





[This batch of monsters is going to be drawn from the mythology and folklore of South America, inspired heavily by [@abookofcreatures](#) and [Monsters of Patagonia](#). If you're interested in creature design and world folklore and not following [@abookofcreatures](#), what are you doing?]

### **Abúhukü**

*Scuttling across the ceiling with surprising speed is a creature that appears as a reddish humanoid with an immense proboscis where its head ought to be.*

Bogeys of the deep jungle, the insect-like monsters known as abúhuküs steal into villages and towns in search of blood. They are inherently cowardly, and much prefer to attack sleeping and unsuspecting prey rather than engage in a fair fight. Those fortunate enough to survive an abúhukü attack may still wither and die, wracked with intense fever and painful rashes. Oddly, abúhuküs do not prey on infants and very young children. Rather, they seek to abduct them and raise them as their own. In territory where abúhuküs dwell, the violently insane or murders are said to have been “raised by abúhuküs”. Despite their ferocious demeanor and bloodthirsty nature, abúhuküs are quite stupid. An abúhukü can easily be tricked by those with keen enough senses to spot the abúhuküs before they strike and the bravery to engage them in conversation.

An abúhukü stands about six feet tall, but weighs little over 130 pounds. They are rangy and lean, with strong muscles. The sticky hairs coating their bodies allow them to scale sheer surfaces and hang upside down like a fly, as well as hang fast to their victims. Those slain by an abúhukü are typically left behind to advertise their assaults, drained to a shriveled husk and left in public spaces. This allows the abúhuküs to enjoy the terror left in their wake. Abúhuküs lair inside of caves, cliffs and in the hollows of massive trees. These lairs stink of the abúhukü's secretions and waste, but contain trinkets and treasures collected by the abúhukü as reminders of their depredations.

### **Abúhukü**                      **CR 4**

#### **XP 1,200**

NE Medium monstrous humanoid

**Init** +6; **Senses** blindsight 10 ft., darkvision 60 ft., Perception +7

**Aura** stench (10 ft., DC 14)

**Defense**

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

**hp** 37 (5d10+10)

**Fort** +3, **Ref** +6, **Will** +3

**Weakness** vulnerable to smoke

**Offense**

**Speed** 30 ft., climb 30 ft.

**Melee** 2 claws +8 (1d4+3 plus grab), bite +8 (1d6+3 plus disease)

**Special Attacks** blood drain (1d4 Con)

**Statistics**

**Str** 17, **Dex** 14, **Con** 14, **Int** 8, **Wis** 9, **Cha** 11

**Base Atk** +5; **CMB** +8 (+16 grappling); **CMD** 21 (25 vs. grapple)

**Feats** Dodge, Improved Initiative, Stealthy

**Skills** Climb +19, Escape Artist +9, Perception +7, Stealth +12; **Racial Modifiers** +16 Climb

**Languages** Common, Sylvan

**SQ** sticky hairs

**Ecology**

**Environment** warm forests

**Organization** solitary, pair or pack (3-6)

**Treasure** standard

**Special Abilities**

**Disease (Ex)** *Red ache*: Bite—injury; *save* Fort DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d6 Str damage; *cure* 2 consecutive saves. The save DC is Constitution based.

**Sticky Hairs (Ex)** An abúhukü is covered from head to toe in fine, sticky hairs. This doubles its racial bonus to Climb checks to +16, and it can climb on ceilings or vertical surfaces without penalty. This also grants it a +4 bonus to its Combat Maneuver checks made to grapple and Combat Maneuver Defense against opponents trying to escape its grapple.

**Vulnerable to Smoke (Ex)** Smoke from particularly smoky fires or effects (such as that created by a *pyrotechnics* spell) causes an abúhukü to become nauseated if it fails a DC 15 Fortitude save. This condition persists as long as the abúhukü remains in the smoke, plus 1d4 rounds. Particularly pungent smelling smoke, such as that from chili peppers, imposes a -2 penalty on this save.