



Unused poster art for *Curucu: Beast of the Amazon* by Reynold Brown. Accessed at [horrorpedia here](#)

[Isn't that art rad? Too bad the monster isn't actually in the movie. *Curucu: Beast of the Amazon* is a nearly forgotten jungle adventure potboiler, and the titular beast is a guy in a costume trying to scare scientists out of the jungle. Still, I was inspired to make a monster based on what Curucu was claimed to be in the film.]

Curucu

This colorful bestial humanoid has feathered skin, massive talons and a tusked beak.

Curucus are feral, avian creatures that view themselves as guardians of the pristine tropical forests. Curucus disdain and distrust most humanoids, believing that humanoid incursions into the wilds will eventually result in clear-cutting, strip mining and other violent exploitation. Some curucus will tolerate subsistence hunters and other low-impact cultures, becoming guardian spirits of marginalized peoples against the forces of colonialism.

Curucus are omnivores that feed mainly on fruit, nuts and insects, but they will take larger game and herbaceous plants as a part of their diet. They are mostly solitary creatures, as the jungles in which they live have a hard time sustaining large populations. They will gather, however, to share information about changes in their forests and successes and failures in conservation. They may also cooperate occasionally in ousting civilizations from the wilderness, striking in waves to hunt and kill agriculturalists and loggers.

A curucu stands six feet tall and weighs 250 pounds. Different curucus have different colored feathers, but they are always garish and brightly hued. Blues and violets are the most common, but red, green and yellow feathered curucus are not unheard of.

Curucu CR 4

XP 1,200

LN Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft., low-light vision, Perception +9, scent

Defense

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 45 (6d10+12)

Fort +4, **Ref** +7, **Will** +6

DR 10/melee

Defensive Abilities bulletproof

Offense

Speed 30 ft.

Melee 2 claws +7 (1d6+1), gore +7 (1d8+1)

Special Attacks terrorize

Statistics

Str 13, **Dex** 15, **Con** 15, **Int** 10, **Wis** 12, **Cha** 12

Base Atk +6; **CMB** +7; **CMD** 19

Feats Dazzling Display, Power Attack, Weapon Focus (claw)

Skills Climb +7, Knowledge (nature) +6, Intimidate +9, Perception +9, Stealth +8

Languages Sylvan

SQ woodland stride

Ecology

Environment warm forests

Organization solitary or flock (2-12)

Treasure incidental

Special Abilities

Bulletproof (Su) A curucu has damage reduction that is overcome by any melee attack, be it natural weapon or manufactured weapon. A curucu treats its AC as its touch AC for the purposes for ranged touch attacks, such as firearm attacks, alchemical weapons or ray spells.

Terrorize (Su) Any creature that a curucu successfully intimidates must succeed a DC 14 Will save or cower in fear for one round. This is a mind-influencing fear effect. The save DC is Charisma based.

Woodland Stride (Ex) A curucu ignores all difficult terrain produced by vegetation or other forest

conditions. It is still affected by magically altered terrain.