

# Hotsl Cilor

A silent monolith.

A gentle grave

By Kent Allen

## The Peak of Hotsl Cilor

The reward of the summit is perspective. Some supernatural trick allows climbers to see farther and sharper than they should. And it is beautiful.

## White Wind Curtain

An incredible gale surges in a ring around the base of the peak. The blinding storm assaults a climber's sense of direction and physically resists their ascent. Climbers must also stay alert for larger objects in the wind while being careful not to fall off the mountain in blindness.

## Hypoxial Line

To be above the Hypoxial line is to be dying. Without enough air, the body starts to break down. There is no recovery. No benefit from food or sleep. Just a timer. Get back below in time or die. Climbers may have to return below the line to reset the clock if they lose time above.

## Unyielding Snowfield

This is the final camp and the road ends. There are some nearly frozen climbers already here. They are muttering angrily about the lights knowing the way but only showing them cliffs and snow-sequestered crevasses. These figures grow murderous if directly spoken to. Their minds are gone. Near the edge of the camp are faint flame-like blue lights floating in the air. These ethereal spirits know the secret path across a treacherous snowfield but would rather lead climbers to their death. This is the trial no one has ever passed. Can the climbers communicate and convince these spirits to show them the way?

## Cliffs of Ascension

This is as far as the Shurarè will go. They reveal some ropes leading up cliffs protected from the wind and snow. The ropes keep the climbers relatively safe but there is still potential for 10-20 ft falls and of course exhaustion, cold, and madness.

## Base Camp

Here the adventurers must negotiate with the Shurarè people. They have worshipped the mountain for generations and must be convinced to show prospective climbers the way. They do not care for money. The Shurarè become guides until the Cliffs of Ascension.

## Early Trails

There is a series of 3 large crevasses along the path that are very difficult to cross, players are likely to fall and then must deal with hungry white wolves waiting below. They also start dealing with the Unforgiving Conditions along this trail

## The Hopeless Icefall

An everchanging maze of ice. The mountain's silence is broken by the deep tremors of massive blocks of ice shifting or falling. The climbers must move quickly, hoping to not be crushed. But the maze is difficult to navigate and the ice is slick.

## The Peak's Challenge

The first ascent 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.