

shguytO (*Genus suhguytO*)



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Type	hguytO <i>suhguytO Minor</i>	hguyto-oen <i>suhguytO Major</i>
AGIL/AR	11/62%	10/58%
CON/AR	22/94%	24/98%
DISC/AR	18/85%	18/85%
INT/AR	06/40%	08/50%
STR/AR	23/96%	25/98%
Shoulder Height	3'	4'
Diameter	6'	8'
Weight (lbs.)	475 lbs	650 lbs
CCAP (lbs.)	478 lbs	731 lbs
BODY	98	112
FAT	45	49
BAP	16	17
Walk	3'/2.2 m.p.h.	3'/2.5 m.p.h.
DbL. Time	4'/3.5 m.p.h.	4'/3.2 m.p.h.
Sprint	6'/6.6 m.p.h.	12'/6.4 m.p.h.
Swim	2'/1.8 m.p.h.	2'/1.6 m.p.h.
MR	15	15
Attack (50 BSC%)	Hvy Bite (33)	Hvy Bite (39)
+ Base Dmg	+ 18S*	+ 21S*
Attack (40 BSC%)	Med Tentacles (28)	Med Tentacles (33)
+ Base Dmg	+ 15C	+ 17C
Attack (50 BSC%)	Constrict (24)**	Constrict (30)**
+ Base Dmg	+ 17C	+ 21C
Dodge (40+)	+03% PSF%	+0% PSF%
Stamina (40+)	+36 PSF%	+41 PSF%
Willpower (40+)	+27 PSF%	+30 PSF%
Sight (05+)	+42 PSF%	+45 PSF%
Vibration (05+)	+39 PSF%	+39 PSF%
Smell (05+)	+0 PSF%	+0 PSF%
Armour	Hide	Hide
Slash	9	11
Crush	11	14
Pierce	8	11
Missile	10	13
Energy	9	12
Honour	132	170

Special Abilities

* **Disease:** Bite carries typhus 90% of the time (target's disease resistance is applicable). Additionally shguyto are carriers of all sorts of disease - at the least they are infected by typhus but often are carriers for cholera and dysentery. Due to the creature's favored habitat, diet of dung and carrion, and its digestive system (wastes are spat back out of its mouth), anyone bitten will suffer both damage and the near guarantee of contracting typhus. Those touched by an s'hguyto tentacles, dependant on their disease resistance, may additionally be infected by other diseases. shguytO themselves seem to be immune (or at least highly resistant) to all waste and filth borne diseases.

** **Constriction:** An hguyto after a successful bite may coil a tentacle around a victim and attempt to suffocate or crush their target. The victim may make **1 STR AR** roll per round to escape. Each round the attack is made and if successful the target can make a **Stamina** resisted roll or loose the indicated fatigue. If the target passes the **Stamina** check he can make a **AGIL AR** check to get a hand free. Only short-bladed weapons such as short swords or daggers can be used to full effect, all other single-handed weapons can only be used at **half-normal TSC%**, and inflict **half-damage** with a Crit Hit only on **Crit Die 10**. Wild animals, etc, are not restricted in their use of a free claw or teeth. The victim, as he struggles will also lose **-6 Fatigue Points** every combat turn he fights back. When Fatigue Points reach **0**, the victim will be rendered unconscious; this is in addition to fatigue loss as a result of constriction.

In addition the hguyto can attempt to crush the target, inflicting the listed **Base Damage + Crit Die** in crushing damage, this is considered a heavy attack. The constrict attack has a **BSC 50%**, Rigid armour such as plate or plate mail will protect against an s'hguyto constrict attack if the damage inflicted is insufficient to breach the armour.

Nightvision: shguytO have excellent **nightvision**, and although both eyes are positioned on the same side of their stalk, this does not hinder them as the eyestalk continually swivels, much like a periscope.

Hiding: shguytO are expert at disguising themselves in their piles of dung and offal. They typically have a **50 BSC%** and **+40 PSF%**.

Limitations

Light Sensitivity: The eyes of shguyto function very well in gloom or darkness, but narrow to mere blurred slits in bright sunlight - shguyto hate direct sunlight (or any form of bright light), and are thus generally found underground. The presence of a torch or the casting of any magical light producing spell can sometimes so disconcert an hguyto that they will not attack (the presence of a light source larger than a campfire will invariably do so, causing the hguyto to hide in its pile until the light has gone).

Poor Sense of Smell: shguytO cannot smell well, this evolutionary development being due to their habitat of dung and decay; shguyto mainly rely upon touch and sight as their major senses.

Description

The hguyto and their larger cousins, the hguyto-oen are very closely related species of omnivorous scavengers, having a squat bag-like body with a huge toothed maw. Their bodies being lumpy; their thick warty hide being primarily brown in colour mottled with purple and green blotches. Locomotion is poor, shguyto waddling about on three fat, clawed legs.

shguytO invariably bury themselves in piles of rubbish and dung, in which they thrive, leaving nothing but a segmented 2 foot long flesh-colored, wormlike stalk protruding above the filth which contains their two yellow-purple eyes. A buried hguyto constantly watches its surroundings, never being surprised by approaching creatures as they have highly acute eyesight. This ever watchful stalk being the only sign of one of these creatures' presence. shguytO have the reputation of never sleeping - although they do in fact do so, but only when not threatened, and even in this semi-dormant state, their eyestalk and eyes still function.

shguytO are very aggressive and will readily attack groups of three or less humanoids, being not at all hesitant about adding a bit of fresh meat to their typical diet of dung, offal, and carrion. Their digestive system is very efficient, their typically low-grade diet being processed through multiple stomachs and digestive tracts. hguytO dung is very dry and "sand-like," generally breaking up after being expelled from the creature's mouth.

The first a victim generally knows of an hguyto attack is a flurry of tentacles erupting from a concealing pile of offal, smashing victims with great force. shguytO are very strong being able to wrench even an armoured opponent off their feet and hurl them into a pit or against a wall with their two long ridged tentacles, each of which can reach up to 14 feet in length fully extended and which ends in a large, heart-shaped gripping pad. The more intelligent hguyto-oen will often even use a grasped creature as a shield, flailing the victim about to fend off other adversaries' attacks. shguytO are able to sense when a grasped opponent is weakened or disabled, and will try to push such prey into reach of their suckerlike, fanged mouths.

Usually (in 9 out of 10 cases) only a single individual will be encountered, although shguyto often live in symbiosis with another (often more dangerous or energetic) creature, dwelling in a truce-like state in order to scavenge droppings and other leavings. These monsters have no interest whatsoever in treasure as humans know it, but their partner(s) may, occasionally making the guarding of treasure they value a condition of allowing the hguyto to dwell in semi-symbiosis with them. When guarding another creature's treasure, an hguyto will always conceal it at the very bottom of their offal pit, hidden from view beneath their bodies.

shguytO speak their own language and are semi-telepathic, being able to communicate with other life forms when the hguyto so desires. This communication is very limited in range, only being effective up to a distance of 40' for hguyto and 60' for the more intelligent hguyto-oen, who's higher intelligence enables it to communicate on a more sophisticated level with creatures it encounters. Only rarely, however, will shguyto initiate such communication, for they has little to "say" to other creatures.

shguytO are bisexual, mating in mass gatherings held in subterranean pits deep under the earth; these are rare events as shguyto only produce a jellylike "eggmass" from a secondary stomach with sexual function, once every seven winters. The hguyto travelling underground slowly and instinctively until it reaches others of its kind, upon which it regurgitates the eggmass and wanders off. Another hguyto can fertilize this eggmass by taking it briefly into an internal reproductive organ, and expelling it again. A fertilized eggmass, if left undisturbed, will develop during the course of one week into a miniature version of the eggmass' parent. Although an eggmass can be fertilized by either an hguyto or a hguyto-oen

(the two species being very closely related, although it is not known whether such resultant "hybrids" are sexually viable themselves), an eggmass will only produce another creature of the same variety as its egg-parent. Upon hatching the "newly hatched" creature is driven by an instinctual urge to find warmth and food, immediately wandering off, only to return years later to its birthplace in order to breed in its turn.

Young are smaller than mature specimens, but are otherwise identical to their parents, generally reaching maturity within 4 months.

shguyto-oen: shguyto-oen are a larger, more intelligent species of the *shguytO* genus. They are general very similar to shguyto but are even more aggressive. The rough, warty hide of a hguyto-oen is even tougher than that of an hguyto, although the appearance is similar.

Magical Materials: No one ever bothers to collect materials from an hguyto - they are simply too disease ridden. Such sources of infection cannot be "cleansed" - only the effects of carried disease can be removed from victims.