

ANGLERS

- Large-mouthed amphibians who lures its prey much like an angler fish would: by dangling a humanoid shape from a long antennae and mimicking the rough approximation of distress sounds
- Can be found in bodies of water or on land; when they're on land they stick almost exclusively to tight areas like alleyways or vacant domiciles to use as dens
- They dangle their bait out of the mouth of their trap and attempt to lure victims into proximity of their gaping maw
- Rows of teeth may either lethally pierce their victims, or they may simply ensnare them for later eating (they will do the latter against the displaced)
- Roughly the size of a sedan, but incredibly slow on land; it's practically impossible for this creature to pursue their target or escape capture
- May resemble a mudskipper mixed with an angler fish

ARACHNAE

- These many-limbed, spindly creatures are still ultimately humanoid, and soft-shelled.
- Each of its 2-4 additional arms end in sharp claw-like points with which it can attack in a flurry.
- Their skin is layered with soft carapace that is easily penetrated but texturally different than mammalian skin.
- Their scorpion tails are longer than their total height and prehensile, able to jab quickly at enemies with their stinger.
- Venom in the tail does not paralyze its target, but rather pacifies it in a pleasantly drugged state which makes it easy for the arachnae to then devour.
- Their jaw unhinges like that of a snake, and their soft carapace means that their bodies stretch to accommodate the huge things they eat.

BASILISKS

- Enormous reptilian monsters causing (fatal) petrification upon looking into its eyes.
- Breathing in its breath is also said to cause similarly deadly, calcifying effects, which wear off after 12 hours.
- Sometimes also known to have fangs and a venomous bite.
- Its head has "qualities of serpent and fowl, the body of dragon, feet of a fowl, and a crest on the head shaped like a crown."

BAT-LIKE CREATURES

- They have huge, leathery wings and massive talons, but their faces seem to simply be skin stretched over flat, misshapen skulls, unsettlingly humanoid.
- Blind, but their hearing is incredible, and they track their targets through vibrations and echolocation.
- There's no indication of how they eat, what they eat, or even if they do.
- They attack their prey with their razor sharp claws and are even strong enough to lift a fully grown adult into the air.

GIANT BOARS

- These have thick hides covered in thick, needle-like quills.
- Ever wanted a pig crossed with a porcupine? Here you go! These guys are massive, closer to the size of a horse, and tend to attack by charging and goring. They have more tusks than any boar should, growing grotesquely up through their skulls.
- Their thick hides make it so that they're difficult to damage with normal blows and even sharp objects.

KITSUNE

- A lupine creature that may display minor physical traits from various other animals, with up to nine long tails.

- Though no larger than a big dog, they're extremely fast and will persistently chase their prey.
- Both their claws and teeth are sharp enough to pierce steel.
- They can produce a piercing shriek that causes disorientation, intense headache, and lingering hallucinations.
- These hallucinations make people perceive extra monsters where there are none, or can make people believe that other humans are actually monsters. This effect wears off over the course of a few hours, and as it does, the effects slowly shift to jumping at shadows and hearing odd noises.

LESHEN

- A large, humanoid mutant with a face like a horned animal and a thick, carapace body.
- Bipedal and surprisingly fast for a creature of its size and bulk.
- Razor-sharp talons for close combat.
- Has a terrible cry that will summon other nearby monsters to it.

MIND CONTROL SLUGS

- These slug-like creatures can slither into a person's ear and put them into a berserker state (and if you're thinking Yeerks—yes, you're right!).
- The slug still gives off a slight gold glow.
- The affected person's eyes will also turn gold and they'll attack anyone in their vicinity, regardless of whether or not that person is a loved one. It will be as if the force driving all of these monsters is now inside them, too.
- This infection can be reversed through the empathy bond. When enacted, the empathy bond forces the slug back out through the person's ear. They will need to hold on to their possessed friend long enough to complete the process. While using the empathy bond to cure others, their chest will glow blue and they will experience an increasingly painful burning sensation where the touch connects. Both parties will experience a strong sensation of peace, and then a melancholy which will dissolve not long after.

OGRES

- Hulking horned beasts that look like hairless mutated bears.
- They alternate between bipedal and quadrupedal, able to walk on hind legs but largely reserving that for swiping with their big claws.
- Horns are jagged and singular (i.e., not antlers), and their skin is (mostly) a sickly yellow.
- Their jaws unhinge to devour target whole, like a snake. They will not use this against the Displaced.

PLANT CREATURES

- These emerge from the vegetation overtaking New Amsterdam.
- They vary in form and appearance—some look like loping canine creatures, some like large creeping snakes, and some are huge and shambling and harder to pin down.
- They use clouds of pollen to distract and disorient (almost like smoke bombs). They also have lashing vines to take down and immobilize their prey.
- These guys can be sneaky, as they can use the plants around the city to hide and blend in.

RODENT-LIKE CREATURES

- Like giant moles, these burrow through the ground.
- Their teeth and claws appear to be made of a strong, steel-like metal that can even tear through concrete.
- They will unexpectedly emerge from the ground, even if that means tearing up the middle of a street or sidewalk, and then leap at their target with surprising speed.
- What makes these difficult to kill is that they can slip back into the ground to get away and reposition, also making them difficult to track.
- They leave a lot of giant holes and tunnels in their wake

SHAPESHIFTERS

- Creatures that don't seem to have a set form.
- They can be: quadrupedal, stand on two feet like a hunched humanoid figure, or have no limbs at all.
- These shift constantly in response to the character's attacks (they grow armor plating in response to a bullet, they'll shift their organs to avoid fatal blows, etc.).
- They'll also learn and mimic the character's fighting styles to disable them. Attacking these guys in teams is probably the best strategy. (Don't forget about union attacks!)
- They will remember everything under the influence of the slug—including the feeling of it crawling in and out of their ear.

SHARKY

- A large, monstrous shark that stalks along shallow shores. So: New Tokyo, New Rio, New Beijing, etc.
- It's 30 feet long, and has jaws that can snap sad bodies in two. Fortunately it seems to be more out for a jolt than in it for the kill.
- It will devour other monsters if it comes by them. Honestly, it'll devour almost anything, even breaking apart metal with its shark jaws.
- There are teeth throughout its mouth, even on its tongue. It's terrifying.
- The shark has enough powerful momentum to slide onto the sand of any beach, or jump a few hundred feet into the air.

WINGED INSECTOID CREATURE

- About as large as a medium-sized dog, these can change people into monsters.
- This is for those of you who enjoy a good ol' monster transformation with your mind control. The infection happens in one of two ways: via a bite that breaks the skin, or via secreting fluid into their mouth and forcing them to ingest it.

- This will cause a painful transformation into any type of monster (listed here or submitted below). The transformation will happen fairly quickly, with a full change occurring over the course of a very painful hour.
- Unlike those who are controlled via ear-parasite, those who go through a full transformation will be much harder to snap out of their berserk state. The only viable option may be tying them up until what they've been infected with can work its way through their system (this takes about 24 hours).
- The Displaced can try and utilize the empathy bond to return them to a sentient state of mind. It will still take 24 hours for them to transform back to their normal human form. While using the empathy bond to cure others, their chest will glow blue and they will experience an increasingly painful burning sensation where the touch connects. Both parties will experience a strong sensation of peace, and then a melancholy which will dissolve not long after.

ZHENG

- A large, leopard-like creature with five armor plated tails and a single horn growing from its forehead. Its forepaws are surprisingly human-like, and those humanoid qualities can be seen in its torso and patchy fur, as well.
- This creature's jaw can unhinge to grotesque proportions, splitting the face into four, almost like a flower. The teeth are shark-like and arranged in neat rows on each "petal".
- The horn acts as a tuning fork, and uses subsonic soundwaves as a weapon, which can temporarily blind, paralyze, disorient, cause sudden panic, and nausea, or cause bleeding from the ears.
- Under duress, the creature can utilize the horn as the foundation for a quick pulse of light. The results are similar to the above, but may feel as though it is a physical, binding weight should the person be in the radius of its illumination.
- It prefers not to hunt using its physical prowess, though it can. Instead, it likes to wait for its prey to corner itself or fatigue itself before striking.
- It can purr. It sounds like someone shaking rocks in a can. It can also sometimes be found taking naps on high ledges.

