


Sammirai
Sasquatch 

By Mary Alaback

PLOT OVERVIEW

- **Summary: a young Sasquatch princess and samurai warrior must reclaim her kingdom from a wicked knight who has seized control over the forest and her people. With the help of her loyal hawk sidekick, they work together to restore order to the village and take back her place as rightful heir.**

DARBY SASQUATCH

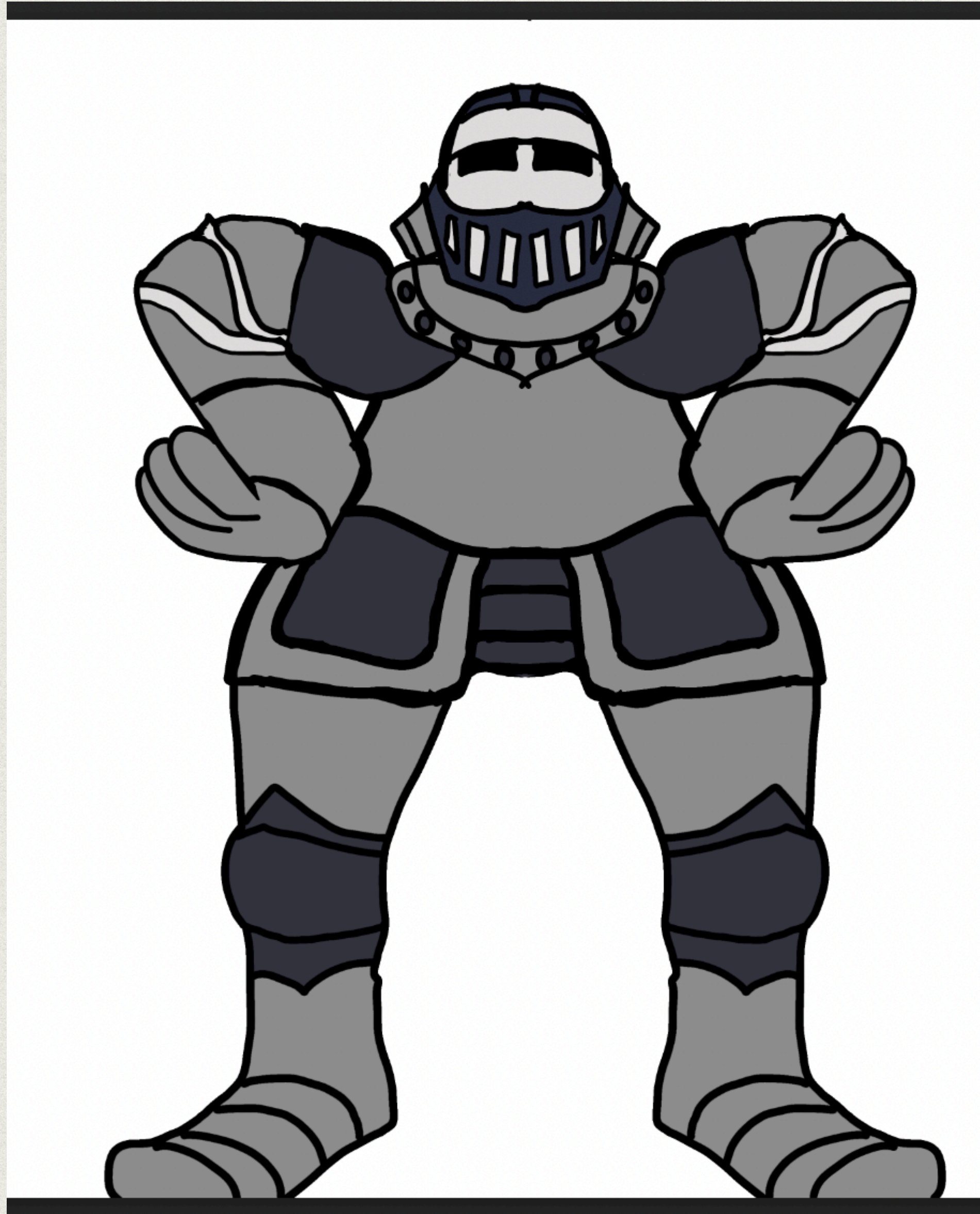
- Princess, first Sasquatch born in over a century, particularly the first female royal heir in 5 generations
- Spunky, confident, playful
- Weapon of choice: sword wrapped in rose thorns
- Armor: Wooden plate/skirt, armadillo skin, poison ivy coverings braced by more rose stems, helmet with buffalo horns



ZIDDIM- VILLAIN

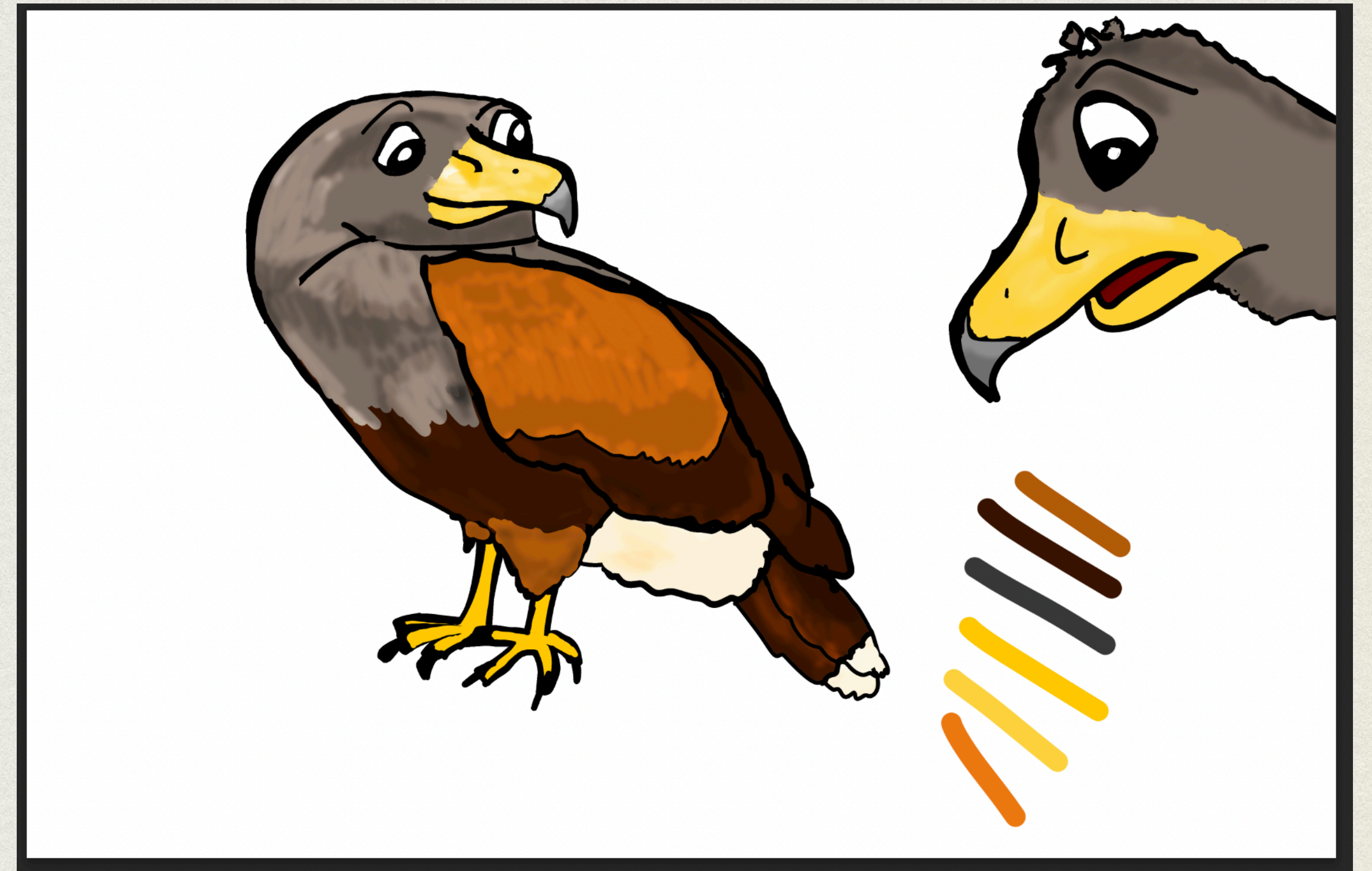
- Twist villain species- eventually revealed to be a fellow Sasquatch
- Name Ziddim means “treason” referring to betrayal of his species
- Dresses up as knight from head to toe with fake feet to hide identity
- Makes emotional decisions, unstable- motivated by revenge and desire for control on own species after childhood bullying for unusually small feet.
- Weapons: sword/knife, shield with serpent, a symbol of deceit referring to concealing his true identity and Darby’s stolen crown which contains magical powers

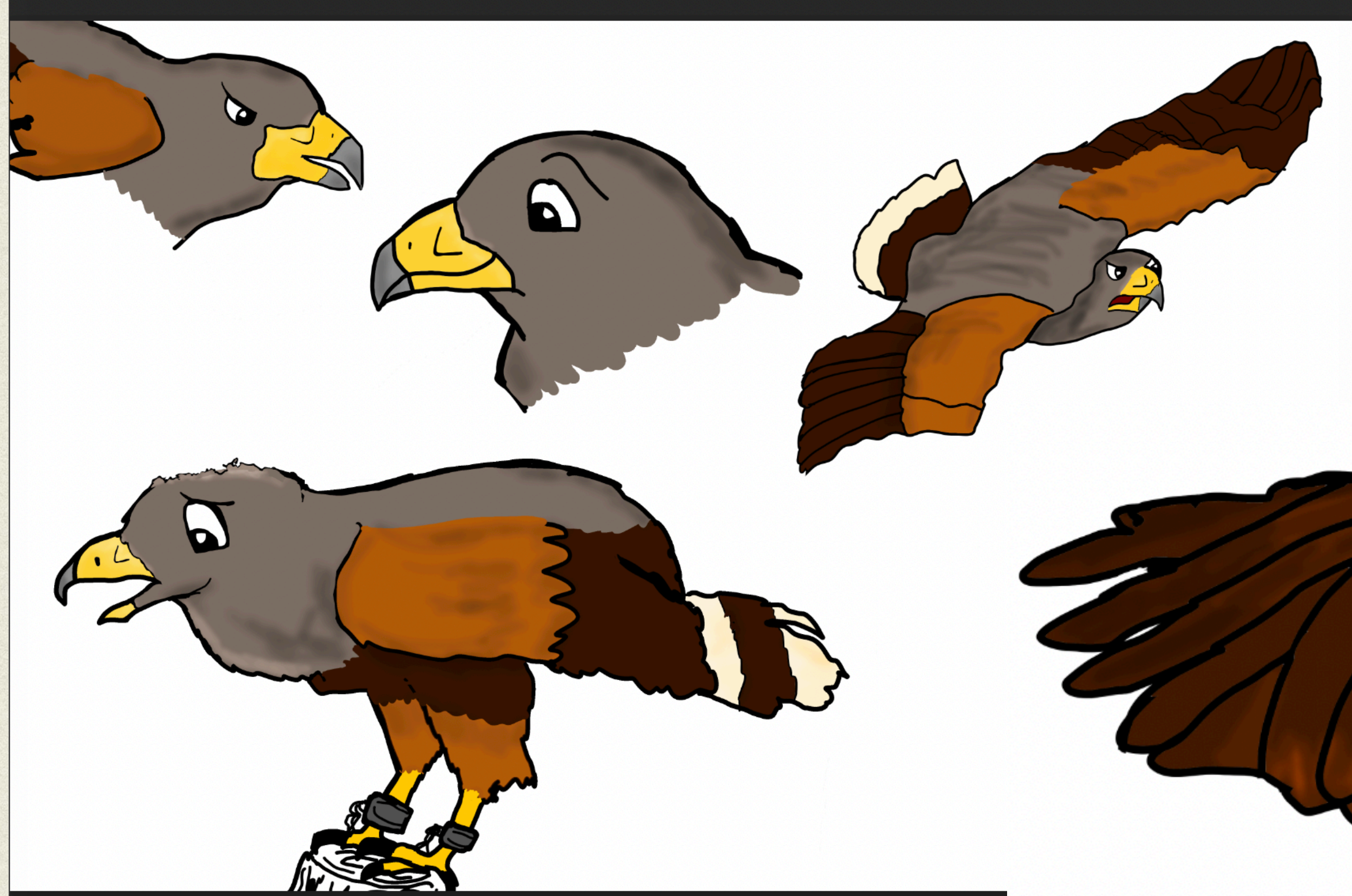




HARRIS THE SIDEKICK

- Harris's Hawk male youngling, hand chosen by Darby herself for sidekick position because she could see his potential, unlike others.
- Can be fearful, but always pulls through with bravery and loyalty







KEY ART

