

## Sanguitar

Sanguitar are among the top apex predators on Oasi. They stand on average 38 feet tall and weigh roughly nine tons. They are easily identifiable by their hammer-like protrusions located towards the front of their skull as well as their strangely clawed front limbs. These animals are warm blooded and live comfortably in warm, rocky climates. Sanguitar make their home in caves and mountains, spending the hottest part of the day in the shade. Although omnivorous, sanguitar's extreme aggression earns them a savage reputation.

“Sanguitar” roughly translates to “blood bull”. Early explorers who stumbled upon these creatures noted how extremely territorial and aggressive their behavior was. They will chase, bash, and trample any intruders who cross them. More explorers die during sanguitar encounters than any other fauna predicaments in the Gidach system. These animals also tend to be especially aggressive toward humans, and even prefer human flesh over many local food sources native to Oasi. At this time, it is not clear as to why.

Sanguitar are equipped with heavily armored skin and a skull that is thick enough to break rock. In fact, it has been observed many times as a sanguitar will bash its hammer-like protrusions against a cliff side to hollow out a cave. They also seem to be unphased if they are caught up in a rockslide. While hunting, sanguitar also use their hammer protrusions to ram and bash prey. Their wide-set hands are equipped with disproportionately long claws and two sets of opposable digits with which they can grip and/or disembowel victims. Their teeth are sharp at the front of the pallet and gradually flatten into grinding molars in the back.

Sanguitar also travel in packs. A normal pack consists of about six to nine individuals. There are usually two males, two females, and the former's juvenile offspring. It is rare to find a lone sanguitar, which is another reason why these animals are so deadly. Sanguitar also have a large brain and have been observed communicating with family members in "sangish", using chuffs, rumbles, and barks in what could only be described as an actual language. They have also been seen performing complex hunting strategies and using rocks as tools.

Despite their large size, sanguitar can reach running speeds up to 25 miles per hour in short bursts. Running packs have been known to cause nearby rockslides. Their olfactory system can pick up scents over 10 miles away, so traveling is common among these animals. However, they often tread slowly and quietly if hunting. If a traveler is unlucky enough not to spot these animals early, sanguitar are sometimes known to let out a warning call if they are startled or are aiming to challenge an intruder. This roar has been described as deafening and bleat-like, and if too close, can cause permanent eardrum damage. If one finds themselves being charged by a sanguitar, the only way of escape is outrunning it in a vehicle or finding a deep enough water source, as sanguitar cannot swim.

Due to the mounting deaths sanguitar were causing for human settlements, there was a period of time when exterminating the animals was top priority. This lasted a few decades until the Biotech War began. After this war, Oasi was designated as an exile moon, and those on the winning side of the war no longer worried about the animals. Thus, the sanguitar population had a chance to bounce back from near extinction.