

Sasquatch, Mountain

(Yeti, Abominable Snowman)



New Playable BECMI Race for the Mystara Campaign Setting.

By Havard

- **Prime Requisite:** Str and Con
- **Ability Score Mods:** St +2, In-2
- **Ability Score Max:** Wis Max 16, In, Max 16. Others Max 18.
- **Weapons allowed:** Sasquatches have no training with any weapons. At normal monster level, they can toss boulders (Basic mastery)
- **Armor allowed:** Sasquatches are unable to wear any normal armor. They can have armor specially fitted to them at increased costs. They gain a natural AC as they progress in levels due to their thick furry hides.
- **Save as:** Dwarf



Two types of Sasquatch are normally found on Mystara. The mountain variety, sometimes known as Yeti or Abominable Snowman is found in many of the mountain areas of the Known World. Many are found in the mountains near Glantri and Rockhome.

Mountain Sasquatches are tall apelike humanoids. They have powerful bodies with large feet and claws and their bodies are covered by thick white fur. Most Mountain Sasquatches make their homes in caves where they live in family units, far removed from the lands of other races. While they are usually shy and

peaceful, some especially violent individuals are driven out and may find themselves in the lowlands, giving other Sasquatches a bad reputation.

In combat, Sasquatches prefer to use their claws or tossing boulders (range 50' or 15 meters, damage 2d8). If they hit a target with both claw attacks, they can squeeze the target for additional damage which increases as the Sasquatch gains levels. Sasquatches can be monster spellcasters Wiccans (2nd level) or Druids (4th level). Some unique individuals have been known to become even more powerful spellcasters.

Advancement

Level	Hit Dice	XP	
Whelp	2d8	-16,000	Natural AC 9. Claw dmg 1d4/1d4.
Youngster	3d8	-8000	Natural AC 7. Hug attack deals 2d6
Teenager	4d8	-4000	Claw dmg 1d6/1d6. Hug attack deals 3d6
Normal Monster	5d8	0	Natural AC 6. Claw dmg 2d4/2d4, toss boulders dmg 2d8
1	6d8	16,00	
2		48,000	Gains Mountaineering Skill for free.
3	7d8	112,000	
4		240,000	Speak with mountain animals such as mountain goats, bears etc.
5	8d8	496,000	
6		796,000	Automatic Half damage from Cold based spells & breath weapons. If the attack allows a saving throw, the Sasquatch can make a saving throw for ¼ damage.
7	9d8	1,096,000	
8		1,396,000	
9	10d8*	1,696,000**	Roar 1/ day. Similar to Cause fear spell (Reverse of Remove Fear).

*=+2 HP from now on. Con bonus no longer applies after 9th level.

**+ 300.000 per level after this.

Note: This creature is very different from Yeti in other D&D settings.

The Sasquatch presented here is based on the creature that first appeared for BECM I in the Dungeons & Dragons Master Set by Frank Mentzer.

- Illustration:
<https://www.bergaminart.com/products/the-yeti-original-pencil-drawing>
- Mystara logo by Thorf
- Special thanks to Agathokles for input and suggestions on this creature.
- XP chart created with the aid of tools by Agathokles:
<http://agathokles.pythonanywhere.com/>