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CHAPTER ONE

INTRODUCTION

DO NOT LET US DIE IN THE DARK NIGHT OF THIS COLD WINTER is a downtime activity, or mini-game, with a focus on helping an ill-fated frontier village survive a terrible winter season. Participants collect and manage supplies in an effort to keep the village folk alive despite the bleak, frightful conditions. It is designed to work inside of your regular fantasy role playing system and campaign with a slight separation of mechanics. As the game manager you become the village elder; tasked with setting the dour mood, keeping players on track, offering advice or strategy, and taking stock of the available supplies. Player characters become the adventurers; collecting and managing supplies while ensuring each villager receives what is needed most. The ultimate goal of COLD WINTER is to keep the highest possible count of village folk alive as spring finally peeks from under the blanket of snow.

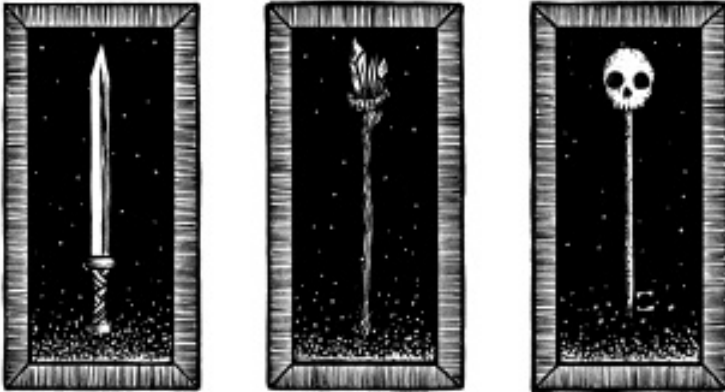
While COLD WINTER is mechanically separate from your regular role playing system, a measure of abstraction is utilized to keep the two games working as one. This chapter will explain those abstractions and provide basic adventuring hooks to begin the game.

adventurers bounty while searching for supplies despite being clutched in the whited-out hell of winter's grip. Adventurers will need to know which of these three classes is best suited for their character if not implicitly stated. If you or an adventurer are unsure of which COLD WINTER class to drape over their character, use this guideline:

Strength or brute force based character's are to count as fighters.

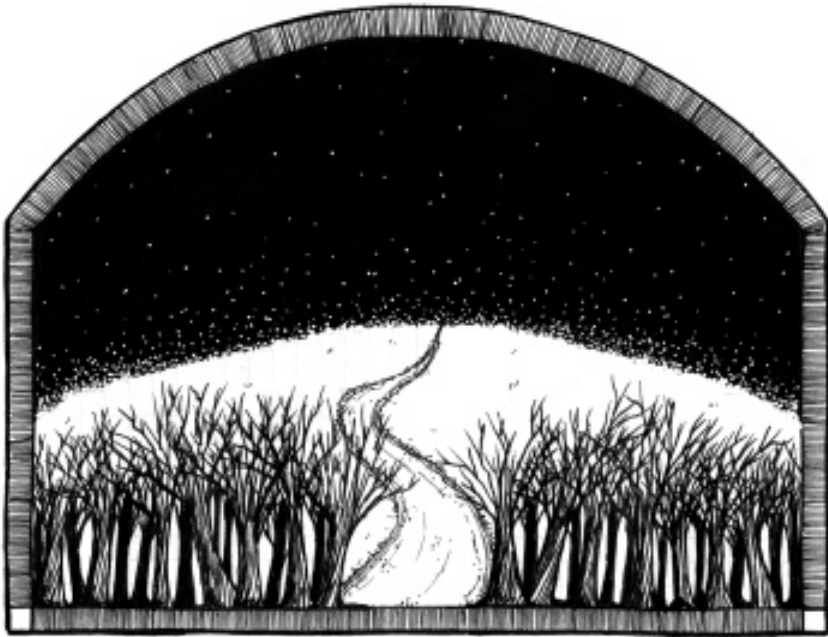
Arcane or faith based characters are to count as wizards

Stealth or agility based characters are to count as thieves.



SKILLS AND ROLES

COLD WINTER presents a halt in the regular machinations of your current campaign, but it should not be seen as a means for pausing regular role play. The role of the villager elder is played much like a non-playing character in usual capacities. Adventurers should be encouraged to interact with the village elder in the same way their player characters would interact with any other characters. Assigning names to villagers and giving the village a place in the campaign world will go a long way towards immersing the players in the environment.



SETTING THE DIFFICULTY

Before a game of *COLD WINTER* can begin a village is required. Naming and placing your village is covered in Chapter 1, but there is one more step in building this settlement. The village must be populated with village folk, domesticated animals, and buildings. These initial attributes are the core of *COLD WINTER*'s sliding difficulty; as the number of each attribute changes, the difficulty changes. This section explains what can be thought of as the default difficulty and a guide on raising or lowering the difficulty can be found in Chapter 4.

For each adventurer there should be one **building**. Each player, except the village elder, has control over one building, and each building starts with five villagers.

The starting **population** of your village is the number of buildings times five. For example, if you have four players then your starting population is twenty.

It is likely that adventurers out gathering wood might spot a snow hare or trip over some root known to sway a fever. This brief glimmer of luck arrives in the form of gratuity units. Any adventurer who did not roll for additional units may roll 1D3 in **gratuity units** that match their class supply. Be sure to record these gratuity units on the storeroom sheet as well.

AN EXAMPLE OF STEP 03:

Village Elder: *“Adventurer 1, you are the active adventurer so you need to roll 2d6 for the gathered units. You’ve all decided to search for fuel this turn.”*

Adventurer 1: *“I rolled 8.”*

Village Elder: *“Okay, noted, now any fighters in the group should roll 1d6 for additional units.”*

Adventurer 1: *“I rolled a 4.”*

Adventurer 2: *“I only rolled a 1, I’m sorry guys.”*

Village Elder: *“The sweat freezes as it drips from under your caps, but the work is hard enough that you do not notice and your haul is decent. Adventurer 3 you are the only one left to roll, and you are a thief. Roll 1d3 for gratuity food units.”*

Adventurer 3: *“I rolled a 3! As we were pulling the fuel back to the village I noticed the tracks of a small animal, followed it, and slayed it. We eat just fine tonight!”*

Village Elder: *“Excellent! You set out into the wood and returned with 13 units of fuel and 3 units of food. I’ll mark this down.”*

STEP 04 – OCCURRENCES

The winter on hand is the worst in known or recorded history, and with that desperate fact comes a tide of near unimaginable grief. In these hard times, it is often that misfortune looms and rare that luck bodes well. Extreme weather, seemingly impossible accidents, and the occasional charm will beset your village. In COLD WINTER these situations are referred to as occurrences.

OCCURENCE TABLE 04

-
- 1 Frostbite has taken a villagers leg, requiring emergency amputation. If 4 units of medicine are available, they may be used to ensure a successful surgery. In the absence of the needed medicine, the villager will permanently have one 'Is Sick?' box checked.
 - 2 Domesticated animals have broken into the storeroom and made a mess of the food supply. All but 1D3 of the food is destroyed.
 - 3 A biting wind cuts through the village with such veracity that even the building hearths have trouble staying aflame. Each house requires 1 extra unit of fuel to heat this turn.
 - 4 One of the villagers whispers the location of a few jars of food that were buried for pickling, but there is a chance animals have gotten to it first. Add 1D3 units of food to the storeroom. If a 3 is rolled, roll an additional 1D3.
 - 5 Villagers, in an act of despondency, have wasted 1D6 units of fuel to light a fire while the sun was still up. Remove these units from the storeroom.
 - 6 In a fit of grief, one of the villagers has given all of the available medicine to a villager stricken with illness; the sick villager has died from an overdose as a result. Remove all medicine from the storeroom, and cross one villager off of the building worksheet.

STOREROOM WORKSHEET

**Turn
markers**

**Turn
markers**

Village name

	1	2	3	
Circle the temperature				
CURRENT TEMPERATURE				

POPULATION

DEATHS

BUILDINGS

WINTER'S
LENGTH

Medicine units

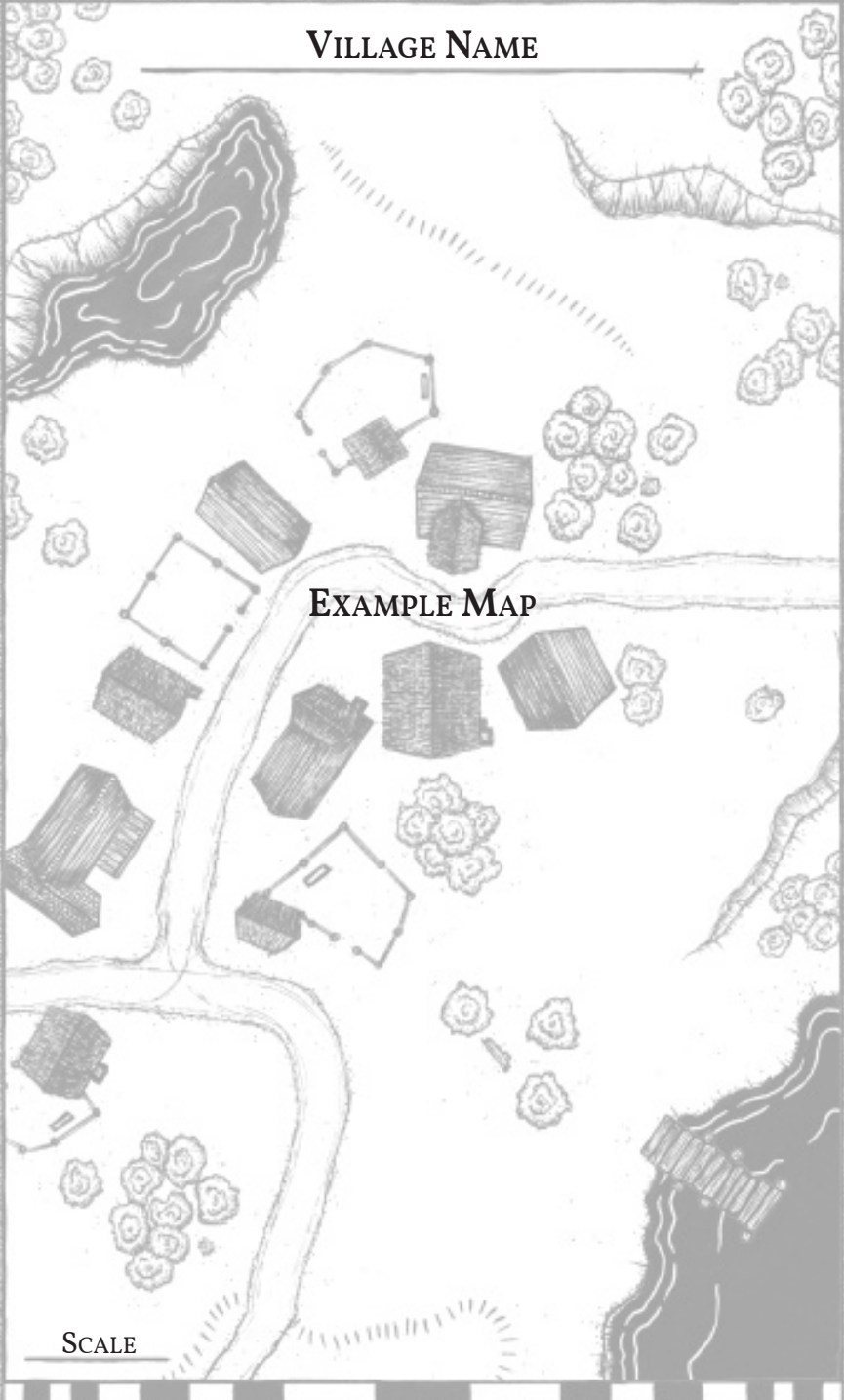
**Domesticated
animals**

Food units

Fuel units

NOTES:

VILLAGE NAME



EXAMPLE MAP

SCALE

