# The Fair That Froze

Kettlefrost, a snowed-in village under the White Hill




*On the longest night of the year, the Long Night Fair freezes solid, and a trail of giant frosty footprints leads up the White Hill to a gentle snow-beast who is only trying to save its home.*

Talewick Quests — original content, free to print and play.

## Read this to your players to start

*It is the longest night of the year in Kettlefrost, and the Long Night Fair should be starting. Instead, every lamp, stove and fiddle in the village is locked in blue ice, and a trail of giant frosty footprints leads up the White Hill. Somebody froze the fair on purpose. Follow the frost, find out who did it and why, and bring the lights back before the longest night gets any longer.*

## Who's in this adventure

### Old Woolhush, the Snow-Beast

Heart Points 10 · Guard 18

None. Its frosty breath cools warm things, never people.

### The Glintmice

Heart Points 1 · Guard 15

None. They squeak and hide.

### Gundle Woolstitch, the Bridge Troll

Heart Points 8 · Guard 12

None. He would much rather knit.

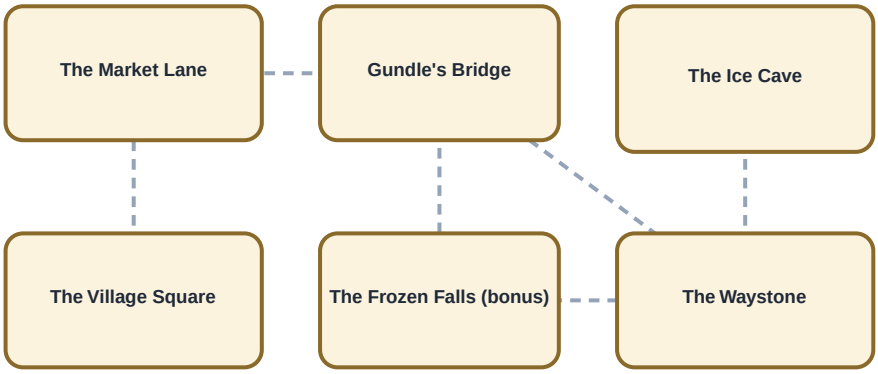
## Tips for running this one

• This adventure is cosy and calm: a frozen fair, a friendly troll, a gentle snow-beast and a rhyme on a stone. The only danger is a cold nose. Lean into the snow, the sparkle and the sounds.

• Nothing in this adventure fights. If a hero reaches for a sword, it grows a coat of frost, and Old Woolhush looks sad rather than cross. Steer back to talking, helping and thinking.

• Play Old Woolhush very slow and very low, a few words at a time, like snow sliding off a roof. Gundle is big and cheerful and counts his stitches out loud. Ottilie is brisk and proud. The glintmice squeak one word at a time.

## Map




*The lane runs from the village square through the market and over Gundle's bridge, then up the White Hill to the waystone and the ice cave at the top. At the Epic length it climbs past the frozen falls first. The rhyme is on the waystone, and Old Woolhush waits at the ice cave. The Quick Quest can go straight from the square to the ice cave and still land.*

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### The Rhyme on the Waystone

*Carved deep in an old grey waystone, under the frost: "Light the lane and light the square, light each window, light each stair. But leave this hill to the one who sleeps where the blue ice gleams and the white snow heaps. One lamp alone may shine up here. It is round and silver, cold and clear. It warms no paw, it melts no snow, it climbs the sky and it sinks down low. Name that lamp, and then you'll know the only light this hill should show. The first lamp-makers of Kettlefrost."*