



DARK PLACES
& DEMOGORGONS

CRYPTID
MANUAL

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DAR & DEMOGORGONS

CRYPTID MANUAL

DP&D Cryptid Manual | Unauthorized Edition | 2019
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THE HOPE EXCERPTS

I began this journal as a simple guide to the world of Cryptozoology. A place where people can read to learn about legendary creatures and the locations they allegedly haunt. After visiting a few locations and making some basic entries about local flavor and nasty little beasts that go bump in the night, my goal changed when I discovered the Tome of Sir Montaigne in a dusty library in Avignon in Southern France. It described in great detail the life of a little known knight that searched the world for legendary artifacts and books associated with monsters and legends during the 13th century. His life was utterly fascinating and one of his quests drew me in immediately.

He claimed to be in possession of part of a staff, he refers to it as Bel's Staff, that supposedly originated in ancient Sumeria. The staff had several pieces, that when attached, would amplify the staff's powers. It was used by Sumerian priests to identify and destroy the monsters of the world. Over the next few thousand years the staff travelled the world with different heroes, attaining extra relics and increasing its ability to hunt monsters. Sir Montaigne traced the staff to Egypt, Babylon, Nubia, Persia, India, Greece and lastly, to Rome. It appeared that all stories of it were lost after the fall of Rome in 476 C.E. It is said that a 9' tall, hairy barbarian destroyed the staff and scattered its pieces to the four corners of the Earth.

Sir Montaigne was able to find, what he believed to be real, a few pieces of the staff during the Crusades. He discovered a map that led him to a tomb deep below Constantinople, where he found the main body of the staff.

Joel Harrison Hope - Monster Hunter's Journal, Excerpts

After several months of research and travelling the world, I have made a breakthrough on my research on Bel's Staff. In a library in a small town in the Soviet Union, I found a Templar's manuscript that claimed Montaigne was buried in a monastery in the Alps. The text warned that monsters are attracted to the staff when it is inactive. They will try to make sure that no person will try to rebuild it again.

Joel Harrison Hope - Quest for the Staff of Bel, Entry 102

Our ascent up the mountains was hindered by snow, wind and malicious attacks by gargoyles. They have carried away several of the crew, but I was able to dispatch them with Medusa's Tear (see Entry 99). The few of us that remained soon found the monastery, but it was ravaged and had been ransacked many years ago. I was able to find the staff in a hidden chamber. It was wrapped in a dusty blanket with a tome beneath it. This tome was written in several languages, describing several monsters and the locations of many more missing relics. Looks like I have more work to do!

Joel Harrison Hope - Quest for the Staff of Bel, Entry 113

*Pope Lick Monster
patient drawing,
Western State
Sanitarium*



CHAIN OF CUSTODY

DARK PLACES & DEMOGORGONS
Cryptid Manual

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SURVIVE THIS!! is based on the
world's most popular
1970s Fantasy Roleplaying Game.
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DEDICATION

To all the people who inspired me to begin my RPG journey all those years ago. Thank you to Kevin Siembieda, Gary Gygax, Terry Brooks, J.R.R. Tolkien, Robert E. Howard, and Kyle La Velle - you know who you are.

Jodie Brandt

*I never wanted to see any of this. I
un known. All I have is my fear now.
enough.*

helm

I would like to dedicate this work to those cryptozoologists, writers, media hosts and adventures that have sparked my interest in the field since I was a kid.

Thanks to Isaac Asimov, Cliff Barackman, Art Bell, John Bindernagel, Bill Birnes, Lyle Blackburn, Chris Carter, Arthur C. Clarke, Loren Coleman, Phillip Coppens, Jael de Pardo, Frank Edwards, Maureen Elsberry, James "Bobo" Fay, Josh Gates, Bob Gimlin, Graham Hancock, Ben Hansen, Ranae Holland, Harry Houdini, John Keel, George Knapp, Grover Krantz, Jason McClellan, Jeff Meldrum, Matt Money maker, Leonard Nimoy, Chris Noel, George Noory, Albert Ostman, Roger Patterson, David Paulides, Charles B. Pierce, Erin Ryder, Whitley Strieber, Giorgio Tsoukalos, Erich von Daniken, Travis Walton, Jeff Wamsley and many more...

Josh Palmer



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STAT BLOCK ELEMENTS

- **Armor Class:** Attack rolls must exceed this number to hit.
- **Hit Dice:** d6 x this number to determine starting HP (unless the HP are given explicitly).
- **Move:** Move per round. Move x 10 = Feet you can move a round.
- **Actions:** How many actions in a round.
- **Attack Damage:** Damage & Weapon of their most common attacks.
- **Special:** Any special abilities or attacks noted.
- **Bonuses:** Noted bonuses listed here.
- **Morale:** Willingness to remain in a fight (see p.81 reference).
- **Terror:** Target DC on Terror checks. Terror check: The first time you encounter a monster, roll a d20 adding your level and any bonuses. If a Character fails they must roll on the Failed Courage/ Terror chart and then the next time they encounter the monster they must roll again, but gain a +1 accumulative bonus to your roll.
- **HDE:** Hit Dice Equivalent gives the monsters total difficulty accounting for Hit Dice (HD), Armor Class (AC), Attacks, Attack Damage, Movement, Special Abilities & Bonuses.

*Monsters Saving Throws are 8 + 1 per Hit Dice.



FAILED COURAGE / TERROR EFFECT

Roll	Failed Courage	Terror Effect
1	Spooked	You run away at full speed and are terrified for 30 seconds
2	Stunned	You take 2 steps back and lose your next action
3	Urinate	Lose your actions this round, you are at -1 to all rolls & AC for the encounter
4	Faint	Pass out for 1 minute
5	Run & Hide	Hide for 30 seconds
6	Scream	Lose all actions this round and next

AHOOL

"We have a report of several large, black bats swooping down at some trick or treaters in the southern part of Overlook Pines. They said there is a 6-year-old Skeletor crying in a tree on Steadly Drive. Sounds like another prank. Can I get a unit to check it out?"

- Jeffersontown Police Dispatch



An Ahool is a massive bat like creature that haunts the skies at night, scooping up unattended pets or children who have strayed out into the dark. If hungry or threatened, an Ahool will attack an adult or larger animal.

ARMOR CLASS: 13
HIT DICE: 3
MOVE: 6/ 16 (FLYING)
ACTIONS: 1
MORALE: 7
TERROR: 11
HDE: 4

Attack Damage: Bite (d8), Claws (d4)

Special: Toughness: Cold & Ice +3, Dark Vision

Bonuses: +3 to Melee attacks, +8 to Stealth, +6 to Spot, +8 to Listen, +2 to Initiative, Seize the Moment +1

Silent Skies - They move through the air with utter silence making them undetectable until they attack or are spotted.

Dive: Using all actions in a round, an Ahool can dive bomb a target. It gains +4 to attack and deals 2d6 damage. If hit, the target must make a STR check or be knocked down. The Ahool can Grab the target on a successful hit and lift them off. If Grabbed, the target gets to immediately make a STR check adding +2 to their roll to try to break the grasp. If they fail, they may try to break the grasp as their Action each turn.

Siphon: The Ahool feeds by siphoning the blood of its victim through a set of hollow teeth. Each round it holds a victim in its claws it drains 1 temporary point of CON from them and the Ahool heals 1 HP.

BIGFOOT - ALMASTI

Central Asia & Russia's answer to Bigfoot is the Almasti, or the Almas. It is smaller than the North American Bigfoot (6'-7' height average) and is reported to be smarter and more aggressive than most Bigfoot. Some report that they use tools and can set basic traps. They also will aggressively pursue trespassers in their domain.

ARMOR CLASS: 14

HIT DICE: 3

MOVE: 12, IGNORE ROUGH TERRAIN

ACTIONS: 1

MORALE: 7

TERROR: 10

HDE: 4

Attack Damage: *Slam (d6), Punch (d6), Charge, Throw Stones (d4)*

Special: *Run x4 Move, Toughness: Cold & Ice +2*

Bonuses: *+3 to Melee attacks, +3 to Melee damage, +1 to Range attacks, +6 to Spot, +6 to Listen, +8 to Stealth (in the woods), +1 to Initiative, +4 to Climb*

Howl: Before seen or noticed, Bigfoot may howl. Any non-Bigfoot must make a Courage check. If they fail, they are at -1 to all attack and skill rolls for 1 hour. The ability can stack 4 times.

Smell: All enemies within 60' are at -1 AC

Create Traps: Can create very simple traps with wood, plants, etc.



Two large pikes with deer heads impaled upon them sat at either side of an otherwise welcoming opening to a snowy, mountain pass. Our guides indicated that the locals placed those pikes there to warn that beyond is Almas-ti territory. We trudged several miles back to detour away from that area.

– Captain Dyatlov, Soviet Cartographer

BIGFOOT - GRASSMAN

"Did you see anything up there? It looked like that field of grass just shifted!"

– Ranger Warren Beiber, Cuyahoga Valley National Park

ARMOR CLASS: 14

HIT DICE: 3

MOVE: 12, IGNORE ROUGH TERRAIN

ACTIONS: 1

MORALE: 6

TERROR: 10

HDE: 4

Attack Damage: *Slam (d6), Punch (d6), Charge, Throw Stones (d4)*

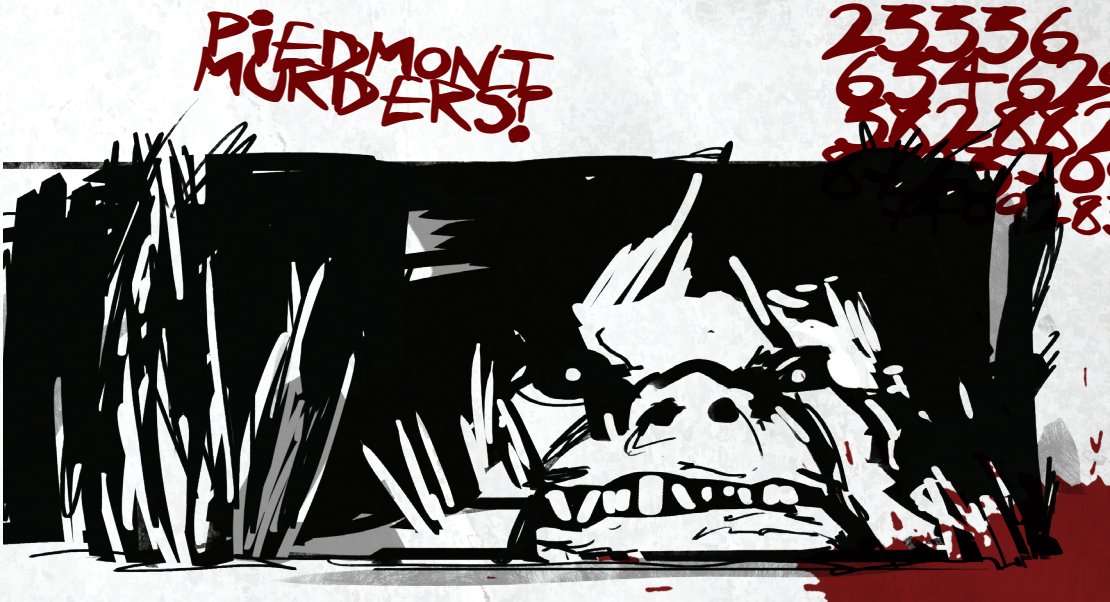
Special: *Run x4 Move, Spot checks against Grassman are at Disadvantage in grass or fields.*

Bonuses: *+3 to Melee attacks, +3 to Melee damage, +1 to Range attacks, +8 to Spot, +7 to Listen, +8 to Stealth (Woods), +14 to Stealth (Grass), +1 to Initiative*

Howl: *Before seen or noticed, Bigfoot may howl. Any non-Bigfoot must make a Courage check. If they fail, they are at -1 to all attack and skill rolls for 1 hour. The ability can stack 4 times.*

Smell: *All enemies within 60' are at -1 AC*

The Grassman is the Bigfoot that stalks the Eastern and Central portions of Ohio. Reports claim that it looks and behaves like a typical Bigfoot, however it has more hair and is a master at hiding in a grassy environment. It has been reported to have killed more dogs than other Bigfoot types, but that may just be because they live in a more populated area.



BIGFOOT - SASQUATCH



Sasquatch is the Bigfoot of the Pacific Northwest. It is a peaceful guardian of the forest and will not become aggressive unless provoked or it feels threatened. They can stand up to 9' tall and travel alone or in small family groups.

ARMOR CLASS: 13

HIT DICE: 3 + 3 HP

MOVE: 12, IGNORE ROUGH TERRAIN

ACTIONS: 1

MORALE: 5

TERROR: 11

HDE: 4

Attack Damage: Slam (d6), Punch (d6), Charge, Throw Stones (d4)

Special: Run x4 Move

Bonuses: +2 to Melee attacks, +4 to Melee damage, +8 to Spot, +6 to Listen, +8 to Stealth (Woods)

Howl: Before seen or noticed, Bigfoot may howl. Any non-Bigfoot must make a Courage check. If they fail, they are at -1 to all attack and skill rolls for 1 hour. The ability can stack 4 times.

Smell: All enemies within 60' are at -1 AC

"It was incredibly large. It took two quick steps and was gone into the woods!"

– Paul Pennygrabber, eyewitness

BIGFOOT - SKUNK APE

"You will smell the son of a bitch minutes before you'll see the ugly bastard!"

– Raymond Le Flores, Bigfoot Hunter

ARMOR CLASS: 13

HIT DICE: 3

MOVE: 12, IGNORE BOGGY TERRAIN

ACTIONS: 1

MORALE: 5

TERROR: 12

HDE: 4

Stink: Any non-Bigfoot within 100' must make a CON check at Disadvantage or be Sickened for d6 rounds (-3 to all attacks & skill checks. They are also at Disadvantage on all saving throws and Move at ½ speed).

Attack Damage: Slap (d4), Charge, Slam (d6)

Special: Run x4 Move, *Smell, Toughness +1

Bonuses: +2 to Melee attacks, +2 Melee damage, +5 to Spot, +4 to Stealth (+12 in a Swamp), +6 to Swim, +6 to Climb, +4 to Jump, +6 to Track

The Skunk Ape is the southern cousin of Bigfoot that favors extremely wet, swampy areas. It is reportedly shaggier, more aggressive and slightly smaller than its northern kin. Its most notable attribute is its foul odor.



BIGFOOT - YEREN



*Hoax. These creatures
were used to cover the
Bin-Teng massacre.*

-M

The Chinese equivalent to Sasquatch is the forest and mountain dwelling Yeren. Witnesses describe the Yeren in the same way they describe Sasquatch, except that the Yeren tends to be less muscular. They live in family groups and avoid people, unless threatened.

ARMOR CLASS: 13

HIT DICE: 3 + 1 HP

MOVE: 12, IGNORE ROUGH TERRAIN

ACTIONS: 1

MORALE: 6

TERROR: 11

HDE: 4

Attack Damage: Slam (d6), Punch (d6), Charge, Throw Stones (d4)

Special: Run x4 Move

Bonuses: +3 to Melee attacks, +3 to Melee damage, +8 to Spot, +6 to Listen, +7 to Stealth (Woods), +6 to Climb

Howl: Before seen or noticed, Bigfoot may howl. Any non-Bigfoot must make a Courage check. If they fail, they are at -1 to all attack and skill rolls for 1 hour. The ability can stack 4 times.

Smell: All enemies within 60' are at -1 AC

"I saw 5 of them splashing at the waterfall and 2 of them looked like kiddies. I tapped Dr. Yao on the shoulder to show him and they were gone by the time he turned his head. Maybe I imagined it."

– Xhao Zinyu, Anthropology Graduate Student, Zhejiang University

BIGFOOT - YETI

Yeti are the Arctic and high mountainous version of a Sasquatch, or Bigfoot, found in the cold climes of Asia. Large, shaggy humanoid creatures, they are territorial, but otherwise avoid contact with humans. They tend to be much larger than their Sasquatch cousins, up into the 11' mark.

ARMOR CLASS: 14

HIT DICE: 5 + 2 HP

MOVE: 12, IGNORE SNOW TERRAIN

ACTIONS: 2

MORALE: 8

TERROR: 14

HDE: 7

Attack Damage: Fist (d6), Slam (d6), Claws (d8), Rock/ Ice Throw (d4), Charge

Special: 20 STR, Toughness +3, Immune to Cold & Ice, can run x4 Move

Bonuses: +5 to Melee attacks, +5 to Melee damage, +3 to Range attack, +12 Stealth (Snow), +10 to Jump, +8 to Balance, +2 to Initiative, +8 to Spot, +8 to Listen, +7 to Track

Hug Attack: In combat, if they attack twice with their fists, and both fists hit, they will also then deliver a bone crushing hug for an additional 2d6 damage. The target can make a DEX to take ½ damage (rounded up).

Howl: Before seen or noticed, Bigfoot may howl. Any non-Bigfoot must make a Courage check. If they fail, they are at -1 to all attack and skill rolls for 1 hour. The ability can stack 4 times.

"They assailed our tents all night. We could not get any sleep as they pelted us with ice and rocks. I guess they do not want us here."

– Sir John Graham Idle, from 1957: The Failed Expedition



BIGFOOT - YOWIE

The Yowie is the Australian cousin of Sasquatch. It is reportedly the same size and has an equivalent temperament, except that it seems slightly more primitive and savage than its North American relative. With less forest land down under, the Yowie has adapted to be stealthy in rocky and arid lands.

ARMOR CLASS: 14
HIT DICE: 3 + 2 HP
MOVE: 12, IGNORE ARID TERRAIN
ACTIONS: 1
MORALE: 6
TERROR: 11
HDE: 4

Attack Damage: Punch (d6), Slam (d6), Rock Throw (d4)

Special: Toughness +1, Immune to Heat, can run x4 Move

Bonuses: +3 to Melee attacks, +3 to Melee damage, +1 to Range attack, +6 Stealth (Desert), +5 to Jump, +5 to Balance, +1 to Initiative, +6 to Spot, +6 to Listen, +5 to Track

Howl: Before seen or noticed, Bigfoot may howl. Any non-Bigfoot must make a Courage check. If they fail, they are at -1 to all attack and skill rolls for 1 hour. The ability can stack 4 times.

"It ran across the bush at incredible speed and disappeared into a thicket of trees in just a few seconds. Crickey, how can a giant run so fast?" – Paul Crowe, Australian Outback Guide



BLACK-EYED CHILDREN

Black Eyed Children are small children that always have a ghostly appearance (they often appear in pairs of 2, 4, etc.). They dress in clothing from a by-gone era and have large, expressionless, black eyes. Their mouths are usually partially open, but only the sound of haunting winds comes forth. These spirits live off of the fear of humans.

ARMOR CLASS: 10

HIT DICE: 1

MOVE: 12/ 16 (FLOATING)

ACTIONS: 1

MORALE: 6

TERROR: 13

HDE: 2

Attack Damage: Haunting Echo

Special: True Sight (can see the invisible & through illusions)

Bonuses: +5 to Spot, +1 to Initiative, +5 to Stealth

Incorporeal (Special): Immunity to all damage, except when an opponent makes a Terror check. The Black-Eyed

Children take 1 damage when an opponent makes a Terror check against them. If they go to 0 HP, they dissipate. They float 3" above the ground and can float through solid objects.

Haunting Echo: At the beginning of each round, all living creatures not currently under a terror effect within 100' must make a Terror check (even those that have passed a previous Terror check). Whenever a player fails a Terror check they absorb the fear. If they eat six times during an encounter they disappear, causing all creatures with 100' to become Sickened & take 1 Psychic damage for each Black-Eyed Child.



One stormy night your car gets a flat while driving down an old country road. As you dig out your spare and jack, you see two small figures float out of the shadows and stand at the side of the road. They appear to be small, raggedy dressed children staring at you with two giant, black eyes.

BOOK WYRM

*"Well hello there, little fella. Aren't you a curious little... *poof*... Wait, what? Where am I?"*

– Memoirs of the World's Luckiest Mage

ARMOR CLASS: 10
HIT DICE: 2
MOVE: 6/ 12 (FLYING)
ACTIONS: 1
MORALE: 10*
TERROR: -
HDE: 3

Book Wyrmes are staunch defenders of their domains and have a Morale of 10 when doing so. If their Sanctuary is not in immediate danger they will try to flee rather than fight, making their Morale 4.

Haunting old libraries and dusty used bookstores, the Book Wyrms are a creature that thrives on knowledge. When it decides to manifest, as if peeling itself like an old page from some massive tome, it appears as a medium sized origami dragon, complete with wings which provide it the ability to fly.

Attack Damage: The Book Wyrms' only attack is Dust of Ages

Bonuses: +2 to attack with Dust of Ages, +2 to Initiative, +5 to Spot, +5 to Listen, +8 to Knowledge: General, +6 to Stealth (Sanctuary), +3 to Outsmart

Special: Immune to Physical damage, Highly Intelligent, Outsmart x5/ day, Flying

Dust of Ages: When pressed, the Book Wyrms exhale a great cloud of dust. The intended target, and any living thing within a 5' radius, must make a WIS check or entirely forget the last d6 hours of their life and become stunned for d4 rounds.

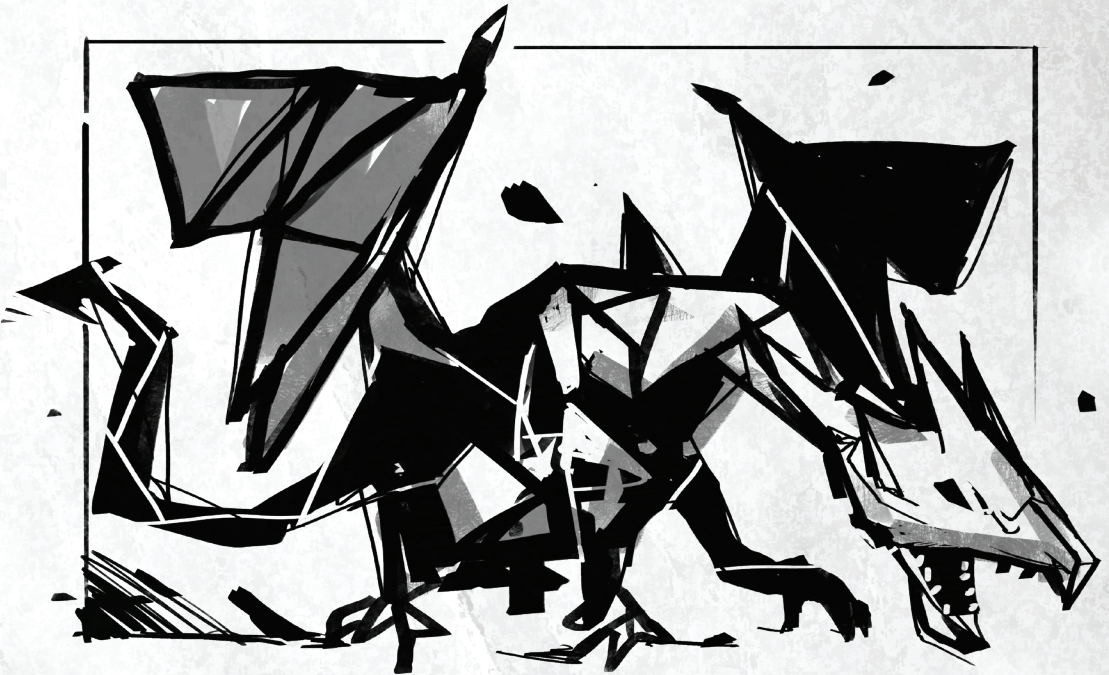
Imbue Knowledge: If successfully captured, without harm, the Book Wyrms will answer any one question asked by the one who captured it. Roll d6 to determine the age and depth of the Wyrms' knowledge, consulting the table below. The exact answer and knowledge of the Book Wyrms is determined by the GM.

Book Wyrmes are extremely protective of their sanctuaries and if pressed or attacked, will emit a cloud of dust that steals victims' memories. If someone were able to successfully catch one of these magnificently intelligent creatures it will willingly answer any one question posed by its assailant and then burst into a million shreds of paper, before reforming in its home in d4 days. The origin of these mysterious creatures is lost to time. It was once believed that they were born during the building of the Library of Alexandria.

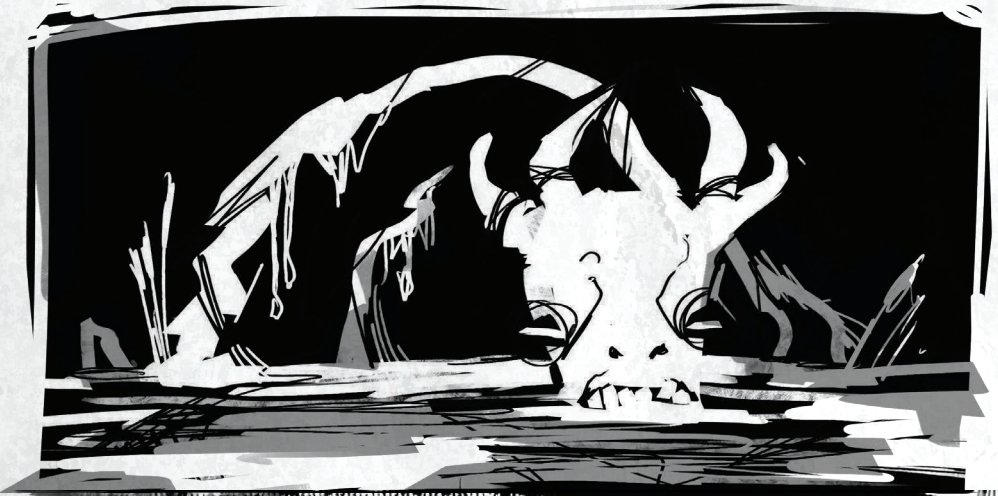
BOOK WYRM'S KNOWLEDGE

A Book Wyrms Knowledge is cumulative (each older dragon has the previous knowledge & bonuses)

- 1. Adolescent:** (0 - 50 years old) Can answer any 'general' knowledge question. Add +1 to Dust of Ages WIS check roll.
 - 2. Young Adult:** (51 - 125 years old) Can answer more difficult questions regarding history or culture. Add +1 to attack with Dust of Ages.
 - 3. Seasoned:** (126 - 250 years old) Knowledgeable in fields such as astronomy, science and evolution. Can speak and read any known language. +1 Hit Dice. +1 HDE.
 - 4. Wyrms:** (251 - 400 years old) Serves as a repository of knowledge in all things humanly devised. Add +1 to Dust of Ages WIS check roll.
 - 5. Ancient:** (401+ years old) Is a master of all things listed above as well as mystical and occult related knowledge. Dust of Ages WIS checks are made at Disadvantage. +1 Hit Dice. +1 HDE.
-



BUNYIP



Bunyips are large amphibious beasts that roam the waterways of SE Australia. The Aborigine people claim that the Bunyip is an evil, water spirit that patrols rivers, creeks and bogs. It is large, hairy beast that resembles a cross between a giant dog, cow and a horse with giant teeth. Some people claim it has crocodile features as well. The Bunyip will not leave the waterway for more than a few minutes. It will attack anyone that approaches it in the water.

ARMOR CLASS: 14
HIT DICE: 8 + 4 HP
MOVE: 8/ 21 (SWIM)
ACTIONS: 1
MORALE: 8
TERROR: 15
HDE: 10

"It reared up out of the billabong and struck with its powerful jaws, snappin' our vessel in half. I thought we were goners, mate!" – Paul Crowe, Australian Outback Guide

Attack Damage: Claw (d6), Bite (d8), Slam (d8)

Special: Toughness +2, Toughness: Water +5, can breathe underwater, Dark Vision

Bonuses: +5 to Melee attack, +5 to Melee damage, +8 to Spot, +8 to Listen, +11 to Stealth (water), -1 to Initiative, +12 to Swim

Capsize: If underneath a boat that weighs less than 1000 lbs., the Bunyip can try to flip it over. Roll a d20, add +1 and +1 for every 100 lbs. below 1000 lbs. the boat weighs. If the roll is 14 or better, the boat flips over. If the roll is 18 or better, the boat breaks and begins to sink.

CERBERUS

"Cerberus? He's saying we've got ten seconds to pray to the god of our choice. After that...well...he's hungry."

ARMOR CLASS: 16
HIT DICE: 8 + 4 HP
MOVE: 12
ACTIONS: 3
MORALE: 10
TERROR: 16
HDE: 10

Said to be the guardian to the gates of Hell itself, Cerberus is often depicted as a hellish three headed hound, that drools acidic spittle from its slaving jaws. He is the size of a large horse. He loves to eat living flesh and enjoys toying with his victims. If Cerberus is on Earth, he must have escaped Hell or is guarding something important.

Attack Damage: Bite (2d6 damage + d4 Acid damage), Claws (d8), Toughness +2

Bonuses: +4 to Melee attack, +3 to Melee damage, +3 to Initiative, +6 to Spot, +15 to Listen, +13 to Jump, +8 to Swim, Seize the Moment +3

Pounce: Once per round, Cerberus may make a pounce attack on one creature. If successful the target is pinned to the ground unless they can make a successful STR check at the beginning of a round to escape.

Vicious: Once per round, if the Cerberus attacks the same target in a round with all three actions, it gets a Seize the Moment attack this round at Advantage.

Superior Hearing: Can hear sounds from up to 5 miles away. Advantage on all Listen checks. All Blindness effects are halved (rounded down).

Fetid Breath: *Anyone ending a turn with 5' of one of Cerberus' mouths must make a CON check or be at -1 to all attack and skill rolls for d4 rounds. This effect is cumulative. If one fails this save three times in a row within a day, they are at Disadvantage on all rolls for d4 hours.*



CHUPACABRA



The Chupacabra, or “goat-sucker” is a creature that sucks the blood from animals. It is most commonly sighted in the Southern U.S. and Latin America. Some reports claim it is a humanoid with lizard like features, while others claim it looks like a deformed, mangey canine with large teeth.

ARMOR CLASS: 14
HIT DICE: 3 (MALE)/ 4 (FEMALE)
MOVE: 12
ACTIONS: 1
MORALE: 6
TERROR: 13
HDE: 4 (MALE)/ 5 (FEMALE)

Attack Damage: Claw (d6), Bite (d6),
Special: Tongue Attack (no damage, allows for blood drinking), Toughness +1 (Male)/ +2 (Female)

“We lost another goat last night. It’s been sucked dry just like the rest of them. I think you know what did this!” – Robert Trujillo, Local goat farmer

Bonuses: +3 to Melee attack, +3 to Melee damage, +8 to Spot, +8 to Listen, +6 to Stealth, +2 to Initiative, +6 to Jump

Pounce: Both male and female Chupacabra can perform a Pounce Attack that deals an additional d4 damage to their claw or bite attack. They must jump from at least 10’+ away to Pounce. On a successful hit, the target (if smaller than 6’) finds themselves pinned to the ground underneath the Chupacabra. At the start of each round, as a Free Action the target may make a STR check to escape the clutches of the mighty beast (Add +3 to the STR roll).

CROCODUCK

"If evolution is real, then where is the Crocoduck?"

– Cameron Comfort, Street Preacher

"I seen a pack of them down by the fishin' pond on Dillahunty Farms."

– Jake Hugo, Local fisherman

ARMOR CLASS: 12

HIT DICE: ½

MOVE: 8/ 20 (SWIM) / 5 (FLYING)

ACTIONS: 1

MORALE: 4

TERROR: 8

HDE: ½

The Crocoduck is an odd evolutionary anomaly that may have been created by magical means, rather than by nature. They are small, like a duck, but have a small crocodile head with sharp, snapping teeth.

They hunt in packs of 4-12 and are vicious if hungry or afraid. For some odd reason, they are easily attracted to and distracted by bananas.

Attack Damage: Bite (d4-1)

Special: Toughness: Water +3, Flying (Minor, can only fly a few feet at a time for short distances)

Bonuses: +2 to Melee attack, +4 to Spot, +4 to Listen, +3 to Stealth, +1 to Initiative, +9 to Swim, +4 to Jump

Swarm: Each Crocoduck, after the first, that attacks the same target in a round cumulatively gets +1 to Melee attack.



*Best managed with
shotguns and flame
units. KEEP THEM
FED!*

-M

DOBHAR-CHU (KING OTTER)

Dobhar-Chu, or King Otters, traditionally dwell in the annals of Irish folklore. They live in rivers and streams, protecting them from overuse, pollution and abuse from mankind or evil spirits. The few people that have spotted one say that they look like a cross between a giant otter and a wet dog and only attack those doing harm to the waters or the Dobhar-Chu themselves. They live in family units and considered good luck to those that respect nature.

ARMOR CLASS: 16

HIT DICE: 9

MOVE: 14/ 32 (SWIM)

ACTIONS: 2

MORALE: 9

TERROR: 12

HDE: 11

Attack Damage: Bite (d6), Claw (d6), Slam (d8), Dark Vision

Special: Toughness +3, Toughness: Cold & Ice +3, Immune to Water damage & effects, Immune to Poisons, Immune to Radiation, heals 1 HP per 10 minutes

Bonuses: +6 to Melee attack, +3 to Melee damage, +9 to Spot, +9 to Listen, +7 to Stealth (Water), +3 to Initiative, +11 to Swim, +7 to Sleight of Hand

Capsize: If underneath a boat that weighs less than 1000 lbs., the King Otter can try to flip it over. Roll a d20, add +1 and +1 for every 100 lbs. below 1000 lbs. the boat weighs. If the roll is 14 or better, the boat flips over. If the roll is 18 or better, the boat breaks and begins to sink.

Bless the Waters: Once a week the King Otter can bless a Guardian of the Water. The target gains +2 to AC, heals 1 HP per 10 minutes, Immunity to Water damage & effects, can breathe underwater, gains 24 Move in water and they become Fearless. This effect lasts for 1 week, or until the blessed betray the waters. If they do betray the waters, they lose 1 HP permanently.

"The light shimmered of the water on the back of the Dobhar-Chu. Its eyes sparkled and I knew it would not hurt me. I almost suspected it was blessing my conservation work."

– Dakota Richards, State Conservation Officer

THE DOGMAN OF THE NORTH WOODS

"The scratches were above the door frame, and deep too, like knife cuts. That must make the beast 7 feet tall!"

– Mike Nelson, Night Manager at the Wisconsin Fish n' Chip Restaurant where the marks were discovered

ARMOR CLASS: 16

HIT DICE: 4

MOVE: 15 IGNORE FOREST TERRAIN

ACTIONS: 2

MORALE: 8

TERROR: 14

HDE: 5

Attack Damage: Claws (d6), Bite (d8), Dark Vision

Special: Toughness +1, Toughness: Cold & Ice +4

Bonuses: +2 Melee attacks, +2 to Melee damage, +8 to Spot, +8 to Listen, +7 to Track, +10 to Stealth, +6 to Climb, +6 to Jump

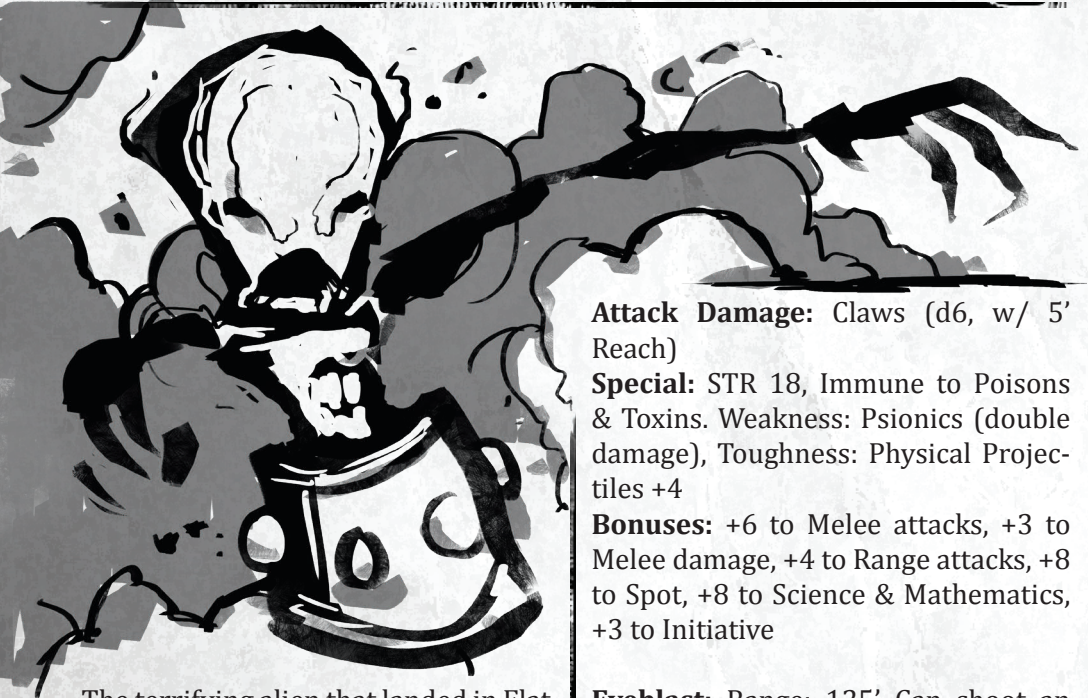
A 7' tall amalgamation of man and wild mangy canine, the Dogman makes its presence known every seven years in the wilds of the northern United States. Its legend has spread across Michigan, Ohio, Wisconsin, and Minnesota, but rumor has arisen of its sightings elsewhere as well. The Dogman likes to ambush its prey. They are often misidentified as a werewolf.

Howl: As an Action, the Dogman may howl causing everyone not terrorized already to make a Terror: 14 check. Those that have already passed a Terror check still must make a check, but get a +2 bonus.

Ambush: If the Dogman attacks and its target is unaware of its presence, the Dogman gets +3 to that attack, does an additional 2 damage and Critical Hits on a 18-20.



E.T. - THE FLATWOODS MONSTER



The terrifying alien that landed in Flatwoods, West Virginia may have been a one-off solo explorer or scout, or it could have been a vanguard for a future invasion. Witnesses said it stood almost 10' tall, with a giant red, spade shaped head, had long metallic arms with giant talons and it seemed to ride in a "giant garbage can" like personal vehicle or armored exo-skeleton. It also emitted a vile odor that nauseated the witnesses.

ARMOR CLASS: 17

HIT DICE: 8 + 6 HP

MOVEMENT: 9 / HOVER UP TO 10'

ACTIONS: 2

MORALE: 8

TERROR: 16

HDE: 10

Attack Damage: Claws (d6, w/ 5' Reach)

Special: STR 18, Immune to Poisons & Toxins. Weakness: Psionics (double damage), Toughness: Physical Projectiles +4

Bonuses: +6 to Melee attacks, +3 to Melee damage, +4 to Range attacks, +8 to Spot, +8 to Science & Mathematics, +3 to Initiative

Eyeblast: Range: 125' Can shoot an energy beam for d6+2 Fire damage that Ignites its target.

Odor: At the start of each round, anything within 100' must make a CON check or be at -1 to all attack, damage and skill rolls for d6 minutes. At the start of each round, anything within 20' must make a Poison save or lose 1 HP & 1 STR per round.

True Sight: Can see the Invisible, cannot be Blinded, can see through Illusions, can see in the dark

"It arose from its craft surrounded by a noxious cloud of gas. Then it floated in some sorta drum towards us. I couldn't move a muscle. I thought I would die of fright!" – Ethel Younger, Witness Report in Central West Virginia Post

E.T. - GREYS (aka THE PROBERS)

"I awoke in the field behind the middle school. I was covered with morning dew that had soaked my Voivod t-shirt through. When I stood up I noticed my ass hurt like a son of a..." – Marlon "Snakey" Mustaine, Alien Abduction Report

ARMOR CLASS: 11

HIT DICE: 3

MOVEMENT: 12 / HOVER UP TO 8'

ACTIONS: 1

MORALE: 9

TERROR: 13

HDE: 3

A rogue group of aliens are abducting people for medical information. They strike late at night in remote areas. Those taken are usually in a small party and are always returned separate-

Grey aliens, known by many as The Probers! They have pale grey skin, giant black eyes and are very thin. They stand 4'-5' tall and float off of the ground.

Attack Damage: Stun Gun Blast (Range attack. Mental save at Disadvantage or be stunned for 1 hour). Gun has 24 shots and must be recharged on the ship.

Special: INT 18, Telepathy, Outsmart x4 a day, Calming Aura (Anyone that ends a round within 5' of them, must make Mental save, adding +3 to your roll or be non-aggressive for 4d6 minutes)

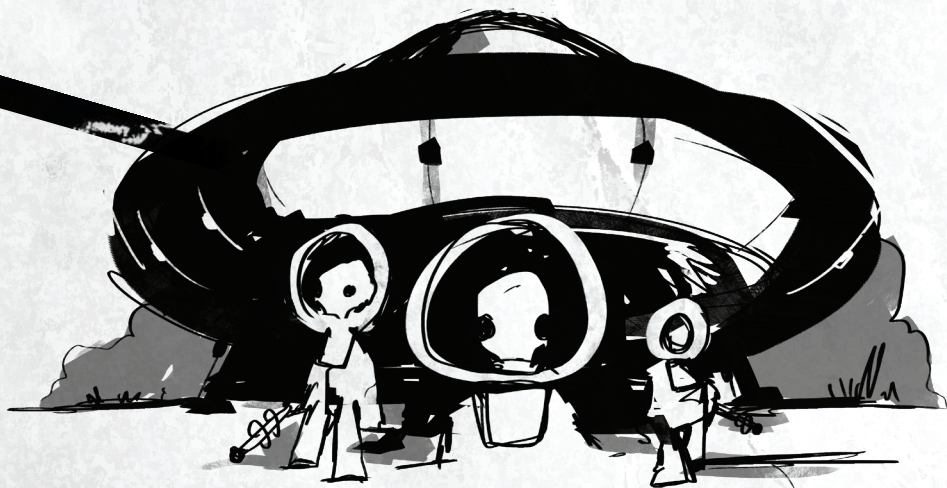
Bonuses: No melee attacks, +3 Range attacks, Outsmart at +1, +8 to Spot, +6 to Listen, +1 to Initiative, +7 to Investigate, +10 to Science & Mathematics

Curiosity: The Alien Probers are extremely curious and will put subjects into situations just so they can record their responses, even if the situation may allow the subjects to escape or get the upper hand.

Items: Stun Gun, Prober



E.T. - LITTLE GREEN MEN



These aliens stand about 3' tall and sometimes wear teal space suits (sometimes they are seen with "futuristic" bubble helmets). Anyone within 20' of them can see their faces clearly. They have green skin and large yellow eyes. They have 3 fingers on each hand. They are interested in knowledge and will not willfully harm an Earth creature. Unfortunately, their attempts at contact led to unintended anarchy.

ARMOR CLASS: 12
HIT DICE: 2
MOVE: 18 FLOATING
ACTIONS: 1
MORALE: 7
TERROR: 8
HDE: 3

Attack Damage: Laser Gun (Harm d6+2 damage/Stun does 1 HP and knocks out the target for d6 minutes – Critical save negates/ Freeze – freezes the opponent in a green force field for d4 minutes, Critical saves negates).

Special: Highly Intelligent

Bonuses: +2 to Range attacks, +2 to Initiative, +6 to Spot, +5 to Listen, +5 to Stealth, +6 to Investigate, +6 to Science & Mathematics

Force Field: They cannot come to physical harm while in the force field (still susceptible Magic & Psionics, but are only 25% effective) and are not influenced by the environment.

Items: Laser Gun & Force Field

"Why did ya just start shootin'?"

– Officer Joe Trinity

"They was green and was speakin' some sorta Communist Gobbledygook!"

– Farmer Chapman

E.T. - NORDIC

"Three of them blonde aliens approached me as I got off my tractor. I felt an inner peace and trusted them completely. They told me that the we need to work together to ensure world peace. I swear they looked like Farrah Fawcett, Olivia Newton-John & Heather Thomas." – Farmer Chapman, KUFOO Alien Witness Report

ARMOR CLASS: 15
HIT DICE: 6 + 4 HP
MOVE: 16/ 24 FLOATING
ACTIONS: 2
MORALE: 10
TERROR: 12 (AWE)
HDE: 8

The Nordic aliens have come to Earth to help mankind achieve peace and harmony with their surroundings, and eventually join the other races of the galaxy as brothers. They are mortal enemies with the Greys and Reptilians. They all stand 6'-7' tall and are all hypnotically beautiful blondes. They will not intentionally harm other living beings, unless they have no other choice.

Attack Damage: Laser Gun (Harm d6+2 damage/ Stun: does 1 HP and knocks out the target for d6 minutes – Critical save negates/ Freeze – freezes the opponent in a blue force field for d4 minutes, Critical saves negates/ IQ **Boost:** target gains +5 INT for d4 minutes/Healing Shot: Target heals 2d6).
Special: Telepathy, Highly Intelligent, Outsmart x4/ day, Toughness: Psychic +8, Minor Telekinesis (10 lbs.)

Bonuses: +6 to Range attacks, +8 to Spot, +8 to Listen, +3 to Stealth, +14 to Investigate, +10 to Mechanics, +13 to Knowledge: General, +6 to Science & Mathematics

Calming Aura: No target within 200' can attack or attempt to harm a Nordic Alien without making a Mental save at Disadvantage. If they can attack, they do so at Disadvantage.

Natural Mechanics: can fix machines with their minds & telekinesis

Items: Laser Gun, Space Force Field Suit (AC bonus, fully environmental, Toughness: Energy +5, can absorb 20 HP damage per hour, can levitate).



E.T. - REPTILIAN

The Reptilians are race of aliens that have disguised themselves as important and influential people in order to take over, or destroy, the world. In their natural form they look like a lizard man without a tail. They use a self-repairing skin and hair to disguise themselves. They are at war with the Nordic aliens and are allied with the Greys.

ARMOR CLASS: 14
HIT DICE: 4 + 3 HP
MOVE: 12/ 18 (WATER)
ACTIONS: 2
MORALE: 5
TERROR: - (12 IN TRUE FORM)
HDE: 5

Attack Damage: Retractable Claws (d6), Laser Gun (Harm d6+2 damage/ Stun does 1 HP and knocks out the target for d6 minutes – Critical save negates/ Freeze – freezes the opponent in a green force field for d4 minutes, Critical saves negates/ Poison does d4 damage + Sickens opponent for 2 minutes, Poison save negates).

Special: Dark Vision, Highly Intelligent, Regenerates 1 HP per minute, Toughness +1, can breathe underwater, Outsmart x3/ day

Bonuses: +1 to Melee attacks, +4 to Initiative, +5 to Range attacks, +7 to Spot, +7 to Listen, +5 to Stealth, +4 to Investigate, +9 to Interrogation, +6 to Science & Mathematics, +8 to Subterfuge

Items: Laser Gun, Skin Repair Kit (triples skin regeneration time)

"Cyndi Lauper. Walter Mondale. Prince. Dan Rather. Margret Thatcher. Dee Snider. Harrison Ford. Elizabeth Shue. They are all part of the Global, Reptilian, Illuminati Conspiracy!"

...s, Talk Radio Host

There are far more of these things in the FBI than you think! Trust no one!

-M



FAIRY

"She was a beautiful 8" tall creature, just sitting there on the branch. When she noticed me, she scowled, turned into a small ball of light and fluttered away into the tree canopy." - Tonya Hampton, Manager at the J-Town Orchard

ARMOR CLASS: 17
HIT DICE: 2
MOVE: 24 (FLYING)
ACTIONS: 1
MORALE: 8
TERROR: 12 (AWE)
HDE: 3

Fairies dwell in all climates, but they have a greater population in woodland areas. They wish to be left alone and will avoid contact with man unless forced to. A Fairy may try to trick a person into leaving their domain, but will do so at range. They are very small (4"-11"), have wings and come in many vibrant colors.



Attack Damage: Light, Color Wave
Special: Toughness: Magic +2, Weakness: Iron, can fly at x5 Move, Empathy with Nature & Animals, Dark Vision
Bonuses: +4 to Ranged attacks, +8 to Spot, +8 to Listen, +4 to Initiative

Light: Fairies can cause Light at will (Self or 100' Range). They may cast Light on a person's face as a Range attack. If successful, the target takes 2 Light damage (if Evil or Chaotic Alignment) and they are Blinded for d4 minutes (DEX check negates).

Color Wave: A Fairy will shoot a rainbow of colors if it feels threatened. The wave hits every hostile in a 10' x 20' area. The effect is based on what color hits them. It is random each time. Magic or Death save adding +2 to the roll will negate the effect.



COLOR WAVE EFFECT

Roll	Color	Effect
1	Red	Stunned for d4 rounds
2	Green	Poison Ivy (Itchy) -4 AC & -4 to attacks for d6 minutes
3	Orange	Put to sleep for 2 minutes
4	Green	Feared. Run away for d6 rounds
5	Blue	Safely Teleports the target 500' away
6	Indigo	Blinded for d4 minutes

GARGOYLE

4-6' GARGOYLES *

ARMOR CLASS: 16

HIT DICE: 5 + 3 HP

MOVE: 9/ 24 (FLYING)

ACTIONS: 2

MORALE: 8

TERROR: 14

HDE: 7

*(USE GIANT TEMPLATE FOR LARGER GARGOYLES)



Gargoyles are creatures that are made of organic stone that often act as guardians of buildings or lairs. They can come in many forms, such as cats, bats, humanoids, goblinoids, griffins, demons, devils, birds, etc. Their hard skin and strength make them dangerous opponents.

Attack Damage: Claw (d6), Bite (d6)

Special: Toughness +4, cannot be Critically Hit, Immune to Electricity, Regenerates 1 HP per round

Bonuses: +3 to Ranged attacks, +5 to Melee attacks, +5 to Melee damage, +6 to Spot, +6 to Listen, +2 to Initiative, +11 to Stealth

Harden: As an Action, the Gargoyle can harden. They lose all actions and gain +5 to AC, Toughness +10, deflect $\frac{1}{2}$ Energy & Magic they take to a random target within 50' (before Toughness is accounted for) & Regenerate 3 HP at the end of each round. They can unharden when their action comes up.

Dive: Using all actions in a round, a Gargoyle can dive bomb a target. They gain +4 to attack and deals 2d6 damage. If hit, the target must make a STR or be knocked down.

"I was climbing the Carson Towers on a stormy night. I had just made it to the top and was beginning to pull out my tools, as a large clawed hand grabbed my shoulder. As I fell, I saw one of the statues laugh as it returned to stone."
 Katrina Sud, A Master Burglar's Life

GROOTSLANG

*Born of sadness, birthed in sorrow, the Grootslang's curse is no tomorrow.
-African Children's Rhyme*

ARMOR CLASS: 16
HIT DICE: 5 + 4 HP
MOVE: 14/ 18 (WATER)
ACTIONS: 2
MORALE: 9
TERROR: 14
HDE: 7

A most unusual sort of creature, the Grootslang is, with the body of a massive, 30' black snake and a giant head that curiously resembles that of an elephant. This beast is wise and crafty, so it is best not to dismiss it as just an oddity. They prefer to dwell in deep caverns and many legends tell of a vast treasure that can be found in their lair.

Attack Damage: Bite (d8), Constrict (2d6)

Special: Toughness +2

Bonuses: +3 to Melee attack, +3 to Melee damage, +5 to Stealth, +8 to Spot, +6 to Listen, +1 to Initiative, Seize the Moment +2

Relentless: The Grootslang is an extremely intelligent beast which makes it a fearsome foe to encounter. It has the ability to spring ambushes, and will attempt to lure victims towards it by making curious sounds.

Devour: Grootslangs are large enough to swallow an average size person whole. Once the creature makes a successful bite attack it may immediately make another attack roll to constrict (Grab) its prey. If successful, at the beginning of each round the victim may use an Action to make a Strength check at +3 to their roll to break free.

If a character is constricted when the Grootslang attacks, it can swallow it whole where it will slowly die by digestion taking d6 points of damage per round.



GREMLINS

ARMOR CLASS: 17
HIT DICE: 2
MOVE: 9
ACTIONS: 1
MORALE: 5
TERROR: 12
HDE: 3

Gremlins are 2' tall green or yellow creatures that are compelled to create mayhem. They love to destroy machines and strike fear into the hearts of all types of creatures. In low numbers, Gremlins will often times stay hidden from human eyes. However, if unchecked and their numbers grow, they will reveal themselves and try to cause as much havoc as possible.

Gremlins are often found in groups, as these species can be nomadic.

Attack Damage: Claw (d6-1), Bite (d6-1)

Special: DEX 20, can run x4 Move
Bonuses: +5 to Ranged attacks, +1 to Melee attacks, +10 to Jump & Climb, +5 to Spot, +8 to Listen, +5 to Initiative

Destructive: Gremlins naturally love to destroy things. Any machine or computer related check is at Disadvantage within 50' of a Gremlin.

Multiplying/ Weakness: Each Gremlin has a different thing that makes them multiply (When exposed it is Stunned for 2 rounds. Then it creates d4 new Gremlins that are stunned for 2 rounds) and they each have a Weakness. Each Weakness does d6 damage per round.

Roll d8 for each one's way to multiply & its weakness (must be different).

*These things are
 believed responsible
 for the 'Star Bowling'
 incident. Possible?*



CRYPTIDS

"I don't know about no rules. These lil' bastards seem to multiply at such a high rate, they will over run the farm by 'morrow! Plus, catching one is like trying to catch a chicken while wearing concrete boots." – Farmer Chapman

MULTIPLY TRIGGERS / WEAKNESSES

<u>ROLL</u>	<u>RESULT</u>
1	Moving Water
2	Direct Sunlight
3	Submerged in Water
4	Eating Dead Flesh
5	Snow
6	Dirt or Earth
7	Eating Vegetation
8	Eating Live Flesh



HELLHOUND



ARMOR CLASS: 15
HIT DICE: 3 + 3 HP
MOVE: 12
ACTIONS: 1
MORALE: 8
TERROR: 14
HDE: 5

Throughout history mankind has reported seeing horrific, dog-like beasts that can breathe fire. Many believe they come from the underworld or are servants of devils. Hellhounds usually travel in packs of 2-4, but may be occasionally encountered alone.

Hellhounds look like large dogs that have singed hair and fiery, red eyes. Many report the prominent smell of Sulphur when they approach.

The smell of Sulphur permeated the air of the bog, as 3 pairs of red, glowing eyes began to close in on the group. Hell was about to be unleashed.

Attack Damage: Bite (d6), Claws (d4), Fire Breathing

Special: Immune to Fire & Heat, Weakness to Cold & Ice, Toughness +2, True Sight (can see the Invisible and see through illusions), Dark Vision

Bonuses: +3 to Melee attacks, +2 to Melee damage, +4 to Range attacks, +6 to Jump, +5 to Initiative, +8 to Spot, +8 to Listen, +5 to Climb, +12 to Dig

Fire Breathing: Once every other round, Hellhounds can breathe fire with a 10' Range (Range attack). The fire does a d4 Fire damage & a d4 Magic damage. The target can make a DEX check to take ½ damage.

HODAG

ARMOR CLASS: 16
HIT DICE: 3 + 3 HP
MOVE: 16/ 24 SWIM
ACTIONS: 1
MORALE: 8
TERROR: 12
HDE: 4

This furry ball of claws, spikes and teeth is known as the Hodag. It can grow to the size of a large dog, with 6" fangs and claws. Its horns and spikes can grow slightly larger. The Hodag lives in the cold, deep forests of the North Woods and is a ferocious hunter. They are territorial and will just scare off visitors, unless they are starving.

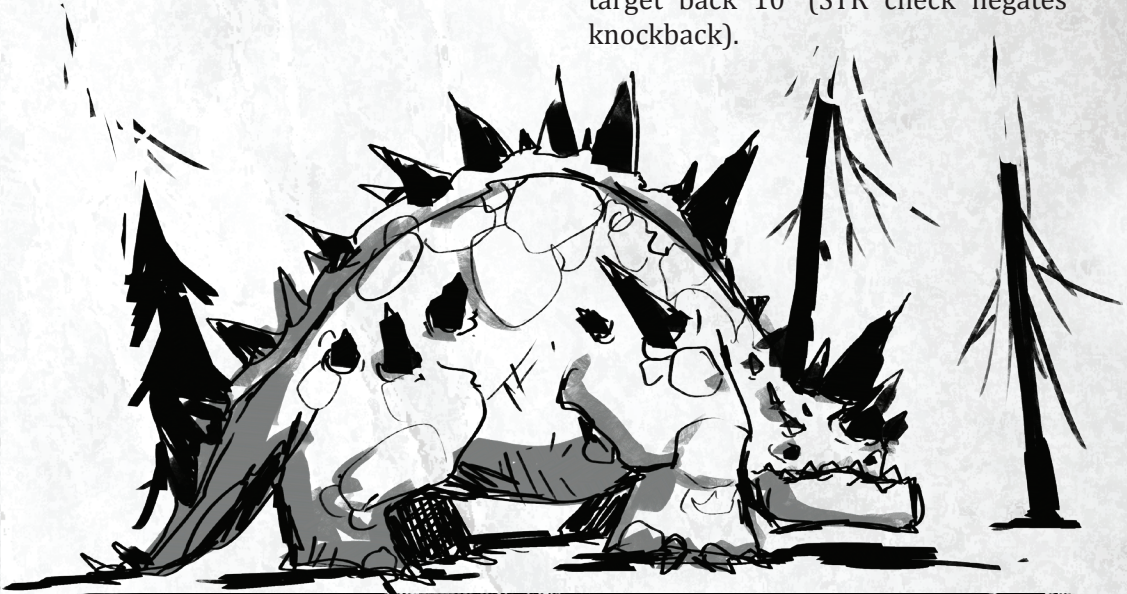
Attack Damage: Claws (d6), Bite (d6), Horns (d6), Spiked Tail (d6)

Special: Tail Trip (+2 on Trip attempts), can run x3 Move, Toughness +1, Toughness: Cold & Ice +4

Bonuses: +4 to Melee attacks, +3 Melee damage, +6 to Spot, +1 to Initiative, +3 to Stealth, +8 to Swim, +8 to Climb, +4 to Jump, +6 to Dig, +10 to Track, +8 to Listen

Spikes: The Hodag is covered with spikes. When Grabbed or hit by a bare-handed attack, the spikes deal 2 damage to the attacker.

Charge: If they Hodag moves 30'+ and attacks with its horns, they deal an additional d6 damage and knock the target back 10' (STR check negates knockback).



"It looked like sum' damn bastard offspring of a wolverine and a dinosaur."

– Chuck Turbabon III, Local Hunter

THE JERSEY DEVIL



In 1735, legend states that the Mother Leeds cursed her own child, as it was to be her 13th. When the baby was born, it came out in the form of a horrific devil. It had large bat wings, the legs of a goat, the face of a sheep or a horse and long forked tail. It has been said that it has roamed the woods for decades. The legend of the Jersey Devil has persisted for hundreds of years in the Pine Barrens of New Jersey. It is said to be very vicious and is extremely dangerous.

ARMOR CLASS: 16
HIT DICE: 4 + 3 HP
MOVE: 9/ 18 FLYING
ACTIONS: 1
MORALE: 6
TERROR: 14
HDE: 5

"Its hooves clanked on the tin roof as it hopped to the edge. It stared at me, crouched and swooped down as the Sheriff's headlights turned the corner and illuminated the beast. It flew up and away across the Moon, like some demonic E.T." – Deputy Gordie S. Jovi

Attack Damage: Claws (d6), Bite (d6), Horns (d6), Tail (d4-1)

Special: Flying, Tail Trip (+2 on Trip attempts), Toughness +1, Toughness: Cold & Ice +3, Weakness Silver, Weakness Light damage, Roar

Bonuses: +5 to Melee attacks, +2 Melee damage, +8 to Spot, +2 to Initiative, +4 to Stealth, +6 to Jump, +5 to Track

Roar: Once before combat, the Jersey Devil can roar to scare his prey. Each character within 500' must make a Courage save or become scarred. They are at -4 to Courage save stat, -1 to AC and -1 to attacks for d4 minutes.

Magic Illness: When successfully hit by a Claw or Bite, the target must make a Death or Magic save or become Sickened for d4 rounds. At the end of the Sickened period, they must re-roll the save or be Sickened again. If a Character fails three of these saves in a row, they lose 1 CON permanently.

KELPIE

ARMOR CLASS: 13

HIT DICE: 1

MOVE: 6/ 18 (WATER)

ACTIONS: 1

MORALE: 10

TERROR: 13

HDE: 2

The spirit of a drowning victim, the Kelpie lurks at the edges of ponds and lakes waiting for unsuspecting swimmers to draw near. A Kelpie very rarely emerges from the water in its entirety, but what portion can be seen is that of a pale human (usually a beautiful woman) with tangled hair covered in weeds and scum, yet they appear as they did when they were alive.

Water Based: Kelpies live in the water and can breathe underwater. They can only stay above water for a limited time (2 minutes before they feel ill). They have Toughness: Water +10 and have Advantage on Initiative and attacks underwater.

Attack Damage: Claws (d6), Murky Depths

Bonuses: +3 to Melee attacks, +6 to Stealth (underwater), +2 to Initiative, +10 to Swim, +4 to Persuasion

The Murky Depths: Kelpies wait for swimmers to draw close then swiftly drag them under the water swiftly and silently, paralyzing them with a milky stare. After they successfully Grab a victim and pull them under, the victim must make a Courage save or they begin to Drown. The Kelpie cannot attack while drowning a victim, but they can move. If a Kelpie is struck while drowning a character, the victim can try to make a Death save adding +3 to their roll to break the grasp.



"One by one her senses die. The memories fade." The Drowning Man by The Cure (1981). Epitaph on the grave of Jennifer Karey, teenager that drown in the Pope Lick Pond in 1985.

LAKE MONSTER



25' LAKE MONSTER

(USE THE GIANT TEMPLATE FOR LARGER CREATURES)

ARMOR CLASS: 15

HIT DICE: 6 + 4

MOVE: 6/36 (WATER)

ACTIONS: 2

MORALE: 6

TERROR: 13

HDE: 8

All over the Earth people have reported giant serpent or dinosaur-like monsters in the lakes and rivers of world. They rarely cause intentional harm to witnesses, but they have been known to capsize boats if they feel threatened. On rare occasions, some people report Lake Monsters with aggressive tendencies. Lake Monsters average around 25' long, but can grow larger.

Attack Damage: Bite (2d6), Tail Flip (d6)

Special: Dives to flee if taking more than 10 damage at once), Toughness +3

Bonuses: +2 to Melee attacks, +1 to Melee damage, +3 Poison save stat, +20 to Swim, +5 to Spot

Capsize: Lake Monsters can capsize a small boat with a Melee attack of 12, 15 for medium boats and 19 for large. Any boat larger than the Lake Monster cannot be capsized by the monster. For every +6' of size, Lake Monsters gain +1 to their Capsize attack.

Anyone thinking of taking a shot at the Taylor's Lake Monster better be doing it with a camera! – Sign at the docks at Blair's Bait

LIZARD MAN

ARMOR CLASS: 15
HIT DICE: 2 + 2 HP
MOVE: 12/ 24 SWIM
ACTIONS: 1
MORALE: 5
TERROR: 11
HDE: 2

Lizard Men are bipedal humanoids that live around marshy and swampy areas. They have green, scaly skin and vicious claws and fangs. They hunt at night and are very aggressive if cornered, otherwise they do spook easily. Lizard Men dislike dogs and have been known to chase them and even kill them if attacked. They are adept at ambushing prey in a swamp environment.

Attack Damage: Claws (d6), Bite (d4), Tail (d4-1)

Special: Tail Trip (+2 on Trip attempts), can run x4 Move, can hold breathe for 10 minutes, Toughness +1,

Bonuses: +2 to Melee attacks, +2 Melee damage, +2 to Range attacks, +6 to Spot, +2 to Initiative, +6 to Stealth, +10 to Swim, +8 to Climb, +8 to Jump, +5 to Dig

Regeneration: Heals 1 HP every 5



“Something has been chasing Old Man Blair’s dogs away at night and has been clawing at his 1980 Datsun.” – Tracey L. Colbert, Eye Witness

LOVELAND FROGMEN

**ARMOR CLASS: 14****HIT DICE: 1+1****MOVE: 12/36 IGNORE MUD OR WET TERRAIN****ACTIONS: 1****MORALE: 2****TERROR: 12****HDE: 1**

Frogmen have been spotted near the creeks, lakes, ponds & rivers of the many areas for several hundred years. Legend says that they are 3' to 4' tall, have bumpy green skin, bugged eyes & hop a great distance if startled. Anytime they are sighted they seem to quickly flee, and little else is known about them. They usually roam in pack of 1-4. If encountered in their den with young present, the Frogmen will lose Timid and gain +3 to Morale.

Attack Damage: Claws (d6-1), Thrown Rocks (1 dmg)

Special: Hop 36', DEX 18, Timid (When they take damage, they flee)

Bonuses: +4 Save vs. Poison, +3 to Range attacks, +1 to Melee attacks, +10 to Jump, +10 to Swim, +4 to Initiative, +3 to Stealth

"Nobody has seen one for more than a few seconds before they skitter off underwater." – Loren Faye, Professional Monster Hunter

MANNEGISHI (aka the Dover Demon)

ARMOR CLASS: 13

HIT DICE: 1

MOVE: 12/ 36 UNDERWATER IGNORE MUD OR WET TERRAIN

ACTIONS: 1

MORALE: 4

TERROR: 11

HDE: 1

These strange little critters are said to dwell in-between rocks on the shores of lakes, rivers and creeks. They will pop out now and then to steal things from camp sites and canoes or to capsize boats and to pull people or critters into the water. They seem to be attracted to shiny things and wish to collect them. The reason they pull people into the water is unknown. Maybe they were hungry, curious or felt threatened?

The Mannegishi stand 2'-3' tall, have gaunt, pale blue bodies, large mouthless heads, giant eyes and six extremely long fingers.

"I was standing on the rocks next to Taylor's Dam one second and the next I was being pulled to the bottom of the lake by a pale hand with the longest fingers I ever seen. Luckily, I kicked it off and swam back to the dam."

– Blake Blankenship, Ms. Gaslight '85 and Varsity Swim Team Captain

Attack Damage: Slap (1 damage), Calming Touch

Special: Water Walking, Water Breathing, Toughness: Water +2

Bonuses: +1 to Range attacks, +1 to Melee attacks, +12 to Swim, +1 to Initiative, +5 to Stealth, +5 to Sleight of Hand, +5 to Spot, +5 to Listen

Calming Touch: While in water after making a successful Melee attack on a target, they must make a CON check or be Stunned for d4 rounds.

Items: They collect shiny things and keep them at the bottom of a waterfall or dam.



MEDUSA

"This is the most realistic statue I have ever seen." – Nasim Gonce, Curator of the Louisville Greco-Roman/ Persian Antiquities Museum

ARMOR CLASS: 14
HIT DICE: 5 + 4 HP
MOVE: 16
ACTIONS: 2
MORALE: 9
TERROR: 13
HDE: 8

Medusa are extremely rare magical beings that have the body of and face of a beautiful woman with a head full of snakes. They often have green skin, sometimes scaly, and large red eyes. Medusa have many powers and strengths, but they all have the ability to petrify the living and have poisonous blood. Some Medusa live solitary lives of learning, some travel the world as relic collectors and others work together seeking to influence the world through business or politics.

Petrification: With a glance, a Medusa can turn a being into living stone. As a Free Action, the Medusa can unpetrify one her statues. If she dies, all of her statues return to life. Any creature that returns to life is Stunned for d4 rounds. Medusa can control when their petrification powers are in use (their eyes glow). If in use and somebody looks at you they must make a Death save or become living stone. While in stone form, you have no awareness but you are still alive. Destroying a statue will kill the being.

Attack Damage: Bite (d4 + Poison), Bow, Weapon or Spells

Special: Toughness +2, High Intelligence

Bonuses: +5 to Range attacks, +2 to Melee attacks, +1 to Melee damage, +8 to Swim, +4 to Initiative, +9 to Stealth, +7 to Sleight of Hand, +6 to Subterfuge, +6 to Persuasion, Advantage on Death saves

Poison: They are immune to all Poisons, Radiation and Toxins. Poisonous blood flows through their veins. Exposure to the Poison requires a Poison save adding the Hit Dice of the Medusa to the roll, or the exposed becomes Sickened and loses 1 CON for 1 hour. If something fails this save 3 times in one day, they permanently lose 1 CON. If they fail six times in one day, they die.

Illusions: All Medusa have learned some basic Illusionary powers that allow them

to disguise their appearance and their gear's appearance.

Medusa Specialties

Most Medusa are masters of one form of combat, wizardry, etc. They all start with the base stats and then gain the bonuses listed below for their specialty.

ROLL SPECIALTY

- 1 BASIC MEDUSA (as above)
- 2 WILD MEDUSA: Lives alone. +1 Hit Dice, +1 to Melee attacks, +3 to Initiative, +2 to AC, Toughness +1, +6 to Stealth, -2 to Morale, loses Highly Intelligent, loses Persuasion bonus, loses Illusion ability, cannot control Petrification power
- 3 WARRIOR: +2 Hit Dice, +3 to Melee attacks, +1 to Melee damage, +1 to Initiative, Toughness +1, +2 HDE, Magic Sword (+2 to attack, does d4 damage & d4 Magic damage), Magic Shield (+2 AC, Toughness: Magic +2)
- 4 RELIC HUNTER: +6 to Knowledge: History, +10 to Knowledge: Antiquities, +7 to Investigation, +5 to Street Smart, knows d4 extra languages, +2 to Initiative, can run x4 Move, +1 HDE, 1 Special Relic (GM's choice or create one)
- 5 ARCHER: +1 Hit Dice, +4 to Range attacks, +2 to Range damage, +1 to Initiative, +1 HDE. Gains - SNAKE BOW (+1 to Range attacks, 130' Range, 1-2 ROF) & Leather Armor (+2 to AC & Toughness +1)
- 6 SORCERESS: Knows several Magic spells (DP&D Player's Guide p.XX), +8 HP, +10 to Knowledge - Magic, Advantage on Persuasion, CON is 21, gains Outsmart x5 a day, +3 HDE, Magic Snake-Headed Staff (d6 damage + Medusa Poison, snake head can animate for 5' Reach, eyes can shoot a beam for 2d4 Magic damage at Range: 100')



MISHIPESHU



Known to the Ojibwe Nation as the Great Horned Lynx, Mishipeshu is the embodiment of revenge, and as such is eternal enemy of the Thunderbird. Those who invoke the name of Mishipeshu, while dying at the hands of another, will invoke the great beast's wrath on their assailant. What an unrelenting and viscous wrath it is! Once evoked, the spirit's wrath is almost impossible to stop.

ARMOR CLASS: 14
HIT DICE: 4 + 3 HP
MOVE: 16
ACTIONS: 2
MORALE: 10
TERROR: 13
HDE: 6

"With my final breathe I call down the Mishipeshu upon you." – Last words of Rudy Archibald, Owner of the Crystal Slipper III Gentleman's Club (After a robbery gone wrong)

Attack Damage: Claws (d8), Horns (d4 damage or d10 on a Charge), Bite (d4)

Special: Toughness +1, Weakness: Light damage

Bonuses: +3 to Melee attacks, +3 to Melee damage, +4 to Initiative, +11 to Stealth. +8 to Spot, +8 to Listen, +10 to Climb, +7 to Swim, +7 to Jump, +8 to Track

Camouflage: Mishipeshu can blend in perfectly with its surrounds by bending light around itself. Advantage on Stealth checks.

Unrelenting Pursuit: Once the Great Horned Lynx is unleashed upon a foe, its hunt does not end unless the target is killed or it has been banished itself.

Undying Rage: Mishipeshu, being a creature born of rage and revenge, cannot be truly destroyed. Once its Hit Points are reduced to zero, it fades to nothingness until invoked again.

MOKELE-MBEMBE

ARMOR CLASS: 17
HIT DICE: 12 + 8 HP
MOVE: 9/ 9 IN WATER
ACTIONS: 2
MORALE: 8
TERROR: 14
HDE: 14

Mokele-Mbembe is giant dinosaur that is rarely spotted in the deepest jungles of Africa. Most often it is believed to be a long-lost Apatosaurus or Diplodocus. It is known as a peaceful herbivore, that only fights if assaulted or its territory is threatened. It stands up to 30' long and can weigh several tons. They are often seen in small family units.

Attack Damage: Bite (d10), Stomp (d12), Neck Swipe (d8), Tail (d8)
Special: Toughness +5, 10' Reach, cannot be Tripped or Knocked Back, Can run at x3 Move, 22 STR

Bonuses: +6 to Melee attacks, +9 to Melee damage, -1 to Initiative, +6 to Swim, +6 to Spot, +6 to Listen

Call the Herd: Once per round as a Free Action, a Mokele-Mbembe can Call the Herd. Any Mokele-Mbembe with a ½ a mile will hear the distress call. Any Mokele-Mbembe that hears this gains +2 Move & +1 Morale for 30 minutes.

*Confirmed on the
 Gellman expedition.
 Photos went missing
 in October*

-M



"I think we somehow went back in time, because nothing in this swamp has been alive on Earth in the past several million years! Especially that giant dinosaur over there." – Ross Gates, Adventures Magazine upon finding the Lost Swamp

MONGOLIAN DEATH WORM

ARMOR CLASS: 15

HIT DICE: 3

MOVE: 12/ 12 UNDERGROUND

ACTIONS: 1

MORALE: 6

TERROR: 14

HDE: 4

The Mongolian Death Worm is a 5'-7' long worm that is usually described as being blood red with a dripping, teeth-filled maw. It loves to swallow prey whole and will spit acid at anything that threatens it. Although named for their location in the frozen deserts of Asia, they have been known to appear in any desert location on Earth.

(Stats are for the 5' Worm)

Attack Damage: Bite (d6 damage +1 Acid damage)

Special: Acid Skin (touching it does 1 Acid damage), Toughness +1

Bonuses: +3 to Melee attacks, +2 to Melee damage, +3 to Range attack, +2 to Initiative, +12 to Dig, +4 to Swim, +6 to Listen

"One shot in the face and our Mongol guide, Dersu Goola, disintegrated into a puddle of bubbling goo. The creature then grabbed a goat and burrowed back into the ground. I hope that holds it off while we try to escape."

– Ross Gates, *Adventures Magazine* "A Week in Mongolian Hell"

Acid Spit: Range 30' Does d6 Acid damage. On a successful hit, the Acid will do 1 damage to the target at the start of the next round Then they attempt a Death save. If they pass, the Acid stops damaging. If they fail, then they take the Acid damage again next round.

Radar Sense: Sees with radar, cannot be Blinded or Surprised by things on or below the ground.

Tunneling: As an action it can dive into the ground and reappear when ready. Can tunnel at x4 Move.

6' Worm Upgrade: +1 to AC, +1 Hit Dice, +1 to Melee attacks, +1 to Melee damage, +1 to Terror, +1 to HDE

7' Worm Upgrade: 6' upgrades and +1 to AC, +4 HP, Toughness +1, +1 to Terror, +1 to HDE



MOTHMAN (Eastern)

ARMOR CLASS: 12/ 16 (FLYING)

HIT DICE: 4 + 4 HP

MOVE: 6/ 18 FLYING

ACTIONS: 2

MORALE: 7

TERROR: 14

HDE: 6

Attack Damage: Claw (d6+1), Bite (d6-1)

Special: Flight

Bonuses: +2 to Melee attacks, +2 to Melee damage, Toughness +1, +10 to Spot, +6 to Listen, +2 to Initiative, +8 to Stealth (at night)

In November of 1966, The Mothman made his first appearance in Point Pleasant, WV. For a span of nearly a month, he seemed to mostly harass young couples driving in the country. In the months that followed, there were few Mothman sightings, but nobody knew what it was or why it was there. Some believed he was an alien, or a curse, or an experiment gone wrong. Others claimed he was an omen of impending disaster. The collapse of the Silver Bridge on December 15th, 1967, that resulted in the deaths of 46 people confirmed for many that the Mothman was an ill omen. Occasionally, it will be sighted somewhere in the Eastern U.S. triggering a tremor of fear in the area.

The Mothman stands 7', is covered with feathers and has bright red eyes.

Hypnotize: Any target looking at The Mothman's eyes for the first time must make a WIS check. If passed, no ill effects. If failed, the target is Stunned d4 rounds.

Dive: Using all actions in a round, Mothman can dive bomb a target. Mothman gains +4 to attack and deals 2d6 damage. If hit, the target must make a STR check or be knocked down.



"An evil portent will come from the sky and signal the coming of an unprecedented sadness in the town." – Liliana Curie doing a Tarot reading for the Mayor's wife.

NAIN ROGUE

ARMOR CLASS: 12

HIT DICE: 3

MOVE: 8

ACTIONS: 1

MORALE: 8

TERROR: N/A

HDE: 4

Sightings of the Red Dwarf date back to old Fort Detroit wherein his appearance ushered in periods of devastation. It is rumored that the ancient dwarf came with French settlers to America where its legend grew among native tribes. Any who saw him were stricken with weeks of bad luck, and many people began to leave him gifts so that he might be appeased. The Nain Rouge is not easily intimidated and takes great offense to being disrespected.

Attack Damage: Walking Stick (d6), Silver Dagger (d4)

Bonuses: +1 to Melee attack, +1 to Ranged attack, +1 to Initiative, +3 to Stealth, +3 to Sleight of Hand, +5 to Spot, +5 to Listen. +4 to Climb

Invisibility: The Nain Rouge can turn invisible 3x per day for d20 minutes.

Curse: The Red Dwarf can imbue a target within its sight with bad luck 3x per day (to different targets). The curse manifests itself as a -2 modifier to whatever ability score, attack roll, or saving throw the GM sees fit, for up to d6 days, or until the Nain Rouge can be appeased by the afflicted character.



"Get out of my way, you red imp!" - The last words of Antoine de la Mothe Cadillac before being crushed by a falling tree.

ORACULAR TREE

ARMOR CLASS: 13

HIT DICE: 12

MOVE: N/A

ACTIONS: 0

MORALE: 10

TERROR: N/A

HDE: N/A

Oracular Trees are benevolent and intelligent trees that can communicate with all forms of life. They can speak to people in different manners. Some speak in prophetic tones, others are more forward and a few speak in cryptic riddles. Only those attuned to nature, practitioners of magic and psychics can hear Oracular Trees speak. Occasionally, an Oracular Tree will seek out someone specific to request an audience with (even if they are unable to hear them at first). In the presence of the tree, nobody within 200' can tell a lie (even if they are unaware of the tree's powers). Oracular Trees can come in almost any tree type.

"Why is Lana talking to that tree?"

– Aiden French

"Can't you hear the tree talking?"

– Rusev Pavlov

"No. You all need to stop sniffing glue!"

– Aiden French

Attack Damage: N/A

Special: Toughness +10

Bonuses: +20 to Knowledge- General

Telepathy: can communicate with certain people & can understand any language

Defense: Anyone trying to harm the tree must make a Terror check at Disadvantage. If they fail, they lose interest in harming the tree for d6 minutes. Anyone that harms the tree loses 1 SUR (those points regenerate as normal).



POPE LICK MONSTER (a.k.a. GOATMAN)

In the far Eastern edge of Jefferson-town, KY looms an enormous, rusty train trestle, nick-named "The Trestle of Death". Spanning a gap in the landscape, which includes a tall grassland and the shallow Pope Lick Creek, the 772'-long, 9 story high, Pope Lick Train Trestle has been taunting the town's teenagers and thrill seekers for decades. A chance to see a real-life monster, a freak, a half man/half goat abomination referred to as The Pope Lick Monster or at the very least, to play chicken with a massive locomotive. Teens have flocked in droves, on late night dares, often fueled by alcohol, to jump the fence and make their way on to the tracks.

Most admit to never seeing anything, but there are still stories that everyone knows about the Goatman revealing himself to them or chasing teenagers onto the tracks to the center of the trestle, just as a train approaches from the other side. Even many of those who said they saw nothing when trespassing on to the trestle, claim to have heard noises: grunts, guttural howls, heavy breathing, a sheep neighing.

REDACTED PENDING
THE HENDERSON MURDER
INVESTIGATION
APRIL 22, 1985
-SP AGENT BRANDT

ARMOR CLASS: 15

HIT DICE: 4

MOVE: 12

ACTIONS: 2

MORALE: 7

TERROR: 13

HDE: 5

Attack Damage: Claw (d6), Back-Kick (d8), Slam (2d6), Axe (d8)

Special: STR 20, Dark Vision, Toughness +2

Bonuses: +6 to Melee attacks, +5 to Melee damage, +2 to Range attacks, +9 to Spot, +6 to Listen, +7 to Track, +10 to Jump, +8 to Balance, +3 to Initiative

Supernatural Strength: His STR is effectively a 20. He is strong enough to rip limbs from their sockets if he so desires. Even the strongest athletes pale in comparison.

Hypnotize: Once per round as an action, hypnotize a living creature making eye contact within 30'. The target must make a Mental save adding +3 to their roll or become hypnotized for 1 minute. While hypnotized, the target must follow the Goatman's command. The Goatman cannot attack while controlling a person, but can move. The Goatman controls 1 person at a time.

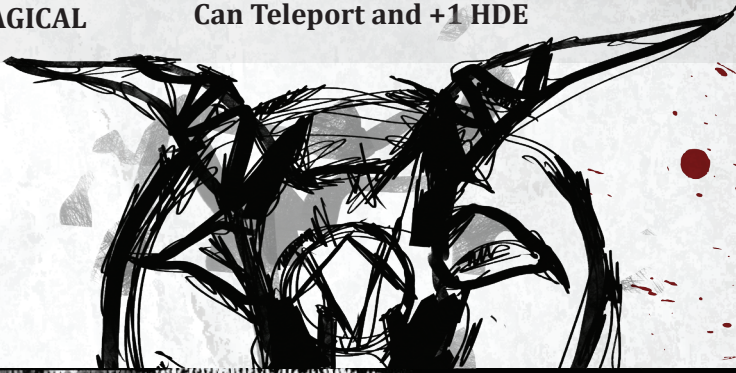
Teleport: Once per round, the Goatman can teleport himself and anyone he is touching to a destination within 300'. An unwilling target can try to make a Critical or Magic save adding +3 to their roll to not teleport with him.

CRYPTIDS

Origin of the GOATMAN

The origin of the Pope Lick Monster is unknown. Everyone has a different story about the Goatman. ..

ROLL	ORIGIN	FEATURES
1	DEMONIC	Magic Scythe (d10 Magic dmg), +3 to attack, can throw it 40' & it returns. Gains +1 Hit Dice, +3 to Terror, Toughness: +3 & Weakness: Light. +2 HDE
2	CIRCUS FREAK	+2 to AC, +4 Move, gain Drop Kick (2d6 dmg). +1 HDE
3	GUARDIAN SPIRIT	+2 AC. Will not attack unless attacked first. Will try to lead innocent people away from the trestle.
4	LOVELORN SOUL	Will never attack a female, but may try to kidnap one. Gains Hypnotize. +1 HDE
5	UNHOLY UNION	Is part man, part goat. Is more savage. Cannot be reasoned with. +1 to AC, +1 Hit Dice, +1 Melee attacks, +2 to Terror & Advantage on Initiative. +1 HDE
6	MAGICAL	Can Teleport and +1 HDE



"I double dog dare you to cross the trestle!" – Luke Nomad

"Only if you all go too!" – Aaron Billy

"No way. I know the Goatman is on the other side." – Shannon LeMan

Luke and Aaron crossed halfway before the train came. They never made it and their bodies were never found. Shannon swears she will never go back.

PSI-RATS

ARMOR CLASS: 14
HIT DICE: ½
MOVE: 9
ACTIONS: 1
MORALE: 5
TERROR: 8
HDE: ½

The abomination known as a Psi-Rat is rarely encountered anywhere in nature. A few cryptozoologists believe they are escaped experiments from horrible labs, while others think they may be natural mutations. The rats are sometimes found in sewers in large cities or in the wild. They tend to become the dominantes of any mischief of rats they encounter. Psi-Rats are double the size of a normal rat and have part of their brains exposed in their heads. They usually are in packs of 4-12 psi-rats.

"I thought it was a stray dog exiting the tunnel, until I saw the green puss oozing from its exposed brain! I don't think my net will get this guy."

– Fred Danzig, County Dog Catcher

Attack Damage: Bite 1 damage

Special: Advantage on Disease & Poison saves

Bonuses: +3 to Spot, +3 to Listen, +5 to Swim, +5 to Dig, +2 to Track

Psi-Blast: As an action, target must make a Mental save or take 1 Psychic damage and are at -1 to Mental save stat for 5 minutes. (40' Range) There is a 1% chance with each Mental save failure that the target will gain 1 Madness point (used in Vigilante City)!



ROC



ARMOR CLASS: 16

HIT DICE: 8

MOVE: 10/ 26 (FLYING)

ACTIONS: 2

MORALE: 7

TERROR: 16

HDE: 9

Attack Damage: Claws (d8), Bite (d10)

Special: Toughness +2, Toughness: Air +4, Dark Vision

Bonuses: +7 to Melee attacks, +5 to Melee damage, +12 to Spot, +7 to Listen, +8 to Track, +2 to Initiative

Rocs are giant eagles that love to swoop up their prey with their giant talons. They make their nests on almost unreachable high cliffs, mountains or buildings. Their nests may contain the bones and items of their many victims.

Death from Above: Once per round, the Roc can swoop down 100'+ and attack a target. They gain +3 to the attack and it does 2d6 damage or the Roc can try to Grab the target at +3. If successful, the Roc carries the target up into the air. Once at the beginning of each round as a Free action, the target can try a STR check at Disadvantage to break free.

The police report said that the only thing left of Farmer Chapman was his work boots. The field workers just kept pointing to the mountains in the distance and miming wing flapping. – WLUK, 11:00 News Report

ROUGAROU



ARMOR CLASS: 16 (13 HUMAN)
HIT DICE: 5 + 3 (3 AS HUMAN)
MOVE: 18 (12 HUMAN)
ACTIONS: 2
MORALE: 9 (5 AS HUMAN)
TERROR: 14
HDE: 7

Deep in the swamps of Louisiana the legends of the Rougarou were birthed. The Rougarou is a werewolf-like beast that can transform at night and has more control over their curse. However, the longer a person transforms the more savage they become. The Rougarou's bite pass will occasionally pass on its curse to its victims.

"Kids don't go in the swamps after dark. There are really things that go bump in the night in the swamps." – Brandy Lynn, Park Ranger

Attack Damage: Claws (d6), Bite (d6 and *Curse) or by weapon

Special: Human - Shape Change & Fearless. Rougarou - Heightened Senses, Fearless, Dark Vision, 20 DEX

Bonuses: Rougarou Form +4 to Initiative, +4 to Melee attacks, +4 to Range attacks, +3 to Melee damage, +12 to Spot & Listen, +8 to Swim, Climb & Jump, +7 to Track, +9 to Stealth

Curse: Every time a Rougarou bites a human there is a 10% that they will pass the curse on to them. If that happens, the Rougarou has a 25% chance to break their curse.

Shape Change: Anytime at night, they can transform into a Rougarou (takes 1 round). As a Rougarou they gain the special abilities & enhanced stats. They also take half damage from all forms of attack, except from silver and magic. While transformed the human maintains control (but will become more savage after an hour) and can stay transformed as long as it is night.

ROUGAROU TEMPLATE

If anyone is cursed by the Rougarou they gain the following:

Human Form: Shape Change (as above), Fearless

Rougarou Form: Terror: 14, +6 to Move, DEX becomes 20, +3 STR, +3 CON, Claws (d6), Bite (d6 + Curse), +6 to Spot & Listen, +4 to Swim, Climb & Jump, Dark Vision, *½ damage from all sources (except full from Silver & Magic)*

SHEEPSQUATCH

ARMOR CLASS: 14

HIT DICE: 4

MOVE: 12

ACTIONS: 1

MORALE: 7

TERROR: 16

HDE: 5

Attack Damage: Slam (d6), Punch (d6), Bite (d6), Charge

Special: Can run x3 Move

Bonuses: +4 to Melee attacks, +4 to Melee damage, +5 to Spot, +6 to Listen, +6 to Stealth (in the woods), +6 to Jump, +5 to Track

Sheepsquatch is a relative newcomer to the cryptid world, but in its short time on the scene it has induced terror into the souls of many would be monster hunter. It is said to stand 7' tall and is built like a bigfoot. However, it has horns, hooves and a tail like a giant sheep. It also considered to be more aggressive than bigfoot. Some researchers believe it loves to eat meth and other drugs. Stories of it fighting the Mothman has surfaced as of late. Perhaps they do not get along?

Rage: After drawing first blood in a fight, Sheepsquatch becomes enraged. It gains +1 to Melee attacks, +1 to Melee damage, Toughness +2, +3 to Move & -2 to AC for d4 minutes.

Smell: All enemies within 60' are at -1 AC



"What in the blue monkey Hell was that darn thing? It looked bigfoot bonked Farmer Chapman's prize ewe and had a demonic baby that grewed up to be the ugliest turd in the punchbowl! If it peeps my meth lab one more time, he is getting the ol' double barrel." - Jack Jones Spencer, Local witness and meth addict

SHECKLES

ARMOR CLASS: 12

HIT DICE: 1

MOVE: 12

ACTIONS: 1

MORALE: 3

TERROR: 12

HDE: 2

Sheckles are the ghosts of children who have gone missing on Halloween. They appear dressed in out of date costumes, and will attempt to lure children off into the woods until they are hopelessly lost, leaving them to die of starvation or exposure. Those lost children become Sheckles if they die on Halloween.

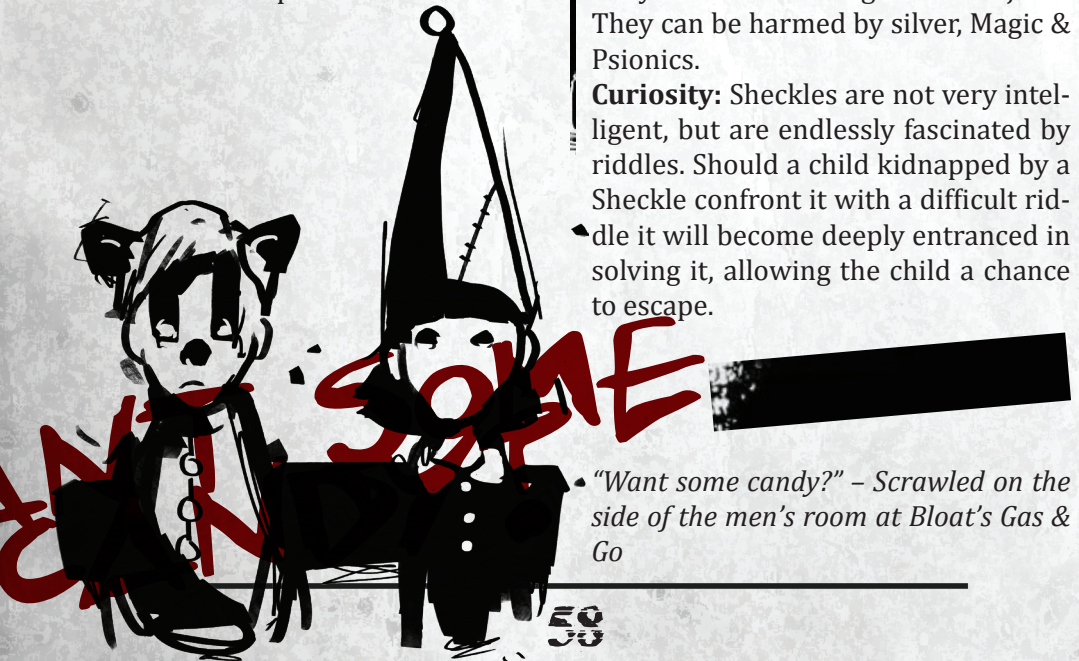
Sheckles are easily intimidated by adults, and will usually run away if they are nearby. Sheckles are typically encountered in parties of 3-6.

Attack Damage: Sheckles never attack living beings.

Lure: Sheckles have the ability to appear harmless and appealing, often making the victim feel comfortable following them into the woods. Once per round, a Sheckle may attempt to Lure a child or teen away within 120'. The target must make a Courage save or be led off oblivious to their surroundings. The effect only wears off when the Sheckle releases the completely disoriented and lost victim deep in the woods to die, or if the Sheckle takes damage. Once a Sheckle lures a kid away, the Sheckle has no other actions until the kid is lost or their lure is negated.

Incorporeal: Sheckles are ghosts that have no physical form. They cannot be touched by anything physical. They can walk through solid objects. They can be harmed by silver, Magic & Psionics.

Curiosity: Sheckles are not very intelligent, but are endlessly fascinated by riddles. Should a child kidnapped by a Sheckle confront it with a difficult riddle it will become deeply entranced in solving it, allowing the child a chance to escape.



• "Want some candy?" - Scrawled on the side of the men's room at Bloat's Gas & Go

SHUCK

"This phantom I have heard many persons in East Norfolk, and even Cambridgeshire, describe as having seen as a black shaggy dog, with fiery eyes and of immense size, and who visits churchyards at midnight." -Rev. E.S. Taylor

ARMOR CLASS: 15
HIT DICE: 3
MOVE: 12
ACTIONS: 1
MORALE: 8
TERROR: 15
HDE: 4

An immense black dog with fiery red eyes and a coat that smells of wet earth after a wildfire. It is a beast born of malice, said to be the reincarnation of a person who had shown extreme cruelty to animals. Part of its curse is the bloody human handprints it leaves in the wake of its passing. Shuck's are the size of the largest dog or a small horse, and are always seen alone.

Attack Damage: Bite (d8 + Fetid Breath)

Special: Toughness +2, can run x4 Move, Night Vision, can see the Invisible, Immune to Shadow damage, Weakness: Light

Bonuses: +2 to Melee attacks, +10 to Stealth, +8 to Spot, +6 to Listen, +8 to Track

Fetid Breath: Upon being bitten, the victim will take an additional d4 points of damage each minute until the wound is thoroughly cleaned or magically healed, due to the beast's foul and rotten secretions. Each minute they may attempt a CON check to negate the damage, but must continue doing so until the wound is dealt with.



SKINWALKER



The ancient legend of the Skin Walker goes back to Pre-Columbian North America. They are people, often shamans or medicine men, that have the ability to turn into other animals. They spend years learning how to transform and control their powers. A Skin Walker can transform into the form of any animal that they have a pelt of, or a feather of with regards to birds. A Skin Walker may change into a were-beast if they have the correct pelt, making these skins extremely rare and valuable.

Attack Damage: Punch (d4), Staff (d6), Knife (d4-1 w/ Poison. Make a Poison save or become Sickened for d4 minutes)

Special: Telepathy, can speak with & understand animals, Empathy with Animals

ARMOR CLASS: 13

HIT DICE: 3

MOVE: 12

ACTIONS: 1

MORALE: 8

TERROR: 8

HDE: 6+

"She made a quick twirl of her cloak and instantly turned into a wolf, and then into an eagle before soaring away. Hmm, you don't see that every day."

– Lita Sieving, Confused Tourist

Bonuses: +2 to Melee attacks, +2 to Range attacks, +12 to Spot, +12 to Listen, +13 to Stealth, +12 to Wilderness Survival, +10 to Knowledge: Religion

Transform: Skin Walkers can transform into any animal they have a pelt or feather of. Once transformed, they have full control and can transform into another form as an Action. They may remain transformed for up to 6 hours in 1 form. While transformed they have the stats of that animal, except they retain their INT, WIS, Telepathy, Fear, Morale & Non-Physical Skill bonuses. If knocked out or knocked down to 0 HP in a form, they will transform back into their human form (with the difference in Hit Dice, or 1 HP if the animal had more HP).

Fear: As an action they can look into the eyes of a creature and try to make it fear them. The target must make a Courage save adding +3 to their roll or flee for d4 rounds.

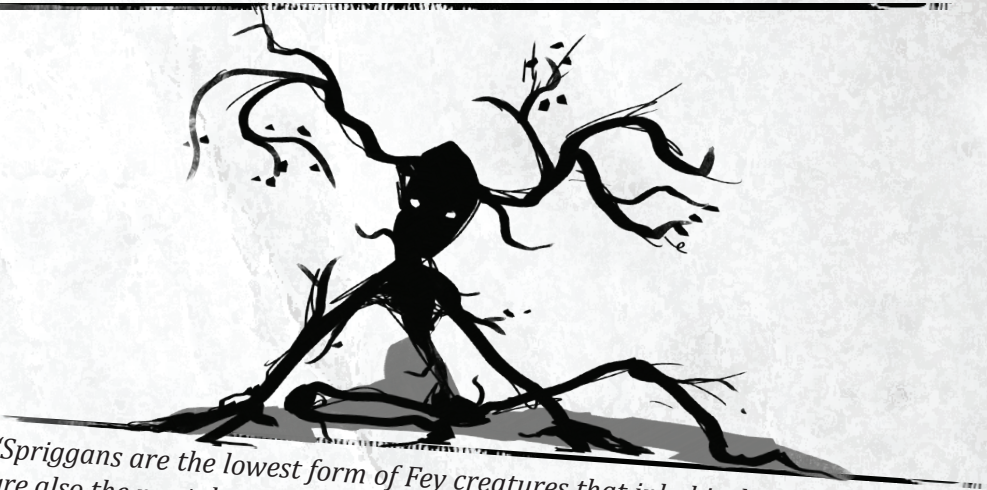
SPRIGGAN

ARMOR CLASS: 18**HIT DICE:** 1**MOVE:** 16**ACTIONS:** 1**MORALE:** 8**TERROR:** 8**HDE:** 2**Attack Damage:** Claw (1 damage),
Thrown Thorns (d4-1)**Special:** Toughness: Magic +2, Weakness: Iron**Bonuses:** +2 to Range attacks, +4 to Initiative, +8 to Stealth, +6 to Spot, +6 to Listen, -2 to Melee attacks

Affectionately referred to as Leafwalkers, Spriggans are small woodland spirits that thrive on taunting those who wander into their territory. These tiny twig-like creatures delight in causing mischief on humans, who they see as being big bumbling idiots. You know a Spriggan is near when you are out for a walk and your sleeve catches on brambles, or you trip over an extended root, where a moment before there was naught but clear trails. Spriggans are usually 6" tall and are near impossible to catch.

Camouflage: Spriggans are at one with the woodlands and as such gain a bonus to their AC (shown above) as they dart amongst and blend into the surrounding forests. They gain Advantage on all Stealth and DEX checks in the woods.

Fey Magic: Leafwalkers have minor influence over the natural world, allowing them to twist and reshape the wood around them. While it is not enough to cause lasting damage, the Spriggans use the ability to harass those who wander too near.



"Spriggans are the lowest form of Fey creatures that inhabit the Woodlands. They are also the most devious."

- Excerpt from Williamson's Guide to Fairy (1883)

THUNDERBIRD



A legend among the native peoples of North America, the Thunderbird's arrival is accompanied by flashes of lightning and peels of thunder. Thought to be the messengers of the Sun God they find joy in fighting and observing the mighty deeds of men. With a wingspan of up to 8', they are an awe-inspiring sight to say the least. Thunderbirds come in many colors

Attack Damage: Claws (d8), Bite (d6)

Special: Toughness +1, Immune to Electrical damage, Dark Vision, can run/fly x4 Move, Fearless

Bonuses: +4 to Melee attack, +1 to Melee damage, +2 to Range attack, +2 to Initiative, +8 to Spot, +8 to Listen, +9 to Track

Lightning Blast: Range: 50' (15' Blast area), 2d10 Electrical damage in the 5' center, 2d6 Electrical damage to the next 5' and d6 Electrical damage to the next 5'. Can use 1 time a minute.

Swoop: A Thunderbird can drop from the sky in a devastating attack, surrounded by crackling energy. 2d6 damage + d6 Electrical damage. Must Move 32 in a turn to use.

Justice descends on the wings of thunder. - Ojibwe legend

ARMOR CLASS: 17
HIT DICE: 4
MOVE: 16 (FLYING)
ACTIONS: 2
MORALE: 10
TERROR: 12
HDE: 6

TRASH CAT

"Here kitty, kitty. What the #\$% is wrong with you? Ya, look like some kinda Frankenpuss! Here have a nip of Nighttrain and I'll share this hot dog with ya little fella." – Frank Ian, Local Hobo and Dumpster Coinsure

ARMOR CLASS: 13

HIT DICE: 1

MOVE: 15

ACTIONS: 1

MORALE: 5

TERROR: 8

HDE: 1

A Trash Cat is small feline creature birthed from carelessly ignored refuse piles. Sometimes they are ill or hurt cats that were given a second life. They live among garbage dumps and junkyards, appearing to be constructed of various bits of trash and random electronic parts. The reason they come to life is unknown. They eat garbage and organic food and act like normal cats, except they tend to be a bit braver.

Trash Cats flock together and live in packs

Attack Damage: Claws (d4 + Disease), Bite (d4 + Disease)

Special: Can run at x4 Move, Toughness +1

Bonuses: +1 to Melee attacks, +2 to Initiative, +5 to Spot, +5 to Listen, +2 to Stealth, 5 to Jump, +5 to Climb, +4 to Track, +3 to Courage save stat

Nine Lives: Trash Cats return to life when they are reduced to 0 HP eight times (they have already used 1 becoming a Trash Cat). They will reawaken in d10 rounds, using trash and items around them to rebuild themselves (takes 1 minute). If they have nobody to rebuild, their essence will travel to the nearest junk or garbage pile and begin to rebuild.

Unnatural Form: Trash Cats are immune to Poisons, Toxins, Radiation and Mind Control. They are immune to Critical Hits and extra Surprise damage.

Disease: A Trash Cat's claws and teeth are filled with filth and disease. There is a 50% chance that a person successfully attacked will take an additional +d4 Disease damage (CON check negates).

Pack Mentality: If in a group of 5+, they each gain +1 to Melee attacks & +1 to Melee damage



TWIFFLE

ARMOR CLASS: 8**HIT DICE:** ½**MOVE:** 5 (CANNOT RUN)**ACTIONS:** SPORE CLOUD**MORALE:** 10**TERROR:** N/A**HDE:** ½ EACH (TWIFFLES TRAVEL
IN GROUPS OF 2D12 CREATURES)

Crudely referred to as “Trippy Shrooms”, Twiffles are strange creatures which resemble large toadstool mushrooms. They gather in small groups that line the dense, forest floor. Those stumbling upon them find themselves in a deep euphoric mood before falling asleep, waking hours later completing naked. Twiffles are semi-intelligent, and can move very slowly. They are highly sought after by alchemists and wizards for potion making, and by people looking for a good high.

“Dude, check out all the colors...zzz.”

– Andy “Slick” Dust, Student

“What happened to Slick? I told you all not to go near those ‘srooms”

– Brandy Lynn, Park Ranger

“You know how Slick is, he loves pretty things.”

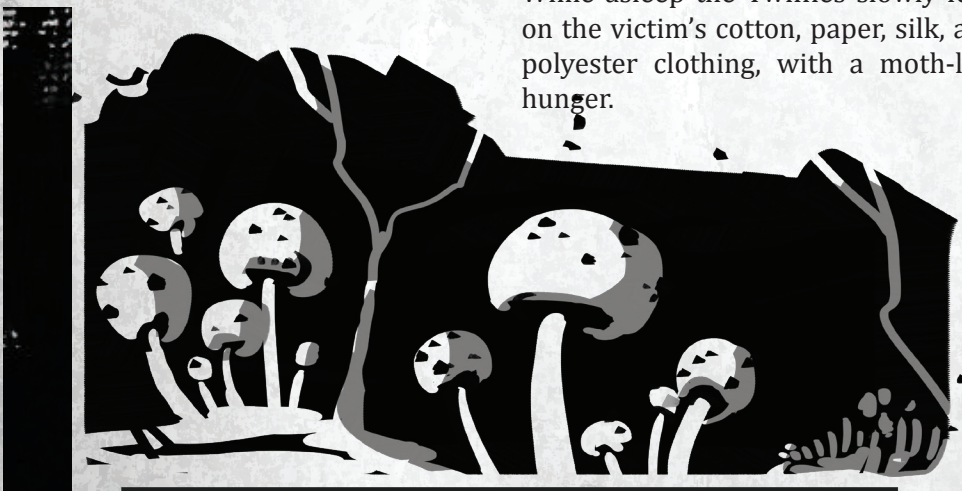
– Odalys del Toro, Student

Attack Damage: N/A

Special: Immunity to Magic

Bonuses: N/A

Spore Cloud: When a human enters within 5’ of where a Twiffle patch has migrated, the strange fungi emit a 5’ cloud of spores in all directions. These spores induce psychedelic delusions, which ends with the victim falling asleep next to the mushrooms. A character must make a Poison save, adding +1 to their roll for every 2 Twiffles present, or pass out for up to d6 hours. While asleep the Twiffles slowly feed on the victim’s cotton, paper, silk, and polyester clothing, with a moth-like hunger.



UNICORN

ARMOR CLASS: 16
HIT DICE: 6 + 4 HP
MOVE: 36
ACTIONS: 2
MORALE: 6
TERROR: (AWE) 12
HDE: 8

One of the rarest sights in any forest in the world is a unicorn. It is said that the very appearance of a unicorn can be a warning of imminent danger or a welcoming blessing. Unicorns will not engage in a fight unless it is a last resort and will not make any hostile act at anyone of a good or law alignment.

Attack Damage: Charge/ Ram (d8), Kick (d10), Bite (d4-1)

Special: Dark Vision, Immune to Light damage (cannot be Blinded), Toughness +2, Toughness: Magic +6, All Saves are 19, can run at x5 Move. Telepathy, INT 18, WIS 18

Bonuses: +4 to Melee attacks, +2 to Melee damage, +7 to Spot, +7 to Listen, +7 to Jump, +11 to Balance, +4 to Initiative

Awe: Anyone attempting to attack, harm or subdue a unicorn must make a WIS check at Disadvantage or their action fails and they lose their action. Then they lose 1 WIS for d6 minutes.

Champion: As an action, a unicorn may choose a Champion to defend them. That Champion gains the following for d4 minutes: +d6 temporary HP, +2 AC, Toughness: Evil or Chaos +3, Advantage on all save attempts, Immune to Disease, +3 to Move and +2 to attack Evil/ Chaos. A Unicorn can have 2 Champions active at once. This cannot affect an Evil or Chaotic target and will stop if the Champion attacks the unicorn.

*Not sure why, but
 this photo was
 scratched out at
 some point.*

"I will never forget the day I saw the beauty in the woods. It will always be burned in my mind. I must get another glimpse and get it on film, or die trying."

– Tracey Casey, Tracey Casey's Cryptid Adventures.com

WANDERING WITCH OF CRENSHAW

ARMOR CLASS: 14

HIT DICE: 7

MOVE: 10

ACTIONS: 2

MORALE: 10, WITHIN THE WOOD THE WITCH CANNOT BE INTIMIDATED.

TERROR: THE WANDERING WITCH CAN CHANGE THE ASPECT OF HER VISAGE TO UTTERLY TERRIFY WHEN SHE CHOOSES. WHEN SHE DOES SO HER TERROR SCORE BECOMES 15.

HDE: 9

Crenshaw Wood is an enigma in itself, and as such the witch that resides there is an enigma wrapped in a mystery. Where she came from no one knows, her origin lost to history. What is known about her is that she is one with the Wood. Without her the Woods would die, and she without the Woods. The woodland creatures are her allies and spies, alerting her of any intruders. While those who encounter her, and escape, describe an extremely repugnant woman wrapped in decaying linen and vines. In reality she is creature of myth and legend, a Woodwight, tasked with protecting Crenshaw Wood. From what or whom, is still not known.

Many folks have gone missing in Crenshaw Wood, all of the disappearances have been blamed on the Witch. It has become a regular household threat to young children who live in the area.

Attack Damage: Claws (d4)

Special: Outsmart x4/ day, Toughness +3

Bonuses: +12 to Knowledge – Magic, +3 to Outsmart, +4 to Spot, +4 to Listen
Magic of the Woodlands: The Wandering Witch draws power from the surrounding wood, weaving it into devastating effects. The GM should narrate how the effects appear to the players, but if those effects are meant to harm then they cause a maximum of 2d6 points of damage. Can attack at Range or in Melee with the Woods. She can cast many spells related to nature and wood. Can Counterspell.

Woodland Walk: The Wandering Witch can appear at any point in the Wood that she chooses, at any time. This is an instant effect. While she can move anywhere in the Wood in the blink of an eye, she cannot leave its borders.

Will of the Witch: To any who wander into Crenshaw Wood, the Witch can cast her curse and deny those she chooses the ability to leave the confines of the forest. The power to break this curse is not yet known to any outside the Wood.

Unearthly Health: While the Wood exists the Witch cannot die, and if defeated will return to the Wood alive within d6 days. The Witch seems impervious to pain. Some believe her health is tied to the Wood.



"Don't stray too close to Crenshaw Wood, or the Wandering Witch will snag you!"

WENDIGO - SPIRIT MONSTER

Wendigo are malevolent spirits often associated with curses, greed or cannibalism. They roam the North Woods seeking victims to devour or to pass along their evil curse to. Wendigo appear as a gaunt, bipedal, hairy beast with a skeletal animal's face. Its body is covered with sores and open wounds. Some have been reported to be 9' tall, while most are in the 6'-7' range.

ARMOR CLASS: 15
HIT DICE: 5 + 3 HP
MOVE: 12
ACTIONS: 2
MORALE: 9
TERROR: 16
HDE: 7

Attack Damage: Claw (d6 + Curse), Bite (d6 + Curse)

Special: Supernatural Strength (STR 20), Dark Vision, Immune to Cold & Ice, Immune to Poisons, Weakness to Fire & Psionics, Toughness +2, Seize the Moment +2

Bonuses: +8 to Melee attacks, +5 to Melee damage, +2 to Range attacks, +11 to Spot, +9 to Listen, +12 to Track, +5 to Jump, +2 to Initiative, +12 to Stealth (in the wild)

Supernatural Strength: His STR is effectively a 20. He is strong enough to rip limbs from their sockets if he so desires. Even the strongest athletes pale in comparison.

Disease: Anyone that strikes the Wendigo with a Melee weapon or the Wendigo strikes in Melee, must make a CON check or become Sickened for d4 minutes.

Curse: Anyone struck by the Wendigo that becomes Sickened may become cursed. At the end of the Sickening effect, the character rolls a Death save. If they pass, they feel more hungry than usual for the next day. If they fail, they feel the urge to eat the flesh of their own kind. If they try to eat anything but their own kind, they must make a CON check to eat the food. If they pass thrice in a row, the curse is broken. If they eat their own kind three days in a row, they become a Wendigo.

"We first spotted the Wendigo the night we ran out of food. As the urges to do the unthinkable increased, we saw it more and more. I can feel its hideous presence with every hunger pang."

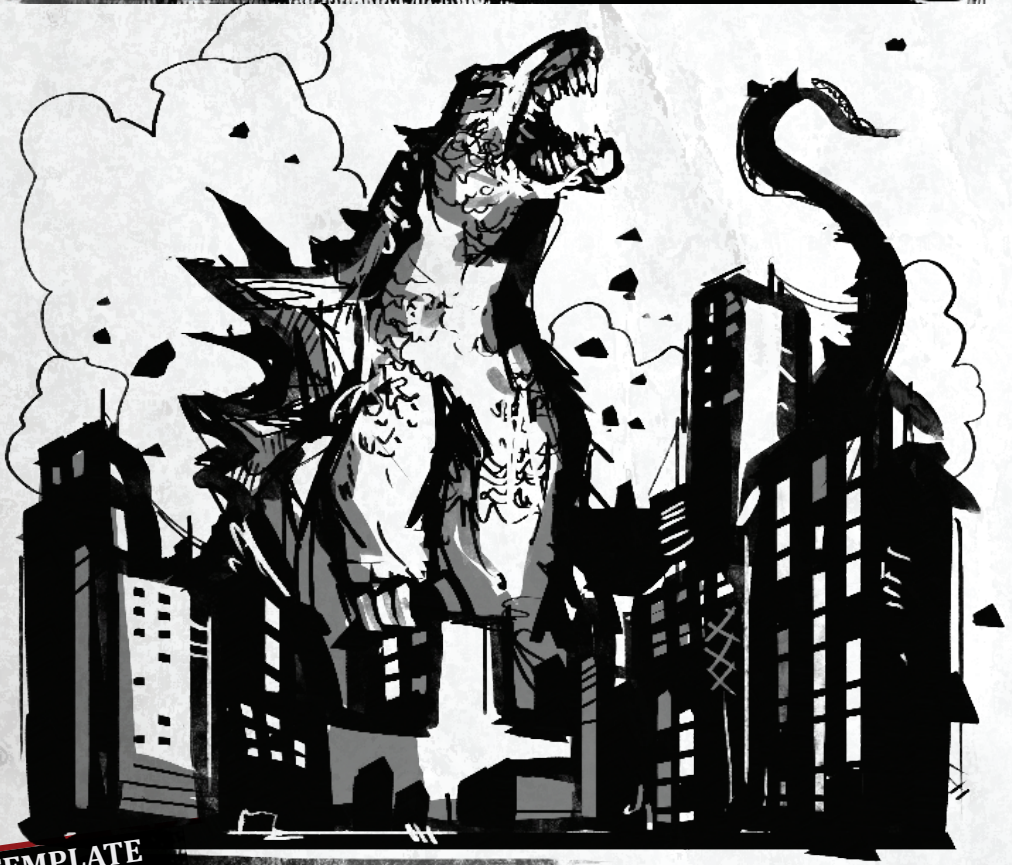
– The final entry of The Journal of Thornton Party into the Yukon, 1877

CRYPTIDS



TEMPLATES

Apply these templates to any regular animal, character or NPC stats to make them a specialized type of creature (i.e. Dire, Zombie, Giant, etc.). They will gain additional abilities and modifiers. These effects can stack (i.e. a Giant, Vampiric Bigfoot could be a cool encounter).



TEMPLATE

DIRE

Dire animals are slightly larger and far more ferocious than their normal counterparts. Some Dire beasts will gain additional traits beyond the basic stat pump. Any bonuses gained by an attribute increase will be accounted for below.

- +2 to AC, +1 Hit Dice, +2 to all Move stats
- Toughness +1, +2 to STR, +2 to DEX
- +1 to Initiative, +1 to Melee attacks, +1 to Melee damage, +1 to Range attacks
- +1 to Morale, +2 to Terror (if they have a Terror stat) & +1 to HDE.

TEMPLATE

GIANT

Dire animals are slightly larger and far more ferocious than their normal counterparts. Sometimes animals will grow to giant size for various reasons. These animals will continue their normal behavior, but may have a greater influence on the surroundings around them that will draw the attention of humans. This template will represent an animal's growth in +2' increments. For each 2' they gain:

- +1 STR, +1 to Melee attacks, +2 to Melee damage
- Toughness +1, +1 Hit Dice and +1 HDE
- They lose: -1 to AC
- For every 10' above their normal size, they gain +10 to all Moves and +5' Reach

TEMPLATE

RABID

Animal counterparts. Some Dire beasts will gain additional traits. A rabid animal is a sad and dangerous thing to encounter in the wilds or in your neighborhood cul-de-sac. They are confused at their circumstances and become very violent towards other animals while inflicted with this illness. One bite from an infected animal can spread the Rabies. Humans usually take a month or so before showing symptoms, while smaller animals develop them faster. Symptoms include anxiety, insomnia, violent tendencies, agitation, confusion, hallucinations, partial body paralysis, hydrophobia, foaming at the mouth and delirium. Most creatures succumb within 2-10 days. Creatures that are immune to disease cannot get Rabies (unless the GM wants to create a magical strain!).

- Rabies: When you bite another animal or person, they have a chance to contract the Rabies. The target must make a Death save or become infected. If they pass they still lose 1 INT for 1 hour (3 INT MAX at one time). Symptoms appear within d8 weeks unless treated, so a player would have no idea if they have contracted it. You cannot pass it on until symptoms manifest. Once you show symptoms you lose 1 INT per day and will die in 2d6 days unless treated.
- You become Fearless and no longer trust your fellow creatures. Animal empathy is still possible, but far more difficult.
- +2 Initiative, +3 to Move
- Aggression: -1 to AC, +1 to Melee attacks, +1 to Melee damage, -2 to Ranged attacks, lose Outsmart, gain Seize the Moment +1

TEMPLATE

RADIOACTIVE

Some animals or people are exposed to excessive amounts of radiation, yet they do not die or gain cool mutant powers. They just exist in a horrible state or derangement. Note these are different from The Grotesque or other deformed mutants. These creatures are almost mindless, just a step up from zombies.

- +2 to AC, +1 Hit Dice, Toughness +2, +3 to Terror
- Immunity to Radiation, Critical hits, Disease, Poison, Toxins & Gases
- Weakness to Psychic damage
- Bite or claws add d4 Radiation damage
- Anyone ending the round within 5' of the creature must make a CON check or become Sickened and lose 1 HP.
- -2 to Morale



TEMPLATE

WERE-BEAST (LYCANTHROPE)

er and far more ferocious than Apply this to anyone that has the misfortune of being bitten by a were-beast. Most were-beasts only transform during the full moon, but some have control of when they transform (x1-3/ a day). Also, most were-beasts lose control of themselves when they change. After years of training they can learn to control themselves. The GM can create a way to break the were-beast curse if they choose. Below are the stats for a transformed were-beast. Transformation takes 1 round. Attributes may exceed 18 in were-form. If you hit 0 HP as a were-beast, you transform back into a human.

ALL LYCANTHROPE HAVE THESE PROPERTIES...

- Dark Vision
- Toughness: +2 up to +7, depending on beast size
- Weakness: Silver
- Bite damage has a chance to spread the curse. A target must attempt a Critical or Magic save at midnight for three days. Fail all 3 to become a lycanthrope.
- +3 Terror
- +2 HDE for smaller creatures, +7 HDE for larger

WERE-BAT

- +1 to AC, +2 Hit Dice, +1 STR, +5 DEX, Toughness: Air +2
- Advantage on Initiative & DEX checks
- Claws (d4-1) & Bite (d6)
- Fly at 16 Move
- Radar Sense (300'), cannot be Surprised or Blinded, Seize the Moment attacks on you are at Disadvantage, +10 to Listen

WERE-BEAR

- +6 to AC, +6 Hit Dice, +6 STR, +5 CON, +5 to Spot, +5 to Track, +5 to Swim, +10 to Climb, +10 to Dig
- Claws (d8) & Bite (d8)

WERE-GATOR

- +4 to AC, +4 Hit Dice, Toughness: water +3, +5 HDE, +5 STR, +2 CON, +1 DEX, +5 to Spot, +20 to Swim, +10 to Dig
- Hold breath for 20 minutes
- Claws (d4) & Bite (d8)

WERE-RAT

- +2 Hit Dice, +8 to Swim, +12 to Dig, +1 STR, +4 DEX, +1 CON, +5 to Spot, +5 to Listen, +5 to Track
- Claws (d4) & Bite (d4)
- 24 Swim Move
- Advantage on all disease, toxin & poison saves.

WERE-SHARK

- +5 to AC, +4 Hit Dice, Toughness: Water +5, +12 to Swim, +6 to STR, +6 to CON
- Bite (d6)
- Breathe underwater, 36 Swim Move
- Immune to all disease and normal illness (even in human form)
- Smell Blood (1 Mile)

WEREWOLF

- +3 Hit Dice, Toughness +5, +4 HDE, +2 STR, +2 DEX & +2 CON, +10 to Climb, Dig, Jump & Swim
- Bite (d8) & Claws (d6)

TEMPLATE

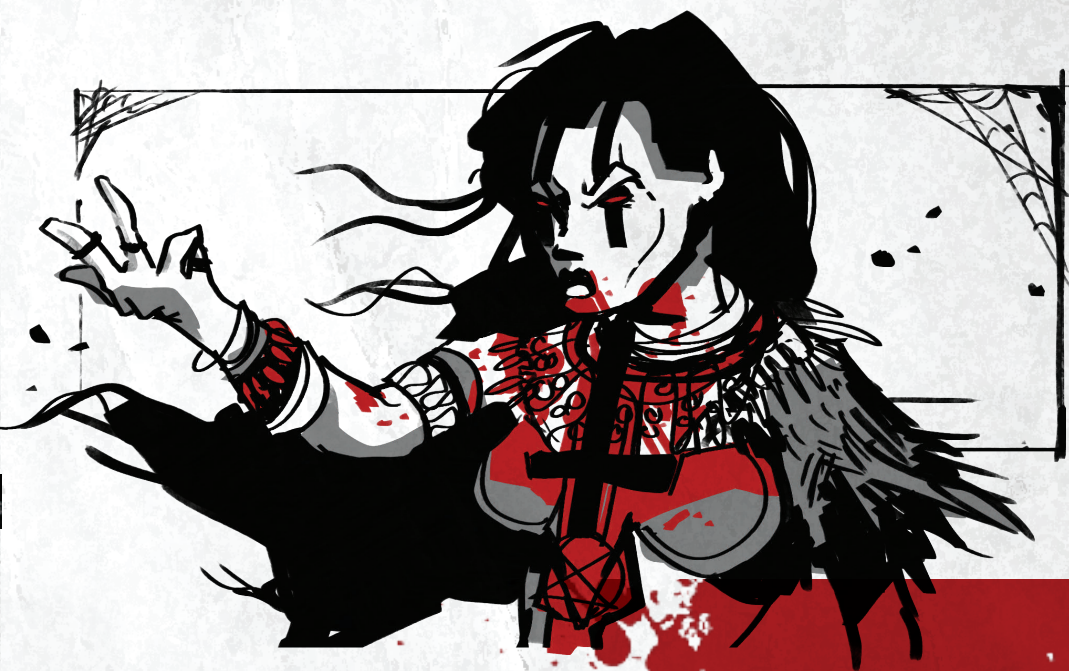
VAMPIRIC

This template can be added to animals, monsters or humans. Vampiric creatures are bestowed with supernatural strength, agility and endurance. Plus, they are effectively immortal. However, the cost immortality is high. They must constantly feed upon the blood of the living to sustain the power. While they have increased defensive abilities, they also gain several weaknesses.

- Lose the ability to eat or drink anything, except living blood. If you do not drink blood once a week, you become ill.
- Lose all natural body & biological odors. Cannot be Tracked by scent.
- Lose natural life, becoming undead. Animals you are not empathic with will treat you as hostile and will tend to avoid you.
- +3 Hit Dice, +1 extra Action per round, +5 to HDE
- Advantage on all Saving Throws.
- Animals & Monsters gain Supernatural STR (Advantage on STR checks, can lift more weight than they should be able to, +2 to Melee attacks & +2 to Melee damage). Humans gain +4 STR (minimum of 14) and Advantage on STR checks.
- Animals & Monsters gain Supernatural DEX (+8 to Move, +2 to AC, +2 to Initiative & Advantage on DEX checks). Humans gain +4 DEX, +8 to Move & Advantage on DEX checks.
- Immunity to all disease, poison, illnesses, Critical Hits & Surprise Attack damage. They never have to make a CON check.
- Toughness +4. After that they take ½ damage from all Physical & Energy damage.
- Weakness to Light damage, Silver & Wood (these ignore Toughness).
- Exposure to natural sunlight causes d4 damage per round.
- Regenerates d4 HP at the end of each round!
- Heals d6 HP for each full round of feeding.
- Dark Vision. +5 to Spot, +5 to Listen, +6 to Track (by blood), +6 to Stealth
- +6 to Persuasion, +2 to Morale
- Empathy with bats, cats, rats, wolves & vermin.
- Terror: 12 (when using powers)

OPTIONAL VAMPIRIC POWERS

- Flying at 24 Move (+1 HDE)
- Control Humans: Advantage on all Persuasion checks. Can control a Hit Dice worth of Humans equal to your Hit Dice. To try temporary control, roll a d20 and your Persuasion modifier (this does not count as a Persuasion attempt). The target rolls a d10 and adds their Mental save stat. If your number exceeds theirs, you control them for 1 hour. Psychics roll a d20 instead a d10 for the save. For permanent control, the vampire must drink the blood of a victim and then do as above. The victim cannot be a player character. (+2 HDE)
- As an Action, they can transform into a mist cloud that is immune to all Physical damage (even Silver & Wood). Their Move becomes 10 and they can travel through cracks, keyholes, etc. They cannot touch anything while in this form. (+1 to HDE)
- Control over bats, cats, rats, wolves & vermin. Range: 2 miles. Can control Hit Dice equal to your Hit Dice. (+1 to HDE)
- Animal Transformation: As an Action, you can transform into a bat, cat, rat or wolf. While in the animal form, you retain your Vampiric stats & attributes. Transforming back is a Free Action. (+2 to HDE)



TEMPLATE ZOMBIE

This template can be added to animals, monsters or humans. These unfortunate beings have died and have come back as flesh eating zombies. Their current physical condition can be determined by the GM. Some a freshly risen, while others are rotting away with each step they take.

- -2 to AC & -3 to Initiative
- Lose 1/3 of all Move (rounded up), they cannot run or use any range weapon or device & they lose all attacks (except bite, claw or slam).
- No morale
- Immunity to Poisons, Diseases, Toxins, Fear, Mind Probing, Mind Control, Pain, Surprise Attack damage & Critical hits.
- +1 Hit Dice, Toughness +1, +3 to Terror & +1 to HDE.
- Bite (d4-1 or higher if they had it before). If their bite or claws deal damage, the target must make a Poison save or they will become infected. If infected, they are at -2 to all attack & skill rolls, lose ½ their Move (rounded up) and lose 1 HP an hour until magically or psychically healed or until they make another Poison save attempt. They may try another Poison save every 3 hours. If they die while infected, they will become a zombie.
- They will continue to try to eat the living until they are reduced to HP and their brain is destroyed. If the brain remains intact, they will fight no matter how negative their HP gets. They can be incapacitated by destroying their legs or body.



TABLES AND TERMS

TABLE

CRYPTID ENHANCEMENTS

Sometimes you may want to ramp up an encounter with a random modifier that enhances or weakens a monster, in hopes to balance the game or to spice it up a bit. Choose randomly with a **2D20** roll.

ROLL ENHANCEMENTS

2	Agile: +1 to AC, +5 to Move
3	Giant Sized: See Template (p.XX)
4	Radioactive: See Template (p.XX)
5	Poison: Bite or causes +d4 damage, sickens target for d6 minutes
6	Armor Fur/ Plated: +4 to AC, Toughness +2
7	Fire: +d4 Fire damage & Ignite to all attacks, Immune to Fire & Heat
8	No Trace: Leaves no tracks, smell, or appearance on video
9	Anti-Psychic: Is Immune to all Psionics.
10	Ice: +d4 Ice damage, Immune to Cold, attacks Slow targets (½ Move for 1 minute)
11	Extra Girth: +10 HP, +2 to AC, -3 Move
12	Tentacles: +1 extra Action per round, +5' reach, +10 to Swim, +1 to AC
13	Zombie: See Template (p.76)
14	Chameleon: Can blend into any environment. +20 to Stealth. +2 to AC
15	Light: +d4 Light damage, Immune to Light damage, cannot be Blinded
16	Acidic: +d4 Acid damage, Immune to Acid. Attacks of 6+ deal 1/round after
17	Reflective: Immune to Energy damage, deflect energy attacks at random
18	Regeneration: Heals d4 HP at the end of each round. +2 to all Save stats
19	Fearless: Will never break Morale. +4 HP, +1 to all Save stats
20	Lucky: +1 to AC. +1 to attacks. +1 to all Skill checks. Advantage on all rolls
21	Dark: Create 10'x10' Darkness x5/day for d20 minutes, Dark Vision, +6 Stealth
22	Spiked: +1 to AC, successful melee attackers take 1d4 damage
23	Flying- Large Wings: Creature can fly at 18 Move. +1 AC
24	Intelligent: 18 INT, speak local languages, +1 attacks, use items, Outsmart x4/ day
25	Sonic: +d4 Sonic damage, Immune to Sonics, Natural 20 Deafen targets d4 minutes.
26	Earth: +d4 Earth damage, Immune to Earth damage, move on mud/ sand no penalty
27	Rabid: See Template (p.71)
28	Electric: +d4 Electric damage to all attacks, Immune to Electric damage
29	Psionic: +d4 Psionic damage, Immune to Mind Control, Toughness: Psionics +5
30	Plant Control: Is able to control non-intelligent plants with 120'
31	Shadow: Immune to Shadow, Dark Vision, +10 Stealth, Weakness: Light
32	Extra Limbs: +1 Action per round, +1 to attacks, +5 Climbing, Seize the Moment +1
33	Invisibility: Can turn Invisible x3 a day (for d10 minutes)
34	Combat Senses: +2 to AC, +1 to Melee attacks, +1 to Melee damage
35	Water: +d4 Water damage, Immune to Water damage, can breathe underwater
36	Animal: Speak & empathize with animals. Control your Hit Dice in normal animals.
37	Dire: See Template (p.70)
38	Enchanted: +d4 Magic to all attacks, Immune to Magic effects
39	Flying – Wingless: The creature can fly perfectly at 24 Move. +2 AC
40	Vampiric: See Template (p.75)

TABLES AND TERMS

TABLE WEAKENED CRYPTIDS

ROLL	WEAKNESS (-1/2 HDE PER WEAKNESS)
1	Slow: $\frac{1}{2}$ Move, -2 AC, -2 to Initiative
2	Cowardly: -3 Morale (1 Minimum)
3	Cannot Swim
4	Weak: -2 to Melee attacks, -2 to Melee damage, physically weaker than normal
5	Unlucky: -1 to all attack & Skill checks. +1 to all Saving throws or Attribute checks
6	Weakness: Acid & Water
7	Weakness: Wood
8	Weakness: Fire & Heat
9	Weakness: Ice & Cold
10	Weakness: Electricity
11	Weakness: Light
12	Weakness: Shadow
13	Weakness: Radiation
14	Weakness: Magic
15	Weakness: Psionics
16	Weakness: Ballistic Projectiles
17	Weakness: Physical damage
18	Reckless: -2 to AC, +2 to Melee attacks, -2 to Range attacks
19	Loud: Cannot Stealth or Surprise attack, -4 to Initiative
20	Very friendly & curious towards others

*We need a way to
identify these in
new cryptids!*
-N

TABLES AND TERMS

TABLE

RANDOM CRYPTIDS and ANIMALS

Dire animals are slight

ROLL 2D12	WILDERNESS	NEAR WATER	URBAN/SUBURBAN
2	Bigfoot Grassman	Dobhar-Chu	Mothman
3	Skin Walker	Unicorn	Gargoyle
4	Bear- Black	Rougarou	Radioactive Beast
5	Pope Lick Monster	Giant Lake Monster	Black Eyed Children
6	Rabid Animal	Alligator	Dire Beast
7	Twiffle	Snake, Poisonous	ET – Nordic
8	Bigfoot Sasquatch	Bigfoot Sasquatch	Were-beast
9	Eagle	Mokele Mbembe	Trash Cat
10	Rougarou	Grootslang	Psi-Rat
11	Oracular Tree	Kelpie	Vampiric Beast
12	Dogman	Pope Lick Monster	Ahool
13	ET – Random	Loveland Frog	Sheckles
14	Were-beast	Bunyip	Were-beast
15	Spriggan	Bear - Black	Gremlins
16	Hellhound	Lake Monster	Giant Mothman
17	Unicorn	Skin Walker	Book Wyrn
18	Bigfoot Yeren	Crocoduck	Pope Lick Monster
19	Thunderbird	Bigfoot Skunk Ape	Medusa
20	Shuck	Snake, Boa	Bigfoot- Sasquatch
21	Fairy	Dire Beast	Jersey Devil
22	Bigfoot Yowie	Lizard Man	Zombie Beast
23	Bear- Grizzly	Mannegishi	Chupacabra
24	Dire Beast	Shark, Great White	ET – Reptilian

TABLES AND TERMS

TABLE

RANDOM CRYPTIDS and ANIMALS

ROLL

2D12 WILDERNESS-COLD

ZOO ESCAPE

TROPIC/JUNGLE

2	Bigfoot Almasti	Alligator	Kelpie
3	Bear- Polar	Wolf	Bunyip
4	Hodag	Eagle	Snake, Boa
5	Vampiric Beast	Bear- Black	Lake Monster
6	Bigfoot Yeti	Cat- Tiger	Fairy
7	Sheepsquatch	Snake, Boa	Lizard Man
8	Skin Walker	Crocodile	Zombie- Beast
9	Medusa	Bear- Polar	Rabid Beast
10	Cat- Mountain Lion	Cat – Mountain Lion	Mokele Mbembe
11	Unicorn	Snake, Poisonous	Chupacabra
12	Nain Rogue	Bear- Grizzly	Boat
13	Wendigo	Horse	Snake, Poisonous
14	Bigfoot -Sasquatch	Shark, Great White	ET – Reptilian
15	Mothman	Were-beast	Grootslang
16	Boar	Gorilla	Cat- Tiger
17	Mishepesu	Wolf	Bigfoot Skunk Ape
18	The Jersey Devil	Chimpanzee	Twiffle
19	Were-beast	Boar	Gorilla
20	Feral Dog	Cat- Lion	Vampiric Beast
21	ET – Random	Raccoon	Crocodile
22	Mongolian Death Worm	Cat -Cheetah	Cat- Lion
23	Wolf	Were-beast	Were-beast
24	Roc	Elephant	Medusa

TABLES AND TERMS

NEW STAT

MORALE

A character, creature or monster's Morale represents their likelihood that they will remain in a fight or in a dangerous situation once things start going against them. Morale is rated from 1-10. The higher the number the better. Anything with a 10 Morale will never be forced to flee (and is not affected by Morale modifiers). Player characters are not subject to morale.

To make a Morale check roll a d10. If the creature's roll is equal to or higher than their Morale they succeed and remain in the fray. If they roll below their Morale they brake and must roll on the Morale Effect Chart to see what they do.

When to roll Morale

- If they take a hit that takes at least $\frac{1}{2}$ of their total HP.
- If multiple teammates are captured in a round.
- If a teammate falls in battle. Once per round.
- If your leader flees, is captured or is defeated.
- If a situation arises that the GM thinks requires a Morale check.

MORALE MODIFIER REASON

TABLE

+3	Your Leader is within 100'
+2	You outnumber your enemies.
+2	The creature or person is starving or is desperate.
+1	You have more Hit Dice than your current target.
+1	You think what you are doing is righteous.
-1	You think what you are doing is wrong.
-1	You are outnumbered by 4 or less.
-1	They are fighting against their will.
-1	They have failed a Morale in this combat.
-1	You are poisoned or Sickened.
-2	You are outnumbered by 5 or more.

TABLE

MORALE EFFECTS

ROLL 1D10	MORALE EFFECT
1	Surrender immediately if a person. An animal or monster will run away for d6 rounds.
2	Faint for 1 minute.
3	Faint for 2 rounds.
4	Scream & run away for d4 rounds.
5	Stunned for 1 round and are at -2 AC for the next d4 rounds.
6	Run & Hide in the nearest viable spot for d6 rounds
7	Urinate yourself. Lose all actions this round and then you are at -1 to all attack rolls and AC for the rest of the fight.
8	Fearful. Lose this round's action and you are at -2 to all damage for 1 minute.
9	Stay & Fight, but at -1 to all attack rolls and -1 to all damage dealt.
10	Shake it Off & Toughen Up. You stay & fight and gain +1 to your next attack roll.

Current FBI training has mitigated most of these effects, at least in cryptid units.

UPDATED and USEFUL GAME TERMS Dire animals are

BLINDNESS

If a creature finds themselves blinded, possibly by an injury, or fighting in darkness without light, they suffer a -4 penalty to all attack rolls, cannot make Spot checks and move at ½ Move.

CHARGE

You may use all of your actions in a turn to Charge an opponent. You may charge your Move x10 in feet. You must have a clear, strait path to the opponent. If there is anything hindering the path (debris, oil, bodies, etc.) the attacker must make a DEX check or trip on the way. The charger gains +3 to hit and gets double their STR modifier in damage. If the charge roll hits and is at least 10 higher than the defender's AC, the defender is Knocked Back 10'.

DARKNESS

When an area is under Darkness, nobody can see anything and are considered Blind. Some abilities allow a creature to see in Darkness.

DARK VISION

The creature is able to see in dark, lightless conditions, but requires their eyes to see. If Blinded, they only take half the normal penalties (rounded down).

DEATH/ OUT OF ACTION

If a creature goes to below 1 HP they are considered unconscious and Out of Action (roll on chart). They are not necessarily dead, just removed from the action until healed or the action ends and they are tended to. For a creature to be considered dead they must have negative HP equal to their CON score.

ROLL

1D6

OUT OF ACTION RESULT

1	KO'd: Just knocked out, 2d4 Minutes.
2	Concussed: Suffers Disadvantage for the remainder of the game session unless Magically healed or healed to at least ½ their starting HP.
3	Cracked Bones: STR, DEX and CON are temporary -2 for 48 hours or until Magically healed.
4	Crippled: STR or DEX is permanently reduced by 1.
5	Disfigured: CHA reduced by 2, permanently.
6	Dead: You sadly kick the bucket.

TABLES AND TERMS

DROWNING/ BREATH

A creature can hold their breath for 1 minute per point of CON modifier (30 seconds minimum). When a character runs out of air they become unconscious and lose d6 HP per round. All attacks made under water are at Disadvantage unless they have Free Action or they live in the water.

FALLING

When a creature falls they take damage if they fall more than 10'. For every 10' past the first 10' they fall, they take a d6 damage.

FEARLESS

The character or monster is immune to Fear and Terror. They automatically pass all Courage saves and cannot be Intimidated.

GRAB

A creature may attempt to Grab someone with their set of arms, a tentacle, etc. They make a Melee attack against the target. If successful, the target may make a STR check adding the STR modifier of the attacker to their roll. If they pass the STR check they avoid the Grab. If they fail they are considered Grabbed. They lose all actions except speaking and trying to break free. Once a round they may attempt to break free with another STR check as above. Anytime the Grabber takes damage the character being grabbed may attempt a STR to escape, subtracting the damage taken by the Grabber from their roll.

GRAB MODIFIERS

Target 1'+ Larger than you

Target has an extra set of limbs

Target has 5+ More STR

Target gains advantage on STR check

Target 1'+ Shorter than you

Target has 5+ less STR

Target has disadvantage on STR check

Target is twice your size or more

Target cannot be grabbed

IGNITED

Anything on fire is considered Ignited and takes 1 cumulative point of additional damage at the beginning of each round until extinguished (i.e. 1, then 2, then 3, etc.). If they come into contact with any other beings while Ignited, the other being must make a DEX check or be considered Ignited as well. You may take an action to try to extinguish yourself or someone else by making a DEX check.

IMMUNITY

Creatures with Immunity to a certain type of damage do not take any damage from that source and cannot be affected by that source. Even if they gain Weakness to the same source, the Immunity stands.

TABLES AND TERMS

INVISIBILITY

While invisible a creature cannot be detected, except by certain abilities (Radar, Earth Powers, etc.). If you act upon a creature while invisible, that character is now effectively Blind when interacting with that creature as long as they are invisible.

KNOCKBACK

When a creature is knocked back they take an additional point of damage for every 10' they go. If they hit another solid item or creature they take an additional d4 damage, as does the object the struck.

LISTEN

Listen checks are made when a creature attempts to identify or notice a sound (a secret whisper, a far-off scream, somebody trying to stealth by, etc.). A creature adds their WIS modifier to their check roll. The GM sets the DC.

MELEE ATTACK

A Melee attack is any attack made in close combat (within 5'). Such as throwing a punch or swinging a sword. Doing a Ranged attack in Melee is done at Disadvantage.

OUTSMART

When successfully attacked or effected by an ability/spell of a hostile character or creature, the character may attempt to Outsmart their foe (before damage is rolled). Roll a d20 and add your INT and WIS bonuses and Outsmart bonus to the roll. If the Outsmart roll is equal to or greater than the attack roll, then roll on the chart below. If the attack or effect had no initial roll, then the attacker rolls and adds the appropriate modifiers to their roll and compare. If successful, the player with Outsmart then switches places in Initiative with the attacker if they so choose. Outsmart does not require an action. A character with Outsmart can use it equal to their INT + WIS modifiers per day.

ROLL

1D6

OUTSMART RESULTS

1	The attack still hits but does ½ damage & is half effective. Cannot put you at less than 1 HP.
2	The attack fails, but any area effect or effect on others is unaffected.
3	The attack fails. The attacker must make a DEX save or fall down.
4	The attack fails. Attacker is flummoxed and they lose their next action.
5	The attack fails, attacker takes the hit at ¼ damage (rounded up).
6	The attack fails, attacker takes the hit at ½ damage (rounded up).

TABLES AND TERMS

PRONE

If a creature attacks a Prone victim, the victim loses all bonuses to AC and suffers a -4 AC penalty.

REACH

Weapons or creatures with reach may be used to attack further than normal. A basic melee attack can only be delivered to someone standing within 5' to your character. Reach weapons can attack characters that are further away equal to the weapon's listed reach.

SEIZE THE MOMENT

Some creatures have the ability to seize the moment in combat by taking advantage of an opponent's mistakes. They can take those mistakes and turn them into an extra action. A creature with Seize the Moment may immediately use bonus attack against an opponent that does one of the actions below within your Reach. You can only Seize the Moment once a day for each point you have in it.

- Cast or casting a spell in melee
- Critical Fumble
- End the Round Stunned
- End Your Turn with Them Unaware of You
- Fall/ Trip
- Get Knocked Back
- Run Away from You (Make a Run Move)
- Shoot a Gun or Bow in melee

SICKENED

When a creature becomes sickened they are at -3 to all attacks & skill checks. They are also at Disadvantage on all saving throws and Move at ½ speed.

SPOT

Spot checks are made to see if you notice a visual occurrence near you (someone hiding, notice someone in a disguise, traps, something unusual, etc.). A creature adds their WIS modifier to their check roll. The GM sets the DC.

STUN

When a creature is stunned they lose all actions, drop all items in hand, lose their DEX bonus and are at -4 AC until the effect wears off.

SURPRISE ATTACK

Any attack made on a creature that they are unaware of is a Surprise Attack. Those attacks add a d4 damage to the attack. Once hit by an attack further attacks by that character are not considered a Surprise Attack, even if made unaware. Surprise Attack only effects living creatures, unless otherwise noted.

TABLES AND TERMS

TOUGHNESS

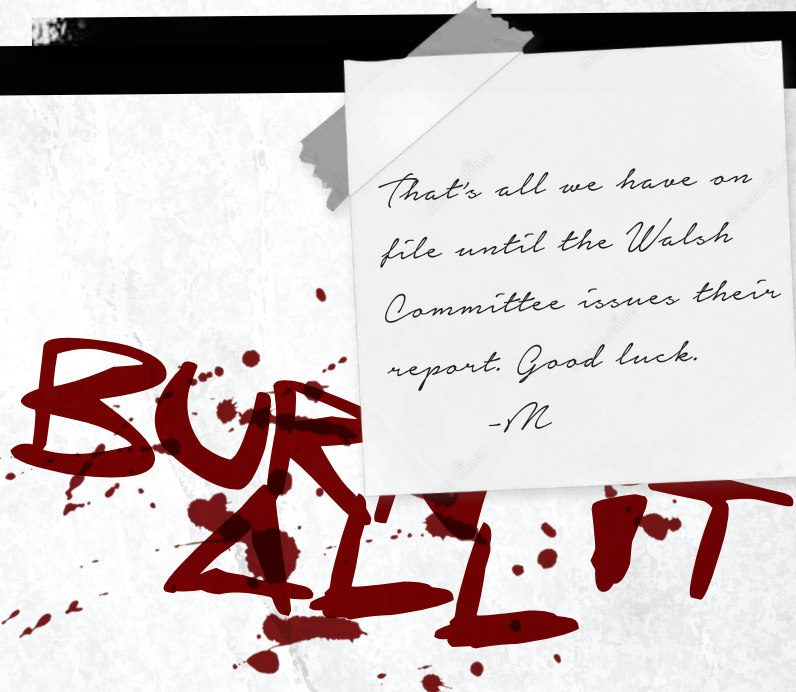
Toughness is a form of Damage Reduction against Physical and Energy-based damage. Only specified Toughness can protect one against Magic or Psychic based damage. If a character has a Toughness of +2, that means that when they take damage from an attack, the first 2 points of damage are negated. If a character has specific Toughness & general Toughness, they stack. (i.e. A character with Toughness +2 & Toughness: Fire +3 gets hit with a 6 damage fireball, they would take 1 point of damage.)

TRIPPING

You may try to trip someone that is next to your character or within range of a Reach weapon. Make an attack against your target. If you hit, the target makes a DEX check adding your STR modifier to their roll. If they pass, nothing happens. If they fail, they become tripped and are Prone until their next action. If you try to trip some more than 6"+ taller than you, you roll your attack at Disadvantage & the target rolls their DEX check at Advantage.

WEAKNESS

When you take damage from the source you have a weakness to, you take double the damage.



*That's all we have on
file until the Walsh
Committee issues their
report. Good luck.*

-M

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