

15. Tsolenka Pass

- Traveling through the forest, blood drips down from trees. Mangled corpse of a whole cow suspended in branches
- Gravel road hugs the side of Mt Ghakis
- Extreme Cold, Snow
- Shelf of rock that the path clings to grows narrow
- A gatehouse blocks the path, sandwiched between the mountainside and the cliff edge
- Behind the gatehouse, a crenelated tower rises from the mountainside
 - A huge shadow passes over the party, silhouette of a bird in the mist above

Gatehouse

- High wall of black stone, lined with spikes and topped with statues of demonic vulture-like creatures (two vlocks, animate if players try to circumvent gate)
- Closed Iron Portcullis, behind which a wall of green flame rises
- Inside, an iron-banded wooden door leads to guard tower (barred from inside)

Guard Tower

- 1st floor: Cold hearth, windows look out into a sea of fog, staircase climbs side of tower
- 2nd floor: Barren but for loose leaves, dirt, twigs and scat of some kind (owl)
 - Trapdoor in ceiling to roof
- Roof: Ten foot tall statues of female knights wielding spears face outward on the battlements. (Looking closely, it looks like they may have once been gilded)

Bridge

Past the guard tower, the snowy pass comes to a gorge spanned by a stone bridge. At each end of the bridge is a thirty-foot-tall, thirty-foot-wide stone arch. Atop each one are two statues of armored knights on horseback with lances, charging toward one another. The bridge itself is less than ten feet wide, and continues for perhaps a hundred yards across the canyon.

- Bridge is slick with frost
- Five hundred feet down to the Raven River
- As party approaches the middle of the bridge, Roc attacks, tries to knock party off bridge or carry away. (Everyone gets a round of action before it attacks)

Roc Nest

- Air is thin up here, biting cold
- Remains of a wagon
- Gnawed bones and partially consumed corpses fill the bottom of the nest, many seem to be horse
- A rusted steel helmet made for a massive head lies upturned, partially full of pooled rainwater.
- Dessicated corpses of two baby rocs

Avalanche:

- As you traverse the mountainside, mist and snow greatly reduce visibility, and the howling wind cuts through you like a knife...but it's not just the wind that's howling.. Just as you recognize the sonorous laughter echoing in the peaks, the earth trembles and a mighty roar thunders down from the slopes above.
 - 6 successes before 3 failures. DC20 checks. Once the snow hits them, checks after the first failure are made with disadvantage.
 - Searching for cover
 - Resisting the avalanche
 - Keeping heads above the snow
 - If failed 4d10 bludgeoning damage and suffocating. DC18 STR to dig out. Advantage if done with help.

Frozen Lake

- The path exits the mountain pass at the shores of a high mountain lake, frozen over this time of year. It seems thick enough to travel on. (Looks like it will take at least an additional day to travel around)
 - A pale blue glow can be seen through the ice with a good passive perception
- Across the lake, a sheer cliff face is carved into the facade of a temple, its entrance flanked by half a dozen twenty foot alcoves, each containing a statue of carved amber depicting a hooded figure, hands clasped together as though in prayer.
 - Crossing Skill Challenge 6 successes before 2 failures:
 - Nature, survival, acrobatics to cross, higher DC for more armor
 - First failure the ice cracks, second they fall through
 - Falling through the ice
 - 1d6 cold damage per round, DC 10 CON save to hold breath, skill checks made with disadvantage
 - Falling through the ice reveals the blue glow to be the third winery gem, embedded in a massive horned helmet with dozens of long chains drifting off of it at the bottom of the lake 50 feet down.
 - Getting within 30 feet causes Ymir's chains to lash out. DC18 DEX save (disadvantage if no swim speed) or it latches on. Swimming to the surface drags it up, where it assembles ice into a body.
 - Strahd stole the gem and crafted Ymir to keep others away from the source of his power. A past group of adventurers defeated Ymir, leaving his corpse to sink to the bottom of the lake. They were then promptly killed by the arcanaloth and flameskulls when they went inside the Amber Temple hoping to rest up from their fight.