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| **Name** | **Type** | **Size** | **XP Rating** |
| Young Cazador | Mutant | Medim | 2 (35 XP) |

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| **Strength** | 6 (+1) |  | **Armor Class** | 7 | | **Action Points** | 7 |
| **Perception** | 7 (+2) |  | **Avg. Hit Points** | 15 | | **Hit Dice** | 3d8 + 3 |
| **Endurance** | 6 (+1) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 1(-4) |  | **Damage Resistances** | |  | | |
| **Agility** | 7 (+2) |  | **Damage Immunities** | | Poison | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Frightened, Poisoned | | |

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| **Special Traits** | **Special Actions** |
| **Evasive.** The cazador can take the Dodge action for 1 AP.  **Flight.** The cazador has a flying speed of 20 feet. | **Stinger (4 AP).** The cazador makes an unarmed strike that deals an additional 1d6 poison damage on a hit. A creature hit by this attack must succeed a DC 9 Endurance saving throw or be *poisoned* for 1 minute. A creature poisoned this way takes 1d6 poison damage at the start of each of their turns.  The *poisoned* target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. |

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| **Description** |
| Mutated and enlarged in the laboratories of Big MT, cazadores are the offshoot of DNA experiments, performed by Dr. Borous. Borous's memories of when these experiments took place are confused; he is confident that they took place on a Tuesday, possibly in May of 2003. Formerly, cazadores were confined to the Z-14 Pepsinae DNA splicing lab in Big MT, but groups of cazadores had escaped the Big MT crater and moved to neighboring areas, such as the Mojave Wasteland and Zion Canyon, in recent years. Doctor Borous denies that they have escaped from Big MT or have the ability to breed, which is shown to be false.  With their spread throughout the wasteland, they have come in contact with many groups and were dubbed Cazadores by Spanish-speakers of the regions they have propagated.  Cazadores have a quick and erratic flight pattern. They are most often encountered in swarms of four or more, with the occasional strays flying in the outlying area. Their venomous attacks can lead to a quick death if they succeed in poisoning their target. The spikes on their back rise and fall, both when idle and when attacking.  Cazadores are more common in mountainous regions of the Mojave Wasteland, although some swarms can be found near lakes in lower areas. They create large basket-shaped nests and compete with both nightstalkers and nightstrikers for prey. Unlike them, however, cazadores will voraciously depopulate entire regions with their hunting. |

A picture containing dark, orange, insect

Description automatically generated