

Avalance Alert

Traversing the mountain pass is never an easy task, and when the winter snows begin to fall, the journey becomes even more treacherous. In Avalanche Alert, GMs can challenge their players with a dangerous journey through the frozen peaks, as they must brave the bitter cold, avoid dangerous wildlife, and inevitably outrun deadly avalanches that threaten to consume them whole.

Conditions

The conditions detailed below are specifically keyed to the Avalanche Alert encounter path presented here.

Snowdrifts and Icy Terrain

Mountainous areas in the winter can be covered in deep snowdrifts and ice. This can make travel difficult and hazardous for the characters, as they may slip and fall on icy surfaces or become bogged down in deep snow. Characters may need to use specialized equipment, such as snowshoes or crampons, to move safely through the snow and ice.

Temperature and Weather

The winter climate in mountainous areas can be extremely cold and harsh. The characters may need to be prepared for sudden changes in temperature, as well as for snowstorms or blizzards that can limit visibility and make travel dangerous. They may also need to take shelter or make a fire to stay warm, and they may need to use protective clothing and gear to avoid hypothermia or frostbite.

Altitude and Terrain Elevation

Mountainous areas are often characterized by high altitude and steep terrain. The characters may need to be prepared for the physical demands of traveling at high altitudes, which can cause altitude sickness or other health issues. They may also need to navigate steep terrain, which can be challenging and exhausting. They may need to take breaks and rest frequently, and they may need to carry supplies and equipment to make the journey safer and more comfortable.

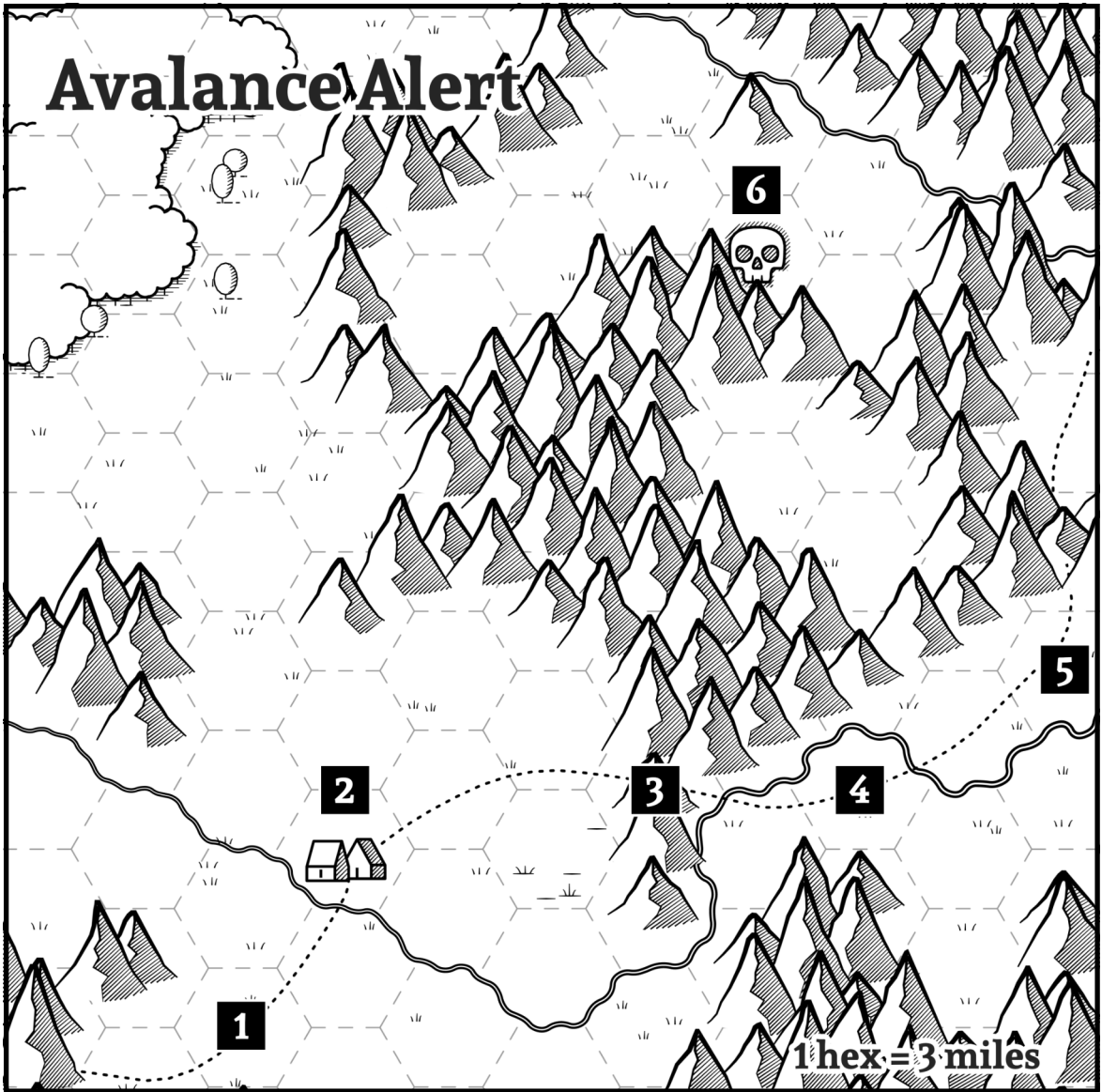
Keyed Locations

The following encounters are keyed to the map of Avalance Alert as shown on page 7.

1 - Snowy Ambush

As you trek through the cold grasslands near Frosthold, you hear a sound in the distance. Suddenly, a group of humans appear, weapons drawn and ready to attack.

As the characters trek through the cold grasslands near Frosthold, they are ambushed by a group of bandits who have taken advantage of the treacherous winter conditions to prey on travelers. The bandits are well-armed and well-prepared, and they will not hesitate to use the snow and ice to their advantage. The characters must fight back against the bandits while avoiding the slippery terrain and staying warm in the bitter cold.



Travel Times

Grasslands: 3 miles per hour

Forests: 2 miles per hour

Hills and Valleys: 1 mile per hour

Marshes and Taigas: 1/2 mile per hour

Mountains: 1/3 mile per hour

Rivers (with a boat): 4 miles per hour

Roads (walking): 3 miles per hour

Roads (on horseback): 4 miles per hour

2 - Frosthold

As you enter the village, you see a community of hardy people, used to living in the unforgiving mountains. The buildings are made of sturdy stone and wood, and the villagers go about their daily chores with purpose. But despite their stoic exterior, you can sense that something is amiss. Whispers of worry and concern ripple through the town, and the villagers' eyes dart around nervously.

The village of Frosthold is a popular stopover point for travelers making their way through the region. The villagers are hardy and self-sufficient, and they pride themselves on their ability to survive in the harsh winter conditions. However, the village is not without its problems—a group of kobolds has been raiding the village's food stores, and tensions are beginning to rise between the villagers and the kobold tribe.

3 - Frozen Cavern

You notice something strange—a hidden cavern, almost entirely covered by snowdrifts. As you approach, you hear the sound of growling and chattering coming from within.

The characters discover a mysterious cavern hidden beneath the snowdrifts which is guarded by a fierce tribe of goblinoids who have made it their home. The cavern is filled with winding tunnels, icy passages, and hidden traps, and the goblinoids are not eager to welcome the characters with open arms.

4 - Avalanche!

Suddenly you hear a loud roar as a massive wall of snow and ice hurtles towards you - an avalanche!

The characters are caught in the path of a massive avalanche that threatens to bury them alive. They must use their skills and quick reflexes to outrun the avalanche and find shelter before it overtakes them.

5 - Lost Explorer

As you trek through the snowy mountains, you hear a faint cry for help in the distance. As you approach, you see a lone figure lying in the snow. The person is injured and frostbitten, and she pleads with you for assistance in finding her way to safety.

However, the explorer is not alone—she is being pursued by a group of undead creatures who have been awakened by the magical energies of the mountain.

6 - Chasm of the Ice Witch

As you gaze out at the mountains before you, you notice a dark cleft, almost hidden from view. It's a deep and treacherous ravine. Just looking at it sends shivers down your spine.

It is said that the Ice Witch, a powerful sorceress who once ruled the region, was banished to the chasm by her enemies, and that her spirit still haunts the area. The chasm is filled with icy crevasses, frozen waterfalls, and howling winds.

AVALANCE ALERT RANDOM ENCOUNTERS

d20	Encounter
1	A sudden avalanche buries a herd of mountain goats. The characters may rescue them or find themselves in danger.
2	A ranger warns of a predator and offers shelter. The characters may have to defend the cabin.
3	Characters find an abandoned campsite with mysterious artifacts, which may hold secrets or traps.
4	A mischievous gnome challenges the characters to a snowball fight. It may escalate to a dangerous encounter.
5	Merchants seek protection from raiders. The characters may have to escort them to safety.
6	A hidden hot spring offers respite from the cold, but may be guarded by dangerous creatures.
7	A mountaineer shares a shortcut. It may be a risky gamble or lead to valuable treasure.
8	A blizzard forces the characters to take shelter in a cave. It may be home to danger or secrets.
9	Giant snowmen guard a treasure, but may come to life and attack.
10	Orcs demand tribute or else. The characters may have to use combat skills to survive.

d20	Encounter
11	A canyon with deadly icicles may be a natural hazard or part of a dangerous puzzle.
12	A wise old woman shares legends with valuable information or a warning of danger.
13	A glowing crystal may be a powerful magical artifact, but coveted by dangerous creatures or factions.
14	A frozen river becomes an impromptu skating rink, which may be part of a dangerous race or challenge.
15	A friendly yeti may be a powerful ally or hidden enemy, with knowledge that may be valuable or misleading.
16	A haunted, abandoned cabin reveals a gruesome secret that may affect the characters.
17	A group of lost travelers begs for help. The characters may have to use their skills to guide them to safety.
18	A natural ice bridge collapses, sending the characters tumbling into danger.
19	A cave filled with bioluminescent fungi may be coveted by alchemists.
20	A friendly hunter offers to guide the characters, but may have a hidden agenda or lead them into danger.