

## Adventure Guide Key:

Encounters

Quests

Game Mechanics

Character Backgrounds

Map Guide

Narratives or Comic

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### Mr. Yeti's Yule Yodel

Iceberg Island is quite the place to be during the winter holiday of Yule. The air is filled with the delicious smell of sweets, all the homes are covered with the most beautiful decorations and even the oldest grumpiest walrus seems to be in the best of moods. But the highlight of the evening is the Yeti Yule Yodel. No sound can compare to the elegant and melodious tune of a Yodeling Yeti on Yule.

Unfortunately for you, Yule morning was not quite as relaxing as you had envisioned. After being awoken by a thunderous knocking at your door, you stand face to face with a very large polar bear in a fancy blue cap.

“Good Day!” he says in a surprisingly shrill voice as he hands you a post marked *urgent!*

*To whom might be of assistance,*

*HELP!!*

*Sincerely,*

*Mr. Yeti*



Making your way with haste to the Yodeling Yeti's Cave you find the door sealed shut with a thick layer of ice.

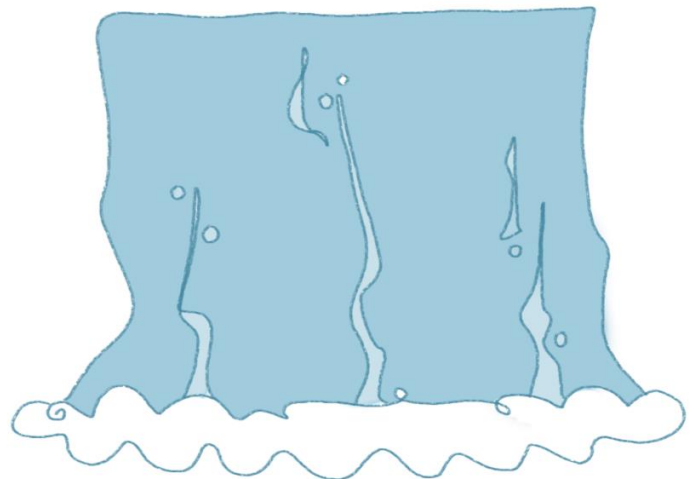
Time to show off some of your skills, a quick round of magic attacks should do the trick!

### Encounter 1:

#### Battle at the Wall!

Ice Wall				
HP	Damage		Special	
8 -16	-	-	-	-
Players	1	2	3	4
Ice Wall	HP:8	HP:10	HP:14	HP:16

**Ice Wall:** A wall of Ice. Fire spells do x2 damage.



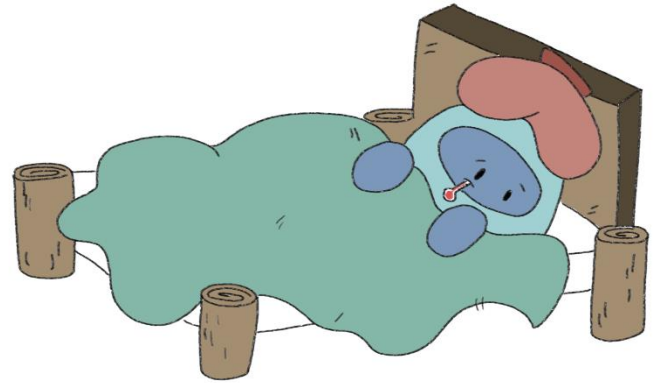
## Map I. Yeti's Home Interior

1. Encounter 1: Battle at the Wall!

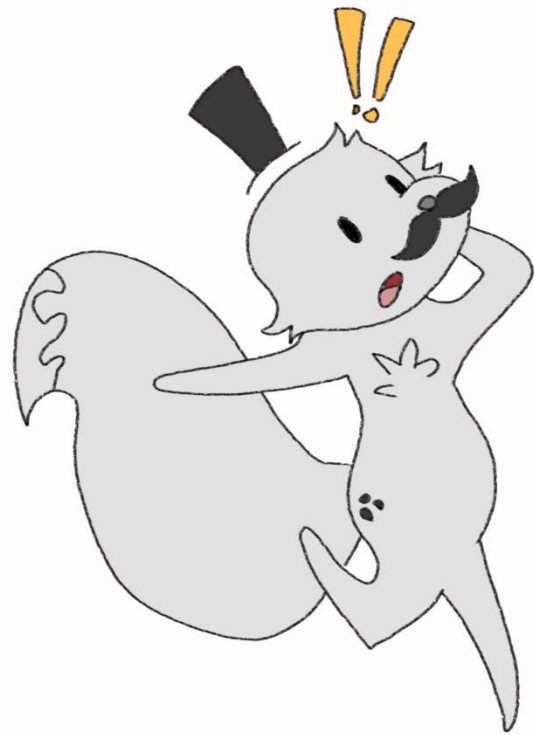
2. The Yodeling Yeti is Sick!

### Help:

Mayor Fox has 2 Heart Potions on him that can be given to the players for some extra heart help.



"I just need you to grab a few ingredients, I don't think the mayor is quite up to the challenge." Mr. Yeti eyes the melodramatic fox playing possum on his floor.



### Safe Zone:

Players can rest in Mr. Yeti's Cave to regain Max Heart points. Players will wake up in Mr. Yeti's Cave after a full party faint.

### The Yodeling Yeti is Sick!

"O thank goodness you're here!" a mustachioed Arctic Fox dramatically greets you as you burst through the door.

"The Yodeling Yeti has lost his voice! The Yule festival is ruined!" he strategically faints at the foot of Mr. Yeti's bed.

"Don't mind him." Mr. Yeti croaks. "I just need a good helping of my sweet Mimi's Arctic Stew. It's been passed down by the yule yodelers for ten generations!" he faintly beams.

"For Mimi's Arctic Stew I will need, one cooking pot, a carrot, a potato, a fish, and a handful of arctic kelp."

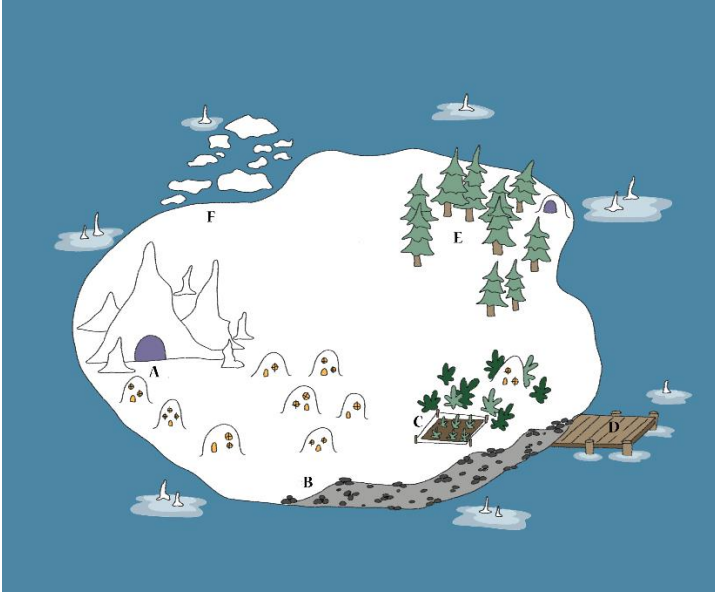
"I don't have much, but take this hat and scarf, they might come in handy."

**Receive Story Item: Yule Hat and Story Item: Yule Scarf**

"Good Luck" Mr. Yeti says as he drifts off for a much-needed nap.

## Map II. Iceberg Island

- A. Mr. Yeti's Cave
- B. Gentleman Walrus
- C. Arctic Attack
- D. Winter Whiskers
- E. Gobbling Goblins
- F. Killer Kelp



### B. Gentleman Walrus:

The waves gently sway and billow between the pebble shore of Iceberg Island. Just as you are about to step foot on the rocky beach you notice a very peculiar walrus with a monocle having tea with fur seal and a puffin. Donning a Stew Pot on his head the fur seal looks quite out of place among his elegant friends.

“A happy Yuletide to you!” they say in chipper voices as you walk near.



### Asking about the Stew Pot Hat

“Well if you must know,” says the walrus, obviously annoyed, “we are a couple of

gentlemen having a yule gentleman's tea, just as we do every year. But my good friend here forgot his hat! We thought this pot would be a satisfactory substitution but to be honest it looks quite silly!”

“Quite silly indeed!” Replies the puffin.

“A gentleman is a gentleman no matter what he wears” the fur seal proudly replies. “Although it would nice to have a hat, this pot is quite heavy and makes sipping my gentleman's tea quite difficult!”

### Giving Story Item: Top Hat

“Quite Dashing of you! Thank you!” replies the fur seal. “You are welcome to take this cooking pot, but I don't suggest using it as a hat!”

The fur seal seems quite relieved as the three chuckle and happily continue their Yule gentleman's tea.

**Trade Story Item: Top Hat for Story → Item: Stew Pot**

### C. Arctic Attack!

Approaching an abundant patch of carrots, you hear a rustling in the bushes nearby.

### Picking a Carrot

Intending to pick no particular carrot you kneel next to the first in the patch when you are suddenly surrounded by a group of very angry arctic hares.

You don't feel particularly threatened by them until the chanting starts.

“Chonk, Chonk, Chonk, Chonk” they say with furious anticipation.

Lazily emerging from the frosty den, “Chonk” the huge and toothy arctic hare readies for a fight.

\*\* Map 3 can be used for Encounters 2 & 3 to give players and standees more space\*\*

## Encounter 2: Arctic Attack!

Chonk				
Loot: Carrot				
HP	Damage		Special	
8	D6		-	
Arctic Hare				
HP	Damage		Special	
4	D4		-	
Players	1	2	3	4
Chonk	1	1	1	1
Arctic Hare	0	0	1	2

The hares fearfully scatter back into their icy den, allowing you to pick a carrot with ease.

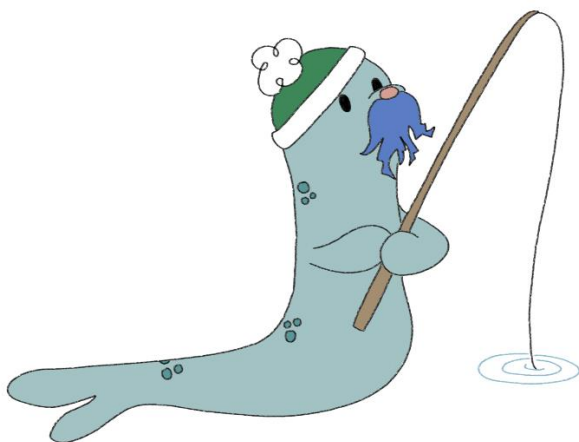
**Receive Story Item: Carrot**

### D. Winter Whiskers:

As you walk the icy shores you see Brutus the bearded seal sitting on the dock, fishing pole in hand. As you get closer you notice an empty bucket to his left.

“If you’re coming to see the fish for the feast, you are out of luck. I’m so cold my whiskers have frozen over!” He fuses. “Do you know how difficult it is to fish with frozen whiskers?! Very difficult to be precise!”

“If I don’t find some way to warm my whiskers soon, we might not have any fish for the feast!”



### Giving Story Item: Scarf

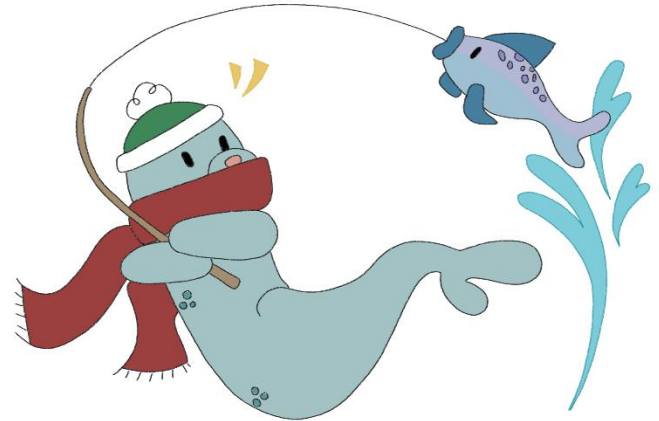
“For me? Why thank you, that is quite kind!” he says with a warm smile.

But a look of shock soon arises as a snag on his line pulls him towards the water.

Never is there a more majestic sight than seeing a bearded seal’s first catch of the day. Proudly pulling the arctic trout out of the moonlit water a very grateful Brutus places the fish in your hands.

“For the scarf,” he smiles at you.

**Give Story Item: Yule Scarf → Receive Story Item: Arctic Trout**

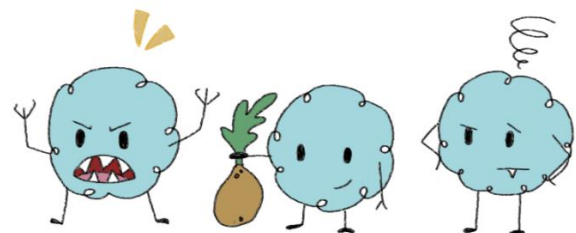


### E. Gobbling Goblins:

With the cover of the trees the forest is tranquil and brisk, a bit warmer than other parts of the island. A great place to grow arctic potatoes.

“Help!” a sudden shriek interrupts your thoughts as you cast ideas of completing your quest to the side and run towards the shout, ready for a fight!

Approaching the screams, you see an Arctic Stoat surrounded by a group of hostile angry snow goblins!



## Encounter 3: Gobbling Goblins

Snow Goblin				
HP	Damage		Special	
4	D6		-	
Players	1	2	3	4
S. Goblin	2	3	4	6



**Snow Goblin:** *When a fire spell is cast, Snow Goblins will take x2 damage.*

Melting with fear the Snow Goblins retreat to their hilly hovel.

“Thank you so much!” the arctic stoat cheers.

“I should have known better than to come out here harvesting potatoes all by myself, but I just can’t help it! Mashed Potatoes are my favorite Yule treat!”

“I don’t have much but please take this as my way of saying thank you!” the little stoat hands you a potato before skipping back to town.

**Receive Story Item: Potato**

## F. Killer Kelp

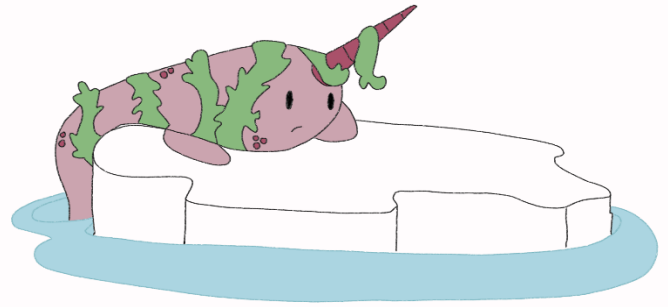
“What do we do? what do we do?!” You hear as you venture towards the iceberg littered shores. Approaching the frantic chatter, a little lynx anxiously shaking her bitty bobbed tail runs at you with quite a panic.



“You have to help him!” she gasps, pointing out to one of the icebergs.

“Nevel the narwhal came to check on the festivities when he got too close to a patch of Arctic Kelp! In a frenzy of wiggling panic the arctic kelp wrapped around him and now he’s stuck!”

“Please you must go out there and help him!”



## Iceberg Adventure

Use **Map 4** for this Encounter.

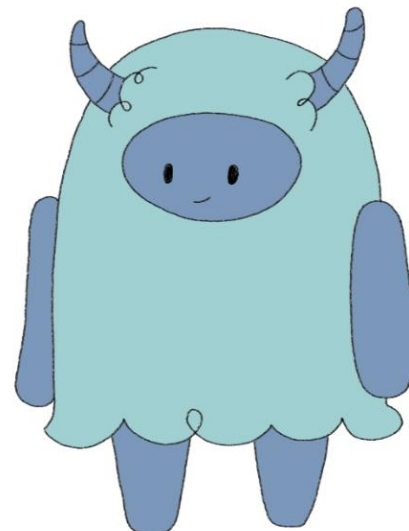
Players must pick a path to reach Nevel. Players will take turns jumping across the iceberg maze. For each turn the player will need to make a **D20 Acrobatics Check** equal or higher than the number on the iceberg. On a failed roll the player will move back an iceberg. Players can also jump multiple icebergs when they roll a number divisible by the number on the iceberg path. For example, rolling 15 on the +5 path will allow a player to jump 3 times.

## Reaching Nevel

“HEEELLP...” you hear in a low voice. Using the remainder of your dexterity, you successfully untie Nevel, only a few pieces of kelp remain, the perfect amount for some good old-fashioned Arctic Stew!

**Receive Story Item: Arctic Kelp**

“Hop on!” Nevel gleefully says ready to take you back to the shore.



## Returning to Mr. Yeti’s House!

The mustachioed mayor quickly greets you at the door of Mr. Yeti's cave. Before you can even say *how do you do*, the frantic fox has a pot of Arctic stew gently bubbling over the fire.

"Done!" he says with a grin from pointy ear to pointy ear.

Mr. Yeti slowly sits up and gingerly puts a heaping spoonful of stew in his mouth.

"WAH HOO!!!!" Mr. Yeti yells. Riveted and revived he hops out of bed.

Mayor Fox enthusiastically shakes your hand while Mr. Yeti changes into his Yule Yeti best.



"The party is starting!" you hear the town cheer.

You see the Gentleman three decorating a tree while Brutus grills a mountain of fish for the pups.

Taking his place upon the highest of peaks, Mr. Yeti lets out a smile before he speaks.

"YE-TI YO-DEL-LEY HOOO! YU-LE LO DEL LE HO!" Mr. Yeti sings, an air like no other.

The festivities continue for hours with Mr. Yeti's melodious powers.

"Yule was a success!" The mayor toasts "You're the best!"

The food was delicious, the decorations a delight but nothing could compare to the sweet symphony of Mr. Yeti Yodeling on Yule.

**The End**

## Constructing the Components:

**You will need scissors and scotch tape**

**Suggested paper size: 8.5 x 11**

**Cardstock is suggested for maps, minifigures and cards.**

### Maps:

Maps are a single sheet of paper for the demo.  
No construction required

### Minifigures:

Cut minifigures along grid. Fold on dotted lines.  
Making a triangular shape press the two smaller tabs together making a base for the minifigure.  
Tape.

### Cards:

Cut along the grid.

## What you will need to run Mr.

### Yeti's Yule Yodel:

**Pencils:** Players will need to cross off or erase Heart Points or Buffs on their character sheets.

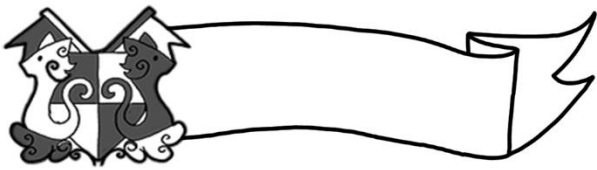
**Dice:** for this game you will need dice with a varying number of sides. The shorthand for each die is D[#] where [#] represents the number of sides, e.g., a D6 is your standard six sided die found in a typical board game.

A D4, D6, D8, D10, D12, and D20: these dice will be used by the Game Master to handle role playing and monster mechanics.

Each player will also need a D20 for role playing mechanics and a D4 for higher level armor effects.

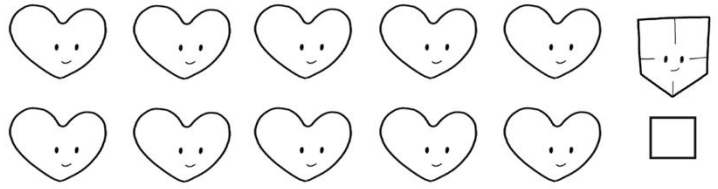
**4 D6 Dice for player combat**

**Game Master Guide PDF**



Name \_\_\_\_\_

HP:



### Cleric

+3 History  
Spell: Heal



Clerics are beacons of light in times of darkness. Birds of legend have even been known to flock to a cleric's aid.

### Human

+5 Charisma  
(Friendship and Trade)



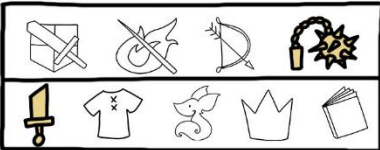
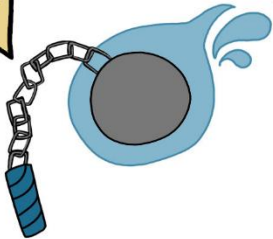
Humans are pillars of civilization, known for their innovative and populated cities.



### Water Flail

Power: 4  
+1 to Water Spells

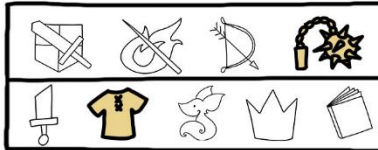
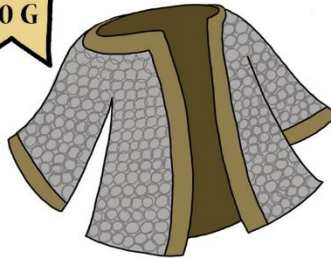
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### Chain Mail

Armor: 12

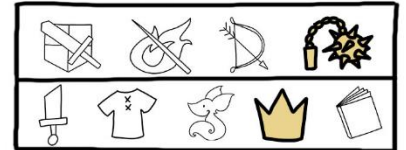
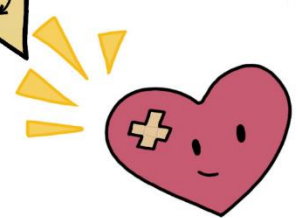
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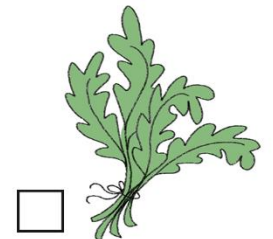
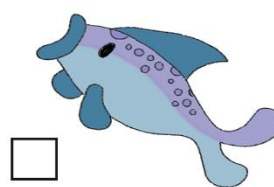
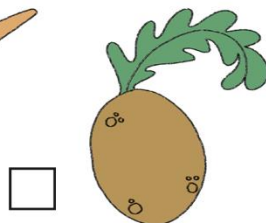
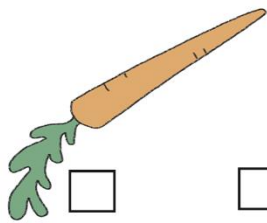
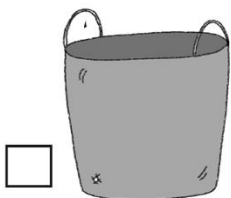
### Spell: Heal

Cast Wind or Water on Friends or Self to give Heart Points

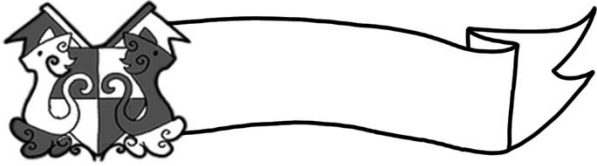
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Ingredients:

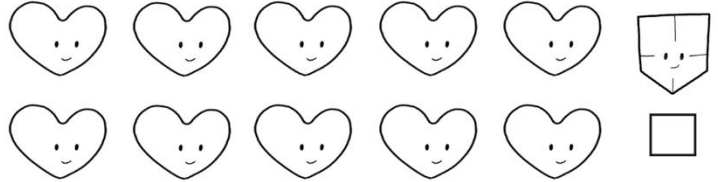






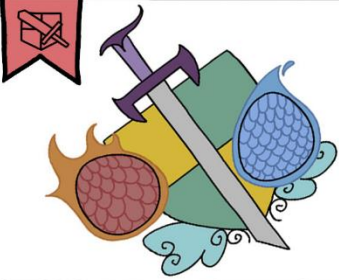
Name

HP:



### Fighter

+3 Strength  
Spell: Shield



Fighters are pillars of strength and courage for their team. They are known to have the ability to raise dragons.

### Orc

+3 Intimidation  
+3 Strength



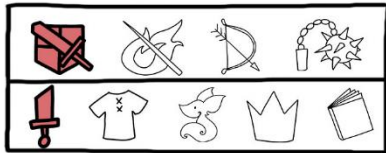
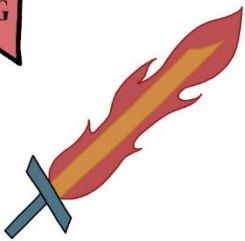
Orcs live in smaller villages or Forts and LOVE meat.



### Flame Sword

Power: 4  
+1 to Fire Spells

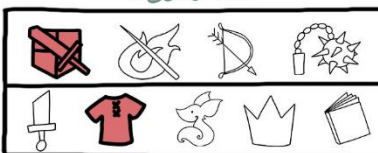
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### Scale Mail

Armor: 13

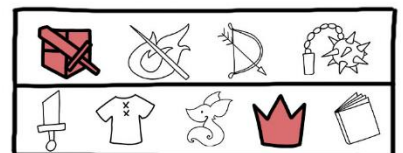
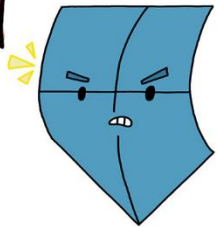
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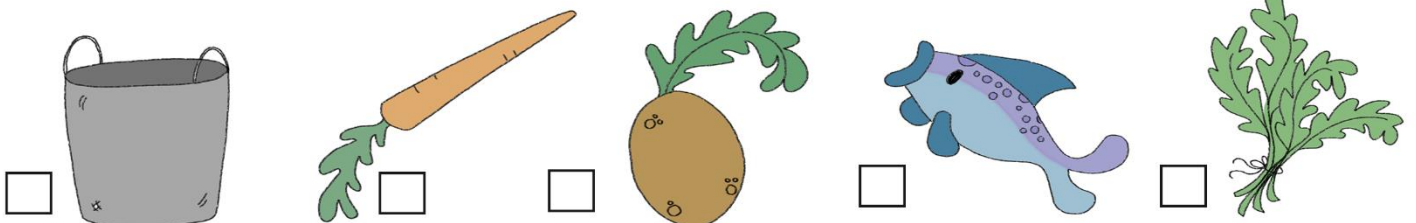
### Spell: Shield

Shield yourself or a friend:  
Shield Buff (+3 Armor)

12

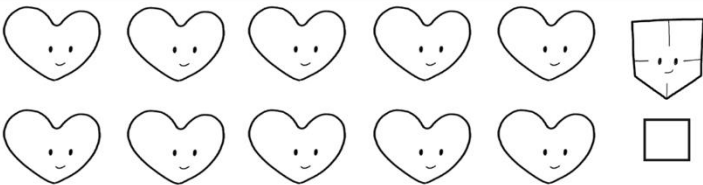


Ingredients:






Name \_\_\_\_\_

HP: 

### Mage


+3 Magic  
+3 Detect



Mages are masters of Magic. They are often seen with magic sprites or summons as their companions.

### Gnome

+3 Technology  
+3 Stealth



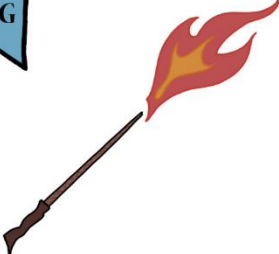
Gnomes are small in size and experts of machinery.



### Fire Wand

Power: 4  
+1 to Fire Spells

20 G




### Cloth Robes

Armor: 11


20 G



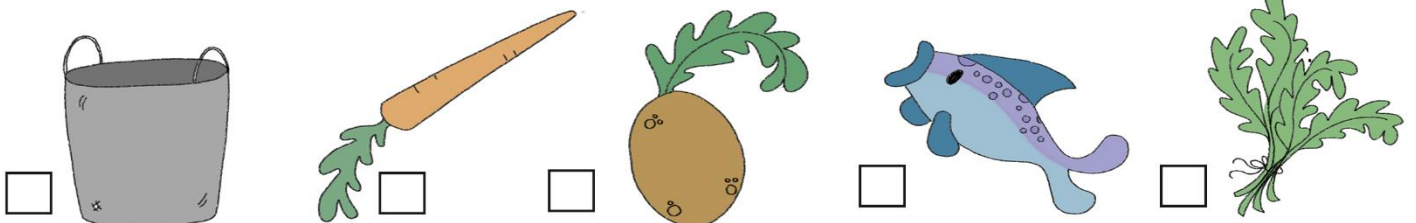

### Fire Sprite

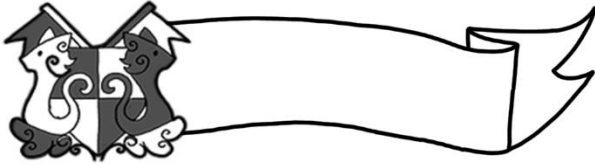
+1 to Fire Spells

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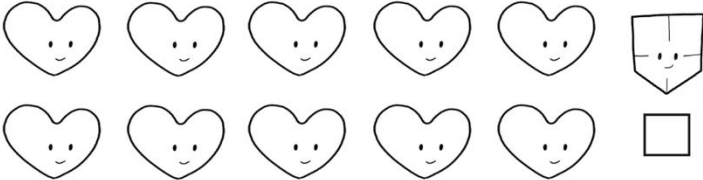



Ingredients:





Name \_\_\_\_\_

HP: 

### Ranger


+3 Nature  
+3 Acrobatics



Rangers are nimble masters of the bow. As one with nature they are often joined by an animal companion.

### Elf

+3 Nature  
+3 Stealth



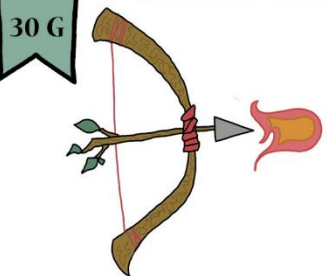
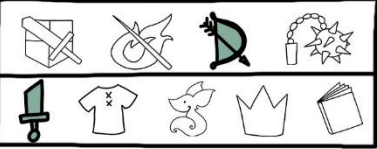
Elves often live in smaller tree housed villages.



### Fire Arrow

Power: 4  
+1 to Fire Spells


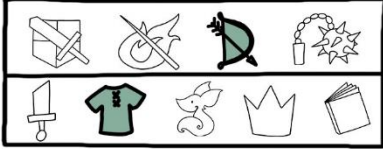
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### Leather Hide

Armor: 12

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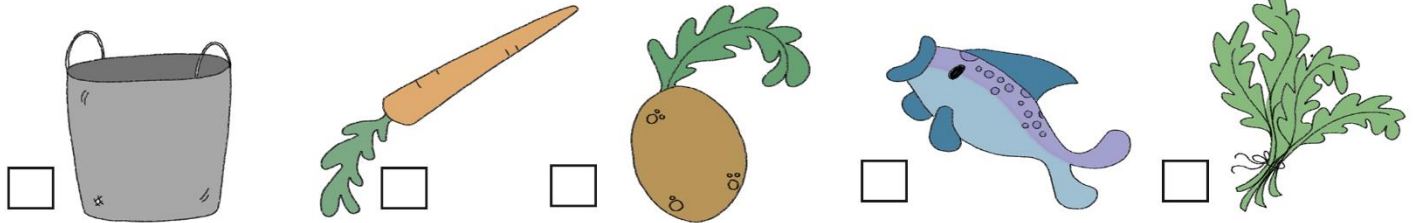
### Weasel

+1 to Wind Spells

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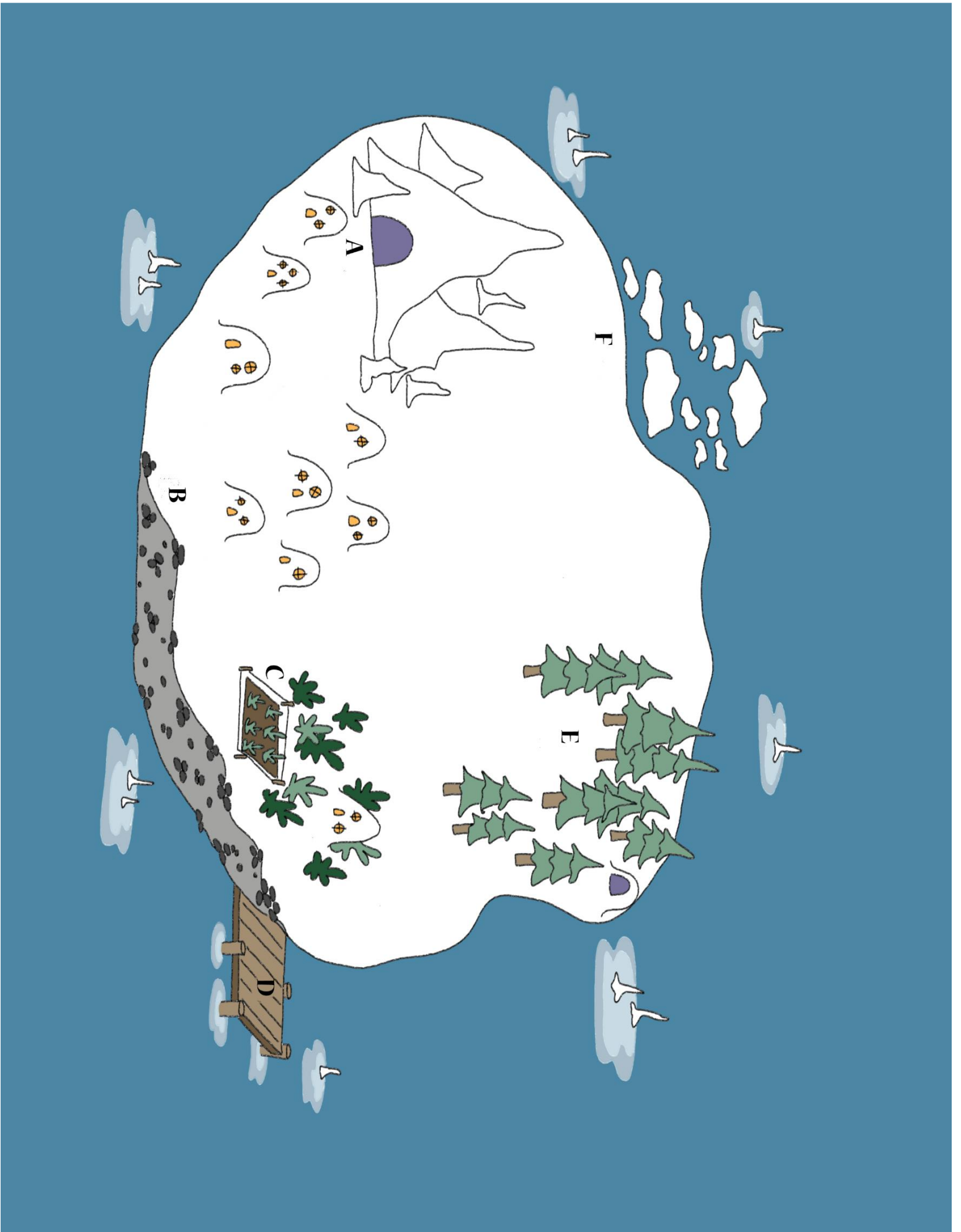

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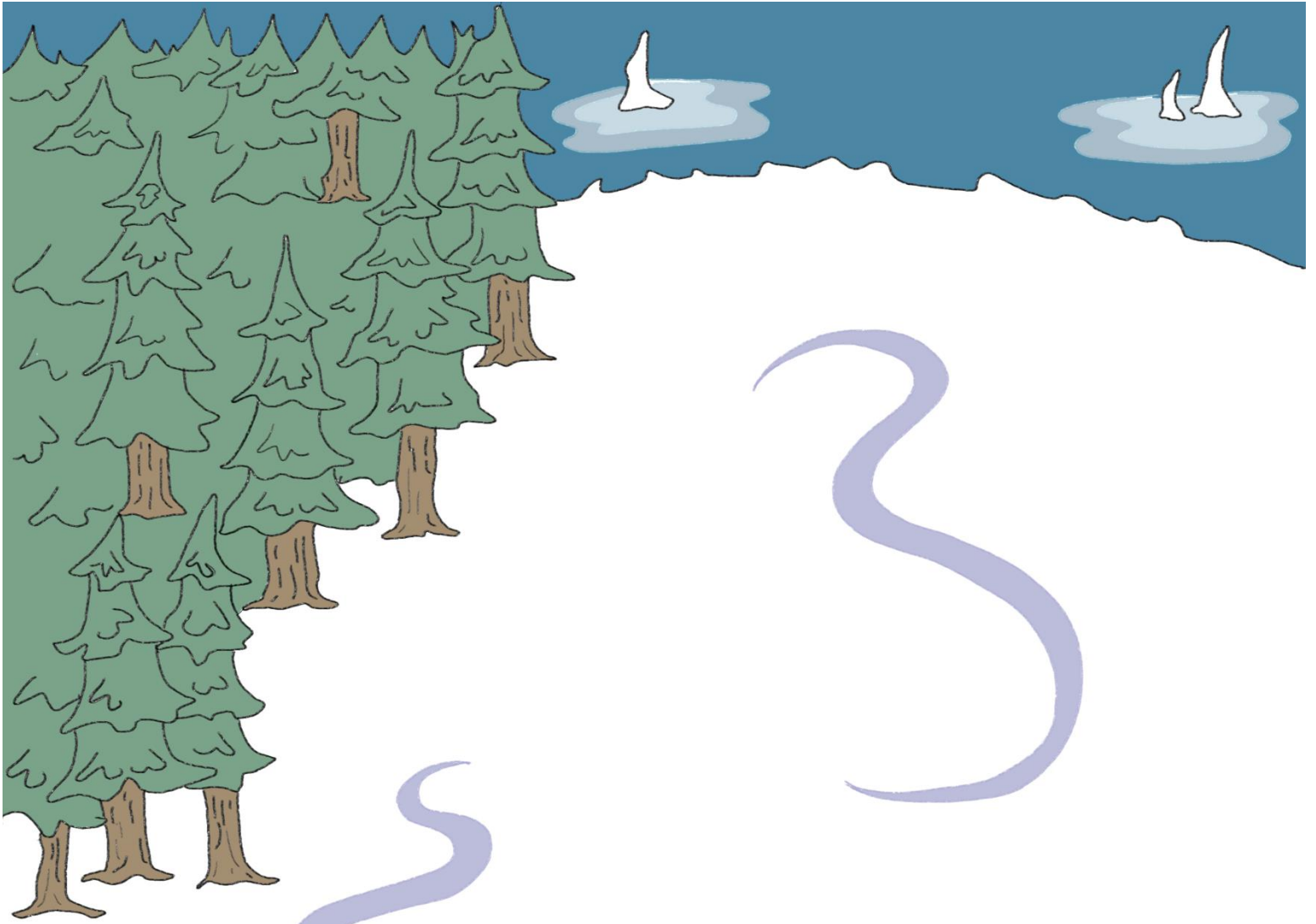


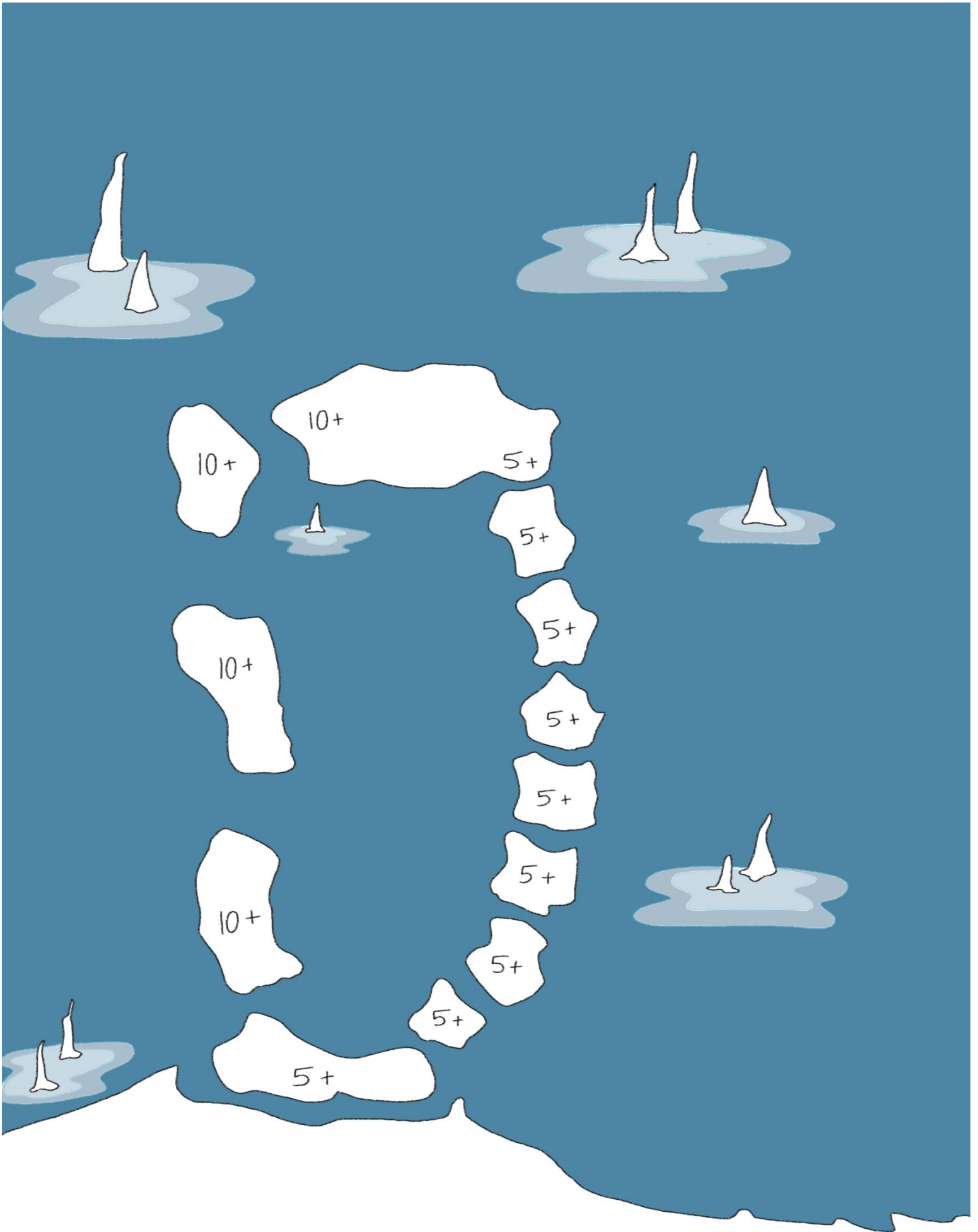






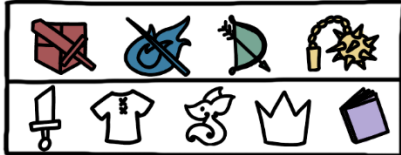






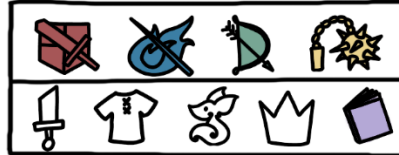
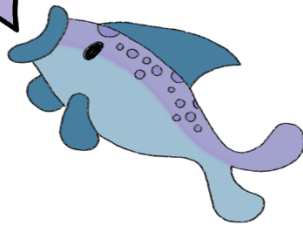
# Arctic Kelp

Quest Item



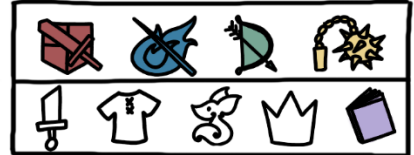
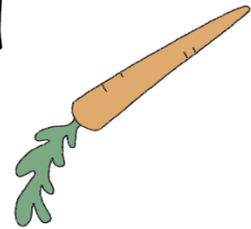
# Arctic Trout

Quest Item



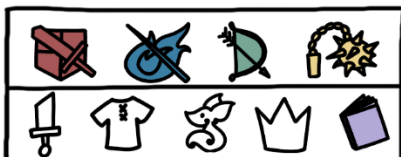
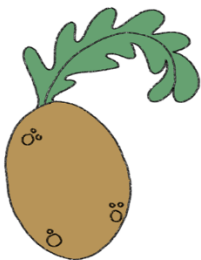
# Carrot

Quest Item



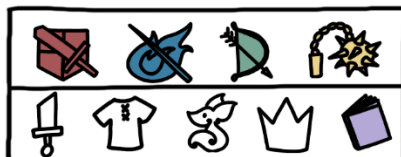
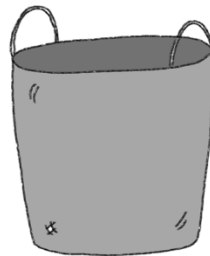
# Potato

Quest Item



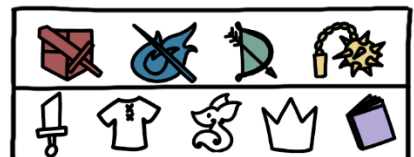
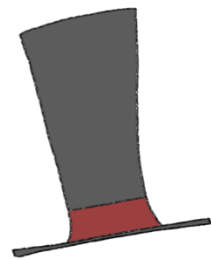
# Stew Pot

Quest Item



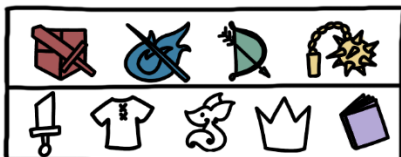
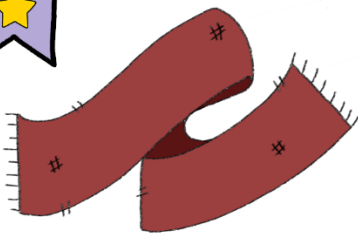
# Yule Hat

Quest Item



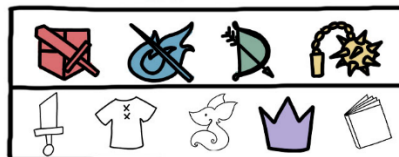
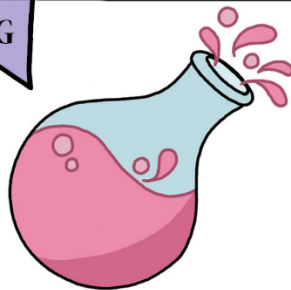
# Yule Scarf

Quest Item



# Heart Potion

+5 Heart Points



# Heart Potion

+5 Heart Points

