

MONSTERS OF MURKA



The Cryptid
Chronicle

Vol. 1



MONSTERS OF MURKA

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Legal spooktastic owner of this here book.
You gotta chant it every time you open the book or the pages will
appear blank.
Our lawyers told us so...

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ACKNOWLEDGMENTS

Action Fiction would like to thank: Our incredible writing team, who created a fantastically spooky book; Each and every one of our illustrators, who helped bring this work to life; Our phenomenal team of Sensitivity Readers that supplied us with invaluable assistance; The amazing input of Paul "Mav" who cheered us on and helped us out in our hour of need; A big thank you to Persephone who did more than just consult and edit our work in order for it to be the best it could possibly be, and our fantastic community on Twitter, Facebook, Patreon, and Discord who were always there to support us and spread the word of our upcoming materials. Thank you.

Bailey would like to thank: A big thank you to Cora "Lyka" who assisted greatly in helping us find sensitivity readers for the Cryptid Chronicle. My amazing writing team that I'm certain I've forged lifelong creative partnerships and friendships with. Snails, Jaron, C.J., and Brad who supplied endless support through this project to help bring it to fruition; and taking a chance on me with this fun project to create something truly bizarre and horrible. Your support and friendship is unwavering and truly appreciated.

Snails would like to thank: Absolutely, no. One. Not the Action Fiction team for being considerate of my disability and still trusting me with this position. Not my art team for working on a tight schedule with zero complaints, and still going above and beyond my expectations. Not the cryptid writers for completely changing how they write content to accommodate the art schedule and definitely not my family, both found and blood for caring about me through this process and having a patient ear. Nope, no one to thank at all. I'm not crying, you're crying.

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FOREWORD

When I was very young, I have vivid memories of seeing ghostly figures in the halls of my childhood home. Whether they were a figment of my imagination, or something more sinister, I'll let your cynicism decide. But ever since my childhood encounters, I have been fascinated by the inexplicable. My love of Halloween followed as naturally as my healthy fear of ghost-riddled cemeteries, and I found myself wary of the spooky tales of ghouls and cryptids told around the torchlight. Who was I to deny a cryptid, when their existence was just as ambiguous as my own ghostly childhood encounters?

And I implore you, dear reader, to ask yourself this: Were my childhood ghosts any less real just because I imagined them? When you turn these pages, is the Champ any less jacked because you have not spied his swole-ness with your own two peepers?

Much to consider.

I was invited to write this forward by Bailey, the lead designer of this book, and my very best and spookiest friend. I couldn't be more proud of her and her team's achievements in putting together such a genuinely delightful expansion.

This fun Halloween special was created by a party of passionate, spooky, like-minded individuals who poured their hearts into every page. All profits of this expansion are being donated to The Oral Cancer Foundation, and each and every word has been checked and quadruple-checked by as many diverse eyeballs as possible. This team loves their TTRPG community, and you can see that love oozing out of the crevices of each and every page.

How lucky we are as readers to read something so drenched with care and effort. So uncork a vial of Stank Juice™, hang up your bunny bonnet, and may your campaigns be full of the ominous clap of Mothman's dummy thicc cheeks

- Jessie Selleck

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Disclaimer: All characters and monsters in this book are fictional and satirical, and all cryptids and locations based on real stories and lore were heavily consulted upon with cultural consultants and sensitivity readers. We hope this book sends a shiver down your spine... but a consensual shiver.

ABOUT THIS BOOK

Thank you for purchasing Cryptid Chronicle I, our first edition to a series of books focusing on cryptids, horror, and all things Halloween in Murka.

Profits from this book are being donated to The Oral Cancer Foundation to commemorate Eddie Van Halen and to help fund research for a cure for oral cancer.

When we began writing this expansion, we created the Van Hellsong subclass as an affectionate tribute to a genius. When the world learned of his passing, we struggled with whether we should keep the tribute or put it aside. In the end, we decided that we did want to pay homage to Eddie Van Halen, so we consulted with some fans to make sure that we were being as respectful in our design as we had intended to be. We hope that when you read our subclass section, and when you play a Van Hellsong character, you think of your favorite Eddie Van Halen song and remember him fondly. We certainly will.

May his memory and his music continue to give us inspiration.

HORROR AND CONSENT

Horror is a strange genre where many of us hope to be entertained by being uncomfortable, but with just the right amount of discomfort. Where those lines are drawn can be different in many ways. Individuals have their own preferences and aversions, while groups can have vastly different concerns about various subjects. All of these preferences are valid.

In a horror setting, players and GMs alike should have a general understanding of the group's comfort level on different topics and plot elements. Having an agreed-upon rating system, like the ones used in movies, can help set a starting level. Some groups might enjoy Rated 'R' for levels of gore, but prefer a 'PG' rating when it comes to romance. Others might want to stick to a 'G' rating. Additionally, knowing what topics to avoid helps to create a safe place for everyone to enjoy, and knowing what elements the group is enthusiastic about can help foster an exciting game for everybody. This can include horror genre styles, mental health, social issues, sexuality, and more.

All profits from Cryptid Chronicle I will be donated to The Oral Cancer Foundation upon the release of this book until December 31st, 2025. If we do not see a substantial profit from this book by January 1st, 2021 we pledge to donate a minimum of \$200 USD to The Oral Cancer Foundation as the first installment of our donations to help find the cure for oral cancer.

There are plenty of tools out there that can help, such as checklists, lines and veils, and 'X' cards. A few important points to consider about consent are:

- "No" is always the default.
- Only you can decide what is safe for you.
- Not consenting does not need to be explained and is not debatable.
- Consent to a subject can have a range, and it can change at any point.

These are simple suggestions to start a conversation and it's important to have these discussions before a game begins, to avoid any unintended discomfort. What tools will work best for you depends on your trust and comfort level with those you are playing with. The goal, in the end, is to play games and have fun!

CONTENT WARNING

Content warnings have been provided at the top of all pages in this book that could contain potentially difficult topics. They are meant to provide a quick idea of what might be encountered with the content if used as written. These warnings are short descriptions that can be used as a quick reference, such as "insects, mention of depression, or demonic rituals."

Pages without the Content Warning along the top still hold the general Horror Content warning of this book, but does not deal with specific known triggers. We attempted to supply content warnings to the best of our abilities with the advice of sensitivity readers but we may not have caught everything that can be potentially triggering towards an individual.

If there are any topics that are difficult for any of the players, including the GM, they should be avoided. Of course, this doesn't mean you have to avoid using a particular monster, especially if it's a creature that perfectly fits the narrative or would be exciting to use, but it might mean that extra care may be needed to make the monster work in your campaign.

CONTENT WARNING (CONT.)

If there are any topics that are difficult for any of the players, including the GM, they should be avoided. Of course, this doesn't mean you have to avoid using a particular monster, especially if it's a creature that perfectly fits the narrative or would be exciting to use, but it might mean that extra care may be needed to make the monster work in your campaign.

This could be something as simple as cutting out or walking around the particularly problematic pieces or could be entirely reimagined into something that would work better at your table. The stories that were created in this book were carefully considered, but having a safe game at any table is more important for everyone. Please use an appropriate amount of caution when consuming this book and use the material responsibly for yourself and future use with others.

Content Warning List

Gore, blood, bodily fluids, grotesque language, body horror, mention of persecution of those accused of using witchcraft/existence of witchcraft, animal extinction, drug/alcohol abuse, physical/mental consent, parasites, insects, reptiles, demon worship, child abuse/exploitation, child neglect, mention of child death, familicide, depression, memory loss, exploitation, manipulation/gaslighting, death, isolation, war and violence, natural disasters, systemic oppression, economic hardship, government/governing body corruption, and revenge/betrayal.

Cryptids Consent Checklist

As a GM, if you want to explore these topics with your players, we urge you to hold a "session zero" and discuss with them what they're interested in and comfortable with. You can easily skip many of these subjects while still enjoying a lot of what The Cryptid Chronicle has to offer. We are keenly aware that some players use TTRPGs as a form of escapism and everyone enjoys different aspects of horror while preferring to engage with certain materials. These players may want to use this book differently, or they may not want to use this book at all. These players are not wrong for doing so. There is no wrong way to play.

In a "session zero" we strongly suggest a GM includes a checklist or consent list for players to look at and fill out at their own discretion. These forms can be filled out and labeled by each player, or they can be left anonymous if that is preferred. It is good for a

table to discuss any red flags or hard lines that might exist, to help both players and the GM create a safer game. Details or more information about these hard lines are not required to be provided, and you should never feel the need to say more than you wish about a topic if anything at all.

Something else to consider when making a checklist is if there are any areas that are topics that you would like to explore or normally enjoy in a horror game or movie. When having discussions before a game starts, this checklist can help identify areas that could be sensitive, as well as topics that could make a game even more fun. This can be helpful for many GMs and players alike, but every table is different. Ultimately, it is up to you to know what is best for your table, and for your game. We, the benevolent authors of Monsters of Murka, cannot tell you how to play at your table; but we do hope to give worthy advice to our infinitely creative and compassionate readers. We hope this book scares your socks off! Literally! We all agree that would be pretty cool to witness, so record yourself when you read this for the first time.

Speaking of pretty cool stuff, we'd like to direct you to our website where you can read about all our fantastic creators on this book. Our crew spanned across the globe, and we are absolutely giddy about how diverse our writers and artists are and want to share their goodness with the world (with their consent of course.) Read what our creators had to say about themselves, and follow the social media links under their descriptors to ask about their future projects. Share that love, and we hope that you enjoy all the love we put into this book for you.

JUST. YOU.

ACTION

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Warmth and love,
The Action Fiction team

THE BEAST OF BULK ROW

Standing well over the height of the average Murkan, the snarling visage, rippling muscles, dense, combed fur all over her form, and ergonomic workout attire mark this werebeast as the Beast of Bulk Row. Wherever the length of Bulk Row lies in the north of Midwesternos, a rhythmic clanging can be heard echoing through the grim night air. There the Beast of Bulk Row lurks, testing her mettle and forcing unsuspecting travelers to push themselves to the limit as they are crushed under the weight of their failure and of the actual weights they're lifting.

Quest for 'The Pump'. The beast, or 'Beast' as she likes to be called in the gym, does not know where she came from nor does anyone else. She does remember she took on the name as a mantle after numerous mortals tormented her over her ripped form. Instead choosing to own the title as a challenge to those too insecure to think a woman beautiful when physically fit and muscular.

One day she and her conveniently placed gymnasium appeared on Bulk Row in eastern Midwesternos where she soon began her endless quest for 'pump-everlasting,' a mystical state of being said to impart the greatest physical pleasure any being can feel and only found through the lifting of weights.

Gym Buddy Wanted. In her quest for 'pump-everlasting,' Beast found an ancient scroll upon which it is written that a lifting partner is needed to truly accomplish her goal. Since this discovery Beast has stolen away wandering travelers and

endeavoring meat - heads to her secluded Bulk Row gym where she pushes them to their absolute limit. Unfortunately, every lost soul that has entered her gym thus far has not been able to keep up and has either died from over-exertion or been crushed by the immense weight they've attempted to lift.

Never Skip Leg Day. Beast's favorite exercise is the squat, and anyone who attempts to neglect what Beast calls "the holy grail of weight-lifting" will be put to an extremely grueling exercise regimen that breaks the back of even the greatest adventurers.



THE BEAST OF BULK ROW

Large humanoid, chaotic neutral

Armor Class 16 (natural armor)
Hit Points 152 (16d8 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	18 (+4)	20 (+5)	16 (+3)	18 (+4)	13 (+1)

Skills Athletics +12, Acrobatics +8, Intimidation +5, Persuasion +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Condition Immunities exhaustion
Senses passive Perception 14
Languages Common
Challenge 10 (5,900 XP)

Bestial. The Beast of Bulk Row is treated as constantly being under the effects of a *speaking with animals* spell.

Keen Hearing and Smell. The Beast has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Physique of The Mountain. The Beast has advantage on all Strength (Athletics) checks.

ACTIONS

Multiattack. The Beast makes two attacks: one with her bite and one with her claw.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5ft., one target. *Hit:* 11 (1d6 + 8) piercing damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5ft., one target. *Hit:* 12 (1d8 + 8) slashing damage and the target must make a DC 20 Strength saving throw or be grappled.

Pile Driver. The Beast viciously drives a creature it is grappling into the ground. The targeted creature must make a DC 20 Constitution saving throw. On a failed save, the target takes 19 (3d6 + 8) bludgeoning damage and is knocked prone and stunned until the end of its next turn. On a successful save, the target takes half as much bludgeoning damage and is neither stunned nor knocked prone.

WORTHY OF THE PUMP

Any enterprising adventurer caught by Beast or who enters her gymnasium willingly must survive a day's work-out consisting of 3 exercises; the squat, the bench press, and the deadlift. Each exercise consists of a DC 17 Strength (Athletics) check and a DC 16 Constitution saving throw. If either is failed the character gains a level of exhaustion. If the character succeeds on all three the GM may wish to grant the player a +1 moving forwards in one of their physical stats.



CW: GORE, EXAGGERATED USE OF VIOLENCE, MENTION OF CHILD MANIPULATION AND EXPLOITATION, FAMILICIDE

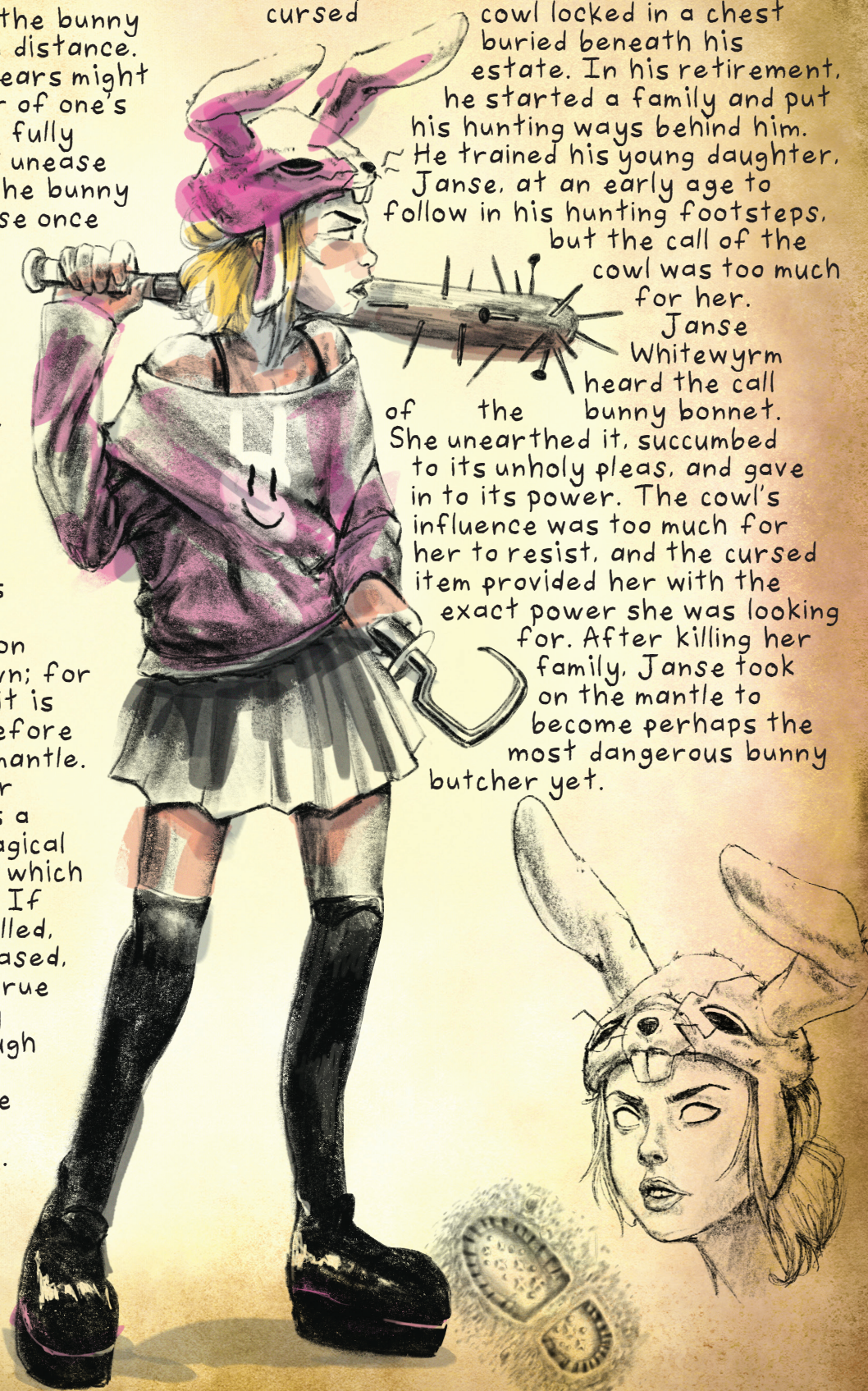
BUNNY BUTCHER

Lurking in the shadows, the bunny butcher watches from a distance. The distinctive slender ears might be seen from the corner of one's eye, but they are never fully seen, evoking a sense of unease and fear. Sightings of the bunny butcher are rare because once the butcher has been seen, it's already too late. Those who have peered into the eyes of the butcher only see their worst fears reflected back at them. After being paralyzed by terror, the butcher makes quick work of their victim.

Eternal Curse. There has always been a bunny butcher. Each generation claims a tale of their own; for when one butcher dies, it is only a matter of time before a new one takes on the mantle. Unlike many of the other Murkan cryptids, this is a curse that lies in the magical bunny butcher's bonnet which transforms its wearer. If the bunny butcher is killed, the curse is finally released, revealing the wearer's true form. It then seemingly calls out, almost as though it compels creatures of evil alignment to don the bonnet and become the next shadow in the dark.

Transferred Power. Nearly 20 years ago, retired cryptid hunter Dalen Whitewyrm killed the

ruthless bunny butcher that haunted the bridges of Cliff Heights. Wanting to keep the world safe, Dalen kept the cursed cowl locked in a chest buried beneath his estate. In his retirement, he started a family and put his hunting ways behind him. He trained his young daughter, Janse, at an early age to follow in his hunting footsteps, but the call of the cowl was too much for her. Janse Whitewyrm heard the call of the bunny bonnet. She unearthed it, succumbed to its unholy pleas, and gave in to its power. The cowl's influence was too much for her to resist, and the cursed item provided her with the exact power she was looking for. After killing her family, Janse took on the mantle to become perhaps the most dangerous bunny butcher yet.



BUNNY BUTCHER

Medium humanoid, chaotic evil

Armor Class 15

Hit Points 178 (21d8 + 84)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	13 (+1)	14 (+2)	11 (+0)

Skills Acrobatics +9, Intimidation +4, Perception +6, Stealth +9

Damage Immunities: psychic

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities frightened

Senses passive Perception 16

Languages Common, abyssal, telepathy 120 ft.

Challenge 12 (8,400 XP)

Special Equipment. The bunny butcher wears the bunny butcher's bonnet (accounted for in her statistics).

Magic Resistance. The bunny butcher has advantage on saving throws against spells and other magical effects.

Magic Weapons. The bunny butcher's weapon attacks are magical.

Nightmare Aura. When a creature starts its turn within 30 feet of the bunny butcher, she can force that creature to make a DC 16 Wisdom saving throw, taking 11 (2d10) psychic damage on a failed save.

Menacing Presence. As an action, the bunny butcher can use her Menacing Presence. A creature that is within 60 feet of the bunny butcher that can see or hear her must succeed on a DC 16 Wisdom saving throw or become frightened of her until the end of its next turn.

Life After Death. The bunny butcher is no longer able to fully die when falling unconscious while wearing the bonnet. She automatically stabilizes and is not able to be overkilled, or to incur death saving throws after falling unconscious. Spells such as disintegration do not destroy the bunny butcher's body and instead, she falls unconscious.

ACTIONS

Multiattack. The bunny butcher can use her Menacing Presence. She then makes one attack with her spiked bat and one with her hook.

Spiked Bat. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, plus 10 (3d6) psychic damage.

Hook. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage. A creature hit with this attack must make a DC 14 Strength saving throw or drop an object, weapon, or item of the bunny butcher's choosing.

WELCOME, WELCOME!
SO GLAD YOU COULD
JOIN ME!



THE CHAMP

The Champ, at first glance, is similar to the descriptions of most lake monsters: a plesiosaur-like entity with a long neck and a large head full of sharp teeth. This particular lake monster, however, is absolutely jacked; or, at least, he looks like he used to be. He's gone fairly soft in the middle, but make no mistake: Champ is still a dangerous creature.

Heavyweight. Centuries ago, the Champ was known as Champlane, one of many such monsters living in lakes across Murka and the rest of the world. Lake monsters, as distant relatives of dragons, have incredibly long lifespans. Unlike most of their draconic cousins, however, they are also incredibly social creatures. Their great curse is that they crave attention, but because of their ravenous appetites, there is only enough food in a given lake for one lake monster.

This is why a few of them founded the Lake Monster Underwater Fighting Club.

Don't Talk About It. Champ was a natural brawler, quickly rising through the ranks of the Fight Club to become heavyweight champion

after knocking out the Scottish Sea Monster "Ness-tea" at the end of a truly legendary battle royale. Victory quickly went to his head, and during his years as heavyweight champion, Champlane became simply "The Champ." He got knocked off his throne by Unopogo years ago, but he's still clinging to the possibility of a comeback. Most of the time, however, he's just eating adventurers and talking to any fish that will listen about the good old days.

If you should come across The Champ on your travels, be careful: he's a very particular creature, and he will attack anyone who he feels is challenging him or his legacy.



THE CHAMP

Large monstrosity, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 169 (16d10 + 80)

Speed 30ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	21 (+5)	11 (+0)	16 (+3)	12 (+1)

Saving Throws: Str +10, Dex +8, Con +9, Wis+7

Skills Athletics +10, Perception +7, Stealth +8

Damage Resistances cold, fire

Condition Immunities exhaustion

Senses darkvision 120ft., passive Perception 16

Languages Aquan, Common, Draconic

Challenge 9, (5,000 XP)

Amphibious. The Champ can breathe air and water.

On The Ropes. If The Champ is reduced to 0 hit points, he must make a Constitution saving throw with a DC equal to 5 + the damage taken. On a success, The Champ is reduced to 1 hit point instead.

Run Silent, Run Deep. The Champ has advantage on Stealth checks while in water.

ACTIONS

Multiattack. The Champ makes three attacks: two with its flipper and one with its bite.

Flipper. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

I Must Break You (Recharges on a 5-6). The Champ can make a series of swift strikes on a target in an attempt to stun and disorient them. The Champ uses their action to make four flipper attacks on a single target. Each time the target is hit by one of these attacks, they must succeed on a DC 16 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CW: PARASITES, INSECTS

THE FLATWORM MONSTER

A lanky, spindly creature that towers over most humanoids, the flatworm monster lurks in the deep forests of eastern Murka. Large, baleful eyes shine out of a mouthless face that is partially obscured by the ornate hood and collar of their exquisite, if somewhat burned, green robes.

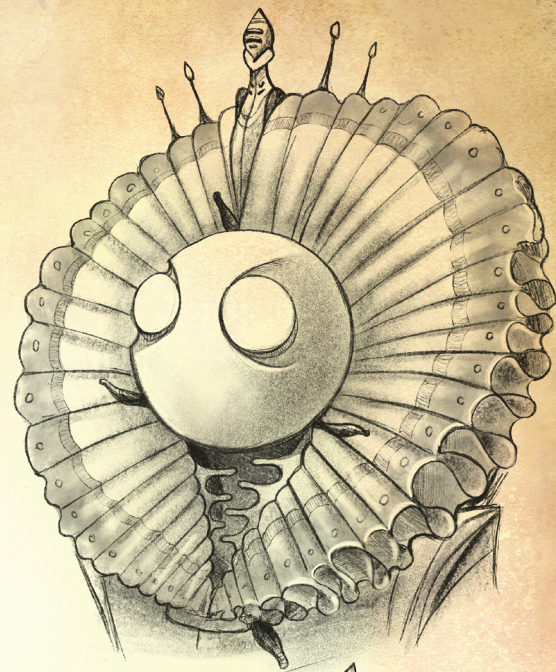
A Being from Beyond. The flatworm monster is not from Murka; in fact, they are not even from this plane of existence. They are a member of a species originating from a plane beyond knowing. In their home plane, they are a powerful psionist and arcane researcher similar to the wizards of our material world. As a result of a powerful magical experiment gone awry, they were

CW: PARASITES, INSECTS

forcibly ejected from their home, and spit out over the skies of Murka, falling headlong from the heavens in a ball of fire and crashing into the marshy woodlands of rural Appalachia.

History of Carnage. When some Murkan teenagers went to investigate what they thought was a falling star, they instead found a dazed astral wizard stumbling around in tattered clothes and covered in what could only be described as leeches. The children managed to escape as the creature screamed in their minds in a language that they did not understand. Thus the story of the flatworm monster was born, though legends still tell of a mysterious creature destroying campsites and ransacking cabins for anything remotely magical or mechanical.

Leech Magnet. Exotic planar blood draws parasites to the monster like flies to a corpse. Under their robes, the flatworm monster is always covered in leeches and trailed by flatworms. These creatures periodically drop off, swollen and infused with the chaotic power of their eldritch home.



FLATWORM MONSTER

Large aberration, neutral

Armor Class 16 (psionic defense)

Hit Points 104 (13d8 + 39)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	18 (+4)	16 (+3)	6 (-2)

Saving Throws Int +7, Wis +6

Skills Arcana +7, Insight +6, Perception +6, Stealth +5

Damage Resistances psychic; piercing and slashing damage

Senses darkvision 60ft., passive Perception 16

Languages Deep Speech, Gith, telepathy 120 ft.

Challenge 8 (3,900 XP)

Deadlights. Magical darkness doesn't impede the flatworm monster's darkvision.

Not of this World. The flatworm monster is immune to the spell anti-magic field and spells of this nature.

Innate Spellcasting (Psionics). The flatworm monster's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: levitate, darkness

1/day each: antimagic field, mass suggestion, modify memory

Magic Resistance. The flatworm monster has advantage on saving throws against spells and other magical effects.

Psionic Defense. While the flatworm monster is wearing no armor and wielding no shield, its AC includes its Intelligence modifier (already included in AC).

Spellcasting. The flatworm monster is a 10th-

level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The flatworm monster has the following wizard spells prepared:

Cantrips (at will): dancing lights, mage hand, minor illusion, shocking grasp

1st level (4 slots): chromatic orb, color spray, shield, sleep

2nd level (3 slots): crown of madness, invisibility, mirror image

3rd level (3 slots): fear, tongues, counterspell

4th level (3 slots): confusion, phantasmal killer

5th level (2 slots): cloudkill, dominate person

ACTIONS

Multiattack. The flatworm monster makes two attacks with its claws.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 15 (4d6 + 2) slashing damage.

Otherworldly Glare. The flatworm monster targets one creature it can see within 60 feet of it. If the target can see the flatworm monster, it must succeed on a DC 15 Wisdom saving throw against this magic or become frightened until the end of the flatworm monster's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to this ability for the next 24 hours.

Pocket Leech. The flatworm monster targets one creature it can see within 30 feet of it and throws one of its many leeches at the target like a grenade. The flatworm monster makes a ranged spell attack. On a hit, the target suffers 1d4 acid damage, and a Wild Magic Surge occurs centered on the target.

Psychic Shriek (1/day). The flatworm monster magically emits psychic energy in a 60-foot cone. Each creature in that area must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points and is unconscious, but stabilized. On a success, a creature takes 22 (4d8 + 4) psychic damage.

CW: GASLIGHTING, MANIPULATION, OCCULT PRACTICES, MENTION OF ECONOMIC HARDSHIP

THE GATOR BEAST OF SCAPETOWN SWAMP

A large-sized creature that is equal parts human and alligator; the Gator Beast towers over humans at nearly 10 feet tall. The Gator Beast is known for her glowing red eyes, muscular frame, and a coat of green scales across her body.

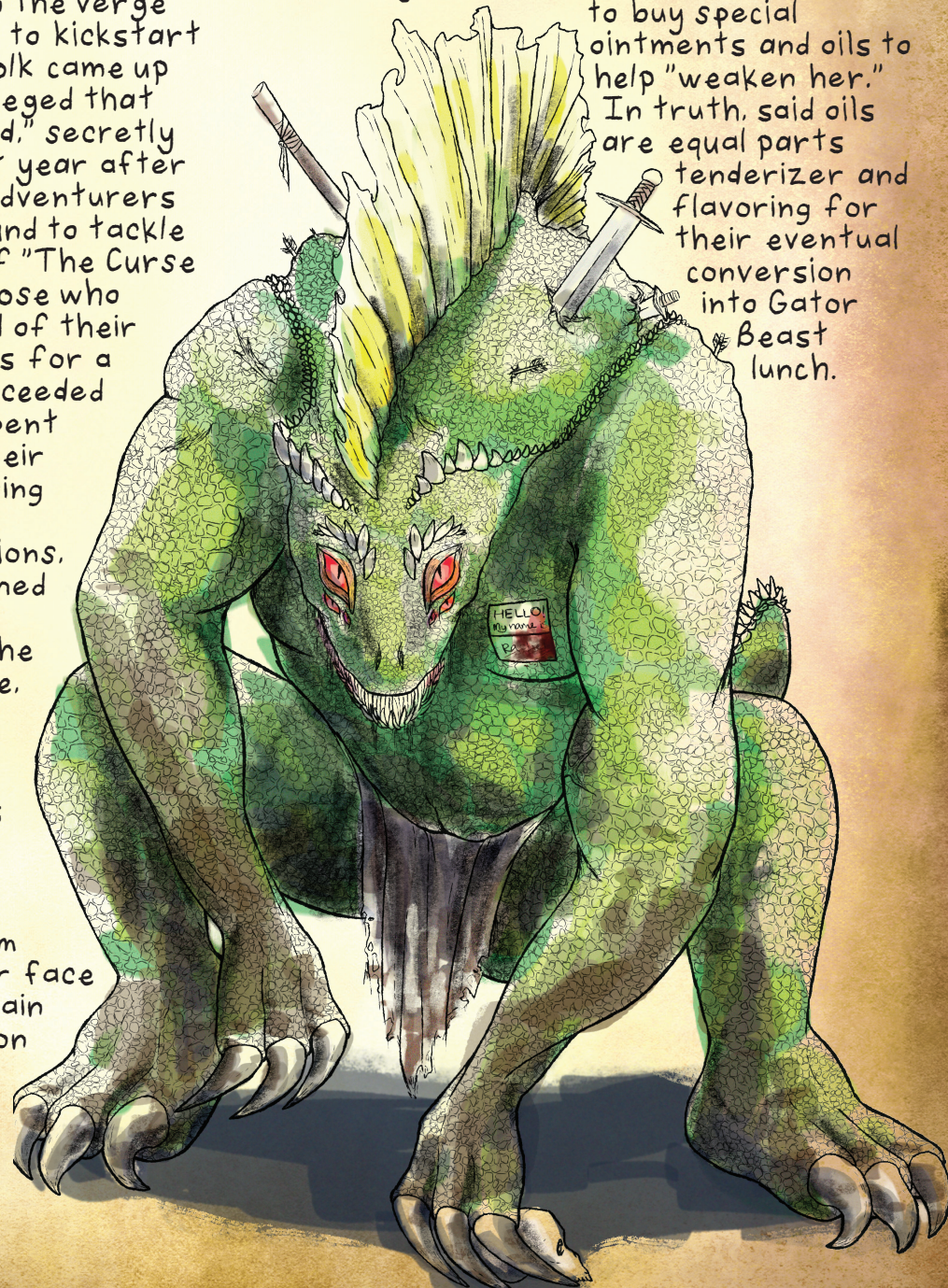
A Con Gone Wrong. The Gator Beast is a long-forgotten demigod summoned by a small town that was on the verge of going bankrupt. In a bid to kickstart their economy, the townsfolk came up with a cunning plan: they alleged that their town had been "cursed," secretly summoning the Gator Beast year after year to attack the town. Adventurers would come from miles around to tackle the latest manifestation of "The Curse of Scapetown Swamp." Those who died were secretly stripped of their possessions by the villagers for a tidy profit. Those that succeeded in fending off the beast spent days in town celebrating their victory, unwittingly bolstering the economy.

Despite several precautions, each subsequently-summoned incarnation of the Gator Beast was stronger than the last. To everyone's surprise, the latest incarnation somehow managed to summon itself, completely unbound by the townsfolk's magical inhibitors, and then thanked them for all their worship. The Gator Beast gestured around her - from the table of shirts with her face on them to the graves of slain heroes to the decorations on the renovated town hall - and simply declared: "Vestments, sacrifices, and temple."

Adventurers, Gold, and Death? Profit!

The now-free Gator Beast and her newly indoctrinated cultists have turned the business up full-throttle, actively recruiting adventurers to try their luck at "slaying" the Gator Beast while they benefit from the increased business. The town often downplays her true power while playing up the need for adventurers

to buy special ointments and oils to help "weaken her." In truth, said oils are equal parts tenderizer and flavoring for their eventual conversion into Gator Beast lunch.



THE GATOR BEAST

Large monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 120 (13d10 + 48)

Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	8 (-1)	18 (+4)	9 (-1)

Skills Survival +7, Athletics +8, Perception +7, Nature +7, Insight +7

Damage Resistances: bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities frightened

Senses darkvision 60ft., passive

Perception 17

Languages Common, Draconic

Challenge 8 (3,900 XP)

Hold Breath. The Gator Beast can hold its breath for 4 hours, 2 hours if swimming consistently.

Blood Frenzy. The Gator Beast has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Innate Spellcasting. The Gator Beast's spellcasting ability is Wisdom (spell save DC 15). It can cast the following spells, requiring no material components.

At will: *hunter's mark*, *speak with animals*
1/day each: *commune with nature*, *awaken* (alligators and crocodiles only), *vampiric touch*, *true grit*

Predator's Focus. The Gator Beast has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Gator Beast makes two claw attacks, or three bite attacks. If she successfully grapples a creature with a bite attack, she may replace any remaining bite attacks with death roll attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage and The Gator Beast may choose to grapple the target (escape DC 15). Until this grapple ends, the target is restrained, and the Gator Beast can't bite another target.

Claw of Calamity. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (1d6 + 5) slashing damage. On a hit, a creature must make a Constitution saving throw (DC 15). On a failed save, the creature takes 2d4 necrotic damage at the start of their turn. At the end of their turn, they may repeat the Constitution saving throw or make a DC 15 Medicine check to end the effect.

Death Roll. If the Gator Beast has a creature grappled, it can replace its bite attacks with death roll, dealing 12 (1d6 + 5) bludgeoning damage to the grappled creature. If the Gator Beast death rolls a creature into a body of water, the grappled creature has disadvantage on breaking the grapple, and begins suffocating. The grappled creature may only hold its breath up to 1 minute while being death rolled.



THE GOATMAN

Poachers beware, the goatman cometh. When trappers and hunters upset the balance, the goatman appears to drive them back. Those that survive an encounter tell tales of the horrid bleating followed by drop tuned riffs and power chords. Standing a few feet taller than the average Murkan, the goatman is adorned with dark horns, studded leather, and the scent of sulfur.

Blood of the Goats. Touring the planes was always the dream for Hans Ziegenmann, frontman for the dance-metal band Ramstone, until he discovered his true calling and retired. Having always had a predilection for goats, Hans moved to the spacious countryside to live out his dream of being a humble goat herder.

On one fateful evening, after finishing a solo jam session, poachers intruded on Hans' land, killing all of his goats, stealing their horns, and leaving the corpses to rot. When he discovered the gruesome scene the next day, Hans changed. The peace he had once found in the pasture was replaced with enmity and vengeance. Using the blood of the dead goats, Hans engaged in an infernal ritual to a dark prince he once sang about many years before. His plea was heard, and an unholy blessing was placed on him, forever changing him into the goatman.

Bleating on Death's Door. After slaughtering the poachers that killed his goats, Hans vowed to protect all helpless creatures, becoming a warden for animal kind. Throughout Murka, if animals are abused, hunted for sport,

or mistreated in any way, the dreadful tones of the goatman's hellish guitar serve as a warning sign of what fate will soon follow. Once summoned in this way, the goatman will relentlessly hunt down the trespassers until they are killed or they leave the area. If one survives, they may find themselves haunted by the malevolent sounds of the goatman forevermore.

Infernal Nature. If the goatman is killed, his soul is returned to a demi-plane and returns to Murka in 1d100 days.



THE GOATMAN

Medium fiend (devil), lawful neutral

Armor Class 15 (studded leather armor)

Hit Points 144 (17d8 + 68)

Speed 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	12 (+1)	13 (+1)	17 (+3)

Skills Arcana +7, Insight +6, Perception +6, Stealth +5

Damage Resistances: cold, bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Damage Immunities: fire, poison

Senses passive Perception 15

Languages Common, Infernal

Challenge 9 (5,000 XP)

Charge. If the goatman moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 19 (3d12) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Thunderous Applause. The goatman's weapon attacks are magical. When he hits with any weapon, the weapon deals an extra 7 (3d6) thunder damage (included in the weapon attacks below.)

Magic Resistance. The goatman has advantage on saving throws against spells and other magical effects.

Sure Footed. The goatman has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Multiattack. The goatman uses his bleating wounds, then makes two attacks with his guitar axe, or one attack with his ram.

Bleating Wounds. The goat man strums a power chord and growls a sick lyric at a creature he can see within 60 feet. The creature must succeed on a DC 15 Wisdom saving throw or take 10 (4d4) psychic damage and be frightened by the goatman until the end of the creature's next turn.

Guitar Axe. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 15 (2d10 + 4) slashing damage plus 7 (3d6) thunder damage.

Ram. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 23 (3d12 + 4) bludgeoning damage plus 7 (3d6) thunder damage.

Teleport. The goatman magically teleports, along with any equipment he is wearing and carrying, up to 120 feet to an unoccupied space he can see.



JERSEY DEVIL

The Jersey Devil is an odd chimeric creature. Large bat-like wings extend from its slender humanoid torso, ram's horns top its equine-head, and legs like those of a satyr with impressively thick haunches precede a tail with a spiked end like that of a manticore. As if this appearance were not sufficiently unsettling, this beast is rarely seen without its trademark athletic attire. Jersey Devil is a great fan of many sports and owns a large number of brightly colored shirts printed with the numbers of its favorite players.

Alchemical Mishap. While the specifics are still unclear and hotly debated, it is known that the Jersey Devil was born to an alchemical researcher and a lumber magnate. According to at least one theory, the Jersey Devil's mother, having grown tired of a lack of help from her husband, turned to alchemical research to make life easier for her and her children. Their child was born a normal healthy human but immediately metamorphosed into the fully grown monstrosity that is rumored to wander the wilderness.

Sports Fanatic. It is believed that the Jersey Devil developed its passion for sports as a way to grow closer to its distant father, the Pine Baron

and that the only way he would stand to be in the same room as his monstrous child is while they were watching a sporting event. To this day, the Jersey Devil never misses a game. The only time it will venture out of its home is to surreptitiously observe a game.

Antisocial Dog Lover. The Jersey Devil hates interacting with people, and will become violent if forced to converse against its will; the act of bringing up past trauma never allowed to heal. Despite this, the monster has an extreme love of canines and may ignore humanoids if there is a dog present so long as it is not attacked.



JERSEY DEVIL

Large monstrosity, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 40ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	21 (+5)	18 (+4)	7 (-2)	11 (+0)	18 (+4)

Saving Throws Con +7, Cha +6

Skills Athletics +10, Acrobatics +9, Intimidation +8

Damage Resistances fire, thunder

Damage Immunities cold

Senses darkvision 120ft., passive

Perception 14

Languages Common, Brydjan Tunnal

Challenge 9 (5,000 XP)

Eyes On The Cup. Magical darkness doesn't impede the Jersey Devil's darkvision.

Mitts Off. The Jersey Devil can throw aside all concern for defense to attack with reckless savagery. When making its first attack on its turn, it may attack recklessly. Doing so grants it advantage on attacks during this turn, but attack rolls against it have advantage until its next turn.

They Don't Ask How, They Ask How Many. The Jersey Devil has advantage on Initiative rolls. At the start of his first turn of combat, if no other creature has taken an action yet, the Jersey Devil can make one additional claw attack as part of

his multiattack action. If that attack hits, the target takes an extra 4 (1d8) slashing damage.

Avoiding Traffic. While in dim light or darkness, the Jersey Devil can take the Hide action as a bonus action.

ACTIONS

Multiattack. The Jersey Devil makes three attacks: two with its claws and one with its tail

Claws. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 12 (1d12 + 6) piercing damage and 8 (2d8) poison damage.

Clap Bomb. As an action, the Jersey Devil can grapple a creature of Medium size or smaller, and then fly it's remaining movement straight up. On the next round of combat, he can drop his quarry as a free action, dealing fall damage as normal (1d6 per 10 feet fallen, to a maximum of 20d6).

Come At Me, Bro (3/day). The Jersey Devil screams with the full force of its fury in an attempt to intimidate them. All enemies in a 15 ft. cone must succeed on a DC 14 Wisdom saving throw or be Frightened for 1 minute. A creature frightened in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CW: CHILD ABUSE, NEGLECT, EXPLOITATION, BODY HORROR, INSTITUTIONS

THE LOST CHILDREN

The name "lost children" is a misnomer: though they once were children, they are eternally stuck in their youth, never physically aging, and maintaining a sense of child-like wonder despite being several centuries old. They are known for their swollen melon-like heads which they hold up despite their frail bodies.

The lost children are distinguished by uniform clothing marked by a strange symbol of unknown origin, though some theorize that it may be connected to their innate psychic abilities.

Doctor Kro. A doctor by the name of Caduceus Kro established an orphanage in a secluded area neighboring a nearby town. The doctor provided numerous

services to the town, using her expertise and wondrous abilities unlike any magic seen before. The town flourished, and the doctor soon became beloved by the townsfolk.

The Infamous Choice. One night, three of the doctor's orphans rushed into the town screaming for help. They described horrible experiments and horrifying punishments behind the orphanage's walls.

The doctor explained the "truth:" the children were afflicted by a fearsome, corrupting evil. The townsfolk were forced to choose between the charming woman before them and the tears of the strange children and made a dreadful choice. The children, weeping and screaming, were dragged back to the orphanage.

The orphanage was burned to the ground by morning, and both Kro and the children were nowhere to be seen. Whether it was burned by the children finally rebelling or the doctor cutting her losses, no one knows.

Little Horrors or Little Heroes? What is known is that the lost children roam the world in groups of three, recruiting wayward youths to join them in their games.

Some think the doctor was right and they are evil in disguise; others notice that the children they are inclined to recruit are creative souls with less than supportive homes to begin with. The children are non-combative, but will protect themselves if necessary; they seem to flee from battle more often than not in order to live together harmoniously outside the world of adults.



THE LOST CHILDREN

Medium monstrosity, any chaotic alignment

Armor Class 15 (psionic force field)

Hit Points 52 (7d8 + 21)

Speed 30ft., fly 30ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	12 (+1)	16 (+3)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Arcana +3

Damage Immunities psychic

Condition Immunities charmed, frightened, exhausted, prone

Senses blindsight 60ft., darkvision 60ft., passive Perception 12

Languages Common, telepathy 120ft.

Challenge 4 (1,100 XP)

Playtime. Each lost child can use a number of reactions per round equal to the number of remaining members of its Terrible Trinity. Reactions replenish at the start of the first child's turn in the turn order.

Innate Spellcasting. A lost child's innate spellcasting ability is Charisma (spell save DC 15, +5 to hit with spell attacks) and casts spells as a 5th level spellcaster. A lost child can innately cast the following spells, requiring no components:

At will: *dancing lights*, *detect thoughts*, *disguise self*, *eldritch blast*, *minor illusion*, *mage hand*, *prestidigitation*.

Psychic Interference. The lost child has advantage on all Intelligence, Wisdom, and Charisma saving throws.

Terrible Trinity. The lost children always come in threes, as it helps them reach the peak of their powers. If members of a trinity remain within 30 ft of each other, they can cast the following

spells, but the limitations on spells per day are based on the same collective spell pool. These spells require no components.

At will: *bane*, *command*

3/day: *hypnotic pattern*, *suggestion*, *fear*, *blight*

1/day: *hallucinatory terrain*

Cursed Game. A lost child may perform a special ritual on children that appear to be 10 and under to change them into a lost child. This ritual takes an hour to perform. The target makes a Charisma saving throw (DC 13) at the end of the hour. On a success, nothing happens. On a failure, the target becomes a lost child. This effect is reversible if *remove curse* is cast on the child before 48 hours have elapsed since the transformation..

ACTIONS

Child's Laughter. The lost child lets out a peal of laughter laced with psychic power within a 60 ft. radius. Targeted creatures within that range must make a Wisdom saving throw (DC 15). On a failed save, a creature takes 17 (3d6 + 3) psychic damage, or half damage on a success. If a creature is reduced to 0 hit points by this attack, the target is incapacitated instead of falling unconscious. This lasts for one hour. This action affects deafened creatures.

REACTIONS

Tantrum. As a reaction to an ally within 60 ft. taking damage, the lost child screams, cries and blows snot, its voice echoing in the minds of nearby hostile creatures. A creature of the child's choice within 60 ft. must make a Wisdom saving throw (DC 13). On a failed save, the creature is stunned for 1 round, falling prone. On a successful save, a creature is frightened until the end of the lost child's next turn. The DC for this effect increases by 2 for each additional lost child in range.

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THE MOTHMAN

At all times, the screams of victims of disaster can be heard echoing throughout Murka. Yet, no death scream rings louder nor more fearfully than that which the Mothman has forewarned. Covered in coarse, shadowy black hair, the moth man is almost invisible in the shadows of the night or in the depths of the dreams that he enters. The only distinguishing aspects of his presence are his immense, glowing red eyes and the clap of his butt cheeks, so thick they alert everyone to his location.

Eldritch Being. The Mothman is an agent of tragic premonition not of this plane. Very little is known about the true nature of Mothman's being: The details of his goals, his physiology, or even his species are essentially guesses made to give the average Murkan a basic understanding of the creature. The only thing that doesn't need to be explained is that Mothman is hot. He is super, super hot.

Doombringer, Doomsayer.

Mothman has an otherworldly hunger for the extreme emotions of mortals in peril and finds sustenance in the adrenaline produced from their acts of surviving a tragedy and the fear felt just before dying in one. Because of this hunger, the danger that Mothman forewarns as he enters the dreams and consciousness of the people of Murka is not only just disasters but his own actions as well.

Some of Mothman's abilities may bring into question the concept of consent. Consent is always important at the table and in real life. If any of the abilities Mothman presents makes a player uncomfortable because of the question of consent, please adjust accordingly. Mothman's physique is supposed to be a humorous enjoyment for all, but not all may find this humorous and it is important to know what those boundaries are for your players.



THE MOTHMAN

Medium aberration, chaotic neutral

Armor Class 18 (natural armor)
Hit Points 187 (25d10 + 50)
Speed 30ft., fly 120ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	17 (+3)

Skills Perception +12, Persuasion +13
Condition Immunities frightened
Senses passive Perception 17
Languages all, telepathy 120ft.
Challenge 14 (11,500 XP)

Dummy Thicc. Because of the voluptuousness of Mothman's physique, his asscheeks clap together, giving him disadvantage on any Dexterity (Stealth) check he attempts.

Eldritch Weapons. The Mothman's weapon attacks are magical and provide a +3 to attack and damage rolls (included in the attack).

Enchanting Presence. When a creature that can see or hear Mothman starts its turn within 30 feet of it, Mothman can force the target to make a DC 14 Wisdom saving throw. If the saving throw fails by 5 or more, the creature is instantly stunned by Mothman's dummy thicc cheeks. Otherwise, a creature that fails the save is enraptured and restrained. A restrained creature must repeat the saving throw at the end of its next turn, becoming stunned on a failure

or ending the effect on a success. The stun lasts until the creature's next turn.

ACTIONS

Multiattack. Mothman makes three melee attacks or one melee attack and uses its Screech of the Moth ability.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 14 (4d4 + 4) slashing damage plus 18 (4d8) necrotic damage.

Screech of the Moth (Recharge 5-6). Mothman emits an ear ringing scream in a 90-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 27 (4d12) psychic damage and is stunned until the end of the creatures' next turn on a failed save. On a successful save the creature takes half as much damage and is not stunned.

Dream Walker (1/Day). During the night, Mothman can touch a sleeping humanoid. For the next 3 days, the target has dreadful visions of the Mothman. These visions forewarn an undisclosed tragedy is to occur within 10 miles of the target. The target gains no benefit from rests and every day the target chooses to not warn anybody about the doom the dreams foretell the targets hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and Mothman consumes its soul. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.

"Ain't nobody got booty that thicc right? Damn it; now I gotta go travel all the way out there to check! Booty better be thicc as hell is all I'm saying."

Flow-Drahian Man

SQUONK

Wandering around the hemlock forests of eastern Murka, squonks search endlessly for others of their kind, tormented in undeath by their own extinction. Seeing a squonk for the first time can be off-putting, as it seems to emanate a debilitating aura of sadness. The pitiful, elusive, beasts can usually be found by following their distinctive squonking noises, puffs of white vapor, and the sound of their constant crying.

Miserable Misfortune. In life, the squonks hid peacefully among the forests of Murka with no natural predators, as not even the hungriest beasts were interested in eating a squonk, typically put-off by their pitiable nature. So lacking in

their confidence, the squonks felt they could never love themselves, much less another. As a result of this, many squonks went through their lives in complete isolation.

Once Murkans began their colonialist expansion, the Hemlock Forests that the squonks called home were quickly destroyed to make room for the inevitable construction of strip-malls and shopping centers, leaving these already famously sad creatures with nowhere to go. The squonks were forced into the nearby marshes and swamps, where they drowned due to their inability to navigate the harsh and unfamiliar terrain.

Relentless Sorrow. After their extinction, they were cursed to extend their never-ending misery. When the trees had regrown, the drowned squonks rose from the misty marshes to once again roam the forests; this time in search of the companionship they never knew in life. To cope with their bleak existence, squonks rely on vaping, making it easy to tell when one is nearby, as the forest takes on a ghostly fog created by the thick cotton they rip between sobs.

Their forlorn plea - squooonk! - can be heard when walking through the haunted woods. Doomed to never see another of their own, the squonks hopelessly search for their lost siblings. Desperate to end their incredible loneliness, a squonk aggressively seeks anyone they may call friend.

Undead Nature. A squonk doesn't require air, food, drink, or sleep. When threatened or captured, a squonk can release itself from its corporeal form, leaving behind a puddle of tears.

SQUONK

Small undead, neutral

Armor Class 14 (natural armor)

Hit Points 36 (8d6 + 8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	10 (+0)	12 (+1)	5 (-3)

Skills Athletics +3, Stealth +4, Performance +3

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses passive Perception 13

Languages Squonk

Challenge 1 (200 XP)

Aura of Sadness. The squonk emits an aura of sadness. Any hostile creature that the squonk chooses that starts its turn within 10 feet of the squonk and can see and hear it must succeed on a DC 12 Wisdom saving throw. Unless the save succeeds, the creature rolls a d4 to determine what it does during the current turn:

- 1: You spend your turn sobbing
- 2: You take pity on the squonk, and must use your action to try to protect it.
- 3: You are blinded for 1 round by your tears
- 4: You have disadvantage on all attack rolls for 1 turn

Grovel. The squonk uses Constitution instead of Charisma for their Performance checks.

Puddles. When the squonk is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, the squonk dissolves into a pool of tears. The squonk reappears 1d4 days later in a nearby marsh.

Tearful Eyes. The squonk has disadvantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Squonk (1/Day). As an action, the squonk lets out a loud cry. The squonk chooses any number of creatures within 60 feet of it that can see and/or hear it. A chosen creature must make a DC 12 Wisdom saving throw or become saddened. A saddened creature has disadvantage on attack rolls as well as Strength and Dexterity saving throws. The saddened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Hug. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 6 (1d8 + 2) bludgeoning damage and the target is grappled (escape DC 14). The squonk can only grapple one target at a time.

Drown in Tears. A grappled creature takes 4 (1d4 + 2) bludgeoning damage and 7 (2d6) necrotic damage as it begins to drown in the squonk's tears.

Cotton Clouds. As an action, the squonk takes a rip from its vape, causing smoke to surround the creature as though it had cast the fog cloud spell, centered on itself.



Squonks are not inherently hostile creatures - rather, they act out of self defense and out of the need to find love. It is entirely possible for a squonk to become a companion, should you so choose. In this circumstance, the squonk can turn off its Aura of Sadness so that it does not inadvertently damage you; and it's more than happy to join your party and protect its new friends!

STANK APE

Originally gentle creatures, stank apes have been morphed by cursed blood magic into a more savage and battle-oriented form. They are humanoid in stature, covered in matted gray fur from top to bottom, possessing multiple rows of fangs. The most distinctive aspect of their new forms is their inflatable musk-sac located around their throats which allows them to weaponize their overly potent, and now highly acidic, pheromones.

Gentle Beginnings.

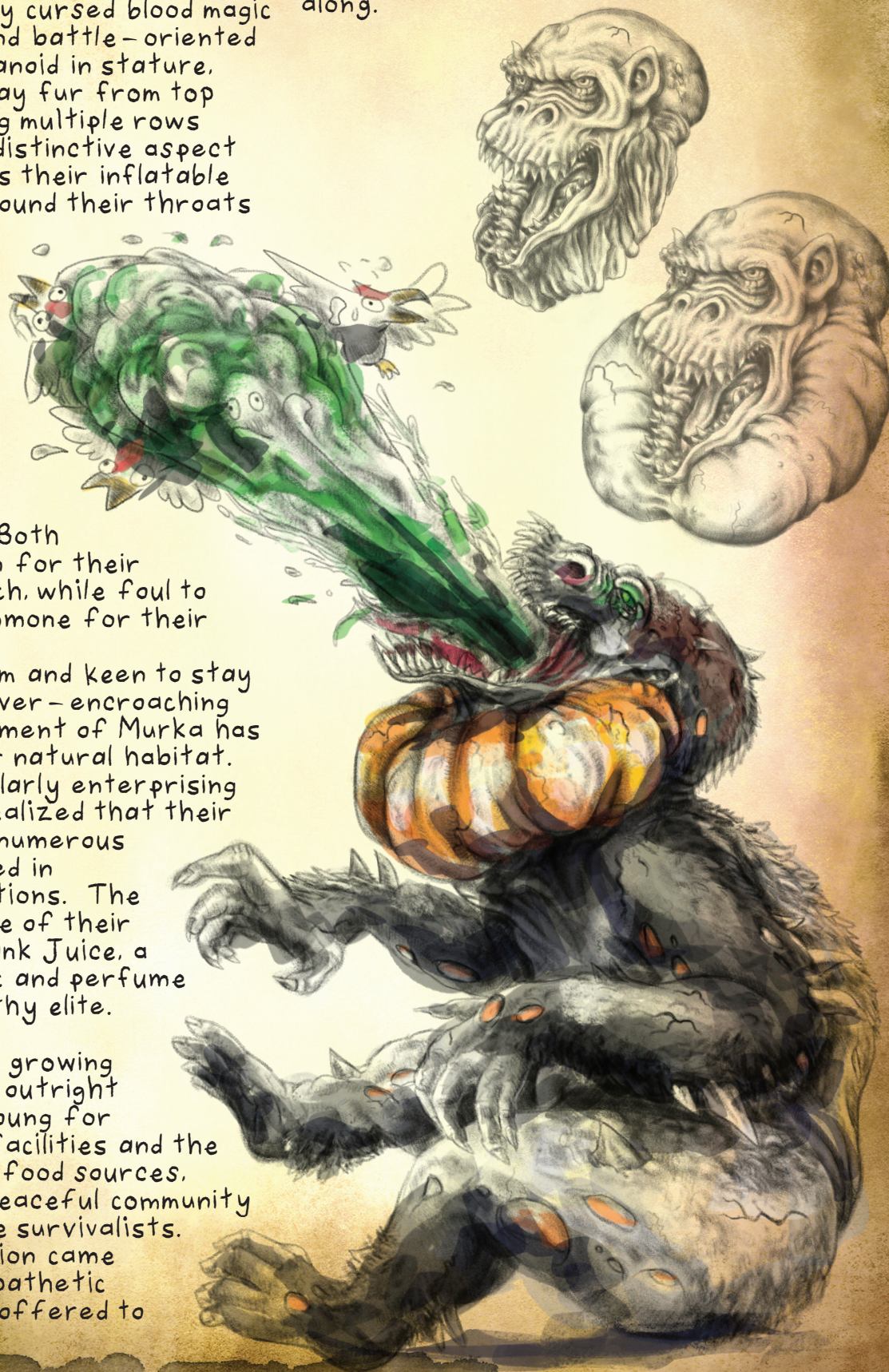
The skunk apes, as they were originally called, may have been a distant relative to the Bigfoot species. Both creatures are known for their distinctive scent which, while foul to humanoids, is a pheromone for their species.

While normally calm and keen to stay in their domain, the ever-encroaching expansion and settlement of Murka has claimed much of their natural habitat. Worse still, a particularly enterprising alchemist, Dr. Kro, realized that their distinctive stink had numerous applications when used in concocting magical potions. The most widely-seen use of their pheromones is in Stank Juice, a powerful aphrodisiac and perfume for the world's wealthy elite.

Savage Endings. The growing clashes, including the outright kidnapping of their young for alchemical research facilities and the destruction of their food sources, has turned a once-peaceful community into fearsome survivalists.

Their salvation came from a sympathetic demon, who offered to

help them by warping them with demonic blood magic. It was the final nail in the coffin for their gentle nature which, perhaps, was the demon's true intent all along.



STANK APE

Medium monstrosity, lawful evil

Armor Class 12 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+1)	16 (+3)	10 (+0)	14 (+2)	7 (-2)

Saving Throws Str +5, Wis +4

Skills Nature +4, Survival +4

Condition Immunities poisoned, diseased

Damage Immunities acid

Senses darkvision 60ft., passive Perception 12

Languages Common, Abyssal, Sylvan

Challenge 9 (5,000 XP)

Follow the Scent. As a bonus action, the stank ape can expand its senses and identify the exact distance and direction from itself to any creature affected by its Stank Gas within a 15-mile radius using a special mystical rite. Any creature who uses Stank Juice is also subject to this ability.

ACTIONS

Multiattack. The stank ape makes two acid spit attacks.

Acid Spit. Ranged Weapon Attack: +5 to hit, range 30/60 ft., one target. Hit: 7 (2d4+3) acid damage.

Bite. Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit: 5 (1d4+3) piercing damage and 5 (1d4+3) acid damage.

Stanky Leg. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8+3) bludgeoning damage.

Stank Gas (Recharge 5-6). As an action, the stank ape exhales acidic pheromones in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 14 (4d6+3) acid damage on a failed save, or half as much damage on a successful one. Creatures who fail their saving throw also have disadvantage on all Charisma skill checks. Those attempting to locate or track an affected creature do so with advantage as the lingering smell makes things like Dexterity (Stealth) nearly impossible. This potent scent lasts for three days or until the creature spends at least 4 hours washing themselves clean of the stank.

REACTIONS

Retribution Rage (3/day). As a reaction to taking damage, the stank ape can move up to its speed and make a bite attack.



THE TURTLE OF TUSCO

At a distance, the Turtle of Tusco resembles a giant snapping turtle with a shell covered in exotic fruit-bearing plants, and his front left leg appears to have a tattoo and a metallic band around one claw—like a ring.

Kindly Old Soul. The Turtle of Tusco is generous and largely a pacifist. He will not fight unless he must do so to protect another creature. While exceptionally caring and friendly, he tends to keep some distance from humans, so as to assuage any fears that he might harm someone. He never would, but he also knows the value of making people feel safe and comfortable.

Auspicious Omen. The surrounding countryside holds festivals in the honor of the Turtle of Tusco, and with good reason: any time the beast is sighted, the occasion portends good fortune such as a large crop, the end of a war, or the appearance of heroes.

Before he became a figure of legend, the Turtle of Tusco was an ordinary snapping turtle living idly by the sea. One day, over a century ago, while sunning on a rock, the turtle spotted a sailor singing a shanty on the deck of a ship. He immediately fell in love with that sailor and followed the seaman back home. When the turtle tried to enter the village, he was chased away, out of fear that he might bite one of the children.

The turtle wept.

for he knew he could not stay in this place, although he wished to. The god Erwin, hearing the turtle's cries, came and offered him a deal. The god would grant him a human form so that he could live among these humans in the village and the man he loved. In exchange, the turtle would live forever and fulfill a task for Erwin twice in every century: for 3 days and 3 nights he would lose his jovial human body and take the form of a giant turtle, and he would help bring about good fortune for both the people and animals wherever he may be.

Love Never-Ending. The following year, the sailor was wed to Oscar, the human name the turtle chose. While in human form, he is much more inclined to be social and is known to give the best hugs. It has been a very long time since Oscar's husband has passed, his mortal life run out. The the old man who lives by the lake still smiles



whistfully at the stars whenever he hears a sea shanty and remembers his love fondly – a happy marriage, a full life together. Perhaps the future holds romance for him still; but for now, he is loved endlessly by the creatures of the land and the adventurers he meets, filling his heart to this day. He still appears in his turtle form every 50 years and great prosperity inevitably follows.



TURTLE OF TUSCO

Large beast, neutral good

Armor Class 17 (natural armor)
Hit Points 225 (30d10 + 60)
Speed 20ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	14 (+2)	17 (+3)	24 (+7)	20 (+5)

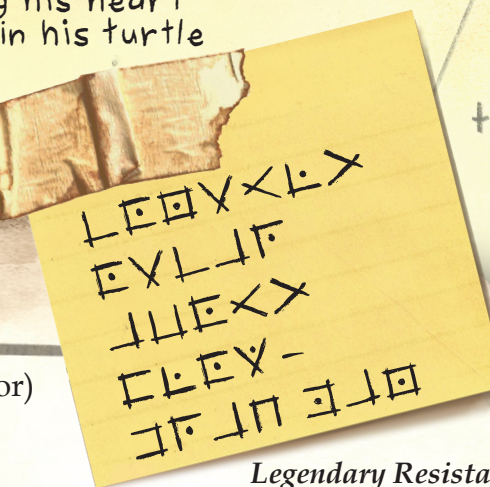
Saving Throws Wis +9, Cha +9
Skills History +6, Medicine +11, Nature +9
Damage Resistances cold, radiant
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 13
Languages Aquan, Celestial, Common
Challenge 19 (22,000 XP)

Amphibious. The Turtle of Tusco can breathe air and water.

Blessed Beak. The Turtle of Tusco's bite attacks are magical.

Erwin's Blessing. If the Turtle of Tusco would be reduced to 0 hit points, he instead disappears. After 24 hours, he reappears in his cabin by the lake with full hit points.

Fruit of Love. The Turtle of Tusco may offer fruit from the trees that grow on his shell. Creatures that partake of this fruit increase their maximum hit points by 1d10 and gain the same number of hit points. This benefit lasts for 24 hours. No benefit is gained if the fruit was not willingly given by the Turtle of Tusco.



Legendary Resistance (3/Day). If the Turtle of Tusco fails a saving throw, he can choose to succeed instead.

Innate Spellcasting. The Turtle of Tusco's spellcasting ability is Wisdom (spell save DC23). The Turtle of Tusco can innately cast the following spells, requiring only somatic components:

At will: *Calm Emotions, Ceremony, Purify Food and Drink, Speak with Animals, Zone of Truth*

3/day each: *Cure Wounds, Commune with Nature, Greater Restoration, Hold Monster*

1/day each: *Life Transference, Raise Dead, Tidal Wave, Wrath of Nature*

Regeneration. The Turtle of Tusco regains 20 hit points at the start of his turn.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.

Healing Touch (3/Day). The Turtle of Tusco touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any disease, poison, blindness, or deafness.

VAN METEOR VISITORS

The van meteor visitors appear as a single large reptilian animal with silver, metallic skin, almost like a mechanical bird that never evolved beyond dinosaurs. Its head is a sharply pointed wedge, with a long beak-like jaw, and two black eyes beneath a single horn on their brow. It has a massive wingspan, and the sound of its wings is the only warning people have before the creatures arrive.

Prepare for Trouble. Make It Double.

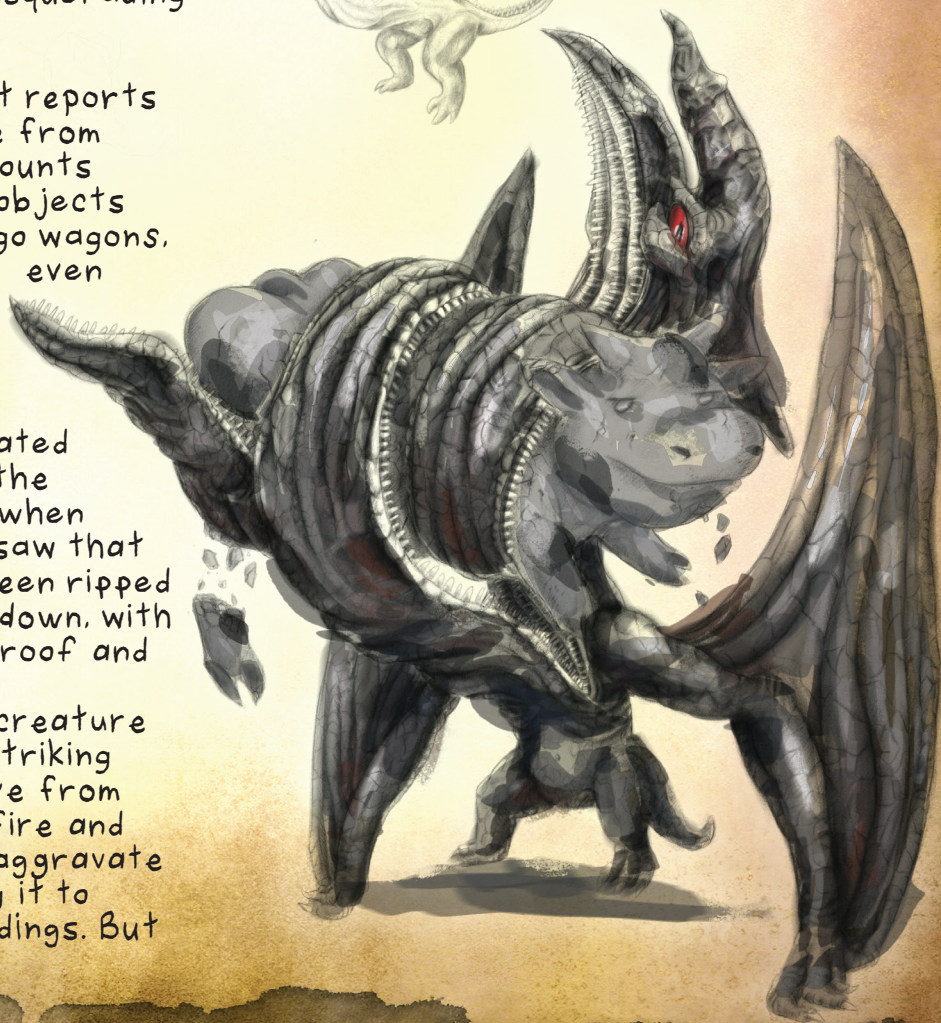
When it does land, the true terror of the van meteor visitors is not visible until it opens its jaw. Its mouth is filled with countless rows of serrated teeth. The maw opens wider and wider until the whole body is a mouth, and the two halves separate from each other revealing that the van meteor visitors exist as a bonded pair, only masquerading as a single creature.

Devourer of Stuffs. The first reports of the van meteor visitors are from nearly a century ago. The accounts of the time say that strange objects began to go missing; large cargo wagons, a blacksmith's anvil, and even the fire-enhanced, hyper-deluxe, extended-warranty, industrial-grade arcane drill-items too large or heavy to be easily stolen. Events escalated when the town was woken by the hideous screech of metal, and when people ventured outside they saw that the town's water tower had been ripped from the ground and knocked down, with huge bite marks visible on the roof and side.

The first glimpses of the creature were caught the next night. Striking from above, the creatures dove from the sky as arrows, gunfire and spells seemed only to aggravate the creature, causing it to demolish several buildings. But

the visitors did not appear harmed by either the impacts or weaponry.

Blasting Off Again. The creatures only seem to come at night, stealing a vehicle or large machine component violently and lifting it into the sky. It is widely speculated that these creatures are technovores, eating metal and magitechnology, in the way most would eat plants or meat.



VAN METEOR VISITORS

Large constructs (bonded pair), neutral

Armor Class 18 (natural armor)

Hit Points 227 (20d12 + 100)

Speed 20ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	8 (-1)	11 (+0)	9 (-1)

Saving Throws Con +9, Str +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses darkvision 120 ft., passive Perception 17

Languages understands Abyssal, Celestial, Common, Infernal, and Undercommon but can't speak

Challenge 14 (11,500 XP)

Immutable Form. Van meteor visitors are immune to any spell or effect that would alter their form.

Unnatural Skin. Van meteor visitors have advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The van meteor visitor makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage.

Grinding Chew. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit:* 18 (3d8 + 6) piercing damage and the target is grappled (escape DC 18). Until the grapple ends the creature is restrained and takes maximum damage from subsequent grinding chew attacks.

Crashland (2/day). When flying, as an action, van meteor visitors can plummet to the ground. They take no fall damage from this action. Creatures underneath the van meteor visitors must make a DC 20 Dexterity saving throw. On a failed save, the target takes 3 (1d6) bludgeoning damage for every 5ft the van meteor visitors have fallen to a maximum of 140 (40d6) damage and are pushed up to 10 feet away and knocked prone. On a successful save, the target takes half the bludgeoning damage and isn't knocked prone. Objects not worn or held by a creature take maximum damage from this attack.

Beam (recharge 5-6). The van meteor visitors fires a beam of concentrated heat in a line that is 120 feet long and 10 feet wide that cuts through anything in its path. Each creature in that line must make a DC 20 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much on a successful one. Objects not worn or held by a creature take maximum damage from this attack.

WARDER BABIES

Warder Babies have the torso and head of a human baby and look about the age of a one-year-old human. However, they have a tadpole-like tail and when they open their eyes or mouth you can see notable signs that they are not human. They appear harmless, albeit a bit eerie if you stare long enough. That is, until they have the opportunity to eat. Then they become terrifying creatures.

Ain't no party like a Warder Babies party. These little beasties were made popular by an infamous people portal cartoon that depicted them as singing, dancing, cute frog-like people. Glossing over their deadly nature. Since, Warder Babies do enjoy singing Showtunes, this was an easy mistake to make and how these babies got their name. Warder Babies were a popular pet amongst the rich and magical for a few years because of this, but many of the "owners" fell victim to the Warder Babies and died as a result of keeping them captive.

H2. Woah. Warder Babies are said to be the souls of drowned children, but no one is certain. They move through the water unencumbered and can survive on land, but lose their substance if they are outside of water for too long. Warder Babies will trick people into the water by crying like a human child for hours, then creating whirlpools to drown their victims before consuming the corpse. Once a Warder Babies tastes blood, they swarm like piranhas and can pick apart a corpse in minutes.

Variant: Adult Warders

As Warder Babies age, they lose their tail and can grow legs like that of a frog to adapt to their environment. Many Warder Babies do not survive long enough to reach adulthood, and so adult Warder Babies are a rare occurrence. Even as adults, Warder Babies look to be around the age of a three-year-old human child.

Adult Warder Babies enjoy spending time outside of the water and often dance on the water's edge. They are also known to wander to the outskirts of small towns near water sources and lure people closer to the bodies of water by feigning death. The adult Warder Babies share the same statistics as the Warder Babies but with the following changes:

Adult Warder Babies can stay outside of water for much longer

Adult Warder Babies gain access to the following spells, replacing what is known in the Innate Spellcasting list.

At will: vicious mockery
1/day each: blade ward, feign death, jump, polymorph.
2/day each: control water

WARDER BABIES

Tiny fey, neutral evil

Armor Class 14

Hit Points 44 (8d8 + 8)

Speed 20ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	10 (+0)	8 (-1)	13 (+1)	14 (+2)

Skills Deception +4, Performance +4, Stealth +6

Damage Resistances fire

Damage Immunities water

Damage Vulnerabilities lightning

Senses darkvision 60 ft., passive Perception 11

Languages understands Aquan but speaks only through the use of its Mimicry trait

Challenge 2 (450 XP)

Innate Spellcasting. Warder Babies' innate spellcasting ability is Charisma (spell save DC 12). It can innately cast a number of spells, requiring no material components.

At will: *vicious mockery*

1/day each: *minor illusion*, *dancing lights*, *hideous laughter*, *feign death*

3/day: *control water*

Amphibious. Warder Babies can breathe both air and water, and have advantage on Dexterity saving throws while in water.

Blood frenzy. The Warder Babies have advantage on melee attacks against creatures that do not have all their hit points.

Immutable Form. Warder Babies cannot be reduced or enlarged and spells such as polymorph have no effect on their form.

Mimicry. The Warder Babies can mimic any sound they have heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 12 Wisdom (insight) check.

Slippery. Warder Babies have advantage on saving throws against being grappled. Are they physical? Corporeal? Hard to tell.

ACTIONS

Multiattack. The Warder Babies make two bite attacks or make one bite attack and casts *vicious mockery*. Other spells on the Innate Spellcasting list require one full action and cannot be paired with a secondary attack.

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* 5 (2d6 - 2) piercing damage.



NON-PLAYER CHARACTERS

The following creatures, while not cryptids, are noteworthy in one respect or another. They may take on various appearances or wield various equipment depending on where they are found. More information for each of these creatures can be found in Chapter 2.

HITCH-HIKING GHOST

Medium undead, neutral evil

Armor Class 11

Hit Points 65 (10d8 + 20)

Speed 0ft., fly 40ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	14 (+2)	10 (+0)	12 (+1)	17 (+3)

Skills Deception +6, Persuasion +6, Stealth +4
Damage Resistances acid, lightning, psychic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Damage Vulnerabilities radiant
Condition Immunities Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained
Senses darkvision 120 ft., passive Perception 11
Languages Common
Challenge 4 (1,100 XP)

Come Out to Socialize. Whenever the hitch-hiking ghost is within 10 feet of another hitch-hiking ghost, they have advantage on saving throws against fear effects.

Ethereal Sight. The hitch-hiking ghost can see 60 feet into the ethereal plane when it is on the material plane, and vice versa.

Incorporeal Movement. The hitch-hiking ghost can move through other creatures and objects as

The Bogwater Triangle is full of spirits, but it's perhaps most notable for **hitch-hiking ghosts**, three spirits in top hats and overcoats who haunt the Rehoboth Road and latch on to unwary travelers. They are often – but not always – seen together, and each is a formidable spirit in their own right.

if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Life Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 19 (4d8 + 1) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Can I Get A Lift? The hitch-hiking ghost sticks out its thumb and teleports onto a horse or carriage that it can see within 60 feet. While on the vehicle, the hitch-hiking ghost makes all life drain attacks with advantage while within 10 feet of an ally.

The hitch-hiking ghost cannot be ejected from the vehicle until it uses a bonus action to disembark, it reaches the operator's destination, or the hitch-hiking ghost is turned or driven away by a spell like dispel evil and good. When the hitch-hiking ghost disembarks, it appears in an unoccupied space within 5 feet of the vehicle.

Etherealness. As an action the hitch-hiking ghost enters the ethereal plane from the material plane, or vice versa. It is visible on the material plane while it is in the ethereal plane, and vice versa, but it cannot affect or be affected by anything on the other plane.

PARISH SMAMUEL

Medium humanoid (human), lawful evil

Armor Class 13 (studded leather)

Hit Points 97 (15d8 + 30)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	11 (+1)	9 (-1)	15 (+2)

Saving Throws Str +7, Cha +5

Senses passive Perception 12

Languages Common

Challenge 5 (1,800 XP)

Armaments of the Counsel. Parish wields a magical rapier +1 and carries 2 silvered daggers used to overcome damage reduction.

Suspicious Inquisitor. Parish has advantage on Insight checks against spellcasters. He also has advantage on Wisdom (Survival) checks made to track spellcasters.

The Man In-charge. Parish has advantage on Charisma (Persuasion) checks against citizens of Silence. Outsiders not loyal to his cause make Persuasion checks at disadvantage when interacting with Parish.

Parish Smamuel is a human man with a pronounced beard and mustache popular in the fashion of the town. He is average in appearance and build, but his eyes hold an iciness that none can surpass. He is a severe, rigid and a quick-tempered man that would truly do anything to keep his town safe. Even destroy his citizens.

Under no circumstances will Parish work with a known magic user, instead choosing to work with his fellow citizens even if they are not battle equipped.

ACTIONS

Multiattack. Parish makes two attacks with his rapier, or one attack with his rapier and one with his flaming torch.

Rapier. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Flaming Torch. Melee Weapon Attack: +5 to hit, reach 5 ft., thrown (20/60), one target. Hit: 6 (1d4 + 4) bludgeoning damage plus 3 (1d6) fire damage. If a target is a flammable object that isn't being worn or carried, it catches fire.

Silvered Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft., or range 20/60ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Rally (Recharges after a short or long rest). As an action Parish speaks valiant, fear-inducing words to bolster his followers or create a mob mentality among commoners. Parish and up to 10 allies who can hear or see him are emboldened for 1 minute or until Parish is reduced to 0 hit points. For the duration, each target ally's attacks deal an additional 1d6 weapon damage. In addition, they have advantage on saving throws against being charmed, frightened, or possessed

REACTIONS

Parry. Parish adds 3 to his AC against one melee attack that would hit it. To do so, he must see the attacker and be wielding a melee weapon.

The city of Silence is a simple town filled with farmers and simple shop owners. Allies of Parish would most likely be peasants or challenge rating 1/2 creatures. This does not mean however that if you want to make a fight especially challenging that you can't throw in a brute to boost the challenge rating of the fight.

THORA SHAW

Medium humanoid, chaotic good

Armor Class 16 (studded leather)

Hit Points 71 (13d8 + 13)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+4)	12 (+1)	10 (+0)	14 (+2)	9 (-1)

Saving Throws Dex +7, Wis +5

Senses passive Perception 15

Languages Common, Thieves' cant

Challenge 5 (1,8500 XP)

Evasion. If Thora is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Hide. Thora can use her bonus action to hide and gain advantage on one attack.

Pseudonymous Scout. Thora is proficient with thieves' tools and the disguise kit. She carries 1 of each.

Quiet as Night. Thora has advantage on attack rolls against creatures that haven't taken a turn in combat yet.

Tandem Fighter (1/Turn). Thora can deal an extra 7 (2d6) damage when she hits to a creature with a weapon attack when the target is within

5 feet of an ally of hers that isn't incapacitated. Alternatively, Thora can use a bonus action to grant an ally within 5 feet of her advantage on an attack roll against a creature within 5 feet of her.

Trick and Trap (3/Day). Thora can spend 1 minute setting a disguised net trap. The trap can be spotted with a DC 16 Wisdom (Perception) check and avoided. A Medium or smaller creature that steps on the trap must make a DC 16 Dexterity saving throw. On a failed save, the target is restrained and suspended in the air. The net has AC 10 and 5 hit points.

ACTIONS

Multiattack. Thora makes three melee attacks or two ranged attacks.

Shaw Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Net Gun-Gain. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 6 (1d4+4) bludgeoning damage and the target is restrained if they are a medium sized creature or smaller. The trapped creature can use their action to release themselves from the net. Weapon must be reloaded with a bonus action between attacks.

REACTIONS

Uncanny Dodge. Thora halves the damage she takes from an attack that hits her. She must be able to see the attacker.

Thora is a human woman with wispy hair, a commanding stature, and calloused hands having worked as a house cleaner for many years. She is a stern woman, but kind, and though rightfully suspicious she is willing to accept help from outside forces.

It is unclear if Thora herself manufactured the net launcher or if it was given to her or scavenged. I, being a cryptid of culture, dared not risk a net to face in order to ask.

Chupacadabra?

CHAPTER 2

LOCATIONS

CW: BODY HORROR, MEMORY LOSS

As you probably guessed, we cryptids don't find ourselves taking up residence in places that Murkans might end up wanting. We go where we can survive and where we can adapt. The irony is that, by their nature, Murkans want everything, so it's basically a loss any way you slice it.

Case in point? The Bogwater Triangle: A whole area cursed by the fey, now plagued by ghosts, mutating crops, and dark deities that predate the very concept of names. All because Braggish settlers decided they had to claim an entire swamp.

On the other hand, there's also Silence—a different type of weird. Insular, bordering on xenophobic, these people dislike magic with a passion fueled by religious fervor. Witch hunts here are as frequent as rainfall.

Perhaps one of the most unusual discoveries in my journeys across the East Coast is the appearance of hell-mouths. Just picture evolving teeth-filled holes in the ground that attracts evil like a corpse attracts flies and you'd be right on point. I had the misfortune of seeing a Stage Three in-person there were so many teeth and **so much saliva...**

Last but not least, I'll share one of the most important locations to cryptid-kind: the leylines. It's a place, but not a place. It's everywhere and nowhere. It's how I stay one step ahead of the hunters — and how you can, too.

Just be careful how you dream.

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On a hunch, I tested my theory and attempted to use the Leylines to reach my intended destination. I awoke in Whitacre Point missing the last three days of my memory.

Wonder if he's ever been to Flow-Drah. I know back in — wait. What part am I from again? Why can't I remember?

—Flow-Drahian Man

Acquire coasters to safeguard highly-prized long-form documents?



NOTABLE NPCs

Sean O'Doyle

Sean O'Doyle is the coach-priest of the Howland Seven, also known as "The Big Sean." The other six members of the Howland Seven are also named Sean, but they choose to go by their last names in a show of deference and respect: Costello, O'Flaherty, Flanagan, Whelan, McDonald, and Hennigan. The Big Sean, O'Doyle is never seen without his ceremonial Brady Thomas-branded puffy jacket and large imitation Superb Owl ring.

He doesn't like that the townsfolk of Howland suspect that he and the other Seans are kidnapping and sacrificing travelers to a dark deity, but he's also too bull-headed to ever consider leaving. As he would all-too-readily tell you, his family has been in Howland since they came over from the old country. He freely admits to being a cult leader and a warlock, though he insists that they only worship "The Living Hercules" Brady Thomas. Where he ultimately draws his power from is anyone's guess. If you ask him about human sacrifice, his only answer is:

"I'm squeamish."

Hitch-Hiking Ghosts Phil Quib, Ezra Dubbin, and August Grace

The Bogwater Triangle is full of spirits, but it's perhaps most notable for hitch-hiking ghosts. These three spirits wear top hats and overcoats and haunt the Rehoboth Road latching onto unwary travelers. They are often -- but not always -- seen together, and each is a formidable spirit in their own right.

The three are said to be escapees from Taunton Hospital -- before it burned down, of course. A long-standing agreement with the Masstunik authorities made the hospital a destination of last resort for the state's most unrepentant murderers and thieves. These inmates were mixed in with the hospital's adolescent and ill patients as an exercise in rehabilitation; which led to unsafe conditions for the patients and the staff. Boldly, three of these inmates even attempted a breakout and were dubbed the Bloody Trio: Phil Quib, Ezra Dubbin, and August Grace.

The three stole hats and traveler's coats and smuggled themselves out in a delivery carriage. They made it as far as Rehoboth Road before the carriage was run off the road and crashed. The driver survived, but the Bloody Trio were hopelessly crushed. On dark nights, you can still spot them standing at the side of the Rehoboth Road, thumbs out, looking for a hitch into the next town. If you're not careful, they'll just jump into your carriage with you and follow you home.

A ♪ is... a? h? #?

I can't translate any of this.

— Flow-Drahian man

ADVENTURE HOOKS

The forests surrounding Freetown, a small village on the edge of Hockamock Swamp, contain strange lights that have flashed and glowed every night for generations. Last week, for the first time, the lights went out. Ever since the villagers awake each morning to find another person missing from the town.

The griffins of Griffin City have always been difficult to control. Recently, they've become practically rabid, attacking anyone who dares to get close to them. Most of the residents blame Renton, the old druid who lives in Hockamock Swamp -- but the Mayor is not convinced. He thinks it has something to do with the Beukes family, the famed griffin breeders from Sea-Addled who recently moved in just outside of town.

A woman in white has been spotted wandering the Rehoboth Road at night. Travelers who encounter her should know better than to stop for her; the ones who do stop... disappear. The only clue they leave behind are their empty carriages that are always discovered days later, crashed into a ditch, and torn apart as if by wild animals.

A number of young people have been found murdered and ritually dismembered in Fall River Forest near Howland. The townsfolk insist that a group of young troublemakers known as the Howland Seven are responsible and that they are a cult worshipping the fiendish deity Lektor. The Howland Seven refute this accusation and claim their deity is a harmless sports legend.

There is a strange collection of notes being made in this book in my own cipher, but... different. I'm not sure where they are coming from or who is leaving them. I go to sleep with my notebook in hand and some mornings I wake up and notice new notes. A few times I've woken up and my notebook has been meters away from me in the forest -- almost as if some kind of force is pulling it away from me.



CW: BODY HORROR

HELL-MOUTHS

Hell-mouths are massive, carnivorous-appearing holes in the ground, whose depths seem to go on forever. The aperture on the ground level can take on a fiendish appearance, often emulating flesh and bone, and contain writhing teeth. The hell-mouths are classified in stages and change in appearance as they grow.

Not much is known about hell-mouths but their appearance is well documented throughout Murkan history by a secret society called the LOOKERs (Lads Organized and Okay with Killing Evil Rascals). Their records indicate that hell mouths even predate the sapient races on all of Urth and open and close at random. Records from the few survivors who have emerged from hell-mouths tell us that despite their appearance, hell mouths are not creatures but

rather portals to other dimensions. Reports are unclear as to where exactly the hell-mouths lead and volunteers to explore them are few and far between.

Hell-mouths exude an aura that is imperceptible to most creatures of Urth but calls to evil monsters, fiends, abominations, and worst of all people. This phenomenon was named by the paladins and clerics that could not analyze the hell mouths with their magics. Due to the lack of empirical evidence, it must be assumed that whatever causes this phenomenon exists outside the realm of mortals.

When a hell-mouth first forms it is little more than a small hole hidden underground. Evil beings are lured in by the hell-mouth's aura and fell rituals must be performed to feed it. If a hell-mouth is left unfed for a long enough period of time it will begin to shrink and eventually disappear. However, if a hell-mouth is continually fed it will grow in size, luring more powerful creatures to it. As it is fed it will devour the surrounding landscape

and eventually disappear, consuming itself in a grotesque display of auto-cannibalism. It leaves behind nothing more than a large crater that could easily be mistaken for a sinkhole. LOOKER archival data suggests that the largest hell-mouths can consume an entire village or small town before disappearing.

NOTABLE HELL-MOUTH LOCATIONS

Sunnyvale, near Hollywoods - the Gates of Heck, near Joisey Providence - near Rhodie's Island - near Portaland - the Death Pit, near Cleavelande.

Stage 1: Small Mouth

When a hell-mouth first forms it is small and doesn't have much power, it tends to draw undead creatures to it such as vampires, ghouls, wights, and sometimes necromancers. In this form, the hell-mouth is little more than a

small hole in the ground that one might mistake at first glance for a strangely deep gopher burrow. On further inspection, it is revealed that the hole is seemingly endless and lined with tiny wriggling teeth.

Hell-Mouth Auras And You!

When in this state all evil aligned creatures in the hell-mouths aura have their health bolstered to the extreme. All evil aligned creatures use the maximum number of hit points possible for their hit die instead of the average. So a zombie who would normally have 22 hitpoints instead has 33.

The range of a Hell Mouth's evil aura is not specifically stated here, instead, it should be used as a narrative device by you the GM! While smaller hell mouths generally have smaller auras, there's no reason even a stage 1 Hell Mouth couldn't have an aura ranging out several dozen miles!

Stage 2: Yawning Portal

In this phase, the hell-mouth looks like a gaping maw that is in the middle of a never ending yawn. Hell-mouths in this phase start at 6 feet in diameter and continue to grow at a snail's pace; the process only speeding up right after a successful feeding. The rim of the hole begins to resemble a proper mouth in this form and the toothy spines in the throat grow to be several feet in length.

In **Stage 2**, the hell-mouth is more likely to attract aberrations and monstrosities in addition to the undead. Humans and humanoids of evil alignment are also more susceptible to the call of the hell-mouth.

Monsters in the hell-mouths aura gain damage resistance to piercing, slashing, and bludgeoning damage from non-magical weapons. In addition to their increased hit points from the first stage.

If a monster already has damage resistance to piercing, slashing, and bludgeoning damage from non-magical weapons, it gains damage immunity instead.

Stage 3: Mouth Agape

Hell-mouths in this state can grow to be the size of a small town or village. The distinction between a stage 2 hell-mouth and a stage 3 hell-mouth is two-fold. The first is the definition of the mouth: A stage 3 hell-mouth looks unmistakable like a horrifying mouth that will slam shut and chew anything inside. The second distinction is that a stage 3 hell-mouth will begin to spawn other smaller hell-mouths nearby, which are eventually absorbed and consumed by the main mouth.

A **Stage 3** hell-mouth is deadly. Fiends of all kinds are almost certain to show up and attempt to assert dominance over any other creatures in the area.

In addition to their previous boons, monsters in a Stage 3 hell-mouths gain the following benefits:

Fast healing. When not in combat the servants of the Hell Mouth who are in its aura gain fast healing and regain 10 hit points every six seconds.

Extra damage. Every every time a monster in the Hell Mouth would deal damage they deal an extra die of damage.

NOTABLE NPCs

Buff The Vampire Murderer

Buff the vampire murderer is a somewhat short human trans-man standing at about 5 foot 6 inches. They are clearly well-trained and have a well-muscled body with two long scars on their chest, but otherwise flawless skin. They are strangely fond of walking around in a denim vest, with no shirt underneath, and denim shorts.

"IN EVERY GENERATION, THERE IS A CHOSEN ONE, THEY ALONE WILL STAND AGAINST THE VAMPIRES, THE DEMONS, AND THE FORCES OF DARKNESS. THEY ARE THE UNLIFER."

That's what Buff said to me before they flexed and showed me their collection of vampire killing sticks. Apparently, they and their LOOKER acolyte Shyles travel around Murka and close hell-mouths. They didn't seem to think it was weird to skip school to go around fighting monsters. Who am I to judge? Buff seems like a good kid and I gave them advice on which cryptids won't bother people if they're careful.



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LOOKERE

An enthusiastic vampire slayer, Buff is eager to 'Unlife' any undead they come across. Buff is not one for complicated plans and prefers the direct approach. They are a leader of a small group of friends who often find themselves stumbling across cryptids and hell-mouths in their search for vampires to murder.

Shyles The LOOKER

Shyles is a stern Braggish woman and wears her hair in a tight bun. She oversees Buff's training as the Unlifer and lectures them on the LOOKERs vast expanse of lore. She is a well-educated woman who prefers things done the old fashioned way with a cup of Braggish tea in hand. She is not without her loving side, however. She has a soft spot for Buff, and when push comes to shove she will unlife anything that threatens to hurt the boy whom she has come to see as a son.

ADVENTURE HOOKS

You have stumbled upon Shyles the LOOKER acolyte. It would seem that Buff and their friends have been captured by the lord of a nearby hell-mouth and are set to be sacrificed. Shyles needs your help and promises to pay the party in rare magical items.

Groups of undead have begun to spring up near the adventurer's home town. A local cryptologist thinks there may be a small hell-mouth nearby and wants your help closing it before it grows too large to contain.

Your party finds itself at Sunnyvale's hot-spot teen nightclub. There are many teens drinking virgin-tinis and dancing on the floor. Your party spots a handsome looking man in the corner with a Braggish adult talking to a rag-tag group of teens. Suddenly the skylight above explodes in a shower of glass and a fiendish beast lands in the middle of the floor of panicked teens!

LEY LINES

Existing across the boundaries of many planes, ley lines score their invisible boundaries all across Murka – connecting cultural focal points as if engraved into the world by hands as large as continents.

Which they were.

The exact details are unknown. The scholars who study cryptogalinguistics generally agree that at some point in the past, present, and/or future, extraplanar titans are responsible for indelibly marking the geography of Murka with a message of great importance. The motives and meaning of the message are unknown, but the raw potential of ley lines are clear to those who know of them. The continent-spanning lines and symbols overflow with raw planar energy and frequently spill this power across the locations and planes they intersect. They are capable of causing numerous phenomena in the local environment, as well as drawing the attention of cryptids and beings who may be keen to access other worlds.

The question of what ley lines look like is a strange one. To most, they are entirely undetectable through the senses; invisible, silent, and intangible. But to those with true sight, ley lines appear as huge cords that lie across and through the geography, draping over, under, and even passing through buildings and landscapes. They slowly pulse in a shifting rainbow of colors that extends far beyond the visible spectrum.

LEY LINE TRAVEL

The most practically useful application for ley lines was recently discovered by bigfeet scholars who were studying somnology in close proximity to a ley line. It was discovered that by falling



Observers report that the ley lines look:

"Overwhelming as if the truth of these lines were trying desperately to be interpreted by our senses, which are hopelessly doomed to be eons behind the task required."

Alternatively, it has been said that they look:

"Dope as hell. Like, really pretty, you know?"

asleep on a ley line intersection, a creature with the knowing intention of reaching another intersection will wake to find themselves at their destination. Creatures traveling this way suffer no adverse effects aside from vivid and potentially disturbing dreams, and as far as it can be estimated, travel appears to be instant.

A strange element of ley line travel (among many others) is that no one can travel when being observed. As a result, no one has ever seen exactly what occurs when a traveler departs or arrives. They simply are there, then they are gone.

Within the ley line dreams, there are recurring figures who seem to appear again and again. The physicality of these figures is different from dreamer to dreamer, from dream to dream – but these strange figures are always obscured by darkness. Some have theorized that the figures exist purely as the fragments and consciousnesses of beings beyond our ken.

Some have begun to give these figures names: Kindly Listener, Soothing Presence, Delight and Violence, Patient Mother, Wisened Council, The Haunted, Smooth Pleasure, Voice of Rain. Travelers who have encountered these shadowy figures sometimes wake up with hidden knowledge, unexpected emotions, or even pieces of their own memory stolen away.

Survival Tip with ley lines!

- Sleep (or if incapable, let go of your conscious mind).
- Have a destination in mind.
- Do not be observed.
- Do not panic.
- Do NOT panic.

Outside of cryptid and bigfeet society, ley lines are largely ignored by the populace. Intangible on the material plane, to most citizens they are just the subject of hearsay or wild speculation. However, some humanoids on the prime material plane have recently discovered ways to access these ley lines.

NOTABLE LEY LINES

My travels have taken me through many of the ley lines that span Murka. I've recorded special notes on a few frequently traversed sites: Some are from other travelers who have shared their experience with me, and a few are from my own experience in the great beyond.

Meem Hotline at Meem Beach

Vivid dreams and restless sleep. Visions coated in neon and blown-out speaker music, wet heat and dancing, blood, and salt. The raw energy of a hundred thousand emotions all turned to eleven. Travelers might wake feeling out of sorts – as if they have too much energy underneath their skin. On rare occasions, people wake in a state of bloodlust and rage.

Ahh, home soil! I'll have to check out this sick ass dream kaleidoscope!

Last Rest Line at Whitacre Point

Peace. Contentment. Patience. Dreams of a million tiny creatures living their tiny lives undisturbed. The feeling of rough bark that extends for miles. Nature without predation. Travelers wake rejuvenated, filled with intentions that have nothing to do with ambition or power.

The Power Lines at Washtown

Flashes of ascendancy and degeneracy; saviors atop the hill and a hundred eyes in shadow. A teeming mass of shouts and whispers that both threaten and entreat. Always an angle. Always more power. Travelers wake filled with a tenacious hunger for something half-forgotten.

ADVENTURE HOOKS

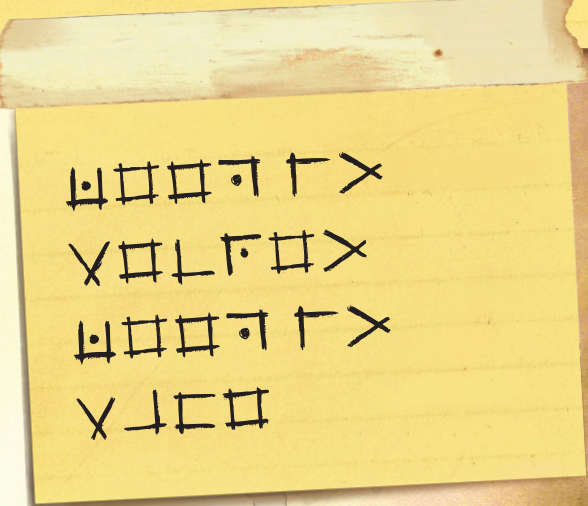
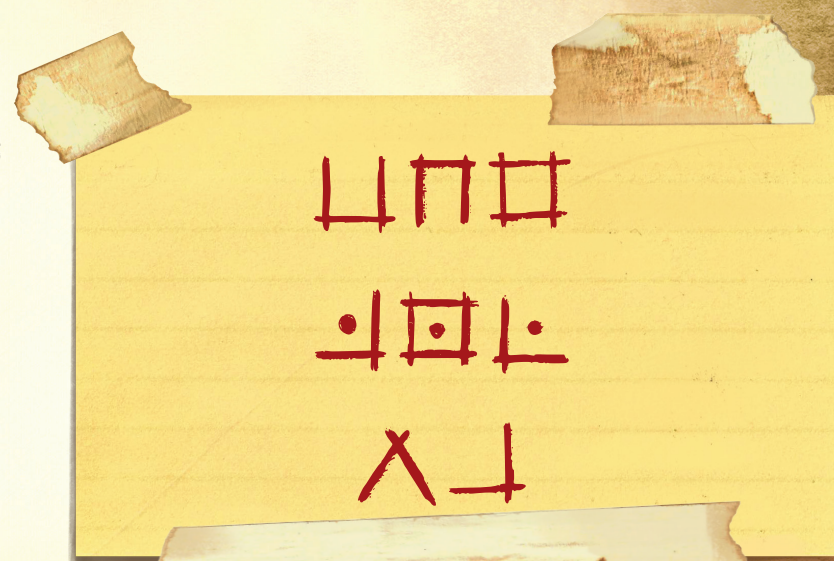
"Come! The hour is nigh!" A mud-spattered silhouette in fraying robes cries out to you as you pass. "Tonight marks the final ritual. You! You are not from here, maybe you will listen! They are coming from between the worlds, will you not help us prepare the way before it is too late!?"

As you walk, a soft silence begins to spread. The insects are no longer chirping. No wildlife in the bushes. No birds fly overhead. Only the encompassing rustle of leaves and branches all around. It looks as if you've come across a glade, surrounded by a tight ring of trees. The grass is soft, the land flat and the trees provide cover. Silence washed over you, and you start to feel yourself falling asleep.

You've heard the local rumors - people go up to the cairn at night, and they don't come back. As you approach the edge of the hills where the cairns lie, you spot a couple of elderly commoners tearfully arguing. "It's happened again,

I know it has! He went up on the hills hours ago! There's something up in those hills!"

A growing sense of unease takes over you as you touch one of the ley lines, and a voice you cannot hear begins to speak. "In blood-black, nothingness began to spin, a system of cells interlinked within." Suddenly, vividly black lights cloud your vision and you feel yourself falling.



CW: GOVERNMENT, RELIGIOUS CORRUPTION, SYSTEMIC OPPRESSION, MISOGYNY

SILENCE

Small Town - Population: 230

(88% Human, 12% Other)

The town of Silence exists on the Eastern Coast of Murka, blanketed by thick trees and good farming soil. A great up-start town with high wooden buildings and cobblestone pathways; which perfectly accent a tight-knit and happy religious community. Some would say a perfect community despite the winding streets that allow for shadows to fall thickly over the town and its occupants at night.

Unrest has emerged in this quiet seaside population, as the villagers become more and more unsettled by the possibility of magic entering their perfect little hamlet. Magic, and faith to any other religion other than the Pure Tin House of worship, are banned from Silence, Massatunik.

Silence is self-governed by its oldest and most prominent families, many of which have notable positions in the local religious establishment. People who come to Silence live a simple life away from the grand halls and flavor-filled cities; they come to farm and raise a family away from all of that hocus pocus. Silence has been known to keep all magic users out of their community and a suspicious eye falls on any traveler that disrupts the peace here. Travelers are one thing, and residents are another thing entirely. Silence heavily polices its population, though lately there has been more and more push back from the younger female members of the community.

Small, secret gatherings are forming as some of the community's residents become fed up with Silence's ridiculous laws and rules. There is even a ban against lighting candles at night because of the fear of 'summoning witches.' Many of the community's sisters and daughters have been rounded up by

witch-hunting parties to stand in a biased court. Those rebelling try to push the truthful narrative that witches do not eat children, and simply because one has magic does not mean they will turn to a life of darkness. The Pure Tin House of Worship does not want to hear it though and are stuck in their old ways

The xenophobic and indoctrinated community leaders believe the land is cursed by the wretched little lives of the 'witches' that once lived here. Others believe that Silence can become a paradise if their faith in the counsel and the Pure Tin House of Worship is strong enough. As the graveyard fills with the bodies of the persecuted, many feel that paradise has died with them.

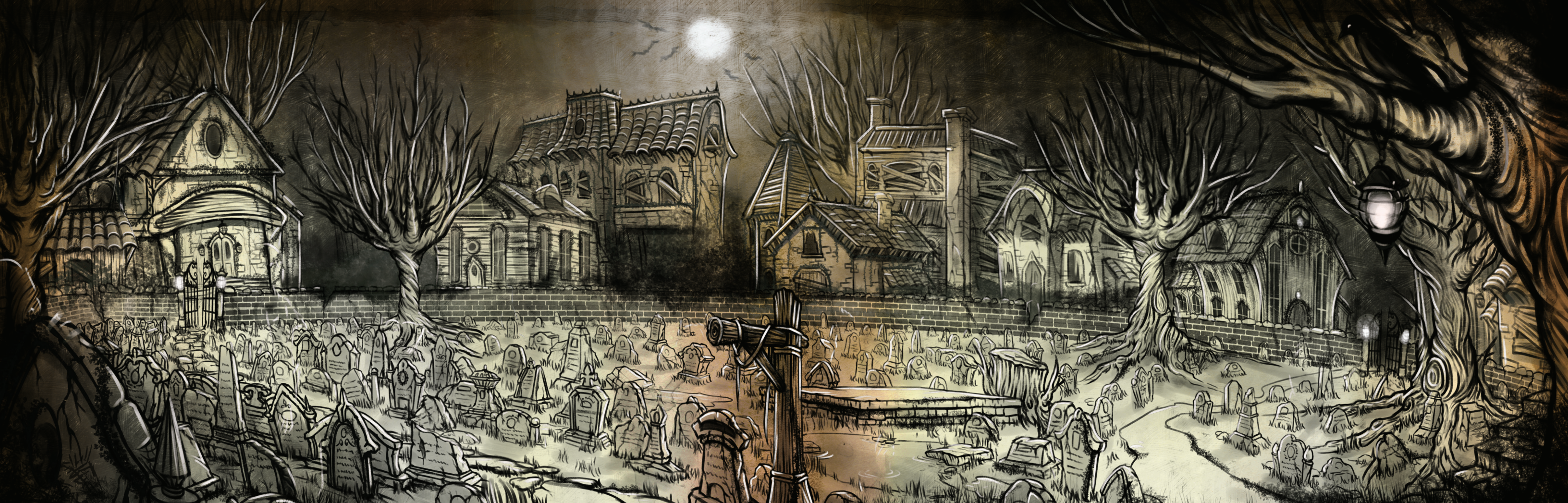
Survival Tip:

be wary of any suspicious eyes that fall upon you here, executions are common in these parts.

Notable Buildings

Most buildings here have little merit and I dared not explore beyond the fringes, but from what I could gather, places of mention are:

- Town Square
- Town Counsel and Jail House
- Pure Tin House of Worship
- Silence Cemetery
- Parish Smamuel's Manor.



NOTABLE NPCs

Parish Smauel

Parish Smauel is a human man with a pronounced beard and mustache popular in the fashion of the town. He is average in appearance and build, but his eyes hold an iciness that none can surpass. He is a severe, rigid, and quick-tempered man that would truly do anything to keep his town safe.

Parish is the head of the Silence Counsel and holds a great deal of power in Silence. He is a staunch believer that 'simple is best' and people do not need magic to live a meaningful life. In fact, he strongly believes that magic is the work of devils and demons.

Coincidentally, he also holds a high position in the Pure Tin House of Worship.

Parish has a large family, like every member of the Silence Counsel, and has many children under the age of 18. He is especially strict with his daughters and all of them are barred from handling fire; even going as far as banning them from lighting candles. He tells his daughters that women are easily swayed to magic and if a woman lights a candle in Silence she will summon the ghosts of all the slain witches from Silence's past. Bringing destruction down upon the Pure Tin House of Worship and all its followers.

Thora Shaw

Thora is a human woman with wispy hair, a commanding stature, and calloused hands having worked as a house cleaner for many years. She is a stern woman, but kind, and, though rightfully suspicious, she is willing to accept help from outside forces.

Thora Shaw is one of the young women residing in Silence. She quietly fights back against the witch hunts that take place monthly - sometimes weekly - in this forlorn place. She used to comply with the boorish ways of the community, but after the death of her younger sister at the hands of the counsel, she represses her voice no longer and is actively trying to bring change to Silence.

Something that frustrates Thora endlessly is - it seems that only the women of Silence are punished or accused of witchcraft when magic is available to all. Thora, and a small collective of citizens, have banded

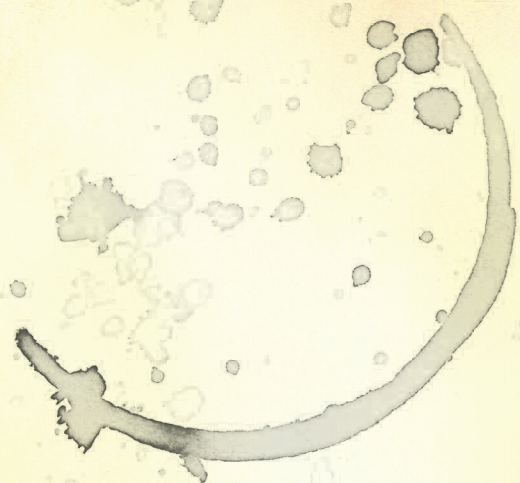
together in secret to prove that magic is not inherently evil and can be used for good.

Thora still works in secret, lingering in the shadows of Silence in order to save lives and is willing to work within the establishment to bring about change. She wants to avoid as many deaths as possible, but that does not mean she can't be pushed to the extreme.

If Thora's hand is forced into combat, she uses hit and run tactics to lure her enemy into precarious situations and would rather run, regroup with her allies, and return to finish the fight than risk being captured. Several times Thora has practically vanished in front of the eyes of her pursuers - and many of them come to realize that every unfamiliar face, every moving shadow, and every unassuming passerby could turn against into a threat at any time.

CHAPTER 3

SUBCLASS STUDY



This is where, unfortunately, things turn a little darker for us interdimensional walkers as well as any other cryptid using this guidebook! Throughout the land of Murka there are a great deal of mortals that try to catch and expose us. I can't tell you how many rangers have tried to capture me, but there's a disturbing new trend of adventurers hunting cryptids.

Normally the Interdimensional Institute doesn't have me record these sorts of phenomena, but I think it's much too important to forego talking about them. These mortals are split in how they view us. Some of them hunt Cryptids down because they see us as unequivocally evil and others want mortals and cryptids to live in harmony. Frankly, I prefer the latter in the grand scheme of things.

Overall this is a disturbing change in the attitude of Murkan society and how they look at cryptids. There must be some reason more and more hunters are appearing, but I haven't been able to touch on it within the confines of my research for this report. This will ABSOLUTELY require additional study in future reports.

With this chapter, I'll lay out what these Van Hellsong hunters can do and how to stay safe around them! Make sure to heed all my notes, it might just save your skin, hide, or carapace!

Watch out!

Ah hell yeah! I love Van Hellsong! Scary? You really can't see the forest through the trees.

THE FLOW-DRAHIAN MAN

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HISTORY OF THE VAN HELLSONG BLOOD HUNTER ORDER

The story of the order began in a little town in the shadow of the hills of Holly Woods. Edie Van Hellsong, a revolutionary rocker with a crown of bodacious coils, had always felt deeply connected to music; the spirit of song flowed in her blood, calling on her to play. When she discovered that her elder sister Alex also possessed the same connection to music, Edie gifted her own drums to her, teaching herself the guitar so they could play together.

One evening, after a performance, Edie became restless and dissatisfied with her music: She felt her sound had become stagnant and repetitive. Disheartened, Edie took the long way home, and soon found herself at the town's crossroads. There, a friendly stranger approached her, asking to play her instrument. Edie obliged, and the stranger played a single riff, simple but powerful, and then asked whether Edie could beat it. Brimming with confidence, Edie matched the riff, and then she expanded on its notes, showing off her considerable talents as her fingers danced across the strings.

He applauded, then reached into his pocket, drew out and donned a single sequined glove. The stranger's appearance changed, revealing that he was no ordinary musician, but an aspect of the god Royalty; King Jaxun himself. Jaxun explained that he had not come simply to jam, but to give Edie a mission, for she did not lack in knowledge or ability, but needed a purpose and direction to use her gifts. Teaching her to combine her already prestigious skills with the power locked away in her blood, King Jaxun showed Edie some of the deeper secrets of the universe, life, and music.

Edie returned home with a clear understanding of her craft, as well as a mission: To use her music to restore balance to the world. Edie shared this

revelation with Alex, and they began inventing new methods and tools to help them utilize both their song and their blood. The two of them began to travel the world, honing their craft, protecting the innocent, and becoming two of the most powerful and compassionate blood hunters ever known. Alex was renowned for her kindness to all living creatures, often encouraging Edie in her moments of self doubt; while Edie was noted as being powerful and just. The two sisters, together, balanced one another and created the harmony needed to stand between the world of cryptids and mortals.

EDIE'S MISSION

KING JAXUN CHARGED EDIE AND ALEX WITH PROTECTING THE WEAK AND THE EVER-THINNING BORDER BETWEEN MORTALS AND CRYPTID KIND. EDIE WAS TO SECURE PEACE BETWEEN THESE TWO WORLDS, PROTECTING MORTALS FROM THE CLAWS AND FANGS OF VICIOUS CREATURES, BUT IN TURN, PROTECTING THE CRYPTIDS FROM MONSTER SLAYERS AND POACHERS. JAXUN WOULD SHOW HER HOW TO CHANNEL HER MUSIC INTO MAGIC SO THAT SHE COULD FURTHER DEVELOP HER SONG TO PROTECT THOSE LIVING ON URTH.

THE VAN HELLSONG SISTERS OPERATED UNDER THE BELIEF THAT ALL CREATURES, INCLUDING MONSTERS, HAD A PLACE IN THE BALANCE OF THE WORLD. IT WAS THEIR DUTY TO PROTECT OTHERS, AND TO SPREAD PEACE AND JUSTICE THROUGH THE POWER OF MUSIC. THROUGH HER MISSION, EDIE FOUND SATISFACTION, KNOWING THAT SHE WAS DOING SOMETHING MEANINGFUL WITH HER TALENTS.

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THE CREATION AND SCHISM

After a few years, the Van Hellsong Sisters had refined their harmonic gifts and used them to create the Order of the Hellsong. As they trained others to help protect the boundary between the world of cryptids and mortals, people grew curious about the origins of Edie and Alex's power. Some came to the conclusion that this power must have been gained through some sort of infernal contract; blood magic that could only be fiendish in nature. This theory gave rise to a new nickname for the order: the Hellsingers.

As the order grew, suspicions surrounding the sisters grew darker and more accusatory. Some believed these dark rumors, and greedily sought the darkness to empower themselves, creating a schism in the order. This new faction of Hellsingers was led by the iconoclast Ariadne the Swift. Truthfully, Ariadne cared little for morality and preservation, lusting only for power and glory. All she really wanted was to purge the land of monsters and fill her pockets with coin.

Opposing Ariadne were those loyal to Edie's teachings, led by Cora Gaunflet, who believed that they should maintain the original mission. Tensions began to mount, and the dissenters confronted and demanded that Edie share the deeper secrets of her power, refusing to believe her outrageous tale of meeting King Jaxun.

When the unrest grew so great that it threatened to tear the order apart, when the order needed the guidance of Edie and Alex the most, they disappeared. Desperate to prevent the order of Van Hellsong from descending into chaos, Cora stepped into the role of leader and filled the vacuum Edie and Alex had left behind. Cora rebuked Ariadne and her followers for their selfishness, casting them out, splitting the order in two.

While some dissenters feel Cora has turned what remained of the original order into a cult of Edie's personality,

Cora has fought hard to keep the color and soul of the primordial song living, and to stay the course beyond greed and hate. Despite being expelled, Ariadne and her Hellsinger conspirators are believed to still be active, having abandoned Edie's ideals.

ARIADNE'S BETRAYAL

KING JAXUN'S MISSION ALSO CAME WITH A WARNING FOR EDIE. NOT ALL THOSE WHO WOULD ROCK WITH HER WOULD BE GENUINE, AND THERE WOULD BE THOSE WHO DON'T CARE ABOUT THE MISSION. EDIE, CONFIDENT IN HER ABILITY TO JUDGE OTHERS, SHOWED NO FEAR OF THIS WARNING. ARIADNE THE SWIFT SHOWED EXCEPTIONAL PROMISE; HER ENTHUSIASM TO LEARN HEMOCRAFT AND HER ABILITY TO WEAVE SONGS CAPTIVATING THOSE WHO HEARD HER PERFORM. MANY BELIEVED THAT EDIE MIGHT NAME ARIADNE HER SUCCESSOR.

UNBEKNOWNST TO EDIE OR THE REST OF THE ORDER, ARIADNE WAS RECEIVING ADDITIONAL TRAINING FROM SOMEONE IN THE DARK: A DANGEROUS MAN WHO WANTED ONE MORE CHANCE IN THE SPOTLIGHT: PEREZ ROTTER. ROTTER WAS A ONCE-RENOWNED REBEL THAT HAD LEARNED OF THE POWER OF PRIMORDIAL SONG AND SOUGHT THE POWER EDIE HAD FOR HIMSELF.

AT THE HEIGHT OF UNREST IN THE ORDER, ROTTER'S INFLUENCE AND SUPPORT ALLOWED ARIADNE TO ATTEMPT HER COUP, BRINGING HALF OF THE ORDER TO HER SIDE. HAD CORA NOT TAKEN ACTION WHEN SHE DID, THE COUP WOULD HAVE RESULTED IN ARIADNE TAKING CONTROL OF THE ENTIRE ORDER. EDIE HAD NEVER WANTED TO REMOVE ANYONE FROM THE ORDER, BELIEVING THAT SHE KNEW WHO SHE COULD TRUST. WHEN SHE SAW THE INFIGHTING GROW, SHE TOOK THIS AS A PERSONAL FAILING AND DEPARTED TO SEEK OUT KING JAXUN FOR GUIDANCE ON HOW TO REPAIR HER FRACTURED ORDER.

Cora Gauntlet's Faith

CORA IS THE ANTITHESIS OF ARIADNE IN EVERY WAY: FROM HER GENUINE LOVE OF THE SONG AND AFFECTION FOR THE DOWNTRODDEN TO THE TEXTURE OF HER NATURALLY SPRINGY HAIR. WHILE SHE POSSESSED GREAT SKILL WITH SONG, SHE HELD NONE OF THE AMBITION OF THE TRAITOR, AND SHE SPENT MANY A NIGHT BURNING THE MIDNIGHT LAMP TO MASTER HER HEMOCRAFT.

WHEN EDIE LEFT, SHE INITIALLY PASSED DOWN THE MANTLE TO ALEX. HOWEVER, ALEX, ALWAYS STEADFAST AND COMPASSIONATE, REFUSED TO PART WITH HER SISTER, AND VOWED TO JOURNEY WITH HER INTO THE UNKNOWN. CORA, THE REVERED MOTHER LOVE, FELT SHE HAD NO OTHER CHOICE BUT TO TAKE ON THE MANTLE OF LEADERSHIP. SHE FEARED THE ORDER WOULD BECOME ANCIENT HISTORY IF SOMEONE DID NOT MAINTAIN THE ORDER'S MISSION. COUNTLESS LIVES AND HABITATS COULD BE LOST WITHOUT THE ORDER'S GUIDANCE AND PROTECTION. ADDITIONALLY, MANY STILL BELIEVED IN THEIR MISSION FROM KING JAXUN; AND CORA WAS ABLE TO RALLY THESE HUNTERS TO TEMPORARILY PUSH ARIADNE'S HUNTERS BACK.

While Cora still wants to know where Edie has gone, she is content to wait. The order has been reduced to a mere half of what it had once been; a handful of hunters and a pocket full of tears. Cora, however, remains upbeat and continues to carry out Edie's mission.

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ORDER OF VAN HELLSONG

The Order of Van Hellsong is relatively new among Blood Hunter orders, but is still highly respected for having harnessed the primordial power of music. They learn to speak secrets in a simple rhyme, or to amplify it with their instruments, and they use this power to leave their enemies in a house of pain. The unique power coursing through them gives them the strength to finish what they start. Hellsingers are known for their destructive power, and their fervent pursuit of justice. This leads people to be cautious when contracting the Hellsingers: But desperate people know that the order will fight the fight to make the hard times go away.

Order of the Van Hellsong Features

LEVEL	FEATURE
3rd	Could This Be Magic?, Little Guitars, Vicious Vibes
7th	Flying Strike
11th	Brand Of The Hot Shoe
15th	Blood Curse Of The Atomic Punk
18th	The Primordial Song Of Solace

Could This Be Magic?

When you reach 3rd level, your primordial song allows you to augment your combat techniques with the ability to cast spells.

Cantrips. You learn three cantrips: *vicious mockery* and two other cantrips of your choice from the bard spell list. You learn another bard cantrip of your choice at 10th level.

Spell Slots. The Van Hellsong spellcasting table shows how many spell slots you have to cast your bard spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Van Hellsong Spellcasting

Blood Hunter Level	Cantrips Known	Spells Known	-Spell Slots per Spell Level-			
			1st	2nd	3rd	4th
3rd	3	3	2	-	-	-
4th	3	4	3	-	-	-
5th	3	4	3	-	-	-
6th	3	4	3	-	-	-
7th	3	5	4	2	-	-
8th	3	6	4	2	-	-
9th	3	6	4	2	-	-
10th	4	7	4	3	-	-
11th	4	8	4	3	-	-
12th	4	8	4	3	-	-
13th	4	9	4	3	2	-
14th	4	10	4	3	2	-
15th	4	10	4	3	2	-
16th	4	11	4	3	3	-
17th	4	11	4	3	3	-
18th	4	11	4	3	3	-
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

For example, if you know the 1st-level spell *charm person* and have a 1st-level and a 2nd-level spell slot available, you can cast *charm person* using either slot.

Spells Known of 1st-Level and Higher. At 3rd level, you know three 1st-level bard spells of your choice, two of which you must choose from the enchantment and evocation spells on the bard spell list.

The spells known column of the Van Hellsong spellcasting table shows when you learn bard spells of the 1st level or higher. Each of these spells must be an enchantment or evocation spell of your choice, and must be of a level for which you have spells slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level. The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

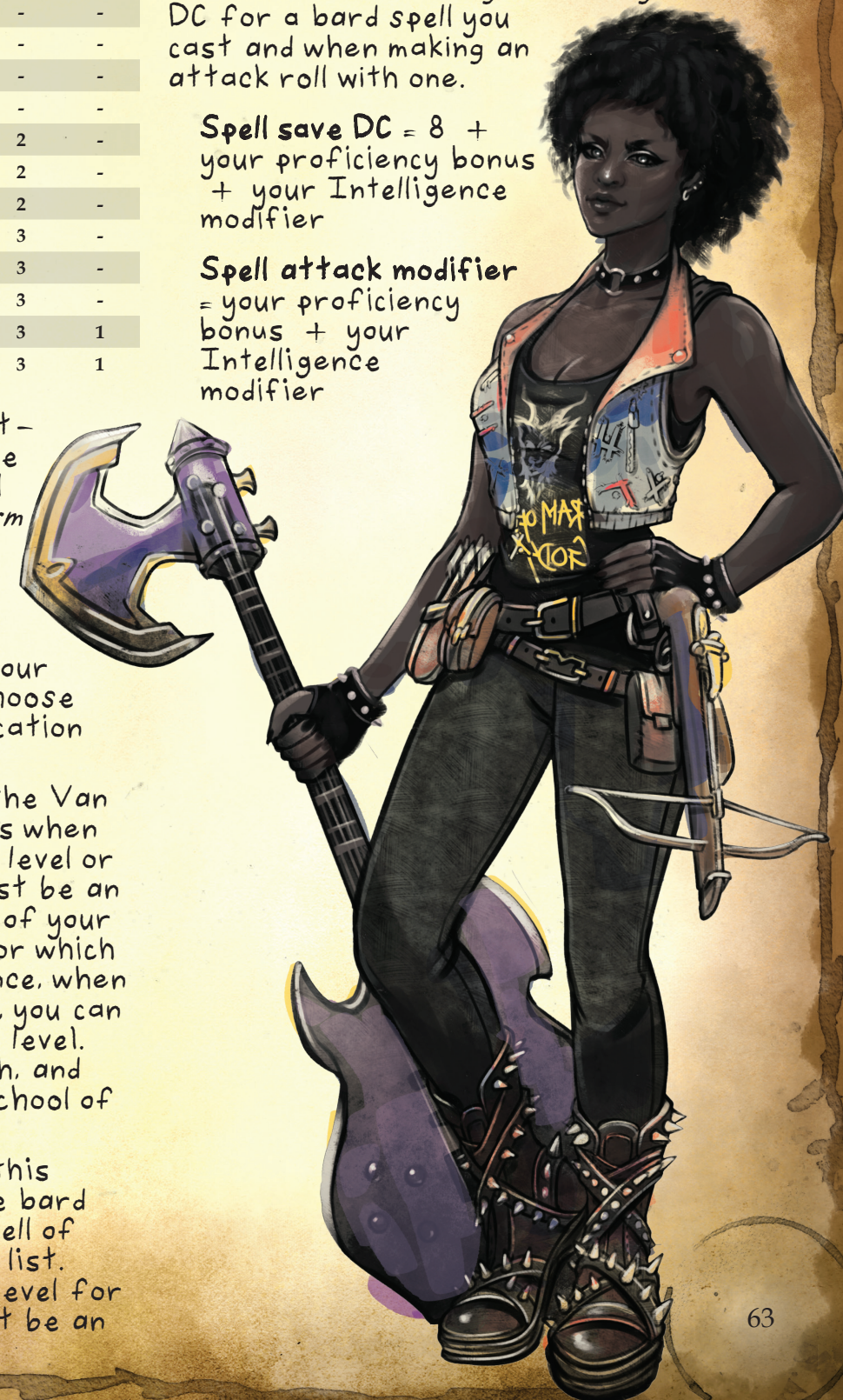
Whenever you gain a level in this class, you can replace one of the bard spells you know with another spell of your choice from the bard spell list. The new spells must be from a level for which you have slots, and it must be an

enchantment or evocation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability. Intelligence is your spellcasting ability for your bard spells, so you use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a bard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier



Little Guitars

When you join this order at the 3rd level, gain proficiency in a musical instrument of your choice and the Performance skill. You also use a unique method to your music. Intelligence is your ability score for Performance.

Vicious Vibe

Starting at 3rd level, the natural harmonics of your primordial song adds a funny vibe to the words you speak. Thanks to the glow from the lingering embers of your burning words, when you cast vicious mockery, you can choose to affect the target differently as follows:

If the target fails their saving throw, rather than posing disadvantage on the target, the next attack roll against the creature before the end of your next turn has advantage.

Flying Strike

The power of the primordial song can resonate with blood magic, strengthening the body.

Starting at 7th level, the primordial song within you naturally combines with your hemocraft. When your Crimson Rite is active, your jump distance is tripled.

In addition, if you must move 15 feet or more to enter melee range to attack a creature, you may jump rather than run. If you do so, roll a Strength (Athletics) or a Dexterity (Acrobatics) check. On a success, add 1d6 additional damage of the weapon's type to damage dealt on the attack.

Brand of the Hot Shoe

Beginning at 11th level, your Brand of Castigation now calls upon you to burn down the avenue toward your quarry.

If a creature marked by your Brand of Castigation is not within melee range of you, you may double your speed when travelling toward it, either as

a run or a leap. If the marked creature is within melee range, you may instead use your movement to leap over the creature and land on the opposite side of it. If you do so, you gain the benefits of your **Flying Strike** feature.

Blood Curse of The Atomic Punk

At 15th level, your blood curse can turn your prey into a living pyrotechnics display. You gain the Blood Curse of The Atomic Punk for your Blood Maledict feature. This does not count toward the number of Blood Curses you know.

Primordial Song of Solace

At 18th level, your connection to the music in your blood has given you the ability to play songs that resonate with the essence of your enemies. You gain expertise in Performance. Additionally, whenever you finish a long rest, you can choose to prepare songs for up to three types of enemy from the following: aberrations, beasts, celestials, dragons, elementals, fey, fiends, giants, or monstrosities.

As an action, you can enthrall one type of creature from the prepared list within 60 ft. of you. You make a Performance check contested by an opponent's Insight or Arcana. On a failure, they become enthralled by the song. While enthralled, a creature is considered paralyzed.

At the end of an enthralled creature's turn, it may attempt a Wisdom saving throw to escape (DC equals your levels in blood hunter). As a bonus action, you can choose one of the enthralled creatures to instead become charmed, as if under the effects of the command spell until the end of your next turn, at which point they return to their enthralled state.

This effect ends early if you use your action to do anything other than continue playing the song (no further Performance checks are required). Once you use this feature, you can't use it again until you finish a long rest.

Survival Tip:

Having observed these hunters at length, I have discovered that they sometimes use Monster & Mayhem candies to leave secret messages for one another. While I cannot say that I understand their specific code, I have learned that the inclusion of brown candies in a bowl symbolizes danger. If you suspect that they may be hunting you, leave a bowl of brown candies near your lair.

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CW: BLOOD, BODY HORROR

BLOOD CURSES

Blood Curse of The Atomic Punk

Prerequisite: 15th level, Order of Van Hellsong

As a bonus action, you can make an arcane gesture or flick your guitar pick toward an enemy within 30 feet. The creature's blood bursts into an eruption of brilliant energy, threatening to tear its body to shreds as it lights up the sky like a supernova. The target creature must make a Constitution saving throw. On a failed save, the target takes 2d8 radiant damage and is blinded until the end of its next turn. On a successful save, the target takes half as much damage and is not blinded.

Amplified. Hostile creatures within 30 feet of the target must make a Dexterity saving throw. On a failed save, the targets take 2d4 radiant damage and are blinded until the end of their next turn. On a success, they take half as much damage and are not blinded.

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Blood Curse of the Bed of Coals

As an action, you sink your weapon into the ground and create a fiery bolt of energy that rips through the earth towards a creature within 60 feet of you. The targeted creature takes 1 hemocraft die of fire damage. A creature that takes damage from this curse must make a Wisdom saving throw against your spell save DC. On a successful save, the curse ends. On a failed save, the creature is paralyzed until the end of its next turn and the ground in a 10-foot radius around the creature becomes difficult terrain until the end of your next turn.

When a creature starts its turn in the difficult terrain created by this curse, they must succeed on a Dexterity saving throw or take fire damage equal to 1 of your hemocraft die.

Amplified. Creatures that fail a Wisdom saving throw to avoid this curse are paralyzed for 1 minute. The affected creature can repeat its saving throw at the beginning of each of its turns, ending the effect on a successful save.

While a creature is paralyzed by this curse, you can use your bonus action on each of your turns to conjure another bed of coals in a 10-foot radius around the target. Fire damage dealt by the coals is increased to 2 of your hemocraft die.

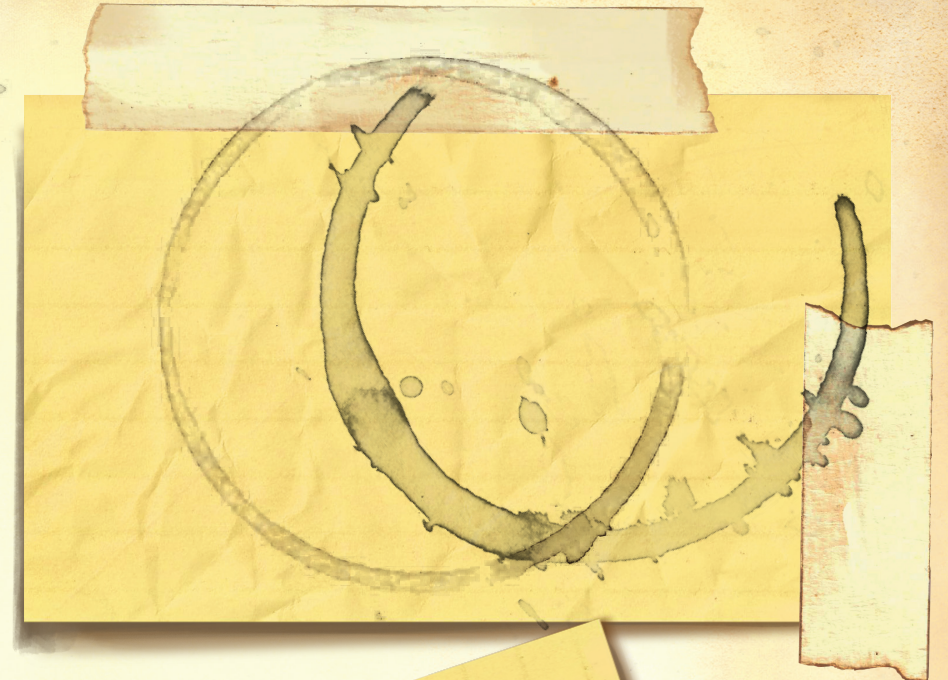
Blood Curse of the Sightless Seeing

As a bonus action, you tune into the extra-planar soul of all things and are temporarily able to locate a named item. This named item can be worn or carried, but cannot be tracked if it is obscured by magical means and must be on the same plane as you.

When you activate this curse, until the end of your next turn, you can unerringly track scents, footprints, sounds, and see the outline of creatures and items within 60 feet of you. During that time, you can perceive the named item even in natural or magical darkness and through up to 1 foot of wood or stone, or other mundane material. 1 inch of lead blocks this magical sense.

Amplified. The range of this curse increases to 100 feet and lasts up to 1 minute. You can also see any action taken with the named item within the last 72 hours, recorded in a perfect echo of time only visible to you. If the named creature is within the curse's range, you see exactly where it is unless it is hidden by a spell of 6th level or higher.

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Perhaps some type of plate for my ink and beverages in the future? I hope I do not mistake the two...



CHAPTER 4

ITEM STUDY

AS IF hairy feet.
Foot... feets?

-Flow-Drahian Man

This is one of my favorite topics to cover in my reports! The many things that cryptids leave behind (intentionally or otherwise) make for delightful artifacts to bring back to the Interdimensional Museum for all the other Bigfoots as well as handy tools while observing.

These items can range from parasites that feed off the essence of some strange cryptids or just some of their personal trinkets.

NOTE: Please try not to steal from cryptids, though they can be scary and have some nice things, stealing from a cryptid can have some drastic emotional damage. Just ask the Squonk.

In this chapter, I document and record all the discarded body parts, detritus, and forgotten belongings of cryptids that I found during my observations and record gathering trips to various cryptids and cryptid locales in Eastern Murka.

DISCLAIMER: If you are a mortal and somehow discovered this book, do not consume or wear any of the items I've detailed in this chapter of this guide. Also, you should not have this journal - please leave it in the capable hands of any cryptid and disremember any material that you read in it.

CW: MENTION OF STALKING, MURDER, DEATH, MANIPULATION

BUNNY BUTCHER'S BONNET

Wondrous item, artifact (requires attunement)
major magic item

This unassuming pink cowl has two slender bunny ears that rise from the top of its hood and a drawstring that can be tied beneath the chin. When it is not being worn, it speaks telepathically to anyone nearby with an evil or chaotic alignment, pleading them to put the bonnet on.

Random Properties:

(While Dormant) 1 Minor Beneficial Property and 1 Minor Detrimental Property

(While Awakened) 2 Minor Beneficial Properties and 2 Minor Detrimental Properties

(While Exalted) 2 Major Beneficial Property

Sentience. The Bunny Butcher's Bonnet is a sentient chaotic evil artifact with an Intelligence of 20, a Wisdom of 12, and a Charisma of 16. It has hearing and blindsight out to a range of 120 feet.

The item communicates telepathically with its wearer and can speak, read, and understand common and abyssal.

Personality. A malevolent and pernicious demon named Frankoloth lives within the Bunny Butcher's Bonnet. Frankoloth only wants to cause pain and suffering, slaughtering everyone who stands in their way. They urge the wearer to solve their problems with hyper-violence at every opportunity.

Dormant. When the bonnet is first donned, it is in a dormant state, searching for an appropriately-nefarious bearer it deems worthy. Once it identifies a worthy wearer, it will actively pursue that wearer, reappearing near them if disposed of.

It grants the following benefits to the attuned wearer in its dormant state:
You can speak, read, and write abyssal
You can use a bonus action to mark a target you can see that is within 60 feet of you as your victim. Attacks you make against your victim gain a +1 bonus, and you can deal an additional 1d6 psychic damage once per turn as part of an attack against your victim. The creature is marked up to 1 minute

until you target a new victim, or until the victim falls unconscious.

You are immune to the fear effect but have disadvantage on concentration checks. When you kill a humanoid creature or creature of good alignment, you must succeed on a DC 12 Wisdom saving throw or the bonnet becomes awakened. You may choose to fail this saving throw. For each additional saving throw you make, the DC increases by 1.

Player Control

With an agreement with the Player and the GM, the GM might take control of the character until the curse is ended, reversed with a wish spell, or the character is killed and brought back to life.



CW: STALKING, CONSENT, AUTONOMY

CURSE OF CATSCALES

Wondrous Item, Artifact (cursed)

An old silver statue of an elderly tabaxi woman blindfolded and holding a set of scales. On her head is a crown of rats biting each other's tails. She is hunched and holding the scales out at arm's length, beckoning with the other hand.

No one knows where the Curse of Catscales comes from, or who made it. It seems drawn to cursed locations and hell-mouths, appearing there more frequently than other places when not in someone's possession.

Additional Attunement. When in possession of the Curse of Catscales, you have a fourth attunement slot.

Clandestine Curse. The negative effects of the Curse of Catscales are hidden from the identify spell, though a legend lore spell (or equivalent spell of higher level) may be used to determine the sinister nature of this artifact. If anyone tries to alter the cursed nature of the Curse of Catscales with anything less than a wish spell, it vanishes in a puff of smoke to an undisclosed location.

Unavoidable Evils. If you attune to a new, uncursed item while in possession of the Curse of Catscales, you instead roll on the following table and gain one of the features listed. This item is cursed until you unattune from it, or have the remove curse spell cast on you.

Roll 1d10

Curses

- 1 The Curse of Catscales appears to you as a phantom that only you can see in any natural or magical darkness. You have disadvantage on Perception checks in dark and dimly lit places.
- 2 You are infused with a necromantic aura. Any time you receive healing from a spell or potion, you are wracked with terrible pain, and the healing is reduced by 1d4 per spell level of the healing effect, to a minimum of 1.
- 3 Animals instinctively distrust you. Any Animal Handling checks are made with disadvantage and failed animal handling checks are met with hostility from the beast.
- 4 You lose the ability to read, write, and speak any language you know. Instead, you gain the ability to read, write, and speak in a random language you did not previously know.
- 5 Whenever you score a critical hit on an opponent, half of the damage that would be dealt to your target is instead dealt to the ally in closest proximity to you.
- 6 You become incredibly clumsy in combat. Your Dexterity modifier no longer contributes to your AC, and you make Dexterity saving throws at disadvantage.
- 7 Any time you fail a Charisma-based roll, the modifier for your next skill check becomes -4.

Roll 1d10

Curses

- 8 Any use of the counterspell spell automatically succeeds when cast against you. If you are not able to cast spells, this curse affects any allied caster within 60 ft. of you.
- 9 Whenever you take damage from an attacker, the attacker receives hit points equal to half the damage they inflicted on you.
- 10 When casting a spell of 3rd level or higher, you cast the spell and then are turned into a chair until the start of your next turn as if affected by the polymorph spell. The chair has 10 hit points and an AC of 15. If you do not have the ability to cast a spell, this curse affects the nearest allied spellcaster within 60ft of you.

Judge, Jury, and Executioner. If you encounter the effects of a curse while in possession of the Curse of Catscales, the curse receives the following effects:

- The saving throw made to resist the curse is made at disadvantage.
- The curse can no longer be removed by a remove curse spell. Instead, an appropriate spell of a higher level must be used, such as greater restoration, or wish.
- If the curse deals damage to the attuned creature, it deals an additional die of damage.



CW: SUGGESTED EXPLOITATION, CONSENT, AUTONOMY

STANK JUICE EAU DE STANK JUICE BY DR. KRO (TRIAL SIZE)

Potion, uncommon

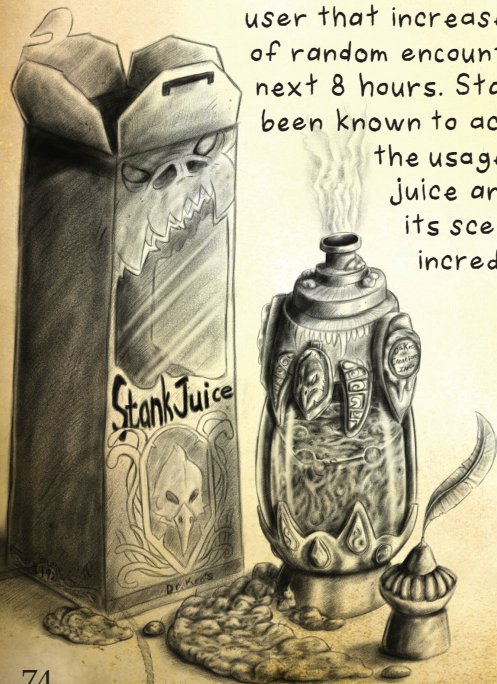
This surprisingly sturdy, yet ornate, perfume bottle bears a crow motif and colors of black and silver. The label has a violet wax seal reading "Dr. Kro's Creations," Inc. Inside the bottle is a sickly-green liquid, appearing perhaps too thick to be perfume. The Stank Juice has a woody scent with hints of cedarwood, chai, amber, and bergamot.

This potion can be used one of the following ways, which must be chosen on use:

Infatuation. For the next minute, any creature who attempts to target you with a hostile spell or attack must first make a Charisma saving throw (DC 14). On a failed save, the creature must choose a new target or lose the attack or spell.

Irresistible. You may use the dispenser on a creature within 5 ft. of you. This creature must make a Charisma saving throw (DC 14) or be Charmed by you for the next hour. To maintain this effect, you must maintain possession of the bottle for the duration of the effect. Should you lose the bottle, the effect immediately ends.

Curse. Few can resist the stank. Using this potion creates a lingering cloud of pheromones on the user that increases the chance of random encounters for the next 8 hours. Stank Apes have been known to actively trace the usage of stank juice and can detect its scent from an incredible distance.



CW: BODY HORROR

THE FLOW-DRAHIAN FANG

Wondrous item, very rare (requires attunement)

A necklace with a fang that appears to be an abnormally large human tooth, two to three inches long, bearing various magical inscriptions carved into it. On either side of the necklace are two charms with matching sigils on them that help stabilize the power within.

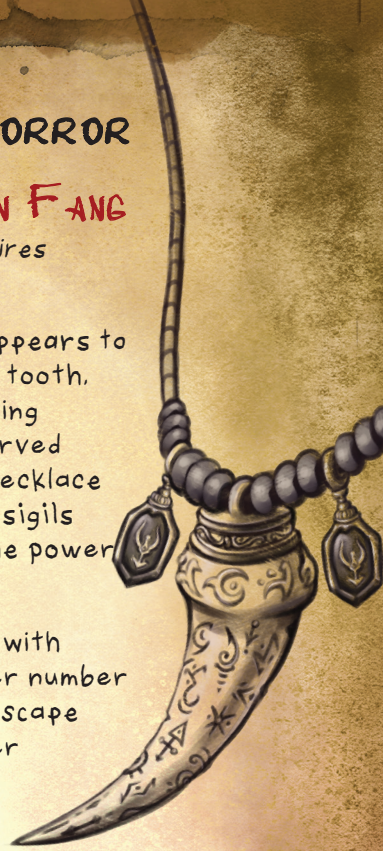
These teeth can be found with surprising regularity; the sheer number found across the Murkan landscape suggests that the teeth either come from a great number of creatures, or one single creature with the ability to rapidly regrow teeth. It is the process by which the base material is turned into a magical item that makes it so rare—the teeth tend to explode at the slightest mistake in their inscriptions, likely a result of the innate chaos that resides within them.

While attuned to this object, you gain the following effects:

Reckless Courage. All Strength-based melee attacks you make are made with advantage. However, all attack rolls against you also have advantage.

Obscene Luck. While you're wearing it, any critical hit against you becomes a normal hit.

Catch These Hands. All unarmed attacks using Strength as a modifier deal 2d8 damage. These attacks are considered magical.



What in the Sam Hell is that? That's my tooth! How did this hairy son of a gun get my tooth? Why... Why's my tooth here?...
— Flow-Drahan Man

CW: BODY HORROR

TOOTH PICK

Wondrous Item, rare (requires attunement by a creature that owns an instrument)

At first glance, it appears to be a nice, if oversized, human tooth: Crown, neck, and root all visible. But, on closer inspection, the surface refracts light in strange ways, appearing to change forms (a palm tree, a puppy, a pickaxe) until it's clear you are holding something entirely different. Then, you blink, only to find that, of course, it's just a tooth.

But hey whatever, it fits just right in the fingers. And, with those two roots, you could double-pick real easy. Yeah, this thing would make a rad lute pick!

While attuned to this object, you gain the following effects:

Fevered Tones. You gain advantage on all Performance and Persuasion checks. Any time you roll a natural 1 on a Performance or Persuasion check, roll on the Sorcerer's Wild Magic Surge table.

Rootpickin'. Twice per day, when using an ability that consumes a use of Bardic Inspiration, you may choose an additional target to gain the effect.

Flow-Drah Heat. Once per day, as an action, you gain immunity to fire damage for 5 rounds.



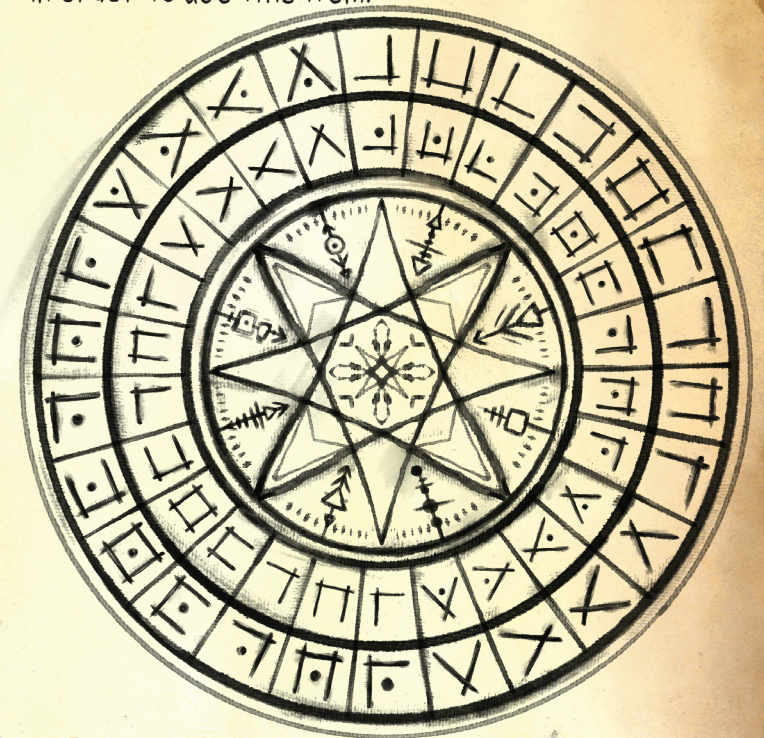
VANA'S WHEEL OF LANGUAGES

Item, rare (requires attunement)

This item appears to be made out of a softwood, and consists of two rotating wheels with symbols on the surface. The wheel is embossed and holds several small, semi-precious gems embedded into the center. It can fit comfortably in your palm and emits a warm heat when held.

Holding the wheel up to your eye you see a beautifully dressed, blonde-haired woman appear and gently tap each letter, translating the words into one of your known languages. With the wheel, you can read any language; but you cannot write or speak any languages translated by the wheel, and you cannot speak or interact with the woman.

You must be able to read at least one language in order to use this item.



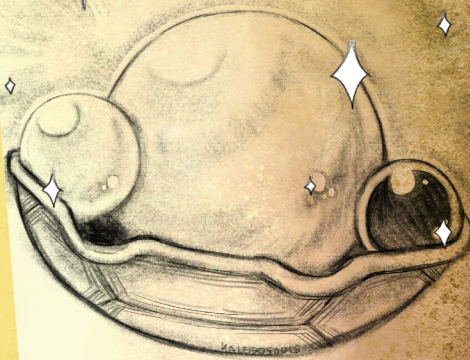
There must be some correlation between cryptids and their various denticles. Jewelry, tokens, trinkets, tools, ornaments for land-based vehicles; the cryptid use of teeth is far outside the realm of common dentition. Perhaps my own teeth would hold some... as yet unseen potency...

Handwritten text in a cryptid script on a yellow sticky note.

I slavishly tracked down the famed "Turtle of Tusco" the moment I heard common folk somehow benefited from his presence — so many of us cryptids are reviled and feared. When the kindly creature handed over three perfectly smooth pearls, I knew that magic and cryptids were, to their core, connected with one another, for good or bad, destruction or... something else. Further study is needed.

In the earliest days of my research, I had hoped that more cryptid-crafted magic would be as warm and wholesome as Oscar and the beneficent pearls made from his tears.

Upon further study — noooooooooooooope. Cryptid magic is... well, it's a lot.



OSCAR'S TEARS

DAMN...
I'M A CRYPTID?!

-Flow-Drahian Man

SURVIVAL TIP:

ALWAYS

BE POLITE TO YOUR
HOSTS.

Handwritten text in a cryptid script on a yellow sticky note.

CHAPTER 5

SPELL STUDIES AND AFTERWORD

Hopefully, my notes have kept you safe and sound against the Murkan threat! This is the part of the book where I put up my feet and let out my fur a little.

The East Coast of Murka has been — well, it's been something. I'm still not entirely thrilled with the fact that the Gator Beast forced me to buy her merchandise to take home with me. I mean, she said I didn't have to, but who says no to a woman with a human finger stuck in her maw?

After some initial concerns, I've decided to continue my journal by re-visiting the West Coast of Murka. There are a number of cryptids out that way that would make for a fascinating second edition. I'm also fascinated by the rumors I've been hearing about some sort of unrest out on the West Coast. A threat bigger than Murikans and their ever-growing need for more, more, more.

But that's a darker note than I'd like to leave my book on. Instead, I'm going to share something new and exciting: the Flow-Drah Man.

During my travels, I kept hearing tales about this fascinating new cryptid but never met him in person.

Apparently, he's known for crazy outlandish stunts, but he may not realize he's a cryptid. Can you imagine? The chance to not just meet, but shape a fresh, young cryptid? Clues on where to find him were nonexistent, but his teeth, oddly enough, were everywhere.

What else can one do? Nothing, but look to the next big discovery!

I will leave you with a **list of spells** I have collected from the help of the Van Hellsong order and some garbled (painful) information from the Flatworm Monster.

Well, that's all for now my cryptid family!
Be safe. Be wary.
Stay weird.

CW: BODY HORROR

Flesh Gate

3rd level conjuration
Casting Time: 1 action
Range: 30 ft
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Bard, Cleric, Warlock

You and up to four willing creatures you can see within range are connected through this obscure spell that unites your bodies on a metaphysical level. Each creature under the effect of this spell may use a bonus action on their turn to appear within 5 feet of an ally currently affected by this spell that they can see. The creature emerges from their ally's head, unharmed. The range of this spell is only limited by line of sight and can only work to teleport to places on the same plane of existence. Additionally, each affected creature gains temporary hit points equal to 1d4 plus your spellcasting modifier when the spell is cast.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you may add an additional 1d4 when you roll for temporary hit points granted by this spell.



CW: INSECTS

Gaze of the Moth

3rd level divination
Casting Time: 1 minute
Range: touch
Components: V S M (lamp oil and dust from a moth's wing)
Duration: 10 minutes
Classes: Bard, Cleric, Druid, Wizard

You can touch a willing creature and bestow the ability to see into a fractured future. For the duration, choose one of the following effects:
The target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Other creatures have disadvantage on attack rolls against the target for the duration.

As seen in a popular series used by a great fictional wizard, you can cast a spell that creates a spirit moth in the target's hand. This spirit will carry a spoken message of up to 1000 words to a single named target of the spell recipient's choosing that they are familiar with. The moth is almost invisible, travels at a 20ft per round, and does not stop until reaching the designated target or being dispelled.

My great aunt Eudora had one of those goats that'd scream and pass out. She'd sit out there for hours AHHHHH! and it'd just...

Is that weird?

- Flow - Drahan Man

High Note from Hell

2nd level evocation
Casting Time: 1 action
Range: 30 ft
Component: V
Duration: Concentration, up to 1 minute
Classes: Bard

This spell was devised by a bard who heard the phrase, "you don't have the range" from a vicious critic. After studying the great power of the Goatman, she learned to harness powerful vocal magic for herself. Choose one creature you can see within range. That creature must make a Constitution saving throw as you assail it with a note so high that disrupts the senses. On a failed save, the creature is deafened and stunned for the duration of the spell as it totters around in its space in a daze. At the beginning of each of the creature's turns, it can repeat the saving throw to break the effect of the spell.

This spell has no effect on creatures made from inorganic material, or that are already deafened.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each level above 2nd.

CW: PARASITES, BODY HORROR

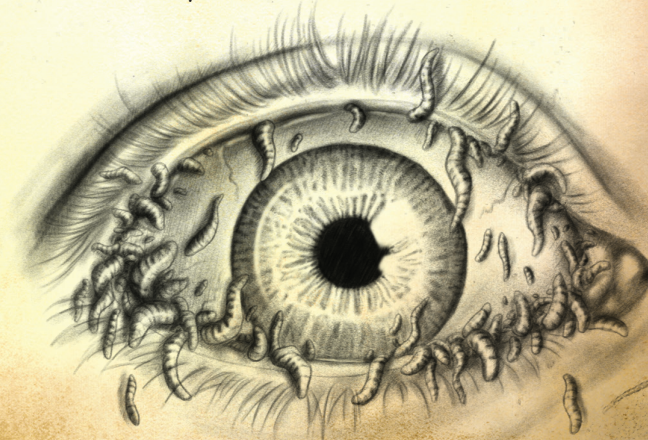
Monsters Inside Thee

3rd level necromancy
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a ration of leech jerky)
Duration: Concentration, up to 1 minute
Classes: Bard, Druid, Sorcerer, Warlock, Wizard

There are trillions of microorganisms in the average creature's body, and this spell savagely turns them against their host in a devastating feeding frenzy. Choose one living creature within range of this spell. That creature must make a Constitution saving throw. On a failed save, the creature takes an initial 4d6 necrotic damage and gains the poisoned condition for the duration of the spell. On a successful save, it takes half damage and the spell ends.

For the duration of the spell, the afflicted creature must make an additional Constitution saving throw at the start of each of its turns. On a failed save, the spell continues and the creature takes necrotic damage equal to 2d6 plus your spellcasting modifier.

If a creature dies while under the effects of the spell, its body is stripped clean, leaving only pristine-white bones and material possessions behind. Casting at a higher level spell slot: When you cast this spell at 4th level or higher, you can target an additional creature for each spell slot above 3rd.



CW: STALKING

They Draw Near

4th level conjuration
Casting Time: 1 action
Range: 60 feet
Components: V S M (A small bag containing something, but you don't know what.)
Duration: 1 hour
Classes: Bard, Sorcerer, Warlock

You curse a creature to draw the attention of an unknown horror, which slowly stalks their target. The target must make a Charisma saving throw. On a success, the spell has no effect. On a failed save, the curse manifests as a stalking horror that cannot be perceived by anyone other than the cursed creature. Whenever the cursed creature does not move at least 25 feet in a round, they take 3d4 piercing damage at the end of their turn from the horror. This damage cannot be reduced or prevented.

Over time, the horror begins to weaken. For every 10 minutes the curse is active, its damage is reduced by 1d4 to a minimum of 1 damage after 30 minutes.

Reach Beyond

2nd level divination
Casting Time: 1 action
Range: 30 ft.
Components: V S M (A cracked scrying orb)
Duration: 1 minute
Classes: Bard, Cleric, Warlock, Wizard

For a fraction of a moment, you tear away the veils of perceived time and space, allowing a target creature to see across dimensions. The target must roll a d20. On a roll of 01-15, they are stunned until the end of their next turn. The target still gains the following benefits:

When the spell is cast, for the next minute, the target gains +1 AC, advantage on concentration checks, and can reroll one attack roll or one saving throw.

Stitch The Veil

6th level transmutation (ritual)
Casting Time: 12 hours
Range: Touch (40,000 ft²)
Components: V S M (An item of personal value to the caster which is consumed, rare foliage, and powdered gemstones worth at least 1,000 GP)
Duration: 6 hours
Classes: Cleric, Druid, Warlock, Wizard

You create a zone of power that invites magical travel that protects up to 40,000 square feet of floor space, up to a height of 30 feet above the ground. The zone weakens the barriers between planes.

Any spell or ability that uses magical transportation (such as teleport or plane shift) automatically succeeds if the destination is within the zone of power created by this spell.

In addition, any roll using percentile dice made while within in the zone is made with advantage.

A creature can aid in the casting of this ritual by contributing an item of personal value to the casting, which is

consumed. For each creature assisting in this way, the casting time is reduced by an hour, to a minimum of 1 hour.

The spell's area can't overlap with the area of another *stitch the veil* spell. If you cast this spell in the same area every day for 5 days, the spell lasts until dispelled.

Any creature familiar with the spell's area of effect may spend 10 minutes focusing on it to attempt to teleport to the area even if they are incapable of casting spells. The creature must roll a d100 and consult the effect table.

d100	Effect
01	You appear in an unoccupied space on a random plane of existence. You then drop to 0 hit points and begin making death saving throws.
02 - 25	Make a DC 25 Wisdom saving throw. On a successful save, you appear in the spell's area of effect and suffer 4 levels of exhaustion. On a failed save, you appear in an unoccupied space on a random plane of existence.
26 - 50	You appear in the spell's area of effect. Make a DC 18 Wisdom saving throw. On a successful save, you suffer 2 levels of exhaustion. On a failed save, you suffer 4 levels of exhaustion.
51 - 75	You appear in the spell's area of effect. Make a DC 18 Wisdom saving throw. On a failed save, you suffer 2 levels of exhaustion.
76 - 100	You arrive at a chosen point within the zone, without harm.

Traveler's Boon

2nd level enchantment (ritual)
Casting Time: 1 minute
Range: 30 ft.
Components: V, S, M (a train or a ferry ticket)
Duration: 8 hours
Classes: Cleric, Druid

Old and fearsome creatures haunt the lonely byways of the Northeast; if travelers are not careful, they may be lost forever.

This spell grants up to six creatures that you can see within range a measure of protection on the road. For the duration, while traveling on a road, path, or trail, the target has advantage on Perception and Survival checks as well as advantage on saving throws against charm and fear effects.

In addition, the target can move across difficult terrain not created by magic without expending extra movement.

Must locate someone to help me cast this in Sea-Adled.

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