

Giant Shit Weasel

Lesser Golgothan - Weasel Form

By Brian Murphy



Lesser Golgothans can manifest in many forms based upon the setting, and the pain inflicted upon the area when the summoning is performed. One of the lesser variations of this is the form of a giant weasel, some three feet in length and roughly ten inches tall at the shoulder. They are comprised of Type 6 stool from the Bristol Stool Scale defined as being, “Fluffy pieces with ragged edges, a mushy stool”.¹ The Shit Weasel by nature is a sneaky creature but is typically smelled hundreds of yards before it is seen. It should also be noted that they only seem to arrive in groups of three.

Despite their size and appearance, these creatures are extremely dangerous. They possess a speed and agility that is reminiscent of their animal brethren. And their “mushy” nature allows them to squirm into places that they just should not be able to.

The Shit Weasel, as it is commonly referred to, has a primary attack of forced coprophagia whereby it launches at the victim’s mouth and attempts to smother. This is done by forcing its entire form into the mouth of the victim. If the mouth remains closed, then entry through the nose will be attempted. At times, Shit Weasels have been seen to simply crush their loose and foamy form against the face of a victim starving them for air without attempting entry. In these cases the head of the demon is generally free to attack the neck, shoulders, or groin at will.

The bite of a Shit Weasel, while still painful, is not in and of itself deadly. However, any contact that breaks the skin, or for that matter made in the mouth or sinuses, is a sure guarantee to transmit hepatitis and an acute form of clostridium difficile whereby the victim immediately begins defecating until they are completely desiccated. Death is usually achieved within five minutes.

¹ Bristol Stool Scale, Wikipedia, https://en.wikipedia.org/wiki/Bristol_stool_scale



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<i>char.</i>	<i>averages</i>	<i>rolls</i>
STR	35	(2D6x5)
CON	65	(2D6+6x5)
SIZ	35	(2D6x5)
DEX	105	(1D6+18x5)
POW	65	(2D6+6x5)

HP: 16

Average Damage Bonus: -1

Average Build: -1

Magic Points: 13

Move: 15

Attacks:

Attacks per Round: 1

Fighting Attacks: Razor sharp teeth and claws.

Forced Coprophagia Maneuver: Once per round on a successful attack, the lesser golgoranth will launch at a victim's head and smush against the face. If they manage to wiggle their way into the mouth or nose, the victim will begin defecating uncontrollably next round. Defecation will only stop once all fluids leave body (the victim is usually dead long before then). See Below. If they latch on to the victim's head they can asphyxiate following rules on page 411 of CoC 7th Ed.

Fighting 70% (35/14) damage 1d4 + damage bonus

Dodge 47% (23/9)

Armor: 0 But Shit Weasels can regenerate 2 hit points per round due to their viscous and fluid nature.

Skills: Climb 45%, Listen 75%, Scent Prey 70%, Stealth 15% (they smell terrible but could hide)

Sanity Loss: 0/1D6

Acute Clostridium Difficile

Players infected with this terrible disease have just moments to live. The virus liquefies the internal organs starting with the stomach and intestines then moving up to the lungs and heart and turns them into a substance not unlike the excrement that comprises the Shit Weasel. This putrid effluent is then emitted via the bowel at an alarming rate. The first round after infection the victim takes 4D10 damage (an EXTREME CON roll can half this damage and can be made on subsequent rounds). The second round they will suffer 6D10 damage as more of their body cavity is turned to excrement. If by some miracle the victim is still alive by the third round an additional 8D10 damage is taken as the moisture has been completely removed from the body, leaving only a mummified husk behind.

- Image Credit: "Ten" from the [Gazu Hyakki Yagyō](#) by [Sekien Toriyama](#)