

# S'asabonsam

(*Damian May*)

The S'asabonsam originates from the forests of Southern Mungoda, but can also be found all along the Western Coast of the continent as well; wherever there are forest trees big enough to support them. Little is known about this creature outside of the local tales and folklore, which are thought by Coradians and Ta'ashim alike to be prone to exaggeration and contradiction.



The creature is described as larger than a man, with short, stubby arms, large blood-shot eyes, and long, thin but strong legs. It is said to have fiery red twisted hair, a long neck, and prehensile clawed feet, with a reported wingspan of up to 6m. Much note is made of its viciously sharp teeth.

S'asabonsam are rarely seen, but tales warn folk to be on guard, lest the S'asabonsam catch the unsuspecting passerby and drag them to a treetop to suck their blood.

Often called Vampires because of their blood-drinking habits, the S'asabonsam is not undead, but rather a living being called upon by powers within the forest to guard a certain grove of trees or ward people away from a sacred area. S'asabonsam are not adverse to simply sating their hunger with anyone who happens to walk by, though. Because of the fear of S'asabonsam, the sacred onyina tree is usually left alone to grow to enormous heights and width in the forest.

It is believed that S'asabonsam were originally natural beings, enormous predatory bats, that acquired a deadly and fae nature from their interaction with the forest spirits and gods.

The stubby hooked arms of the S'asabonsam, which it is said to hang from, are actually the folded up wings of the beast, and its legs and hooked foot claws hang down and snatch passing prey to be decapitated by its sharp jaws, and its body drunk dry of blood.

Found only in jungles large enough to support their roosting trees these predators are not above taking prey as large as Volucroth, Humans, or Gorillas.

When seen outside of the shadowy forest the S'asabonsam is revealed to be a strangely stretched example of a massive, russet furred bat with large red eyes, a long snake-like neck, vicious knife-like teeth, and long storkish legs ending in hook-like talons. Those acting as guardians are often given 1d4

blessings from their patrons protecting them, granting extra abilities or adding to their attacks.

Sample blessings bestowed on guardian S'asabonsam include:

- Immunity to normal weapons.
- Shapechange to Human-form.
- Bite carries a random disease.
- +1 dam/ +2 dam/ +3 dam to Jaws attack.
- Can cast one spell of levels 1–4 from the Darkness/Air/Earth Elementalist spell list/day.
- Regenerate 1 Health Point/round.

S'ASABONSAM		RE 4	
<b>ATTACK</b>	16	Jaws (d8, 6)	
<b>DEFENCE</b>	8	Hide (AF 1)	
<b>MAGICAL ATTACK</b>	N/A	<b>Magic Points</b>	None
<b>MAGICAL DEFENCE</b>	3	<b>Health Points</b>	2d6 +10
<b>EVASION</b>	7	<b>Movement</b>	10m (20m)
<b>STEALTH</b>	12	<b>PERCEPTION</b>	12 (Panoptical)

This article first appeared in [Casket of Fays Issue 4](#).

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Last update: **2023/12/03 20:37**

