



TWO VIEWS OF THE TSUCHINOKO
(International Society of Cryptozoology)

Image obtained from [The Cryptid Chronicles](#).

[It isn't often that the world of yokai and the world of cryptids overlap, but this is one of those instances. Although there isn't a lot of evidence suggesting the tsuchinoko is anything but a misidentified snake with a full belly, it is a beloved critter in many parts of Japan (and has a Pokemon based on it in the form of [Dunsparce](#)).]

Tsuchinoko

This snake is the length of a man's arm and twice as thick. Unlike most snakes, it has a short, discrete tail much thinner than its body. Its head is broad and triangular, and bears an incongruously wry facial expression.

Considered to be mythical by many, the elusive snake-like creatures known as tsuchinoko are intelligent predators with a mischievous streak. Their diet consists of small mammals, birds and other reptiles, but they have a pronounced fondness for alcohol. Many of their encounters with humanoids are in order to obtain such a beverage, which they accomplish using lies, threats or empty promises. Tsuchinoko are consummate liars and enjoy sending other creatures on wild goose chases based on their empty words.

Tsuchinoko are exceedingly rare; a single forest may only be home to one of these creatures. They are good parents, raising their young together until they mature, then splitting up as their children find territories of their own. Tsuchinoko keep little treasure, although they may treasure a prized bauble or two as a keepsake of a particularly impressive con.

Unlike other snakes, tsuchinoko do not slither—rather, they crawl in inchworm fashion with startling speed. This strength allows them to launch themselves fully a yard into the air when threatened, sending them hurtling towards enemies with a mouth full of tiny, venomous teeth. When a tsuchinoko cannot win a battle, it flees, gripping its tail in its teeth and rolling to safety.

Tsuchinoko CR 3

XP 800

Small CN magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, Perception +6, scent

Defense

AC 16, touch 14, flat-footed 13 (+1 size, +3 Dex, +2 natural)

hp 32 (5d10+5)

Fort +5, **Ref** +7, **Will** +3

Defensive Abilities elusive; Immune poison

Offense

Speed 30 ft., climb 20 ft., swim 20 ft.

Melee bite +9 (1d6 plus poison)

Special Attacks powerful charge (bite, 3d6), springing charge

Statistics

Str 11, **Dex** 17, **Con** 13, **Int** 8, **Wis** 14, **Cha** 12

Base Atk +5; **CMB** +4; **CMD** 17 (cannot be tripped)

Feats Improved Initiative, Run (B), Skill Focus (Bluff), Weapon Finesse

Skills Acrobatics +7, Bluff +6, Climb +8, Perception +6, Stealth +11, Swim +8

Languages Common

Ecology

Environment temperate forests

Organization solitary or pair

Treasure half standard

Special Abilities

Elusive (Su) A tsuchinoko is constantly under the effects of a *pass without trace* spell. In addition, except when it is in combat, it is considered to be under the effects of a *nondetection* spell. Both of these spell effects are at caster level 10th and cannot be dispelled.

Poison (Ex) *Bite*—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *damage* 1d3 Con; *cure* 2 saves. The save DC is Constitution based.

Springing Charge (Ex) A tsuchinoko ignores difficult terrain when making charge attacks.