



# YMIR'S GLOW



Event

Clockwise starting with yourself, all characters may immediately gain 1 Spell.

1



# EASTERN DRAGON



Enemy - Dragon

**CUNNING: 9**

If you are defeated, in addition to losing 1 life, you must ditch 1 Magic Object at random.

1





# BASILISK



Enemy - Monster

## STRENGTH: 5

The Basilisk rolls 2 dice for its attack roll and uses the highest result. If it rolls doubles, you are killed.

2



# FROST DRAKE



Enemy - Dragon

**STRENGTH: 10**

*Breath Attack*

Roll 1 die. If the result is equal to or higher than your Strength you must miss your next turn.

2



# FROST GIANT



Enemy - Monster

**STRENGTH: 10**

If you are defeated, in addition to losing 1 life, you must miss your next turn.

2



# GLORY SEEKER



Enemy - Outlaw

## STRENGTH: 6

If you are defeated, in addition to losing 1 life, you must discard all of your quests. If you defeat him, you may accept 1 Warlock Quest.

2





# GLORY SEEKER



Enemy - Outlaw

## STRENGTH: 6

If you are defeated, in addition to losing 1 life, you must discard all of your quests. If you defeat him, you may accept 1 Warlock Quest.

2



# GRIFFON



Enemy - Monster

**STRENGTH: 7**

Spells cannot be cast  
on the Griffon.

2



# ICECAP ELK



Enemy - Animal

**STRENGTH: 3**

If you kill the Icecap  
Elk, gain 1 Spell.

2



# ICE BEAR



Enemy - Animal

**STRENGTH: 4**

If you are defeated, in addition to losing 1 life, you must miss your next turn.

2





# PACK OF WOLVES



Enemy - Animal

**STRENGTH: 14**

Roll 1 extra die for the Wolves' attack roll and use the highest result.

2



# SKY SCREECHER



Enemy - Monster

**STRENGTH: 5**

If your attack roll is lower than your Craft value, you are automatically defeated.

2



# SNOW GOBLIN



Enemy - Monster

**STRENGTH: 2**

While you have this card as a trophy, your movement rolls are reduced by 1.

2



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Enemy - Monster

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2





# SNOW GOBLIN



Enemy - Monster

**STRENGTH: 2**

While you have this card as a trophy, your movement rolls are reduced by 1.

2



# WINTER WOLF



Enemy - Animal

**STRENGTH: 3**

If you kill the Winter Wolf, replenish 1 Spell.

2



# YETI



Enemy - Monster

**STRENGTH: 7**

*Quick Attack*

Roll 1 die. If the result is less than your Craft, you dodge the boulder it throws at you. Otherwise, lose 1 life.

2



# BARROW WIGHT



Enemy - Spirit

**CRAFT: 3**

If you do not defeat the Barrow Wight, lose 1 fate.

3





# CHILLBANE



Enemy - Monster

**CRAFT: 11**

*Breath Attack*

Roll 1 die. If the result is equal to or higher than your Strength you must discard all of your Spells.

3



# CHILL WRAITH



Enemy - Spirit

**CRAFT: 4**

If you are defeated, in addition to losing 1 life, you must miss your next turn.

3



# CHILL WRAITH



Enemy - Spirit

**CRAFT: 4**

If you are defeated, in addition to losing 1 life, you must miss your next turn.

3



# CRYOMANCER



Enemy - Cultist

## CRAFT: 7

If you are defeated, in addition to losing 1 life, you must miss your next turn.

3





# ICE ELEMENTAL



Enemy - Elemental

**CRAFT: 7**

Spells cannot be cast  
on the Ice Elemental.

3



# LICH



Enemy - Spirit

**CRAFT: 14**

If you are defeated, you must lose 1 life and place 1 Life counter on this card, which is added to the Lich's life.

3



# MEDUSA



Enemy - Monster

**CRAFT: 5**

If you are defeated, instead of losing 1 life, you must miss your next 2 turns.

3



# RIMESPAWN



Enemy - Monster

## CRAFT: 2

While you have this card as a trophy, your movement rolls are reduced by 1.

3





# RIMESPAWN



Enemy - Monster

## CRAFT: 2

While you have this card as a trophy, your movement rolls are reduced by 1.

3



# RIMESPAWN



Enemy - Monster

## CRAFT: 2

While you have this card as a trophy, your movement rolls are reduced by 1.

3



# SHIVER NYMPH



Enemy - Fae

## CRAFT: 4

When revealed, if you have a *Weapon*, the Shiver Nymph will flee 1 space clockwise.

3



# TRICKSTER



Enemy - Outlaw

## CRAFT: 6

If you are defeated, in addition to losing 1 life, you must ditch 1 Object at random. If you defeat the Trickster, you may take 1 Object of your choice from any character in the same Region.

3





# PEDLAR



Stranger

On each visit you may buy available Objects at these prices: Axe 3G, Helmet 2G, Mule 4G, Raft 3G, Shield 3G, Spell 2G, Sword 2G, Water Bottle 1G, then roll 1 die and move him that many spaces clockwise.

4



# PEDLAR



Stranger

On each visit you may buy available Objects at these prices: Axe 3G, Helmet 2G, Mule 4G, Raft 3G, Shield 3G, Spell 2G, Sword 2G, Water Bottle 1G, then roll 1 die and move him that many spaces clockwise.

4



# PORTER



Follower

If you want the Porter as your Follower, pay 2 gold. If not, he waits here for a character willing to pay him. The Porter can carry an extra 2 Objects for you. If you lose the Porter, leave any surplus Objects of your choice in the space you are in.

5



# PORTER



Follower

If you want the Porter as your Follower, pay 2 gold. If not, he waits here for a character willing to pay him. The Porter can carry an extra 2 Objects for you. If you lose the Porter, leave any surplus Objects of your choice in the space you are in.

5





# BAG OF CARRYING



Magic Object

The Bag can carry an extra 2 Objects for you. If you lose an attack, the victor may not take either the Bag or any Object stored inside. Similarly, neither may be taken by any character's special ability or Spell. If you lose the Bag, you also lose any Object stored inside.

5



# ALTAR



Place

Roll 1 die to pray with the following results: 1) Miss your next turn, 2-3) Ignored, 4) Gain 1 fate, 5) Gain 1 Spell, 6) Immediately take another turn.

6



# ARCANE ARCHIVE



Place

You may either discard any number of Spells you have and gain 1 gold for each, or buy 1 Spell for 2 gold, if your Craft allows. You may only buy 1 Spell per visit.

6



# ARCANE ARCHIVE



Place

You may either discard any number of Spells you have and gain 1 gold for each, or buy 1 Spell for 2 gold, if your Craft allows. You may only buy 1 Spell per visit.

6





# PLAIN OF PERIL



Region Space

## STOP HERE

If there is another character on this space, you must attack him. If you win, you can only take a life as your reward.





# ICE QUEEN



Region Guardian

**STRENGTH/CRAFT: 15**

**LIFE: 4**

*If a character removes the  
Ice Queen's last life, they  
win the game!*

