

Skorth-Ra

The *Skorth-Ra* is an alien and extremely rare (possible unique) form of Ivashu that lives alone in the wilderness, preferring ruins. The creature possesses a pasty-grey ovoid body, 3 feet wide at its widest point and 4 feet tall, and sprouting from the top of this is what appears to be the upper torso of a hairless, pale grey-skinned man with no eyes or openings on his face. Instead of hands, giant barbed, insect-like limbs extend from the wrists, and the forearms are disproportionately long. At the base of the egg-shaped abdomen is a salivating, sucker-like mouth that points down at the ground. Less than a foot above this mouth and three feet below the humanoid



body is a ring of ten unblinking black eyes that stare outward in all directions. Sprouting approximately a foot above and between the eyes are ten, spidery legs that support the body and allow slow, deliberate movement.

Although the Skorth-Ra normally moves slowly (Mobility = 20), it is able to move very rapidly when necessary. It has incredible reflexes and is even capable of making unexpected leaps to a height of 10 feet and a distance of 20 feet (at the cost of 5 Fatigue Points). Because it has no actual front facing (the facing of the humanoid torso does not matter), the spider-like monster can make sudden moves in any direction.

The humanoid figure contains no vital organs - it is effectively a decoy to draw attention away from the relatively vulnerable eyes of the Skorth-Ra. The brain, heart and other organs are contained within the egg-shaped abdomen, which is protected by a thick wall of cartilage. The only way to slay a Skorth-Ra is to attack the main body.

The Skorth-Ra is remarkably resilient. Injuries heal quickly (1 Injury Point healed per wound per minute) - although severed limbs do not regenerate - and bloodloss stops almost instantly (bloodloss is slowed by 1BP per round, cumulative). The dark crimson **blood** itself is weakly corrosive (causes only minor skin irritation with prolonged contact) and smells horrific (SMT×1 Special Penalty to those in the vicinity). One disadvantage to the Skorth-Ra's amazing healing power is that it requires large amounts of food; the Skorth-Ra is nearly always hungry when encountered.

The Skorth-Ra consumes its prey by dissolving it with an **acidic saliva** and noisily sucking the liquefied tissue into its toothless, rubbery mouth. The acid is fairly weak (1 Injury Point per minute of contact - treat as a Burn injury) but the saliva contains a powerful paralyzing agent (H3 poison - check once per minute, during which time the affected location (only) is paralysed: at H0 the victim is indefinitely paralysed; at H6 the victim regains all movement). At 16+ Injury Points a significant amount of tissue has been dissolved from the affected location (this will result in impairments) - the location is considered to be completely destroyed if the accrued Injury Points reach 30+. After the food has been digested, the organic waste oozes back down the same orifice.

The Skorth-Ra defeats its prey at range by using its special ability: emitting a powerful **psionic shockwave**. Once a victim falls unconscious, the Ivashu approaches and begins to secrete its acidic ooze onto it. Using the psionic shock-wave costs the Skorth-Ra 10 FP's.

The range of the psionic shockwave is approximately 120 feet. If the power is directed at a single victim, that victim accrues 4d6 Fatigue Points and must make an E4 Shock Roll. If the Skorth-Ra achieved a *Critical Success*, increase the fatigue accrual and Shock Roll by one d6. If the shockwave is broadcast at

more than one victim, subtract the fatigue accrual and Shock Roll by one d6 - all living creatures within sight and range are affected.

At close range, the Skorth-Ra attacks with the two long insectoid arms that extend from the humanoid body's forearms. These arms are also used for support for climbing, when the creature travels along difficult terrain, and also to pin its prey should it regain consciousness before being digested.

STR	10	EYE	16	INT	10	MOB	75*
END	18	HRG	05	AUR	17	DGE	95
DEX	--	SMT	15	WIL	09	INI	50
AGL	19	TCH	18			FR	01
SPD	15	VOI	--				
Psionic Shockwave: 120/see above							
Insectoid Barbs: 65/7t (A/D 2/2)							
Armour:							
Humanoid Body:		B2 E1 P0 F1 S0 T1					
Forearms:		B3 E2 P1 F2 S1 T2					
Insectoid Barbs/Legs:		B6 E8 P6 F7 S5 T6					
Ovoid Core:		B8 E6 P5 F5 S12 T6					
Eyes:		B2 E3 P2 F3 S1 T2					
Mouth:		B4 E2 P1 F1 S5 T2					

Aiming Zone			Strike Location
High	Mid	Low	
01-08	01		Humanoid Skull
09-13	02		Humanoid Face
14-17	03		Humanoid Neck
18-27	04-07		Humanoid Shoulder
28-37	08-11		Humanoid Upper Arm
38-41	12-13		Humanoid Elbow
42-56	14-21	01-02	Elongated Forearm
57-66	22-31	03-06	Insectoid Barb
67-84	32-41	07-08	Humanoid Thorax
85-98	42-53	09-14	Humanoid Abdomen
99-00	54-67	15-34	Ovoid Core ("Abdomen")
	68-69	35-38	Upper Leg Joint ("Hip")*
	70-77	39-54	Upper Leg Segment ("Thigh")*
	78-82	55-64	Mid Leg Joint ("Knee")*
	83-92	65-84	Lower Leg Segment ("Calf")*
	93-97	85-94	Lower Leg Joint ("Foot")*
	98-99	95-98	Eye*
	00	99-00	Mouth

* Roll 1d10 to determine which leg/eye is affected.

Notes:

Strikes to the Humanoid and Insectoid locations suffer only half normal Injury Points, and no more than 10 IP's per wound (although limbs may be amputated). In addition, Shock and Kill rolls cannot be generated from injuries to these locations; only wounds to the Ovoid Core and Eyes (and directly into the Mouth) can cause these effects.

Because of the Skorth-Ra's bizarre biology, which gives it a 360° arc of vision, the creature is not affected by outnumbering modifiers, if faced with multiple opponents. The humanoid torso does not need to face an opponent in order to attack him/her, either.

Any wound that causes arterial bleeding (B1+) will cause opponents engaged in melee combat to suffer a Special Penalty equal to their SMT × 1 after the first round. Note that any bleeding wound will slow down at a rate of 1 BP per round until bleeding stops.

To simplify matters in game terms, assume that all injuries regenerate 1 IP each at the end of the sixth combat round (i.e. after 1 game minute).