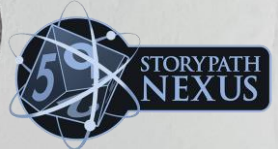


SCION

GUIDE TO CRYPTIDS OF NORTH AMERICA



David Fuller



A Quiet Lake Morning

The sound of oars smacking the calm waters of Lake Accotink mingled with the calls of waterfowl as the first rays of light came over the horizon. Josie enjoyed the feeling of the crisp morning air on her skin as she rowed, letting it take her back some years to her days on the West Potomac High Boys' Crew. Out on the water, she always knew who she was, even when the rest of her life was complicated.

Josie's quiet morning was interrupted by shouts from the shore. She turned to see four figures running in either panic or excitement through the tall grasses towards the water's muddy edge.

"How did you not see that thing?" the tall, young woman in front shouted to her companions. She had long red hair and dressed as she had stepped from the pages of a pulp novel. Josie's curiosity was piqued, and she surreptitiously turned her boat in their direction.

"That's what you get for putting me in front! It's not my fault the hazards always miss me." The second person to arrive was a lithe, androgynous figure who moved with a strange kind of grace. Their outfit was even more outlandish than the first, an eclectic mix of patterns and styles that just seemed to work somehow, even with the multi-colored hair hanging in their eyes.

The last two members of the group finally caught up with the others. One was an incredibly tall, scruffy man, wearing thick glasses and carrying multiple books under each arm despite having an empty bag on his back; the other was a short young woman wearing a black lace dress and combat boots, a wide black hat on her dirty blonde hair. In her arms was a large notebook.

"Can we focus on escaping, please?" Bean Pole sighed in exasperation.

Josie had almost reached them at this point and shouted in their direction, "Hey! Do you need help?" Red finally noticed Josie and opened her mouth, only to be interrupted as a massive, long-necked monster crashed through the trees.

"IN THE BOAT!" she commanded and was immediately followed by the others as she splashed into the water. Josie froze at the sight of the beast, a hundred yards away but closing

much too quickly. Every local knew the legend of the Snallygaster, but she had never expected to see it in person. She shook herself and maneuvered her boat closer to the strange little group,

"Hang on! I'm almost to you!" she shouted. The group was in waist deep water now, Bean Pole and Goth Girl holding their books aloft. Josie reached them just as

the Snallygaster made it to the water's edge. It let out a piercing screech and extended its giant, bat-like wings, before slowly taking to the sky.

"Here! Grab on!" Josie helped Red and Patches into the boat, carefully preventing it from tipping. Patches did an impressive, if unnecessary, roll over the edge and into a perfectly seated position. The books landed next with a heavy thump at Josie's feet while she helped the last two people into the boat. Goth girl hopped in quickly, but Bean Pole flailed his limbs and got stuck. The boat began to tip as Josie watched the beast rise high in the sky.

"Crap, Alex!" the red-haired woman worked with Josie to pulled the gangly man in, and the boat balanced out. Josie began to row away from the monster as fast as she could, not knowing where to go to outrun something that could fly. She looked at the four individuals for some direction.

"Hey folks, I hope you have a plan."

Patches smiled, "Luckily, there were drone races scheduled this morning on the other shore...."

Josie felt a peculiar tension in the air, like fabric being stretched. As the Snallygaster dove at them with a roar, dozens of drones filled the air around it. They bounced off the beast, confusing its flight and sending it careening into the water with a mighty splash. Josie did not wait; she pulled the oars with all her strength. Red picked up the spare oars and started helping. The boat sliced through the water as though it had a full crew. Red grinned over her shoulder at Josie.

"Thanks for the assist. Name's Aoife. The lucky jerk over there is Sam." Patches gave a charming smile, displaying beautiful eyes and disarming dimples. "The artist is Raven, and this mess of limbs and books is Alex. We're a band of Scions trying to study cryptids."

Scions? Josie enjoyed her quiet mornings on the lake, but as fate coiled around her, she realized she could use a bit more excitement in her life.

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Xander, Raven, Sammy, Aoife, and of course, Kate.



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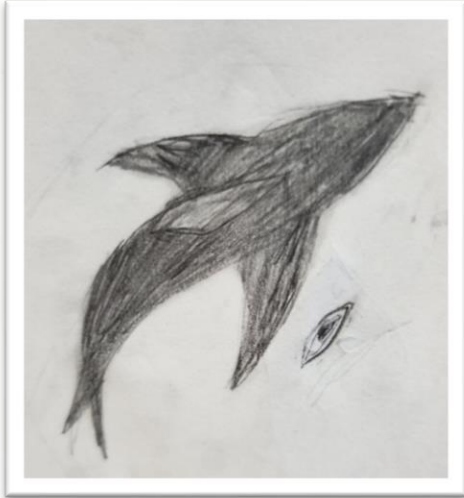
INTRODUCTION

A wide range of strange and unusual creatures fill The World. Many are directly linked to the legends of a particular Pantheon's Gods or Titan, but there are those bizarre beasts that no group claims. Most scholars categorize these anomalies into the classification Cryptid.

The following book is an in-world guide to some of the cryptids of North America, as written and illustrated by a band of Scions that have made cataloging The World's strange creatures and locations their quest. Each entry will have multiple parts, not typically found in Scion antagonist write-ups. These include personal observations from various members of the band of Scions and sometimes an image from the sketchpad of the band's artist. The band consists of Alex, a Scion of Djehuty that works to catalog accurate facts about The World's bestiary, Raven a Scion of Prince Nezha acts as the group's artist, Sam a Scion of Odin that just wandered into the group one day, and Aoife a Scion of Brigid, who serves as the band's fearless leader.



THE BLACK DEMON



Archetype: Titanspawn

Qualities: Apocalyptic Presence, Armor Piercing, Heavily Armored, Keystone: Salt Water, Tough as Nails

Flairs: Penetrator, Second Wind, Seeing Red

Drive: Feed.

Primary Pool (13): Bite, Swim Maneuvers

Secondary Pool (11): Stealth, Tracking

Desperation Pool: 7

Health: 10

Defense: 4

Initiative: 10

Extras: Size 4

Alex: “At least one Megalodon survived to the modern day. Terrorizing fishers and beachgoers up and down the Mexican west coast. Able to devour entire boats in one gulp, the Black Demon has attracted many would be shark hunters, most of which have returned empty handed or haven’t returned at all.”

Sam: “So I took a swim off the Baja coast. Admittedly I was out there hoping to run into the shark, so I was disappointed when I never did. What I did find was a sunken ship, which was exciting on its own. So, I put on diving gear and start exploring down in the wreckage, and I found what sunk the vessel: massive bite marks. These holes were clean through and large enough to drive a car through. Still a little sad I didn’t run into the big guy.”

CHUPACABRA

Archetype: Monster

Qualities: Heavily Armored, Twitchy, Unnatural
Hunger: Blood

Flairs: Here I Come

Drive: Find blood and survive.

Primary Pool (11): Stealth, Biting

Secondary Pool (9): Athletic Feats, Claws

Desperation Pool: 5

Health: 6

Defense: 4

Initiative: 9

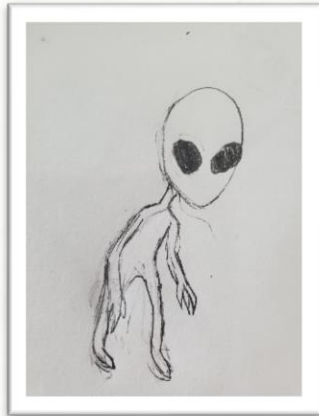


Alex: “I do not wish to spend much time on the Chupacabra as one attacked my dog once, and I do not want to speak of it. Just know that they are about the size of a human child, covered in scales and a row of spines down its back. They have large eyes and between one and three pointed fangs protruding from their mouths. Oh, and they hop around like an evil kangaroo.”

Sam: “So I was visiting Mexico with some friends, and we decided to take a walk on a clear night to see the stars. We hear this little snarl, like from a medium dog, and next thing you know this little goblin thing is on my pal’s back trying to drink his blood. Good thing I was there to hit it with my sick moves or my friend would be a drained husk.”

Aoife: “Chupacabra usually don’t attack people, so I’m not sure how lucky Sam’s friends were that night.”

DOVER DEMON



Archetype: Monster

Qualities: Shroud

Flairs: Dread Gaze, Making Space (Telekinetic Push)

Drive: Unknown. Possibly to observe our world.

Primary Pool (11): Stealth, Perception

Secondary Pool (9): Technology, Empathy

Desperation Pool: 5

Health: 6

Defense: 4

Initiative: 9

Alex: “With irrefutable proof that the Gods and the Titans exist, we sometimes have to stop and ask ourselves, “what else is out there?” The Dover Demon is the first creature in this journal that may have origins somewhere other than Earth. The Dover Demon matches many descriptions of little gray men; skinny body with a large head that holds two glowing eyes. Long, thin arms that end with spindly fingers. The origins of this strange creature remain a mystery, even to Scions.”

Aoife: “Don’t let Alex scare you. While many normal citizens of The World have seen the Dover Demon moving through the suburbs and cities of the Northeast, there are zero accounts of this oddity showing aggression. If my college is right and the Dover Demon is from another world, I say we should try and make friends with it. I’m sure it’s friendly enough.”

THE FLATWOODS MONSTER

Archetype: Titanspawn

Qualities: Apocalyptic Presence, Baleful Touch (Heat), Flight, Heavily Armored, Regeneration

Flairs: Long Arm (Tractor Beam), Petrifying Gaze (Death Ray), Spray N’ Pray,

Drive: Destroy all humans!

Primary Pool (13): Ranged Attacks, Flight Maneuvers

Secondary Pool (11): Technology, Touch Attacks

Desperation Pool: 7

Health: 10

Defense: 4

Initiative: 10

Extras: Size 2



Alex: “We are not alone on Earth, and I’m not talking about your everyday Titanspawn. I’m talking about visitors, from another world, which makes me think of The Flatwoods Monster. Arriving in West Virginia via spacecraft, The Flatwoods Monster towers over normal humans, and that’s before it begins to fly on strange energy jets. This extraterrestrial visitor has a spade-shaped head (or wears a spade-shaped helmet) and can shoot lasers out of its eyes.”

Sam: “So Alex might be onto something with this one. We all encountered one of these things while camping in West Virginia. Its clothes seem to be some battle armor, and it gives off a strange whirring sound when it begins to hover. Oh, and if I weren’t so lucky, its eye lasers would have fried me to a crisp. I’m not sure where this crazy thing is from, but I don’t feel any pantheon is going to claim it.”

FLITTERBICK



Archetype: Mooks

Qualities: Flight, Shroud, Twitchy

Flairs: Here I Come

Drive: Gather food for winter. Flee from predators.

Primary Pool (5): Flight Maneuvers, Stealth

Secondary Pool (4): Perception, Larceny (Small Objects)

Desperation Pool: 2

Health: 1

Defense: 1

Initiative: 3

Alex: “The Flitterbick is a harmless flying squirrel found throughout North America. The thing that makes the furry creatures remarkable is how incredibly fast they are. When flying, these squirrels move so quickly that they become invisible. Included in our guide because Aoife finds them to be adorable.”

Aoife: “I love flitterbicks so very much! These little guys zoom back and forth eating nuts and berries and just living their best flying squirrel lives. And Alex is far too dismissive about a useful ally in the war against the Titans. He sees a silly flying critter, and I see a complex information network waiting to happen. The trick is to befriend a flitterbick and learn how to speak its complex squirrel language. From there you have a lightning fast messenger that can glide right over the heads of the Titan’s servants. Try thinking outside the book every once and a while, Alex.”

JACKALOPE

Archetype: Monster

Qualities: Natural Weapon, Sure-Footed, Twitchy

Flairs: Here I Come

Drive: To be the best.

Primary Pool (11): Antler Attack, Running

Secondary Pool (9): Performance (Mimicry), Feats of Stamina (Drinking)

Desperation Pool: 5

Health: 6

Defense: 4

Initiative: 9



Alex: “A staple of the American legend, Jackalopes are a surprisingly vicious race of antlered jackrabbits. Jackalopes are host to a variety of interesting traits, such as impressive speed, sharp antlers, the ability to mimic the human voice and sing (they are all tenors). Jackalopes are known to prefer whiskey, and some tales have them drinking humans under the table. Finally, for reasons that are not at all clear, they can only mate during lightning strikes.”

Sam: “It’s a very long story, but let’s say I have formed a sort of rivalry with a specific Jackalope. We will call this one Charly. I have defeated Charly in a foot race, but he was the victor in a singing competition. Due to this, we are currently tied. I plan to build an immunity to the negative effects of whiskey and challenge it to a drinking contest.”

Aoife: “Sam has a death wish, and it will be embarrassing to have known a Scion that was killed by a horned rabbit.”

JERSEY DEVIL



Archetype: Monster

Qualities: Flight, Natural Weapon, Twitchy, Heavily Armored

Flairs: Here I Come

Drive: Find food and avoid notice

Primary Pool (11): Flight maneuvers, Claw

Secondary Pool (9): Tracking, Stealth

Desperation Pool: 5

Health: 6

Defense: 4

Initiative: 9

Extras: Size 1

Alex: “The Leeds Devil, or Jersey Devil as it is commonly known, is a cautionary tale into why mere mortals should stay away from sorcery. Back in the 1700s, a family of sorcerers made deals with dark forces to gain power beyond that gained from studying ancient text. In exchange, the thirteenth child of the family would be cursed to be a “demon” made flesh. And so, the Jersey Devil was fated to enter existence. Towering over all, but the tallest of men, the hooved beast has large bat-like wings, a forked tail and a head that is somewhere between a goat and a horse.”

Aoife: “I ran into the Jersey Devil once while jogging in Mercer Park. The Devil name is fitting due to its tail and all, but it gets a bad rep. When it realized I could see it, the thing took flight and vanished in the treetops. I think the big guy was scared of me.”

MOTHPMAN

Archetype: Titanspawn

Qualities: Apocalyptic Presence, Flight, Natural Weapon, Twitchy

Flairs: Curse, Dread Gaze, Sorcery: Chaos

Drive: Bring tragedy and destruction wherever you go.

Primary Pool (13): Claw, Placing Curses

Secondary Pool (11): Flight Maneuvers, Stealth

Desperation Pool: 7

Health: 10

Defense: 4

Initiative: 10

Extras: Size 2



Alex: “Possibly the most well-known modern American cryptid, the Mothman is mostly found in the mountains of West Virginia, but with a rise in Titan related conflicts, Mothman sightings have started to spread throughout a wider area. Standing between six and seven feet tall, with large wings and glowing yellow eyes, the Mothman contains the unusual ability to cause chaos and misfortune wherever it goes. Most believe that the Mothman is responsible for many random acts of destruction, most famously the collapse of the Silver Bridge. Possibly the creation of some God or Titan of fate. Will require further research.”

Aoife: “When tracking the Mothman, you need to watch out for those spotlight eyes of theirs. They lock onto you and freeze you right up. Try to approach them using as simple of tools as possible, since their weird fate bending tricks tend to lead to guns jamming and flashlights going out. And of course, don’t forget that this tricky sucker can fly, so bring some way to deal with them in the air or trap them on the ground.”

OZARK HOWLER



Archetype: Monster

Qualities: Heavily Armored, Natural Weapon, Stand Tall

Flairs: Making Space

Drive: Just be left alone.

Primary Pool (11): Brawl, Survival

Secondary Pool (9): Intimidation, Tracking

Desperation Pool: 5

Health: 6

Defense: 4

Initiative: 9

Extras: Size 1

Alex: “The dreaded Ozark Howler is a horned bear with glowing red eyes. Appearing throughout the American South, the Ozark Howler is believed to be a death omen. This fact possibly links it to Cheeby-Aub-Oozoo, the Manitou Chief of the Underworld. There are very few records of anyone attacked by the Ozark Howler, and even then, it is usually revealed to be some hunters trying to kill the beast or some teenagers, challenging each other to sneak into the death bringer’s territory.”

Aoife: “When I heard that the Ozark Howler might be a big teddy bear, I had to see for myself. I got the Band together, and we started hiking through the Ozarks. So, we were up in the mountains, and we found a cave with all the signs of being the Howler’s domain, which means we, of course, went inside. A little way into the vast cave system, we ran into a large brown creature with red glowing eyes as it turned a corner. We screamed; it screamed, and everyone ran in the opposite direction. Ozark Howler: confirmed softie.”

SASQUATCH

Archetype: Monster

Qualities: Stand Tall, Sure-Footed, Toxic (Aerosol - Stench)

Flairs: Making Space, Seeing Red

Drive: Stay hidden and survive.

Primary Pool (11): Fist, Stealth

Secondary Pool (9): Rocks, Perception

Desperation Pool: 5

Health: 6

Defense: 4

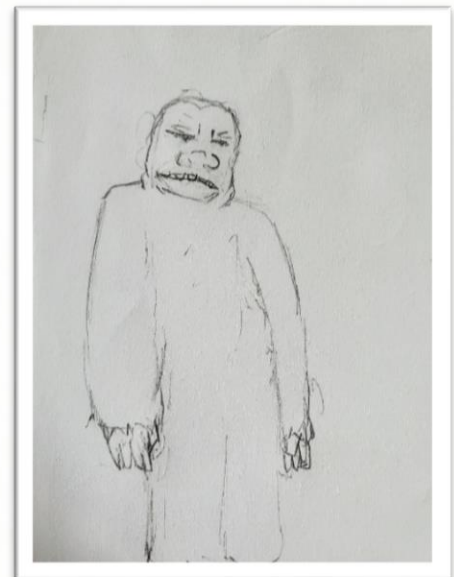
Initiative: 9

Extras: Size 1

Alex: “Sasquatch, also known as Bigfoot, is halfway between a human and primate. Walking with an upright posture, but with extended arms, similar to an ape, Sasquatch is likely a creation of the Manitou Gods. It has been seen all over the upper half of North America, usually near long stretches of forest.”

Aoife: “Alex forgot to mention that Sasquatches smell terrible. These hairy beasts are surprisingly good at hiding, but once you know that stench, you’ll recognize that you’re in Sasquatch territory from a mile away.”

Sam: “I’m not sure what Aoife is talking about. I’ve always had a head cold when we’ve run into Sasquatches, so I didn’t smell them at all.”



SNALLYGASTER



Archetype: Titanspawn

Qualities: Apocalyptic Presence, Flight, Heavily Armored, Natural Weapon, Toxic: Breath

Flairs: Detonation: Range, Long Arm, Seeing Red, Spray N' Pray, Suck It Up, World Shaking

Drive: Attack anything that enters your territory!

Primary Pool (13): Bite, Flight Maneuvers

Secondary Pool (11): Ranged Attack: Breath Attacks, Perception

Desperation Pool: 7

Health: 10

Defense: 4

Initiative: 10

Extras: Size 4

Alex: "The Snallygaster is a dragon-like beast that likes to patrol the Maryland and Washington D.C. areas. First spotted by farmers in the 1700s, the Snallygaster is likely connected somehow to the divine dragons or perhaps an associated God. In the early 1900s, this Titanspawn made so many headlines that Teddy Roosevelt considered hunting it, which would have gone poorly, since it is a beast filled with divine energy, and Teddy Roosevelt was a man, with an impressive mustache."

Aoife: "I'm not sure why there is a dragon thing in North America, but I know I want to capture one! So far the closest I've come is running into one of the long-necked beasts while fighting a gang of grumpy centaurs. The equines ran off as soon as they noticed it, but not me. I stayed and tried to pull the thing down to the ground by the neck. Unfortunately, it flew away, but if I can get another band to help us, I know I can bag one for a pet."

YUKON BEAVER EATER

Archetype: Monster

Qualities: Natural Weapon, Stand Tall, Unnatural Hunger: Beavers

Flairs: Making Space, Penetrator

Drive: Sleep, find, and eat beavers, sleep.

Primary Pool (11): Claws, Survival: Finding Beavers

Secondary Pool (9): Tracking, Feats of Stamina

Desperation Pool: 5

Health: 6

Defense: 4

Initiative: 9

Extras: Size 2

Alex: "A creature first discovered by the ancestors of the Canadian First Nations, the Yukon Beaver Eater is a massive creature, covered in long fur, that is said to exist near rivers and streams. All records describe this strange monster as looking very similar to the believed extinct ground sloth, though that would not explain why it seems to only feast on beavers."

Sam: "So I was ordered to collect a still living beaver from a river in Canada. Don't ask the reason why it's not important. Anyways, I come across a dam and start poking around to get a beaver to come out when I hear the sound of some trees falling over behind me. I turn around, and the biggest sloth I'd ever seen was standing over me. We looked at each other and reached a gentleman's agreement that he could have the dam, and I would move on down the river. Don't worry; I eventually found a live beaver."

