

# QUICK REFERENCE

## FIRST THINGS FIRST: PLANNING

Give the village a name and a place in your world then decide which COLD WINTER class each adventurer is. Develop the hook and reward.

## SECONDLY: SET THE DIFFICULTY

Decide the number of buildings, people, and animals; mark these on the storeroom worksheet. Mark the original population; 5 villagers for each building. Winter's length is the number of turns that will be played.

## PLAY COLD WINTER

Ignore steps 1 and 2 for the first turn. Play through each step of each turn until winter's length is exhausted. Between turns and steps set the scene with descriptions of the weather and environment.

## REWARD THE ADVENTURERS

Reward the players for their work in the village based on the number of surviving villagers.

## THINGS TO REMEMBER:

- Fighters match fuel, wizards match medicine, and thieves match food.
- Villagers need 1 unit of food per turn, and 1 unit of medicine to become well if sick.
- If a villager has a 'Is Hungry?' box checked and receives food, uncheck the box. For sick villagers who receive medicine, uncheck all 'Is Sick?' boxes.

## THE STEPS OF EACH TURN

### Step 01 – Death And Weather

Count the dead; any villager with 2 'Is Hungry?' or 3 'Is Sick?' boxes checked dies. Unheated buildings lose 1 villager as well. Roll 1d3 for the temperature.

### Step 02 – Ration Supplies

Adventurers will divide supplies among the villagers and buildings.

### Step 03 – Gather Supplies

Active adventurer rolls 2D6 for gathered units. Adventurers whose class matches the chosen supply roll 1D6 for additional supplies. All other adventurers roll 1D3 for gratuity units.

### Step 04 – Occurrences

Active adventurer rolls 1D6 twice for the occurrence; the first result is the table number and the second is the table entry.

### Step 05 – Villagers Get Sick

Village elder rolls 1D3 for the number of sick villagers.

- Buildings need the same amount of fuel as the temperature to count as heated.
- Villagers can be consolidated into less buildings if enough food exists to make the transfer.
- Villagers will still die as a result of the very last turn during winter's end.
- Occurrences apply to the active adventurer first. The elder will arbitrate lingering effects.