

In the heart of a rain-soaked, mossy forest full of towering, primal trees, the Sasquatch King has claimed a forgotten fortress as his lair. His tribe includes fierce warriors, nimble stonehurlers, and the formidable berserkers. Even their raccoon servitors are not to be disregarded.

Rumors persist that a relic of the original inhabitants of the fortress remains hidden somewhere in the Sasquatch King's lair. It isn't known what this relic is, but it is said to be kept in a chest locked "by the name of the First Commander".

The adventurers will approach from the north, coming upon the fortress built into the steep south slope of a tall ridge. The front courtyard is open to the dense woods, offering easy approach. Inside, the fortress is dank and dimly lit by sparsely placed torches. Harsh weather and decades of disuse have taken their toll, and parts of the fortress have crumbled. Debris litters the halls, hampering movement.

Sasquatches are fierce fighters and not likely to flee even if verging on death. However they make poor sentries, so stealth is a valid tactic.

* The treasure chest hidden behind a secret wall in the larder contains a relic of the soldiers who constructed this fortress over a century ago. It can be opened by speaking aloud: "Malon Alred", the name of the First Commander. This name could be known to characters who are familiar with local lore, or found out by asking knowledgeable NPCs or researching in libraries.

HALLS OF THE SASQUATCH KING

WEST GUARD ROOM

HORDE OF RACCOONS attacks!
The west wall is false concealing treasure. South is a spiral staircase.

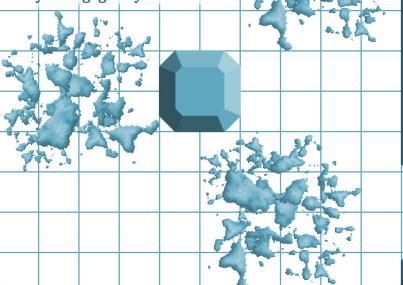
Locked door (hard)



False wall
(acid spray trap)

WEST GALLERY

FOUR SASQUATCH WARRIORS lurk in this debris-strew room, ready to engage any intruders.



HIGH CHAMBER

FOUR SASQUATCH STONEHURLERS ambush intruders from atop a raised platform. There's a ramp on the west wall.



LONG HALLWAY

Clogged with debris, making passage very difficult.

Trapped door (alarm: summons
TWO GIANT SASQUATCH BERSERKERS)

False wall
(hard lock)

Treasure
(puzzle lock*)

LARDER

The west wall is false, concealing a valuable treasure.

Trapped treasure
(poison mist)



COURTYARD

Surrounded on three sides by a raised terrace (moderately difficult climb check). Guarding the courtyard are TWO SASQUATCH WARRIORS, while TWO SASQUATCH STONEHURLERS are atop the terrace. The main entrance is south, below the terrace. Above the terrace are two more doors to the east and west.

Trapped & locked door
(fire burst, easy)



(tunnel from courtyard
to entrance hall)

ENTRANCE HALL

TWO SASQUATCH WARRIORS and A GIANT SASQUATCH BERSERKER await anyone foolish enough to pass through the main entrance. A raised platform (moderately difficult climb check) takes up part of the room.

Trapped & locked door
(deep pit, easy)



Trapped treasure
(wall scythe),
hidden from view
below the platform.

SASQUATCH KING'S CHAMBERS

The king and his two lieutenants (THREE GIANT SASQUATCH BERSERKERS) are here! They like to chase their prey in circles in this ring-shaped room.

BACK CORRIDOR

Lying in wait is a HORDE OF RACCOONS!

Locked door (hard)

EAST GUARD ROOM

Empty. The east wall is false, concealing SWARMS OF ROACHES! South is a spiral staircase.

Trapped door (dart shooters)

STOREROOM

Contains a valuable treasure hoard.