

The Bones of the Beast

Encounter Level 1 (500 XP) *Note: only one snow-filled hole is included in this XP calculation, because only one is likely to come into play.*

Setup

The PCs arrive on the east side of the map. Read the following before they position their characters.

*The path winds its way through the hills, and just ahead of you it leads through the skeletal remains of an enormous beast. Snowdrifts have piled up against the rib bones and have spilled out onto the path.*

This encounter contains the following creatures and terrain. Don't reveal the locations of the yeti sneaks or snow-filled holes until they act or are discovered.

- 4 Yeti Sneaks
- 2 Snow-filled Holes
- 10 Rib bones: The rib bones are 5' high. They provide cover to a creature in the same square and count as difficult terrain.
- Snowdrifts: The snowdrifts are difficult terrain. Any area of close fire power will remove the snowdrifts in the affected squares.
- Hill incline: The incline squares are covered in deep snow, and require 3 squares of movement to enter them.
- Packed dirt: normal terrain.

Perception Check

- DC 19 *Out of the corner of your eye, you see movement behind one of the rib bones.* Identify the location of the closest yeti sneak.
- DC 22 *You see a few small, white furred, monkey-like beasts duck behind the rib bones.* Identify the locations of all yeti sneaks.

DC 24 *You see the edge of a hole in the middle of the path, almost completely covered by snow.* Identify the location of the closest pit trap.

Nature Check

DC 20 *The snow hasn't settled in natural patterns, and some snow ahead of you appears to have been piled especially carefully.* Identify the location of both pit traps.

Tactics

After one PC has fallen in or moved past the trap, the yeti sneaks attack. They attempt to stay in squares that provide cover and allow them to attack with *snowstorm breath*, and don't pursue the PCs away from cover unless they are hit by ranged attacks. If two of the yeti sneaks are killed, the remaining one flees.

Snow-filled Hole

Level 1 Warder

Trap

XP 100

**Trap:** A 2 square by 2 square hole is filled with light snow.

Trigger

The trap attacks when a creature enters one of the trap's four squares.

Attack

**Immediate Reaction**      **Melee**

**Target:** The creature that triggered the trap.

**Attack:** +4 vs. Reflex

**Hit:** The snow gives way and the target falls into the hole, takes 1d10-2 damage, ongoing 2 cold damage (until escape), and is knocked prone.

**Miss:** Target returns to the last square it occupied and its move action ends immediately.

**Effect:** The snow sinks down in all squares of the trap and the trap is no longer hidden.

Countermeasures

- A character who makes an Athletics check (DC 11, or DC 21 without a running start) can jump over the pit.
- A character can climb out with a DC 15 Athletics check.

Yeti Sneak

Level 1 Skirmisher

Small natural beast

XP 100

Initiative +4

Senses Perception +2

HP 26; Bloodied 13; see Quick Escape

AC 15; Fortitude 12; Reflex 15; Will 14

Resist 5 cold

Speed 6 (ice walk)

M Icy Claw (standard; at-will) \* Cold

+6 vs. AC; 1d6+3 cold damage.

c Snowstorm Breath (standard; at-will) \* Cold

Close blast 2; +2 vs. Fort; 1d4+3 cold damage, and the target is slowed until the end of its next turn, and all squares in the area become difficult terrain.

Quick Escape (immediate reaction, when an enemy enters an adjacent square; recharges when bloodied)

The yeti sneak shifts one square.

Alignment Unaligned

Languages –

Skills Stealth +5

Str 7 (-2)

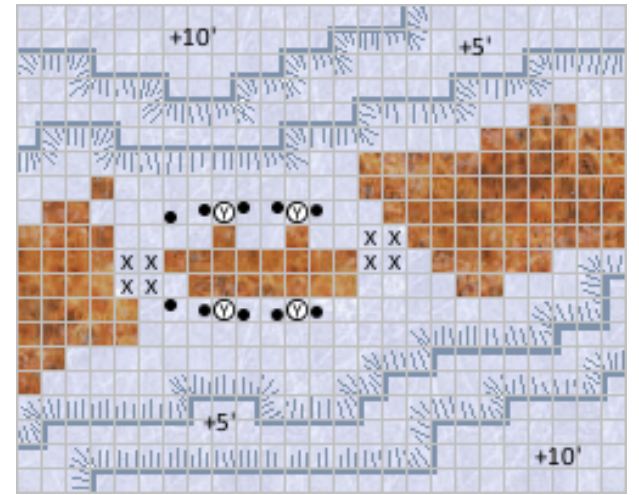
Dex 17 (+3)

Wis 15 (+2)

Con 10 (+0)

Int 5 (-3)

Cha 7 (-2)



**Snowy Terrain**

The yeti sneaks have the ice walk ability, so they are not affected by the difficult terrain due to the snowdrifts.