

Sasquatch, Woodland (Big Foot)



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 Woodland variety, sometimes known as Big Foot is found in many of the forested areas of the Known World. Many are found in the Atruaghin Clans region. Other groups are found in Alfheim, Karamaikos and Norwold.

Woodland Sasquatches are tall apelike humanoids. They have powerful bodies with large feet and claws and their bodies are covered by thick brown fur. Most Woodland Sasquatches make their homes under large tree roots or in forested caves. They often live in small family units and stay as far away from other races as possible. They are usually shy and peaceful. Sometimes they will eat certain berries that drive them into a violent rage.

Woodland Sasquatches have a deep respect for the Shamani of Atruaghin. They will come to the aid of an Atruaghin tribe if called by a Shamani and help fight to protect the lands from outsiders. They are usually also friendly towards Druids and sylvan creatures like Centaurs and Unicorns.

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.

| 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 | 16,000 | |
| 2 | | 48,000 | Hide (As Halflings) 80% |
| 3 | 7d8 | 112,000 | |
| 4 | | 240,000 | Speak with woodland animals |
| 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 | Claw dmg 2d6 |
| 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 BECMI in the Dungeons & Dragons Master Set by Frank Mentzer.
- Illustration by Jeff Easley
- 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/>