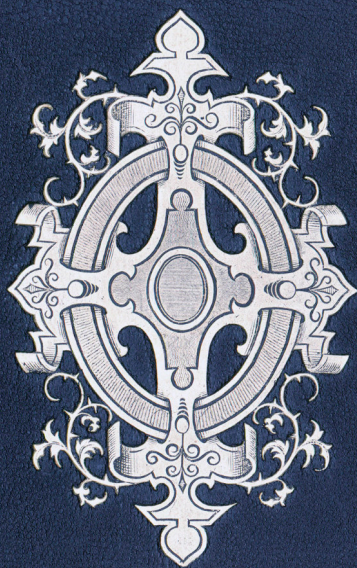


*Apothecaria*



*Shimmersnow  
Valley*



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# Shimmersnow Valley

Nestled in the highlands to the North of High Rannoc is a valley that never thaws. In years gone by, visitors would trek up the mountains to ski on Shimmersnow's famous slopes, to visit and trade with the yetis that call the valley home, or to call upon the help of the witch Isolda.

But a couple of years ago the valley changed. Isolda disappeared just as a terrible Ice Queen took over Shimmersnow. Minions known as Glacites, living embodiments of snow and dark magic, wreaked havoc in the valley. All of the mountain passes were closed off by avalanches and the yetis fled their village to hide in their ancestral caves.

Shimmersnow was no more.

Until, that is, just a few months ago when news started to spread that a group of mountaineers were able to clear one of the mountain passes, opening up the valley to all those willing to brave the cold.

Just in time as well as those new reagents will help with the various ailments that have made their way down from the valley.





# New Familiars

As you explore Shimmersnow, you might very well find that your Familiar can't hack the cold or perhaps you still haven't found one. In any case, you could be in luck as the valley has several potential new friends:

♥ Bear - Grizzly, Brown, Polar

♣ Bird - Penguin, Owl, Puffin

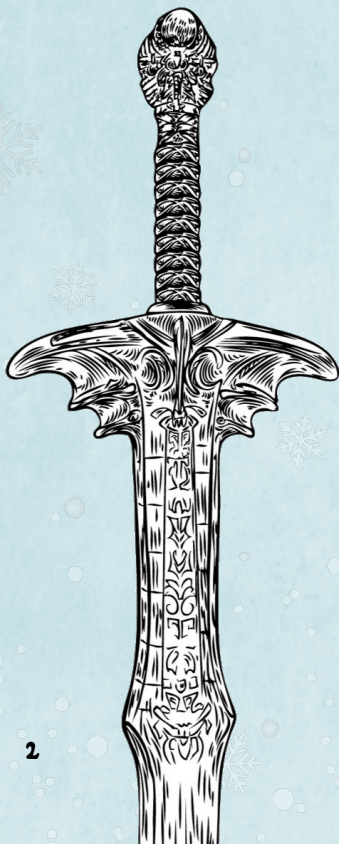
♦ Lagomorph - Rabbit, Hare, Pika

♠ Polar - Reindeer, Lemming, Seal

Feel free to befriend a new Familiar, nowhere in the rules does it say you can't have more than one.

Though probably best to only take one out with you at a time as they can get awfully competitive.

And before you go braving the cold yourself, you'll want to be aware of some new Tools that will help you explore the harder to reach places:



# Tools

## **Mountain Man Coffee & Cocoa Maker – 59 Silver**

This wood and brass kitchen appliance is necessary if you want to use any of the Mountain Man Coffee or Cocoa Sachets you find lying around.

## **Snow Shoes - 50 Silver**

Loose powder can be a nightmare to those in a rush. With improper footwear you will find yourself knee deep in no time. These wide shoes help keep you atop the snow.

You only Decrease the Timer by 1 on events relating to deep snow.

## **Skis – 20 Silver**

Getting down from the slopes of Shimmersnow can be an arduous trek or a quick and exhilarating ski. If you have the silver spare, it really isn't a difficult choice. Do not Decrease the Timer when moving between The Slope and Shimmersnow Valley.

## **Reagent Refrigerator – 100 Silver**

Filled with fresh ice from the mountain's slopes, this handy metal and ceramic box can keep any Reagent placed within fresh for months!

You may store up to 20 Reagents inside the Refrigerator. They are not discarded at the end of a Season but do lose 1 Potency for each Season they are kept.

## **Hot Tub – 500 Silver**

It's a business expense, it really is! With this wonderful piece of dwarvish engineering you can let your patients rest and relax while you bust your back finding rare Reagents.

Any Patient with the [MOOD] or [SENSES] tags has the required Potency for those Tags reduced by 1 to a minimum of 1.

You may spend a Downtime turn in your Hot Tub to heal any Hurt you gain from the Shadowstorm or other sources.

## **Yeti Cloak - Cannot Be Bought**

The perpetual blizzard known as Shadowstorm is cold enough that anyone foolish enough to brave it without protection would freeze solid in minutes. If you are fortunate enough to have a Yeti Cloak, you will be able to brave the storm even if only for a few hours.

## **Legendary Weapon – Cannot Be Bought**

In order to face someone as powerful as the Ice Queen, you'll need a weapon of great power; a sword, a wand, an axe, whatever your hand prefers. These things are not easy to come by though and no merchant at the Rannoc fete will have one. In order to get one of these weapons you'll have to find out where it is hidden. The yetis will know.



# Novice Ailments

## **A & 2) Cold Feet** - [COLD ★] [MOOD ★] - **Timer: 6**

A horrible feeling, the afflicted has found themselves second, third, and even fourth guessing a decision to the point their toes have frozen.

**Consequence:** The afflicted backs out of the thing they had agreed to. What was it? What effect does this have?

## **3 & 4) Windburn** - [COLD ★] [PAIN ★] [HOT ★]

Many an unprepared hiker as fallen victim to this common blight. They forget to wrap up and end up chilled and burned at the same time.

## **5 & 6) Furry Footed** - [HAIR ★★] [FEET ★★] - **Timer: 8**

Not particularly dangerous but upsetting nonetheless, the afflicted has drunk a knock off *Winter Warmer* potion and sprouted thick tufts of foot hair.

**Consequence:** They try a hair removal potion from the same seller. How does that turn out? Lose 1 Reputation for taking too long.

## **7 & 8) Snowy Head** - [COLD ★] [HAIR ★] [CURSE ★] - **Timer: 8**

Mostly just off-putting rather than dangerous, the afflicted has a cloud of dandruff that is building up a few inches of white powder on their head.

**Consequence:** The storm gets very intense, filling your cottage with cold dandruff. How do you get rid of it? Lose 1 stored Reagent.

## **9 & 10) Echo Head Echo Head** - [EAR ★★] [SENSES ★] - **Timer: 8**

Somehow the afflicted has managed to get an echo stuck in their head.

Everything they hear bounces around again and again making them miserable.

**Consequence:** They head to the yetis for treatment instead. Lose 1 Reputation.

## **J & Q) Skier's Groin** - [PAIN ★★] - **Timer: 4**

A novice skier thought they would brave the slopes. One ski went left, another right, and they were left in the middle with a torn muscle.

**Consequence:** They go to the village doctor instead. Lose 1 Reputation.

## **K) Glowing Nose** - [MAGIC ★★] [SENSES ★] - **Timer: 6**

For whatever reason, the afflicted's nose has started to glow like a firefly's backside. Amusing as it is, the light is making it hard for them to see properly.

**Consequence:** They get lost while going to the village doctor instead. Are they found again? Where did they end up? Lose 1 Reputation.

# Intermediate Ailments

## **A & 2) Coldhearted** - [MOOD ★★] [SENSES ★★] - **Timer: 6**

The afflicted's heart has frozen and they have lost their ability to feel love and to care for those close to them.

**Consequence:** They drive off someone close to them. Who was it? What caused them to leave? Lose 1 Reputation.

## **3 & 4) Frostbite** - [COLD ★] [WOUND ★] - **Timer: 6**

The horrible Glacites leave more than just a bite mark. Their icicle like teeth freeze the skin leaving it blackened and cold.

**Consequence:** You take too long and they lose an extremity. Lose 1 Reputation.

## **5 & 6) Brainstorm** - [SENSES ★★] [MAGIC ★★★] - **Timer: 6**

A spell gone wrong, the more thoughts swishin' around in the afflicted's head the more intense the strange storm around 'em gets.

**Consequence:** They think too hard and the storm damages something. What does the storm damage? Can it be fixed? Lose 1 Reputation.

## **7 & 8) Hibernation** - [SLEEP ★★] [RASH ★] - **Timer: 13**

Inspired by the bears of Shimmersnow Valley, the afflicted has went into a full blown hibernation and won't wake up for anything, not even the bedsores.

**Consequence:** They're left at your cottage so you can make sure they don't suffer any problems during their long sleep. What is it like having a reposing roommate? How do you keep them safe and healthy?

**Extra:** They can be woken with a Mountain Man's Coffee Packet + a Syrup Shot or they will wake naturally at the start of the next Season.

## **9 & 10) Beartooth** - [TOOTH ★★] [PARASITE ★★] [MAGIC ★] - **Timer: 8**

No-one is really sure how this happens. Wyrd magic, bad luck, or bear sorcerers, somehow the afflicted has a hungry bear's mouth where theirs should be.

**Consequence:** The afflicted bites someone, injuring them. Who did they bite? Lose 1 Reputation

## **J & Q) Coffee Chest** - [SLEEP ★★] [BLOOD ★] [MOOD ★★] - **Timer: 6**

The afflicted had assumed that Mountain Man coffee wouldn't be so strong.

Now they can't sleep and their heart seems to be vibrating rather than beating.

**Consequence:** They momentarily turn into a blur and shout something profound about the nature of time or existence. What do they say? When they re-appear they collapse and are rushed to the village doctor. Lose 1 Reputation.

## **K) Unseasonal Coat** - [HAIR ★★★] [HOT ★★] or [COLD ★★] - **Timer: 6**

Depending on the Season, the poor sod has started sprouting or shedding too much hair leaving them at risk of heatstroke or hypothermia.

**Consequence:** They pass out and you need to get the doctor. Lose 1 Reputation.



# Advanced Ailments

## **A & 2) Shattered** – [COLD ★★] [WOUND ★★★] [PAIN ★★★] – **Timer: 4**

Frozen through, the afflicted has had a part of their body literally shatter. As the thaw comes, they run the risk of bleeding to death or dying from shock.

**Consequence:** They thaw and the shock is too much for them to handle. Lose 2 Reputation and write about this moment.

## **3 & 4) Volley Cough**

### [MOUTH ★★] [TOOTH ★★] [COUGH ★★★] – **Timer: 8**

A difficult one to treat as the illness jumps to whomever the afflicted coughs on... usually you. The cough is strong enough to damage the throat and mouth.

**Consequence:** The ailment is transferred to you. You'll have to spend your Downtime curing yourself or pass it to someone else.

## **5 & 6) Abominable Shyness**

### [CURSE ★★★] [SPIRIT ★★] [BONES ★★] – **Timer: 6**

The afflicted has become so frightened of being seen that they hide themselves from sight through a combination of unnatural contortion and terrific speed.

**Consequence:** They disappear into the woods, sometimes you get the feeling they are watching you. Whenever you draw a Joker, you may catch sight of them and try to cure them again. Until then, lose 1 Reputation.

## **7 & 8) Brain Freeze** – [NERVES ★★] [PAIN ★★★] – **Timer: 4**

Some folk round these parts have the strange reflex to bite back when bitten. Unfortunately biting a Glacite is never a good idea.

**Consequence:** The afflicted's brain shuts down and they die in their sleep. Write about this moment and lose 2 Reputation.

## **9 & 10) Lost Voice** – [MOOD ★★★] [MAGIC ★★★] – **Timer: 6**

While yelling into an echo cave, some scheming spirit plucked the voice right out of their throat. Now the poor soul can't make a peep on their own.

**Consequence:** The afflicted gets frustrated and goes to another witch instead. Sometimes you hear their voice complaining about you in the echoes. Lose 1 Reputation.

## **J & Q) Sapling Sympathy** – [CURSE ★★★] [WOUND ★★★] – **Timer: 6**

Rare outside of lumberjack communities, the afflicted has been cursed by a vengeful dryad to feel every axe strike they've ever made.

**Consequence:** Their wounds were too great and they pass on. Write about this moment. Does anyone confront the dryad? If so, how does that go? Lose 4 Reputation.

## **K) Weird Beard** – [CURSE ★★★] [HAIR ★★★] [MOOD ★★] – **Timer: 6**

The afflicted sports a beautiful beard that stretches to their chest, the only catch, they didn't have it yesterday and apparently it moves. Could be a beard mimic.

**Consequence:** The beard eats the rest of the afflicted's hair while they sleep and disappears into the night. Lose 2 Reputation. Do you ever find the beard again?



# Expert Ailments

## **A & 2) Permafrost - [COLD ★★★] [CURSE ★★★] [SKIN ★★★] - Timer: 8**

A vile curse, the afflicted's skin is slowly being covered in a magical ice that, if left untreated, will freeze them solid for a hundred years.

**Consequence:** They freeze, nothing can unfreeze them now. What do you do with their frozen form? Lose 2 Reputation.

## **3 & 4) Avalungs - [LUNGS ★★★] [COUGH ★★★] [CURSE ★★★] - Timer: 6**

Usually an affliction that only affects yetis, the poor soul's every breath is tied to a nearby mountain. One errant cough and they could cause an avalanche.

**Consequence:** The inevitable happens. They cough. What does the avalanche destroy as it thunders down the mountain side? Lose 3 Yeti Reputation.

## **5 & 6) Warborn - [GHOUL ★★★] [CURSE ★★★] [COLD ★★★] - Timer: 8**

The afflicted clearly had a warrior's spirit as they have arisen as a draugr and have declared war on one of the villages.

**Consequence:** They attack the village and manage to raze one of the buildings. Choose a Shop or Inn, it cannot be used until 1 full Season has passed.

## **7 & 8) Ancestral Memories**

**[SENSES ★★★] [SPIRIT ★★★] [TIME ★★★] - Timer: 6**

A side-effect of the yeti song is that while you can commune with the spirits of your ancestors, sometimes the overbearing forebears can take control.

**Consequence:** The ancestor completely displaces the afflicted's spirit, leaving them to haunt you. How does the afflicted take this turn of events?

## **9 & 10) Ursathropy - [CURSE ★★★] [HAIR ★★★] [MAGIC ★★★] - Timer: 6**

Ursathropy is a nightmare. The afflicted transforms into a nigh-unstoppable monster bear and wreaks destruction. May the wind be at your back for this 'un.

**Consequence:** The afflicted transforms into a werebear and goes on a rampage. Is anyone hurt? How is the werebear stopped? Lose 4 Reputation.

## **J & Q) Flash Freeze - [TIME ★★★] [COLD ★★★] [CURSE ★★★] - Timer: 4**

The afflicted looks like they're just holding a pose but in reality they are frozen in time and highly contagious. Anyone who gets too close to the afflicted becomes a carrier, suddenly freezing solid at some point in the coming days.

**Consequence:** The entire village is affected, including you. Draw a card, you are all frozen for the card's value in Seasons. What has changed while you've been frozen? How does the village fare?

## **K) Snow Soul - [SPIRIT ★★★] [TIME ★★★] [CURSE ★★★] - Timer: 3**

A terrible curse, the afflicted's soul is linked to a snowman somewhere in the valley. Once it has completely melted, they will die.

**Consequence:** The snowman melts and the afflicted passes in their sleep. Write about this moment and Lose 2 Reputation.

**Extra:** Every time you draw a Face Card while Foraging, Increase Timer by 1 as something helps prolong the snowman's life. A cold snap or some snow from you.



# Reagents

## **Phase Fur ★★ – MAGIC – Valley (8) – Storm (5)**

The yeti sing of a creature that can travel between worlds though its purpose is unclear. Cast off fur can be found embedded in rocks and trees or flickering in and out of reality. Fur can be stabilised with a WAND to cure [SPIRIT]  
Fur can be CRUSHED with great effort for [NERVES]

## **Glacite Icicle ★★★ – MAGIC – Only Found After Besting A Glacite Event**

Magical icicles that seem to be what keeps the Glacites together. One of the harder reagents to get as you'll have to fight for it but worth the effort if you're in a pinch. Icicle can be CRUSHED for [CURSE]

## **Geyser Water ★★★ – WATER – Valley (9)**

### **Foraging Value can be lowered by making a Geyser Schedule**

The water from the geysers in Shimmersnow is said to pull healing minerals from deep underground. Likely passing over some Curite which don't usually grow in Rannoc. Water can be added RAW for [WOUND]

## **Misfortune Pine Needles ★ – PLANT – Valley (4) – Forest (8)**

Planted by Pixies and fae, these treacherous trees like to shake their sharp needles onto passersby. Skiers are especially wary as these trees are known to swipe out on occasion. Needles can be BOILED for [SENSES]

## **Slime Rime ★★ – ANIMAL – Yeti Caves (8)**

Completely harmless but a bit gross, the bouncing slimes that the yeti tend to sometimes get out of their paddocks. When they do, the cold air freezes their trails into this reagent. Rime can be CRUSHED for [SKIN] or [HAIR]

## **Hearth Cap ★★★ – PLANT – Valley (9) – Storm (5)**

These massive mushrooms sprout overnight, erupting through the snow to form heated shelters for animals and lost travellers upon which they drop their spores for dispersal. Spores can be added RAW for [COLD] and [PAIN]

## **Pume-Ice ★ – WATER – Valley (4) – Yeti Caves (2)**

Coarse ice that forms on the top of stones. Used to be impossible to find as the Shimmersnow Spa would go through tonnes of it each season for skin treatments. Ice can be used RAW for [WART] and [SKIN]

## **Yeti Song ★★★ – MAGIC – Valley (10) – Yeti Caves (4)**

### **Requires a WAND to collect**

Yeti magic is unlike our own, they sing their spells and the echoes of the caves and valley carry some of that magic with them. Song can be added RAW for [COUGH] or [LUNGS]

## **Diamond Dust ★ – MINERAL – Valley (4) – Storm (2)**

A low flying cloud of ice crystals that has escaped the Shadowstorm and floats serenely across the valley. During the day they glitter in the sunlight, hence the name. Dust can be CRUSHED for [TEETH]



**Elf's Ear ★★★ – PLANT – Valley (8) – Storm (6)**

**-2 in Spring**

These sharp petalled yellow flowers earned their moniker after ancient druid's insisted they cured hearing loss. Not to be confused with Elves Ear or Ear of Elf or Ear Leaf. Petals can be CRUSHED for [EAR]

**Meltwater ★ – WATER – Valley (2) – Loch (6)**

Crystal clear and pure when it first leaves the valley, the meltwater ends up muddied and impure by the time it reaches its namesake loch below. Removes a point of POISON from the potion

**Anger of a Bear ★★★ – MAGIC – Valley (12) – Storm (10)**

**Requires a WAND to collect**

A dangerous one to collect and not for the faint hearted. By utilising a calm spell, you can bottle it's fury... maybe practice this one on smaller beasts first. Anger can be added RAW for [SENSES] and [NERVES]

**Draugr Fingers ★★ – PLANT – Valley (9) – Storm (5)**

Thin blue mushrooms that look remarkably like frostbitten fingers, these used to planted around cairns as ghouls would be afraid to cross them. Mushroom can be CRUSHED for [GHOUL]

**Mountain Man Charcoal ★★ – MADE Valley (5) – Storm (8) - Yeti Caves (3)**

Made to the Mountain Man's secret recipe this special long burning charcoal is a staple of any lumberjack's barbecue and a potent hangover cure. Charcoal can be CRUSHED for [POISONED]

**Requires the Mountain Man Coffee & Cocoa Maker**

**Mountain Man's Cocoa Sachet ★ – MADE – Valley (6) – Yeti Caves (4)**

A favourite of seasonal skiers, lumberjacks, and yetis alike Mountain Man brand cocoa has a kick to it that most folk swear'll clear out any cold. Adds 2 Points of Sweet. Cocoa can be BOILED for [COLD]

**Mountain Man's Coffee Packet ★★ – MADE – Valley (8) – Storm (6)**

The most potent coffee you'll ever find, hikers take a cup in the morning and have enough energy to walk all day. Coffee can be BOILED for [SLEEP]

**Mountain Man's Syrup Shots – MADE – Valley (11) – Storm (9)**

Part of what made the Mountain Man brand so strong was their varied and flavourful syrups that make any drink that much more mountainy™. Syrup Shot can be added to a Cocoa Sachet or Coffee Packet to Increase their Potency by 1 and add 2 Points of Sweet.



# Facing The Ice Queen

It's a sorry state of affairs when someone like her is allowed to run amok unchallenged. If you've got the stomach for it... well... only magic can beat magic.

There's a few things you'll need afore you go rushin' in to face her though:

- *A Yeti Cloak* (or something suitably heated) to get through the Shadowstorm
- *A Powerful Wand* or *Magical Blade* if'n you're wanting to kill her or
- *A Cure* if'n you're the hopeful kind that thinks she can be saved

I'm gonna go out on a limb here and assume you ain't a famous adventurer whose done this sorta thing afore so heed my advice:

*Better Prepared Than Dead*

*You Ain't To Blame For What She Does*

*Always Have A Way Out*



# Preparations

The yetis are key but you will need to earn their trust to get their help. Helpin' yetis you meet while you're out Foraging is a surefire way to get 'em to like you but you might find other ways.

Once you've managed to get about ten yetis to trust you (10 Yeti Reputation) you should ask them for a **Yeti Cloak** which is about the only thing that'll get you through the Shadowstorm.

After you've gotten a cave or two to trust you (20 Yeti Reputation), it'll be time to approach the yeti elders about the Ice Queen. Ask 'em if they know of any **Way To End This**, whether that be a magical blade, a wand that can counter her magic, or a cure for whatever has made her like this.

- ★ Legendary weapons are much easier to find than rare reagents. If you choose to cure the Ice Queen, you must Forage in Shimmersnow Valley until you find a Joker or your Foraging Track reaches 13.
- ★ You must dedicate yourself purely to finding the cure reagent. Your Reputation will likely take a hit from missed patients but sometimes you gotta put one responsibility above another.
- ★ A wand, blade, or other weapon on the other hand can be found by choosing a locale and spending your Downtime to reach and claim it.

Lastly, you'll need to find a way into her palace. Once you've got the **Yeti Cloak** you can start looking but don't just run in the second you sight the damned place.

## Ending This

### By The Sword

You will find the Ice Queen in her throne room.

Draw 6 cards for her  
&  
Draw 2 cards for yourself + 2 for each Preparation you have made.

Describe the showdown then go to page 18

### With Compassion

You will find the Ice Queen in her throne room.

How do you convince her/ make her take the cure?

Describe the showdown then go to page 18



# Shimmersnow Valley

Once an idyllic and peaceful place where yetis and humans lived together. Families from all over the Rannoc Ranges would come here to ski and sled and see the wonderful ice sculptures that stood like statues in the town of Snö.

Nowadays the town lies buried under the snow and nasty little creatures patrol the forests. Even the proud yetis are hardly seen in the valley anymore.

- 4 A pair of Glacites erupt from a snowbank just ahead of you. You may fight them by drawing 3 cards for them and 2 cards for you, highest total wins. If you lose, lose 2 Foraging Points. Or you may run away, Decrease Timer by 1.

- 2 As you traipse through the snow covered woods, you spook a small furry creature which flees into its burrow leaving a Reagent by the entrance. Draw a card and get a Valley Reagent equal to or less than its value.

- 3 The snow is fresh and powdery here and you find yourself pushing through knee deep snow for the better part of a mile. Decrease Timer by 1 unless you have the Snow Shoes.

- 4 A gang of Glacites have set up at the spot you hoped to find a reagent. Add 2 to the reagent's Foraging Value and keep searching or you can try and face them. To fight them, draw 5 cards for the gang and 3 for you. Highest total wins.

- 5 As you pick through some of the rougher terrain you come across an abandoned mountaineer's camp. In the wreckage you find something belonging to the mountaineers. What is it? What do you do with it?

- 6 As luck would have it, a balloonist spots you traipsing through the snow and lowers their ladder. They ask what you're looking for and offer to take you there as long as its not in the Shadowstorm. Increase Timer by 1.



- 7 The snow underfoot gives way and you fall through into a buried house. What is it like? How do you get out? Decrease Timer by 1.

- 8 Several dark clouds break off from the Shadowstorm and coat the valley in a thick layer of fresh snow. Lose 2 Foraging Points and if you don't have the Snow Shoes, Decrease Timer by 1.

- 9 You find an adventurer taking refuge under a large Hearth Cap cluster. They've been injured by a Glacite and could use your help. If you can treat a [WOUND ★★] during this Forage, they will come with you as an adventurer from the Copper Fox Tavern would (Apothecaria, page 31).

- 10 While searching around the buried town of Snö you find something left by one of the yetis. What is it? If you take it to the Ancestral Caves, gain 1 Yeti Reputation but Decrease Timer by 1.

- J You come across a Yeti healer gathering reagents to help one of their kin. What ails the healer's patient?  
If you give them a reagent of Foraging Value 5 or more, gain a point of Reputation with the Yetis.

- Q A giant Glacite known as Avalanche guards over the valley and has spotted you. Decrease Timer by 2 as you pull yourself free from the giant snowball it hit you with.

- K Some snow has slipped away revealing a way into the Snö Spa. Most of the services are, understandably, cancelled but you find that some of the treatments are handled by golems who treat you like a guest. Do you have a spa day? If so, what relaxing treatments do you treat yourself to?



# Ancestral Caves

## You Require At Least 1 Yeti Reputation To Enter.

A vast network of caves and tunnels that house the ancient yeti's Song of History. Shrines, temples, statues, and more can be found hidden away in these mountains and one would do best to watch their step as loose snow covers terrible falls.

- A A glacite has managed to sneak into this cave and lunges at you from the shadows. Draw a card for it and two cards for yourself. If their total is higher, they manage to steal a Reagent and escape. If your total is higher, you manage to fend them off. If your total is higher by 10 or more, you manage to snatch one of their Glacite Icicles.

- 2 While wandering down a dark tunnel you find yourself in the sleeping cave of a massive yeti. They groan at you and complain that they can't sleep on such hard stone. Do you help them? If so, how? Decrease Timer by 1 and Gain 1 Yeti Reputation. Otherwise they roll over in a huff.

- 3 You stumble upon a yeti trader's shop. It's shelves are looking pretty sparse and they ask if you could find them trinkets to sell. If you agree, choose a locale and make up an item to be found there. Draw a card for that item's Foraging Value and treat it as you would a Reagent. Gain 2 Yeti Reputation and 10 silver for each item you find.

- 4 You find one of the yeti slimeherds bawling their eyes out in a side tunnel. They explain that their prize winning slippersnout slime has managed to get away again. During this Forage, draw an additional card for each event. If it is a Face Card, you have found the slippersnout slime and gain 2 Yeti Reputation. Otherwise, someone else finds the poor lost critter.

- 5 An elderly yeti calls you over and asks what you're looking for. Draw a card, if it's suit is red, they know where to find it. Collect that reagent now. If the suit is black, they can't quite remember where they saw it, sorry.

- 6 A wooden statue stands at the mouth of this cave, overlooking the valley below. What does it look like? What does it represent?



- Some yeti children are practising their bellowing as you cross an exposed bridge. Draw 2 cards, one for you and one for the children.
- 7 If your card is higher, you reach the other side unharmed. Otherwise, the bellowing causes a small avalanche which bowls you over and causes you to lose a Reagent.

- 8 Cries from a bawling yeti baby echo throughout the caves. As you pass by their cave, one of the parents asks you if you've seen the baby's stuffed toy.
- 8 During this Forage, draw an additional card for each event. If it is a Face Card, you have found the stuffed toy and gain 2 Yeti Reputation. If you don't find it, someone else will surely come across it.

- 9 A grumpy yeti has set up in this tunnel and won't let you past. What are they doing? Decrease Timer by 1 as you find another way around.

- 10 The yeti inventor, mastermind behind the ski-lift, has created a new contraption to get people around quickly. What is it? What Locale does it connect to? Do not Decrease the Timer when using this method.

The contraption remains connected and can be used once per Forage from the Ancestral Caves without drawing this result.

- J An elderly yeti asks you if you could escort them to the mountaintop shrine as they are too frail to make the journey alone. If you agree, Decrease the Timer by 3 but gain 2 Yeti Reputation.
- J At the shrine, the yeti speaks to the mountain spirits who agree to teach you a yeti spell song. What does this spell do?

- Q One of the yetis is telling stories about the Ice Queen. What do they say? Do you know if its true?

- K You find yourself at the heart of the Ancestral Caves where the ancient echoes of the first yeti can still be heard mixing with the song of history. If your Yeti Reputation is lower than five, you are taken out of the caves by a yeti guard.
- K If your Yeti Reputation is five or more, you are allowed to listen. What do the ancient echoes tell you?



# The Shadowstorm

You must have the **Yeti Cloak** to enter. If you get Hurt three times you'll have to head home, patch your wounds, and rest up during your Downtime.

What used to be the famous Shimmersnow ski slopes has been turned into a never-ending storm of shadow and ice. Those who enter unprepared freeze to death in an instant. Who knows what dangers lurk inside.

- 1 *A fist sized ball of ice falls from the sky, striking you on the head. You are Hurt.*

- 2 *While blundering through a particularly bad wind you emerge into a longhouse style igloo full of Glacites. They're drunk and seem to be holding some sort of rowdy talent show. A few of them force you up onto the stage and demand you perform. If you do, what talent do you display? If you don't, how do you escape the Glacite mob?*

- 3 *You find a pair of skis and poles stuck into the snow like signposts. Someone has carved "rest here ye weary traveller" into them. Somehow they seem to keep the worst of the storm at bay, you may heal one Hurt here.*

- 4 *The Shadowstorm is more than just ice and snow, it is a dark place full of terrible magic. As you push through, you enter a painful memory frozen in time. What is happening in the frozen tableaux? Is it your memory?*

- 5 *You trip over something half buried in the snow. It's a yeti child, they're still breathing but they're unconscious. You can carry them out of the storm but it will take the rest of your Timer to do so. If you save the yeti child, Increase Yeti Reputation by 10. If you leave the yeti child no-one will know... except you. This event can only be encountered once regardless of your choice.*

- 6 *The snow beneath your feet slides away, dragging you down the hill in a small avalanche. You hit off of submerged rocks and take quite the tumble. You are Hurt.*

- A tall and thin Glacite strides out of the blizzard. It wields a blade made of ice which it points at you threateningly. It seems to be challenging you to a duel. Draw 4 cards for it and 2 for yourself + 1 card for each Preparation you have made.
- 7 If you win, describe the duel and take its blade as a reward. Ignore this event in the future.  
If you lose, you are Hurt. How do you escape?

- 8 Sharp shards of ice strike you like a volley of darts, piercing into your clothes and scratching your skin. You are Hurt.

- 9 You are nearing the centre of the Shadowstorm, the air is so cold here that your breath condenses and falls as snow. If you are Hurt, you are Hurt again as the cold saps your strength. If you haven't been Hurt yet, you push through to find a lodge to shelter in. In future Foragings, you may come here at will to heal one Hurt.

- 10 Something monstrous lurks in the Shadowstorm. As you push through the blizzard you catch the occasional glimpse of it. What did you see?

- J The World Walker, the phase beast, the creature that moves in and out of reality appears before you in a way that is difficult to describe but can best be summed up as suddenly and with a pop. It smiles at you and drops a gift from another world at your feet and disappears. What is the gift?

- Q An ancient draugr warrior sits at the mouth of their cairn. They offer you respite from the storm if you will sit with them and listen to their tale. What is their name? What do they tell you about their life?

- K You emerge from the Shadowstorm to see the Winter Palace. It is terrific and beautiful and strangely unguarded. The gates are open and you can see the frozen courtyard beyond. You now know the way to the Winter Palace and can move onto the Ending It phase when you're ready.



# Aftermath

After you best the Ice Queen the valley will undergo some drastic changes. Some of these are different depending on the method you choose so I would recommend not reading these until you've made your choice.

Regardless of which method you use, defeating the Ice Queen will:

- Get rid of the Shadowstorm.
- Stop the Glacites attacking people
- Allow the yetis and displaced residents of Snö to return to their homes

From now on, when Foraging in the various locales of Shimmersnow Valley, use the locale tables found after this section.

## If you ended By The Sword

The Ice Queen is slain. The palace, devoid of her magic, will start to melt and disappear within a year. You are celebrated as a hero in the town of Snö. The week you defeated the Ice Queen becomes a Celebration named after you. Each year, during this Celebration, you gain 100 Silver.

What is the main event of the Celebration?

You also get the following bonus:

- Adventurers hired from the Copper Fox Inn or Snowed Inn now join you at no cost.

## If you ended With Compassion

The Ice Queen is cured, the curse that caused her cruelty is gone and she has returned to being Isolda, the witch of Shimmersnow Valley. It will take time for the people of Shimmersnow to forgive her, much less trust her again. They do not name a Celebration after you but each year on the anniversary of this day, Isolda and those that have forgiven her, invite you to a private party.

You also get the following bonuses:

- Isolda makes you a Glacite Familiar. Any Reagent with the [COLD] tag has its Foraging Value lowered by 3.
- You may visit Isolda during an Hilmint to benefit from her knowledge. Decrease Timer by 1 but halve a Reagent's Foraging Value.

# Town of Snö

The snow covered town of Snö is a peaceful place. Strands of glittering lights line the streets while yeti song and music can be heard pouring from each of the town's taverns and lodges. At any point during an Hilmment you may Decrease the Timer by 1 to travel here and use the various services that the town has to offer.

**Snowed Inn** – A comfortable lodge where you can hire an adventurer to accompany you. They cost 10 silver but can be used to negate any event of your choosing.

**The Slope Shoppe** – Rent skis for 4 silver or buy a pair for 20 silver. If you pay an extra 5 silver you may also ride the chairlift to the top of the Slope and Increase the Timer by 2.

**Mountain Man Market** – The burly inventor of all Mountain Man products will happily sell you any Mountain Man MADE Reagent for 2 silver times their lowest Foraging value.

**Snö Spa** – You can pay for a patient to stay at the Spa while you search for Reagents. If you do, pay 10 Silver to Increase the Timer by 3.

## The Winter Games

Held in the middle of Summer, these games are renowned across the lands. Athletes from across the world travel to take part in races, jumps, skating, ice hockey, and tree felling. For those not looking to take part in the games themselves, there are also beautiful ice sculptures and a yeti choir.

- Do you take part in any of the athletic events? If so, draw 2 cards for yourself and 6 cards for the competition. The highest single card takes Gold, second takes Silver, third takes Bronze. Describe the event, how did you win or lose? You may take part in up to 4 events.
- Someone you know is taking part in one of the athletic events, who is it and how do they do?
- The Glacites are putting on a show. What is it about? Is it any good? If Isolda is still alive, gain 2 Reputation as they paint you in a good light.
- A record is broken in one of the events. What amazing feat was performed?
- The Mountain Man has set up a Test of Strength machine and challenges you to beat his score. Draw 3 cards, if your total is higher than 25, you win free Mountain Man MADE Reagents for a year.



# Shimmersnow Valley ~ Fixed

Returned to its former glory, the valley has once again become the best place to ski, sauna, and relax.

With the town of Snö now dug out and the humans and yetis returned, the valley is full of life, music, and Mountain Man brand hot chocolate waiting those who have spent their day out in the cold.

- 4 H Something with obvious sentimental value – a ring, a stuffed animal, a photograph – falls from the ski lift above you. What is it? If you Decrease the Timer by 1 you may travel to The Slopes and reunite the lost object with its owner. Gaining 1 Reputation for your efforts.

- 2 As you traipse through the snow covered woods, you spook a small furry creature which flees into its burrow leaving a Reagent by the entrance. Draw a card and get a Valley Reagent equal to or less than its value.

- 3 The snow is fresh and powdery here and you find yourself pushing through knee deep snow for the better part of a mile. Decrease Timer by 1 unless you have the Snow Shoes.

- 4 A holidaying family have gotten their weird vehicle stuck in the snow. What does it look like? Do you help them get it out? If so, how? If you help, the family gives you 5 Silver.

- 5 As you climb up a snowy embankment you come across a bustling mountaineer's camp. They're preparing for an ascent of a nearby mountain but have misplaced some critical item and ask if you can help find it. What have they lost? Before each subsequent event in this locale, draw a card, if its a ♥ then you find the lost item and gain 10 Silver. If you don't find the item, then the ascent goes awry. What happens?

- 6 As luck would have it, the balloonist spots you traipsing through the snow and lowers their ladder. They ask where you're headed and offer to take you there. Increase Timer by 1.

7 The snow underfoot gives way and you fall through into a icy hole. What is it like? How do you get out? Decrease Timer by 1.

8 You come across a trio of Glacites planning a prank on some nearby tourists. Do you let them carry out their dastardly prank? If not, how do you stop them?

9 A small avalanche rolls down from a hillside in front of you, scaring off the animals and burying any plants. Lose 2 Foraging Points.

10 You come across someone you've cured recently. What are they doing here? How are they getting on?

J You come across a Yeti healer gathering reagents to help one of their kin. What ails the healer's patient?  
If you give them a reagent of Foraging Value 5 or more, gain a point of Reputation with the Yetis.

Q Avalanche spots you and takes aim as part of what it considers a fun snowball fight. Draw a card for it and one for yourself. If your total is higher, you avoid the snowball. If your total is lower, you get buried under a mound of snow and must Decrease Timer by 1 as you dig yourself out.

K The Mountain Man has announced a sale causing people to swarm his shop. Decrease Timer by 1 as you push your way through the throng.



# Ancestral Caves ~ Fixed

With the threat to the yetis passed, the caves have once again fallen quiet. Only the devout and the spiritual travel here now and while there are remnants of the recent refuge, the tranquility has returned.

If you listen carefully, you can feel the stone sing in response to your deeds.

- 2 While wandering around some of the deeper tunnels, you accidentally kick something left behind by the yetis who stayed here. What is it? Do you return it to them?

- 2 Yeti song echoes down through the tunnel, angry and discordant, the spell song hits you and sends you stumbling back, dazed and chilled. You must brew a potion to cure [COLD ★★] during this Forage or spend your Downtime resting at home.

- 3 You stumble upon a yeti trader's shop. It's shelves are looking pretty sparse and they ask if you could find them trinkets to sell. If you agree, choose a locale and make up an item to be found there. Draw a card for that item's Foraging Value and treat it as you would a Reagent. Gain 2 Yeti Reputation and 10 silver for each item you find.

- 4 You find the yeti healer's surgery cave, thankfully they don't have a patient at the moment. They invite you in to discuss medical matters. If your Yeti Reputation is twenty or more, they offer you a Reagent of your choice of value 10 or less as thanks for all your help.

- 5 An elderly yeti calls you over and asks what you're looking for. Draw a card, if it's suit is red, they know where to find it. Collect that reagent now. If the suit is black, they can't quite remember where they saw it, sorry.

- 6 A wooden statue stands at the mouth of this cave, overlooking the valley below. What does it look like? What does it represent?

7 You come across a strange stone door with musical notes engraved in it. It seems to want you to sing in order to open it. Draw a card, if it is higher than 6, you manage to hit the notes and open the door. Otherwise, Decrease Timer by 1 as you find another way around.

8 One of the yeti elders is telling an old legend about Shimmersnow Valley. What do they say?

9 Some upstart acolyte hasn't mopped up properly, letting the water freeze into black ice. You slide down the hallway and take a rather painful fall. Until you brew a potion to cure [PAIN ★] or spend an entire Downtime resting at home, you gain no Foraging Points.

10 The yeti inventor, mastermind behind the ski-lift, has created a new contraption to get people around quickly. What is it? What Locale does it connect to? Do not Decrease the Timer when using this method.

The contraption remains connected and can be used once per Forage from the Ancestral Caves without drawing this result.

J An elderly yeti asks you if you could escort them to the mountaintop shrine as they are too frail to make the journey alone. If you agree, Decrease the Timer by 3 but gain 2 Yeti Reputation. At the shrine, the yeti speaks to the mountain spirits who agree to teach you a yeti spell song. What does this spell do?

Q While wandering, you come across the Chief Shaman meditating and singing to themselves. They offer to take you on a guided meditation.. What do you experience? Every time you get this result, write about your time with the Shaman and what you discover on your trip.

K You find yourself at the heart of the Ancestral Caves where the ancient echoes of the first yeti can still be heard mixing with the song of history. If your Yeti Reputation is lower than five, you are taken out of the caves by a yeti guard. If your Yeti Reputation is five or more, you are allowed to listen. What do the ancient echoes tell you?



# The Slopes ~ Fixed

With The Shadowstorm dispersed it is once again possible to ski down Shimmersnow's famous Slopes. With such routes as Baby Blue, Widomaker, Festive Fear, God's Fall, and Lazy River, The Slopes draw all manner of thrill seekers and casual tourists.

Just, be careful when Foraging as rookies often find it hard to turn.

- H The moon shines strangely bright and blue at this altitude, any MAGIC Reagents you have collected gain an extra ★ of potency.

- 2 You hear a loud thud. As you make your way over you find a skier laying unconscious by a tree. If you can brew a potion to cure [WOUND ★★] they give you 10 silver and get back to town safely. If you can't, how do you ensure their safety?

- 3 A yeti child has set a snowball rolling down the hill towards Snö and it is getting worryingly big. Draw a card for the snowball and a card for you, if your card is higher, you manage to avert disaster. How? If your card is lower, the massive snowball hits the town. What happens?

- 4 You find a Glacite igloo-longhouse which seems to have become a sort of tourist tavern. If you Ended With Compassion, the Glacites offer you a free Mountain Man Reagent of your choice. If you Ended By The Sword, they tap a sign saying "no murderers" and ask you to leave.

- 5 If you rescued the Yeti Child when the Shadowstorm was here, you run into them and their family. They show their gratitude and the child gives you a gift. If you did not rescue the Yeti Child or did not find the event, you come across a tiny cairn. Do you leave anything at it? If so, what?

- 6 A veteran of the slopes comes to a halt beside you and asks what you're looking for. Thankfully, they know these slopes inside and out and are able to point you in the right direction. Gain 2 Foraging Points.

As you make your way across the snow you are suddenly beset by a stampede of skiers zooming down the mountainside. Draw a card for you and three cards for the horde of skiers.

7

If your card is the highest value, you escape unscathed.

If one of their cards is the highest value, they knock you over.

Lose 1 Reagent you've collected during this Forage.

While making your way through the trees on one of the harder trails, a group of Glacites pop out and pummel you with snowballs. Lose 2 Foraging Points as you escape their ambush.

8

What luck! You've found one of the Reagents you're looking for but before you can collect it a sled full of screaming children completely obliterates it. Gain no Foraging Points this turn and collect no Reagents.

9

You find a strange shimmering tear floating in the air, a remnant of the World Walker's passage. You may step through to another Locale without Decreasing the Timer.

10

A nervous teenager approaches you and asks for a potion that helps with [SENSES] as they've been challenged to race down the infamous Frostbite Trail.

J

Do you brew them the potion? If so, draw a card and add 2 points for each ★ on your Reagent. Draw a card for their rival, highest value wins. How does the race unfold? What happens afterwards?

An ancient draugr warrior sits at the mouth of their cairn. They welcome you and show you their latest moneymaking scheme to trick the tourists. What is it? Do you buy any? Do you sit and talk with them?

Q

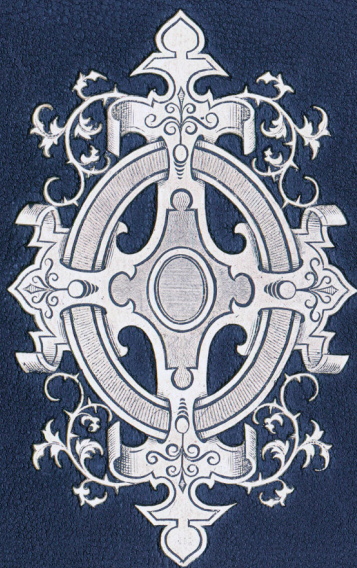
You come to the site of the Winter Palace, it looks less imposing now that the storm has gone.

K

If you Ended By The Sword, it is melting. How much of it is left? Is it safe to approach?

If you Ended With Compassion, Isolda is inside, cleaning up the mess. You may visit her (page 18) without Decreasing the Timer.





A solo journaling RPG  
by Anna Blackwell