



CRIATURAS LENDÁRIAS

**MYTHICAL CREATURES
OF BRAZILIAN FOLKLORE**
a supplement for Malandros

Claytonian
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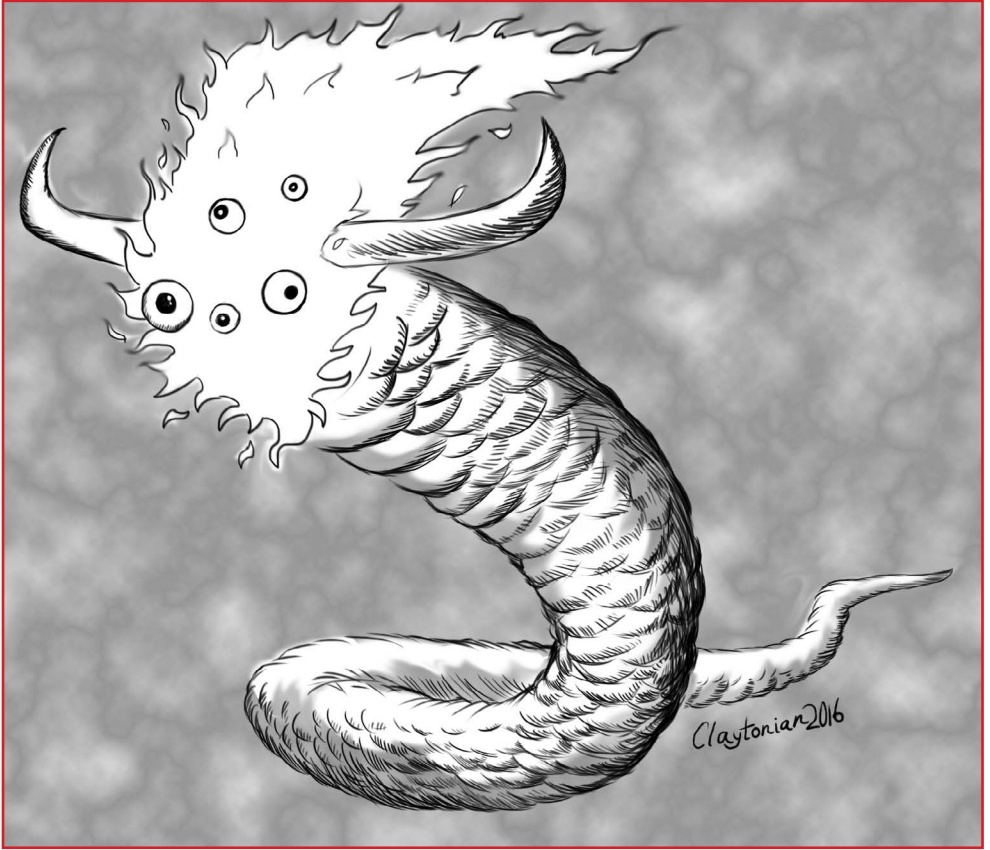
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BOITATÁ



A giant, headless snake with the horns of a bull and enormous fiery eyes. It crawls across the fields at night, and looking into its eyes makes you blind. Exactly what the horns and eyes are attached to is unclear.

Some say Boitatá is the sole survivor of a great flood that once covered the land; others that he is the ghost of a man who set alight a whole forest just to see it burn.

Desire: slither and blind

Actions: coil gracefully, gore (2 harm), blind with blazing eyes

STORY SEEDS

- A cattle baron in the country, several days' travel from Rio, is hiring workers to clear forested land by burning. By day they work. By night they must contend with Boitatá, which seeks to protect the forest from their depredations.
- Travelling to the imperial court from Rio Grande do Sul, an eminent artist is blinded by Boitatá as it passes his coach by night. His entourage must keep the painter's blindness a secret and find a way to cure him before Princess Isabella sits for her new portrait.
- A young musician somehow finds a way to summon Boitatá and send it against his perceived enemies. Talking the young man out of his vengeance may be easier than defeating the headless snake.

BOITATÁ – VINGADOR DA FLORESTA
OLHA LÁ
VAI COMEÇAR A FESTA

COBRA FLAMEJANTE DE SEIS METROS
PEGA QUEM DESMATA A MATA
TACA FOGO E ARRANCA O OLHO

Detonator, "Boitatá"

BOIÚNA

Also known as the Great Snake. This legendary serpent dwells among the rocks of the Amazon River and is somehow able to travel to other rivers too when they are at high water.

When she emerges from her hiding place, she sinks boats and causes rainstorms, thunder and lightning. She can also imitate the shapes of boats, attracting foolish divers to the bottom of the river, where she ensnares and drowns them.

Desire: show humanity's powerlessness

Actions: cause storms, shape-shift, bite (2 harm), constrict & crush (3 harm), travel magically & instantly to another river

STORY SEEDS

- Several fishing boats on the Guandu River are struck by lightning. Can anything be done to pacify the great snake Boiúna?
- Crossing a bridge over the Carioca River, passersby see a small boat, slowly sinking. It looks like someone is on board, but asleep or unconscious. If the PCs in the scene do nothing, a passing cab driver jumps in to rescue the occupants, but is drowned. Rumours spread that this was Boiúna in disguise. Soon, a series of similar drownings occur.



*Lá vem a Cobra Grande,
Lá vem a boiúna de prata,
A danada vem rente à beira do rio,
E o vento grita alto no meio da mata.*

*Na preamar do meu sonho
bóia essa baita boiúna
a negra pele inconsútil
rente ao veludo da treva.*

“Cobra Grande”
Waldemar Henrique

“Boiúna”
Astrid Cabral



CURUPIRA

A supernatural guardian of the forests, the Curupira appears most commonly as a small, hairy humanoid creature, about three feet tall, with pointy ears and sharp blue or green teeth. Its feet are pointed backwards, allowing it to create tracks that confuse human hunters and get them lost in the forest.

The Curupira punishes those it sees as enemies the forest, such as people who damage trees, kill animals when they don't need to eat, or orphan young animals.

Desire: punish those who would do harm to the forest

Actions: leave confusing tracks, disorient and terrify with cries and whistles, devour a body part

STORY SEEDS

- Everyone is talking about Pedro's recent good fortune. Ever since he came back from that hunting trip in the forests, things have been going right for him. His secret: a magic arrow given to him by the Curupira as a token of friendship. All Pedro has to do is show the arrow what he wants, and he'll get it. But if he tells anyone his secret, it will turn into a snake and fly back to the Curupira.
- Curupira teeth contain power. A local mãe-de-santo needs some to make a particular amulet, and sends a gang of adventurous young folk to get them.
- A series of mysterious accidents befall the lumber magnate Jorge dos Reis, revenge for his depredations in the forests of the interior. Unfortunately for Jorge's poverty-stricken neighbour Paulo Diniz, the Curupira left tracks after its most recent outrage – tracks that appear to lead from Paulo's house.



THE DEVIL

Usually keen to strike a heavily one-sided bargain or have a musical duel, the Prince of Lies tempts mortals with the things they most lust for. He knows as well as anyone does that a soul cannot be bought or sold. But he leads the unwise into believing that he owns theirs, so that they will lose their way and enter truly on the path to perdition.

The Devil appears in many forms. Stories speak of a well-dressed man with a silver tongue. He takes on bland, unglamorous forms just as often, and is as likely to hunt for souls in the body of a woman as that of a man.

Desire: bring human souls to Hell

Actions: know your secret weakness, promise what you most desire

STORY SEEDS

- “Have you seen my friend? He’s supposed to be walking up the shore from Botafogo but he’s hours late and I fear he’s gone and got blind drunk somewhere on the way. He’s carrying an awful lot of money, you see, and he’d just be so easy to rob if anyone should find that out...”
- The Devil challenges a Player Character to a contest of skill relating to their occupation or claim to fame: music for a musician, capoeira for a capoeirista, &c. He offers something that embodies the PC’s ultimate desire, if they win. The Devil gets their soul, if they lose. This is, of course, a trick. The Devil cannot win a soul in a contest. But he might claim one that believes itself already damned, or stained with the sin of pride.



DRY-BODY

Also known as *Corpo-Seco*, Dry-Body was a wicked man in life, a brute who even beat his own mother. When he died, the earth itself rejected his body, and he turned into an evil creature that lurks in the trunks of trees.

When a person passes too close to him, he leaps out and seizes them with his long nails, crushing the life out of them in deathly embrace.

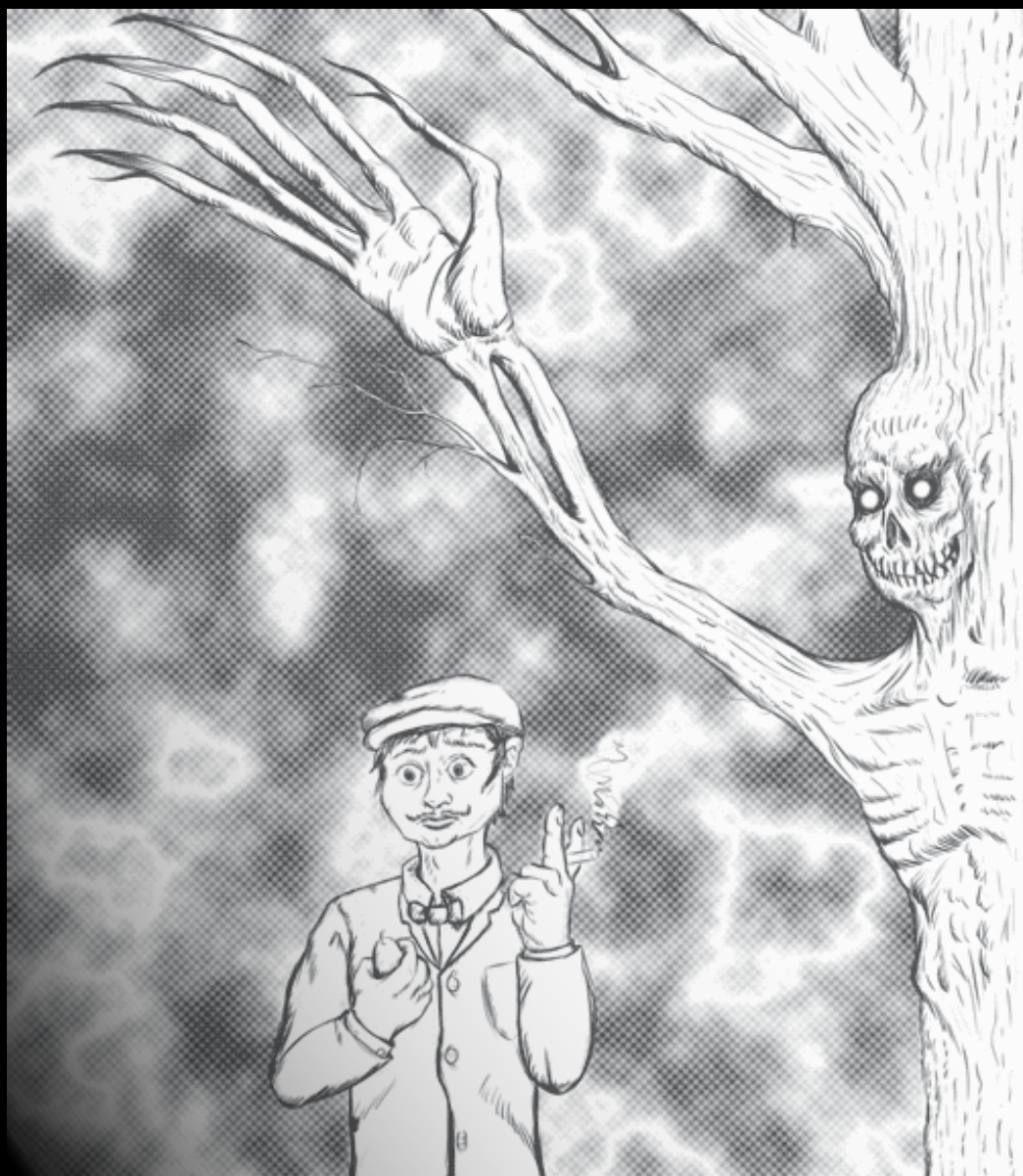
Those grabbed by Dry-Body must Act Under Pressure to avoid him getting a good hold and inflicting 1 harm. When dealt a total of 4 harm, Dry-Body disappears back into the tree trunks.

Desire: to torment and strangle

Actions: hide in tree trunks, emerge without warning, crush (1 harm)

STORY SEEDS

- The *moleque* Faisca shows up with bruising on his neck, saying he was attacked as he slept under the big tree in the square. He swears blind it was Mean Old Jorge. But that nasty old man's been dead for years.
- The local *magnata* is terribly proud of his new banquet table. It's made from a single huge piece of timber from the Amazon, and it cost a fortune. But he begins to think it's cursed when first a servant and then a lone party guest show up dead in the dining room where it's installed. The police have other, more mundane suspicions about the two murders.
- The local Nagoa crew keeps dropping hints about a powerful "ally" they've acquired. They've struck a deal with Corpo-Seco: at night, they lure enemies into the park where Corpo-Seco lurks and he takes great pleasure in killing them.



*Esse corpo seco
Esses olhos secos
Essa boca seca
Esse copo seco
É minha vontade
De beber o mundo*

Escurinho, "Corpo Seco"

ENCANTADO

An aquatic animal that lives in the underwater realm of Encante and can take on human form. They love music and parties, and are supernaturally seductive. They do not often transform into humans but when they do it is always at night.

The *encantado* will often be seen running from a party despite people begging it to stay, as it hurries to the river and reverts to its original form. Encantados frequently wield other magical abilities, such as the power to control storms, enchant humans into doing their will or becoming encantados themselves, and inflict illness, madness, and even death. Shamans and holy men are often called upon to deal with the aftermath of encantado magic.

Encantados sometimes abduct humans they fall in love with, children born of their illicit love affairs, or just anyone near the river who can keep them company, and take them back to Encante. If this encounter comes up out in the countryside, the PCs have probably stumbled across an encantado abduction in progress or its immediate aftermath with relatives running up and down the riverbank in distress.

Desire: surround self with beauty

Actions: shape-shift, enchant, control weather, kidnap, breathe underwater



BOTO

The Boto is a river dolphin, an *encantado* who likes to turn into a man and gate-crash parties, where he seduces human women and sometimes gets them pregnant. In human form he is attractive and always wears a hat to hide the blowhole that is still on the top of his head.



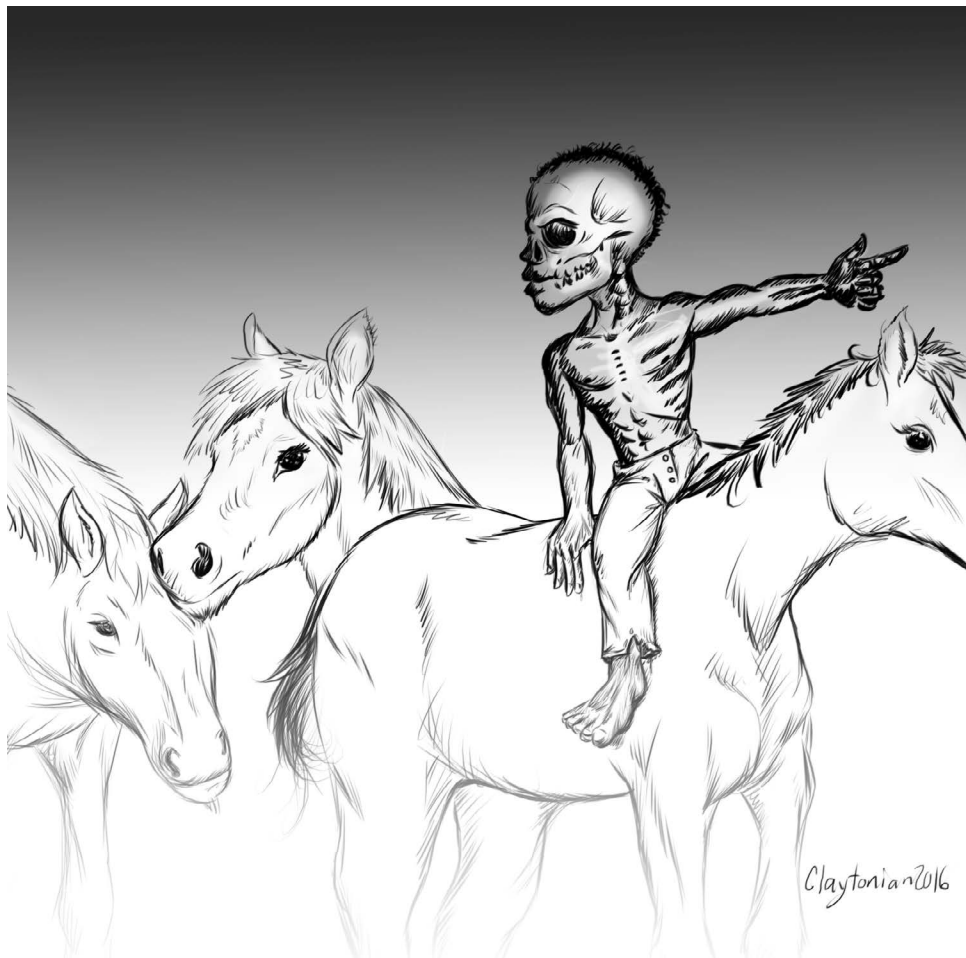
Desire: have a good time

Actions: shape-shift, seduce, breathe underwater

STORY SEEDS

- A number of children go missing from the bairro; the encantados that live in the bay have lured them beneath the water to be servants in their castle. To get the children back requires a daring raid, or perhaps an offer to take the children's place.
- Edouardo has heard that the malandro who got his sister pregnant is at a house party across town. He wants help from his friends to go over there and "persuade" the guy to support her and their baby girl. But the father is really a boto who lives in the harbour, not easily pinned down or persuaded.
- A Player Character meets a fabulous, enchanting person at a party. He or she is an encantado, obviously.

THE GRAZING BOY



A slave boy who died a hideous death, whipped unconscious and thrown into an ants' nest, as punishment for letting his owner's horses escape. He returns to earth as a spirit and helps people who are looking for lost things. He is seen travelling the dry plains of the Sertão on a bay horse, leading half a dozen grey horses.

The Grazing Boy comes and goes as he pleases. He harms no one and cannot be harmed by mortals.

Desire: aid those in need

Actions: appear at will, locate lost things



STORY SEEDS

- Olivia returns from the countryside with an extraordinary tale. She got lost in the dry country near Fortaleza but was shown the way back to her cousin's house by a ghostly boy on a bay horse. Some of the neighbours spread cruel rumours that she lost her mind in the desert.
- A person in the bairro lights a candle and asks for the help of the Grazing Boy to find a lost kitchen knife. It is found the next day... in the body of a murdered stranger.
- The Grazing Boy appears to a character, indicating that they should follow him into a treacherous stretch of hills. But they haven't lost anything that could be found there. Have they?

THE HEADLESS MULE

This creature was once a woman, now transformed into a black mule without a head that gallops around by night. People say she was punished for some great sin: some that she had an affair with a priest, others that she committed some even darker crime. Gouts of fire burst forth from the mule's neck hole, and its silver shoes make a deafening clattering noise as it passes by.

The Headless Mule is condemned to gallop across seven parishes every night, appearing and disappearing at a crossroads. If you cross the Headless Mule's path, she will follow you and try to trample you to death. If dealt a total of 4 harm, the Headless Mule flees and disappears into the night.

The curse can be temporarily reversed by stabbing the Mule with a needle or sliver of wood enough to cause bleeding. The Mule will return to her original form, naked, sweating and smelling of brimstone, and remain in human form as long as her benefactor lives.

Desire: gallop across seven parishes before dawn

Actions: gallop, trample (2 harm), blast with neck flames (3 harm)

STORY SEEDS

- The Headless Mule is seen in Rio, galloping by night through the streets of the city and trampling people to death. The PCs are called on to help stop this strange reign of terror, and the recently widowed Maria Oliveira seems connected to it, somehow.
- A PC's female relative has become reclusive and unfriendly, refusing to see anyone. She is terrified and ashamed at the curse that turns her into the Headless Mule when the moon is dark.
- Jorge Ganso comes back from the countryside with a pretty wife, but he refuses to talk about how they met. Many in the bairro are burning with curiosity. And when Jorge dies in a dockside accident, all Headless-Mule hell breaks loose.



LOBISOMEM

Half man, half wolf. Some say he was the seventh son of a seventh son. Others say he was the first son born after a succession of seven daughters. Others say it is simply an aberration passed from father to son at the time of the father's death.

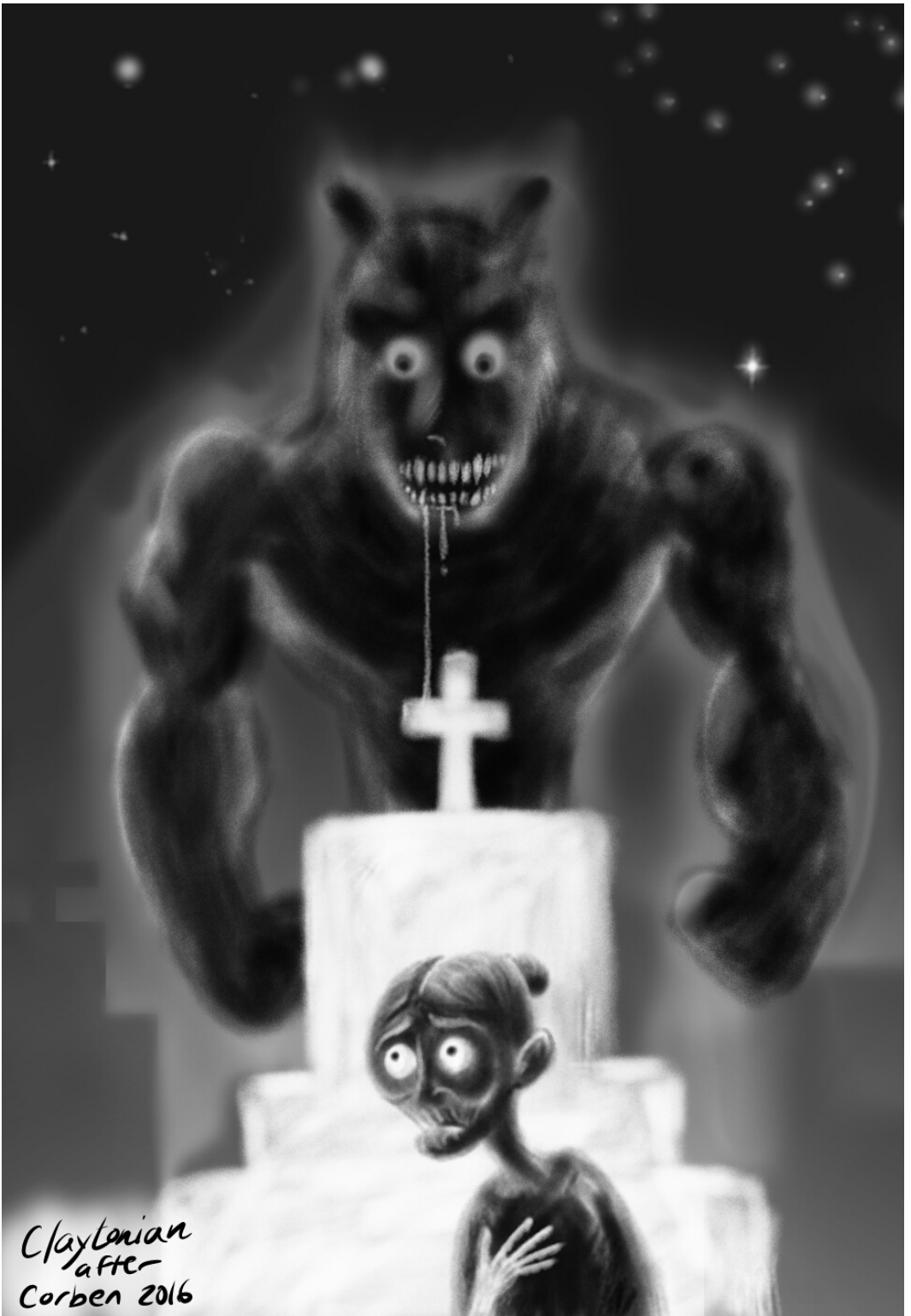
Regardless, at midnight on a Saturday the Lobisomem is drawn to a crossroads, where he transforms from an ordinary man into a wolf-like beast. He then hunts anything that moves, driven by a thirst for blood, visiting seven cemeteries and returning to the same crossroads before dawn to transform back into a man.

Desire: hunt and kill

*Actions: sniff out prey, rend with tooth and claw (3 harm),
shrug off mundane harm (all but holy or silver weapons)*

STORY SEEDS

- A lobisomem is terrorising the neighbourhood and everyone is sure it must be someone who lives here. But all the wise elders grew up in different places and know different versions of the legend (see above). The trick is to figure out which version is true and thus determine who the lobisomem is - without getting killed by it first.
- A Player Character is bitten by a lobisomem and will turn into one at the next full moon.
- A lobisomem is lurking in the bairro, stealing children and making them its servants in a den hidden beneath an old sepulchre. When people realise it's only unbaptised children who are being kidnapped, there's a rush of parents to have their babies christened at once.



Claytonian
after
Corben 2016

SACI

A mischievous black elf with only one leg, who is frequently blamed by country folk, and sometimes actually responsible, for anything that goes wrong on the farm.

Saci is a trickster and appears inside swirling winds. If you steal his red cap, which gives him the power to appear and disappear at will, he'll exchange it for a favour.

Desire: cause mischief

Actions: travel in swirling winds, appear/disappear at will, cause minor mishaps

STORY SEEDS

- A travelling funfair accidentally brings Saci along to Rio, whereupon a series of embarrassing mishaps on the carousel and other rides, though thankfully none fatal, threaten to shut the fair down once and for all.
- Saci moves into the local landlord's house and starts causing trouble. The landlord is convinced it's the work of a disgruntled tenant and threatens communal reprisals.
- Saci steals João's flute the very day before Carnival begins! The musician recruits his friends to help him chase the little imp across the city to get it back. Madcap chaos ensues.



THE SATANIC HEAD

Also known as the *Cabeça Satânica*, this peculiar entity is a disembodied head that has been sighted throughout Brazil.

It appears to people that wander alone in the night as a stranger with their back turned. As they approach, its body melts to the ground and only the head remains, with long hair, wide staring eyes and a diabolical grin. It then comes rolling or hopping towards the victim. If it makes contact, it explodes (usually killing the victim) and vanishes. If dealt 4 harm it likewise explodes and vanishes, ready to reform elsewhere.

Desire: cause terror and despair

Actions: ambush, terrify, explode (4 harm), vanish

STORY SEEDS

- A series of explosive nocturnal murders baffles the Rio police. In each case, the victim is a lone pedestrian making their way home across the city, though they have little else to connect them. Witnesses in the area report seeing a long-haired stranger in a black coat, though they never got a look at his face.
- A Player Character is told they must help the first stranger who requests their aid, in order to obtain particular amulet. On their way home, they encounter the Satanic Head. Was it a deliberate trap by the amulet maker?
- Professor Moraes is hiring! He will pay handsomely for a safely contained, living specimen of the Satanic Head, for research purposes. He doesn't know how to contain it, but he will give a substantial cash advance to cover the expenses of finding out.



THE OSR PART

Here follow stats for the legendary creatures of *Criaturas Lendárias* for use with the *BLUEHOLME™* roleplaying game. The stat blocks use a descending Armour Class with a base AC of 9.

BOITATÁ

AC: 4 XP: 700
HD: 6d8 Alignment: N
Move: 30 Treasure: 0 (0)
Attacks: 1 gore + 1 gaze
Damage: 1d10 + blind

Characters struck by Boitatá's blinding gaze must make a saving throw or be blinded indefinitely.

CURUPIRA

AC: 5 XP: 35
HD: 3d8 Alignment: N
Move: 40 Treasure: 7 (0)
Abilities: Dexterity +2
Attacks: 1 bite
Damage: 1d8

ENCANTADO

AC: 9 XP: 15
HD: 1d8 Alignment: 1CG:1N:1CE
Move: 30, Treasure: 0
swim 45

Attacks: 1 weapon or 1 charm
Damage: 1d6 or 1 *charm person*
Characters struck by a *charm* must save vs spells or join the encantados underwater.

BOIÚNA

AC: 2 XP: 650
HD: 8d8 Alignment: N
Move: 20 * Treasure: 11 (0)
Attacks: 1 bite + 1 constrict
Damage: 1d6 + 2d4

* Also able to magically travel between unconnected rivers at this rate, calculated as the crow flies: Boiúna disappears from one river and materialises some time later in another.

DRY-BODY

AC: 6 XP: 25
HD: 2d8 Alignment: CE
Move: 150* Treasure: 19 (0)
Attacks: 2 claws + 1 grasp
Damage: 1d3 each + imprisonment

Characters struck by Dry-Body's grasp attack must make a saving throw vs poison or be trapped in a tree-trunk. Dry-Body can flit from tree to tree instantly provided there is no gap greater than 50yds between the trunks.

BOTO

As an encantado, with an additional +2 Charisma.



THE GRAZING BOY

AC: 2 XP: 125
 HD: 4d8 Alignment: LG
 Move: 60 Treasure: 0 (7)
 Attacks: 1 horse trample
 Damage: 1d8

Can travel instantly to anywhere within the deserts of the Sertão. Saves vs all types of magic on a roll of 7 or higher.

THE HEADLESS MULE

AC: 2 XP: 400
 HD: 5d8 Alignment: CE
 Move: 60 Treasure: 13 (0)
 Attacks: 1 trample or 1 neck-flame
 Damage: 2d6 or 1d6

If reduced to 0 HP, the Headless Mule flees into the night.

LOBISOMEM

AC: 5 XP: 200
 HD: 4d8+1 Alignment: any
 Move: 40 Treasure: 16 (2)
 Abilities: Strength, Dexterity +1
 Attacks: 1 bite
 Damage: 1d6+1

Can be killed only with holy or silver weapons.

SACI

AC: 3 XP: 15
 HD: 1d8 Alignment: CG
 Move: 30, fly 45
 Attacks: 1 weapon
 Damage: 1d4

Saci's red cap allows him to appear and disappear at will.

THE SATANIC HEAD

AC: 4 XP: 35
 HD: 2d8 Alignment: CE
 Move: 30 Treasure: 0 (0)
 Attacks: 1 explosion
 Damage: 1d10