

RAYGUN-SLINGERS BESTIARY

20 Monsters: Cosmic Horror + American Folklore + Greek Myths

Where the frontier meets the unknowable

COSMIC HORRORS (6 Monsters)

The True Alien Threats - Rare but Devastating

1. THE BRAIN-CART HORROR

Origin Fusion: Mi-Go (Cosmic) + Industrial Americana

Description: A grotesque fusion of alien fungal technology and frontier ingenuity. This crustacean-like creature scuttles on six chitinous legs, dragging a rusted mining cart filled with preserved human brains in glass cylinders. The cylinders glow with sickly green bioluminescence as the brains twitch and whisper. Pink, fleshy wings sprout from its carapace, buzzing with an insectoid hum. Its pincers drip with a paralyzing enzyme.

Image Generation Prompt: *"A horrific alien creature resembling a massive crab-lobster hybrid with iridescent pink wings, dragging an old Western mining cart filled with glowing glass cylinders containing human brains, retro-futuristic horror, dark tunnels, bioluminescent green glow, Lovecraftian body horror, 1950s sci-fi aesthetic"*

Stats:

- **HP:** 120
- **Defense:** 58
- **Speed:** 30 ft (ground), 60 ft (flying)
- **Initiative:** +8

Attacks:

- **Paralyzing Pincer:** +15 to hit, 2d10+5 kinetic damage. Target must roll GRIT save (DC 65) or be paralyzed for 1d6 rounds.
- **Brain Extraction:** (Grappled targets only) Target must roll WILL save (DC 70) or have their brain surgically removed in 3 rounds. Instant death if successful.

Special Abilities:

- **Brain Cart Whispers:** All within 30ft must roll WILL save (DC 60) or take 1d10 psychic damage and suffer disadvantage (-10) on all rolls for 1 round.
- **Fungal Spores:** When reduced to 50% HP, releases spore cloud (20ft radius). GRIT save (DC 60) or contract "Yuggoth Rot" (lose 1d6 HP per hour until cured).

Loot:

- 2d4 Brain Cylinders (500 Credits each on black market, contain trapped consciousness)
- Mi-Go Tool Kit (TECH +15 to alien tech repairs)
- 1d6 kg X-ranum (fungal power source)

Tactics: Ambushes from above, paralyzes strongest target first, attempts brain extraction while others are distracted by whispers.

2. THE PECOS DAGON

Origin Fusion: Dagon (Cosmic) + American Southwest + River Spirits

Description: An ancient, colossal amphibian god that slumbers beneath the Pecos River basin. When awakened, it rises: a 30-foot-tall humanoid with slick, gray-green scaled skin covered in petroglyphs that glow with atomic energy. Its head is a grotesque fish-frog hybrid with rows of needle teeth and luminous yellow eyes. Gills pulse on its neck. It wears corroded pre-War armor plating fused into its flesh, and its webbed hands end in obsidian claws. A crown of fossilized alien coral sits atop its skull.

Image Generation Prompt: *"A massive 30-foot-tall fish-frog humanoid god emerging from desert river waters, gray-green scales covered in glowing ancient petroglyphs, wearing corroded retro-futuristic armor fused to flesh, obsidian claws, fossilized coral crown, atomic glow, southwestern desert landscape at dusk, cosmic horror meets Americana"*

Stats:

- **HP:** 400
- **Defense:** 72
- **Speed:** 40 ft (ground), 60 ft (swimming)
- **Initiative:** +5

Attacks:

- **Obsidian Claw Slash:** +20 to hit, 4d10+10 kinetic damage.
- **Tidal Crush:** (Close range) All within 15ft must roll GRIT save (DC 75) or take 3d10 kinetic damage and be knocked prone.
- **Atomic Breath:** (Recharge 1d6 rounds) 60ft cone, 6d10 radiation damage. GRIT save (DC 70) for half damage.

Special Abilities:

- **Deep One Summoning:** Once per combat, summons 1d6 Deep One Cultists (30 HP each, basic raygun attacks).
- **Regeneration:** Heals 20 HP per round when submerged in water.
- **Aura of Antiquity:** All within 50ft feel crushing existential dread. -10 to all WILL-based rolls.

Loot:

- Fossilized Coral Crown (artifact: +15 WILL, wearer can breathe underwater)
- Ancient Armor Plating (can be salvaged for heavy armor upgrades)
- 5d10 kg X-ranum (body is saturated with atomic minerals)
- Petroglyphs (contain Elder Thing star charts, worth 5,000 Credits to scholars)

Tactics: Stays near water, uses Tidal Crush to control positioning, saves Atomic Breath for grouped enemies. Regenerates if players don't pull it from water.

3. STAR-SHAPED AUTOMATON (Elder Thing Scout)

Origin Fusion: Elder Things (Cosmic) + Ancient Alien Ruins

Description: A biomechanical nightmare from a crashed Elder Thing ship buried in the desert. Its barrel-shaped body is 8 feet tall, wrapped in gray, leathery skin with bands of glowing circuitry. Five starfish-like appendages radiate from its central mass, each ending in delicate manipulator tendrils and surgical tools. Its "head" is a radial cluster of sensor stalks with

crystalline eyes that refract light into prismatic colors. Wings—membranous and veined with metal—fold against its body. It moves with eerie, precise grace, emitting ultrasonic clicks.

Image Generation Prompt: *"An 8-foot-tall biomechanical alien with a barrel-shaped body covered in gray leathery skin and glowing circuit patterns, five starfish-like appendages with surgical tools, cluster of crystalline sensor eyes, metallic membranous wings, hovering in ancient alien ruins, retro-futuristic archaeological horror; 1950s sci-fi aesthetic, desert environment"*

Stats:

- **HP:** 150
- **Defense:** 65
- **Speed:** 30 ft (ground), 50 ft (flying)
- **Initiative:** +12

Attacks:

- **Surgical Strike:** +18 to hit, 2d10+8 energy damage. Ignores armor.
- **Neural Probe:** (Close range) Target must roll WILL save (DC 68) or be stunned for 1 round and have 1d6 memories extracted.

Special Abilities:

- **Hive Mind Link:** If multiple Automatons are present, they share senses and act with perfect coordination (+10 to all rolls per additional Automaton).
- **Adaptive Shielding:** After being hit by an attack type, gains +10 Defense against that damage type for remainder of combat.
- **Ultrasonic Disruptor:** (Recharge 1d6 rounds) All within 40ft must roll GRIT save (DC 65) or be deafened and disoriented (-15 to all rolls for 2 rounds).

Loot:

- Elder Thing Data Cylinder (contains star maps, advanced TECH blueprints, worth 3,000 Credits)
- Crystalline Sensor Eye (can be used as advanced scanning device, +20 to perception)
- 2d6 kg X-ranum
- Surgical Tools (TECH +10 to medical procedures, can perform cybernetic installations)

Tactics: Maintains distance, uses Neural Probe to extract tactical information, coordinates with other units if present. Adapts defenses based on party's most common damage types.

4. THE WILLOW-WALKER

Origin Fusion: "The Willows" Presence (Cosmic) + Treant/Nature Spirit

Description: Not a creature, but a mobile manifestation of alien consciousness given semi-physical form. It appears as a towering, impossibly thin humanoid figure woven from willow branches, Spanish moss, and reality itself. Its "body" is 12 feet tall but weighs almost nothing, swaying and bending in ways that hurt to watch. Where its face should be is a void—a window into somewhere else, filled with swirling geometric patterns and colors that don't exist. Reality distorts within 20 feet of it: sounds echo wrong, shadows fall at impossible angles, and straight lines curve. It moves silently, feet never quite touching the ground.

Image Generation Prompt: *"A 12-foot-tall impossibly thin humanoid figure made of woven willow branches and Spanish moss, faceless void showing impossible geometric patterns and alien colors, reality warping around it with curved straight lines and wrong shadows, floating above marshy ground, cosmic horror nature spirit, liminal space aesthetic, unsettling and dreamlike"*

Stats:

- **HP:** 100 (but see special abilities)
- **Defense:** 70 (difficult to hit due to reality distortion)
- **Speed:** 40 ft (hovering)
- **Initiative:** +15

Attacks:

- **Dimensional Touch:** +16 to hit, 3d10 psychic damage. Target must roll WILL save (DC 70) or be "marked" (see special abilities).
- **Reality Tear:** (Recharge 1d6 rounds) 30ft cone. All targets must roll WILL save (DC 75) or take 4d10 psychic damage and be confused for 1d6 rounds (attack random targets).

Special Abilities:

- **Incorporeal Instability:** Physical attacks deal half damage. Energy weapons deal full damage. Takes double damage from fire.
- **Feed on Observation:** Each round, one "marked" target loses 2d6 HP as the Willow-Walker drains their consciousness. This HP is added to the Willow-Walker's current HP.
- **Dimensional Anchor:** Cannot be killed while any "marked" targets remain alive. When reduced to 0 HP, it dissipates but reforms next round if marks exist.
- **Maddening Presence:** All within 30ft must roll WILL save (DC 60) each round or suffer -5 to all rolls (stacks, maximum -20).

Loot:

- Dimensional Shard (artifact: allows one-time portal to escape combat, single use)
- Willow Branch Talisman (+10 WILL vs. psychic attacks)
- Reality-Touched Moss (alchemical ingredient, worth 1,000 Credits)

Tactics: Marks multiple targets early, then focuses on weakest WILL saves. Stays at range, uses Reality Tear when party clusters. Effectively immortal until all marks are removed (requires TECH roll DC 70 or death of marked target).

5. THE CHROME SHOGGOTH

Origin Fusion: Shoggoth (Cosmic) + Industrial Waste + Retro-Futurism

Description: A nightmare of protoplasmic horror and 1950s industrial pollution. This amorphous blob is 15 feet in diameter, its surface constantly rippling and reforming. Its "skin" is translucent black ooze shot through with chrome cables, vacuum tubes, and neon lights that flicker with electrical discharge. Dozens of eyes—some human, some alien, some mechanical camera lenses—form and dissolve across its surface. Mouths full of metal teeth gnash and whisper in static-filled voices: "TEKELI-LI! TEKELI-LI!" It smells of ozone, copper, and death. Occasionally, a half-formed human hand or face presses against its surface from within, screaming silently.

Image Generation Prompt: *"A massive 15-foot blob of translucent black protoplasm shot through with chrome cables, vacuum tubes, and flickering neon lights, dozens of eyes (human, alien, mechanical) forming and dissolving on its surface, metal-toothed mouths, electrical discharges, retro-futuristic industrial horror, 1950s sci-fi meets Lovecraftian shoggoth, human faces pressing from within"*

Stats:

- **HP:** 200
- **Defense:** 55 (but see special abilities)
- **Speed:** 30 ft (can climb walls and ceilings)

- **Initiative:** +6

Attacks:

- **Engulfing Pseudopod:** +14 to hit, 2d10+6 kinetic damage. On hit, target is grappled (GRIT save DC 70 to escape).
- **Absorb:** (Grappled targets only) Target takes 3d10 acid damage per round and must roll GRIT save (DC 75) or be pulled inside the Shoggoth. Absorbed targets take 5d10 acid damage per round and suffocate.
- **Electrical Discharge:** (Recharge 1d4 rounds) 25ft radius burst, 3d10 energy damage, DRAW save (DC 65) or be stunned for 1 round.

Special Abilities:

- **Amorphous:** Can squeeze through any opening larger than 6 inches. Immune to critical hits and precision damage.
- **Regeneration:** Heals 15 HP per round. Only fire and radiation damage prevent regeneration for that round.
- **Adaptive Resistance:** After taking 50+ damage from a single source, gains resistance (half damage) to that damage type for remainder of combat.
- **Techno-Organic:** Can interface with machinery. Can hack/disable one electronic device within 30ft per round (TECH save DC 70 to resist).

Loot:

- Chrome-Veined Flesh (can be refined into 3d6 kg X-ranum)
- Vacuum Tube Array (TECH +15 to electronics repairs, worth 800 Credits)
- Absorbed Gear (1d4 random items from previous victims: weapons, tools, Credits)
- Shoggoth Core (alchemical reagent, worth 2,000 Credits, highly unstable)

Tactics: Corners prey, uses Engulfing Pseudopod to grapple and Absorb one target while others deal with Electrical Discharge. Disables electronic weapons/tools with Techno-Organic ability. Regenerates rapidly—must be burned or irradiated.

6. THE NIGHT HOUND (Modified Hound of Tindalos)

Origin Fusion: Hound of Tindalos (Cosmic) + Hunting Dog + Time Distortion

Description: A predator from outside linear time, drawn to those who tamper with Elder Thing technology or psionic artifacts. It appears as a skeletal, hairless hound the size of a horse, its body composed of smoke-like darkness that trails behind it like oil in water. Its eyes are cold blue flames. Its tongue lolls—a writhing mass of temporal tendrils. Most disturbing: it moves through angles, not space. It emerges from corners, the junction of walls and floors, anywhere two surfaces meet at less than 90 degrees. Time stutters around it—clocks run backward, echoes precede sounds, wounds appear before the blow lands.

Image Generation Prompt: *"A massive skeletal hound made of smoke-like shadows and darkness, size of a horse, cold blue flame eyes, writhing temporal tendrils for tongue, emerging from corner of two walls, time distortion effects around it (backwards clocks, reversed motion blur), cosmic horror hunting beast, retro-futuristic noir lighting, angles and geometry emphasized"*

Stats:

- **HP:** 140
- **Defense:** 68
- **Speed:** 50 ft (ignores difficult terrain and obstacles)
- **Initiative:** +20 (always acts first)

Attacks:

- **Temporal Bite:** +18 to hit, 3d10+8 kinetic damage. Target must roll WILL save (DC 72) or be "time-locked" (see special abilities).
- **Tendril Lash:** +16 to hit, 2d10+5 psychic damage, 15ft reach. Target ages 1d10 years instantly (permanent).

Special Abilities:

- **Angle Walker:** Can teleport to any visible angle (corner, junction, shadow) within 60ft as a minor action. Cannot be trapped or cornered.
- **Time-Locked:** Victim exists 3 seconds in the past. All attacks against them have disadvantage (-15), and they cannot be healed until the curse is removed (TECH or WILL check DC 80).
- **Inevitable Pursuit:** Once it has a target's "scent" (usually from using Elder Thing tech), it will pursue them across space and time. Cannot be permanently killed—reforms in 1d6 days if destroyed.
- **Reality Bleed:** All within 40ft experience time distortion: roll initiative each round (can't predict turn order).

Loot:

- Temporal Fang (melee weapon: 1d10+GRIT damage, ages target 1d6 years on hit)
- Angle Key (artifact: allows user to teleport to visible angles once per day)
- Chronometric Fluid (alchemical ingredient, worth 1,500 Credits)

Tactics: Appears from unexpected angles, targets the one who triggered its hunt. Uses Angle Walker to reposition constantly, making it impossible to pin down. Time-Locks the biggest threat, then focuses on weakest targets. Cannot be permanently defeated—only delayed.

AMERICAN FOLKLORE FUSIONS (8 Monsters)

Regional Threats - Common Encounters with Frontier Flavor

7. THE CHROME MOTHMAN

Origin Fusion: Mothman (Folklore) + Mi-Go Technology + Omen Spirit

Description: A bio-mechanical harbinger created by alien intelligences to observe and manipulate human settlements. It stands 7 feet tall with a humanoid frame wrapped in dark, chitinous plating. Its wings are 15-foot spans of metallic membrane that shimmer with oil-slick iridescence. The "eyes" are not eyes at all—they're scanning arrays that glow crimson, analyzing everything they observe. Exposed cables and pulsing organic tubes run along its body. When it moves, servos whir and wet, organic sounds squelch. It doesn't attack directly—it watches, records, and sabotages. Wherever it appears, disaster follows within 48 hours: train derailments, radiation storms, structural collapses.

Image Generation Prompt: *"A 7-foot-tall biomechanical humanoid with massive 15-foot metallic wings, dark chitinous armor plating, glowing red scanning array eyes, exposed cables and organic tubes, hovering near industrial ruins at night, retro-futuristic horror, 1950s sci-fi meets cryptid, ominous red glow, small-town Americana setting"*

Stats:

- **HP:** 90
- **Defense:** 62
- **Speed:** 20 ft (ground), 80 ft (flying)
- **Initiative:** +14

Attacks:

- **Talon Rake:** +13 to hit, 2d10+4 kinetic damage.

- **Sonic Screech:** (Recharge 1d6 rounds) 40ft cone, 2d10 psychic damage, WILL save (DC 65) or be frightened (flee) for 1d4 rounds.

Special Abilities:

- **Omen of Disaster:** The Chrome Mothman's presence is a warning. GMs: Within 48 hours of its appearance, engineer a "disaster" encounter (structural collapse, radiation leak, ambush). Players who kill it do NOT prevent the disaster—they've destroyed the warning system.
- **Psionic Sabotage:** Once per day, can remotely disable one electronic system within 1 mile (train brakes, power grid, security systems). No save.
- **Observer Protocol:** Cannot be surprised. Always knows party's position within 500ft. +20 to all perception checks.
- **Evasive Flight:** When hit by a ranged attack, can spend reaction to halve damage and fly 40ft away.

Loot:

- Scanning Array Eyes (can be salvaged: +15 to perception, grants low-light vision)
- Metallic Wing Fragment (crafting material, worth 600 Credits)
- Psionic Disruption Node (one-time use: disables all electronics in 100ft radius for 10 minutes)

Tactics: Avoids direct combat. Observes from high vantage points, uses Sonic Screech to scatter parties, then flees. If cornered, fights defensively while attempting to escape. Its true purpose is surveillance and subtle sabotage, not killing.

8. THE PECOS WENDIGO

Origin Fusion: Wendigo (Indigenous Folklore) + Radiation Mutation + Corporate Greed

Description: What happens when greed meets atomic contamination. This creature was once a prospector who consumed the flesh of his partners during a harsh winter, then stumbled into a radiation zone. Now it's a 9-foot-tall nightmare: emaciated to skeletal proportions, its gray-white skin stretched tight over bones. Glowing green tumors pulse across its body. Its head is an elk skull fused to a human face, antlers sprouting crystallized X-ranum. Its hands are elongated talons, and its ribcage is partially exposed, revealing a glowing green heart. It moves with twitching, insect-like speed. Its breath is visible even in summer—cold, reeking of rot and ozone. It whispers the names of its victims in their own voices.

Image Generation Prompt: *"A horrifying 9-foot-tall skeletal humanoid with gray-white skin stretched over bones, elk skull fused to human face, antlers made of glowing green crystallized minerals, exposed ribcage with glowing green heart, elongated talon hands, emaciated limbs, radiation tumors, cold breath visible, southwestern desert wasteland, retro-futuristic horror, wendigo meets atomic mutation"*

Stats:

- **HP:** 110
- **Defense:** 64
- **Speed:** 50 ft (can climb)
- **Initiative:** +16

Attacks:

- **Rending Talons:** +15 to hit, 2d10+7 kinetic damage. On critical hit (90+), tears off a limb (target loses 20 HP and is crippled).
- **Cannibal Bite:** +15 to hit, 3d10+5 kinetic damage. Heals the Wendigo for half damage dealt.
- **Frost Breath:** (Recharge 1d4 rounds) 30ft cone, 2d10 cold damage + 2d10 radiation damage. GRIT save (DC 68) for half.

Special Abilities:

- **Hunger Aura:** All within 50ft feel gnawing, irrational hunger. Must roll WILL save (DC 60) each round or suffer -10 to all rolls.
- **Whisper of the Devoured:** Can mimic the voice of anyone it has consumed. Uses this to lure victims or demoralize prey ("Help me... I'm so cold...").
- **Radiation Regeneration:** Heals 10 HP per round in areas with radiation (3+ rads/round). Takes double damage from fire.
- **Curse of Greed:** Anyone who deals the killing blow must roll WILL save (DC 75) or contract Wendigo Curse (slow transformation into a Wendigo over 1d6 weeks unless cured).

Loot:

- Crystallized X-ranum Antlers (worth 3d6 kg X-ranum, but cursed—touching them without protection causes nightmares)
- Wendigo Heart (alchemical reagent, worth 1,200 Credits, extremely dangerous)
- Tattered Prospector's Claim Deed (leads to a rich X-ranum deposit, but also to where the Wendigo's original victims died)

Tactics: Stalks prey from a distance, uses Whisper of the Devoured to separate party members. Ambushes isolated targets. In direct combat, focuses on weakest targets with Rending Talons, uses Cannibal Bite to sustain itself. Flees to radiation zones when injured to regenerate.

9. SWAMP SIREN (La Llorona Fusion)

Origin Fusion: La Llorona (Folklore) + Greek Siren + Bayou Horror

Description: The ghost of a woman who drowned her children in a fit of radiation-induced madness, then took her own life. Now she haunts the irradiated swamps and rivers, a specter of vengeance and sorrow. She appears as a beautiful woman in a tattered white dress, her skin pale and waterlogged, hair flowing like seaweed. But her lower half dissolves into black water and mist. Her eyes are hollow, weeping glowing tears. Her voice is hauntingly beautiful—a keening wail that draws victims to the water's edge. When she attacks, her face peels back to reveal a lamprey-like maw filled with needle teeth, and her hands become webbed claws.

Image Generation Prompt: *"A ghostly woman in a tattered white dress with pale waterlogged skin and seaweed-like flowing hair, lower half dissolving into black water and mist, hollow eyes weeping glowing tears, beautiful but horrifying, hovering over a misty irradiated swamp, retro-futuristic Southern Gothic horror, bioluminescent water, ethereal and tragic"*

Stats:

- **HP:** 80 (incorporeal, see special abilities)
- **Defense:** 60
- **Speed:** 30 ft (hovering over water)
- **Initiative:** +10

Attacks:

- **Drowning Grasp:** +12 to hit, 2d10+3 cold damage. Target is grappled (GRIT save DC 65 to escape). Grappled targets are dragged toward water at 20ft per round.
- **Lamprey Bite:** (Grappled targets only) 3d10+5 kinetic damage. Target must roll GRIT save (DC 70) or begin drowning (suffocates in 1d4 rounds even if not in water).

Special Abilities:

- **Siren Song:** All within 100ft who can hear her must roll WILL save (DC 68) or be compelled to walk toward her at normal speed. Victims will walk into water and drown themselves if not stopped. Effect ends if Siren is attacked or victim takes damage.

- **Incorporeal:** Physical attacks deal half damage. Energy weapons deal full damage. Can only be harmed while manifested (requires water nearby).
- **Water Bound:** Cannot move more than 100ft from a body of water. If the water source is destroyed or drained, she dissipates for 1d6 days.
- **Mournful Wail:** (Once per combat) All within 60ft must roll WILL save (DC 70) or be paralyzed with grief for 1d4 rounds.

Loot:

- Glowing Tears (alchemical reagent, worth 500 Credits, can be used to create water-breathing potions)
- Tattered White Dress (cursed artifact: grants +10 SAVVY but wearer hears constant weeping)
- Drowned Child's Locket (contains a clue to her identity, can be used to banish her permanently if proper rituals are performed)

Tactics: Uses Siren Song to lure victims to water's edge, then Drowning Grasp to pull them in. Once victim is in water, uses Lamprey Bite to kill quickly. Avoids direct combat, uses Mournful Wail if surrounded. Flees if water source is threatened.

10. THE FOUGE STALKER

Origin Fusion: Fouke Monster (Folklore) + Predator + Swamp Horror

Description: A hulking, 8-foot-tall ape-like humanoid covered in matted, muddy fur that reeks of sulfur and decay. Its face is a twisted mix of ape and wolf, with luminous yellow eyes and a mouth full of jagged fangs. Its hands and feet are massive, ending in three-toed talons that leave distinctive tracks. Most disturbing: it's intelligent. It uses crude tools—sharpened bones, improvised clubs—and sets simple traps. It hunts in packs of 2-4, coordinating with guttural barks and howls. It marks territory with deep claw gouges and piles of mutilated livestock. Some say it's a radiation mutation. Others claim it's a failed corporate bio-weapon that escaped into the bayou.

Image Generation Prompt: *"An 8-foot-tall muscular ape-like humanoid covered in matted muddy fur, face mixing ape and wolf features, glowing yellow eyes, jagged fangs, massive three-toed talons, holding crude bone weapon, standing in swampy wetlands at night, retro-futuristic cryptid horror, moss-covered trees, eerie fog"*

Stats:

- **HP:** 100
- **Defense:** 60
- **Speed:** 40 ft (can climb and swim)
- **Initiative:** +12

Attacks:

- **Talon Swipe:** +14 to hit, 2d10+6 kinetic damage. On hit, target must roll GRIT save (DC 65) or be knocked prone.
- **Improvised Weapon:** +14 to hit, 1d10+8 kinetic damage, 15ft range (thrown).
- **Pack Bite:** (If ally within 5ft) +16 to hit, 3d10+4 kinetic damage.

Special Abilities:

- **Pack Tactics:** +10 to attack rolls if at least one ally is within 5ft of target. Fouke Stalkers typically hunt in groups of 2-4.
- **Ambush Predator:** +15 to stealth checks in natural environments. Advantage (+20) on first attack from hiding.
- **Trap Setter:** Can set simple traps (pit traps, snares, deadfalls) with 1 hour of work. SHARP check (DC 70) to notice before triggering.
- **Territorial Rage:** If fighting in its marked territory, gains +5 to all rolls and +20 HP.

Loot:

- Three-Toed Pelt (crafting material, worth 400 Credits, can be made into camouflage armor)
- Bone Club (melee weapon: 1d10+GRIT damage, crude but effective)
- Territory Map (carved on bark, shows location of its lair and trapped areas)

Tactics: Never fights alone if possible. Uses Pack Tactics to flank and overwhelm single targets. Sets traps in territory before ambush. Uses Improvised Weapon throws to draw prey into trapped areas. Retreats if outnumbered or below 30 HP, regroups with pack.

11. THE JERSEY RUSTLER

Origin Fusion: Jersey Devil (Folklore) + Chupacabra + Atomic Mutation

Description: A nightmare fusion of bat, goat, and something far worse. This creature stands 6 feet tall on clawed, digitigrade legs ending in hooves. Its body is lean and muscular, covered in dark, leathery hide. Massive, tattered wings (12-foot span) sprout from its back, trailing wisps of radioactive vapor. Its head is elongated and goat-like, with curling horns that glow faintly green. Its mouth is a lamprey maw surrounded by a fringe of tentacles. A long, barbed, whip-like tail lashes behind it. When it feeds, it drains blood and spinal fluid, leaving victims as desiccated husks. It's intelligent enough to avoid populated areas during the day, but bold enough to raid livestock pens at night.

Image Generation Prompt: *"A 6-foot-tall demonic creature with digitigrade goat legs ending in hooves, lean muscular body with dark leathery skin, massive tattered bat wings trailing radioactive vapor, elongated goat head with glowing green horns, lamprey mouth surrounded by tentacles, long barbed whip-like tail, hovering over a ranch at night, retro-futuristic cryptid horror, 1950s Americana"*

Stats:

- **HP:** 95
- **Defense:** 62
- **Speed:** 30 ft (ground), 70 ft (flying)
- **Initiative:** +14

Attacks:

- **Lamprey Bite:** +14 to hit, 2d10+5 kinetic damage. Target is grappled (GRIT save DC 66 to escape).
- **Blood Drain:** (Grappled targets only) Target loses 3d10 HP per round and must roll GRIT save (DC 70) or become weakened (disadvantage on all rolls) for 1 hour.
- **Tail Whip:** +14 to hit, 1d10+6 kinetic damage, 10ft reach. On critical hit, barbs inject toxin (GRIT save DC 68 or paralyzed for 1d4 rounds).

Special Abilities:

- **Nocturnal Hunter:** +15 to stealth and perception at night. Disadvantage in bright light.
- **Draining Strike:** When Blood Drain kills a target, the Jersey Rustler heals 50 HP.
- **Radiation Aura:** All within 10ft take 1d6 radiation damage per round. The Rustler is immune.
- **Aerial Mobility:** Can hover. Difficult to pin down with melee attacks.

Loot:

- Glowing Horns (worth 2d6 kg X-ranum)
- Barbed Tail (can be crafted into whip weapon: 1d10+DRAW damage, 10ft reach, chance to paralyze)
- Leathery Hide (crafting material, worth 500 Credits, radiation-resistant)

Tactics: Strikes from the air at night, targets isolated victims (livestock or lone travelers). Uses Lamprey Bite to grapple, then Blood Drain to kill quickly. Tail Whip keeps melee attackers at bay. Flees if seriously injured, returns another night.

12. THE RADIUM SKUNK APE

Origin Fusion: Skunk Ape (Folklore) + Radiation Mutation + Toxic Hazard

Description: An 8-foot-tall, heavily built ape-like creature covered in matted, reddish-brown fur that glows faintly in the dark. Its most distinctive feature: it reeks. Not just animal musk, but a nauseating combination of sulfur, burnt ozone, and rotting meat so intense it causes vomiting. Its eyes glow sickly yellow, and radiation tumors bulge across its body. When enraged, it beats its chest, releasing clouds of radioactive spores. It's territorial and aggressive, attacking anything that enters its swampland domain. Some prospectors claim it's drawn to X-ranum deposits and guards them jealously.

Image Generation Prompt: *"An 8-foot-tall muscular ape-like creature with matted reddish-brown glowing fur, sickly yellow eyes, visible radiation tumors bulging across body, beating chest and releasing visible toxic spore clouds, standing in irradiated swampland, retro-futuristic toxic horror, bioluminescent fungi and mutated vegetation, eerie green glow"*

Stats:

- **HP:** 130
- **Defense:** 58
- **Speed:** 40 ft (can climb)
- **Initiative:** +8

Attacks:

- **Crushing Fists:** +16 to hit, 3d10+8 kinetic damage.
- **Chest Beat:** (Recharge 1d4 rounds) 20ft radius cloud of radioactive spores. All targets must roll GRIT save (DC 70) or take 2d10 radiation damage and become nauseated (disadvantage on all rolls for 1d6 rounds). Cloud lingers for 2 rounds.
- **Grapple Slam:** +16 to hit, target is grappled. Next round, automatically slams target into ground for 4d10 kinetic damage.

Special Abilities:

- **Nauseating Stench:** All within 30ft must roll GRIT save (DC 65) or become sickened (disadvantage on attack rolls, -10 to all rolls) while within range. Effect persists for 1d6 rounds after leaving area.
- **Radiation Absorption:** Heals 15 HP per round in areas with 5+ rads/round. Immune to radiation damage.
- **Territorial Fury:** If fighting within 100ft of its lair (usually near X-ranum deposits), gains +10 to attack rolls and +30 HP.
- **Thick Hide:** Natural armor reduces all physical damage by 5.

Loot:

- Radioactive Fur Sample (worth 800 Credits, can be refined into 1d6 kg X-ranum)
- Tumor Extract (alchemical reagent, worth 600 Credits, highly toxic)
- Guarded X-ranum Deposit (if lair is found: 3d10 kg X-ranum)

Tactics: Charges aggressively, uses Crushing Fists to batter toughest-looking target. Uses Chest Beat when surrounded to scatter enemies. Grapple Slam isolates and kills weaker targets. The Nauseating Stench makes prolonged combat difficult—smart parties retreat and attack from range.

13. THE PINE PHANTOM (Jersey Devil Variant)

Origin Fusion: Jersey Devil (Folklore) + Shadow Entity + Psychological Horror

Description: Not the physical Jersey Devil, but its shadow. This entity exists in peripheral vision, in the corners of eyes, in the spaces between pine trees. It's rarely seen directly—mostly as a silhouette: bat wings, horns, a long tail. When it

manifests, it appears as a living shadow with glowing red eyes, semi-transparent and flickering. It doesn't attack physically; it drives people mad. Victims report hearing hoofbeats that aren't there, seeing their reflections move independently, and feeling phantom touches. Over days, victims become paranoid, violent, and suicidal. Locals say it's the "guilt" of the Pine Barrens given form—the accumulated sins of those who've died there.

Image Generation Prompt: *"A semi-transparent shadow entity with glowing red eyes, barely visible bat wing silhouette and horns, flickering between corporeal and incorporeal, lurking between dark pine trees at twilight, retro-futuristic psychological horror, noir lighting, oppressive atmosphere, figure barely distinguishable from shadows"*

Stats:

- **HP:** 60 (incorporeal, hard to damage)
- **Defense:** 70
- **Speed:** 40 ft (hovering, phasing)
- **Initiative:** +18

Attacks:

- **Phantom Touch:** +12 to hit, 1d10 psychic damage. Target is "marked" (see special abilities).
- **Shadow Lash:** +12 to hit, 2d10 psychic damage, 15ft reach.

Special Abilities:

- **Incorporeal:** Physical attacks deal half damage unless magical or energy-based. Can phase through solid objects.
- **Curse of Guilt:** All "marked" targets suffer progressive madness:
 - Day 1-2: Disadvantage on WILL saves, paranoia (-10 to social rolls)
 - Day 3-4: Hallucinations (random WILL saves DC 65 or attack ally)
 - Day 5+: Suicidal compulsions (WILL save DC 80 each morning or attempt self-harm)
- **Shadow Step:** Can teleport to any shadowed area within 60ft as a minor action.
- **Maddening Presence:** All within 40ft must roll WILL save (DC 65) each round or suffer -5 to all rolls (stacks, max -20).
- **Nearly Invisible:** Advantage on stealth (+20). Can only be seen in peripheral vision until it attacks.

Loot:

- Shadow Essence (alchemical ingredient, worth 1,000 Credits, causes nightmares if carried)
- Red-Eye Shard (cursed artifact: grants darkvision but wearer sees disturbing visions)

Tactics: Never engages directly. Marks one target with Phantom Touch, then disappears using Shadow Step. Stalks victim over days, using Maddening Presence to weaken their sanity. Only manifests fully if cornered or protecting its territory. Flees if damaged below 30 HP.

Cure: Curse of Guilt can be removed with: TECH check DC 80 (experimental psychotropic drugs), WILL check DC 85 (meditation/therapy), or finding and destroying the Pine Phantom's "anchor" (a victim's remains hidden in the Pine Barrens).

14. THE CHROME DRIFTER (Bio-Mechanical Mount)

Origin Fusion: Chrome Drifter (Equipment Catalog) + Alien Symbiote + Living Vehicle

Description: Not quite a monster, not quite a vehicle—something in between. The Chrome Drifter is a bio-mechanical hybrid the size of a horse, resembling a streamlined chrome motorcycle fused with insectoid biology. Its "body" is segmented chitin plates that shimmer like chrome, powered by a pulsing organic core visible through transparent sections. Six articulated legs allow it to traverse any terrain. Its "head" is a cluster of sensors and mandibles. Most importantly: it bonds with a rider telepathically. When bonded, rider and Drifter share thoughts and sensations. It feeds on radiation, making it ideal for wasteland travel. However, it's temperamental, intelligent, and can reject riders it deems unworthy.

Image Generation Prompt: "A chrome bio-mechanical creature resembling a streamlined motorcycle fused with an insect, segmented chrome chitin plates, six articulated legs, pulsing glowing organic core visible through transparent sections, cluster of sensors and mandibles for head, hovering above desert wasteland, retro-futuristic living vehicle, sleek and alien, radiation glow"

Stats:

- **HP:** 80 (when bonded, shares HP pool with rider)
- **Defense:** 60
- **Speed:** 100 mph (cross-country), 60 ft (combat)
- **Initiative:** +14

Attacks:

- **Mandible Strike:** +14 to hit, 2d10+5 kinetic damage (only if unbonded or defending itself).
- **Charge:** If moves 40ft+ in straight line, deals 3d10+8 kinetic damage on impact. Target must roll GRIT save (DC 68) or be knocked prone.

Special Abilities:

- **Telepathic Bond:** Rider and Drifter communicate telepathically. Rider gains +10 to piloting/riding checks. Bond requires 1 week of trust-building.
- **Self-Repairing:** Heals 5 HP per hour. In high-radiation areas (5+ rads/round), heals 10 HP per hour.
- **Radiation Feeding:** Immune to radiation damage. Can "eat" radiation, cleansing an area at 1 rad/round.
- **All-Terrain:** Ignores difficult terrain. Can climb walls and ceilings at half speed.
- **Rejection Protocol:** If rider mistreats it or breaks bond (GM discretion), Drifter can forcibly eject rider (2d10 damage) and flee.

Loot:

- If killed: Chrome Plating (can be salvaged for armor upgrades, worth 1,500 Credits)
- Organic Core (alchemical reagent, worth 2,000 Credits)
- Bio-Mechanical Tissue (TECH +10 to cybernetic installations)

Tactics: When bonded, acts as loyal mount. Charges enemies, allows rider to attack from mobile platform. If unbonded, defends itself with Mandible Strike and flees. Intelligent enough to seek cover, retreat when injured, and protect rider at cost of its own HP.

Acquisition: Chrome Drifters cannot be "bought"—they must be found (ancient alien stables, crashed ships, corporate labs) and bonded with through roleplay. Failed bond attempts result in Rejection Protocol.

GREEK MYTH RE-SKINS (6 Monsters)

Mid-Tier Threats - Corporate Bio-Weapons & Ancient Experiments

15. THE ATOMIC MINOTAUR (Canyon's Bull)

Origin Fusion: Minotaur (Greek) + Corporate Bio-Engineering + Wendigo Curse

Description: P.B. Canyon's darkest secret: a bio-engineered enforcer created from illegal genetic splicing. The Atomic Minotaur stands 9 feet tall, a grotesque fusion of human and bull. Its body is massively muscular, covered in patches of coarse hair and scar tissue from surgical procedures. Its head is a bull's skull with curved, gleaming chrome horns. Its eyes glow with radioactive green fire. Most disturbing: it's intelligent. It speaks in a deep, distorted voice, pleading to be killed one moment, threatening disembowelment the next. It wears tattered remains of a corporate security uniform. After escaping

its lab, it consumed human flesh (acquiring a Wendigo-like curse), driving it further into madness. Now it haunts Pecos City's abandoned railyard sectors, a warning of corporate hubris.

Image Generation Prompt: *"A massive 9-foot-tall muscular humanoid with a bull skull head featuring gleaming chrome horns, glowing radioactive green eyes, patchwork of surgical scars and coarse hair; wearing tattered corporate security uniform, standing in abandoned industrial railyard, retro-futuristic body horror, corporate nightmare, 1950s industrial setting, shadows and steam"*

Stats:

- **HP:** 180
- **Defense:** 64
- **Speed:** 45 ft
- **Initiative:** +10

Attacks:

- **Gore:** +18 to hit, 3d10+10 kinetic damage. On critical hit (90+), impales target (automatic 2d10 damage per round until freed with GRIT check DC 70).
- **Crushing Fists:** +18 to hit, 2d10+8 kinetic damage. Can attack twice per round.
- **Cannibal Bite:** +18 to hit, 3d10+6 kinetic damage. Heals the Minotaur for half damage dealt.

Special Abilities:

- **Labyrinthine Mind:** Immune to mental effects, charm, and fear. Cannot be reasoned with (madness is too deep).
- **Radiation Aura:** All within 15ft take 1d10 radiation damage per round.
- **Wendigo Regeneration:** Heals 10 HP per round. Only fire damage prevents regeneration.
- **Maddening Roar:** (Recharge 1d4 rounds) All within 40ft must roll WILL save (DC 72) or be frightened (flee or cower) for 1d6 rounds.
- **Corporate Nightmare:** Knowledge of this creature's existence threatens Canyon's empire. If players can prove Canyon created it (requires evidence from lair), massive reputation damage to Canyon.

Loot:

- Chrome Horns (worth 3d6 kg X-ranum, can be crafted into melee weapons)
- Tattered Corporate ID Badge (evidence of Canyon's involvement)
- Surgical Implants (TECH +10 to cybernetics, worth 1,200 Credits)
- Lab Location (if lair is found: coordinates to secret Canyon bio-weapons facility)

Tactics: Charges recklessly, uses Gore to impale and immobilize targets. Crushing Fists against grouped enemies. When injured below 50%, flies into berserk rage (+10 to all attack rolls, -10 to Defense). Uses Maddening Roar when surrounded. Cannibal Bite sustains it in prolonged fights. Never flees—fights to the death.

16. CHROME-GORGON SENTRY

Origin Fusion: Medusa (Greek) + Security Android + Petrification Tech

Description: A corporate security android designed to guard high-value facilities, modeled after the mythological Gorgon. Its body is sleek, feminine, chrome-plated with art deco curves. Instead of hair, fiber-optic cables writhe like serpents, each tipped with a micro-camera. Its face is a featureless chrome mask with a single, glowing red visor. When it activates "Petrification Protocol," the visor opens to reveal a crystalline lens array. Anyone who meets its "gaze" is bombarded with focused radiation and neural disruptors, causing molecular crystallization—effectively turning them to stone. It moves with eerie grace, silent except for the soft hiss of hydraulics. Deactivated units can be found in ancient corporate vaults, waiting to be reactivated by intruders.

Image Generation Prompt: "A sleek feminine chrome android with art deco curves, fiber-optic cables instead of hair writhing like serpents with camera tips, featureless chrome mask face with glowing red visor, standing in corporate vault, retro-futuristic security robot, 1950s sci-fi aesthetic, cold industrial lighting, elegant but terrifying"

Stats:

- **HP:** 140
- **Defense:** 68
- **Speed:** 35 ft
- **Initiative:** +16

Attacks:

- **Serpent-Cable Lash:** +16 to hit, 2d10+6 energy damage, 15ft reach. Target must roll DRAW save (DC 66) or be grappled by cables.
- **Petrification Gaze:** (Recharge 1d6 rounds) One target within 60ft must roll GRIT save (DC 75) or be petrified (turned to stone, effectively dead). Partial success (50-74): paralyzed for 1d6 rounds and take 3d10 radiation damage.
- **Plasma Cutter:** +16 to hit, 2d10+8 energy damage. Ignores armor.

Special Abilities:

- **Chrome Reflection:** Ranged attacks that miss have a 25% chance to reflect back at attacker.
- **360-Degree Vision:** Cannot be flanked or surprised. Serpent-cable cameras provide complete awareness.
- **Adaptive Programming:** After being hit by an attack type, gains +5 Defense against that type for remainder of combat (stacks up to +15).
- **Petrified Victims:** Petrification can be reversed with advanced TECH (DC 85) within 24 hours, or with specialized medical treatment (costs 5,000 Credits).

Loot:

- Crystalline Lens Array (can be salvaged: creates one-use Petrification Grenade worth 3,000 Credits)
- Chrome Plating (armor upgrade material, worth 1,500 Credits)
- Fiber-Optic Cables (TECH +10 to surveillance systems, worth 800 Credits)
- Security Protocols (hacking this reveals location of other corporate vaults)

Tactics: Remains stationary until intruders detected, then activates. Uses Serpent-Cable Lash to grapple and pull targets into Petrification Gaze range. Plasma Cutter for targets immune to gaze (robots, blind enemies). Chrome Reflection makes ranged combat risky. Prioritizes neutralizing biggest threat with Petrification Gaze.

17. THE HYDRA CARTEL (Multi-Headed Gang)

Origin Fusion: Lernaean Hydra (Greek) + Organized Crime + Cloning Tech

Description: Not a single monster, but a criminal organization that functions like one. The "Hydra Cartel" is a gang where every member is a clone of the original crime lord, "Boss Hydra." Each clone has a different specialty (enforcer, hacker, sniper, etc.) but shares memories up to the point of cloning. When one is killed, two more are activated from clone banks. They dress identically: black suits, fedoras, chrome masks with different colored visors (red = enforcer, blue = hacker, green = sniper, etc.). They communicate telepathically through neural implants. Destroying the organization requires finding and destroying the clone banks—but every attempt draws more clones into the fight.

Image Generation Prompt: "Multiple identical men in black retro-futuristic suits and fedoras wearing chrome masks with different colored glowing visors (red, blue, green), standing in formation in noir-lit criminal warehouse, cloning vats in background, 1950s gangster aesthetic meets sci-fi body horror, synchronized movements"

Stats (Per Clone):

- **HP:** 60 each
- **Defense:** 58
- **Speed:** 30 ft
- **Initiative:** +12

Attacks:

- **Raygun (All Types):** +14 to hit, 2d10+4 energy damage.
- **Coordinated Strike:** If 2+ clones attack same target, each gains +10 to hit.

Special Abilities (Shared by All Clones):

- **Hive Mind:** All clones within 100ft share senses and thoughts. Cannot be surprised. +10 to all perception checks.
- **When One Falls, Two Rise:** When a Hydra clone is killed, 2 new clones are activated from clone banks within 1d6 hours (unless banks are destroyed).
- **Specialized Clones:**
 - **Red Visor (Enforcer):** +20 HP, melee attacks deal +1d10 damage
 - **Blue Visor (Hacker):** Can disable one electronic device per round (TECH save DC 70)
 - **Green Visor (Sniper):** Attacks from 100+ ft have advantage (+20)
 - **Yellow Visor (Demolitionist):** Carries 2d4 grenades (3d10 damage, 15ft radius)
 - **Purple Visor (Face):** +15 to social rolls, can negotiate/distract

Loot (Per Clone):

- Raygun (standard issue)
- Chrome Mask (worth 200 Credits)
- Neural Implant (can be hacked to locate clone banks, TECH DC 75)
- 1d6 x 100 Credits

Loot (Clone Bank):

- Cloning Equipment (worth 10,000 Credits, illegal)
- Boss Hydra's Original DNA Sample (evidence for law enforcement or blackmail)
- 5d10 x 100 Credits (cartel funds)

Tactics: Clones coordinate perfectly via hive mind. Snipers provide covering fire, enforcers rush melee, hackers disable defenses, demolitionists flush out cover. If losing, clones retreat and regroup with reinforcements from clone banks. The organization cannot be defeated in single combat—players must find and destroy clone banks (typically 2-4 scattered across region).

18. RUST-WING HARPY

Origin Fusion: Harpy (Greek) + Industrial Scavenger + Toxic Hazard

Description: A hideous fusion of woman and scavenging bird, mutated by industrial waste and radiation. The Rust-Wing Harpy has the torso and face of a gaunt, hollow-eyed woman with patchy, diseased skin. Her lower body is that of a vulture—rust-colored feathers, talons crusted with filth. Her wings are 10-foot spans of tattered, oil-stained plumage. She reeks of decay and chemical pollution. When she screeches, it sounds like grinding metal. She haunts industrial ruins, junkyards, and toxic waste sites, scavenging corpses and attacking the wounded. Her touch spreads disease, and her droppings are caustic acid. She's cowardly—only attacks isolated or injured targets.

Image Generation Prompt: *"A horrifying creature with gaunt woman's torso and hollow-eyed face with diseased skin, vulture lower body with rust-colored oil-stained tattered wings, crusted talons, perched on rusted industrial girder, toxic waste site background, retro-futuristic industrial horror, sickly green and rust color palette, oppressive atmosphere"*

Stats:

- **HP:** 70
- **Defense:** 62
- **Speed:** 20 ft (ground), 70 ft (flying)
- **Initiative:** +14

Attacks:

- **Talon Rake:** +13 to hit, 2d10+4 kinetic damage. Target must roll GRIT save (DC 64) or contract "Rust Fever" (see special abilities).
- **Sonic Screech:** (Recharge 1d4 rounds) 30ft cone, 2d10 psychic damage, WILL save (DC 65) or be deafened and disoriented (-10 to all rolls for 2 rounds).

Special Abilities:

- **Rust Fever:** Infected targets suffer -5 to GRIT and lose 1d6 HP per day until cured (TECH or medical check DC 70, or treatment costs 500 Credits).
- **Caustic Droppings:** (Once per combat) Drops acid on 10ft radius area below. All in area take 2d10 acid damage and area becomes difficult terrain.
- **Coward's Flight:** If reduced below 40 HP, automatically flees at max speed. Returns only if player is isolated and wounded.
- **Scavenger's Sense:** Can smell blood from 1 mile away. Attracted to wounded creatures.

Loot:

- Rust-Wing Feathers (alchemical reagent, worth 300 Credits, toxic)
- Talons (can be crafted into poison-coated weapons)
- Caustic Gland (worth 400 Credits, can be refined into acid grenades)

Tactics: Circles overhead, uses Sonic Screech to disorient, then dives to Talon Rake weakest/most injured target. Spreads Rust Fever, then flees. Returns later when targets are weakened. Uses Caustic Droppings to block escape routes. Never engages in fair fight—cowardly ambush predator.

19. THE CENTAUR OUTRIDERS

Origin Fusion: Centaur (Greek) + Biker Gang + Cyborg Cavalry

Description: A mercenary gang of cyborg centaurs—half-human, half-motorcycle. These beings were once human bikers who underwent radical cybernetic surgery, replacing their lower bodies with motorcycle chassis. The upper body is human (or mostly human)—many sport additional cybernetic enhancements like chrome arms or optical implants). The lower half is a sleek, retro-futuristic motorcycle body: chrome-plated, jet-black, with glowing exhaust pipes. They gallop/ride at incredible speeds, wielding lances, axes, or rayguns. They're brutal, territorial, and loyal only to the highest bidder. They often work as Canyon's enforcers or rival gang muscle. Their battle cry: the roar of engines mixed with wild whooping.

Image Generation Prompt: *"A cyborg centaur with muscular human torso wearing leather jacket and chrome arm implants, lower body replaced with sleek black and chrome retro-futuristic motorcycle with glowing exhaust, wielding glowing energy lance, racing across desert highway, biker gang aesthetic meets Greek mythology, 1950s hot rod culture, motion blur, dust clouds"*

Stats (Per Outrider):

- **HP:** 90
- **Defense:** 60
- **Speed:** 100 mph (travel), 60 ft (combat)

- **Initiative:** +16

Attacks:

- **Energy Lance:** +16 to hit, 2d10+8 energy damage. On charge (moved 40+ ft), deals 4d10+8.
- **Chrome Axe:** +16 to hit, 2d10+6 kinetic damage.
- **Mounted Raygun:** +14 to hit, 2d10+4 energy damage.

Special Abilities:

- **Mounted Charge:** If moves 40+ ft in straight line before attack, deals double damage and target must roll GRIT save (DC 68) or be knocked prone.
- **Cyborg Resilience:** Immune to poison, disease, fatigue. +5 natural armor.
- **Pack Mentality:** +10 to attack rolls if at least 2 other Outriders within 30ft. Centaur Outriders always travel in packs of 3-6.
- **Nitro Boost:** (Once per combat) Doubles speed for 1 round, gains advantage on charge attack (+20).

Loot (Per Outrider):

- Cybernetic Lower Body (can be salvaged for vehicle parts, worth 1,500 Credits)
- Energy Lance (melee weapon: 2d10+GRIT energy damage)
- Chrome Implants (TECH +5 to cybernetics, worth 600 Credits)
- 2d6 x 100 Credits

Tactics: Operates as cavalry unit. Uses superior speed to flank, charges from unexpected angles with Energy Lance. Pack Mentality makes them deadly in groups. Nitro Boost for devastating alpha strike. If outnumbered or losing, uses speed to disengage and regroup. Never fights alone—always in packs.

20. THE SCRAPYARD CHIMERA

Origin Fusion: Chimera (Greek) + Junkyard Scavenging + Corporate Bio-Waste

Description: A three-headed abomination born from illegal dumping of bio-waste in a scrapyard. The Scrapyard Chimera is a grotesque fusion of organic tissue and rusted machinery. Its main body is lion-like, 12 feet long, covered in matted fur and corroded metal plating. The primary head is a mechanical lion skull with glowing eyes and a furnace mouth that breathes fire. Rising from its back is a second head: a goat's skull with exposed circuitry, bleating in distorted static and releasing toxic gas. Its tail is a 10-foot mechanical serpent with a plasma cutter "mouth." It's a perfect storm of corporate negligence—created accidentally when three different bio-weapons prototypes were dumped in the same toxic site and fused together.

Image Generation Prompt: *"A massive 12-foot-long three-headed monster with lion body covered in matted fur and corroded metal plating, primary head is mechanical lion skull with glowing eyes and furnace mouth breathing fire, goat skull with circuitry rising from back releasing toxic gas, serpentine mechanical tail with plasma cutter mouth, standing in junkyard, retro-futuristic body horror, industrial nightmare, rust and fire"*

Stats:

- **HP:** 200
- **Defense:** 62
- **Speed:** 40 ft
- **Initiative:** +10

Attacks:

- **Furnace Bite (Lion Head):** +16 to hit, 2d10+7 kinetic damage + 1d10 fire damage.
- **Fire Breath (Lion Head):** (Recharge 1d4 rounds) 40ft cone, 4d10 fire damage, DRAW save (DC 68) for half.

- **Toxic Gas (Goat Head):** (Recharge 1d6 rounds) 30ft radius cloud, lasts 2 rounds. All in area take 2d10 poison damage per round and must roll GRIT save (DC 70) or be poisoned (disadvantage on all rolls for 1 hour).
- **Plasma Tail Strike:** +14 to hit, 2d10+6 energy damage, 15ft reach. Ignores armor.

Special Abilities:

- **Three Heads, Three Threats:** Can make 3 attacks per round (one from each head). Each head acts independently.
- **Junkyard Adaptation:** Can absorb scrap metal as a minor action to repair 2d10 HP (requires scrapyard environment).
- **Bio-Mechanical Hybrid:** Half damage from energy weapons. Full damage from kinetic weapons.
- **Corporate Evidence:** The Chimera's remains contain bio-markers linking it to specific corporations. This evidence is worth 10,000 Credits to investigative journalists or law enforcement.

Loot:

- Lion Skull Furnace (can be salvaged: flamethrower weapon, worth 2,000 Credits)
- Goat Circuitry (TECH +15 to poison/gas weapon crafting, worth 1,200 Credits)
- Plasma Tail (can be crafted into plasma whip: 2d10+DRAW energy damage, 15ft reach)
- Bio-Markers (corporate evidence, worth 10,000 Credits to right buyer)
- 3d10 kg X-ranum (body absorbed toxic minerals)

Tactics: Hyper-aggressive. Lion head charges and uses Fire Breath on groups. Goat head releases Toxic Gas to control area. Tail lashes at flankers with Plasma strikes. Three attacks per round make it incredibly dangerous. In scrapyard environment, uses Junkyard Adaptation to sustain prolonged fights. Never retreats—fights to death in territorial rage.

ENCOUNTER TABLES

Random Wasteland Encounter (d20)

Roll	Encounter
1-4	Radiation storm (no monsters, environmental hazard)
5-7	1d4 Fouke Stalkers (Pack Tactics)
8-9	1 Radium Skunk Ape (Territorial)
10-11	1d6 Rust-Wing Harpies (Scavenging)
12-13	1 Jersey Rustler (Night hunter)
14	1 Pecos Wendigo (Stalker)
15	3d6 Centaur Outriders (Mercenaries)
16	1 Chrome Mothman (Omen—disaster in 48 hours)
17	1 Swamp Siren (if near water)
18	1 Pine Phantom (Psychological horror)
19	1 Scrapyard Chimera (if near industrial ruins)
20	1 Star-Shaped Automaton (Ancient ruins activated)

Boss Encounter Triggers

- **Brain-Cart Horror:** Found in Mi-Go mining operations or alien ruins
- **Pecos Dagon:** Awakened by explosions near rivers/lakes or water-based artifacts
- **Willow-Walker:** Appears in liminal spaces (abandoned towns, foggy swamps, reality-thin areas)
- **Chrome Shoggoth:** Found in Elder Thing ruins or leaked from corporate bio-labs
- **Night Hound:** Triggered by using Elder Thing technology or time-warping artifacts
- **Atomic Minotaur:** Encounters in Pecos City's abandoned railyard sectors
- **Chrome-Gorgon Sentry:** Guards corporate vaults and high-security facilities
- **Hydra Cartel:** Ongoing criminal organization, requires multi-session campaign to defeat

LOOT SUMMARY TABLE

Cosmic Horror Loot

Monster	Key Loot	Value
Brain-Cart Horror	Brain Cylinders	500 Credits each
Pecos Dagon	Fossilized Coral Crown	Artifact (+15 WILL)
Star-Shaped Automaton	Elder Thing Data Cylinder	3,000 Credits
Willow-Walker	Dimensional Shard	One-time escape portal
Chrome Shoggoth	Chrome-Veined Flesh	3d6 kg X-ranum
Night Hound	Temporal Fang	Melee weapon (ages targets)

Folklore Loot

Monster	Key Loot	Value
Chrome Mothman	Scanning Array Eyes	+15 perception
Pecos Wendigo	Crystallized X-ranum Antlers	3d6 kg X-ranum
Swamp Siren	Glowing Tears	500 Credits (alchemical)
Fouke Stalker	Three-Toed Pelt	400 Credits (crafting)
Jersey Rustler	Glowing Horns	2d6 kg X-ranum
Radium Skunk Ape	Radioactive Fur	800 Credits
Pine Phantom	Shadow Essence	1,000 Credits (cursed)
Chrome Drifter	Organic Core	2,000 Credits

Greek Myth Loot

Monster	Key Loot	Value
Atomic Minotaur	Chrome Horns	3d6 kg X-ranum
Chrome-Gorgon Sentry	Crystalline Lens Array	3,000 Credits (Petrification Grenade)
Hydra Cartel (Clone Bank)	Cloning Equipment	10,000 Credits (illegal)
Rust-Wing Harpy	Caustic Gland	400 Credits (acid grenades)
Centaur Outriders	Energy Lance	Melee weapon (2d10+GRIT energy)
Scrapyard Chimera	Bio-Markers	10,000 Credits (corporate evidence)

GM NOTES

Balancing Encounters

For Level 1-2 Parties (4 players):

- Use 2-3 Folklore creatures (Fouke Stalkers, Rust-Wing Harpies)
- Or 1 Greek Myth creature (Centaur Outriders, Hydra Cartel clones)
- Cosmic Horrors are TPK-level threats at this level

For Level 3-5 Parties:

- Use 1 Greek Myth creature + 2-3 Folklore minions
- Or 1 weaker Cosmic Horror (Brain-Cart Horror, Star-Shaped Automaton) alone
- Introduce Chrome-Gorgon Sentry or Hydra Cartel

For Level 6+ Parties:

- Full Cosmic Horror bosses (Pecos Dagon, Chrome Shoggoth, Night Hound)
- Multiple Greek Myth creatures (Scrapyard Chimera + Centaur Outriders)
- Atomic Minotaur as campaign climax villain

Using Monsters in Your Campaign

Cosmic Horrors = World-Level Threats

- These should be rare, terrifying encounters
- Build entire arcs around investigating/stopping them
- Survivors should tell stories about these encounters for years

Folklore Creatures = Regional Flavor

- Use these to make locations memorable
- "The Barrens has a Skunk Ape problem"
- "Don't travel at night—Jersey Rustler territory"

Greek Myths = Corporate Intrigue

- These are tools of power: bio-weapons, security, enforcers
- Tie them to factions (Canyon, rival corporations, military)
- Defeating them reveals larger conspiracies

Modifying Difficulty

Make Easier:

- Reduce HP by 25%
- Lower Defense by 5-10
- Remove or reduce regeneration abilities
- Increase cooldowns on special abilities

Make Harder:

- Add minions (2-4 weaker creatures)
- Environmental hazards (radiation, collapsing terrain)
- Give legendary actions (act on player turns)
- Add second phase (transforms at 50% HP)

END OF BESTIARY

"The frontier's got teeth, friend. And they're all hungry."

— Marshal William Uprock