

# SCION

## GUIDE TO CRYPTIDS OF SOUTH AMERICA



David Fuller



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## SPECIAL THANKS TO

Kate, Xander, Raven, Sammy, and Aoife.



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# A SCION WENT UP A MOUNTAIN

Did you know, Ojos del Salado roughly translates to “Eyes of the salty one”? Alex read from his guide book.

“Did you know that you should pay attention where you’re putting your feet when someone is below you”? Josie snarked from behind, her fingers barely escaping being stepped on by his size 13 boots. A smiling voice called from about thirty feet up, “Play nice, everyone! We’re almost to the top!”

Aoife, unsurprisingly, led the climb. Nearby, taking their own path, Sam hopped from rock to rock, landing on ledges much too small for an average human to balance on. Josie’s mortal muscles were beginning to ache, despite her athletic body. It was always a challenge keeping pace with the band of Scions.

“So, when we get to the top, we can take a break, right? Maybe catch our breath?” huffed Josie. The red-head laughed back, “Sure thing, Josie! We should have plenty of time to enjoy the view.” Josie sighed in relief before nearly crashing into Alex again, who had stopped to mutter, “Hmmm... I feel like there’s something I’m forgetting.”

The view at the top of the volcano was indeed magical. The Pacific Ocean glittered in the West, while vibrant green flowed in every other direction, dotted with towns and cities. Raven sat down excitedly and began to recreate the vision on her tablet, as Josie collapsed beside her. She watched Aoife search around before finding the reason they had all climbed the world’s largest volcano. There, on a shelf just barely inside the volcanic crater, was a red stone, the size of her fist. One might confuse the rock for ruby, but Josie knew better. This was a relic, one that belonged to a friend of Aoife’s, and they were here to return it.

“Sam, give me a hand!” Aoife called out. Sam danced along the edge of the rim like they were an acrobat on a tight rope. “Sure thing,” the roguish Scion smiled as they took Aoife’s arm and walked her to the shelf. A sharp hissing sound came from inside the volcano; Alex’s eyes went wide. Josie looked around. “Did everyone hear that?”

Aoife waved her off as she and Sam were reaching the ledge with the ruby relic. “Yeah, probably some gas

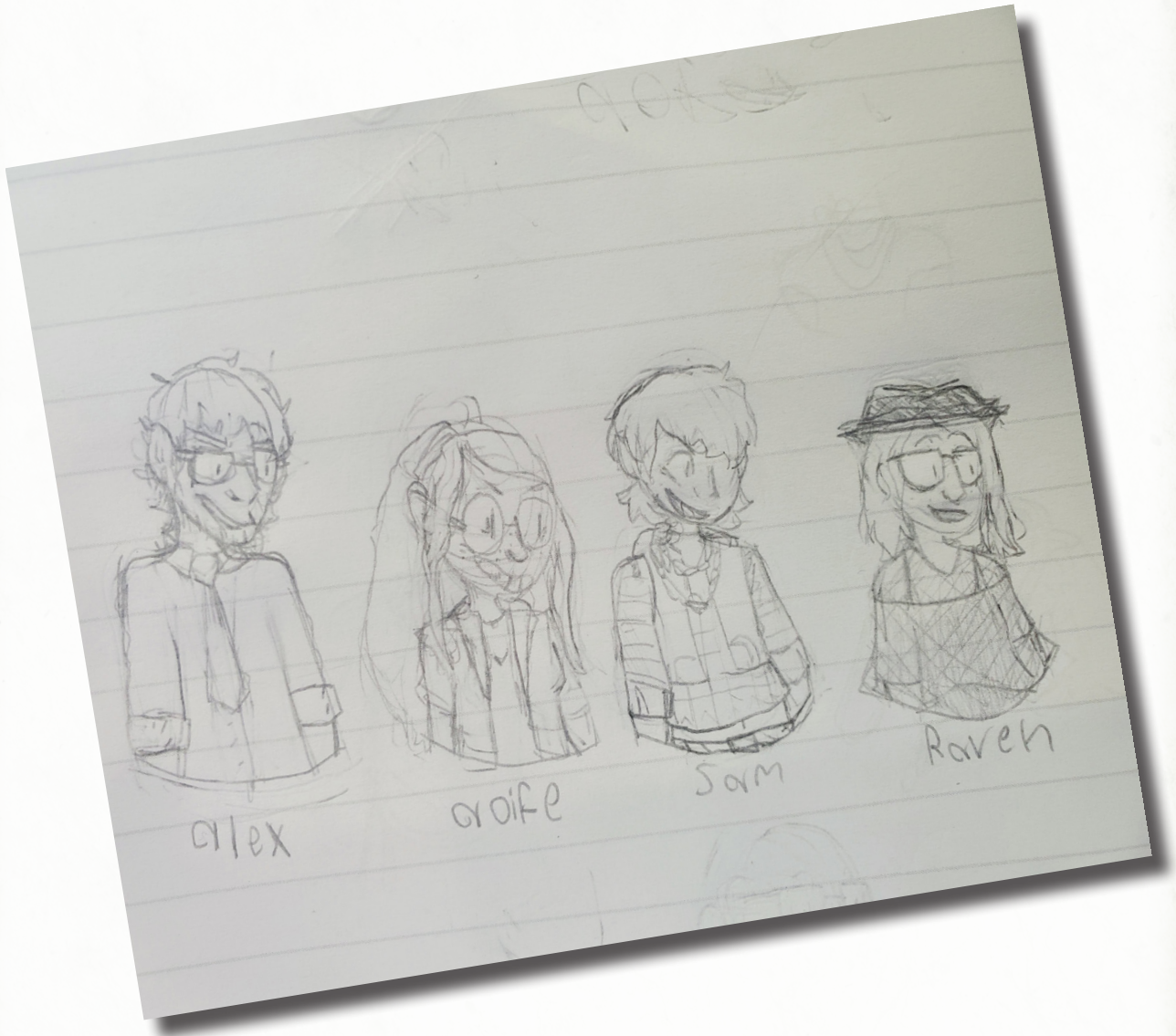
pushing through the rocks. Nothing to worry about.” She turned her attention back to the red stone. “There you are,” she murmured as her hand closed around the relic. The volcano shuddered. Alex smacked his forehead and ran to the edge, “We forgot to bring a sacrifice for the Cherufe!” Sam tilted their head at Alex and opened their mouth, but was interrupted as a massive arm of glowing orange and black stone reached out of the volcanic fumes and shattered the platform where he and Aoife stood. The red-head began to fall, but Sam caught her arm as their feet clung to the wall of the volcano as if standing on a flat surface. With a grunt, they swung Aoife up to the lip of the crater. The Cherufe lunged out of the fiery pit and began to pull itself over the rim. Sam ran out of the volcano shouting, “Rock monster! Everyone, down the mountain!”

Josie was the furthest from the Cherufe and began to scramble down the steep rock face, “Is running from monsters a regular thing with this group?” Raven quickly passed Josie, shoving her tablet back into her hip satchel and giving her mortal friend a quick head nod of confirmation as she passed.

Faster than seemed reasonable to Josie, the group neared the tree-line. Suddenly, Aoife shouted: “Get’em!” Sliding out from behind the trees, dozens of warriors wielding bows screamed battle cries at the lava monster. The band of adventurers ran past Aoife’s followers as they unleashed a wave of arrows at the Cherufe, chipping away at the rocks that held the monster together. The beast roared, lava spilling from its wound. Josie was the last to make it to the archers, so she saw the fear on their faces as they also turned to run. Risking a glance over her shoulder, Josie watched the Cherufe begin to fall to pieces, unleashing a wave of lava that poured down the mountain.

Sam’s voice shouted from somewhere up ahead, “Jump!”

The trees opened up for the band and the warriors, revealing bright blue waters far below. Aoife grabbed Josie, “Got you!” and she jumped. Josie’s last thought before crashing into the water was about how exciting life had become since joining the Scions.





# TABLE OF CONTENTS

FICTION 3

INTRODUCTION 6

SOUTH AMERICAN CRYPTIDS 7

# INTRODUCTION

A wide range of strange and unusual creatures fill The World. Many are directly linked to the legends of a particular Patheon'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 South 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.



## Ahuizotl

Alex: "The Ahuizotl is a noteworthy member of this guide as it is tied to one of the major Pantheons, namely the Teōtl. A strange creature, the Ahuizotl hunts by submerging its dog-like body into the shallows of bodies of water while its tail is above the surface. At the end of the tail is a human-like hand that the Ahuizotl uses to grab the legs of passersby before pulling them to their doom. When forced out of the water, the Ahuizotl is still dangerous. Its fur is thick and spiky, providing a natural form of armor."

Aoife: "The real tragedy of the Ahuizotl is that its main method of tricking prey plays on our impulse to help those in need; in this case, helping someone that is drowning. You see a human hand reaching out of water, making a flailing motion, your instinct is to try and pull them out, and this creature knows that. I hope that Ahuizotl's deception does not eat away at the locals' trust."

**Archetype:** Professional

**Qualities:** Heavily Armored, Natural Weapon (Tail Hand), Unnatural Hunger (Human Flesh)

**Flairs:** Long Arm

**Drive:** Find humans and eat them

**Primary Pool:** 7 (8) - Grapple, Swim

**Secondary Pool:** 5 - Stealth, Tracking

**Desperation Pool:** 3

**Health:** 2

**Defense:** 2

**Initiative:** 5



## Cherufe

Alex: "Part of the legends of the Mapuche people of Chile and Argentina, the Cherufe is an aggressive monster made of volcanic rocks and molten magma. Native to the volcanoes found on the Chilean coast, Cherufe is known for demanding living sacrifices from local villages. The legend says it prefers virgin sacrifices, but new records show it will eat anything that gets too near its volcano."

Sam: "So the one that chased us off that volcano wasn't so bad. I mean, it only tossed balls of rock and fire at us, which was an overreaction. We were just there to take a rock out of a volcano; who's going to miss one rock?"

Aoife: "We almost died because of that rock."

**Archetype:** Titanspawn

**Qualities:** Apocalyptic Presence, Baleful Touch (Body Oozes Lava), Heavily Armored, Invulnerability: Fire, Regeneration, Stand Tall, Tough as Nails, Unstoppable, Vulnerability: Water

**Flairs:** Detonation (Range; Ball of Lava), Seeing Red, Spray N' Pray (Arch of Lava), World Shaking

**Drive:** Claim a living creature as a sacrifice and rain lava down when you don't receive your sacrifice.

**Primary:** 13 - Close Combat, Throwing

**Secondary:** 11 - Climbing, Swimming (In Lava)

**Desperation Pool:** 7

**Health:** 10

**Defense:** 4

**Initiative:** 10

**Extras:** Size 2



## El Cuero

Alex: "El Cuero is a strange combination of a dairy cow, a stingray, and a squid. There is no record of what mixture of events leads to the creation of such a mish-mash of traits, but tales do speak of how deadly it is known to be. Floating towards the surface, onlookers believe they see a floating cow corpse, so they get close and then..."

Aoife: "Slap! Tentacle to the face! Seriously this continent has a lot of things that lash, grab, grapple, and squeeze. If you have some way of damaging enemies that are foolish enough to touch you, make sure to have it ready when near the water or in the jungle."

Sam: "The first time I ran into El Cuero, I was fishing on the river, and I remember asking Raven if cows were common in this area, and she gave some grunt that I took as a yes. Next, I asked her if cows were only a few inches thick in this part of the world, and by the time she took her earbuds out, El Cuero had already pulled me into the water."

**Archetype:** Monster

**Qualities:** Keystone (Water), Natural Weapons (Tentacles)

**Flairs:** Long Arm

**Drive:** Look for food.

**Primary Pool:** 11 - Grapple, Swimming

**Secondary Pool:** 9 - Stealth (While Submerge), Tracking (In Water)

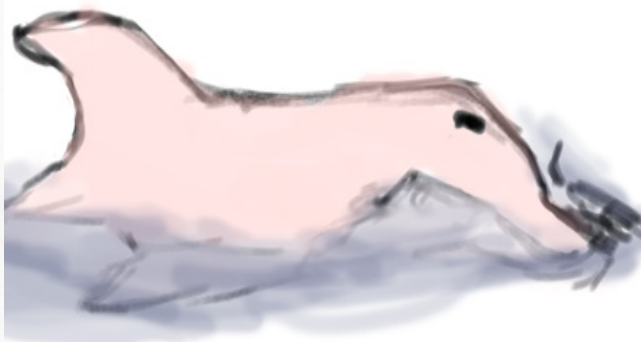
**Desperation Pool:** 5

**Health:** 6

**Defense:** 4

**Initiative:** 9

**Extras:** Size 1



## Encantado

Alex: "Found primarily in Brazil, Encantado refers both to a type of river dolphin and a species of were-dolphins. Unlike the more savage werewolves, Encantado seems to be driven not by anger, but by the need for companionship. Legends range from them coming on land to woo potential lovers to them kidnapping people they hope will make good friends. Physically the Encantado has two forms, one being a river dolphin and the other being gorgeous humans. Many mortals have fallen for the charms of the Encantado, leading to were-dolphin offspring, though some are driven to madness due to overexposure of the creature's charms."

Sam: "I have encountered an Encantado. I was at a dance club in Rio de Janeiro, and this entrancing woman started dancing with me. I lost track of time and found myself following her to the river. I kept walking and walking as the water made its way into my clothes. Fortunately, Raven found me and pulled me out of the water. I still dream of that dolphin."

**Archetype:** Villain

**Qualities:** Center of Gravity

**Flairs:** Hypnotic Charm, Shapeshifter

**Drive:** Find love

**Primary Pool:** 9 - Persuasion, Swimming

**Secondary Pool:** 7 - Athletics, Empathy

**Desperation Pool:** 5

**Health:** 4

**Defense:** 3

**Initiative:** 7

**Extras:** Get Out of Jail Free



## Madremonte

Alex: “Madremonte appears to be a large woman, sometimes with plant colored skin, always with glowing eyes, that guards the forest and animals of Colombia. Possibly a variation of the Mother Nature legend that is found in multiple cultures. Very similar to dryads in so much that they never travel very far from their corner of the forest and seem to be tied to the health and wellbeing of the area.”

Aoife: “We encountered a Madremonte while trying to avoid a sudden downpour. We found a large hollow in a fallen tree that we could all squeeze in. Next thing we know, a pale green woman, the size of a small giant is staring at us with her glowing eyes. Things were tense for a moment, but Alex identified what we were looking at and ensured her that we would not harm her forest. She believed him, and I think that is why we are still alive today.”

**Archetype:** Titanspawn

**Qualities:** Apocalyptic Presence, Life Drain, Regeneration, Shroud, Stand Tall, Subterranean Movement, Sure-Footed, Toxic (Aerosol), Vulnerability (Fire)

**Flairs:** Long Arm (Vines), Making Space (Vines), Mass Concealment, Plague Touch, Sorcery: Fertility, Weather Tyrant

**Drive:** Protect nature from intruders.

**Primary Pool:** 13 - Commanding Nature, Stealth

**Secondary Pool:** 11 - Nature Knowledge, Animal Empathy

**Desperation Pool:** 7

**Health:** 10

**Defense:** 4

**Initiative:** 10

**Extras:** Size 1



## Maricoxi

Alex: “Something our journey has shown us is that all regions of the world have their large, hairy wild man legend. In North America, it was Bigfoot, and in the jungles of South America, it is the Maricoxi. While there are fewer sightings of the Maricoxi than their Northern cousins, the few recorded interactions described them as social creatures that gather in villages of simple buildings. They are said to know how to craft and use tools and weapons, favoring bows.”

Aoife: “Our band has sadly never run into the Maricoxi. We have come across abandoned villages, some of which had a less sophisticated building style. These simple buildings were big enough to house multiple large people.”

Sam: “The band hasn’t met any, but I have. I was keeping watch one night while the others got caught up on sleep when a seven-foot-tall hair-covered man approached the camp. I will leave the tales the two of us traded for another time, but I can assure you Harry, and I had a very sophisticated conversation.”

**Archetype:** Professional

**Qualities:** Group Tactics, Sure-Footed

**Flairs:** Seeing Red

**Drive:** Protect Our Territory.

**Primary Pool:** 7 (8) - Archery, Stealth

**Secondary Pool:** 5 - Craft: Tools, Tracking

**Desperation Pool:** 3

**Health:** 2

**Defense:** 2

**Initiative:** 5



## Minhocão

Alex: “Found in and near the rivers and lakes of Brazil, the Minhocão is a cross between a sharp-toothed fish and a sandworm. Possibly a distant relative of the Mongolian Death Worm, Minhocão can move through water and dirt with equal speed and maneuverability. These great monsters spend most of their existence looking for food, which can take the form of any living thing small enough to fit in their mouths. Unfortunately, that includes us on their menu.”

Aoife: “Minhocão is a deadly foe that I have advised the band take seriously. We make sure to look for any signs of large dirt displacements. Another sign to look out for is rapid ripples near the surface of the water as lesser marine life flees. These beasts work on instinct, but that does not make them any less deadly. Just because they are simple creatures does not mean we should take them for granted.”

Sam: “I will ride a Minhocão someday.”

**Archetype:** Monster

**Qualities:** Heavily Armored, Subterranean Movement

**Flairs:** Long Arm (Mouth Tentacles)

**Drive:** Look for food, eat food.

**Primary Pool:** 11 - Bite, Swim

**Secondary Pool:** 9 - Dig, Grapple

**Desperation Pool:** 5

**Health:** 6

**Defense:** 4

**Initiative:** 9

**Extras:** Size 2



## Nahuelito

Alex: “Very similar to the Loch Ness Monster, Nahuelito is a long-necked, dinosaur-like creature named for the lake it lives in. Found in Nahuel Huapi Lake in Argentina, Nahuelito is known to be curious and peaceful in its interactions with humans. This has not prevented would-be poachers from trying to claim the giant as a trophy, always with disastrous results for said poacher.”

Aoife: “Our band paid a visit to Lake Nahuel Huapi to see if Nahuelito would show itself. We waited for much of the day and were getting ready to leave when a massive hump rose out of the water, followed by one of the longest necks I’ve ever seen. We spent a few moments just looking at each other, and I almost felt that it was going to talk to me, but like that, it was back underwater.”

Raven: “I’m just glad it posed for us long enough for me to get this sketch finished.”

**Archetype:** Monster

**Qualities:** Heavily Armored, Keystone: Water

**Flairs:** Long Arm

**Drive:** Eat fish, swim around

**Primary Pool:** 11 - Bite, Swim

**Secondary Pool:** 9 - Stealth, Tracking (Underwater)

**Desperation Pool:** 5

**Health:** 6

**Defense:** 4

**Initiative:** 9

**Extras:** Size 2



## Terror Bird

Alex: "Terror Birds are in the family of cryptids that were widespread before something drastically reduced their populations, leading too many to believe them to be extinct. Known by the scientific community as Phorusrhacids, they are a clade of carnivorous flightless birds that can be found throughout South America. While some varieties can be as small as a turkey, a few have been known to tower over the average grown human. Highly aggressive, the Terror Birds will charge with little to no warning and claw at their prey with sharp talons."

Aoife: "I have seen a wide range of Titanspawn and monstrous creatures. None of them convey that raw sense of personally targeted hatred that you get from a Terror Bird. Common sense says they want to eat you, which I respect as the natural order, but the Terror Bird charge you like you've done terrible things to their families. If you need to go into the jungle, check-in with the locals to make sure you're not in the territory of the larger Terror Birds, and if it turns out that you are, maybe ask yourself if you really need to go into the jungle."

**Archetype:** Monster

**Qualities:** Natural Weapon, Stand Tall

**Flairs:** Here I Come

**Drive:** Attack anything it sees, be angry all the time

**Primary Pool:** 11 - Chasing, Talon Strike

**Secondary Pool:** 9 - Intimidate, Perception

**Desperation Pool:** 5

**Health:** 6

**Defense:** 4

**Initiative:** 9

**Extras:** Size 1



## Titanoboa

Alex: "The Titanoboa is exactly what you'd think: a massive boa constrictor. It falls into the category of Cryptids that include any once common megafauna. While we know from experience that Titanoboa can still be found in the Amazon, it is elusive due to the difficulty of finding enough food to feed more than a few of these great snakes."

Sam: "Alex isn't telling you everything. Tell the story of when the Titanoboa tried to hug you."

Alex: "A Titanoboa attempted to ingest me, but that isn't relevant to the facts."

Sam: "It's relevant that if you're going to take a walk through the Amazon, maybe don't keep your nose so close to a book that you don't notice the difference between a vine and a giant snake. Instead, do what I do since the El Cuero incident and never stop moving while in the Amazon, and things won't try to slither around you."

**Archetype:** Monster

**Qualities:** Heavily Armored, Twitchy

**Flairs:** Immobilize, Long Arm

**Drive:** Find and squeeze prey.

**Primary Pool:** 11 - Bite, Grapple

**Secondary Pool:** 9 - Climb, Stealth

**Desperation Pool:** 5

**Health:** 6

**Defense:** 4

**Initiative:** 9

**Extras:** Size 2

## Water Tigers (Yaquaru)

Alex: "Sometimes cryptids can have a range of physical appearances, and be the same type of beast. Such is the case of Yaquaru, commonly known as the Water-Tiger. Found primarily in Argentina and Paraguay, the Water Tiger is actually not a tiger at all and is, in fact, a giant form of otter. Witnesses have described the Water Tiger as having features resembling an otter crossed with a tiger, while others have likened it closer to a walrus. Fortunately, humans are not naturally part of the water tiger's diets. Most violent encounters with the creatures are a result of humans wandering into the water tiger's territory."

Raven: "I'll talk about this one. The Water Tiger is a majestic creature that just wants to eat some fish and relax. I have had the opportunity to sketch these beautiful creatures in their natural environment. It is a shame that humans are treating Water Tigers with such disrespect by entering their territories."

Sam: "I will ride a Water Tiger someday."

**Archetype:** Monster

**Qualities:** Natural Weapon

**Drive:** Look for food

**Primary Pool:** 11 - Stealth, Swim

**Secondary Pool:** 9 - Bite, Claw

**Desperation Pool:** 5

**Health:** 6

**Defense:** 4

**Initiative:** 9

**Extras:** Size 1, Can breathe underwater



## Ya-te-veo

Alex: "Ya-te-veo, or "I see you," is a tree that grows in the Guiana Highlands of South America. It appears to be a short stump with green vines. Seeming like a perfect chair for a tired traveler, the Ya-te-veo waits for a large animal or an unaware human to approach the stump to take a rest. Once its prey is close enough, the vines wrap around them, stabbing them with sharp spines. The trapped victim is held over the stump and squeezed till their blood drips onto the plant, feeding it and making it stronger."

Sam: "We were walking through the jungle when one of these tried to grab me. I managed to get my leg free, but after this experience, I've considered becoming a vegetarian so I can reduce the number of plants in the world."

**Archetype:** Monster

**Qualities:** Invulnerability: Knock Down, Natural Weapon, Toxic (Touch; Spines), Twitchy,

**Flairs:** Immobilize, Long Arm

**Drive:** Send vines out to find food; Eat food.

**Primary Pool:** 11 - Perception (Movement), Grapple

**Secondary Pool:** 9 - Vine Slap, Stealth (Staying Still)

**Desperation Pool:** 5

**Health:** 6

**Defense:** 4

**Initiative:** 9

**Extras:** Size 2,

**Note:** Ya-te-veo is a rooted tree and cannot take movement.