

HALLS OF THE SASQUATCH KING

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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 servants are not to be disregarded.

Rumors persist that a relic of the original inhabitants of the forest 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.

