

The Everest Challenge



Welcome to the Everest Challenge. You are one of the brave few attempting to summit the tallest mountain on Earth. There is a two week summit window from Base Camp to make the journey. You do so at your own peril and there is a fairly high chance you will perish. However, if you make it, you will have quite the story to tell. Good luck.

Part I - The Khumbu Icefall (Day 1)

- Major Dangers: falls, avalanche
1. Roll the dice 3 times for this part of the challenge. The numbers are as follows:
 - 1: strike 1. Roll another 1 or 12 and fall down a crevasse and die
 - 2-6: safe
 - 7: hit by icefall and return to base camp for 2 day recovery
 - 8-10: safe
 - 11: slip and hang on for dear life then rescued by a sherpa.
 - 12: strike 1. Roll another 1 or 12 and get hit by icefall, knocked into a crevasse and die

Part II - Camp 1 to Camp 2 (Day 2-3)

- Major Dangers: avalanche
2. Roll the dice 2 times for this challenge:
 - 1: major avalanche, you are buried and die
 - 2-6: safe
 - 7: hit by ice. Roll again. If you roll another 7 you slip and plummet to your death
 - 8-10: safe
 - 11-12: hit by ice and injured. Add one day for recovery at Camp 2.

Part III - Camp 2-Camp 3 Western Cwm (Day 4-5)

- Major Dangers: avalanche, oxygen deprivation
3. Roll the dice 3 times for this challenge:
- 1-3: safe
 - 4-5: oxygen tank freezes. You have a 75% chance of carrying on. Roll 3-10, a sherpa saves you. Roll 1-2 or 11-12 you pass out and die.
 - 6-8: safe
 - 9-10: avalanche sends ice chunks at you. Roll again: 4-6 you are knocked off and fall to your death.
 - 11-12: safe

Part IV - Camp 3-Camp 4 Lotse Face (Day 6-7)

- Major Dangers: falling ice, strong winds, oxygen deprivation
4. Roll the dice 2 times for this challenge:
- 1: you develop hypoxia from lack of oxygen and have to turn back. If you roll an even number you get down in time and live another day.
 - 2-5: low oxygen you begin to slow down. It will now take you one day longer.
 - 6-9: safe
 - 10-11: strong winds whip up. Return to Camp 3 and try again tomorrow. Add one day.
 - 12: you are caught in a storm and freeze to death.

Part V - Camp 4 to Balcony, Hilary Step, Summit (Day 8)

- Major Dangers: fall, oxygen deprivation, storms
5. Roll the dice 3 times for this challenge:
- 1-3: you make it to the top. No more rolls necessary.
 - 4-5: oxygen tank fails. 30% chance of making it to the top. If you choose to keep going, roll 9-12 to survive.
 - 6-8: storm blows up while on the Balcony. You are forced back to Camp 4.
 - 9: you make it to the next step. Keep rolling.
 - 10: Back up on the Hilary Step. Chance to get to the summit reduced to 50%. Roll an EVEN # you make it, ODD # you have to turn around and go back.
 - 11: Strong wind causes you to slip and fall from the Hilary Step and die.
 - 12: Snow blind. Unless someone helps you down you fall and die.

Part VI - The Descent (Day 9-12)

- Most fatalities happen on the descent from the Summit. If you do not make it back to Base Camp by Day 16 you suffer fatal oxygen deprivation.
6. Roll the dice 3 times for this challenge:
- 1-2: run out of oxygen, fall down and never get up again
 - 3: high winds come up and hit the Balcony. You fall to your death.
 - 4-5: you come across a struggling climber. If you help your chance of getting back is reduced to 50%. Roll an EVEN # you make it and get a hero's welcome, ODD # you run out of oxygen and die.
 - 6: you suddenly feel very hot and take off your jacket and gloves. You freeze to death.
 - 7-10: you make it safely back to Base Camp. No more rolls necessary.
 - 11: cerebral edema. 50% chance of making it back.
 - 12: Severe hypothermia. You lay down and go to sleep and never wake up.