occupants high into the air.

Unforgiving Conditions

Thin Air: At the top of the world there is very little air. Adventurers should minimize physical exertion when responding to challenges or face exhaustion.

Biting Winds: The cold is fierce. Adventurers should maintain protection against the cold. If they are exposed, they get hurt.

Wandering Minds: Extreme conditions constantly pressure the mind. After dangerous experiences adventurers must risk temporary madness. If unchecked, madness can become permanent.

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