

YETI'S RUN

Rec. Lvl 3

Terrain

Each rock ridge indicates a 10ft elevation difference; post-avalanche snow is 5ft higher. The flat rock to the south is 5ft over its initial surroundings, then flush. The first time on their turn a non-Coyote tries to cover fresh avalanche snow, a DC 11 **Acrobatics** or **Athletics** check is made—failure loses half movement.

Yarugh the Cold

Yarugh the Cold is a fearsome **Yeti** (with Bite: +3 to hit, 1d4+1 damage attack) that lives to feast upon the living. The Yeti is suffering from a necrotic curse that brings them further towards unlife every day they do not feed on the living, and can only be broken by a splash of Holy Water—which will render them non-hostile. If **Yarugh** falls while cursed, they will rise again as an Undead at half max HP. Attracted to feast on its leftovers, a pack of 6 **Coyotes** (as **Wolf** with 6 (1d8+1) HP, 45ft Movement, and Strength 10) lurk nearby them always—but they lack any formal pact, and **Yarugh** would gladly consume any that came near.

Setup: Blood on the Slopes

Yeti attacks plague a remote village that offers 100gp in return for killing the beast.

- DC 12 **Religion** or **Nature** check shows these attacks are unnatural for a Yeti, implying vile impetus.
- DC 13 **Survival** or **Nature** check will show the Yeti is afraid of fire, and liable to manipulate the terrain to their advantage.
- It is a DC 12 **Survival** or **Athletics** check to trek to the slopes swiftly; if a majority of the party fails, they'll all make a DC 12 **Constitution save** (Advantage if warmly dressed) or suffer 2d4 Cold damage.

Phase 1: Yarugh Lurks

Yarugh lurks high atop the slopes.

- **Yarugh** is hidden in the snow (DC 14 **Perception** to spot) on the northern edge of the slopes, awaiting prey.
- The **Coyote** pack lurk nearby, howling to each other to communicate; DC 12 **Nature** or **Survival** indicate they're forming up to wait for food.
- When the party draws near **Yarugh** will attempt an ambush; whatever the outcome, they scream

and trigger the avalanche for a +1 phase at the end of every round.

Advancing Snow

Creatures that begin the round in new avalanche snow make a DC 15 **Dexterity** save; they suffer 3d8 Bludgeoning damage and fall prone 5ft below the snow on a failure, half damage and prone atop the snow on success. Coyotes have advantage on this save.

Phase 2+: Powdered Run

The avalanche comes crashing down.

- **Yarugh** will make every effort to stay out ahead of the avalanche and delay pursuing foes.
- **Yarugh** intends to let the snow damage their foes, then double back to finish them off at their leisure—their eyes glowing white with a glow beyond the grave.
- The **Coyotes** will descend behind the avalanche to pick off stragglers.

Legendary Yarugh's Acts

- *Sprint of the Dead*: Yarugh moves 40ft without provoking Attacks of Opportunity.
- *Feint*: Yarugh feints a foe within 5ft. They make a DC 13 **Wisdom** save. On failure, they fall prone as their hasty maneuvering plants them into the snow.
- *Baleful Howl*: all creatures within 60ft of **Yarugh** who can hear make a DC 13 **Wisdom** save; on failure, they become Frightened of them.
- *Curse'd Bite*: **Yarugh** makes a bite attack on a creature within 5ft, with double damage die. On hit all damage dealt is healed to **Yarugh**, and the struck creature makes a DC 13 **Constitution** save. On a failure they feel a deathly necrotic urge fill themselves, and will gain the same bite attack as Yarugh in forty-eight hours—with the same cure of Holy Water.

