

THE YETI SLEIGH

AN "ADVENTURES IN KAPHORNIA" SHORT ADVENTURE

Read the following aloud:

Crusted snow crunches beneath your boots and a chilly mountain breeze blows into your faces as you scale the southwestern face of the Butzenhorn, the highest peak of the Thorny Mountains east of Kaphornia.

How did you get here? Oh yes: You have been hired by Heinz Horst, roofing foreman in Kaphornia, to find his missing son Helmut. After asking around for a while you found out that Helmut had apparently set his heart on becoming an adventurer. Encouraged by a treasure map that he had acquired in a backstreet tavern he set out for the Butzenhorn's peak, supposedly the location of the hidden temple of the Yeti race. That is the trail that you are following now and you begin to wonder whether the whole thing is really worth the hassle. But you too are new-fledged adventurers and as such cannot be all too picky about your jobs. So let's get to work. The mountain is calling!

Each hero has to face a **Climbing [4]** challenge.

Success: *A little mountain hike like this isn't going to make you break a sweat. You are doing fine.*

Failure: *This is pretty exhausting! You stumble and slip all the time and suffer a couple of bruises.* The hero loses 1 Stamina point.

THE TEMPLE ENTRANCE

The hours pass while you make your way up the mountainside, but eventually you successfully conquer the peak.

Apparently the dubious treasure map had a grain of truth to it, because just below the mountain's peak you find a temple entrance leading into the mountain. Looking a little closer you realize that the pillars are actually weather-beaten statues of big, shaggy creatures. Yetis?

You step through the entrance and find yourself in a small chamber protected from the wind. On the opposite wall of the chamber you see a huge stone portal showing forty-eight geometrical symbols, arranged in eight rows of six each. Around the portal you can make out twelve moveable stone buttons in the wall, which are also inscribed with symbols. This looks complicated...

One hero has to face a **Knowledge [5]** challenge. If the Thief is facing this challenge, she may roll two additional dice.



Success: *That was quite difficult, but you aren't stupid, so after a while you determine the right combination. The portal opens and you can get in.* Read on at "Into the labyrinth".

Failure: *Very tricky. You try a variety of combinations, but without success, and begin to feel your companions' impatient looks boring into your back.* The hero loses 1 Fate point. Afterwards he or another hero must face the same challenge again, but with the Target number reduced by 1.

INTO THE LABYRINTH

The entrance chamber leads into a complex labyrinth of walkways and stairwells. You decide to make a map in order to not lose your orientation, but that turns out to be more difficult than anticipated and after a while you have to admit that you have lost your way!

While you are trying to retrace your steps you turn a corner and all of a sudden stand in front of a huge, bipedal bull. Oh my, that's a minotaur! Resolutely, you draw your weapons, as the creature, bellowing loudly, backs away from you in fear, crawling into a corner: "Don't hit me! I haven't done anything to you."

Slip into the role of Helmut the fearful minotaur. Helmut is extremely big and robust, but also a little slow on the uptake - whether that is due to his transformation into a minotaur or whether he was always like that, we don't know. He is also a complete coward, totally unfit for adventure. He simply didn't want to become a roofer like his father, because he is also afraid of heights. Don't forget that you are a minotaur! Speak with a deep, slow voice and slur the vocals as if you were having trouble forming the words with your mouth. Also act as dumb, silly, and cowardly as you can get away with.

► **Who are you? What are you doing here?**

"I'm Helmut Horst, an adventurer like you, looking for the legendary Yeti Sleigh."

► **Yeti Sleigh?**

"A powerful artifact from the mighty and ancient Yeti civilization. The magical Sleigh allows the transportation of huge loads very quickly. That would be a very practical item for a start-up adventurer, don't you think? Just imagine the huge treasure heaps you could transport with it!"

► **What happened to you? Why do you look like a minotaur?**

"Well, everything went according to plan, but then I got lost in this labyrinth. After running in circles for hours I found a small statue, and when I touched it, this here happened." Helmut points at himself.

► **How did you get past the riddle door?**

"What? Ah well, if you really get down to it, the riddle isn't that difficult, right? Also the answer was written on the treasure map."



► **What are your plans?**

“I would like to accompany you. If you help me to turn back into a human, I will happily leave the Sleigh to you. I no longer want to become an adventurer.”

► **Your father send us to get you back ...**

“That is quite all right. I want to go back home. I just hope that there is a way to make me me again. The answer is probably hidden somewhere in these tunnels.”

The conversation should end with Helmut accompanying the heroes while they continue on their way through the labyrinth, looking for the magic Sleigh as well as a way to reverse Helmut’s minotaur transformation.

LEAVING THE LABYRINTH

Where were we? Oh yes, finding a way out of the labyrinth. Let’s get to it!

The heroes have to face a joint **Perception [Number of heroes x4]** challenge.

Success: *That looked more difficult than it actually was, and after a while you have escaped the labyrinth. You are, after all, real heroes! Each hero gains 1 Fate point.*

Failure: *This is a really tough nut to crack. Every once in a while you get the feeling that you’ve been in this part of the maze before, and your patience begins to run out, but finally you reach the end of the labyrinth.*

THE STOMPER HALLWAY

At the exit to the labyrinth you stand at the entrance to a hallway that makes your blood run cold. In it you see a number of moving pistons stomping down from the ceiling onto the ground at regular time intervals, before being pulled up into the ceiling again. First the first piston stomps down and slowly rises back into its initial position. Then the second piston does the same, followed by the third, and so on, until all the pistons have stomped down once, at which point the whole thing begins again from the start. If one looks at it from the side, the solution is quite simple: One just has to run after the pistons, and absolutely nothing bad can happen. You, however, are looking straight into the hallway, in which the gigantic rocky pistons are going up and down, pulverising everything in their way. Holy cow on a stick!

But there’s no denying it, you have to go through here, or admit to yourselves that you are as little cut out for an adventurous lifestyle as Helmut, who loudly exclaims: “Are you nuts? I’m not going through there!”

Each hero has to face a **Willpower [4]** challenge.



Success: *You clench your teeth, wait for the right moment and start to run. Your heart is throbbing loudly in your chest while the pistons come crushing down before and behind you, but you manage to get through without harm. How to get back later, if necessary, is a completely different story...* The hero traverses the Stomper Hallway unharmed.

Failure: *You're not crazy! Wild horses couldn't drag you through that death trap. You decide to stay here for the time being and wait for things to improve. Maybe one of your companions can turn that thing off from the other side?* The hero does not traverse the Stomper Hallway.

Failure: (all heroes) If not a single hero succeeds at the Willpower challenge, every hero loses 1 Fate point (if he doesn't have Fate points left, he does not lose any), and afterward all heroes have to face the same challenge again.

THE SLEIGH ROOM

You arrive in a big room with a low ceiling, a wooden floor, and walls made from pure blocks of ice. A cold breeze is whistling through the room, making you shiver. Four constructs that look like wheel spokes are embedded in the floor, one in each corner of the room. Additionally, a couple of cords protrude from a hole in the middle of the room. The constructs, as well as a large portion of the floor, are inscribed with symbols similar to the ones you saw on the entrance portal. Another riddle, who would have thought it. Suddenly a group of small figures accompanied by one large figure emerges from the walls. They are made from pure snow and look like Yetis. Or are these actual Yetis? The only thing you know is that these creatures are not happy to see you, because with a gruesome howl they attack you.

If there are still heroes on the far side of the Stomper Hallway, please read the following aloud: *Ah well, now you have no other choice than to run through the stomping pistons, because abandoning your companions is of course completely out of the question!*

The heroes have to fight against the **Giant Yeti Snow Golem** and [**Number of heroes x2**] Yeti Snow Golems. All heroes who have not yet crossed the Stomper Hall are doing so now (they don't have to face a challenge in order to do so), but lose their action during the first turn of combat. Keep in mind however that a Paladin, if present, is allowed to use her combat blessing, and a Witch is allowed to use her cat, even if they themselves may not act during the first turn.

Giant Yeti Snow Golem

Attack 5 (vs. Toughness), **Damage** 2 (Icy Claws), **Defense** 3, **Stamina** Number of heroes

Maneuver: The Giant Yeti Snow Golem attacks the hero who currently has the highest number of Stamina points. If more than one hero has the same highest Stamina value, it picks the one sitting closest to the left of the Starting player (including the Starting player himself).

End of combat: The combat ends when the heroes solve the riddle or at the end of the 9th turn; see below.



Yeti Snow Golems

Attack 4 (vs. Toughness), **Damage** 1 (Icy Claws), **Defense** 2, **Stamina** 3

Maneuver: The Yeti Snow Golems distribute themselves evenly between the heroes, beginning with the Starting Player, using a pincer attack.

Pincer attack: Each hero only has to defend himself against a maximum of one Yeti attack, but the Attack value of that attack is increased by +1 for every additional Yeti attacking the hero on the same turn.

During combat the heroes may choose from the following special actions. Do not read them aloud right now but instead place the corresponding special action cards in front of the players as soon as they are available. The first one is available from the start, so hand that card to the players now.

- 1) Solve the riddle, a Knowledge challenge
- 2) Motivate Helmut, a Charisma challenge, available from the 2nd turn.
- 3) Knock off, a Strength challenge, available from the 3rd turn.
- 4) Sleigh defense, a Running challenge, available from the 4th turn.
- 5) Steer the damn thing!, a Reflexes challenge, available only during the 5th turn.

1) SOLVE THE RIDDLE

The four-part riddle on the floor appears so complicated that it makes the door riddle look like a ridiculous rookie version. It will cost you a considerable amount of brainpower, not to mention time and effort, to solve this thing, but it may be your only hope of getting rid of your opponents.

The hero has to face a **Knowledge** challenge. If three heroes are taking part in the adventure, the Target number is **[2]**, if four heroes are participating, the Target number is **[3]** and if five or more heroes are present, it is **[4]**. This special action may only be performed successfully a maximum of ONCE PER TURN. After that it is not available until the next turn.

Success: *You come closer to solving the riddle, but there is a lot left to find out. It would be helpful if one of your companions would take the time to also have a look at this thing, because your head has started spinning.* The heroes gain 1 Riddle Solving point. They have to collect a total of 7 Riddle Solving points to completely solve the riddle. More on that see below. Also the Target number of further Knowledge challenges goes up by +1 for this particular hero; this should be represented with the “My head is spinning” cards.

Failure: *You have no idea how to continue with solving the riddle. No wonder with ALL THIS COMMOTION GOING ON AROUND YOU!*

2) MOTIVATE HELMUT (FROM TURN 2)

As a minotaur Helmut would be an awesome combatant on your side, if only he could overcome his fear. Maybe a little encouragement might help?

The hero has to face a **Charisma [5]** challenge. This special action may only be performed successfully one per turn. After that it is not available until the next turn.



Success: *“C’mon, Helmut! Put your back into it! This isn’t a game!” Spurred on by your words Helmut lowers his head and tries to run down a couple of opponents with his horns.* From now on Helmut participates in the combat. At the end of each turn, before the opponents attack, the Starting player may perform a Close Combat attack with 10 dice against a Yeti Snow Golem of his choice. The special action “Motivate Helmut” may be performed successfully up to twice more. After the first further success the number of dice is raised to 12, and to 15 after the second. Tell the players that they can do this, and what effect it will have.

Failure: *You talk until your face turns blue, but this cowardly minotaur isn’t listening to you.*

3) KNOCK OFF (FROM TURN 3)

Instead of beating those Snow Golems to a pulp you could also just throw them off the Sleigh. That requires a little bit of strength however.

The hero has to face a **Strength [4]** challenge. This special action may be performed any number of times. It may only target the normal Yeti Snow Golems, not the giant one.

Success: *You grab one of the figures and hurl it off the Sleigh where it shatters on a spur of rock.* One Yeti Snow Golem is immediately defeated.

Failure: *You wrestle with the golem but don’t get it off the Sleigh. Instead it bites you in the shoulder.* The hero loses 1 Stamina point.

4) SLEIGH DEFENSE (FROM TURN 4)

Snow Golems on Sledges are most vulnerable when they are trying to get on board. A hefty kick will do to send them flying off your vehicle. You just have to get to them in time.

The hero has to face a **Running [4]** challenge. This special action maybe performed only once per turn, regardless of being successful or not.

Success: *You stand at the ready when two of the Snow Golems try to get on board and hit them on their heads with your weapon, forcing them to let go of the Sleigh and tumble back into the snow.* Two Yeti Snow Golems on Sledges are immediately defeated.

Failure: *You see a couple of Snow Golems trying to climb on board and run over there to stop them. Unfortunately in your haste you lose your footing and slip across the ground towards the Sleigh’s edge. At the last moment you manage to hold on to the Sleigh and pull yourself back onto it.* The hero loses his action during the next turn.



5) STEER THE DAMN THING! (DURING TURN 5)

The cords protruding from the Sleigh's bottom seem to be made for steering the Sleigh. It is about time for you to demonstrate your Sleigh driving abilities.

The hero has to face a **Reflexes [5]** challenge. This special action may only be performed once during turn 5, regardless whether it is successful or not.

Success: *Just in time you manage to steer the Sleigh away from the ski jump. That was a close call!*

Failure: *You steer to the left, but not far enough, then to the right, but not far enough, and then it's too late to try anything else.*

Read the following aloud at the beginning of turn 2:

Eventually Helmut takes a heart and runs through the Stomper Hallway with a fearful scream. After getting through it unharmed, he looks quite astonished: "That wasn't that bad after all." Maybe he has got what it takes to become a proper adventurer, who knows?

From now on the special action "Motivate Helmut" is available.

2ND
TURN

Read the following aloud at the beginning of turn 3:

Suddenly the ground starts shaking beneath your feet. One of the walls begins to slide apart, opening up a view of the mountain panorama. With a sudden jolt the floor tilts downward and starts moving. To your surprise you realize that you have found the legendary Yeti Sleigh: You are standing right on it! And on top of that you also get to enjoy a Sleigh ride.

Apparently the Yetis didn't see this change of the situation coming anymore than you did, because some of them lose their footing and tumble head over heels off the speeding vehicle.

[Number of heroes] Yeti Snow Golems (not the giant one) chosen by the heroes are immediately defeated; this may reduce their number to 0, but obviously not below 0.

You too are quite perplexed and need a moment to accept the fact that you are now standing on top of a huge Sleigh thundering down into the valley at ever increasing speed.

Each hero has to face a **Willpower [4]** challenge. Heroes with the special ability "Flying" automatically succeed in this challenge, because they don't suffer from vertigo.

Success: *You find your balance pretty fast and can continue the combat.*

Failure: *This is not really happening! Stupefied with horror you cling to the Sleigh. The hero loses his action during the next turn.*

Helmut is not allowed to attack during this turn. From now on the special action "Knock off" is available.

3RD
TURN



Read the following aloud at the beginning of turn 4:

You can make out movements on the slope behind you. There you can see a group of Snow Golems on little sledges, closing in on you fast!

At the start of the 4th, 5th, and 6th turns **[Number of heroes]** Yeti Snow Golems on Sledges appear. From now on the special action “Sleigh defense” is available.

Yeti Snow Golems on Sledges

Attack - , Damage - , Defense 2, Stamina 2

Maneuver: Instead of attacking, the Yeti Snow Golems climb on board; see below.

Distance: The Yeti Snow Golems on Sledges are out of the heroes’ Close Combat weapons’ reach, so they may only be targeted in Ranged Combat.

Climb on board: When it is a Yeti Golem on Sledge’s turn, he does not attack, but instead climbs on board the Yeti Sleigh, thus changing from a Yeti Golem on a Sledge to a regular Yeti Snow Golem. If the Yeti Snow Golem on Sledge had only 1 Stamina point left, he starts as a regular Yet Snow Golem with 2 Stamina points.

Narrator action: Additional Sledges

If the heroes are doing very well and an increase of the game length from 45 to 60 minutes is okay, they you can take a Narrator Fate point at the start of the 4th or 5th turn (or both), to raise the number of new Yeti Snow Golems on Sledges appearing that turn from [Number of heroes] to [Number of heroes x2]

Read the following aloud at the beginning of turn 5:

During all this confusion you didn’t notice that the sleigh is heading directly for a rock shoulder. If you don’t change its course drastically, you are going to be lifted up in the air a couple of dozen feet, like on a ski jump, with completely unpredictable consequences.

In this turn, and only in this turn, the special action “Steer the damn thing!” is available.

Read the following aloud at the beginning of turn 6, if the heroes failed at the special action “Steer the damn thing!” or didn’t even try it.

As by a titan’s fist you are pressed against the sleigh’s surface, while it is flung up into the air, then all of a sudden you are flying weightlessly. And you are flying ... and you are flying ... until you come crashing down with such force that the air is dashed out of your lungs.

Each Yeti Snow Golem on board immediately loses 1 Stamina point. Each hero has to succeed at a **Toughness [5]** challenge or lose 1 Stamina point and be unable to act in the current turn. Heroes with the special ability “Flying” may spend a Fate point before rolling the dice to automatically succeed at the challenge.



Read the following aloud at the beginning of turn 7:

The sleigh is closing in on the valley floor and is no longer gliding on snow and ice but instead furrowing a deep rut into the grass-covered slope, without losing any noticeable amount of speed, while the remaining sledge drivers behind you lose control of their vehicles and crash head over heels.

The sleigh reaches the valley floor and rushes forward into the big mountain lake. You are knocked off your feet, but the same also happens to your opponents. The sleigh's speed is sufficient to take it right into the middle of the lake, where it begins to sink slowly but inexorably, pulled down by its iron skid.

For you the water is uncomfortably cold, while for the Snow Golems it is uncomfortably warm and they begin to melt. One way or the other you should hurry if you want to hang on to your magical sleigh, before it vanishes in the depths of the sea.

From now on no more Yeti Snow Golems or Sledges appear. In addition, the special action "Solve the riddle" may now be performed more than once even if already performed successfully during the current turn, but in that case the Target number is increased by +2 in addition to all other modifiers.

If the heroes haven't collected 7 Riddle Solving points by the end of turn 9, the combat ends and you read the following aloud:

Before you manage to solve the riddle, the Yeti Sleigh vanishes into the unknown depths of the lake, and rather than diving after it, you are fully occupied with reaching the shore with your life and equipment.

As soon as the heroes have collected 7 Riddle Solving points, the combat ends and you read the following aloud:

You turn the last wheel into the right position and with a grinding noise a small pedestal comes up from the middle of the sleigh—a small wooden island that floats on the water. While the rest of the sleigh sinks beneath the waves with the remaining Snow Golems, you are able to hold on to this island and paddle towards the shore. After getting there you discover that the wooden construct is actually a large chest with a number of gaiters made from white pelt.

Each hero receives the magic item "Yeti Gaiters".

Yeti Gaiters

Gaiters made from white (Yeti?) pelt, that can be worn over normal footwear.

If the wearer spends a Fate point during a Running challenge to roll additional dice, he may roll one more additional die.



Your companion Helmut is beside himself with joy about the events he just experienced. He has realized the strengths of his minotaur form and is no longer keen on being turned back into a human. Instead he plans to take on the new name “Helmwart the Minotaur Adventurer” and travel through the lands to accomplish all kinds of heroics. He thanks you for your help and makes you promise that you won’t tell his father about what happened. This means that, officially, your mission has been unsuccessful, but at least you were able to gain some precious experience and magic items.

And most of them lived happily ever after. The heroes, however, continued onwards in their search for fame, fortune and adventure.

-The End-

If the players want to continue their adventuring career with the heroes from this adventure, then they can do so and receive 15 experience points. Alternatively, they can use the characters from the Draconian Rhapsody book, which have already been leveled-up. In both cases, they can, of course, keep the Yeti Gaiters if they gained them.



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HELMUT

From now on Helmut participates in the combat. At the end of each turn, before the opponents attack, the Starting player may perform a Close Combat attack with 10 dice against a Yeti Snow Golem of his choice. The special action "Motivate Helmut" may be performed successfully up to twice more. After the first further success the number of dice is raised to 12, and to 15 after the second.

GIANT YETI SNOW GOLEM

Attack 5 (vs. Toughness), **Damage** 2 (Icy Claws), **Defense** 3, **Stamina** Number of heroes

Maneuver: The Giant Yet Snow Golem attacks the hero who currently has the highest number of Stamina points. If more than one hero has the same highest Stamina value, it picks the one sitting closest to the left of the Starting player (including the Starting player himself).

End of combat: The combat ends when the heroes solve the riddle or at the end of the 9th turn; see below.

YETI SNOW GOLEMS

Attack 4 (vs. Toughness), **Damage** 1 (Icy Claws), **Defense** 2, **Stamina** 3

Maneuver: The Yeti Snow Golems distribute themselves evenly between the heroes, beginning with the Starting Player, using a pincer attack.

Pincer attack: Each hero only has to defend himself against a maximum of one Yeti attack, but the Attack value of that attack is increased by +1 for every additional Yeti attacking the hero on the same turn.

SOLVE THE RIDDLE

Special action

The four-part riddle on the floor appears so complicated that it makes the door riddle look like a ridiculous rookie version. It will cost you a considerable amount of brainpower, not to mention time and effort, to solve this thing, but it may be your only hope of getting rid of your opponents.

The hero has to face a **Knowledge** challenge. This special action may only be performed successfully a maximum of ONCE PER TURN. After that it is not available until the next turn.

YETI SNOW GOLEMS ON SLEDGES

Attack -, **Damage** -, **Defense** 2, **Stamina** 2

Maneuver: Instead of attacking, the Yeti Snow Golems climb on board; see below.

Distance: The Yeti Snow Golems on Sledges are out of the heroes' Close Combat weapons' reach, so they may only be targeted in Ranged Combat.

Climb on board: When it is a Yeti Golem on Sledge's turn, he does not attack, but instead climbs on board the Yeti Sleigh, thus changing from a Yeti Golem on a Sledge to a regular Yeti Snow Golem. If the Yeti Snow Golem on Sledge had only 1 Stamina point left, he starts as a regular Yet Snow Golem with 2 Stamina points.

KNOCK OFF

Special action

Instead of beating those Snow Golems to a pulp you could also just throw them off the Sleigh. That requires a little bit of strength however.

The hero has to face a **Strength** challenge. This special action may be performed any number of times. It may only target the normal Yeti Snow Golems, not the giant one.

MOTIVATE HELMUT

Special action

As a minotaur Helmut would be an awesome combatant on your side, if only he could overcome his fear. Maybe a little encouragement might help?

The hero has to face a **Charisma** challenge. This special action may only be performed successfully one per turn. After that it is not available until the next turn.

SLEIGH DEFENSE

Special action

Snow Golems on Sledges are most vulnerable when they are trying to get on board. A hefty kick will do to send them flying off your vehicle. You just have to get to them in time.

The hero has to face a **Running** challenge. This special action maybe performed only once per turn, regardless of being successful or not.

STEER THE DAMN THING!

Special action

The cords protruding from the Sleigh's bottom seem to be made for steering the Sleigh. It is about time for you to demonstrate your Sleigh driving abilities.

The hero has to face a **Reflexes** challenge. This special action may only be performed once during turn 5, regardless whether it is successful or not.

COMBAT BLESSING

Once during the combat, the hero is allowed to completely re-roll a dice roll he has just rolled. Discard after use.

STARTING PLAYER

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MY HEAD IS SPINNING!

It would be helpful if one of your companions would take the time to also have a look at this thing, because your head has started spinning.

For each “My head is spinning” card a hero receives the Target number of further Knowledge challenges goes up by +1 for this hero.

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