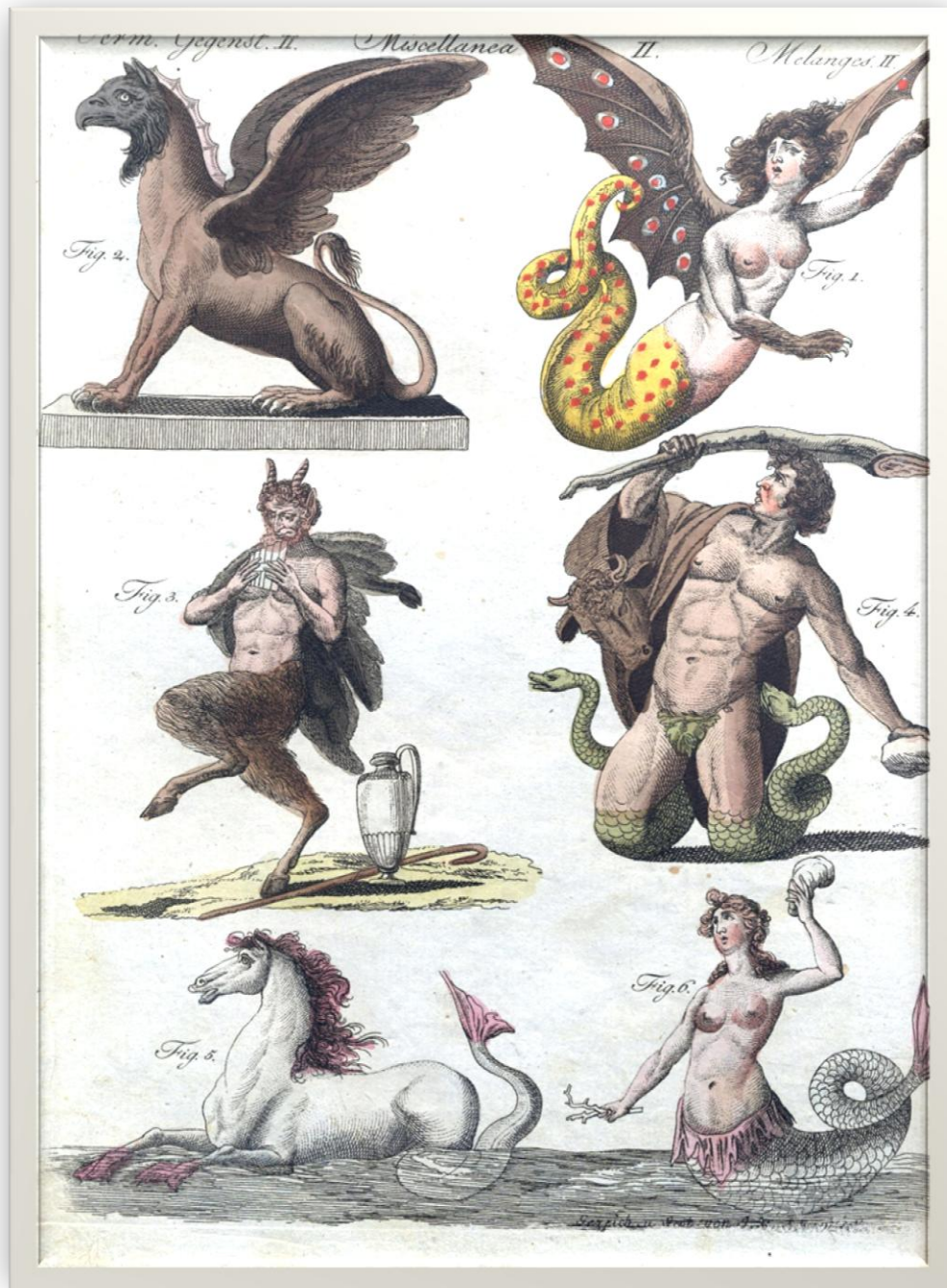


FANTASY BESTIARY

UPDATE

FOR GURPS 4TH EDITION



05 January 2018

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INTRODUCTION

The creatures in this *Fantasy Bestiary Update* come mostly from *GURPS Fantasy Bestiary* for Third Edition. Several creatures have been adapted from other *GURPS* Third Edition titles. Each entry contains source information, so that readers may backtrack to the original.

Although it has been attempted to keep a fairly consistent process of conversion, there are many cases in which a by-the-book conversion would produce undesirable results.

For those creatures from third edition that have been officially updated to fourth edition the new stats have been taken, instead of converting the old ones.

This update uses the Monster Stats form from the *GURPS Dungeon Fantasy* line.

DISCLAIMERS

The material presented here is my compilation, intended for use with the *GURPS* © system from **Steve Jackson Games**. This material is not official and is not endorsed by Steve Jackson Games.

Internet Sources:

Steve Jackson Games:
<http://www.sjgames.com/gurps/>

REQUIRED READING

The majority of the entries in the *Update* only require the two books of the Basic Set. Some, however, rely on elements from *GURPS Fantasy*, *GURPS Magic* or *GURPS Powers*.

Page References

Page references (always to 4th edition books) begin with a letter, followed by page number, e.g. B436 means *GURPS Basic Set*, p. 436. B = Basic Set; D = Dragons; H = Horror; M = Magic; F = Fantasy; Z = Zombies.

CREATURE STATS

Creatures aren't built with character points, they only need a view stats to represent their abilities:

Name

Description of the Monster.

Points

Class

| | | |
|--------|--------|---------|
| ST: | HP: | Speed: |
| DX: | Will: | Move: |
| IQ: | Per: | Weight: |
| HT: | FP: | SM: |
| Dodge: | Parry: | DR: |

Attack (Skill or Resistance): For instance, "Bite (14): 1d+2 cutting" or "Death Gaze (15 vs. HT): Heart Attack (p. B429)." See "Damage for Animals", B460. The number in brackets is the skill level of the attack. Some attacks succeed automatically, for example, (F) is a Follow-up of another attack.

Traits: Advantages and disadvantages, most of them important to encounters and combat (like resistances, invulnerabilities, weaknesses and vulnerabilities).

Skills: Relevant skills, also important in encounters.

Points: Appears after name, if point cost is given.

Description: Appear above Statistics.

Notes: Any description that's specifically relevant to the stats rather than to the creature's origins, habitat, or whatever.

Author: The Author of the specific beast if source was internet.

Source: The book where the Creature comes from.

Climate: The creatures preferred climate. See Creature Ecology chapter.

Habitat: This is where the creature usually is found. see Creature Ecology chapter.

Abbreviations

A = Air Move
DX = Dexterity Attribute
FP = Fatigue Points Secondary Attribute
G = Ground Move
HP = Hit Points
HT = Health Attribute
IQ = Intelligence Attribute
ML = Mythic Lore
Per = Perception Secondary Attribute
SM = Size Modifier
ST = Strength Attribute
TS = Tough Skin (In DR entrance).
W = Water Move
Will = Will Secondary Attribute

Move Information

Move information is usually simple to indicate, but in some cases an entry will have multiple movement types. In such cases, a letter will appear in front of each number to simplify the reference.

G = Ground Move, A = Air Move, W = Water Move

Enhanced Move variants will appear in parentheses. So, for example, a creature with Ground Move 6, Enhanced Ground Move 12 and Air Move 12 would be represented as: G6(12), A12.

Entries that have only a Ground Move will not have a letter, and most aquatic entries will not have W before the Move number if that is the only movement type available to it. Entries with Enhanced Moves will generally not have this trait indicated under Traits.

Creature Class

Usually appears above statistics. Every creature belongs to a specific class which defines its abilities and how some game-mechanics work on them. Sometimes the class is also a Meta-Trait Template. See Creating Creatures chapter.

Animal: Has the *Animal Meta-Trait*. Especially big animals are *Giant Animals*, mutated or otherwise

strange animals are *Dire Animals*. Animals are further divided into birds, dinosaurs*, fish, mammals, reptiles and vermin which is important for animal spells (see M29).

Construct: A Construct is *Indomitable* and cannot be influenced by mind control spells.

Demon: A Demon is a hostile extradimensional creature subject to banishment spell.

Divine Servitor: Subject to banishment spells.

Elder Thing: An Elder Thing is a hostile extradimensional creature *not* subject to banishment spells.

Elemental: An Elemental can be controlled by the respective Control Elemental spell and can be banished likewise.

Faerie: A Faerie is a freewilled magical creature. It depends on mana.

Hybrid: A Hybrid is an animal that shares the traits of two or more beasts and is subject to hybrid spells. Magical Animals also belong to this class.

Mundane: Anything that does not belong to one of the other classes.

Plant: A Plant is subject to Plant spells.

Sentient: A sentient creature can be influenced by mind control spells. It is not subject to animal spells.

Slime: A slime is a *diffuse* creature and is immune to most Animal and Plant spells.

Spirit: A supernatural being, usually insubstantial. Subject to spirit-control spells, pentagram, etc.

Spirit (Extradimensional): A spirit from outside the material world. Subject to spirit-control spells, pentagram, banishment, etc.

Spirit (Resident): A supernatural being, usually insubstantial, but a resident of the material world.

Undead: An Undead can be *turned* and is subject to *True Faith*.

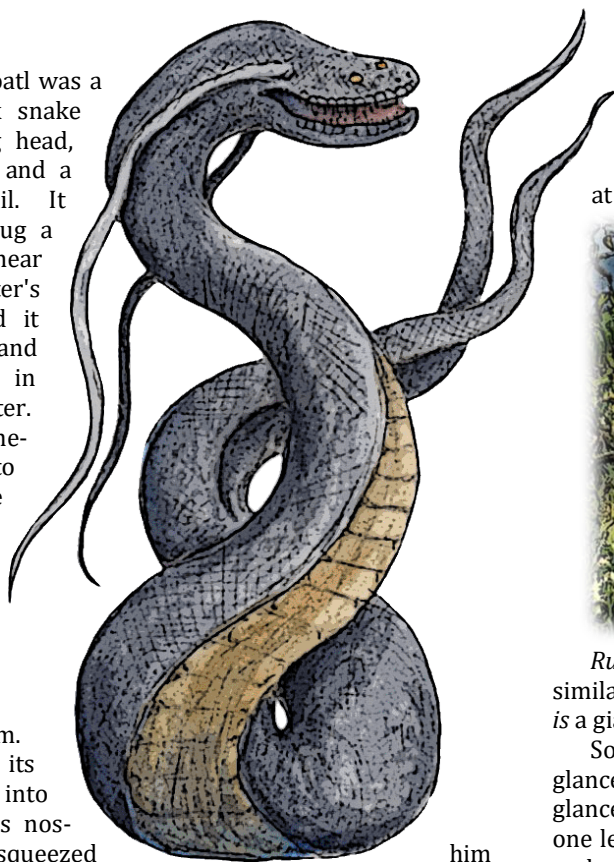
* Dinosaur is a new category of animals. A long time it was thought that dinosaurs were reptiles, but they lived even in subarctic climates. Current (2009) state of research indicates that theropods may be related to birds.

The GM can rule that dinosaurs belong to birds or to reptiles, but a new category will suit them fine.

CREATURES

Acóatl

The acoatl was a long, thick snake with a big head, fiery eyes and a forked tail. It typically dug a small pit near the water's edge, filled it with fish and then hid in the water. When someone came to gather the fish, the monster shot out and wrapped its long body around him. It inserted its forked tail into the victim's nostrils and squeezed until he suffocated. Like many snakes, the acoatl swallowed its meals whole.



If the victim fled out of reach, this snake shot a venomous stream (range 6 hexes) that stunned its target; a **HT roll** is necessary to avoid the **stunning** effect. Then the *Acóatl* dragged the victim into the water to drown.

Dire Animal

ST: 15 **HP:** 15 **Speed:** 6.5
DX: 13 **Will:** 11 **Move:** 8
IQ: 5 **Per:** 10
HT: 13 **FP:** 13 **SM:** 0
Dodge: 9 **Parry:** — **DR:** 2 (TS)

Stunning Venom (Breath-13): Affliction 1 (Daze; Resist HT-2; 1/2D 1, Max 10)

Traits: Constriction Attack; Vermiform; Wild Animal

Source: GURPS Aztecs

Origin: ML (Aztec)

Afanc

An afanc, sometimes called addanc, is a giant toothed worm that lives in a lake. (Afanc is pronounced *ah-vahnk*. Addanc: *ah-thahnk*, with "th" voiced, as in "this") A fully grown one is 20 yards long and two yards in diameter, and of very frightening appearance. It does not appear to have any eyes, but it sees quite well. It rears out of the water quite suddenly, and can attack in the same turn that it surfaces.

It always attacks anyone who approaches its lake. It will rear up so that the first 4 yards of the monster are

all in the same two-hex radius. From this position, it can lash out up to 2 hexes in any direction from its front. The teeth are very sharp. There are lots of them, and the wounds they make are large.

Afancs are solitary creatures and may be active at any time.



Rumors: The modern Welsh word for beaver is very similar to afanc, and later legends say that this monster is a giant beaver.

Some say that afancs are invisible and slay with their glance. If true, this is an always on ability with a deadly glance as for the basilisk, cockatrice or catoblepas. In one legend, Parsifal needed a magic stone of Invisibility and see Invisible to overcome the beast.

It is also said that afancs guard treasure at the bottom of their lakes, somewhat as dragons do in their caves. Swords and armor from such a hoard would be useless, of course, unless magically protected from rust. Any lake large enough to harbour an afanc would be quite deep, making treasure reclamation an adventure in itself.

Dire Animal

ST: 30* **HP:** 30 **Speed:** 5.75
DX: 9 **Will:** 10 **Move:** 3
IQ: 3 **Per:** 10 **Weight:** 48 tons
HT: 14 **FP:** 14 **SM:** +8 (20 hexes)

Dodge: 8 **Parry:** — **DR:** 2 (TS)

Bite (9): 3d cutting* + Bleeding. Reach C to 2.

Bleeding (F): Anyone taking more than 10 points of damage in a single bite will suffer from blood loss at the rate of 1 HP per minute until first aid stops the bleeding.

Traits: Doesn't Breathe (Aquatic); Vermiform; Wild Animal.

Habitat: Fresh Water.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Welsh)

*Only uses roughly 1/2 of full ST for attacking.

Agropelter

The agropelter resembles a baboon with very long arms. It is a solitary creature, living in the upper end of a



hollow tree. Small birds make up the bulk of its diet. It stays well-hidden and is rarely seen by humans (-4 to Vision rolls).

Agropelters resent human intrusion into their woods and have an unpleasant way of showing it - they pelt any intruders with dead branches. Each one stores a supply of branches inside its lair for just this purpose. If any humans pass near its tree, the agropelter will emerge and hurl a branch at the nearest one. It will then duck back into its tree, and will not come out again unless attacked or given another opportunity at an unobserved shot!

If the branch hits, roll at -4 on the **Hit Location Table** to determine hit location. If cornered at close range, the agropelter can bite.

Agropelter

Dire Animal (Mammal)

ST: 8 HP: 8 Speed: 6.5
DX: 14 Will: 11 Move: 10
IQ: 5 Per: 10 Weight: 50-70 lbs.
HT: 12 FP: 12 SM: 0

Dodge: 9 Parry: — DR:

Thrown Branch (14): 1d4 cr, Acc 1, 1/2D 8, Max. 12.

Bite (14): 1d-3 cutting.

Traits: Brachiator; Wild Animal.

Skills: Thrown Weapon (sticks)-14.

Habitat: Forest

Source: GURPS Bestiary 3e

Origin: ML (USA)

Ahuizotl

This creature resembles a dog-monkey hybrid with a hand on the end of its long tail. It is an arboreal ambusher, and apparently amphibious as well, as it sometimes attacks from pools. They are active at any time of day or night, and have been known to sneak into homes after dark to carry people off.

Ahuizotl seem to kidnap humans. The ones that live underwater drown them, it's true, but the people that are drawn up into the trees are never heard from again. Bodies, bones or even clothing are never found. No one knows for sure what happens, or why.

They attack from above, over a jungle trail. There are often more than one of them, and a whole party may be attacked simultaneously. Those that live underwater also attack by surprise, the tail-hand coming out and pulling the victim in — **Contest of ST**.

The usual method is to grapple with the tail and pull the victim up into the trees (or down into the water).

Rumors: There may be a "city" of ahuizotls deep in the jungle. Such a city may have stone pyramids for human sacrifices, but the inhabitants live in trees and at the bottom of pools. The kidnapped victims are either offered to a demon, who actually comes down to accept them, or shared in a grisly feast. There is supposed to be a lul of treasure there...

Dire Animal

ST: 13 HP: 13 Speed: 7.25
DX: 16 Will: 10 Move: 8
IQ: 7 Per: 10 Weight: 140 lbs.
HT: 13 FP: 13 SM: 0

Dodge: 10 Parry: - DR: 3

Grapple (16): Reach C.

Bite (16): 1d-1 cutting. Reach C.

Punch (16): 1d+2 crushing. Reach C.

Traits: Axta Arm (Tail); Extra Legs (total 4); Horizontal; Wild Animal.

Habitat: Fresh Water, Jungle.

Source: GURPS Fantasy Bestiary 3e.

Origin: ML (Aztec).

Notes: The tail has full coordination, and can do anything with its hand that a ST 16, IQ 7 human could do. (Punching damage is 1d-1, crushing.) If the creature uses both tail and hands together, it adds +2 in a **Contest of ST**. They bite for 1d cutting damage.

Aigamuxa

The aigamuxa is a very large apelike creature. It walks erect on two feet but uses its very long arms to help it move. When fighting, it rears back on its heels



and swings with its fists for crushing damage. The arms are so long and flexible it can reach two hexes away — in any direction! It stands about 10 feet (3m) high when upright. It can grapple and attempt to choke, which is very deadly — don't get too close!

Its motives are simple: it eats people, and is always hungry. It is active only during the day, and hunts alone. Nothing is known of its social life — they may live in groups or in pairs or singly.

Aigamuxa

Dire Animal

ST: 20 **HP:** 20 **Speed:** 6.00
DX: 12 **Will:** 10 **Move:** 5
IQ: 6 **Per:** 10 **Weight:** 1,000 lbs.
HT: 12 **FP:** 12 **SM:** 0 (1 hex)

Dodge: 6 **Parry:** - **DR:** 2

Fist Swing (12): 2d+1 crushing. Reach C-2.

Grapple (12): Reach C. Follow-up choking: Quick contest of ST or HT (whichever is higher) vs. aigamuxas ST. Victim loses as much HP as margin of failure. See B370.

Traits: 360°-Vision; Wild Animal.

Habitat: Jungle

Source: GURPS Fantasy Bestiary 3e.

Origin: ML (Hottentot).

Notes: The aigamuxa has an extra pair of eyes — in its heels! This allows it full 360° vision — it has no "rear" hexes for combat purposes.

Al

The al is a four-legged reptilian horror that dwells in rivers. Active any time, it has brass nails and iron teeth which result in higher than normal damage. It is of very frightening appearance, with large eyes that seem to burn with an inner light, and snakes growing from its head. If **Fright Check** rules are used, the sudden appearance of an al as it lunges out of a river requires a fright check at -2.

The snakes on its head cannot attack, but they can see. The al swims beneath the river, with a small snake head above the surface acting as a periscope. It looks like an ordinary snake of no great size.

An al will attempt to eat any humans it finds. It moves equally well on land and in water. They are solitary or found in pairs.

Dire Animal

ST: 20 **HP:** 20 **Speed:** 6.00
DX: 13 **Will:** 10 **Move:** 7
IQ: 3 **Per:** 10 **Weight:** 900 lbs.
HT: 13 **FP:** 13 **SM:** 0 (2 hexes)

Dodge: 7 **Parry:** - **DR:** 4

Fright Check: -2. See text.

Iron Teeth (13): 1d+2 impaling. Reach C.

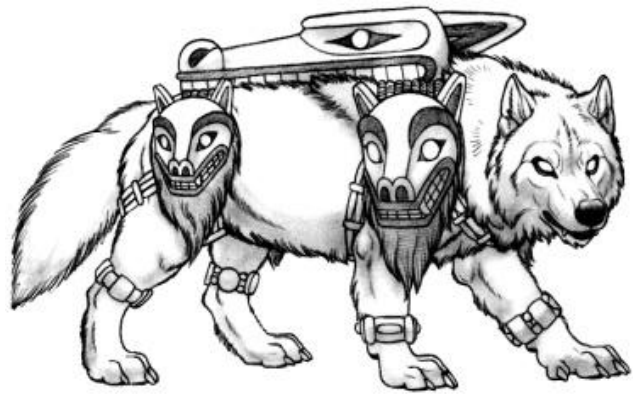
Brass Nails (13): 2d-1 cutting. Reach C, 1.

Traits: Wild Animal.

Habitat: Fresh Water

Source: GURPS Fantasy Bestiary 3e.

Origin: ML (Armenian).



Amarok

An amarok is a giant wolflike monster of the Greenland Eskimos. Much, much bigger than a real wolf, it has longer fur — as well as teeth and claws! An amarok has been known to carry a reindeer in its mouth without needing to drag it! Stories agree that it can best a polar bear.

Amaroks live in mated pairs (though they often hunt singly) and are very devoted to each other. There are stories of hunters having slain an amarok only to be tracked down and slain by its mate, sometimes months later! Amarok young are born in pairs; treat one like a wolf or dog, depending on its age.

Amarok are active any time, and will attack a small party of humans on sight. It has **Night Vision** and the **Berserker** disadvantage. They cannot swim.

Rumor: There is a story of a hero who tamed an amarok and trained it to pull his sled. Use the animal training rules, if this is possible. Certainly any attempt to train an amarok would be at a penalty, unless perhaps the young ones are biddable.

Dire Animal

ST: 21 **HP:** 21 **Speed:** 6.25
DX: 12 **Will:** 10 **Move:** 9
IQ: 5 **Per:** 10 **Weight:** 1,200 lbs
HT: 13 **FP:** 13 **SM:** +1 (3 hexes)

Dodge: 9 **Parry:** 10(7) **DR:** 0

Bite (14): 2d+1 cutting. Reach C.

Claws (14): 2d+1 cutting. Reach C.

Traits: Berserk (12); Night Vision 5; Quadruped; Wild Animal.

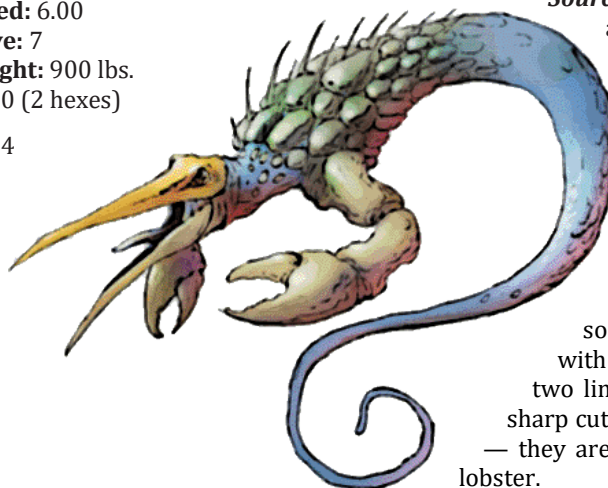
Habitat: Arctic, Plains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Eskimo)

Amikiri

The Amikiri is a creature about the size of a small dog. From the waist back it is shaped like a snake, its front is somewhat like a lobster with a gull's head. It has only two limbs, both of which have sharp cutting pincers like scissors — they are carried before it like a lobster.



The *Amikiri* either glides on the ground like a snake or flies — its speed on the ground is 4. The skin of its belly contains enough mana to allow it to fly for 1 minute out of every hour. It has no wings.

Known as the Net Cutter, it delights in mischief around the house. It dwells in gutters, drains, eaves, odd spaces in cut-buildings, etc. Any little thing it can do to disrupt the household it will — cut ropes, tip over pails, snip scrolls in pieces, etc.

It is not a bold creature, and will not do its pranks if it thinks it will be noticed. It never attacks a human outright. If cornered, it will fight but look constantly for a way to flee. It fights with its pincers, has full coordination and may make two attacks per turn and still defend itself.

An *Amikiri* can also ram an opponent with its sharp beak. It needs to be able to fly to do this. If the foe successfully dodges, it keeps going its full move, trying to get away.

It is active only during the day but it wakes at dawn to start its mischief. It is a solitary creature.

Amikiri

Faerie

ST: 8 HP: 6 Speed: 7
DX: 14 Will: 10 Move: G4, A8
IQ: 5 Per: 10 Weight: 25 lbs.
HT: 14 FP: 14 SM: -2

Dodge: 10 Parry: 11(8) DR: 0

Pincers (16): 1d-3 cutting. Reach C.

Beak flyover attack (16): 1d-1 pi+. Reach C.

Traits: Extra Attack; Flight (Takes Recharge, 1 hour; Maximum Duration, 1 minute); Horizontal; Magery 0; Wild Animal

Source: GURPS Fantasy Bestiary 3e and GURPS Japan

Origin: ML (Japan)

Ammit

A unique Egyptian hybrid creature, the ammit has the body of a hippo, with a lion's paws and mane, and the jaws of a crocodile.

An enemy of man, it is only active at night. In the original myth, it serves the Judge of the underworld, and eats those with too many sins on their souls. As a creature of the wild, it would eat anyone.

It attacks in close combat, using only its jaws. It can move on land or in the water at the same speed, but prefers to stay close to water. It may be found in pairs if the GM desires, but is usually solitary.

Dire Animal

ST: 28 HP: 28 Speed: 6.50
DX: 12 Will: 10 Move: 5
IQ: 4 Per: 10 Weight: 1-2 tons
HT: 14 FP: 14 SM: +2 (6 hexes)



Dodge: 4 Parry: DR: 0

Bite (14): 2d+2 cutting. Reach C.

Lions Paws (14): 3d-1 cutting. Reach C.

Traits: Wild Animal.

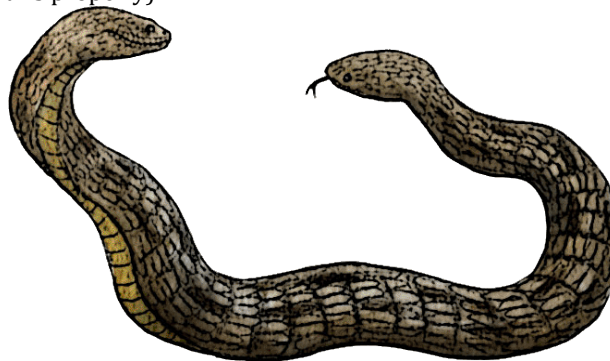
Habitat: Arctic, Plains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Egypt)

Amphisbaena

The amphisbaena is a two-headed snake — not two heads growing out of one neck, but one head at each end of the body. Only one head can strike per turn, but it can switch heads freely if one is pinned. Its total length is about 5' (1.5m). The HT roll for its venom is at +1 if the venom is immediately sucked out (roll vs. First Aid to do this properly).



An amphisbaena can move in either direction in any given turn. They are solitary creatures, active any time of day or night. They are not aggressive but will attack if threatened or even disturbed.

Rumors: There are said to be very large amphisbaenae — up to 20 feet (6m) long! These could attack at 1-hex reach with both heads at once, and would consider humans food.

Some say the poison of both the large or the small amphisbaena is type C and type F instead of type A and type D.

Dire Animal

ST: 5 HP: 5 Speed: 6
DX: 13 Will: 10 Move: 4
IQ: 2 Per: 10 Weight: 10 lbs.
HT: 11 FP: 11 SM: -2 (2 hexes)

Dodge: 9 Parry: — DR: 0

Bite (15): 1d-5 pi. Reach C, follow up Venom.

Venom: 1d toxic (see Traits).

Traits: Cold Blooded (50°); Double-Jointed; Extra Head; Fangs; Loner; Toxic Attack 1d (Cyclic, 1 hour, 5 cycles; Follow-Up, Fangs; Resistible, HT-5); Vermiform; Wild Animal.

Skills: Brawling-15; Stealth-13.

Source: F211, GURPS Fantasy Bestiary 3e.

Ant, Giant

Giant ants live in large underground nests containing hundreds or thousands of individuals. They are the ultimate communists — everything is done for the nest; the individual means nothing.

Most ants are divided into soldier and worker castes. For every soldier in the colony, there will be 20-50 workers. Soldiers will be at the high end of the given stats, workers at the low end. With most species, the

workers don't attack at all – they just mill around and get in the way. In some species, the workers will defend the nest. In any species, workers will "attack" someone if they see him as food. Soldiers will ignore people, even though they look tasty, unless the nest is invaded.

As few people would be foolish enough to venture into a giant ant nest, the ants are much more likely to be encountered while foraging. Foraging parties will be made up of approximately 2d ants.

While foraging, the ants leave chemical trails behind them. If an ant finds food (humans qualify) and returns to the nest, many ants will follow the trail back to the food source. Ants can carry many times their own weight. A single worker ant at 25 lbs. could drag a human body back to the nest.

Since ants have no use for valuables, the armor and possessions of their victims will be scattered around the hill, or (in some species) stacked in "burial chambers" along with dead ants and other trash.

Giant Worker Ant

Giant Animal (Vermin)

ST: 7 **HP:** 7 **Speed:** 5.00
DX: 10 **Will:** 10 **Move:** 6
IQ: 4 **Per:** 12 **Weight:** 10 lbs.
HT: 10 **FP:** 10 **SM:** -5

Dodge: 8 **Parry:** N/A **DR:** 2
Fright Check: -0

Bite (14): 1d-4 cutting. Reach C. Made as an All-Out Attack (Determined).

Poisonous Sting (14): 1d-4 impaling; Reach C. Made as an All-Out Attack (Determined). Those injured must roll HT-1 or take 1d-3 toxic damage *and* 1 point of corrosion damage, then HT-1 every 10 seconds for one minute or suffer another 1d-3 toxic damage and 1 point of corrosion. Successful resistance at *any* point, or antivenin, stops the damage.

Traits: 360° Vision (Easy to Hit); Attribute Substitution (Engineer (Mining) defaults to Perception); Clinging; Discriminatory Smell; Extra Legs (Six Legs); Flexibility; Horizontal; Indomitable; Lifting ST+3; No Fine Manipulators; One-Task Wonder (Engineer (Mining) defaults to IQ for creating tunnels); Slave Mentality; Terrain Adaptation (Sand); Tunneling (Move 3); Unfazeable; Vibration Sense (Air); Wild Animal.

Skills: Camouflage-11; Climbing-14; Forced Entry-12; Stealth-12; and either Survival (any) or Urban Survival-12.

Habitat: Plains, Forest, Jungle

Source: GURPS Bestiary 3e

Notes: Sterile.

Giant Warrior Ant

Giant Animal (Insect)

ST: 14 **HP:** 14 **Speed:** 6.00
DX: 12 **Will:** 12 **Move:** 8
IQ: 4 **Per:** 14 **Weight:** 40 lbs.
HT: 12 **FP:** 12 **SM:** -3

Dodge: 9 **Parry:** N/A **DR:** 4
Fright Check: -1

Bite (18): 1d+1 cutting. Reach C. Made as an All-Out

Attack (Determined).

Poisonous Sting (18): 1d+1 impaling; Reach C. Made as an All-Out Attack (Determined). Those injured must roll HT-3 or take 1d-1 toxic damage *and* 2 points of corrosion damage, then HT-3 every 10 seconds for one minute or suffer another 1d-1 toxic damage and 2 points of corrosion. Successful resistance at *any* point, or antivenin, stops the damage.

Traits: As for Giant Ant plus Combat Reflexes and High Pain Threshold.

Skills: As for Giant Ant plus Brawling-14.

Notes: As for Giant Ant.

Giant Queen Ant

Giant Animal (Insect)

ST: 18 **HP:** 40 **Speed:** 6.00
DX: 10 **Will:** 18 **Move:** 3
IQ: 14 **Per:** 18 **Weight:** 1,600 lbs.
HT: 14 **FP:** 14 **SM:** +1

Dodge: 10 **Parry:** N/A **DR:** 6
Fright Check: -3

Bite (12): 1d+2 cutting. Reach C-1.

Poisonous Sting (12): 1d+2 impaling; Reach C-1. Those injured must roll HT-5 or take 1d toxic damage *and* 3 points of corrosion damage, then HT-5 every 10 seconds for one minute or suffer another 1d toxic damage and 3 points of corrosion. Successful resistance at *any* point, or antivenin, stops the damage.

Traits: As for Giant Ant, plus Combat Reflexes; Compartmentalized Mind 1; High Pain Threshold; Injury Tolerance (Unliving); Mind Shield 2; Mind Control (Based on Will, Own Roll); Mind Reading (Based on Will, Own Roll; Long Range 1; Sensory Only); Mindlink (The colony); Telesend (Based on Will, Own Roll; Long Range 1).

Skills: As for Giant Ant plus Brawling-12; Strategy-14; Tactics-14; other appropriate skills assigned by the GM.

Notes: A queen ant can produce dozens to hundreds of eggs per day (depending on available food sources), which are mature within 1d days. Once a month, a queen lays a "queen egg" that will mature in 1d weeks. Queens require their own territories, but daughters and sisters in adjacent territories can be cooperative. Queens from different lines compete.

Ant-Lion,

Giant

This is a solitary insect that lives in deserts, plains, beaches. or any-



where that the soil is loose and sandy. They are active at any time and are always ready to welcome visitors — just drop right in. Their homes are at the base of conical pits which they dig. Having no limbs the ant-lion digs its pit by spiraling slowly backward, throwing sand out every few feet with a mighty flip of its head.

The pit is a good 20 yards in diameter and 10 deep. Its edge looks like a natural dune unless seen from above — a **Naturalist** or **Perception**-5 roll is needed to spot it as an unnatural depression while walking up the outside (The GM rolls for the party in secret). If sand is seen flying into the air, it might be caused by an ant-lion digging its pit.

When a victim falls over the edge of the pit though he quickly realizes something is wrong — he starts sliding out of control! Anyone in an ant lion pit is at **DX**-4 every turn to keep from sliding down 2 yards — the slope is 14 yards to the bottom. A successful roll means the potential victim has stopped sliding in that second. While stopped he needs a roll at straight **DX** to keep from sliding again. Making any of these rolls by 5 or more means he can actually move a yard closer to the top. Failure means he is 2 yards closer to the monster!

A sliding character is at -4 to all **DX**-based skills. A sliding mage attempting to cast a spell is at -4 unless his skill level is high enough not to need a gesture.

Once the victim is at the bottom of the pit, the ant lion attacks with its pincerlike jaws. Anyone trying to fight the ant-lion while in the pit is at -3 for bad footing. If the foe is doing damage to the ant-lion, it will take a turn to kick sand, either onto the fighter, or out from under him. This will result in -4 for bad footing, until the fighter takes a turn to settle his feet a bit.

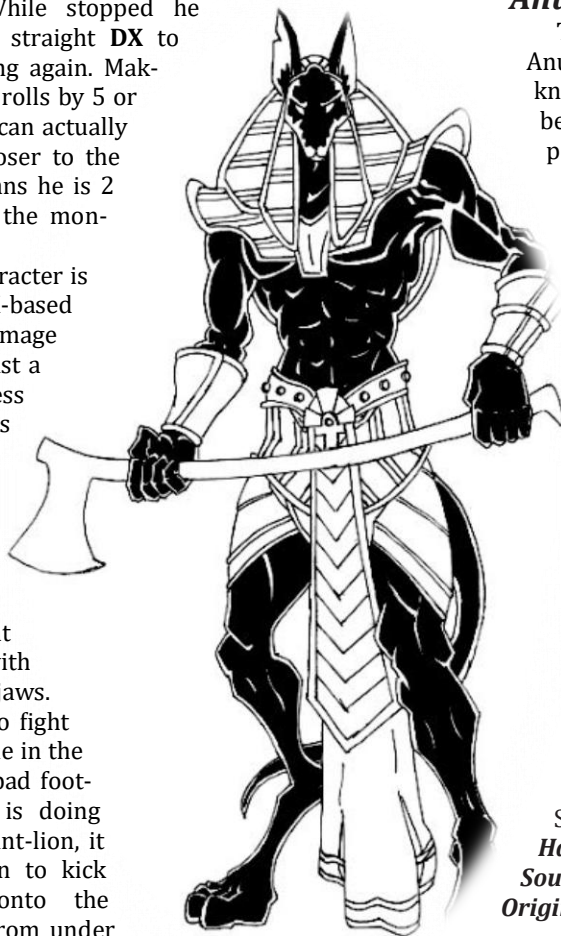
Being unintelligent, an ant-lion has no treasure. However, once it sucks a victim dry, it flips the husk out of the pit. Lesser scavengers will scatter the remains, but armor and other possessions may be found either lying on the ground (often dozens of yards away) or buried shallowly.

The ant-lion's natural prey is giant ants and other insects. Where there are huge ants, there may also be huge ant-lions, and vice versa.

Ant-Lion, Giant

Animal (Vermin)

ST: 13 **HP:** 13 **Speed:** 6.25



DX: 13 **Will:** 10 **Move:** 5
IQ: 3 **Per:** 10 **Weight:** 300 lbs.
HT: 12 **FP:** 12 **SM:** +1 (3 hexes)
Dodge: 9 **Parry:** — **DR:** 1 (Flexible)

Pincers (15): 1d cutting. Reach C. If this attack gets through armor the ant-lion begins to drink body fluids, doing 1d damage per turn. If the attack doesn't pierce armor, the ant-lion will keep trying. If a victim cannot be pierced, and doesn't struggle, the ant-lion will decide he's a boulder and throw him out of the pit; a normal-sized man will take 5d-10 damage from the fall.

Traits: Insect, Wild Animal

Habitat: Desert, Plains

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Anubis Beast

These dog-sized creatures resembled the deity Anubis and served as guardians for the dead. Nobody knew what they ate or what sort of society they had because, with the exception of tomb-robbers, living people seldom saw them.

Anubis beasts fought in packs, with the members cooperating in intelligent ways using their own language. They knew the layouts of their local tombs well, and could lock doors, set traps and use back passages to good advantage.

Anubis beasts attacked either by biting or by using weapons. While their hides provided them with some protection, they could also wear armor.

Anubis Beast

Mundane

ST: 12 **HP:** 12 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 6
IQ: 10 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0 (2 hexes)
Dodge: 9+1 **Parry:** 10 **DR:** 1 (TS)

Thrust (15): 1d

Swing (15): 1d+3

Traits: Combat Reflexes; Extra Legs (total 6); Semi-Upright.

Habitat: Fresh Water

Source: GURPS Fantasy Bestiary 3e.

Origin: ML (Egypt)

Apophis

In the myths of ancient Egypt, Apophis was a unique, magical crocodilian-snake monster that lived in the underworld. Every night when the sun set and journeyed through the underworld, Apophis (also known as Apep) tried to devour it. Apophis now comes to the world of the PCs ...

An apophis has a crocodile's head with six snake bodies emerging from it. It only comes at night, when the moon is either obscured by clouds or not in the sky. It first appears in this plane in water, but can come on land at any time.

It seeks out light - to extinguish it and kill those who dare to make it! Apophis has the ability to see in pitch blackness, and it finds light offensive. Its mana organ

also creates a sphere of Light-Extinguishing, which is similar to the **Darkness** spell.

It is impossible to tell from which direction an apophis is approaching, unless it is heard (-4 to **Hearing** rolls). An exception would be if a party had a number of light-sources, and could observe which dimmed first. Attacks against it follow the rules for fighting in total darkness. A fighter must make a **Hearing-2** roll to have an idea of where the apophis is, and is then at -10 to hit it! Likewise, a human defends at -4 if he makes a **Hearing-2** roll — otherwise he gets no active defense. These penalties are also assessed in the **quick Contest of DX** in any attempt to grapple or avoid a grapple. Spells cast at it are at -5 for not being able to see the subject. Only the **Dark Vision** spell will enable someone to see the apophis. Directions yelled by such a person nullify the need to make a **Hearing-2** roll for those who hear the instructions.

The apophis attacks by grappling with its snake bodies, and then biting with its jaws. The apophis actually has ST 16, its snake bodies have ST 11.

The head has DR 4, and the apophis is only killed when either all six snake-bodies are cut off, or half of its HT is taken in the head. Six points of cutting damage are needed to cut through a snake body — impaling damage is not doubled.

Since no aimed shots are possible when fighting an opponent that cannot be seen, the GM should roll randomly to determine where the blow landed. Label the snake bodies 1 through 6. Roll one die: if the result is a 1, the attacker hit the crocodile head. Otherwise, roll the die once more to determine which snake-body is hit. Anyone can hit the same snake body over and over (at only -2 to skill for being in close combat) if it is grappling him.

Apophis will eat anyone it manages to kill, then go off to find another fire to put out. Just before the sun rises (or moon, if it is fuller than quarter-phase), it disappears back into the nearest body of water, submerging from sight, and presumably from this plane.

Apophis Demon

| | | |
|-----------|----------|------------------|
| ST: 16/11 | HP: 16 | Speed: 6 |
| DX: 11 | Will: 10 | Move: G5, W8 |
| IQ: 6 | Per: 10 | Weight: 500 lbs. |
| HT: 12 | FP: 12 | SM: 0 (2 hexes) |
| Dodge: 7 | Parry: - | DR: 2 (Head 4) |

Area of Darkness (always on): All light sources grow dimmer as an Apophis comes nearer. It is first noticeable at 20 yards, but when the apophis gets 15 yards away, there is a marked decrease in the light. Candles are only visible from a foot away; torches, lanterns and firelight only illuminate adjacent hexes. The brightest **Continual Light** spell only reaches ten yards — it cannot be seen beyond that. Even the stars seem to fade away. When the apophis closes to ten yards of a light source, it is further reduced. Candles go out; torches, lanterns, and firelight can only be seen a foot away; and the brightest **Continual Light** is reduced to five yards effectiveness - and even in that range appears no brighter than an ordinary torch. Within five yards of an apophis, all torches, lanterns and campfires go out, while the magical light is visible only in adjacent hexes.

Snake Body Grapple: The apophis has full coordination with all six snake bodies. It may grapple a different character in each hex around it in a single turn if desired! Each snake body has the listed ST for purposes of breaking free (Contest of ST). If two snakes have grappled the same character, add +2 to the apophis' ST.

Crocodile Head Bite (11): 1d cutting. Reach C. The head may only attack one foe at a time, regardless of how many it has grappled. It cannot bite in any turn that it grapples, only *after* that turn.

Traits: Aura of Darkness; Darkvision.

Habitat: Fresh Water

Source: GURPS Fantasy Bestiary 3e.

Origin: ML (Egypt)

Arctic Mole

These brown beasts look like great walruses. They tunnel in the ice and tundra. Arctic moles die if the sun hits them, so they only surface at night. Arctic moles fish and eat a medley of plants and insects in the soil. They attack anyone who molests them. Tribesmen hunt arctic moles for their tusks, which are worth \$100 each.

Dire Animal

| | | |
|----------|----------|------------------|
| ST: 22 | HP: 22 | Speed: 4.5 |
| DX: 8 | Will: 10 | Move: 3 |
| IQ: 3 | Per: 10 | |
| HT: 10 | FP: 10 | SM: +2 (2 hexes) |
| Dodge: 7 | Parry: — | DR: 1 (TS) |

Bite (8): 2d-1 cutting. Reach C.

Claws (8): 2d-1 cutting. Reach C, 1.

Traits: Quadruped; Tunneling (Move 3); Wild Animal

Habitat: Arctic

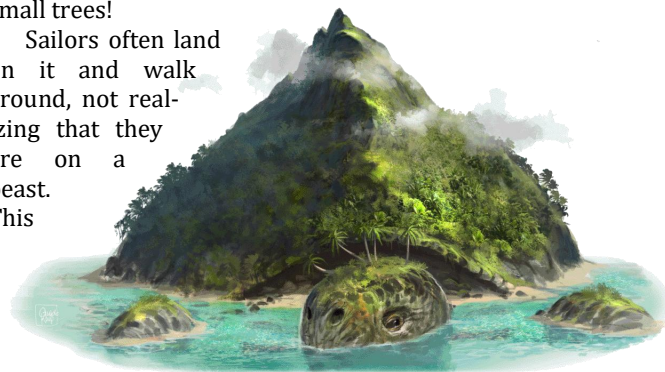
Origin: ML (China)

Source: GURPS Fantasy Bestiary 3e

Aspidochelone

The aspidochelone is also known as the aspis testudo, or island turtle. It is a gigantic creature that resembles a cross between a whale and a turtle. It looks like an island as it floats lazily along in the sea. The back is hard and grows many types of seaweeds — and even small trees!

Sailors often land on it and walk around, not realizing that they are on a beast. This



doesn't bother the aspidochelone, but when they light a fire, it objects. At that point, the beast sinks into the sea, causing great waves and swirls of water.

The aspidochelone is not malicious in itself, and does not attack people. Indeed, it eats fish — it opens its mouth and fish are attracted to its breath.

Rumor: Some say it is malicious, and does eat people. In this case, the damage would be 6d cutting! There is

even a rumor that the aspidochelone is a venomous whale — as if 6d isn't enough damage!

Aspidochelone

Giant Animal

| | | |
|----------|----------|-------------|
| ST: 55+ | HP: 55+ | Speed: 5.75 |
| DX: 8 | Will: 10 | Move: 5 |
| IQ: 5 | Per: 10 | Weight: |
| HT: 15 | FP: 15 | SM: |
| Dodge: 9 | Parry: - | DR: 7 |

Bite (8): 6d cutting.

Traits: Wild Animal.

Habitat: Salt Water

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

Assassin Bug, Giant

An assassin bug is about 3 feet (1m) long, and lurks in bushes. Assassin bugs attack on sight, usually gaining *surprise*.

Their attacks are always at the torso, which they leap onto and grapple — treat as a slam attack. They have a piercing mouth. If the bug fails to penetrate by main force on its first attack, it will look for a crevice in the armor. If there are any such crevices, there is a 50% chance, each turn, that the bug will find one, making the victim essentially undefended. On the turn after its beak finds flesh, the assassin bug injects a digestive agent into its victim that succeeds automaticall. It will then wait two seconds and begin to feed, drawing the digested tissue into its stomach (no extra damage).

When attacking it, the close combat rules apply. If it is successfully hit, it will remove the proboscis as it dodges. This does an additional 1d cutting damage (the proboscis is barbed). A contest of ST (the victim himself would be at -4) is needed to pull the beak out — it still does damage coming out. Once the beak is withdrawn, it will not automatically find the same hole in the armor, and must attack again.

These insects are solitary and nocturnal, sometimes active just before dusk. They fly with a speed of 20, but do not normally attack from the air.

Animal (Vermin)

| | | |
|----------|----------|------------------|
| ST: 10 | HP: 10 | Speed: 6.5 |
| DX: 14 | Will: 10 | Move: 9, A20 |
| IQ: 3 | Per: 10 | |
| HT: 12 | FP: 12 | SM: -2 |
| Dodge: 9 | Parry: — | DR: 1 (Flexible) |

Piercing Mouth (16): 1d-2 impaling, follow-up with Digestive Agent. Reach C.

Digestive Agent (F, Biological): Type C 2d toxic (Follow-Up, bite; Takes Extra Time, 2 seconds).

Traits: Insect; Wild Animal

Skills: Wrestling-16

Habitat: Forest, Plains, Tropical Forest

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Atdlit

Atdlit are dog-headed, humanoid monsters that inhabit caves in arctic areas. Roughly human from the neck down, they have the heads of huskies — minus the nose! They have no sense of smell at all. Atdlit are giants

by human standards — 12 feet (3.6m) high on the average. While not intelligent, they do use clubs as weapons. Should they drop their clubs, they punch or bite.

They eat people and anything else they can kill. They roam far from their caves to hunt, but drag the bodies home to share with the clan. If a victim should fall unconscious, the atdlit will not administer a coup de grace — they're not smart enough. The prey will be brought home and then either put in cold storage (a cave at about 35°F [0°C]) or torn apart and devoured immediately if the tribe is hungry. They do not cook their food, and react to fire the way most animals will.

Atdlit do not move well on all fours, so their caves are high-ceilinged and roomy. They can negotiate smaller passages, but don't fight well in them.

Atdlit hunt singly, in pairs and in packs of up to 10. They are active any time, and have the **Night Vision** advantage.

Mundane

| | | |
|----------|----------|-----------------|
| ST: 16 | HP: 16 | Speed: 6.00 |
| DX: 12 | Will: 10 | Move: 6 |
| IQ: 4 | Per: 10 | Weight: 600 lbs |
| HT: 12 | FP: 12 | SM: 0 (1 hex) |
| Dodge: 7 | Parry: - | DR: 2 |

Bite (14): 1d cutting. Reach C.

Club (12): 1d+2 crushing. Reach C, 1.

Punch (12): 1d+1 crushing. Reach C.

Traits: Night Vision 5; No sense of Smell; Wild Animal.

Habitat: Arctic, Subterranean

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Eskimo)

Athol

The *Athol* is a man-sized bat. The wingspan is only 12 feet (4m), not enough to allow a normal creature the athol's size to fly. However, the athol stores mana in its wings, aiding it in its flight; the wings are used more to steer than for anything else. The mana is used up at such a slow rate that the athol essentially has unlimited flight.

Athols are nocturnal and fly in groups of up to 20, though 5 to 10 is a more typical number. They live in large caves, from which they venture nightly in search of prey. They will also investigate any noises that they hear inside their caves.

Athols frequently attack humans. Their usual method is to fly directly at the victim and attack the body, though they may aim for the head.

A pack of *Athols* will use pack tactics — that is, they will isolate a single individual and attack



from all sides. Those in front will take the Wait maneuver, not attacking unless the prey turns its attention elsewhere.

Athol

Faerie

ST: 9* **HP:** 9 **Speed:** 6.5
DX: 13 **Will:** 11 **Move:** G7, A14
IQ: 4 **Per:** 10 **Weight:** 85-125 lbs.
HT: 13 **FP:** 13 **SM:** 0

Dodge: 9 **Parry:** 10(7) **DR:** 0

Claws (15): 1d-1 cutting.

Traits: 3D Spatial Sense; Flight (Small Wings; Air 14; Cannot Hover); Magery 0; Quadruped; Sonar; Ultra-hearing; Wild Animal

Habitat: Subterranean

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Indonesia)

*ST range 9-10 depending on weight

Auitzotl

This catlike animal lived near water, typically in caverns. The *Auitzotl* baited its human victims in many ways. It could drive schools of fish to the surface, cry like a baby, or stir the water into foamy waves. These unusual events usually drew a passerby to investigate.

When the victim came too close to the water, the *Auitzotl* pulled the victim into the water with its humanlike hands. After the prey had drowned, his eyes, teeth and nails disappeared down the animal's throat. Often, the victim's skin remained unblemished.

Because Tlaloc sometimes commanded this animal to summon people to Tlalocan, the *Auitzotl* became an omen of death.

Dire Animal

ST: 14 **HP:** 5 **Speed:** 6.75
DX: 14 **Will:** 10 **Move:** 10
IQ: 5 **Per:** 10 **Weight:** 140 lbs.
HT: 13 **FP:** 13 **SM:** 0

Dodge: 9 **Parry:** 11(8) **DR:** 0

Bite (16): 1d-2 cutting. Reach C.

Claws (16): 1d-2 cutting. Reach C.

Traits: Extra Legs (total 4); Horizontal; Wild Animal.

Habitat: Fresh Water, Swamp.

Source: GURPS Aztecs.

Origin: ML (Aztec).

Avukett

The Mad Lands's most common variety of deer is a sleek, fast animal. Like many herbivores here, they compete in a deadly environment through increased fertility, producing 30% more young than comparable Earth species. Primarily tan in color, each generation of avukett has a different, odd marking on its right flank in dark brown hair. Currently the marking on all of the Mad Lands's newborn avukett is a swirly pattern that vaguely suggests a human ear being gnawed on by two long rows of flattened teeth. The previous generation's marking looked distinctly like a bowl full of berries. Storytellers say that these markings are omens, each with a decipherable meaning.

Animal

ST: 5 **HP:** 7 **Speed:** 6.25
DX: 14 **Will:** 10 **Move:** 9
IQ: 4 **Per:** 10
HT: 11 **FP:** 11 **SM:** 0

Dodge: 9 **Parry:** 9(6) **DR:** 0

Antlers (13): 1d-3 impaling. Reach C; Limited Arc, forward.

Trample (13): 1d-3 crushing.

Traits: Quadruped; Wild Animal

Habitat: Forest, Mountains, Plains, Tropical Forest

Source: GURPS Fantasy II

Badger, Magical

As a fantasy variation of a mundane badger, it can cast a *Strike Blind* spell. It stores up to 20 "fatigue" points of mana in its eyes.

The sole function of the spell is to allow the badger to escape from large predators, including humans. The badger must be able to see its target and must concentrate for one second before casting the spell. Its skill roll is at-1 for each yard of distance to the target.

Animal (Mammal)

ST: 7 **HP:** 7 **Speed:** 5.75
DX: 13 **Will:** 10 **Move:** 6
IQ: 4 **Per:** 10
HT: 10 **FP:** 10 **SM:** -3

Dodge: 8 **Parry:** 10(7) **DR:** 0

Claws (15): 1d-2 crushing. Reach C.

Strike Blind (15): Spell, resist by HT. The subject is blinded for 10 seconds (-10 to attack). See *Blindness*, p. B124, for a full description. Five uses in a row. Restores 1 FP/hour.

Traits: Magery 0; Quadruped; Wild Animal.

Spells: Strike Blind-15.

Habitat: Forest

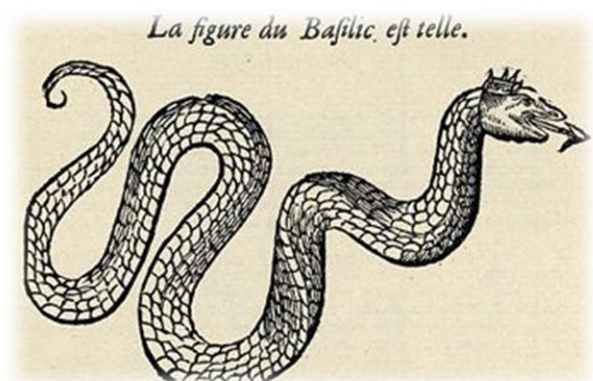
Source: GURPS Bestiary 3e

Origin: Fantasy

Basilisk

The basilisk is a three-foot long snake with a hideous face and a crest atop its head. It was held by medieval Europeans to be the deadliest creature in existence, creating deserts wherever it went. Thus, it can be found in most habitats, but will turn one square mile of land per day into desert.

According to most legends, the basilisk kills with its gaze or if gazed upon — the only way to view one safely is in a mirror. Basilisks fear weasels (some of which are



immune to their gaze) and the crowing of roosters, fleeing from either.

Originally, a cockatrice was considered the same animal. Later, it became a separate creature — a rooster with the tail of a snake. Their death-dealing abilities are identical, however. In this book, the cockatrice is treated as a separate creature solely for Game Masters who prefer not to introduce psionics into their fantasy campaigns. The game mechanics of the deadly glance is handled by psionics for the basilisk, and by magic for the cockatrice.

The basilisk is very deadly, not to be lightly introduced into a campaign. It is immune to all spells and kills with a native psionic ability: a modified form of the Telekinetic Attack.

Rumors: Many legends say that the basilisk is so deadly that its “poison” passes through the weapon that strikes it, killing the wielder! Treat this as a final attack in its dying moment (i.e., after the killing blow), at double damage if the foe fails a HT roll.

Some legends claim that the basilisk is winged — if so, it can fly at speed 10.

It is rumored that the basilisk can kill many people at once. Treat this as “full coordination” with its telekinetic attack!

Basilisk

Dire Animal (Hybrid)

| | | |
|--------|----------|----------------|
| ST: 2 | HP: 2 | Speed: 6 |
| DX: 12 | Will: 10 | Move: 4 |
| IQ: 3 | Per: 10 | Weight: 2 lbs. |
| HT: 12 | FP: 12 | SM: -3 |

| | | |
|----------|----------|-------|
| Dodge: 9 | Parry: — | DR: 1 |
|----------|----------|-------|

Death Gaze: Quick Contest of Will with Range Penalties, follow up Toxic Attack 3d (Malediction 1; Psychokinetic; Vision-Based).

The basilisk must be able to see or touch its victim in order to initiate the attack (exception: people who so much as glimpse it). It does not have to make an IQ roll before attacking, but does have to **concentrate for one turn** unless the victim is looking directly at it. In that case, it does not have to concentrate; its innate homing sense allows *instant* connection to anyone who sees it. The only safe ways to see it are magically or reflected in a mirror. It is also sensitive to psionic probes of any type, and can immediately attack along such a probe without ever seeing the prober!

To make the attack, roll a **quick contest of Will**, modified by -1 for every yard of distance to the target. If the roll is successful, the victim takes 3d damage every second. *No further skill roll is required* unless the basilisk's concentration is broken or the victim leaves its sight. At that point, a new roll is required (at the new range) to keep contact. DR and Toughness offer no protection from this attack, and no defense roll or resistance roll is allowed.

Any attackers are at -3 to hit a basilisk due to its small size, plus an additional -5 for looking in a mirror while attacking, or -10 for attacking with eyes closed.

Traits: Death Gaze (Psionic); Vermiform; Wild Animal.

Habitat: Desert

Source: B460, GURPS Fantasy Bestiary 3e.

Origin: ML (Greece)

Big Owl

This is a gigantic owl, over 30 feet (9m) tall. Its eyes are oversized and glow like twin full moons. It is not wise to look at the eyes! A unique monster in Apache legend, it devastated whole tribes before being killed by a hero.

Being an owl, of course, it has the Night Vision advantage. It becomes active at dusk, and retires to its mountain cave by dawn.

This is a truly frightening opponent - it has two magic spells that render it nearly invincible.

To attack Big Owl without looking at its eyes requires a successful Will roll every second that one is able to see its front. The eyes are very large and hypnotic, and they are usually the only part of the monster that is clearly visible: they glow brightly. It can cast its Mastery spell up to 6 times per hour, but only once per subject.

Big Owl must eat many victims each night to keep up its strength. It will attempt to paralyze a victim with its gaze, then kill him without taking its eyes off him. It will then move on to the next foe. Big Owl will only feed on the bodies when all possible prey has been caught.

Rumor: As if things weren't bad enough, there is a rumor that only the eyes are vulnerable!

Faerie

| | | |
|--------|----------|------------------|
| ST: 25 | HP: 25 | Speed: 5.75 |
| DX: 13 | Will: 11 | Move: A12 |
| IQ: 5 | Per: 12 | Weight: 1 ton |
| HT: 10 | FP: 13 | SM: +3 (7 hexes) |

| | | |
|----------|--------------|-------|
| Dodge: 8 | Parry: 10(7) | DR: — |
|----------|--------------|-------|

Panic (15): The big owl can cast this spell once an hour, over an area of radius 10! Everyone in the affected area must make an IQ roll. Those who fail, or do not make it by as much as Big Owl made its spell roll by, must run away in mindless terror. If trapped, they may take the **All-Out Defend** maneuver. This condition lasts one minute.

Mastery (15): The second spell, once it has reduced the odds a bit, it casts on the closest individual by making eyecontact. This is a **Mastery** spell: any character who looks at its eyes must make an IQ roll by more than Big Owl makes its spell roll. Failure means they may not perform *any* action until Big Owl takes its eyes off of them!

Beak (15): 2d+3 pi+. Reach C, 1.

Talons (15): 2d+3 cutting. Reach C, 1.

Traits: 360° Vision; Acute Vision +2; Magery 0; Night Vision +2; Raptor; Wild Animal

Skills: Aerobatics-10; Flight-13

Spells: Panic-15; Mastery-15.

Habitat: Desert, Mountains, Plains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Apache)

Bird-Bear

In Icelandic legend, this nasty creature appears to be mostly bear with birdlike wings and legs. It has both wings and forepaws! The head is that of a bear, and it can attack with teeth, forepaws, or talons.

It changes color, being white in the winter and brown the rest of the year — it is always at -3 to **notice**. It is diurnal, and is far too bad—tempered to ever be found more than one at a time. Treat it as a flying bear

with an appetite for human flesh! It moves 5 on the ground.

Bird-Bear

Dire Animal

| | | |
|--------|----------|----------------|
| ST: 17 | HP: 17 | Speed: 6.50 |
| DX: 13 | Will: 10 | Move: G5, A10 |
| IQ: 5 | Per: 10 | Weight: 5 lbs. |
| HT: 13 | FP: 13 | SM: 3 hexes |

Dodge: 7 Parry: — DR: 2

Bite (13): 1d+1 cutting. Reach C.

Forepaws (13): 1d+1 crushing. Reach C, 1.

Talons (13): 1d+2 impaling. Reach C, 1.

Traits: Wild Animal; Winged Flight.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Iceland)

Bloodbeast

This creature is greatly feared by adventurers as a natural berserker. A bloodbeast looks like a dog-faced gorilla that stands on two legs, and has one of the worst dispositions in the animal kingdom. A bloodbeast has a natural **Magic Resistance** of 5 and the unusual ability to **Sense Emotions**, particularly bloodlust and anger.

It can sense hostile emotions up to a mile away. This acts as a beacon for the bloodbeast, attracting it and triggering its own bloodthirsty behavior. By the time it finds the party, it will be in a berserk rage. It first attacks whoever has been broadcasting the anger or bloodlust, then turns on the rest of the group.

They inhabit mountainous regions, forests and swamps, though some have been found in the ruins of long-dead cities. They are solitary and active any time they sense a bloodthirsty soul. Any sort of mind shield will protect from its sensing ability, though. The GM's decision on a PC's (or NPC's) bloodthirsty behavior is final.

The bloodbeast favors claw attacks, but will also attack in close combat with their teeth. They are capable of grappling, and will either hite or choke when they do.

Dire Animal

| | | |
|--------|----------|------------------|
| ST: 18 | HP: 18 | Speed: 6.75 |
| DX: 14 | Will: 11 | Move: 8 |
| IQ: 4 | Per: 10 | Weight: 800 lbs. |
| HT: 13 | FP: 13 | SM: 0 |



Dodge: 9 Parry: 11(8) DR: 0

Claws (16): 1d+3 crushing. Reach C.

Fangs (16): 1d+1 impaling. Reach C.

Traits: Animal Empathy; Bad Temper (6); Bloodlust; Empathy; Magic Resistance 5; Semi-Upright; Wild Animal.

Habitat: Forest, Mountains, Swamp

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Boar, War

This giant boar is the size of a large pony. It is well-suited to its desert life, having made many of the same adaptations as the camel: long eyelashes, nostrils that can be readily closed, and the ability to store fat and water in its tissues.

It is bad-tempered, but intelligent and quite trainable. It will faithfully serve a trainer who has gained its respect (and him only), defending him to the death if need be. It will allow itself to be ridden, and is used by many desert nomads as a war grunt. However, it will not allow itself to be used as a beast of burden. Treat it as a wild boar in all respects not covered here.

Riding a war boar is covered by the **Mounted Combat** rules. There is no default from horse or other animal riding for riding a war boar, however. The creatures will not tolerate anyone except the person who trained them.

Dire Animal

| | | |
|--------|----------|------------------|
| ST: 18 | HP: 18 | Speed: 6.25 |
| DX: 12 | Will: 10 | Move: 12 |
| IQ: 6 | Per: 10 | Weight: 800 lbs. |
| HT: 13 | FP: 13 | SM: 2 hexes |

Dodge: 6 Parry: 11(8) DR: 2

Slashing Tusks (12): 2d-1 cutting. Reach C.

Trample (12): 2d-1 crushing. Reach C.

Traits: Wild Animal.

Habitat: Forest

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Bombardier Beetle, Giant

The giant bombardier beetle is a gregarious scavenger; as many as six may be encountered at one time. It measures about five feet (1.5m) in length. The bombardier beetle is active at all hours of the day, but dislikes strong sunlight. It eats only carrion, and is not aggressive — it will never attack a living opponent. It does, however, possess a very effective means of defense.

If disturbed, the bombardier beetle will emit a large cloud of poisonous gas. This gas is a respiratory poison.

Dire Animal

| | | |
|--------|----------|------------------|
| ST: 12 | HP: 12 | Speed: 5.75 |
| DX: 11 | Will: 10 | Move: 8 |
| IQ: 2 | Per: 10 | Weight: 250 lbs. |
| HT: 12 | FP: 12 | SM: 2 hexes |

Dodge: 5 Parry: 11(8) DR: 5

Poison Cloud (11): 1d+1 toxic. The gas cloud covers an area seven hexes in size, centered on the beetle's rear hex. Anyone breathing the gas must make a roll against HT-6 or take damage. Outdoors, the cloud

will disperse in 3 turns. In a cave or other enclosed area, the cloud will take 10 or more turns to disperse. The beetle has six "charges" of gas, and takes two hours to renew each charge.

Traits: Immunity (its own poison); Wild Animal.

Habitat: Forest, Jungle, Plains, Swamps.

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Boneless

The boneless are great flopping sheets of skin that fly in search of prey. They move through the air as a manta ray swims through the ocean. Their hides match the complexion of human skin. A pair of human-looking eyes is mounted front and center on its top surface. Anyone foolish enough to closely examine a boneless will discover vestigial remnants of its original human form scattered randomly about its hide - an ear, a few teeth, some hair, a nipple. Along its underside they'll find hundreds of enlarged pores about a fifth of an inch in diameter. In living specimens each pore will be sealed with a layer of yellow mucus.

Boneless are strictly carnivorous. They'll prey on any large animal - moose, deer, bear, cougar, monster - but prefer human meat if they can get it. They attack by wrapping themselves around a victim and slowly smothering him to death. It's a horrible way to go: the boneless begins to digest its prey before it's even dead. As soon as the boneless is wrapped around its victim, its pores begin to secrete concentrated digestive acid. This melts the victim's flesh, allowing the boneless to absorb the resulting fluid back through the pores.

Although the acid retains its potency after the boneless dies, most people don't bother to harvest it. Because it's a dangerous product to obtain, they avoid becoming dependent on its use.

Boneless are instinctive, not intelligent. When hungry, they search for prey. They are usually solitary hunters. When full, they find a sheltered spot - in a tree, tunnel, or cave - and sleep for weeks at a time, rolled up or curled into a ball. On rare occasions a few might be sighted together, for no clear reason - they don't breed and seem incapable of communication. In fact, they sometimes attack one another. A fight between two boneless is a remarkable sight, as each tries to envelop the other in a death squeeze. Often both die, tangled in a partly-digested mass.

Survivors of boneless attacks may have recurring nightmares in which they're being smothered or burned by acid. They might develop phobias against blankets or bathing.

Animal

| | | |
|-----------------|-----------------|--------------------|
| ST: 15 | HP: 15 | Speed: 6.75 |
| DX: 14 | Will: 10 | Move: A15 |
| IQ: 3 | Per: 10 | |
| HT: 10 | FP: 10 | SM: 0 |
| Dodge: 9 | Parry: — | DR: 0 |

Grapple (14): Constriction Attack, follow-up Digestion.

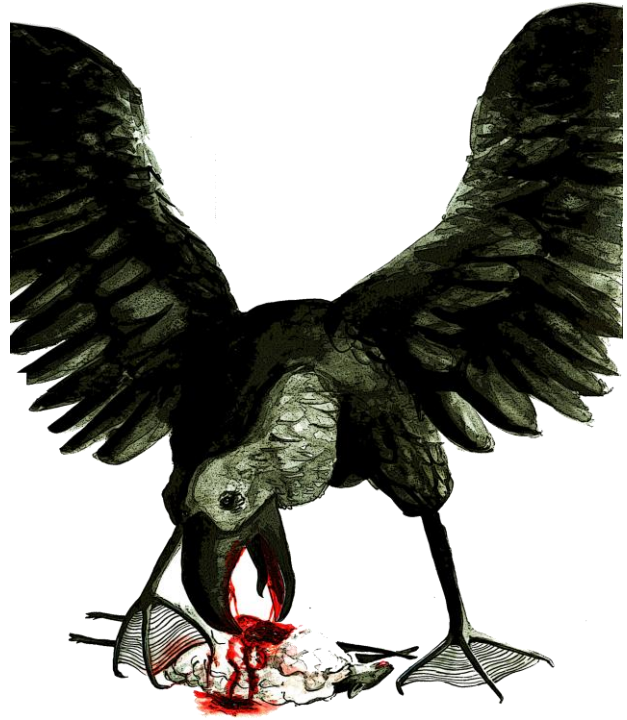
Digestion (14): 1d corrosive. Reach C.

Traits: Injury Tolerance (Homogeneous); Vermiform; Wild Animal.

Skills: Brawling-14

Habitat: Forest

Source: GURPS Fantasy II



Boobrie

A boobrie is a giant waterfowl resembling a nine-foot (2.7m) tall loon. It is jet black, with a yard-long neck. It lives at the bottom of lakes, however, and flies up to devour cattle, sheep, and those foolish enough to try to defend their livestock. The beak is 18 inches (45cm) long, slightly curved, and very sharp. Its bellow sounds like a bull's.

The boobrie has claws on its webbed feet, used to carry prey off. Its main attack is with the beak. It is active during the mornings, afternoons and evenings, resting both at night and in the heat of the day. They seem to be completely solitary; no one has ever reported seeing two together.

In the water its Move is 8; on land it is only 3.

Dire Animal

| | | |
|---------------|-----------------|-------------------------|
| ST: 20 | HP: 20 | Speed: 6.50 |
| DX: 14 | Will: 10 | Move: G3, W8 |
| IQ: 5 | Per: 10 | Weight: 250 lbs. |
| HT: 13 | FP: 13 | SM: 3 hexes |

Dodge: 7 **Parry:** — **DR:** 1

Beak (14): 1d+2 pi++. Reach C.

Traits: Wild Animal; Winged Flight.

Habitat: Fresh water, Plains, Mountains, Swamp.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Scotland)

Bunyip

The bunyip is an Australian lake monster. It has four legs, on oval body with a head like a horse, and no tail. It is very shy, but will protect its territory if it feels that travelers are evil. Bunyips only live in the remotest areas, far from human habitation.

They are very stealthy, cautious animals, and will carefully watch a group of humans. While not intelligent, a bunyip seems to be able to sense if intruders respect the lake it lives in. Orcs have been known to avoid lakes because of bunyips.

Most PCs will never see a bunyip. Only if they seem to be selfishly harming the flora and fauna of an area will the bunyip charge. It makes an amazingly loud roar for its size — most adventurers will mistake it for a dragon! If the **Frigh Check** rules are used, this sound will require a check.

It bites, not using its Legs for anything but locomotion. It can travel on shore at a speed of 4.



Rumor: The bunyip can cause floods. This is an overnight phenomenon. Travelers camped near a lake may have a soggy awakening in the middle of the night! No one will drown in the flood if they can move — it rises too slowly. But ink on scrolls will smear (waterproof ink is a modern invention), food will be ruined, armor may rust, etc.

Bunyip

Dire Animal

| | | |
|---------------|-----------------|-------------------------|
| ST: 17 | HP: 17 | Speed: 6.00 |
| DX: 11 | Will: 10 | Move: W8, G4 |
| IQ: 5 | Per: 10 | Weight: 900 lbs. |
| HT: 13 | FP: 13 | SM: 3 hexes |

Dodge: 6 **Parry:** — **DR:** 2

Bite (14): 1d+1 cutting. Reach C.

Traits: Quadruped; Wild Animal.

Habitat: Fresh water

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Aus Abo)

Cactus Cat

The cactus cat lives in dry deserts and mountain regions, and resembles a large lynx. It eats cactus, and has evolved a curious pair of claws to procure its food. Each foreleg has a foot-long bony protrusion that resembles a scythe blade. The blades are sharpened all along the

edge, and the cactus cat uses them as a machete to cut barrel cacti open, allowing it to scoop out the interior.

While it does not eat people, it often gets a bit tipsy on some of the cacti it feeds on, and it may become belligerent. If it sees anyone while inebriated, it may attack out of sheer exuberance. There is no penalty to any of its attributes, however - if it gets very drunk, it simply goes to sleep!

The cactus cat attacks by slamming, but not with its body! Instead, it passes by the victim, and hits with its blade, doing cutting damage as it runs by. It will run around madly, slicing up as many foes as it can until it takes half its HP in damage — then it runs away. It does not attack to kill, but just for the sport of it. A cactus cat can leap up to slice at the body (-1 to DX) or go for the legs at no penalty. There is no penalty to hit the body of a Halfling, Dwarf or similar character. Fighters who choose the **Wait** maneuver may swing at the cat as it runs by, but otherwise it is smart enough to keep a healthy distance except on its own terms!

Cactus cats are not very common, and are usually found singly, active evenings, nights, and mornings. Sometimes they gather together, though — one prospector reported a "convention" of them, apparently sampling some potent cacti, as they chased him all night long!

Dire Animal

| | | |
|---------------|-----------------|-------------------------|
| ST: 15 | HP: 15 | Speed: 6.50 |
| DX: 14 | Will: 10 | Move: 9 |
| IQ: 5 | Per: 10 | Weight: 250 lbs. |
| HT: 12 | FP: 12 | SM: 1-2 hexes |

Dodge: 8 **Parry:** — **DR:** 2

Slashing Slam (14): 1d+2 cutting. Reach C, 1. Each attack is treated as a Quick Contest of DX. If the cat wins, it does the damage to its foe. See text.

Traits: Quadruped; Wild Animal.

Habitat: Desert, Mountains.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (USA)



Calchona

The *Calchona* is a large canine creature, covered in thick reddish-gray wool, with a beard like a billy-goat's, but longer. It is solitary and nocturnal, cunning and malicious, and can be more than a minor nuisance to travelers. It will not attack them directly; it prefers to steal their food while they sleep. If angered, however, it will fight viciously (it has a terrible temper), biting in close combat.

If it encounters a party passing through its territory, a *Calchona* will follow them until they make camp. After they have bedded down for the night, it will sneak into their camp, and make off with the first backpack that it finds.



Once away from the camp, it will rip open the pack in search of food. If it finds no food, it will return for another pack. If totally thwarted, it will spitefully attempt to drive off the party's mounts. It is exceedingly cagey; give it a "craftiness" level of 12 for spotting traps and throwing off pursuit.

Calchona

Dire Animal

ST: 12 HP: 12 Speed: 6.25
 DX: 12 Will: 10 Move: 9
 IQ: 5 Per: 10 Weight: 200 lbs.
 HT: 13 FP: 13 SM: +1 (2 hexes)

Dodge: 9 Parry: — DR: 0

Bite (12): 1d-1 cutting. Reach C.

Traits: Quadruped; Wild Animal

Skills: Stealth-16.

Habitat: Mountains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (SAI)

Campchurch

The campchurch is a sea-unicorn, resembling a hippocampus (see *Makara, Horse*) with a single long horn in its forehead.



It has the same characteristics as the hippocampus, but can attack with the horn in a ramming attack. It bites, if need be.

The campchurch has been known to befriend humans in need, though there are also stories of it attacking small boats. The GM may decide which story is true, or make a reaction roll for an individual creature, based on the way the party treats it.

Dire Animal

ST: 19 HP: 19 Speed: 5.50
 DX: 9 Will: 10 Move: W12
 IQ: 6 Per: 10 Weight: 0.5 – 1 tons
 HT: 13 FP: 13 SM: 3 hexes

Dodge: 6 Parry: — DR: 0

Ramming horn (10): 2d impaling. Reach C.

Bite (10): 1d crushing. Reach C.

Traits: Quadruped; Wild Animal

Habitat: Salt Water

Source: GURPS Fantasy Bestiary 3e

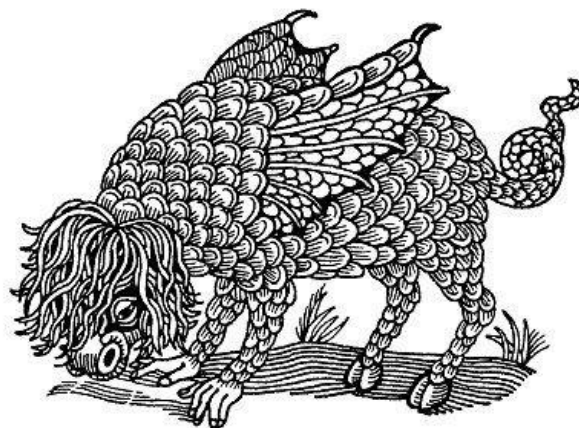
Origin: ML (Europe)

Capricorn

See *Makara, Goat*.

Catoblepas

The catoblepas is somewhat smaller than a cow, with an oversized head, a large mane and a scaled body. It spends most of its time with its nose to the ground, rooting for food. Its heavy mane hangs down in front of its eyes, so it will seldom see approaching people or predators. However, its hearing is acute (**Hearing-16**), so it will usually have some warning of impending attack.



It is diurnal and solitary, although mated pairs will sometimes forage together. It is seldom found in the open, preferring to feed among the reeds and bushes. As a result, one tends to come upon a catoblepas suddenly and unexpectedly.

It does not go out of its way to attack people, but resents being disturbed in its feeding. It has a nasty way of showing its displeasure; it has the ability to cast a Dehydrate spell. This spell removes water from the victim's tissues, causing damage or death. The entire body is affected; armor does not protect, nor does **Toughness**. The catoblepas must be able to see its target, and can affect only a single victim at a time. It must concentrate for one turn before casting the spell, and has a -1 penalty to its skill for every hex of distance to the target.

As soon as it becomes aware of an approaching party or predator, a catoblepas will raise its head, flipping its mane out of its eyes. This takes one turn. If it decides to attack, it must then concentrate for one turn, staring at its prospective victim. If menaced by more than one attacker, it will shift its gaze from target to target (concentrating every other turn) until the victims are dead or have fled. It won't attack a fleeing target, only wanting to root in peace.

The gaze is its only form of attack. Not a particularly brave beast, it will flee if it takes 25% of its hit points in wounds.

Catoblepas

Faerie

ST: 20 **HP:** 20 **Speed:** 5.75
DX: 10 **Will:** 10 **Move:** 9
IQ: 4 **Per:** 10 (16) **Weight:** 1,100 lbs.
HT: 13 **FP:** 13 **SM:** +1 (3 hexes)

Dodge: 8 **Parry:** — **DR:** 0

Dehydrate (spell) (18): Resisted by HT. Time to cast 1. Penalty -1 per yard distance to target. Damage 2d-2 for 1 FP or 3d-3 for 2 FP.

Traits: Acute Hearing 6; Magery 0; Quadruped; Wild Animal

Spells: Dehydrate-18

Habitat: Fresh Water, Swamp, Tropical Forest

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

Caustigus

The caustigus is a strange creature. Although sapient, it is vicious, bestial, and solitary. It is only known to live in the Acid Swamps of Solfor, in the southern Orclands. It is immune to their burning acid (see *The Acid Swamps*, *GURPS Banestorm*). It has a distorted humanoid head, no neck, and four long arms with large, clawed hands. Some caustiguses have learned to speak English or Orcish – no one knows from whom – but they normally regard intruders purely as prey.

Caustiguses lurk in the acid swamps with only their heads above the surface. When they see a victim, they reach out and grab it. Their arms each have a 2-hex reach, and it can use them all at once. This attack counts as a grapple (despite the distance). The turn after getting a grip, it will try to drag its prey into the acid. Roll a quick contest of ST, with the caustigus getting +2 if it is grabbing its victim with three arms, or +4 for four. If it wins, the victim is pulled one hex toward it. Anyone dragged into the swamp will take acid damage.

A caustigus is hard to injure permanently. Damage to its arms (or to the body or legs, although these are usually underwater) regenerates at 1 HP per turn for each arm, unless the arm is completely severed. (This takes 8 HP of cutting or fire damage.) Its head is relatively vulnerable, and cannot regenerate damage. Furthermore, its sensitive eyes are adapted to the dim swamp, and it hates bright light. It takes a -1 penalty to attack rolls and DX rolls for each torch within 6 hexes. A Flash or Fireball spell will make a caustigus flee immediately. In fact, a caustigus will never willingly fight to the death. The moment it feels its life is in danger, it releases any prey and disappears beneath the surface of the swamp.

Mundane

ST: 14 **HP:** 14 **Speed:** 6.75
DX: 14 **Will:** 10 **Move:** 6
IQ: 10 **Per:** 12 **Weight:** 200 lbs.
HT: 13 **FP:** 13 **SM:** +0

Dodge: 9 **Parry:** 9(6) **DR:** 2

Grapple (14): Reach 2, follow up Acid damage if dragged into acid swamp.

Traits: Amphibious; Bestial; Blunt Claws; Breath-Holding 5; Callous; DR 2; DR +5 (Limited, Corrosion); Extra Arms 2; Extra Attack 3; Loner; Long Arms (+2 SM); Nictitating Membrane 5; Perk: Totally immune to swamp-acid effects; Pressure Support 1; Regeneration (Extreme, Not Head, Only 1 HP/second for each body part).

Skills: Stealth-15; Survival (Swamp) -14.

Habitat: Swamp

Source: GURPS Banestorm, Fantasy Bestiary 3e

Ccoa

A ccoa is a magical cat of the Andes. It looks like a very large house cat, about 18" (45cm) high at the shoulder, and its eyes glow eerily. It is arrogant, autocratic and unforgiving in its attitude towards humans; it expects food and respect, not excuses.

The ccoa cannot speak, but there is no doubt it is intelligent. It can understand speech and its silent communication skills are masterful, communicating with gestures. Its eyes are its mana organs, which contain an enormous amount of mana — unlimited, for all practical purposes!



It is active at anytime, and very solitary. It is always seen coming down from a mountain, but there is only a rumor that anyone has ever seen its home - see below. It collects crops as tribute from the local farmers — it eats vegetable crops, though no one knows why it needs so much food! No one knows how it takes the food, either — it just comes around, with a small sack on its back, and whole fields worth of food disappear.

It knows all Elemental spells. It has been accused of causing hail, windstorms, lightning, earthquakes, volcanoes, flooding rains — and it fully admits it has done these things, with a smile and nod and a delicate pointing of the tail toward its empty food sack. This is what happens when people do not give it what it deserves . . .

The ccoa also has the unusual ability to grant Magery to people! Those not born mages who desire power abase themselves at the ccoa's feet and promise it service. It rewards them with **Magery 1**. Those who continue serving the ccoa and use their powers to feed its ego and grain bins are paid with further levels of Magery. The ccoa can revoke this privilege at any time, however, so such mages don't dare to rebel against their master. Should the ccoa die, though, the Magery that it has granted will become permanent. Thus, a party might be hired by a ccoa's "servants" to destroy it!

In combat, it uses **Elemental** spells and throws **Missile** spells. It usually lets its servants, including mages, fight for it.

Rumors: The ccoa is rumored to be a mere servant of mountain spirits or demons — anyone attacking it might have to deal with them!

Some say it has a fortress built high on a mountain, with a well-worn trail beaten to its door by those who have visited it to deliver produce. It has servants to handle its household affairs, though it seems to have an uncanny ability to know what is going on in its house at all times. It may deign to receive visitors, if brought a gift. A real gift, not that petty little magic knife that just disappeared into its treasury. Oh, a magic sword, too - ah! That's better! Thank you, come in...

It is also rumored that the ccoa can shapeshift into human form for an hour a day.

Ccoa

Faerie

ST: 6 **HP:** 6 **Speed:** 6.75
DX: 14 **Will:** 15 **Move:** 10
IQ: 15 **Per:** 15 **Weight:** 30 lbs.
HT: 13 **FP:** 13 **SM:** -1

Dodge: 8 **Parry:** — **DR:** 0

Missile spells (14): Cast at level 21. Half time to cast.

Traits: Quadruped; Wild Animal.

Skills: Gesture-20; Innate Attack-14.

Spells: All Elemental spells at level 21.

Habitat: Mountains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (SAI)

Centipede, Giant

This monstrosity reaches lengths of up to 25 feet (7.5m), measuring 3 feet (0.9m) in width and 1 foot (0.3m) to height. It is always hungry, and attacks on sight. The giant centipede is a solitary creature, frequenting deep woods and jungles, swamps, caves, and deep valleys - anywhere that it can stay out of direct sunlight. Some species are active both day and night. Its bite injects venom.

Animal (Vermin)

ST: 13* **HP:** 13 **Speed:** 6.5
DX: 14 **Will:** 9 **Move:** 6
IQ: 2 **Per:** 10 **Weight:** 100+ lbs.
HT: 12 **FP:** 12 **SM:** +4*

Dodge: 9 **Parry:** — **DR:** 0

Bite (16): 5d impaling*, follow-up Venom. Reach C.

Venom (F): Type F 1d toxic.

Toxin (F): Affliction 3 (HT-2; Linked; Terrible Pain); Toxic Attack 2d (Cyclic, 1 hour, 5 cycles; Follow-Up, bite; Linked; Resist HT-3)

Traits: 360° Vision (Easy to hit, unusually large); High Pain Threshold; Incurious (6); Low Empathy; Night-vision Membrane 1; No Sense of Humor; Vermiform*; Wild Animal

Skills: Brawling-12

Author: Collective Restraint

Habitat: Forest, Subterranean, Swamp, Tropical Forest

Source: GURPS Bestiary 3e

Origin: Fantasy

*ST range 9-16; Effectively vermiform; Striking ST range 20-22; damage range 4d+5 to 5d+7; SM range +1 to +4.

Cerastes

This large horned serpent is a skilled ambusher. Nearly 10 feet (3m) long, it has four horns, two of which look like edible morsels to most medium or small animals — including adventurers' dogs! The cerastes lies under sand or loose dirt and protrudes its bait-horns. It then attacks any animals that approach. It will also attack any human that approaches, though only the hungriest would be attracted by the bait! But it does wait alongside trails, and people are likely to come by.

The initial lunge from under the earth allows surprise unless the horns are seen. Make a Vision roll to do this, unless a dog has already noticed them (in which case it may be too late). Make a **Naturalist-4** roll to identify the horns.

The cerastes is very flexible - treat all adjacent hexes as front hexes, even those to the rear of its last hex! It can strike one hex away from any of its hexes in any turn. It rams with its blunt horns, or bites, but injects a type F venom. The bite will penetrate DR 4!

They are solitary creatures, and may be active any time.

Dire Animal

ST: 9 **HP:** 9 **Speed:** 6.75
DX: 14 **Will:** 10 **Move:** 4
IQ: 4 **Per:** 10 **Weight:** 100 lbs.
HT: 13 **FP:** 13 **SM:** 1 (3 hexes)

Dodge: 7 **Parry:** 11(8) **DR:** 0

Horns (16): 1d-1 crushing. Reach C.

Bite (16): 1d-1 cutting, follow-up Venom.

Venom (F): Type F 1d toxic.

Traits: Vermiform; Wild Animal

Habitat: Desert, Plains

Source: GURPS Fantasy Bestiary 3e

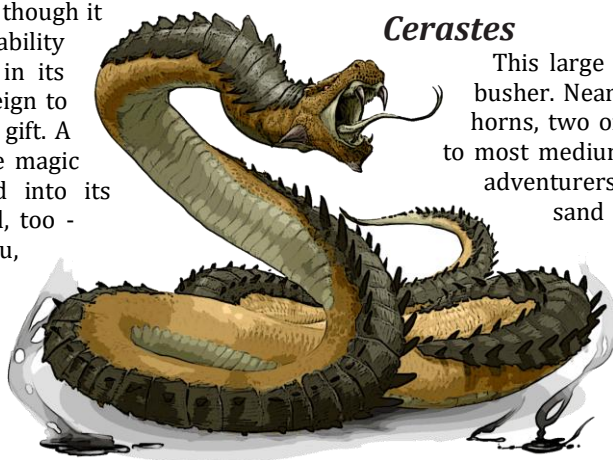
Origin: ML (Europe)

Cerberus

Cerberus is a unique three-headed dog with armored scales and a dragon's tail. It is well — known as the guardian of hell; it lets spirits in, but none out. All around its neck are small serpent heads, which are not venomous.

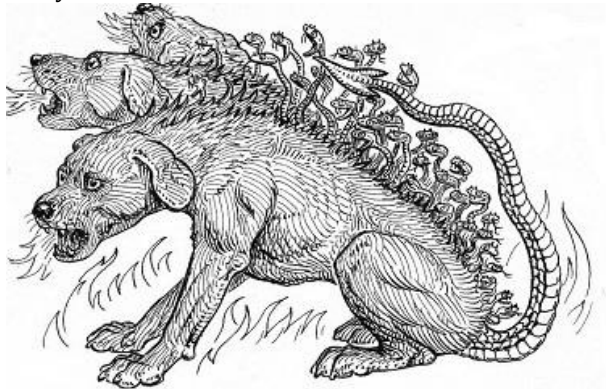
Heracles wrestled Cerberus and brought him out of Hades at one point, without using any weapons. He was bitten terribly by the snake heads, but, as was his wont, continued on with his task.

Cerberus may be used as a guard dog by any NPC, or even as a wild animal — or pack of animals — if the GM desires. In the service of a master, it would be very loyal. In the wild, it would live in any land habitat, and be



active at any time. Any attempt to deal with the unique Cerberus would be at a -4 to **Animal Handling** rolls. If there is a wild species of "cerberus" creatures, they would still be at a -2.

Each head has full coordination, being able to bite into any front hex each turn. All three may attack a single foe only if he is in the hex directly in front of Cerberus. The snake heads can only attack in close combat. Assume that there are many — the number is never given — but that only four can attack a given character in any one turn.



Rumor: There are tales of Cerberus letting heroes by because they fed it. This would have to be either magical food or a lot of it, however — Cerberus is a big dog, and each head wants something! Whether the dog's friendly reaction is due to gratitude or simple satiation is not known.

Cerberus

Dire Animal or Demon

ST: 16 **HP:** 16 **Speed:** 6.5
DX: 12 **Will:** 10 **Move:** 9
IQ: 5 **Per:** 10 **Weight:** 300 lbs.
HT: 14 **FP:** 14 **SM:** 0 (2 hexes)

Dodge: 9 **Parry:** 10(7) **DR:** 3

Fangs (15): 1d+1 impaling. See Text.

Snake Heads (12): 1d-4 crushing. Reach C. See Text.

Traits: Extra Heads (total 3); Quadruped; Striking ST +3; Wild or Domestic Animal.

Habitat: Outsider

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Greek)

Charadrius

The charadrius is a magical bird with powers to cure disease. It is very rare, and pure white when healthy. Also called a caladrius, it is the size of a heron, with a curved, hooked beak. It is found in clean marshes and other wetlands.

If a charadrius is brought before a sick person and turns its head away, that person will die from the disease he suffering from. However, if the bird looks at the sick individual, the charadrius will begin to turn gray, but the patient's color will begin to look healthier. The charadrius is taking on the disease of the invalid, and when it is fully taken on, the patient is cured. The charadrius must then fly off high into the air, and let the sun purify it.

This magic curing ability works with any natural or magically induced disease. It does not help with wounds at all, but will cure any secondary infection from such injuries. Likewise, it can do nothing against poison. The only HT it restores is that lost by disease. It is the GM's

decision whether or not the charadrius can cure diseases of divine or demonic origin.

They never attack people, and cannot be tamed. They can be kept in cages, but will die if they cure someone and are not allowed to fly high into the sunlight. They will not come back, but will seek out a remote swamp.

Merchants demand that a charadrius be bought sight unseen — should the charadrius look at a sick person while in the shop, the patient will be cured and the charadrius will either die or have to be freed! Retail value of the bird is always at least \$1,000, and often much more.

Rumors: Some say the charadrius will cure only royalty. Others say that the bird always dies after healing the patient. Pliny says it is only effective against liver disease.

Faerie

ST: 4 **HP:** 4 **Speed:** 6.00
DX: 12 **Will:** 10 **Move:** A14
IQ: 5 **Per:** 10 **Weight:** 30 lbs.
HT: 12 **FP:** 12 **SM:** 0 (1 hex)

Dodge: 6 **Parry:** - **DR:** -

Traits: Healing (Magical, see text); Winged Flight; Wild Animal.

Habitat: Swamp, Plain, Forest.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

Chemosit

The chemosit combines the hindquarters of a hyena with the arms and head of an ape. It also has the wicked claws, powerful jaws and sharp teeth of the hyena, and is monstrosly strong for its size. It is totally inimical to humans and specializes in attacks to the brain (-7 to hit). Apparently it considers brains a delicacy and wishes to get right to the main course.



Chemosits are nocturnal and (fortunately) solitary. They are at home in the trees, despite their hyenalike hind feet, and will ambush from above whenever possible. They are known to steal into villages at night, making off with a new victim each evening. Entire villages have been abandoned due to a chemosit terrorizing the area.

Dire Animal (Hybrid)

ST: 18 **HP:** 18 **Speed:** 6.50
DX: 15 **Will:** 10 **Move:** 9
IQ: 5 **Per:** 10 **Weight:** 200 lbs.
HT: 13 **FP:** 13 **SM:** 0 (2 hexes)

Dodge: 6 **Parry:** - **DR:** 1

Bite (15): 1d+1 cutting. Reach C.

Claw (12): 1d+2 cutting. Reach C.

Traits: Wild Animal.
Habitat: Jungle
Source: GURPS Fantasy Bestiary 3e
Origin: ML (Africa)

Chiang-liang

The chiang-liang is a bizarre creature with the head and body of a small tiger, four long hoofed legs, and a poisonous snake between its teeth. It is nocturnal, usually hunting in pairs.



It loves human flesh, and has a particularly nasty form of attack. It will bite a limb in close combat, preferably one without metal armor, and hold on. If attacked, it will let go to defend itself.

Dire Animal (Hybrid)

ST: 12 **HP:** 12 **Speed:** 6.50
DX: 13 **Will:** 10 **Move:** 10
IQ: 4 **Per:** 10 **Weight:** 250 lbs.
HT: 12 **FP:** 12 **SM:** 0 (2 hexes)
Dodge: 6 **Parry:** - **DR:** 1

Biting grapple (13): 1d-2 cutting, follow-up Venom. Reach C. After the bite, it holds on (Contest of ST to break free). The following turn, it will bite the limb with its snake head (no roll to hit required). If not attacked, it will continue to grapple until the venom takes effect.

Venom: Type D 1d toxic.

Traits: Wild Animal.
Habitat: Jungle
Source: GURPS Fantasy Bestiary 3e
Origin: ML (China)

Chimera

The chimera appears in ancient Greek myth, described as "a lion in front, a goat in the middle, and a serpent behind." The body overall is that of a lioness, though the hindquarters are scaly. A second head, shaped like a goat's, rises just behind the shoulders, and the tail is shaped like a snake, with a third head at the end. All three heads breathe fire. Her lion head's bite and her claws each inflict 2d+1 cutting damage in close combat, but her main attack is her fiery breath (1/2D 2, Max 20, Acc 3, RoF 1, Shots N/A, Recoil 1), which each head can use twice per day.

It attacks on sight, fighting to the death, and eating anything it conquers. It will not become stunned or unconscious from head blows unless each head has taken the necessary number of hits.

Rumor: Greek myths say the chimera was the daughter of Typhon, a giant with a hundred dragonlike heads, and Echidna, half woman and half snake. Their other

children were Cerberus, the three-headed watchdog of the underworld; the Hydra, a nine-headed giant snake; and the two-headed dog Orthos. Orthos mated with his mother and she engendered the Nemean Lion, a giant lion with armored skin, and the Sphinx, a winged lioness with a woman's head and a passion for riddles.



Obviously, legendary monsters don't have to breed true. Each new birth can be a different form and species.

Dire Animal (Hybrid)

ST: 25 **HP:** 25 **Speed:** 6.00
DX: 12 **Will:** 10 **Move:** 6
IQ: 4 **Per:** 12 **Weight:** 1 ton
HT: 12 **FP:** 12 **SM:** +2
Dodge: 10 **Parry:** — **DR:** 2

Fiery Breath (Cone): 2d burning, 1/2D 2, Max 20, Acc 3, RoF 1. 6 times per day.

Lion Bite (16): 2d+1 cut.

Lion Claws (16): 2d+1 cut.

Traits: 360° Vision; Appearance (Horrific; Universal); Bad Temper (6); Burning Attack 2d (Cone, 5 yards; Limited Use, 6/day; Reduced Range, x1/5); Claws (Sharp); DR 2; Extra Attack 2; Extra Head 2; Fur; Quadruped; Reduced Consumption 3 (Cast Iron Stomach); Restricted Diet (Fresh Meat); Social Stigma (Monster); Teeth (Sharp); Temperature Tolerance 1 (Cold) Wild Animal.

Skills: Brawling-16; Innate Attack (Breath)-15; Survival (Mountains)-14.

Source: F51, GURPS Fantasy Bestiary 3e.

Origin: ML (Greece)

Chnoubis

The chnoubis is an eight-yard-long animal, the last seven hexes being that of a large constricting snake. The front hex is the chest, forepaws and head of a lion. It has only two legs, but it can strike freely with either for powerful blows. The mane of the lion's head glows brilliantly, and is difficult to look at directly (-3 to all **DX-based skills** for anyone attacking the first two hexes, -2 for **attacking** the rest of the chnoubis).

The chnoubis is nocturnal and solitary. It eats people, and usually attacks with the paws and teeth.

Dire Animal (Hybrid)

ST: 18 **HP:** 18 **Speed:** 6.50
DX: 14 **Will:** 10 **Move:** 4
IQ: 5 **Per:** 10 **Weight:** 350 lbs.
HT: 12 **FP:** 12 **SM:** +3 (8 hexes)
Dodge: 8 **Parry:** - **DR:** 2

Paws (14): 1d+2 cutting. Reach C.

Teeth (14): 1d+1 cutting. Reach C.

Constricting grapple (14): The chnoubis may constrict with the snake part of its body for 1d crushing, starting the turn after it has successfully grappled a victim (**Quick Contest of DX**). The snake half and lion half have full coordination, once a victim is grappled — it may attack one foe with its claws or teeth while squeezing another!

Traits: Wild Animal.

Habitat: Jungle

Source: GURPS Fantasy Bestiary 3e

Origin: ML (China)

Chonchon

Chonchones are flying heads with huge flapping ears, each the size of the head. The heads are roughly human, but distorted hideously. No **Fright Check** is needed when first encountering them, however: they are invisible! They are vampiric in habit, attacking people for their blood. They have mana organs in their ears, enabling them to fly all night without being seen. They are not active in the day.

No one knows where chonchones come from — their habitats have never been found. Most people believe they are of demonic origin, even though they don't seem capable of any magic beyond flight and invisibility, and take normal damage from weapons when hit.

Chonchones can be seen only with the **See Invisible** or **Sound Vision** spells (and then a **Fright Check** is required, at -2). Others are at -6 to hit them. Anyone with normal hearing can always hear them, as their ears make a loud "swish, swish" as they fly. No aimed shots are possible when a target can't be seen, of course, so the GM should roll one die to determine where the blow lands:

- 1, 2 - Left ear
- 3, 4 — Head
- 5, 6 — Right ear

The ears have DR 1, the head DR 2. Damage of half of its HT in one blow to an ear sends the chonchon flapping out of control to the ground, where it will flutter 1 yard per hex to bite ankles (no penalty for attacking the leg or foot). Half its HT in damage to the head in one blow renders it unconscious.

Dead chonchones will become visible in 12 hours.

Rumor: Some say that chonchones are wizards. They know a spell that lets the head separate from the body and turn it into a chonchon to fly about and do mischief. If the body is killed while headless, the wizard remains a chonchon forever! It is not known whether the spell forces the user to become a blood-drinker.

Others say that the chonchones are not mages themselves, but servants of a wizard, who will destroy their bodies if they disobey him.

Faerie

ST: 13

DX: 12

IQ: 4

HT: 12

HP: 13

Will: 10

Per: 10

FP: 12

Speed: 6.00

Move: A12

Weight: 30 lbs.

SM: 0 (1 hex)

Dodge: 6

Parry: -

DR: 2 (Ears 1)

Fright Check: -2

Bite (12): 1d-1 cutting. Reach C. Chonchon will attempt to bite a foe to unconsciousness, then feed on his blood until he dies. Each one can drain 1 HT in 5 seconds from a downed victim. They attack anywhere on the body, and three or four of them will attack a single foe at once.

Traits: Invisibility; Winged Flight; Wild Animal.

Habitat: -

Source: GURPS Fantasy Bestiary 3e

Origin: ML (SAI)

Cockatrice

The cockatrice is one of the most deadly creatures in any bestiary.

It is sometimes known as the basilisk; they are given separate treatment to allow for different deathdealing game mechanics. The cockatrice resembles a rooster with a long snakelike tail. Like the basilisk, it creates deserts wherever it goes. Its rooster wings enable it to fly short distances (20 yards) at speed 7.

According to legend, anyone looking at a cockatrice is poisoned, as is anyone the cockatrice looks at. It is the most venomous animal on earth.

The cockatrice makes a slithering sound as it moves, and plants within ten yards begin to wilt wherever it goes. That's all the warning anyone gets that they shouldn't look in a certain direction! The plants will recover if the cockatrice is killed within an hour - otherwise they die.

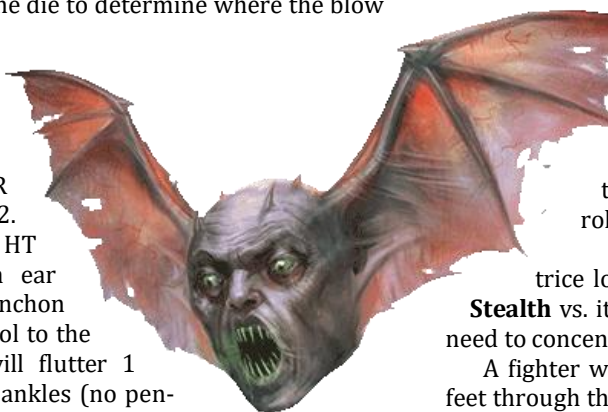
When anyone within 20 yards of a cockatrice looks at it, he is immediately stricken by poison. The poison is magically transmitted - there is no active defense — but there is a resistance roll, as described under venom.

This is also true for anyone the cockatrice looks at. To sneak up on it is a Contest of **Stealth** vs. its **hearing** of 14. The cockatrice does not need to concentrate; it has an automatic ability.

A fighter who charges the cockatrice, staying on his feet through the first onslaught of poison is subjected to a second dose of it when he comes within ten yards of the creature. A new **HT** roll is needed to counteract this bout of venom.

Arrows fired at the cockatrice from 20 yards or more only do half damage — the poison diminishes their force!

The cockatrice can only poison an individual twice (possible exception: see *Rumor*). Should someone survive two poisonings to attack it, it will then fly at the face of the individual, doing 1d-4 impaling damage with its talons. It will be so infuriated that it will All-out Attack, taking the +4 to hit. If it wounds anyone with its claws, they will be infected with a type F venom for 1d addi-



tional damage. All penalties to attributes from repeated dosages of poisons are cumulative!

Rumor: Many legends say that the cockatrice is so deadly that its poison passes through the weapon that strikes it, killing the wielder! Treat this as a final venomous attack in its dying moment (i.e., after the killing blow).

Cockatrice

Dire Animal (Hybrid)

ST: 3 **HP:** 3 **Speed:** 6
DX: 12 **Will:** 10 **Move:** G4, A8
IQ: 3 **Per:** 10 (14) **Weight:** 1-2 lbs.
HT: 12 **FP:** 12 **SM:** -3
Dodge: 9 **Parry:** 10(7) **DR:** 0

Talons (14): 1d-5 impaling. Reach C.

Venom 1 (A, Magical): Type C 3d toxic (with the following modifications: Always On, Aura, Melee Attack, Vision-Based, Area Effect 20 yards; not Follow-up).

Venom 2 (A, Magical): Same as Venom 1, except Area Effect 10 yards.

Traits: Acute Hearing 4; Lifebane; Raptor; Wild Animal.

Skills: Flight-14.

Habitat: Desert

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

Crab, Giant

Giant crabs are common to tropical waters, where they burrow in the soft mud of the ocean floor. While often found in the shallows near sandy beaches, most species never leave the water — they cannot support their own weight on land.

These monsters are indiscriminate eaters, feeding on anything they can find or catch - seaweed, carrion, fish, and even humans. They are solitary by nature — but if one is encountered, odds are that others will be nearby.

Giant crabs have one large claw used for fighting and crushing, and a second smaller claw used for tearing food and conveying it to the mouth. Its mandibles are weak and do no damage; the crab must tear its prey apart with its claw before it can feed.

The crab will attack with its large claw. If this attack is successful, the victim is grappled until he can break free (Contest of ST). On the following turn, the crab will begin tearing at the prey with the smaller claw until the victim is dead, at which point the crab will begin to feed.

The crab will attack only one victim at a time. If it is under attack itself, it will scuttle away with its victim in its large claw, using the smaller claw to defend itself. Once it has reached a secluded location, it will finish off its victim. If reduced to 6 or fewer HP, it will retreat, scampering toward the nearest water.

Occasionally, a giant crab will be encountered that can leave the water. Fortunately, such creatures are rare.

Giant Animal

ST: 18 **HP:** 18 **Speed:** 7.00
DX: 12 **Will:** 10 **Move:** 9
IQ: 3 **Per:** 10
HT: 10 **FP:** 14 **SM:** +1
Dodge: 10 **Parry:** N/A **DR:** 5/2 (see Notes)

Large Claw (14): 1d+4 crushing. Reach C, 1. Any hit counts as a grapple, regardless of whether it pene-

trates DR. Treat as a weapon (Striker), not as a body part. See text.

Small Claw (14): 1d cutting. Reach C. Used only on prey grappled with large claw.

Traits: Amphibious; Doesn't Breathe (Gills); Extra Attack 1; Extra Legs (Eight Legs); Horizontal; Injury Tolerance (No Neck); No Fine Manipulators; Peripheral Vision; Ultravision; Vibration Sense (Air); Wild Animal.

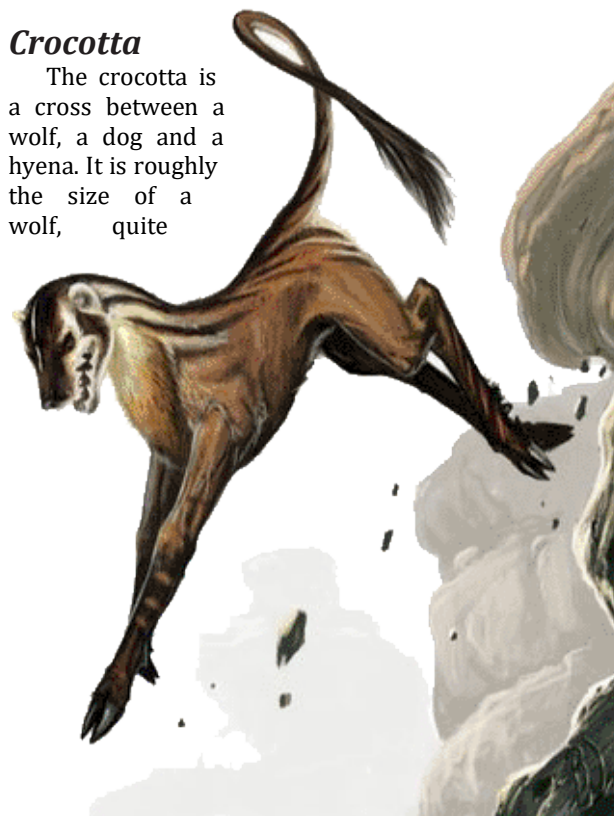
Skills: Brawling-14.

Source: Pyramid 3/98, GURPS Fantasy Bestiary 3e.

Notes: If killed but not destroyed, 80 lbs. of succulent crabmeat (\$10/pound) can be salvaged. DR 5 on shell protecting torso and head; DR 2 on other locations.

Crocotta

The crocotta is a cross between a wolf, a dog and a hyena. It is roughly the size of a wolf, quite



fierce, and has exceptionally strong jaws. It is a diurnal pack animal, traveling in groups of five to fifteen.

A crocotta will attack humans on sight, but will give up eventually if its victims prove to be too strong. In attacking, it does not use its claws, but bites in close combat.

Dire Animal

ST: 12* **HP:** 12 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 9
IQ: 5 **Per:** 12 **Weight:** 200 lbs.
HT: 12 **FP:** 12 **SM:** -2
Dodge: 9 **Parry:** — **DR:** 0

Bite (12): 1d-2 cutting. Reach C.

Traits: Quadruped; Wild Animal

Habitat: Forest, Mountains, Plains, Tropical Forest

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

*ST range 11-13 depending on weight.

Cushna

Cushnas are monster dogs that breathe fire, devour people, and generally cause devastation wherever they go. All have rabies, hence their low DX and HT. Being mad, they may be controlled or influenced only at a -8 to Animal skills.

Cushnas breathe fire as dragons. Since they are not quite sane, however (rabid animals are **Berserk** as the advantage, except that at negative HT they automatically collapse), they only use fire when they first encounter a foe, or are too crippled to get up and attack. Otherwise they make an all-out attack every round, trying to bite twice.

They are extremely prolific, and are found in packs of up to 25 - all rabid. Their own rabies cannot be cured but does not kill them. They are active and about only during the day.

Dire Animal

| | | |
|--------|----------|------------------|
| ST: 13 | HP: 13 | Speed: 5 |
| DX: 10 | Will: 10 | Move: 8 |
| IQ: 4 | Per: 12 | Weight: 300 lbs. |
| HT: 10 | FP: 10 | SM: 0 |

Dodge: 8 Parry: — DR: 0

Bite (12): 1d+3 cutting, follow-up Rabies. Reach C.

Breath of Fire (Breath-12, Biological): Burning Attack 1d (Cone, 1 yard; Reduced Range, 1/2 D -, Max 2). Costs 2 FP per use.

Rabies (F): Affliction 4 (HT-3; Follow-Up, bite; Hallucinations; Hydrophobia (9); Onset, 2d weeks; Effects: Paranoia, Severe Insomnia, Unfit); linked with Affliction 6 (HT-5; Attribute Penalty, -7 IQ; Follow-Up, bite; Onset 2d days + previous Onset; Secondary, Death). Anyone bitten must make a HT-3 roll or contract rabies (the GM rolls in secret for each bite). The **Cure Disease** spell and **Aesculapius** elixir will cure rabies, but there is no other cure in any era before TL5. At that point, a painful and lengthy system of 22 daily injections was introduced. This cure is 95 percent effective if begun within three days of being bitten. Much quicker and less painful cures for rabies are readily available, beginning at TL8. (If a victim fails the HT-3 roll, and does not get treatment within three weeks, begin rolling against basic HT at that time. Roll once per week for the rest of his life. A failed roll means the onset of the final stage of the disease: physical and mental deterioration and agony. Roll vs. HT-3 daily at that point - failure is death. There is no cure once the symptoms appear, unless the GM wishes to be very kind and allow a **Cure Disease** spell to work. For more information, any good encyclopedia has an article on rabies.)

Traits: Berserk; Quadruped; Striking ST +5; Wild Animal

Habitat: Forest, Plains, Tropical Forest

Source: GURPS Fantasy Bestiary 3e

Origin: ML (India)

Dajoji

Dajoji is a large, flying, unique, magical cougar. It lives in the sky, to the West, and comes to the lands of men when there are troubled times.

No one knows whether the dajoji is an evil or good animal. It seems drawn to the earth when war is in the air, but does not join one side or the other. It swoops

down on small war parties of all sides, attacking with abandon. Yet there are stories that it won't really attack people who are truly good . . .

Dajoji loves to create storms and lightning at its foes. It attacks either with magic or by simply swooping down and clawing. It also lands on victims, and bites the neck in close combat.

This creature is active any time when it is in the lands of men, but is not likely to be encountered during times of peace.

Faerie

| | | |
|--------|----------|------------------|
| ST: 20 | HP: 20 | Speed: 6.50 |
| DX: 14 | Will: 12 | Move: G10, A20 |
| IQ: 12 | Per: 12 | Weight: 900 lbs. |
| HT: 12 | FP: 12 | SM: +2 (3 hexes) |

Dodge: 8, A10 Parry: - DR: 3

Bite at Neck (9): 1d+2 cutting. Reach C.

Claw (14): 2d-1 cutting. Reach C, 1.

Traits: Quadruped; Wild Animal

Spells: All Air, Water and Weather spell at level 15.

Habitat: -

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Iroquois)

Delgeth

The delgeth is a unique North American Indian monster: a carnivorous antelope of gigantic size. It attacks humans on sight, considering them to be a delicacy.

It can ram as a straight slam attack, the victim taking damage if hit. It then proceeds to trample the victim or bites with its carnivore's teeth.

Dire Animal

| | | |
|--------|----------|--------------------|
| ST: 21 | HP: 21 | Speed: 6.5 |
| DX: 13 | Will: 10 | Move: 18 |
| IQ: 4 | Per: 10 | Weight: 1,200 lbs. |
| HT: 13 | FP: 13 | SM: +2 (2 hexes) |

Dodge: 9 Parry: 9(6) DR: 0

Bite (13): 2d-1 cutting. Reach C.

Ramming Slam Attack (13): 2d crushing. Reach C.

Trample (13): 2d+2 crushing. Reach C.

Traits: Quadruped; Wild Animal

Habitat: Mountains, Plains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (NAI)

Dhole

The dhole is a real animal found in India and south-eastern Asia. It resembles a small reddish wolf, travels in packs and hunts using tactics similar to those of the *Cape hunting dog*. It cannot bark, but has an unusual howling whistle - apparently its mating call. In reality, it is such a shy, secretive animal that it is almost never seen; it avoids humans at all costs.

The dhole listed here is the dhole of Kipling - the patient, populous pack that never forgives a wrong, and from which even the tiger turns away. "The dhole do not begin to call themselves a pack till they are a hundred strong..." says Kipling, "... and remember, the dhole bites low."

Dholes will attack humans by biting at their legs, then swarming over them once they fall. A pack of dholes will not turn aside for any thing. Anyone who

stays out of the pack's way will not be hurt; but woe to anyone who injures, kills or otherwise antagonizes a dhole - the pack will hunt him to the death.

Dhole

Animal

ST: 7 **HP:** 7 **Speed:** 6
DX: 13 **Will:** 10 **Move:** 8
IQ: 5 **Per:** 10 **Weight:** 35-50 lbs.
HT: 11 **FP:** 11 **SM:** -1
Dodge: 9 **Parry:** — **DR:** 0

Bite (15): 1d-3 cut (Reach C)

Traits: Quadruped; Wild Animal

Habitat: Plains, Tropical Forest

Source: GURPS Bestiary 3e

Origin: Fantasy

Dingonek

The dingonek is a 15-foot (4.5m) long monster with the head of an earless saber-toothed tiger. The body is scaled like an armadillo's (though spotted like a leopard's), and the tail and feet resemble a crocodile's. It is utterly fearless, always hungry and attacks on sight, rushing at any prey that enters the water. It has been known to chase hippos and even crocodiles from its habitat.

It lives in rivers and lakes, and is quite slow on land. It is a solitary animal, active both day and night. It attacks by biting in close combat. It can also tail-strike into any back hex.

Dire Animal

ST: 22 **HP:** 22 **Speed:** 6.25
DX: 12 **Will:** 10 **Move:** G2, W7
IQ: 3 **Per:** 10 **Weight:** 1 - 1.5 tons
HT: 13 **FP:** 13 **SM:** +3 (4-5 hexes)
Dodge: 9 **Parry:** 9(6) **DR:** 5

Bite (12): 2d-1 cutting. Reach C.

Tail Strike (12): 2d+2 crushing. Reach C, back hexes only.

Traits: Quadruped; Wild Animal.

Habitat: Fresh Water.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Africa)

Didi

Didi are large apes the size of gorillas. They are reputed to dwell in certain South American jungles, and are well-known to the natives, though only rarely encountered by outsiders. The natives are extremely frightened of them, saying that they attack without provocation. Since there are no carnivorous apes, one can surmise that these attacks are defensive or territory-related. Or perhaps the didi occasionally go insane and attack whatever comes along.

They attack by grappling and biting in close combat.

Animal (Mammal)

ST: 14* **HP:** 14 **Speed:** 6.75
DX: 14 **Will:** 11 **Move:** 8

IQ: 5 **Per:** 10 **Weight:** 400 lbs.
HT: 13 **FP:** 13 **SM:** +1
Dodge: 9 **Parry:** 10(7) **DR:** 0

Bite (14): 1d-1 cutting. Reach C.

Slap (14): 1d crushing. Reach C, 1.

Traits: Semi-Upright; Wild Animal

Climate: Tropical

Habitat: Forest

Source: GURPS Bestiary 3e

Origin: ML (SAI)

*ST range 13-16 depending on weight.

Djun

The djun is a river—dwelling monster, resembling a giant chameleon. It never leaves the water, and uses its tongue to capture prey from a surprisingly long range. It is active only during the day, and is solitary, though there may be one every quarter-mile or so over the length of a river.

It attacks solely with its flexible, sticky tongue. It stealthily raises its head from the water (skill 14), spots its prey, and shoots its tongue up to 10 yards to grapple a victim. This is a **quick Contest of DX**, with the target at -4 if he didn't see or hear the djun - or automatically grappled if his back is turned.

The djun then attempts to pull its prey toward its mouth with a **Contest of ST** — the djun has ST 15 with its tongue. For every point its opponent loses the Contest by, the djun pulls it one yard closer to it. If its foe wins the **Contest of ST**, he breaks free and the tongue snaps back.

Anyone grappled by the tongue cannot draw a weapon - his hands are held to his sides. Anyone else attempting to attack the tongue may do so, but it is very sticky. A **ST-2** roll is needed to pull a weapon off the tongue if it doesn't cleave right through it! The tongue is very thick and muscular — it takes 8 hits of cutting damage to cut through it. Impaling damage is not doubled, and crushing or impaling damage beyond 8 hits to the tongue has no effect.

If the victim be drawn to the mouth, he is held there with the djun's full ST as it bites every turn for 2d+2 cutting damage. No roll to hit is necessary once its prey is in its mouth.

Dire Animal

ST: 25 **HP:** 25 **Speed:** 7.25
DX: 15 **Will:** 10 **Move:** 5
IQ: 4 **Per:** 10 **Weight:** 1 ton
HT: 14 **FP:** 14 **SM:** +2 (4 hexes)
Dodge: 10 **Parry:** — **DR:** 3 (incl. tongue)

Bite (17): 2d+3 cutting. Reach C.

Tongue Attack (Breath-15): Binding (Engulfing, Reduced Range, 1/2D -, Max 10; Sticky). See text.

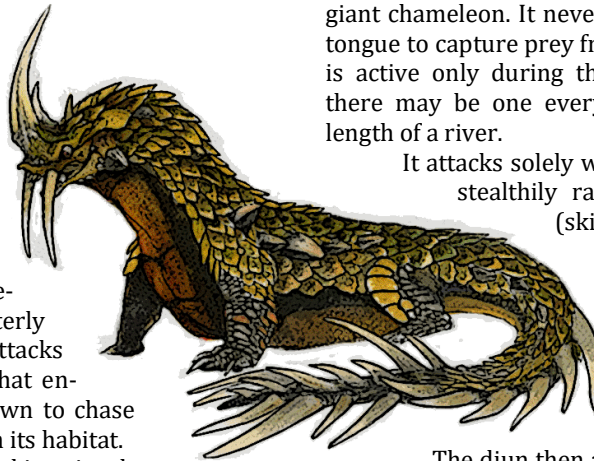
Traits: Cold-Blooded (50°); Extra Arm (Tongue; Extra-Flexible, ST 12); Extra Legs (total 4); Wild Animal.

Skills: Wrestling-17

Habitat: Fresh Water

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Africa)



Dragonfly, Giant (Adult)

Adult giant dragonflies are most often found near water, where they breed. They are superb fliers and voracious predators, feeding mostly on small birds. They take their prey on the wing, scooping them up with their legs held in a basket-like position. Their powerful jaws quickly devour their victims in only a few bites. Adults have been known to attack humans on occasion, but are usually not a threat. Larval dragonflies, on the other hand, are a deadly danger; they are ugly, voracious "water tigers" which can seize and eat almost anything their own size.

Adults attack by swooping onto their victims and grappling them in close combat. They will then hover in place while gnawing on their catches. Adults can carry up to Light encumbrance while flying.

Animal (Vermin)

| | | |
|----------|----------|------------------|
| ST: 10 | HP: 10 | Speed: 6.5 |
| DX: 15 | Will: 10 | Move: A10 |
| IQ: 2 | Per: 10 | Weight: 125 lbs. |
| HT: 11 | FP: 11 | SM: 0 |
| Dodge: 9 | Parry: — | DR: 0 |

Bite (15): 1d-3 cutting. Reach C.

Traits: Flying Insect; Wild Animal

Skills: Flight-15

Habitat: Fresh Water, Salt Water

Source: GURPS Bestiary 3e

Origin: Fantasy

Dread Stalker

The dread stalker is dreadful indeed: its mana organ (the pituitary gland) allows it to become invisible. It is only slightly larger than a wolf, but when one can't see one's opponent, any size is frightening. It loses its invisibility when unconscious, and resembles a small, dun-colored hyera with almost reptilian features.

It will stalk a party in caves and tunnels for a chance to catch a lone straggler - even though it's invisible, it is not very brave. The dread stalker attacks in close combat by biting and clawing. They are usually solitary, but are sometimes found in pairs. They will not attack a large party outright, but may attack a group of two or three. They are active at any time.

A character must make a *Hearing*-2 roll to have an idea which hex the creature is in, then rolls at -6 to hit! Defending against the Dread Stalker is at -4 if a *Hearing*-2 roll is made — otherwise, there is no active defense!

A blow to the head doing 1/2 HT or more destroys the mana organ. In addition to whatever other effects are rolled, this renders the creature visible.

Animal

| | | |
|----------|----------|------------------|
| ST: 13 | HP: 13 | Speed: 6.25 |
| DX: 13 | Will: 10 | Move: 8 |
| IQ: 4 | Per: 12 | Weight: 250 lbs. |
| HT: 12 | FP: 12 | SM: 0 |
| Dodge: 9 | Parry: — | DR: 0 |

Bite (15): 1d cutting. Reach C.

Claws (15): 1d cutting. Reach C.

Traits: Invisibility (Accessibility, only while conscious); Quadruped; Wild Animal

Habitat: Subterranean

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Dundubhis

The dundubhis is a unique giant water buffalo with magical powers. It is one of the enemies of the gods in the Ramayana, though it has only bestial intelligence.

Its horns are sharpened and its bellow is deafening. It has the same nasty temper as the Cape buffalo — only worse! It is quite large, standing 12 feet (4m) at the shoulder.

It can charge for with its horns! This is a slam attack, and the dundubhis is at +2 to hit due to its size. It will then trample enemies. It All-out Attacks every turn that it can, taking the +4 to hit - it never bothers to dodge any attack, anyway.

Its bellow is deafening and can magically induce fear in victims. Anyone within 10 yards of the dundubhis must also make a **HT** roll or be deafened for one hour. (Roll vs. **HT** each hour to recover the sense of hearing.) The dundubhis can repeat its bellow every 10 seconds!

Dundubhis

Faerie

| | | |
|----------|----------|-------------------|
| ST: 40 | HP: 40 | Speed: 5.5 |
| DX: 9 | Will: 10 | Move: 6 |
| IQ: 4 | Per: 10 | Weight: 4 tons |
| HT: 12 | FP: 12 | SM: +5 (10 hexes) |
| Dodge: — | Parry: — | DR: 1 (TS) |

Horn Charge (9): 5d impaling. Reach C.

Trample (9): 5d crushing. Reach C.

Roar (Breath-9): Terror (Link); Affliction 2 (HT; Deafness; Extended Duration, x10; Link; Takes Recharge, 10 seconds).

Traits: Quadruped; Wild Animal

Habitat: Plains, Swamp, Tropical Forest

Source: GURPS Fantasy Bestiary 3e

Origin: ML (India)

*This creature never attempts to dodge.

Eagle, Giant

Giant eagles have man-sized bodies and wingspans of 60 feet (18m) or more. The giant eagle preys on large animals, though it is not above eating a cat or small dog. The attack is sudden — giant eagles fly very high and dive rapidly, taking their victims from behind - and is treated as a slam that grapples and impales. If the attack is unsuccessful, the eagle will attack in close combat with claws and beak.

Giant eagles have the unpleasant habit of dropping squirming prey from great heights — 50 yards or more. They then pick up and carry off the presumably non-squirming remains. A giant eagle can carry up to Medium encumbrance on its back or in its talons — Move is reduced by 4 for Light encumbrance (up to ST x 6), and by 8 for Medium encumbrance (up to ST x 10). Up to ST x 2 is no encumbrance.

Giant Animal (Bird)

| | | |
|----------|--------------|------------------|
| ST: 11 | HP: 11 | Speed: 5.5 |
| DX: 12 | Will: 10 | Move: G2-A14(28) |
| IQ: 5 | Per: 12 | SM: |
| HT: 10 | FP: 10 | DR: 0 |
| Dodge: 8 | Parry: 11(8) | |

Beak (16): 1d-1 pi+.

Talons (16): 1d-1 impaling.

Talon Grapple (16): 2d-1 impaling + grapple.

Traits: Raptor; Wild Animal

Skills: Aerobatics-10; Flight-16

Habitat: Mountains

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Echidna, Giant

The real echidna — also known as the spiny anteater — is an egg-laying mammal found in Australia and New Guinea. It bears a slight resemblance to a hedgehog. It measures about 18 inches (45cm) long, is covered with long sharp spines, and has powerful claws for digging. It is a solitary creature, active late afternoons and nights. It feeds mainly on termites which it licks up with its long sticky tongue, and is totally harmless.

Unfortunately, the giant echidna is not so harmless. Its quilllike spines are tipped with a Type H venom. While it has no teeth, its mouth and tongue are equipped with horny serrations that can grind flesh from bone. Unlike the regular echidna, the giant echidna uses its claws to rend prey, eating human-sized victims in about five pieces.

A giant echidna attacks on sight, carelessly waddling forward, hoping to brush up against as many foes as possible. Anyone whose hex it enters must make a successful DX roll to avoid taking spines, which can pierce DR 2 armor or hide. If the echidna slams its opponent, he takes spines automatically. Once it has knocked a foe down, it will begin to rend him with its powerful claws.

If the echidna takes half its hit points in wounds, it will curl into a ball and wait until the attackers leave. In a ball, only the body can be hit.

Animal

| | | |
|-----------------|--------------------|---------------------------|
| ST: 23* | HP: 23 | Speed: 5 |
| DX: 10 | Will: 10 | Move: 4 |
| IQ: 4 | Per: 10 | Weight: 1,000 lbs. |
| HT: 10 | FP: 10 | SM: +1 (3 hexes) |
| Dodge: 8 | Parry: 8(5) | DR: 1 (TS) |

Bite (10): 2d cutting. Reach C.

Claws (10): 2d cutting. Reach C, 1.

Quills (defense): 1d-2 impaling + follow-up Poison.

Poison (F): Type H 1d toxic.

Traits: Quadruped; Wild Animal

Habitat: Desert, Forest, Mountains, Plains, Tropical Forest

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

*ST range 20-25 depending on weight

Eer-moonan

An Eer-moonan is a monster type of dog - the name means "long tooth." They hunt in packs — 8 to 20 at a time — and feed on humans. They have the body of a dog, the head of a porcupine with very long fangs, and the feet of a woman. They have great fierceness and strength, and can bound five feet (1.5m) high as they run!

They will attack humans on sight, and are active at any time. They live in large caves or holes in the ground, and have many hungry pups waiting at home.

They attack with a slam, then bite in close combat thereafter. The slam does no damage, but the quills sting.

Rumor: It is said that the eer-moonan will run away from the prayers of truly holy people.

Dire Animal

| | | |
|---------------|-----------------|-------------------------|
| ST: 13 | HP: 13 | Speed: 6.50 |
| DX: 14 | Will: 10 | Move: 7 |
| IQ: 5 | Per: 10 | Weight: 250 lbs. |
| HT: 12 | FP: 12 | SM: 0 (2 hexes) |

Dodge: 8 **Parry:** — **DR:** 2

Slam with quills (14): 1d-4 piercing. Reach C. The quills get stuck in the flesh and do the same amount of damage when the victim pulls away.

Bite (14): 1d-1 impaling. Reach C.

Traits: Quadruped; Wild Animal.

Habitat: Plains, Desert.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Aus Abo)

Eurynomus

Eurynomus is a unique monster of Hades, the underworld. It is occasionally sent to our plane to fetch someone whose actions are an affront to the gods.

It looks are revolting, requiring a **Fright Check** at -4. It is the size of a large human, with skin the mottled grayish color of housefly. It has many long teeth, which it reveals in an immense grin - the teeth are very sharp, and the smile takes up over half its face. There is no nose, just slits in the face, and its eyes have a hungry look as it stares intently at a victim.

It attacks with its claws for, and then bites in close combat— there are a lot of teeth, and it can get most of them into a bite. It makes all-out attacks, doing two attacks each tum. Its skin is so tough, it doesn't fear attacks from mere humans.

Eurynomus may be encountered if a party journey to Hades. To him is given the flesh of all the sinners that he can eat. If the PCs have been very nasty, or heroic enough to be called on for very tough jobs, they may meet him on their own plane.



Eurynomus is sometimes sent by the Power of the underworld to collect a soul that has cheated death. This may be a necromancer using **Soul Jar, Youth, Exchange Bodies**, etc., or it may be for some other reason. The creature may be far from its prey when it appears on Earth, but will travel infallibly toward its victim. However, if it is defeated by the victim or some Earthly hero, it will return to Hades, balked of its prey, and will not repeat that mission.

Alternately, the GM could decide that there are a number of "eurynomus" monsters in Hades. In that case, they will be regular messengers on Earth. When one is sent to this plane on a specific mission, it may become confused in unusual circumstances. This might mean a body in one place and the soul in another, confusing the eurynomus as to which direction to go, for example. In such a case it will stay roughly midway between the body and soul of its target (it has an inherent **Seeker** spell), and wander around feeding on people to remain "alive." It may eventually forget about its mission (going wherever it wants), while another eurynomus is sent to track down the person who has cheated death! The rogue eurynomus is "written off" and left for the living to deal with as best they can.

Note that not everyone who has cheated death is evil – a sick person may be kept alive by a loving mage-spouse who is unwilling to admit that his healing spells have failed, for example.

Eurynomus

Demon

| | | |
|-----------------|-----------------|-------------------------|
| ST: 14 | HP: 14 | Speed: 6 |
| DX: 12 | Will: 10 | Move: 7 |
| IQ: 6 | Per: 10 | Weight: 350 lbs. |
| HT: 12 | FP: 12 | SM: 0 |
| Dodge: 9 | Parry: | DR: |

Fright Check: -4

Claws (12): 1d-1 cutting. Reach C.

Bite (12): 2d cutting. Reach C.

Traits: Hideous; Striking ST +10 (Bite only); Terror (Always On; Fright Check -4)

Habitat: Hades

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Greece)

Fartalis

This animal looks like a cross between a leopard and a wolf, and is a fierce predator. Fartalises are very rare, found only in the deepest deserts.

They attack humans as prey, shrieking as they charge. They can "breathe" fire from their eyes or mouth. A fartalis attacks with teeth and claws in close combat.

They are active any time, and are solitary or found in pairs. Sometimes they will hunt a hundred yards apart or so. The shriek as one creature charges will bring its mate within 10 seconds.

Rumor: It is said that the fartalis' flame jet can poison the air. Treat this as a gaseous cloud 2 hexes in radius from the tip of the flame jet. Its radius increases by 1 hex every second the fartalis maintains the jet. It is a type H poison for 1d+2, unless the GM rules otherwise.

Dire Animal

| | | |
|---------------|---------------|--------------------|
| ST: 14 | HP: 14 | Speed: 6.75 |
|---------------|---------------|--------------------|

| | | |
|---------------|-----------------|-------------------------|
| DX: 14 | Will: 10 | Move: 10 |
| IQ: 5 | Per: 10 | Weight: 175 lbs. |
| HT: 13 | FP: 13 | SM: 0 (2 hexes) |

| | | |
|-----------------|---------------|--------------|
| Dodge: 8 | Parry: | DR: 2 |
|-----------------|---------------|--------------|

Fiery Breath (14): 2d+2 burning. 3-yard jet. Requires 1 second concentration. A fartalis may breathe flames three times (or maintain a jet for 3 seconds) before exhausting its supply of internal flammable gas — it needs to rest for an hour to rebuild each breath.

Claws (14): 1d cutting. Reach C.

Bite (14): 1d-1 cutting. Reach C.

Traits: Quadruped; Wild Animal.

Habitat: Desert

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Arabic)

Fideal

This large creature resembles a 2-hex clump of reeds. It moves very slowly, up and down rivers, never leaving the water. Nearly mindless, it entangles and drowns victims, slowly digesting the remains for days at a time. It is active at any time, and there may be many of them in a river. A **Naturalist** roll is necessary to tell a fideal from normal reeds, and is only allowed if the person looks closely at it.



Rumor: The fideal is rumored to be a maliciously intelligent water sprite that can cast an illusion to disguise itself as a beautiful woman. Such a fideal appears to be a lovely nude swimmer, who smiles playfully - even invitingly - at any man on the shore! Any lecherous male who resists this sight is not playing in character!

Dire Animal

| | | |
|-----------------|-----------------|-------------------------|
| ST: 11 | HP: 11 | Speed: 6.5 |
| DX: 12 | Will: 10 | Move: 1 |
| IQ: 2 | Per: 10 | Weight: 150 lbs. |
| HT: 14 | FP: 14 | SM: 0 |
| Dodge: — | Parry: — | DR: 0 |

Entangle (13): Binding 13 (Melee Attack). Anyone entering an adjacent hex is grappled – **quick Contest of DX**. On the next turn, the fideal attempts to pull the victim horizontally into its hexes and under the water — **Contest of ST**. If successful, it then simply holds him there until drowned. To break free requires winning a **Contest of ST** at -2. No weapon may be drawn — there are dozens of thin but strong vinelike tendrils wrapped all around the body. Anyone attempting to cut the victim free is striking into close combat.

Traits: Doesn't Breathe (Aquatic); Immunity (Cutting, Impaling, Piercing Attacks; Animal College Spells); Injury Tolerance (Homogenous; No Eyes); Magic Resistance 5; No Legs (Aquatic); Vibration Sense; Wild Animal

Habitat: Fresh Water

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Celtic)

Notes: Only cutting weapons do any damage at all to a fideal. It takes 8 hits to successfully free a companion - but any damage over 4 hits in a single blow goes through the tendrils and hits the entangled victim! A fideal has five levels of **Magic Resistance** and is totally immune to all **Animal College** spells.

Filsar

A filsar is a creature that resembles a winged ape with an elephantine head. It is found only on lonely islands where no people live. It can fly at the listed speed, and move on the ground at a speed of 7. Filsars are inimical to humans, and will attack them on sight, but will not fly over the ocean to pursue anyone.

The nose is a yard long, and can grapple just like another hand, at the same time the hands grapple. It will often grapple with the trunk and hands, then bite for or punch.

They are strictly diurnal animals, and can be found in groups of up to ten.

Dire Animal

ST: 14 **HP:** 14 **Speed:** 6.00
DX: 13 **Will:** 10 **Move:** G7, A14
IQ: 6 **Per:** 10 **Weight:** 250 lbs.
HT: 11 **FP:** 11 **SM:** 0 (1 hex)

Dodge: 8 **Parry:** **DR:** 1

Grapple (14): Reach C. If both the hands and trunk are used to grapple, add +2 to the filsar's ST.

Punch (14): 1d+1 crushing. Reach C.

Bite (14): 1d-1 cutting. Reach C.

Traits: Extra Arm (trunk); Winged Flight; Wild Animal.

Habitat: See text.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Arabic)

Flash Bear

Although not truly a bear, the flash bear takes its name from the animal that it most closely resembles and from its ability to create a blinding flash of light. It stores mana in its paws, allowing it to cast the **Flash** spell.

The flash bear is a solitary creature, active at all hours in cave complexes or at night when it emerges to find prey. It is capable of hauling off a human-sized victim, which it grasps and carries with its manlike hands.

It usually lies in ambush around the corner of a tunnel or near a game trail. When suitable prey comes along, it will leap out and flash a brilliant light. It will then grab its blinded victim and dispatch it with its teeth.

It will not hesitate to attack solitary humans. Larger parties will be left alone unless the flash bear is threatened or desperately hungry. If it does attack a party, it will grab its victim and escape before dispatching him. It will often have a cubby-hole nearby - most blinded adventurers will stumble right on past. It will be satisfied with one victim, and not bother the rest of the group.

Dire Animal

ST: 12 **HP:** 12 **Speed:** 6.25
DX: 12 **Will:** 11 **Move:** 7
IQ: 4 **Per:** 10 **Weight:** 250 lbs.
HT: 13 **FP:** 13 **SM:** +1

Dodge: 9 **Parry:** 9(6) **DR:** 2 (TS)

Bite (12): 1d-2 cutting. Reach C.

Blinding Flash (15): As Flash spell. Can be cast 3 times before depletion. Each hour of rest restores one flash.

Traits: Magery 0; No Fine Manipulators; Semi-Upright; Temperature Tolerance 2; Wild Animal

Spells: Flash-15.

Habitat: Subterranean

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Flying Turtle

The flying turtle does not resemble a turtle so much as it does a football with a sharp front. Its shell is made from a thin, hard chitin, and can open at the bottom near the front. From this opening, the creature extends its eyes and, when feeding, six small tentacles and a beak.

The shell's color depends on the habitat in which the flying turtle is found. The forest species has a greenish-brown shell; the plains species is grayish; and the desert species is colored in yellows and light reds.

It has the psionic power of **Levitation**. It attacks by ramming its victim. The flying turtle's levitation affects only itself - it cannot lift anything else.

Dire Animal

ST: 1 **HP:** 4 **Speed:** 6.25
DX: 15 **Will:** 12 **Move:** A20
IQ: 4 **Per:** 12 **Weight:** 1 - 2 lbs.
HT: 10 **FP:** 10 **SM:** -2

Dodge: 10 **Parry:** - **DR:** 4

Ramming (15): 1d-2 impaling. Reach C. Follow-up beak. Once the turtle hits an opponent, the beak and tentacles emerge and begin to feed.

Beak: 1d-4 crushing. Reach C. This bypasses all DR if the initial slam pierced the victim's flesh or armor (it inserts the beak through the hole!).

Traits: Flight (Psionic, Move 30); Wild Animal.

Habitat: Plains, Desert, Forest

Source: GURPS Bestiary 3e

Origin: Fantasy

Notes: It takes one turn to remove a flying turtle from a victim. The creature may then be attacked through the front opening, bypassing all DR. The opening is at -6 to be hit, however, and the creature will close it in

2 turns. It will then attempt to fly away, possibly to ram again.

Fossa, Giant

The real fossa, the largest carnivore on the island of Madagascar, resembles a small puma and measures two to three feet in length, with an equal length of tail. Its fur ranges in color from reddish brown to jet black. It has sharp retractable claws like a cat, but walks on the soles of its feet like a bear rather than on its toes like a cat.

The snout is slightly more elongated than a puma's, resembling a wolverine's. Its temperament resembles a wolverine's, too — fossas have a reputation for ferocity.

They are solitary nocturnal animals, sometimes seen in groups of four to eight during the mating season. They are at home in the trees, though they are not great jumpers like pumas and do not drop onto prey. They stalk like cats, then charge quickly and spring onto the victim, biting fiercely.

The giant fossa resembles its smaller relative, but is about twice as big and has a taste for human flesh. It will not hesitate to attack even the strongest parties, stalking them for long distances, waiting for the chance to pick off stragglers.

Giant Animal

| | | |
|----------------|-----------------|-----------------------------|
| ST: 11* | HP: 11 | Speed: 6.5 |
| DX: 14 | Will: 10 | Move: 10 |
| IQ: 4 | Per: 10 | Weight: 100-200 lbs. |
| HT: 12 | FP: 12 | SM: 0 (2 hexes) |

Dodge: 9 **Parry:** — **DR:** 0

Bite (16): 1d-1 cutting. Reach C.

Traits: Bad Temper (9); Quadruped; Wild Animal

Habitat: Tropical Forest

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

*ST range 9-12 depending on weight.

Fury Beast

An unusual animal, the fury beast is small and seemingly inoffensive. It resembles a large rabbit with small ears, and is considered a tasty meal by most predators, including humans. Hunters should beware, though; it has an unusual means of self-defense: it stores mana in its strangely glowing eyes, and can cast the *Madness* spell. It has no other defense at all. It will not attack even a helpless victim - its powers are strictly defensive. It will flee given the chance.

Faerie

| | | |
|---------------|-----------------|------------------------|
| ST: 3 | HP: 3 | Speed: 6.00 |
| DX: 12 | Will: 10 | Move: 7 |
| IQ: 4 | Per: 10 | Weight: 12 lbs. |
| HT: 12 | FP: 12 | SM: -2 (<1 hex) |

Dodge: 6 **Parry:** — **DR:** 0

Madness (15): Spell. Lasts ten minutes if IQ-2 resistance roll is failed. The fury beast must concentrate for one second per victim. At 5 yards range or less there is no minus to the skill roll, but a minus 1 per yard beyond that. It can cast the spell up to four times in a row, but effortlessly maintain the spell on any victim in sight. It takes an hour to "recharge" one use of the spell.

Traits: Quadruped; Wild Animal

Spells: Madness-15.

Habitat: Forest, Plains, Mountains.

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Gam

The gam is a unique bird that only appears once a century. Gigantic in size, it resembles an osprey — a water-eagle. It sleeps at the bottom of deep lakes for 99 years, then awakes to feed and create new lakes.

The gam makes lakes by damming rivers, rapidly moving sand with its giant claws. This may flood cities and towns — the gam doesn't care. It hardly even notices humans.

Heroes might be hired by endangered cities to eliminate a gam — not an easy task. While it normally ignores people, it does not ignore a direct assault! The gam will attack foes with its claws and peck at them with its beak. It stands 40 feet (12m) high, and has a reach of six yards! It can grasp a human in a talon, and bring him up to the mouth to eat him. This is a three-step operation: grapple, bring to mouth, bite. (Assume the victim has his arms free, and so may attempt to parry the bite — only critical success will have any effect, though!) If the leg is wounded during any one of these three stages, the bird will drop its prey — from 13 yards during the last phase.

If the gam takes half its HT in hits, it will fly away, never to be seen in that area again. It will seek other rivers to dam up. Speed given above is on the ground — it flies at speed 30, very high in the sky.

Dire Animal

| | | |
|---------------|-----------------|--------------------------|
| ST: 35 | HP: 35 | Speed: 6.50 |
| DX: 14 | Will: 10 | Move: G7, A14 |
| IQ: 4 | Per: 10 | Weight: 1 ton |
| HT: 12 | FP: 12 | SM: +3 (10 hexes) |

Dodge: 8 **Parry:** **DR:** 3

Grapple (14): Reach C-6.

Talons (14): 4d-1 cutting. Reach C-6.

Beak (14): 1d-1 cutting. Reach C-6.

Traits: Extra Arm (trunk); Winged Flight; Wild Animal.

Habitat: See text.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Nordic)

Ghormuha

Ghormuhas are horse-headed, one-legged humanoids. They live in caves underwater, and act like pack rats: they collect colorful and shiny things. Their feet are very broad and long, and they bounce along like kangaroos. Their arms are shorter than humans', but they can carry items. They can breathe air and water equally well, but are more at home in the water, where it is less tiring to move. They move at the same speed in either medium, however. They inhabit lakes and large rivers, and live on water plants.

Ghormuhas do not attack humans, and will avoid a fight if they can. If unable to flee, though, they bite with their huge horse teeth. In the water, they can also kick to the rear. They do not use weapons.

While not intelligent, a ghormuha has an inherent ability to cast the **Lesser Geas** spell with the very limited command to drop what is being held in both hands and to go away (at least 100 yards).

If the PCs feel the need to retrieve whatever has been stolen, it will be quite an adventure. The caves are all

underwater, and may be some miles from where the ghormuha was seen. Air will definitely be a problem. If they finally find the submarine grottoes, they will be full of rusted swords, rotted maps, bright gems, painted shields — and dozens or scores of ghormuhas, who resent intrusions, and who will wish them to go away . . .

They are active only during the day, even underwater. They do have rotating guard shifts, though, as do many herbivorous animals.

Rumor: It is said that the ghormuhas are an intelligent race, in which case they would use tridents as weapons (treat as spears) and may have trained fish or other lake creatures as warriors.

Ghormuha

Faerie

ST: 20 **HP:** 20 **Speed:** 5.75
DX: 10 **Will:** 10 **Move:** G7, W7
IQ: 5 **Per:** 10 **Weight:** 350 lbs.
HT: 13 **FP:** 13 **SM:** +3 (10 hexes)
Dodge: 5 **Parry:** **DR:** 1

Bite (10): 1d+2 crushing. Reach C.

Kick (10): 2d-1 crushing. Reach C, 1. Only to rear hexes. Only in water.

Lesser Geas (15): Spell. Costs 10 FP, resisted by IQ. This spell is cast on anyone who comes within 2 yards of one (one person per turn). The geas is to drop what is being held in both hands and to go away (at least 100 yards). Rings worn on the fingers, swords in sheaths, pouches on belts, or packs carried on the back are not affected, but anything carried in the hands is. Anyone who fails the resistance roll must obey. The ghormuha then sorts through the belongings, takes food, colorful items and metal objects, and dives into the water, not resurfacing that day. Anyone returning from the 100-yard trot must make another resistance roll to approach the ghormuha again. Even if empty-handed (though it probably won't still be there). Anyone who successfully resists will be immune to that particular ghormuha forever — though they are often encountered in groups of up to ten at a time.

Traits: Doesn't Breathe; Magery; One Leg; Wild Animal.

Spells: Lesser Geas-15.

Habitat: Fresh Water

Source: GURPS Fantasy Bestiary 3e

Origin: ML (India)

Girtab

Girtab is a unique giant female scorpion known to the ancient Akkadians. She is a solitary creature, active mostly at night. She is the sworn enemy of mankind, and can often be recruited by powerful evil forces massing an attack on some human stronghold. She would not accept alliance with any lesser powers, nor for any petty reason — she would eat mere bandits that came to parley!

Girtab is enormous, but her children (the "girtabi") are much smaller, and not nearly as smart. They will some-

times be encountered in groups, but more often on their own, and never with her — she would eat them! Both Girtab and her children attack in the same manner, but for different amounts of damage.

The initial attack is with the pincers, into any front hex. Treat this as a grapple (**quick Contest of DX**) that does damage if the victim loses the Contest. After grappling her prey, the scorpion uses her stinger to inject a type C venom. It must penetrate all DR and do at least 1 hit to inject the poison.

After stinging its victim, the scorpion will bite, stinging again if the victim is still squirming. Breaking free of the pincers requires a Contest of ST. If a pincer is crippled (1/2 HT in damage), halve the effective ST for breaking a grapple.

Giant Dire Animal

ST: 20 **HP:** 29 **Speed:** 6.5
DX: 15 **Will:** 10 **Move:** 9
IQ: 9 **Per:** 10 **Weight:** 1.5 tons
HT: 10 **FP:** 10 **SM:** +4 (8 hexes)
Dodge: 9 **Parry:** 11(8) **DR:** 4 (Flexible)

Bite (16): 3d-1 cutting. Reach C.

Pincers (16): 2d crushing. Reach C, 1-3.

Stinger (16): 2d-1 impaling, follow-up Venom. Reach C, 1-3.

Venom (F): Type C 2d toxic.

Traits: Combat Reflexes; Extra Legs (total 8; uses 2 as arms when grappling); Injury Tolerance (No Neck); No Fine Manipulators; Peripheral Vision; Semi-Upright

Skills: Wrestling-16

Habitat: Desert, Plains

Source: GURPS Fantasy Bestiary 3e (Girtab; Girtab's Children are identical to Giant Scorpion and are not sapient)

Origin: ML (Akkadia)

Note: For Girtabs children, use *Giant Scorpion*.

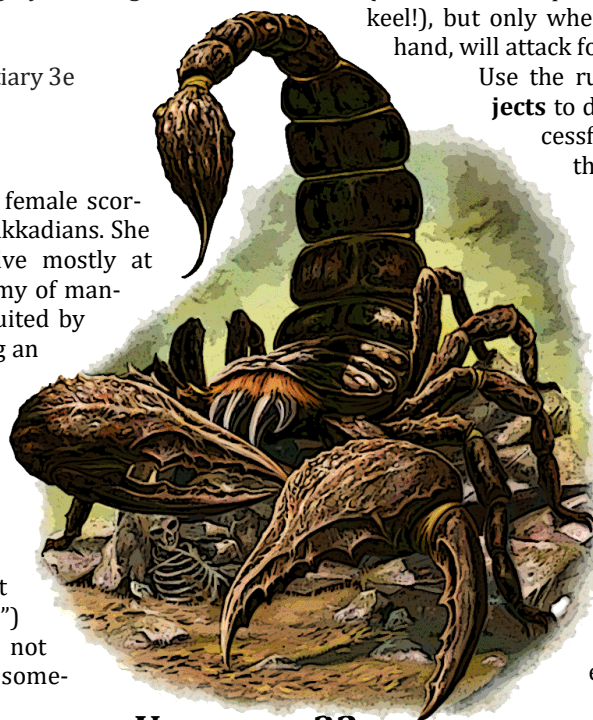
Gladius

The gladius is a swordfish with a strong dislike for boats. Real swordfish have been known to attack ships (one swordfish penetrated 22 inches into a wooden keel!), but only when angered. A gladius, on the other hand, will attack for the mere fun of it.

Use the rules for **Attacking Inanimate Objects** to determine whether its attack is successful, and to figure the DR and HP of the boat's hull. If the hull's HP is exceeded, it has been pierced, and the boat will begin to take on water. Any damage in excess of what the hull can take is lost (unless someone is unfortunate enough to be standing behind the spot hit by the gladius).

The fish will also attack swimmers, but this attack does less damage - hitting the swimmer requires more maneuvering, and thus the gladius can't build up as much speed.

Rumor: The gladius has a tiny mouth and obviously cannot eat the people it kills. It is said that



it is the servant and huntsman of an aquatic ogre (or perhaps a whole race of evil mermen). The gladius bears its prey home on its nose-sword, and its masters feast . . .

Gladius

Dire Animal

| | | |
|--------|----------|------------------|
| ST: 20 | HP: 29 | Speed: 5.75 |
| DX: 10 | Will: 10 | Move: 25 |
| IQ: 3 | Per: 10 | Weight: 550 lbs. |
| HT: 13 | FP: 13 | SM: +1 (3 hexes) |

Dodge: 7 Parry: - DR: 0

Boat Ramming (10): 4d impaling. Reach C.

Ramming (10): 2d+1 impaling. Reach C.

Traits: Ichtyoid; Impaling Striker; Wild Animal.

Habitat: Salt Water

Source: GURPS Fantasy Bestiary 3e.

Origin: ML (Europe)

Glashan

A glashan is a small humanoid, about the size of a Halfling and not very intelligent. It is extremely hairy, rivaling an English sheep dog in this respect, and has sharp, strong nails. It wears no clothing - in fact, it *hates* clothing of any sort.

A glashan encountering a single traveler will attempt to rip his clothing to shreds. A larger party will not be attacked outright; instead, the glashan will follow the group (**Stealth-14**) and sneak into their camp at night, stealing any packs and destroying any clothing it finds. Glashans are usually solitary, but they will enlist others to make a night raid on a large party!

The glashan uses its claws to rip clothing. It will not attempt to rip metal armor, but will attempt to rip everything up to and including leather armor.

Treat heavy leather armor as having DR 2, HT10; light leather as DR 1, HT 6; and clothing as DR 0, HT 2. Each article of clothing must be attacked separately, modified only by the size of the wearer. Note that half-torn clothes are bound to reduce the wearer's DX somewhat.

Once it has torn off all of a person's clothing, the glashan will step back, laugh gleefully, and run away. A glashan will not harm or molest anyone beyond exposing his body to the world. The only damage to the victim is to his pride (and his wallet).

If attacked, the glashan will strike with a fist punch. Once its victim is reduced to unconsciousness, it will cease its attack and return to shredding the rest of his clothing. It will not use its claw-like nails against living beings, unless it is reduced to half its original HT - then it gets desperate.

Mundane

| | | |
|--------|----------|------------------|
| ST: 11 | HP: 11 | Speed: 5.5 |
| DX: 12 | Will: 10 | Move: 7 |
| IQ: 7 | Per: 10 | Weight: 160 lbs. |
| HT: 10 | FP: 10 | SM: -2 |

Dodge: 8 Parry: — DR: —

Punch (14): 1d crushing. Reach C.

Nails (14): 1d-1 cutting. Reach C.

Skills: Stealth-14.

Habitat: Forest, Mountains.

Source: GURPS Bestiary 3e

Origin: ML (Scotland)

Goin

The goin is a fierce predatory bird of Australia. This bird has the legs and claws of a crocodile, as well as the croc's armored hide under its feathers. It has a long, sharp beak like a shrike, and attacks humans with swift pecks. If need be, the claws can attack. It eats its victims.

On the ground, the goin moves at 2 hexes per turn. They are diurnal animals, often found hunting their prey in groups of up to six.

Dire Animal (Hybrid)

| | | |
|--------|----------|------------------|
| ST: 13 | HP: 13 | Speed: 6.75 |
| DX: 12 | Will: 10 | Move: G2, A12 |
| IQ: 4 | Per: 10 | Weight: 275 lbs. |
| HT: 13 | FP: 13 | SM: 0 (2 hexes) |

Dodge: 7 Parry: — DR: 4

Peck (12): 1d-1 pi+. Reach C.

Claws (12): 1d cutting. Reach C.

Traits: Wild Animal.

Habitat: Swamp, Jungle, Fresh Water.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Aus Abo)

Gryllus

A gryllus is a composite beast of many heads, but no arms or real body. The heads, from three to five, are all of different animals, and facing every which way. They are larger than a normal head of that animal type would be, and are mounted on a pair of large legs, of any species.

A gryllus attacks anything on sight, and can be found stalking game at any time of day (or night, if the heads are of a night-seeing animal type). They are often represented in large groups, and there seems to be no unity in types of heads.

The stats are for an eagle-lion-snake-bear gryllus. It is common to have at least one bird head and one snake head, and the rest mammals. There is often a human head (and sometimes human legs), though it is never regarded as intelligent.

The heads can separate from the body of the gryllus! Each head has small legs that it can run on — it stands about a yard tall when it does so, and can only attack an opponent's legs unless it can get some height leverage. (There is no penalty to attack its opponent's legs in such a case.) Halflings, Dwarves and other small characters can be attacked normally, as can anyone kneeling or lying down. Bird heads may sprout wings, to hover and attack any part of the foe.

If the gryllus stays together, the main legs hold the heads high enough to attack a foe's body. Each head has a separate attack each turn, whether joined to the body or separate. The main legs stay with one head at all times, and the other heads can rejoin to the legs and activate them even if the main head has been killed. And heads from one gryllus can join the legs and body from another!

Separation and rejoining take no time at all. A gryllus may run its full move, and each head can then separate and "jump off" an extra yard! When on their own, the heads move at a speed of 4.

The heads attack in close combat, which is why they separate — more opponents can be attacked that way. They do damage as for an abnormally large creature of each type. In the example above, the lion head does 2d

cutting, the bear All-out attacks twice for 2d-1 cutting, the eagle does 2d impaling, and the snake injects a type A venom for 2d, piercing up to DR 2.

Each head has HT equal to its portion of the creature: a four-headed gryllus has one-quarter of its HT in each head. Likewise, the ST can be divided if there is ever a Contest of ST.

Gryllus

Animal (Hybrid)

ST: 22 HP: 22 Speed: 6.25
DX: 13 Will: 10 Move: 7
IQ: 4 Per: 10 Weight: 150-250 lbs.
HT: 12 FP: 12 SM: 0 (1 hex)

Dodge: 10 Parry: - DR: 2 (TS)

Bears Paws (13): 2d cutting. Reach C.

Eagle Head (13): 2d-1 pi+. Reach C.

Lion Head (13): 2d-1 impaling. Reach C.

SNAKE HEAD (13): 1d-3 cutting, follow-up Venom. Reach C.

Venom (F): Type A 2d toxic.

Traits: Extra Heads*; Extra Attacks*; Separation (see Text); Sharp Beak; Sharp Claws; Wild Animal.

Habitat: Forest, Mountains, Desert, Plains, subterranean.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

* Number of Extra Attacks depends on number of heads.

Gryphon

The gryphon is a beautiful creature, with the head, wings and forefeet of an eagle, and the hindquarters of a lion. It is a fierce predator of the forests and mountains, and is most fond of horse flesh. Its feathers store mana, which aids it in flight. It is **immune** to abilities that affect only mammals or only birds, as it is neither, but it can be influenced by **hybrid** spells.

A gryphon can be tamed if captured young, but at -3 to **Animal Handling** skill. An untamed gryphon in good health might sell for \$5,000; a tame one is priceless, and will not cooperate with anyone except its trainer.

In flight, the gryphon's maximum load is Light encumbrance.

Animal (Hybrid)

ST: 17 HP: 17 Speed: 6
DX: 12 Will: 11 Move: G6, A24
IQ: 5 Per: 12 Weight: 600 lbs.
HT: 12 FP: 12 SM: +1 (2 hexes)

Dodge: 10 Parry: 10(7) DR: 2 (TS)

Beak (14): 1d+1 pi+. Reach C.

Claws (14): 2d-1 cutting. Reach C.

Traits: Acute Vision 3; Combat Reflexes; DR 2; Enhanced Move 1 (Air Speed 24); Flight (Winged; Air Move

12); Quadruped; Sharp Beak; Sharp Claws; Wild Animal

Skills: Brawling-14

Habitat: Forest, Mountains

Source: B460-461, Fantasy Bestiary 3e.

Origin: ML (Europe)

Gryphon, Greater

The gryphon is a beautiful creature with the head, wings and forefeet of an eagle, and the hindquarters of a lion. It is a fierce predator of the forests and mountains, and is fond of horseflesh. Its feathers store mana, which aids it in flight.

The greater gryphon is a monstrous version of the ordinary gryphon. Fully 16 yards long and 8 yards high at the shoulder, the greater gryphon was a guardian creature controlled by Morgan le Fay, encountered by the young Arthur and Kay when they rescued three friends from Morgan's clutches. It is doubtful that it can be truly tamed, but it can be controlled by certain spells, known (so far) only to Morgan.

As with the ordinary gryphon, the gryphon's maximum load is Light encumbrance. It has Speed 6 on the ground, 15 in flight (11 if encumbered). It attacks by clawing and pecking in combat.

Faerie

ST: 35 HP: 35 Speed: 6.75
DX: 14 Will: 11 Move: G6, A15
IQ: 5 Per: 12 Weight: 1,000 lbs.
HT: 13 FP: 13 SM: +7 (16 hexes)

Dodge: 11 Parry: 10(7) DR: 3 (TS)

Beak (14): 13d+2 impaling. Reach C, 1-10.

Claws (14): 13d+2 cutting. Reach C, 1-10.

Traits: Acute Vision +3; Combat Reflexes; Flight (Air 15; Cannot Hover; Winged); Quadruped; Wild Animal

Habitat: Forest, Mountains

Source: GURPS Camelot

Origin: ML (England)

Gullet Snake

The gullet snake is a small, malignant animal that eats people from within. It looks

like an ordinary snake except for its teeth, and is only about two feet long. The teeth are not the pointed fangs of most snakes — they resemble small canine teeth, made for rending flesh.

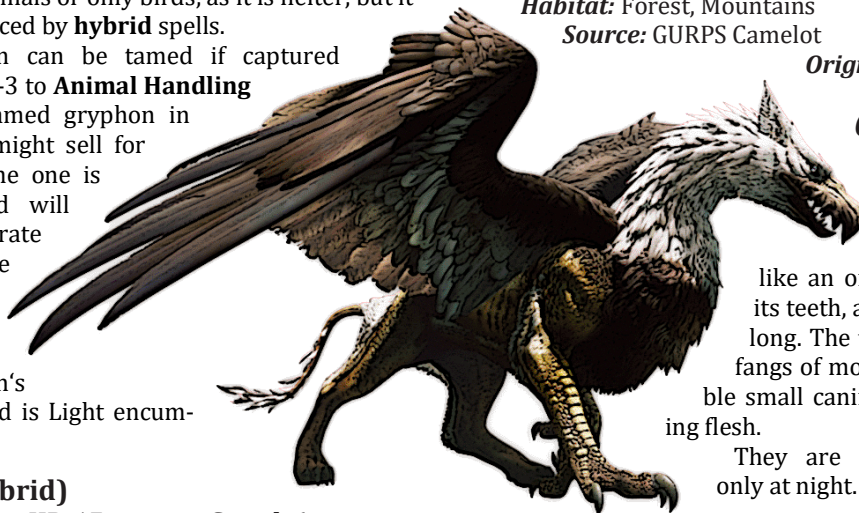
They are solitary animals, active only at night.

Animal (Reptile)

ST: 5 HP: 5 Speed: 5.50
DX: 13 Will: 10 Move: 3
IQ: 3 Per: 10 Weight: 2 lbs.
HT: 9 FP: 9 SM: -2

Dodge: 7 Parry: - DR: 0

Gullet Bite (15): 1d-5 cutting. Reach C. It quietly glides up to camps at night, sacking someone who sleeps with their mouth open. (Of course, none of the players will admit their characters sleep with their



mouths open. If someone has the Unluckiness disadvantage, he's it. Otherwise, require HT rolls: failure means the mouth is drooping open.) It will not enter tents if they are tightly lashed, but will approach those sleeping in blankets or on the ground. When it finds a suitable victim, it slithers down his throat! At that point, the victim will likely wake up, but will not be able to scream for obvious reasons.

The victim may make one attempt to grab the snake's tail before it disappears into his body altogether. Since it is lashing, treat this as a DX-4 roll. The snake has no defense – its head is almost to the stomach at this point! Only one try to get the snake is allowed, then it's gone.

If the snake is successfully grabbed, the victim may pull it out. The snake will bite on the way out, however, with a successful DX roll. It does no damage — yet — but if the character pulls, he will be ripping his esophagus for maximum damage — 3 points cutting, which totals 4 points for the largest gullet snakes. Even the small ones do cutting damage in this attack, resulting in 3 points total damage. No TL3 first aid will help this wound, and it is excruciatingly painful. Treat this as being at -3 to ST, DX, and IQ until healed magically or by time. The wounded adventurer may not eat anything until the wound heals.

The victim may attempt to kill the grabbed snake without pulling — but he's under pressure: he can't breathe! This definitely counts as exertion, see *Holding your Breath*. His fellow adventurers may come to his aid, if they become aware of his predicament. A dead snake will let go of its prey's insides, doing no damage when pulled out.

Should the attempt to grab the snake fail, it successfully makes it to the stomach. The good news is that breathing is restored. The bad news is that it starts to feed from within, doing 1d-4 crushing damage (1d-3 cutting for the big ones) every turn. Toughness does not help against these!

Killing the snake at this point is very tricky! The *Exorcism* spell will drive the snake out. If the party has a doctor with the Surgery skill, the snake can be cut out. A successful TL3 Surgery roll will do 5 points of damage to the patient, however, and is very painful (treat as for the esophagus wound, above). See **Basic Set** for failed Surgery rolls.

Otherwise, the victim is in sad shape. The *Glass Wall* spell will allow a mage to direct blows, but the victim takes the first five points of damage from each blow! The snake will take any damage over that.

If there is no magical way to see the snake, anyone may take five seconds to palpate the stomach area (one person at a time). A successful First Aid skill will then grant approximate knowledge of where to strike. If the weapon attack roll is made by 3 or more, the snake takes all damage beyond the first five points from each blow. If the roll is made by less than that, the victim takes proportionately more damage before the gullet snake takes any. Thus, making a roll exactly means the poor companion takes the first eight points, and the snake the rest! A failed weapon roll still hits the human — but does no damage to the snake!

And if there is no surgeon, no *Glass Wall* spell, and no *First Aid* roll can find the snake . . . the best bet is to cut the victim open, albeit crudely (16 points of

damage!), and pull the blasted snake out! Otherwise, he will eventually die from being eaten alive.

Traits: Vermiform; Wild Animal.

Skills: Stealth-16

Habitat: Desert, Plains, Mountains, Forest.

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Gumberoo

The gumberoo is a rare animal, fortunately for humanity. About the size of a large bear, it closely resembles that animal except that it is nearly hairless and its roundish body is smooth, without a wrinkle. It has big bushy eyebrows and a wispy beard, but no hair on the general body.



It lives exclusively in forests of large trees, such as grow in the Pacific Northwest of the U.S. Because it abides in the bases of burned-out trees, no one knows whether its black color is natural or from the charred wood. It is active only 3 months of the year, but then it is very active, devouring whatever it can find — a horse will distend its stomach, but will not curb its appetite.

It is both nocturnal and diurnal during its active phase, which may explain the long dormant phase. No one has ever seen two together, though they must mate and bear young. No young have ever been reported.

The gumberoo is fearless in attacking anything it meets — with good reason! It is exceedingly strong for its size, and nearly invincible in the animal kingdom. It attacks either with claws or by biting. Unlike a bear, a gumberoo will not grapple — it doesn't have good balance on two legs.

Animal (Mammal)

| | | |
|---------------|-----------------|-------------------------|
| ST: 19 | HP: 19 | Speed: 6.25 |
| DX: 13 | Will: 10 | Move: 8 |
| IQ: 4 | Per: 10 | Weight: 800 lbs. |
| HT: 12 | FP: 12 | SM: +1 |

Dodge: 9 **Parry:** 10(7) **DR:** 1 (Tough Skin; Limited, not vs. fire)

Bite (15): 2d cutting. Reach C.

Claws (15): 2d+2 crushing. Reach C, 1.

Traits: Fearlessness; Quadruped; Uncontrollable Appetite; Vulnerability (Fire x2); Wild Animal

Spells: Reverse Missiles-10

Habitat: Forest

Source: GURPS Bestiary 3e

Origin: ML (USA)

Notes: The gumberoo has a natural **Reverse Missiles** spell powered by mana stored in its skin. The mana

is used only slowly, allowing it to recharge as fast as it is consumed, resulting in the spell always being in effect. It turns any ranged attack (including missile spells) back upon the attacker. If the attacker's "to hit" roll is successful, he hits *himself*; if not, he sees the missile fly back toward him and miss. The game effect is as though the missile had bounced straight back from the gumeroo to the attacker. If a gumeroo is killed, the mana in his hide can be used, but only once. It acts as a 10-point, one-shot Powerstone, giving a mage 10 extra points of fatigue to use *once*. If the spell doesn't require 10 points, the excess mana is lost.

The gumeroo's only weakness is fire. Any non-ranged flame attack - including a weapon enchanted with the **Flaming Weapon** spell - bypasses all DR and does double damage! Note that the **Flame Jet** spell is affected by the **Reverse Missile** spell. Thus, the only way that **Flame Jet** can hurt the gumeroo is in close combat - the mage must actually touch the gumeroo.

Halalu

A halulu is a man-eating bird that can change its shape to human form. The bird is about the size of a man, and looks like a cross between a stork and a vulture. Its feathers seem to move like liquid fire.

They fly in flocks of up to 20, never coming to a continent, but harassing ships and island villages. They are active only in the day. They will land outside a village, and assume the shapes of ordinary-looking people. They cannot talk, and are not intelligent - this seems to be instinctive behavior. They can maintain this shape for an hour a day, and the change takes one second either way. While in human form they move 6, as they do in bird form on the ground.

After assuming human form, they approach a settlement and mingle with the people. They enter singly, and do not associate with each other in town. They look into windows, trying to find a lone human. When a halulu finds a likely looking victim, it enters the building and changes into bird form, attacking the person with its sharp beak, tearing and eating the flesh.

Their feathers burn anyone who touches them. Any wooden weapon that strikes them three times within ten seconds will catch on fire.

Any halulu who hears another halulu in trouble will come to its rescue, changing to bird form when it arrives.

Rumor: The halulu are said to be intelligent, a race of shapeshifting birds that prey on humans. If so, the infiltration and attack on a town will be much better coordinated.

Animal (Bird)

| | | |
|----------|----------|--------------------|
| ST: 17 | HP: 17 | Speed: 5.50 |
| DX: 13 | Will: 10 | Move: 12 |
| IQ: 4 | Per: 10 | Weight: 150 lbs. |
| HT: 10 | FP: 10 | SM: 0 |
| Dodge: 7 | Parry: - | DR: 1 (Tough Skin) |

Sharp Beak (13): 1d+1 pi+. Reach C.

Burning Touch (13): 1d-2 burning. Reach C.

Traits: Sharp Beak; Wild Animal.

Habitat: Islands, Salt Water.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Hawaii)

Hamadryas

Hamadryases are fearsome, man-sized baboons. They resemble their smaller relatives in all respects — that is, they live in large troops with elaborate social behavior. They post sentries and the males are fierce in their defense of the females and young. They are diurnal animals, traveling in troops of eight to 20, and use pack tactics. They are omnivorous.

Hamadryases are large enough to attack humans, and do so with glee — they have no love for mankind. They attack by biting in close combat. They can also grapple, to ensure that their victims don't get away.

Rumor: Certain isolated tribes or villages of humans have made "treaties" with hamadryas troops, perhaps by befriending or aiding the leader when he was in trouble. The huge baboons are not perfectly reliable as allies, but their ferocity is unmatched.

Animal

| | | |
|--------|----------|------------------|
| ST: 13 | HP: 13 | Speed: 6.5 |
| DX: 14 | Will: 10 | Move: 9 |
| IQ: 5 | Per: 10 | Weight: 300 lbs. |
| HT: 12 | FP: 12 | SM: 0 |

| | | |
|----------|----------|-------|
| Dodge: 9 | Parry: — | DR: 0 |
|----------|----------|-------|

Bite (14): 1d-1 cutting. Reach C.

Traits: Semi-Upright; Wild Animal.

Habitat: Forest, Plains, Tropical Forest

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Harpy

Harpies appear to be half woman, half bird. In fact, there's nothing human about them at all — they aren't sapient, don't use tools, and don't speak. Though they have no hands, their feet sport large claws. They're usually encountered in groups of five or more, active day or night. They are most commonly found on the greece island of Crete.

Harpies take a bizarre, compulsive delight in befouling food and drink; the stench they leave sends most other beings reeling, and the food will be completely inedible. Otherwise, they act much like aggressive predatory animals, with neither a fear of humans nor any great



interest in human prey. They will rarely harm anyone not in their way, but will viciously attack anyone who is.

Harpy

Dire Animal

ST: 12 **HP:** 12 **Speed:** 6.5
DX: 13 **Will:** 10 **Move:** G3, A13
IQ: 5 **Per:** 12 **Weight:** 150 lbs.
HT: 13 **FP:** 13 **SM:** +0 (1 hex)

Dodge: G6/A10 **Parry:** N/A **DR:** 1

Claws (15): 1d-1 cutting. Reach C.

Traits: Bad Temper (9); Combat Reflexes; DR 1; Enhanced Move 1/2 (Air Speed 19); Flight (Winged; Air Move 13); No Fine Manipulators; Sharp Claws; Wild Animal.

Skills: Brawling-15.

Source: GURPS Banestorm, Fantasy Bestiary 3e.

Origin: ML (Greece)

Notes: Harpies usually attack with their claws from above (often striking for opponents' heads). They are less effective fighters on the ground; their Dodge falls to 6. People wounded by a harpy's claws must roll for infection (B444); treat this as a wound with infected matter in it.



Traits: Vermiform; Wild Animal.

Habitat: Mountains, Desert, Plains

Source: GURPS Fantasy Bestiary 3e.

Origin: ML (Greece)

Hercinia

The hercinia is a bird about the size of a large jay which glows with a moderate light. It is active at night, and its light is sufficient to light up a 4-hex radius quite well - no lighting penalty within that range. The light then fades, -3 for poor lighting up to eight yards, and -6 for up to 12 yards. Beyond that, while the bird can be seen, there is no visibility granted by the light.

It is used by miners as a light source that does not consume very much oxygen. The bird will live in captivity, but is not really tamable - it must be caged or tethered or it will fly away.

It cannot dim its light. The light gradually dies if the bird is killed, but properly prepared feathers will glow indefinitely; a Naturalist or Alchemy roll would tell how to do this.

At the GM's option, the light may be magical in nature, making the hercinia's feathers a mana source and a likely component for a light spell.

Hemorrhosis

This small snake has a virulent type X venom. The hemorrhosis is only two feet long, and has no distinguishing markings beyond its black skin. The snake is diurnal and solitary.

Dire Animal

ST: 3 **HP:** 3 **Speed:** 6.00
DX: 13 **Will:** 10 **Move:** 3
IQ: 3 **Per:** 10 **Weight:** 2 - 4 lbs.
HT: 11 **FP:** 11 **SM:** -1 (<1 hex)

Dodge: 7 **Parry:** N/A **DR:** 0

Bite (13): 1d-4 cutting. Reach C. Follow-up Venom. The fangs can penetrate up to DR 1 but do no damage in themselves.

Venom (F): Type X toxic. Anyone bitten by a hemorrhosis must make a **HT-4** roll. Success means he takes 1d+1 damage immediately, and is at 3 to all **HT** rolls in the next 12 hours. Failing the **HT-4** roll results in 2d+2 damage; the victim is at -4 to all **HT** rolls for the next 24 hours. He also bleeds from every pore for 5 seconds! This effectively blinds him for that time, and makes his hands slippery; he drops anything in his hands unless he makes a **DX-5** roll.

A second **HT-4** roll must also be made. Failure gives the victim **Hemophilia** for 24 hours. This starts an hour after being bitten, however, so the bite wound itself is not affected by it. The GM need not warn PCs of this effect unless they try to identify the snake (**Naturalist**, **Poisons** or **Zoology** roll) and succeed.

The **Neutralize Poison** spell will cancel the penalty to the HT roll, but will not nullify the hemophilia.

Animal (Bird)

ST: 3 **HP:** 3 **Speed:** 6.25
DX: 14 **Will:** 10 **Move:** A12
IQ: 5 **Per:** 12 **Weight:** 1-2 lbs.
HT: 11 **FP:** 11 **SM:** +1

Dodge: — **Parry:** — **DR:** 3

Sharp Beak (14): 1d-6 pi+. Reach C.

Traits: Flight (Winged); Wild Animal.

Features: Emanates light in 4-hex radius. See text.

Habitat: Forest.

Source: GURPS Fantasy Bestiary 3e.

Origin: ML (Europe)

Hide

The hide, a relative of the octopus, gets its name from its appearance rather than from its habits. It resembles a large (five-hex diameter) cowhide stretched out flat, with innumerable eyes encircling its edges. It lives on the ocean bottom near shore in tropical and temperate waters. It has no beak or tentacles, just a smothering ability and digestive acid.

When suitable prey enters the water above it, the hide rises to the surface and attempts to engulf its victim. Treat the attack as a grapple. If the hide is successful, it will engulf its victim on the next turn. To break free, the victim must succeed in a **Contest of ST**. The hide is at -3 for the first turn only — after that, it's a straight Contest.

Should the victim break free, the hide will attempt to grapple again, unless attacked with sharp weapons. In that case, it will flee to the bottom. If, on the other hand, it succeeds in engulfing its victim, it will sink to the bottom at one yard per turn, secreting digestive acid beginning on the second turn after engulfing its victim. This acid does 1d-1 damage each turn. Leather and cloth armor provide normal DR protection, but lose 1 point of DR every fifth turn. Metal armor protects fully for a number of turns equal to its DR, then at normal DR thereafter. In addition, the entrapped victim will begin to drown (see *Drowning*). Either way, the hide will take its prey to the bottom and eat him; it does not even leave bones.

Due to its thinness, impaling attacks are not very effective against a hide. Impaling damage is not doubled, and any impaling damage in excess of four points is lost - it has pierced clear through the hide's body! In addition, any impaling attack against a hide may hit its victim.

If the attack does more than four points damage, roll three dice. On a 9 or less, the entrapped victim has been hit and takes half of the excess damage, still doubled after DR.

No attack to the head or vitals of a hide is possible — it doesn't have them. Also, hitting the eyes is no more effective than hitting the general body - there are too many of them.

Due to its diffuse nervous system, it cannot be stunned. If removed from the water, though, it will rapidly dehydrate, dying in less than one minute - and the **Dehydrate** spell does double damage.

Hide

Dire Animal

ST: 12 **HP:** 12 **Speed:** 6.5
DX: 14 **Will:** 10 **Move:** W9
IQ: 3 **Per:** 10 **Weight:** 200 lbs.
HT: 12 **FP:** 12 **SM:** +3 (10 hexes)
Dodge: 9 **Parry:** — **DR:** —

Constriction (16): See text. Follow-up Digestive Acid. Reach C, 1-2.

Beak (16): 1d-1 pi+.

Digestive Acid: 1d corrosive per turn.

Traits: Chameleon 3; Doesn't Breathe (Gills); Extra Arms (total 8; Extra-Flexible; Long); Extra Attack; Injury Tolerance (No Head, No Neck, No Vitals); No Legs (Aquatic); Wild Animal

Skills: Stealth-16; Wrestling-16

Habitat: Salt Water

Source: GURPS Fantasy Bestiary 3e

Origin: ML (SAI)

Hippocampus

See makara, horse.

Hippogriff

A hippogriff, invented in the sixteenth century by the author Ariosto, has the hindquarters of a horse and the forequarters of a gryphon - in other words, the head and wings of an eagle, and the chest and forelegs of a lion. Duke Asoltolpho rode one - it carried him and his plate armor easily. It flies with the aid of mana stored in its feathers. Due to its horselike build, the hippogriff is fast on the ground as well as in the air. In flight, the hippogriff can carry up to Medium encumbrance - for Light encumbrance, reduce Move by 4; for Medium, reduce Move by 8. Like the gryphon, it is *immune* to abilities that affect only mammals or only birds. It is magical, and enchanters value its feathers for use in spells and elixirs.

Like a *pegasus*, the hippogriff should be rare - in the hands of a PC, it can change the game radically. A young one is worth \$20,000 or more to a trainer, a wild adult at least \$10,000. Their horse-like nature means they can be tamed, but this requires the skills Animal Handling (Raptor Hybrids) or Animal Handling (Equine Hybrids), usually defaulting from another specialization; see **GURPS Banestorm**, p. 224. However, hippogriffs rarely breed in captivity, and a critical failure on a roll to control one is often very dangerous. They can attack by kicking with their rear-leg hooves, raking with their front-leg claws, or biting with their beaks, and will do so if angered or panicked.

Animal (Hybrid)

ST: 18 **HP:** 18 **Speed:** 6
DX: 12 **Will:** 11 **Move:** G12-A18
IQ: 3 **Per:** 12 **Weight:** 650 lbs.
HT: 12 **FP:** 12 **SM:** +1 (3 hexes)
Dodge: 10 **Parry:** — **DR:** —

Bite (13): 1d+1 cutting. Reach C.

Claws (13): 1d+1 cutting. Reach C.

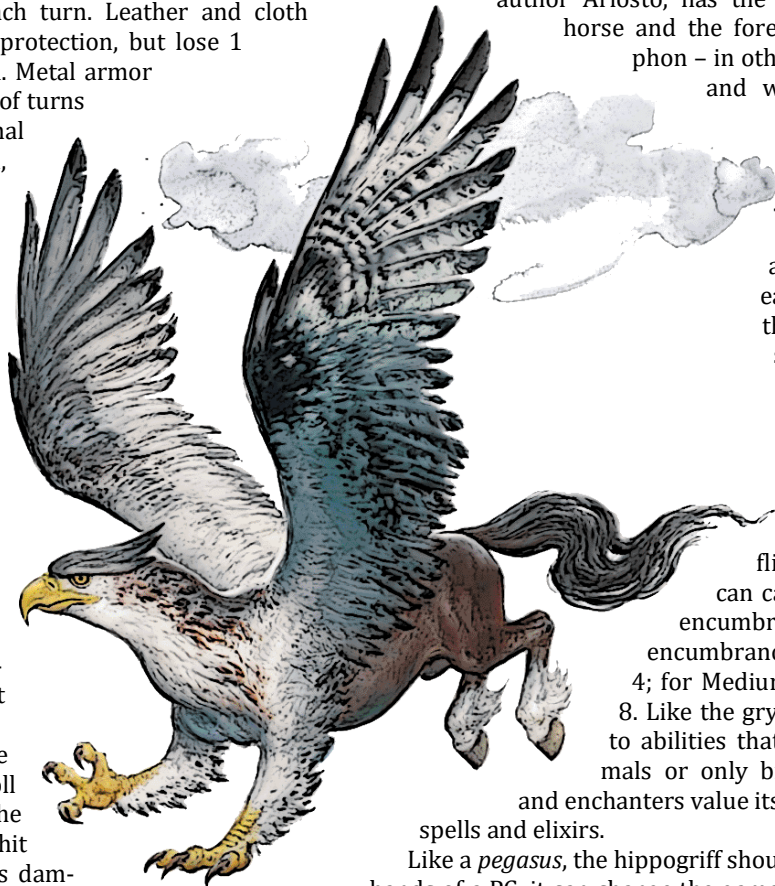
Hoove Kick (12): 1d+2 crushing. Reach C, rear only.

Traits: Acute Vision 2; Combat Reflexes; DR 1; Enhanced Move 1/2 (Air Speed 18); Enhanced Move 1 (Ground Speed 12); Flight (Winged; Air Move 12); Hooves (Hind Feet Only); Quadruped; Sharp Beak; Sharp Claws (Front Feet Only); Wild Animal

Skills: Brawling-13

Habitat: Mountains

Origin: Fantasy



Source: GURPS Banestorm, Fantasy Bestiary 3e.

Hirudo

The giant leech called hirudo is quite different from ordinary leeches. It is big, for one thing - up to 12 feet (4m) long. It also does much more damage than the ordinary leech — a hirudo can drain a human-sized creature of its blood in less than one minute.

A hirudo can swim at a Move of 3 hexes per turn, and can crawl along the ground at a Move of 1. It attacks with a sucker that contains teeth — the sucker is attached to the victim's body, and the teeth shred the skin enough to cause the blood to flow.

It attacks by striking its victim to the ground — it can raise the front of its body up to three feet off the ground and strike like a snake, all in one turn. This attack is treated like a normal attack, but any parrying weapon of less than 10 pounds has a 1/3 chance of breaking. (Fine weapons have a 1/6 chance.) Once it has knocked its victim to the ground, the hirudo will entwine the prey with its body — treat this as a grapple.

Its sucker will then slide over the victim's body, searching for the best place to attach. The number of turns that this takes is 1/4 the victim's DR, rounded up. Having located a likely spot, the hirudo will bite and hit automatically. The bite in itself does little damage (only 2 points) but the teeth can shred up to DR 1 armor. The hirudo then begins to drain its victim.

A successful Contest of ST is necessary to break the hirudo's grapple, or to pull the hirudo's sucker off a wound. Pulling the hirudo away from a wound does an additional 1 point damage.

The limited intelligence of the hirudo has only one imperative: feed! It will not be deterred or distracted by anything; it will single-mindedly attack until it is killed or its victim is drained.

Giant Animal (Vermin)

| | | |
|----------------|-----------------|-------------------------|
| ST: 12* | HP: 12 | Speed: 5 |
| DX: 10 | Will: 10 | Move: 3 |
| IQ: 2 | Per: 10 | Weight: 200 lbs. |
| HT: 10 | FP: 10 | SM: +1 (3 hexes) |

| | | |
|-----------------|-----------------|--------------|
| Dodge: 6 | Parry: — | DR: — |
|-----------------|-----------------|--------------|

Bite (12): 1d-1 cutting.

Leech (automatic hit): 1d-4 cutting (Contact Agent; Melee Attack; Resist HT; follow up 1 HP ever 2 seconds).

Traits: Vermiform; Wild Animal

Habitat: Fresh Water, Swamp

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

*ST range 11-13 depending on weight

Hodag

The hodag is a fierce creature of the swamps, and has killed many a lumberjack. It is large, about the size of a moose, with a spiny ridge running along its back. It is solitary and diurnal, and attacks on sight, with a deaf-

ening roar. It likes to walk backward as well as forward, thus making tracking one quite difficult.

This curious creature has no knee joints, and thus has difficulty standing if it falls. It sleeps standing, leaning up against a tree. Hodags have frequently been captured by sawing partly through trees; the hodag leans against the tree, the tree gives way and the hodag falls to

the ground, where it is virtually helpless. Once fallen, the hodag will only be able to stand if it makes a successful roll against DX-2 each turn for 6 turns; if it fails any of these rolls, it falls again, and must start over.

The hodag's teeth are long and its jaws are strong. It attacks exclusively by biting in close combat.

Animal (Mammal)

| | | |
|---------------|-----------------|---------------------------|
| ST: 22 | HP: 22 | Speed: 6.00 |
| DX: 12 | Will: 10 | Move: 9 |
| IQ: 4 | Per: 12 | Weight: 1,100 lbs. |
| HT: 12 | FP: 12 | SM: +1 |

| | | |
|-----------------|-----------------|--------------|
| Dodge: 6 | Parry: — | DR: 2 |
|-----------------|-----------------|--------------|

Bite (12): 2d-1 cutting. Reach C.

Traits: Wild Animal.

Habitat: Forest, Swamp.

Source: GURPS Fantasy Bestiary 3e.

Origin: ML (USA)

Honey-Badger, Giant

This beast is a giant version of the ratel, the vicious honey-badger of Africa. It looks something like a giant badger with a broad white stripe down its back. It measures six feet (1.8m) long and two feet high (60cm) at the shoulder, with strong claws. It is both nocturnal and diurnal, traveling singly or in pairs.

Like its smaller cousin, the giant honey-badger has a nasty temper. It is also totally fearless - it will attack anything. While it does not prey on humans, it is extremely sensitive and will defend its territory against any encroachment.

Like the skunk, it can spray a vile-smelling fluid — up to a range of 6 hexes to the rear. No roll is needed if a character is directly to the rear of the honey-badger; otherwise roll vs. DX to hit someone one hex off its axis. The spray may only be dodged or blocked. Critical success by the ratel or critical failure by its opponent results in the spray hitting the eyes — the victim is blinded and in intense pain for five minutes!

Anyone sprayed at all will stink for at least two weeks — up to four weeks if the scent isn't neutralized with an acidic compound within 20 minutes. Anyone who can smell the victim will react at -3. In addition, the person sprayed cannot use Stealth to approach closer than ten yards to anyone!

Giant ratels will spray only if attacked from the rear — otherwise, they use their claws and teeth. Their skin



is incredibly tough and loose — no matter how they are grappled, they can turn and bite the grappler.

Giant Honey-Badger

Animal

ST: 10* **HP:** 10 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 6
IQ: 4 **Per:** 10 **Weight:** 150 lbs.
HT: 12 **FP:** 10 **SM:** 0 (2 hexes)

Dodge: 9 **Parry:** 10(7) **DR:** —

Bite (14): 1d-2 cutting. Reach C.

Claws (14): 1d-2 cutting. Reach C.

Spray (Projectile-14, Biological): Affliction 11 (HT-10; Bad Smell; Extended Duration, 4 weeks [2 weeks if neutralized]; Reduced Range, 1/2D -, Max 6; Secondary, Blindness on critical failure)

Traits: Acute Smell +3; Fearlessness 6; Quadruped; Wild Animal.

Habitat: Tropical Forest

Source: GURPS Fantasy Bestiary 3e

*ST range 9-11 depending on weight

Hoop Snake

The hoop snake has been sighted everywhere there are plains. This amazing snake tucks its tail into its mouth and travels by rolling rapidly after prey. It is very fast, having been clocked at 60 mph (100km/h)! It is also very venomous, one of the deadliest snakes known.

The hoop snake is about five feet long, and its tail has a venomous stinger. While they can “run” down anything while rolling in the open, they must straighten out to get through obstacles such as fences. If one is observed in the distance, it is best to head for broken ground! Its speed when crawling is only 3.

They will attack humans, though they don’t eat them. They bite to their front hexes and strike to the rear hexes with their stingers.

They are solitary, diurnal animals. A missile weapon firing at a hoop snake traveling all-out is at -7 to hit for speed, plus any range modifier!

Animal (Reptile)

ST: 12 **HP:** 12 **Speed:** 6.25
DX: 14 **Will:** 10 **Move:** 30*
IQ: 4 **Per:** 12 **Weight:** 20 lbs.
HT: 12 **FP:** 12 **SM:** 0

Dodge: 8* **Parry:** — **DR:** 0

Bite (14): 1d-4 impaling, follow-up poison. Reach C. Front hexes only.

Stinger (14): 1d pi+, follow-up venom. Reach C. Rear hexes only.

Poison (F, Biological): Type B 4d toxic.

Venom (F, Biological): Type J 2d toxic.

Traits: Vermiform; Wild Animal.

Habitat: Desert, Plains.

Source: GURPS Fantasy Bestiary 3e.

Origin: ML (Universal)

* Only when rolling.

Horse, Flesh-Eating

The man-eating horses of King Diomedes were taken from him by Heracles. They were bred for both strength and speed, and had sharp teeth suitable for a carnivorous animal.

They bite, and can kick into any front or rear hex. They are indistinguishable from normal horses unless one sees their teeth up close.



There are conflicting stories about what happened after Heracles killed King Diomedes and fed him to his own horses. In one version, they became tame, and the race eventually died out. In another version, they escaped King Eurystheus, to whom Heracles had delivered them. They then bred wild and free in the mountains, and presumably still exist in some remote corner of the world.

If they are tamable, they should be very expensive, and hard to control (**Animal Handling** at -3). An **Animal Handling** roll should be required to control them if they should smell blood. Failure means they either attack wildly, out of control, or begin feeding if the blood is that of a corpse. Critical failure means they turn on their masters with intent to devour!

Animal (Mammal)

ST: 21 **HP:** 21 **Speed:** 5.25
DX: 10 **Will:** 10 **Move:** 16
IQ: 4 **Per:** 12 **Weight:** 1,350 lbs.
HT: 11 **FP:** 11 **SM:** 0

Dodge: 8 **Parry:** — **DR:** 0

Bite (12): 2d-1 cutting. Reach C. Front hexes only.

Hoove Kick (12): 2d+2 crushing. Reach C. Front and rear hexes only.

Traits: Quadruped; Wild Animal.

Habitat: Mountains, Plains.

Source: GURPS Fantasy Bestiary 3e.

Origin: ML (Greece)

Hsing-hsing

Hsing-hsing are hulking apelike creatures with white manlike faces and pointed ears. They walk upright, live in trees, and are hairy everywhere except the face. Body hair varies considerably, from brown and orangutanlike red to jet black in color.

Hsing-hsing are diurnal and tribal — if one is encountered, others are sure to be nearby. Tribes range in size from 8 to 30, and will include both sexes, young and old. The males (stats below) will protect the young and females (slightly lower ST). Hsing-hsing are shy of humans, living deep in the jungle. If cornered, or if their

territory is infringed upon, they will fight fiercely, however.

They are almost intelligent. They have no language, but use tools in a limited way, as do chimps. In any encounter, restrict communication between hsing-hsing and humans severely. They cannot be tamed, though if the GM allows, they can be befriended.

If they fight, they will use crude clubs made from branches — treat the clubs as batons (swing damage for their ST). Hsing-hsing dodge, but do not parry. They will also grapple and bite, and are clever enough to cooperate in an ambush. For instance, a decoy may lure the party under the trees, where the rest of the tribe waits to drop from above — they can drop from as high as 12 feet (4m) safely.

Hsing-hsing

Dire Animal

| | | |
|----------------|-----------------|-------------------------|
| ST: 14* | HP: 14 | Speed: 6.5 |
| DX: 13 | Will: 10 | Move: 8 |
| IQ: 6 | Per: 10 | Weight: 350 lbs. |
| HT: 13 | FP: 13 | SM: 0 |

Dodge: 9 **Parry:** 10(7) **DR:** 1 (TS)

Swing (15): 3d crushing. Reach C, 1.

Bite (15): 1d cutting. Reach C.

Traits: Brachiator; Wild Animal

Habitat: Forest, Mountains, Tropical Forest

Source: GURPS Fantasy Bestiary 3e

Origin: ML (China)

*ST range 13-15 depending on weight.

Hua-hu Tiao

The hua-hu tiao, a unique, magical animal owned by a demi-god, is a shapeshifter. It can take two forms: a white rat and a flying elephant! The transformation takes three seconds, and the intermediate stages are the size of a large dog and a large bull.

The hua-hu tiao is kept in a panther-skin bag when in the rat form. Of very fierce nature, when released it immediately attacks anyone its master points to, or anyone who is attacking its lord. When the combat is over, magic words cause it to shrink and come to the bag. Any wounds it takes while in elephant form are healed in one day in rat form.

The hua-hu tiao can also be met in the wild, of course, as well as in the hands of an NPC. Should its master die, it would go rogue, staying in the elephant form until it needs healing. Then it would find a remote hideaway, revert to rat form, and lie up for a day to heal. It would then return to the elephant form, rampaging wantonly.

Should the party conquer the owner of the bag, they may try to determine the magic word that controls the hua-hu tiao. Only **Analyze Magic** can do this, and the Magic Name resists at level 26! (Treat the creature as a level 21 magic item — see **GURPS Magic**). If the hua-hu tiao is in the bag when its owner dies, the PCs have time to figure out what to do with it - if they know what it is! Opening the bag will release the hua-hu tiao, which will attack them in three seconds. It will fight until half of its HT is gone, then flee to the wilderness to heal.

The figures below represent the elephant form. While in rat form, its DR is 0 and HT is 14/2 - no other figures are needed, as it is never encountered in that form. If the adventurers kill it through the bag, it has a

rat's HT. As an elephant, its speed on the ground is 8. It attacks by slamming its victim, then trampling for. The trunk is also capable of lifting any human-sized foe, and it can throw someone 10 yards. Of course, it can also simply fly up with its opponent and drop him from a suitable height...

Dire Animal (Magical)

| | | |
|---------------|-----------------|---------------------------|
| ST: 50 | HP: 50 | Speed: 6.5 |
| DX: 12 | Will: 10 | Move: A18, G8 |
| IQ: 6 | Per: 10 | Weight: 5 - 8 tons |
| HT: 14 | FP: 14 | SM: 10+ hexes |

Dodge: 0 **Parry:** - **DR:** 2 (TS)

Trample (12): 5d+2 crushing. Reach C.

Trunk Throw (12): 2d crushing. Reach C, 1.

Traits: Flight; Quadruped; Wild Animal

Habitat: Jungle

Source: GURPS Fantasy Bestiary 3e

Origin: ML (China)

Hui

The hui, a canine animal with a humanlike head (and sharp teeth!), is extremely dangerous - it considers humans and similar races to be a delicacy.

Hui roam in packs of 20 or 30, and are active day and night. They hunt singly, but never wander far from the rest of the pack. If a lone hui encounters a solitary person, it will not call the rest of the pack — it will attack immediately.

A larger patty will elicit a howl — sounding like human laughter - to call other hui in the area; allow 2-12 minutes for a sizable pack to assemble. The hui which called the pack will withdraw until reinforcements arrive, but keep the humans in sight. Then all will attack viciously, to the death.

Dire Animal

| | | |
|---------------|-----------------|-----------------------------|
| ST: 13 | HP: 13 | Speed: 5.50 |
| DX: 12 | Will: 10 | Move: 12 |
| IQ: 5 | Per: 10 | Weight: 150-200 lbs. |
| HT: 10 | FP: 10 | SM: 0 |

Dodge: 8 **Parry:** - **DR:** 1 (TS)

Bite (12): 1d-1 cutting. Reach C.

Traits: Quadruped; Wild Animal.

Habitat: Mountains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (China)

Humbaba

Humbaba is a unique creature of Assyrian mythology, a giant 12-foot-tall (4m) humanoid. It has no hands; instead it has lion paws. Its body is covered with thick scales, and its feet are vulture claws which can kick for 2 dice impaling damage at up to 1-hex reach. It wears no clothing or armor.

It has bull horns on its head with which it can head butt. While it normally walks upright, it can go down on all fours to run at **Move 10**. When upright, it is a 1-hex creature; when on all fours (usually when head butting), it is a 3-hex creature.

Its tail ends in a snake head which can inject venom, and which can strike into any of its back hexes. Anyone who tries to attack Humbaba's back is in for a surprise.



It treats all back hexes as front hexes - the tail-snake's eyes are connected to the brain!

Humbaba is a guardian of the sacred cedar forests of the Assyrian mountains — the GM may use it as a watchman for anything of value. It won't attack a party unless they trespass on the territory it is guarding. It never sleeps, and is always alert! It will not leave its post to pursue a party, though its "post" may include a large territory.

Humbaba Dire Animal

ST: 21 HP: 21 Speed: 6
DX: 12 Will: 10 Move: 5 (10, text)
IQ: 6 Per: 10 Weight: 1,200 lbs.
HT: 12 FP: 12 SM: +2

Dodge: 9+1 Parry: 10(7) DR: 3

Lions Paws (14): 1d+2 cutting. Reach C, 1-2.

Vulture Claws (14): 2d impaling. Reach C, 1.

Horns (14): 2d+2 impaling. Reach C; Limited Arc, forward.

Snakehead (Brawling-14): 1d cutting, follow-up Venom.

Venom (F, Biological): Type A 1d toxic.

Traits: 360° Vision; Combat Reflexes; Enhanced Move; No Fine Manipulators.

Habitat: Mountains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Assyria)

Hydra

The hydra is a unique reptilian monster, with nine heads and four legs. It was killed by Hercules. According to legend, two new heads grow whenever one is lopped off, unless fire is applied to the wound.

The GM may create a whole race of hydras, some having fewer heads, some having more. In such a case, they are solitary diurnal creatures, attacking anything in sight.

Rumor: One of the heads was said to be immortal. Heracles buried the last head under a huge rock, where, presumably, it still is! Immortality is very difficult to game, and is left only for the GMs who feel they can deal with it. Certain magic spells might work against it - **Shape Earth** and **Earth to Stone** would approximate Heracles' solution, for example. Other methods of dealing with an immortal animal are left to individual GMs!

Dire Animal (Hybrid)

ST: 18 HP: 18 Speed: 6.25
DX: 12 Will: 13 Move: 6
IQ: 2 Per: 12 Weight: 700 lbs.
HT: 13 FP: 13 SM: +1 (3 hexes)

Dodge: 9 Parry: 10(7) DR: 3

Bite (12) x3: 1d+1 impaling. Reach C.

Claws (12): 1d-5 cutting. Reach C.

Traits: Bad Temper (9); Extra Attack 2; Extra Head (special variant - see text); Fangs; Night Vision 2; Quadruped; Regeneration (heads only, special variant - see text); Regrowth (heads only, special variant - see text); Supernatural Durability; Wild Animal.

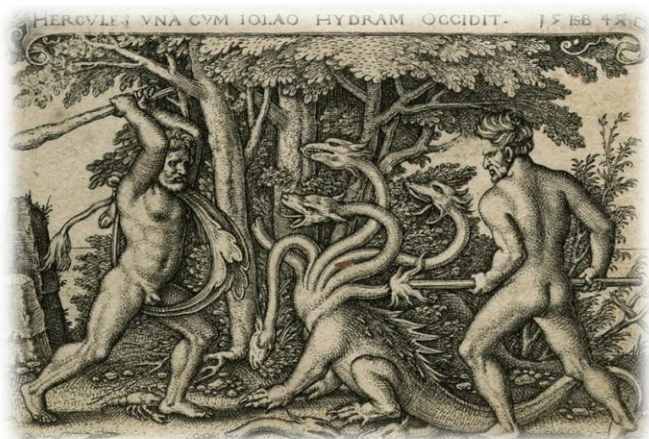
Habitat: Swamp

Source: GURPS Banestorm, Fantasy Bestiary 3e.

Origin: ML (Greece).

Notes: A hydra may have one or many heads when first encountered (roll 3d- 2 for random determination); up to three can attack into any front or side hex simultaneously.

The hydra's body can take a great deal of damage, never be stunned or rendered unconscious, but that's not what makes it formidable. If one of a hydra's heads is destroyed by taking 6 HP, two more will grow in its place, unless the attacker immediately applies fire to the wound. Whenever a hydra takes enough damage to a head or neck to render a normal creature dead, that head shrivels and falls off. In three turns, two new heads begin to grow in its place; after seven more turns, they reach full size and can attack. At any time before these 10 seconds are up, 6 HP (total, not per new head) of fire damage will permanently cauterize the wound and wither both the new heads. The hydra has a form of the **Supernatural Durability** advantage; it dies when all its heads are destroyed and cauterized, or it is reduced to - 10 x HP by wounds to the body. In the latter case, the heads



may continue writhing and lashing out for several minutes or even hours.

Hydrus

The hydrus, not to be confused with the hydra, is a hybrid dog-snake. It lives along river banks, and can swim quite well at a Move of 5. It is the enemy of crocodiles, and will fearlessly attack them. The animal is long and low to the ground, like a large dachshund with scaly skin. The tail is definitely a snake's.

They can be tamed if caught young. Wild ones will not attack humans outright, but will defend themselves. They are quite smart, and have been known to tip canoes over to get their opponents at a disadvantage.

They often increase their DR to 3 by rolling in mud — they always do so to attack crocodiles.

A hydrus bites in close combat. If it breaks the skin at all, it injects its venom. They are diurnal animals, encountered singly or in groups of up to four.

Hybrid Animal

| | | |
|--------|----------|------------------|
| ST: 13 | HP: 13 | Speed: 6.25 |
| DX: 14 | Will: 10 | Move: G8, W5 |
| IQ: 5 | Per: 10 | Weight: 120 lbs. |
| HT: 11 | FP: 11 | SM: +1 (2 hexes) |



Dodge: 9 Parry: - DR: 2

Bite (14): 1d-1 cutting, follow-up Venom. Reach C.

Venom (F, Biological): Type H 1d toxic.

Traits: Wild Animal.

Habitat: Plains, Forest, Swamps, Fresh Water.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

Hystrix

A hystrix is a giant porcupine that can "shoot" its quills. This skill has erroneously been attributed to normal porcupines, but only a hystrix is truly capable of the feat.

The hystrix can shoot a group of six quills at a time. If the victim dodges, he ducks two quills for each point by which he made his roll. Thus, making the roll exactly dodges two, making it by 1 dodges four, and making it by 2 or more dodges the whole attack.

As with the regular porcupine, anyone entering the hystrix's hex may take quills. The unfortunate victim may take up to six quills in one turn (roll 1 die). with the effects described above.

Animal

| | | |
|-------|-------|------------|
| ST: 9 | HP: 9 | Speed: 5.5 |
|-------|-------|------------|

| | | |
|--------|----------|---------------------|
| DX: 12 | Will: 10 | Move: 3 |
| IQ: 3 | Per: 10 | Weight: 80-100 lbs. |
| HT: 10 | FP: 10 | SM: +1 |

Dodge: 8 Parry: — DR: 1 (TS; vs. cut only)

Quills (D): 1d-2 impaling. Reach C.

Quillshot (12): 1d-4 impaling. Acc 1, Max 12, RoF 6. For each quill that hits, roll randomly to determine hit location. If a quill hits the head, roll again. A roll of 3 or 4 means that the quill hits the eyeslit!

Traits: Quadruped; Spines (Quills; Short); Wild Animal

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Ice-Covered Bear

The ice-covered bear is a magical variety of a polar bear. This remarkable creature has a mana organ that continuously creates a thick coating of ice over its fur, giving it extra protection. In addition, if it concentrates for one second, it can cast a **Frostbite** spell.

The bear is constantly hungry, and attacks anything that moves. It is a berserker. It bites in close combat, or strikes with its paws from one hex away.

Animal (Mammal)

| | | |
|--------|----------|--------------------|
| ST: 20 | HP: 20 | Speed: 6 |
| DX: 11 | Will: 11 | Move: G7-W3 |
| IQ: 4 | Per: 10 | Weight: 1,000 lbs. |
| HT: 13 | FP: 13 | SM: +1 |

Dodge: 9 Parry: — DR: 2 (TS)

Bite (13): 2d-2 cutting. Reach C.

Claws (13): 2d+1 crushing. Reach C, 1.

Ice Armor (Magical): Damage Resistance (+2; Limited, not against heat/fire)

Frostbite (15, -1/Hex distance): As *Frostbite* spell. 2d frostbite damage. Resisted by HT. Can be cast 4 times before depletion. Regenerates one use per hour.

Traits: Bad Temper (9); Berserk; Blunt Claws; DR 2; Magery 0; Semi-Upright; Sharp Teeth; Temperature Tolerance 2; Wild Animal

Skills: Brawling-13; Swimming-13

Spells: Frostbite-15

Habitat: Arctic

Source: GURPS Fantasy Bestiary 3e

Iemisch

The iemisch is a ferocious giant otter found in tropical rivers. It is diurnal, and solitary most of the year, but commonly found in pairs during mating season (early fall). It is a fast swimmer and can hold its breath for hours. As a result, attempts to hunt it usually prove fruitless — after the first sighting, it can be miles away while the hunters are still searching the reeds near where they saw it.

The iemisch is hunted for its tongue, which is rich in mana. However, it is as often the hunter as it is the hunted — it has a fondness for human flesh. It is very cautious, though, and will not openly attack a large party, instead preferring to attack lone individuals from ambush. It will attempt to drag its prey underwater, to escape any possible interference.

Its tongue can store up to 10 **Fatigue** points of mana, giving it the ability to cast a spell that silences its victim.

The iemisch will usually bite to grapple a limb, then try to pull its victim underwater (**Contest of ST**) to

drown it (see **Drowning**). Dragging the average person, the iemisch can swim 3 yards per turn.



Iemisch

Faerie

ST: 13 **HP:** 13 **Speed:** 6
DX: 13 **Will:** 10 **Move:** 4 (W6)
IQ: 5 **Per:** 10 **Weight:** 250 lbs.
HT: 11 **FP:** 11 **SM:** 0 (2 hexes)

Dodge: 9 **Parry:** 9(6) **DR:** —

Bite (13): 1d-1 cutting. Reach C.

Claws (13): 1d-2 cutting. Reach C.

Strike Dumb (15, spell): Resistet by HT. Subject cannot speak for 5 minutes. Takes one hour to recharge. Five uses per day.

Traits: Amphibious; Double-Jointed; Magery 0; Quadruped; Wild Animal.

Habitat: Fresh Water, Tropical Forest

Source: GURPS Fantasy Bestiary 3e

Origin: ML (SAI)

Ikonkola

An ikonkola is a very long snake of the jungle tree-tops. It is magical, having an inherent ability that reduces the effects of gravity so that slim treetops can support its vast bulk. It never comes to earth, and has been seen leaping over rivers from treetop to treetop! It does not quite fly, but the spell lets it move as if its weight were only 10 lbs (5kg).

Ikonkolas are up to 20 yards long and one yard wide. Their fangs are long and sharp. In addition, they inject venom. They always strike from above, and aim for the head (at no penalty). They can strike down from trees as much as 6 feet (2m) to attack a victim's head. Once the victim has fallen to the ground, the ikonkola will wrap its rear half around the trunk of a tree and glide the rest of its length down to entwine the victim and pull it into the treetops. It must swallow its food whole, which takes about 15 minutes for a mansized creature. Armor may give it stomach-ache, but it will swallow it anyway!

Faerie

ST: 17 **HP:** 17 **Speed:** 7.25
DX: 15 **Will:** 10 **Move:** 10
IQ: 3 **Per:** 10
HT: 14 **FP:** 14 **SM:** +6 (20 hexes)

Dodge: 10 **Parry:** — **DR:** 0

Fangs (15): 1d+1 imp, follow-up Venom. Reach C.

Venom (F): Type J, 1d toxic.

Traits: Flight (Lighter than Air, Low Ceiling: "ground" level); Vermiform; Wild Animal

Habitat: Tropical Forest

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Africa)

Jackalope

A jackalope is basically a hare with antlers-but what a hare! Only the males have antlers, which give them the courage of stags in rut. During mating season (January through December), a jackalope buck will charge any thing in an attempt to impress the females with its courage. Jackalopes have even been known to charge bison, who get out of their way because they feel sorry for the little things.

Jackalopes are diurnal animals. The females are indistinguishable from hares, except that they watch the bucks out of the corners of their eyes. If the party meets one jackalope, there will be others around, not too far away. The bucks usually don't get too close to each other, though; they tend to become jealous and butt heads a lot.

Killing a jackalope will serve little purpose - some even consider it to be bad luck - as the meat is inedible.

Animal

ST: 2 **HP:** 2 **Speed:** 6.50
DX: 14 **Will:** 12 **Move:** 14
IQ: 3 **Per:** 12 **Weight:** 10 - 15 lbs.
HT: 12 **FP:** 12 **SM:** -2 (<1 hex)

Dodge: 9 **Parry:** — **DR:** 0

Buck Charge (14): 1d-5 impaling. Reach C. A buck will charge a party of humans on sight, aiming at the weakest-armored person (it may be in rut, but it's not dumb). Treat this as a slam attack. If the victim loses or ties the Contest of DX, he takes the damage. After a charge, the buck will trot off in search of a female. It will totally ignore its victim-it has other things on its mind. If attacked, it will be very surprised (mental stun, two turns), then charge the attacker in extreme anger.

Traits: Impaling Strikers; Quarduped; Wild Animal

Habitat: Plains

Source: GURPS Bestiary 3e

Origin: ML (USA)

Jaculus

A jaculus is a winged snake that is fond of gliding from trees onto passers-by. It can fly as fast as most horses can run. It is small — no more than three feet long — but has a virulent venom that breaks down muscle tissue. Unlike other snakes, the jaculus does not have to swallow its prey whole; its teeth are designed for cutting, allowing it to consume even large mammals a bit at a time. It is a solitary animal, active dawn to dusk in the summer, afternoons in the fall and spring. During the winter, it hibernates underground.

The jaculus attacks by swooping from above, attempting to coil around the victim's neck (**Contest of DX**; the victim is at -2 for being attacked from above). On the following turn, it will bite at the most exposed



location on the upper part of the body. The bite can penetrate DR 2 armor.

On the turn after a successful attack, the jaculus will take to the air again, attacking others in the party or waiting for its victim to drop. On the ground, a jaculus has Speed 3.

Jaculus Animal

ST: 3 **HP:** 3 **Speed:** 6.75
DX: 14 **Will:** 10 **Move:** G3-A15
IQ: 3 **Per:** 10 **Weight:** 1-2 lbs.
HT: 13 **FP:** 13 **SM:** -2
Dodge: 9 **Parry:** — **DR:** 0

Bite (16): 1d-5 cutting, follow-up Venom.
Venom (F): Type C, 2d toxic.

Traits: Flight (Gliding, Air 14); Vermiform; Wild Animal
Habitat: Forest, Tropical Forest
Source: GURPS Fantasy Bestiary 3e
Origin: ML (Europe)

Jaguar, Flying

Flying jaguars once commonly ranged throughout the Olmec area but are now very rare. They had large, beautifully feathered wings - jaguar feathers would be incredibly valuable! They are also smarter than normal jaguars, with IQ 5 or occasionally 6.

Dire Animal (Hybrid)

ST: 15 **HP:** 15 **Speed:** 6
DX: 14 **Will:** 10 **Move:** G7, A14
IQ: 5 **Per:** 10
HT: 10 **FP:** 15 **SM:** +1 (2 hexes)
Dodge: 10 **Parry:** 11(8) **DR:** 0

Bite (16): 1d+1 cutting. Reach C.
Claws (16): 1d+1 cutting. Reach C.

Traits: Flight (Cannot Hover; Winged); Quadruped; Super Jump (high: 9'; broad: 15'); Wild Animal
Skills: Climbing-16; Flying-14; Swimming-14
Habitat: Desert, Mountains, Plains, Tropical Forest
Source: GURPS Aztecs
Origin: ML (Aztec)

Jezenky

This monster is of very dreadful appearance -2 to -3 to any **Fright Check**! It has an evil-looking human face with boar's tusks on a sow's body. The legs are those of a horse. It eats any human it can find, but prefers children.

It attacks humans on sight, charging and goring. It will then trample.

They are active at any time, and are usually solitary, but occasionally groups have been seen together.

Dire Animal (Hybrid)

ST: 17 **HP:** 17 **Speed:** 6.25
DX: 14 **Will:** 10 **Move:** 15
IQ: 10 **Per:** 10 **Weight:** 700 lbs.
HT: 11 **FP:** 11 **SM:** +1 (2 hexes)
Dodge: 9 **Parry:** - **DR:** 3

Fright Check: -2 or -3

Goring Tusks (14): 2d-1 cutting. Reach C.
Trample (14): 1d+2 crushing. Reach C.

Traits: Quadruped; Wild Animal
Habitat: Mountains, Forest.
Source: GURPS Fantasy Bestiary 3e
Origin: ML (Czech)

Kaliya

Kaliya is a unique 5-headed river serpent with magical powers. Each of the heads can strike in a single turn — and each injects a different venom!

Kaliya lives only on the bottom of a wide, slow bend of a river. The water for 20 yards around it burns the skin — treat it as being a hex of flame. It can come out of the river for up to an hour at a time, but there is no fire effect while it is on land.

Kaliya attacks with its heads into any adjacent front or side hex, and can also grapple for constricting.

It takes 6 cutting damage to cut off a single head: -3 to target an individual neck. The supreme head takes 8 cutting damage.

It is active any time, and usually solitary.

Rumor: It is said that the Kaliya leads an army of lesser, one-headed snakes, probably cobras.

Dire Animal (Hybrid)

ST: 16 **HP:** 16 **Speed:** 5.75
DX: 13 **Will:** 10 **Move:** W5, G4
IQ: 4 **Per:** 10 **Weight:** 600 lbs.
HT: 10 **FP:** 10 **SM:** +2 (6 hexes)
Dodge: 8 **Parry:** - **DR:** 3

Constriction (13): 1d crushing. Reach C.
Bite, Main Head (13): 1d-2 impaling, follow-up venom. Reach C.
Bite, Secondary Heads (13): 1d-4 impaling, follow-up venom. Reach C.
Venom (F): Main Head: Type J, 2d toxic. Secondary Heads: Type B, C, D, G 1d+2 toxic.

Traits: Vermiform; Wild Animal
Habitat: Fresh Water
Source: GURPS Fantasy Bestiary 3e
Origin: ML (India)

Kaushal

A kaushal is a hybrid bear with the legs of a wild ass. It has the berserk temperament of the former with the speed of the latter.

Fortunately, these animals are very timid around people, and will not attack unless they feel endangered in some way. Because they live in remote areas and don't encounter people often, even the sight of humans is enough to make them feel threatened!

Kaushals attack in close combat with their teeth, or kick to the rear hex.

If wounded, a kaushal will probably go berserk. They are diurnal animals, usually solitary except in the mating season (early fall).

Dire Animal (Hybrid)

ST: 17 **HP:** 17 **Speed:** 6.00
DX: 12 **Will:** 10 **Move:** 9
IQ: 5 **Per:** 10 **Weight:** 1,000 lbs.
HT: 12 **FP:** 12 **SM:** +1 (2 hexes)
Dodge: 9 **Parry:** - **DR:** 2

Bite (12): 1d+1 cutting. Reach C.
Kick (12): 1d+2 crushing. Reach C. Rear hexes only.

Traits: Quadruped; Wild Animal.
Habitat: Desert, Mountains.
Source: GURPS Fantasy Bestiary 3e
Origin: ML (Arabic)

Kekeko

The kekeko is an intelligent, talking bird, friendly to the downtrodden and needy. It is a special friend of children, orphans and those in desperate straits. It is about the size of a parrot, and looks similar, though its beak is much smaller. It knows a few magic spells, and never attacks anything. It speaks the local languages, but will not

know tongues from too far away. It is intensely bothered by evil people and monsters, and will help those striving to wipe out wickedness in the world.

The kekeko is actually very nosy, and will never pass up a chance to eavesdrop on travelers. It knows of most unusual events in its forest, but will only communicate news to those who are lost without it, and who are basically good people. It may spy on the party for awhile, listening from well-hidden branches. It will follow strangers for days without revealing itself, trying to find out why they are in its territory.

Those who are lost, starving, badly wounded, and so on, may meet the bird face to face — though from a safe distance. It will politely ask names, mission, and condition — even though it may already know these things. If it deems the mission - and the people — to be worthy and the party's condition to be really hopeless, it will offer aid. This will usually take the form of information: the location of edible plants and poisonous ones to avoid, which water is wholesome and which is not, the whereabouts of the evil they are trying to destroy or the holy hermit they are trying to consult, dangerous animals to beware of, and so on. It is oblivious to the world outside its forest, except for what it's picked up in the way of rumor from those traveling through.

The kekeko is diurnal by nature, but may stay active at night to help humans or snoop on their conversation. It will stand guard over a sleeping child, for example, but must rest part of the next day in that case. No one has ever seen two kekekos together.

Faerie

| | | |
|----------|----------|----------------|
| ST: 4 | HP: 4 | Speed: 6.25 |
| DX: 13 | Will: 15 | Move: A14 |
| IQ: 15 | Per: 15 | Weight: 5 lbs. |
| HT: 12 | FP: 12 | SM: -2 |
| Dodge: 9 | Parry: - | DR: 0 |

Traits: Flight; Wild Animal.

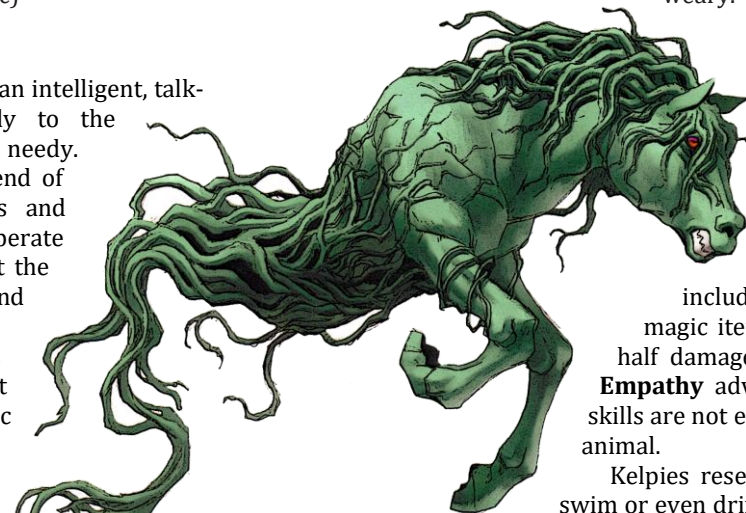
Spells: Bravery-15; Minor Healing-15 (only once per person); Peaceful Sleep-15.

Habitat: Jungle, Forest.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Indonesia)

Notes: The kekeko can cast **Minor Healing** only once for each person. It also knows **Bravery** to hearten the discouraged, and **Peaceful Sleep** to refresh the weary.



Kelpie

The kelpie is a malicious water-spirit that takes the form of a horse. It is active only at night. No more than one kelpie lives in any lake or river at a time. It is immune to all magic spells

including missile spells, but not magic items. Ordinary weapons do only half damage to a kelpie, and the **Animal Empathy** advantage and **Animal Handling** skills are not effective - the kelpie is not a true animal.

Kelpies resent trespass — those who fish, swim or even drink at a kelpie's lake or river are in trouble. They can be propitiated with gifts before trespassing, but never afterwards.

A kelpie will attack if it thinks it can destroy the offenders, but prefers a more subtle revenge — it curses the transgressors with the **Unluckiness** disadvantage.

If a kelpie actually attacks, it kicks to any front or rear hex or bites in close combat. It can come on shore, but prefers not to. It moves in or under the water at the same speed it moves on land, and breathes water and air equally well.

Rumor: Sometimes the kelpie is said to be able to breathe fire. If so, treat as for the *Kakutan*. This may also be the **Phantom Flame** spell.

Spirit

| | | |
|----------|----------|--------------------|
| ST: 21 | HP: 21 | Speed: 6.25 |
| DX: 13 | Will: 10 | Move: 12 |
| IQ: 8 | Per: 10 | Weight: 1,200 lbs. |
| HT: 12 | FP: 12 | SM: +1 (3 hexes) |
| Dodge: 9 | Parry: — | DR: — |

Unluckiness curse (15): This is only temporary, and will lead to a single misfortune that will come to pass within 48 hours. The curse may be resisted with a roll against **Will**. The kelpie must rise to the surface and be within three yards of the victim to cast the curse. It may cast one curse per turn, and only one curse per target. Note that this is not the same as the **Curse** spell.

Kick (15): 2d+1 crushing. Reach C, 1.

Bite (15): 2d cutting. Reach C.

Traits: Bad Temper (9); Magery 0; Quadruped.

Spells: Curse-15.

Habitat: Salt Water

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Celtic)

Kilin

This is the Chinese "unicorn," also known as Chi Lin or Ki Rin.

The Kilin rule as princes of the four-footed animals. The name is a combination of the male and female names of the same animal: the male is the ki, the female the lin. They look like tawny short-necked giraffes, with infinitely wise eyes. Most versions of Kilin have no horn, though some are said to have a single horn with a fleshy

tip — useless as a weapon. In melee, they lash out with their hooves.

When Kilin wish, they may walk straight up or down through the air, at their normal speed. These animals do not speak aloud, but they can spit out jade tablets with words inscribed on them. Each tablet contains \$500 worth of jade. Kilin know all Animal spells from the **GURPS Basic Set**. They are invisible unless they choose to be seen. Kili "allow mortals to glimpse them when some great man walks the earth".

The Princes of Four-Foots bring prophecies and advice to the wise. They also foretell the doom of Heaven's enemies. Kilin are intensely compassionate but recognize their duty to destroy the enemies of heaven. They may rally heroes for holy quests. Anyone impious enough to commit blasphemy while a Kilin is watching immediately succumbs to a fever. The victim must make an HT roll each day or lose 1d HT. On any day that the roll succeeds, the victim regains a single point of HT. Medicine cannot cure this disease, but the sufferer might win release by performing a quest of atonement.

Kilin Faerie

ST: 13 HP: 13 Speed: 7
DX: 16 Will: 19 Move: G18-A18
IQ: 19 Per: 19 Weight: 300 lbs.
HT: 12 FP: 12 SM: +1 (2 hexes)

Dodge: 11 Parry: — DR: —

Trample (16): 1d+1 crushing.

Fever (M, Magical): 1d toxic (HT vs. HT; Costs Fatigue, 1 FP; Malediction). See text.

Traits: Invisibility; Magery 1; Quadruped.

Spells: All Animal College spells-19

Habitat: Civilization

Source: GURPS Fantasy Bestiary 3e

Origin: ML (China)

Konoba

The konoba is a giant shrike (or butcher-bird) native to the west coast of Africa. It shares the habits of its smaller relatives, which are best known for their habit of impaling their prey on thorns. The purpose of this impalement is twofold: it secures the prey for the shrike to tear apart with its beak and claws, and it serves as

a way of storing excess food.

Konobas are often found in mated pairs, and are active during the day. They are large enough to prey on humans, and will not hesitate to do so. If you see small animals or even humans impaled on thorn-trees, it's likely there's a konoba nearby.

The konoba attacks from above in a swoop, attempting to pierce its prey with its sharp pointed beak. If this fails to dispatch the victim, the bird will peck and claw repeatedly while hovering.

Treat the initial attack as a **slam**. Additional attacks are considered normal attacks.

While hovering, the konoba has Move 8 for combat purposes; on the ground, it has Move 3.

Giant Animal (Bird)

ST: 11 HP: 11 Speed: 6.75
DX: 14 Will: 10 Move: G3, A8(25)*
IQ: 4 Per: 10 Weight: 200 lbs.
HT: 13 FP: 13 SM: +1 (2 hexes)

Dodge: 9 Parry: — DR: —

Swooping attack (16): 2d+1 impaling. Reach C.

Beak (16): 1d+1 impaling. Reach C.

Traits: Bird*; Striking ST +5; Wild Animal

Habitat: Desert, Forest, Plains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Africa)

*Bird template without Cannot Hover; Air Move information: Hover(Flight).

Kraken

Historically, the name kraken has been used to refer to a number of giant sea creatures. Here, it is used to mean a giant squid.

Krakens rarely come near shore, preferring to dwell in the deep ocean. Though their usual prey are whales and large fishes, they will not refuse a human snack or two. They continue to grow throughout their lives and thus vary considerably in size — anywhere from a mere 30 yards long to over 100. Their bodies are streamlined, with width being only 1/6 of total length. The details given here are for a *fairly* large kraken; a small specimen might be 50,000 lbs. (25 tons) and SM +7, with ST 40, while a real nightmare of the deep might weigh hundreds of tons, with SM +11 or higher and ST in the hundreds. HP are always twice ST.

A kraken attacking a ship will typically grab victims



off the decks with its tentacles (treat as a grapple) and carry them to its beak while performing a constriction attack. The krakens tentacles have ST 14. Two of these range from 10-70 yards in length (depending on the size of the kraken), with the other eight being much shorter. In diameter, the tentacles run from less than half a yard for the smaller krakens to more than a full yard for the larger ones. In one turn, the kraken may grapple with two of its tentacles and still defend normally. If it uses more tentacles, it gets no active defense. When attacking something out of the water, a tentacle can reach one-third of its total length in height. The tentacles get no Dodge roll unless the kraken's body is lying on the surface of the water – it must be able to see well to defend. The turn after it has grappled its victim, the kraken will try to draw its prey towards its beak. Each tentacle can lift 20 times its ST in pounds, and move it at a rate of one yard per second. If a victim seems too heavy for one tentacle to lift, the kraken will grapple with a second one. Tentacles can move victims or objects at a rate of one yard per second. Alternatively, a kraken may just grab an entire small vessel with all tentacles and try to drag it under. Each tentacle can take damage up to 20% of the kraken's total hit points before being disabled.

Kraken

Animal (Fish)

ST: 80 **HP:** 160 **Speed:** 6.25
DX: 13 **Will:** 11 **Move:** W9
IQ: 2 **Per:** 12 **Weight:** 250 tons
HT: 12 **FP:** 12 **SM:** +9 (70 hexes)
Dodge: 9 **Parry:** 10(7) **DR:** 3

Tentacles (13): 1d+2 crushing + grapple. Reach C-9. If grappled, roll each round contest of ST. If you loose, you take the damage, if you win, you get free.

Beak (13): 9d-1 cutting. Reach C.

Traits: Ambidexterity; Cold-Blooded (50°); Constriction Attack; Doesn't Breathe (Gills); Enhanced Move 1/2 (Water Speed 9); Extra Arms 8 (all arms are Extra-Flexible and Weak, 1/4 body ST; two are Long, +2 SM); Extra Attack 1; Injury Tolerance (No Neck, No Vitals); Night Vision 5; No Legs (Aquatic); Pressure Support 2; Sharp Beak; Subsonic Hearing; Wild Animal.

Skills: Survival (Open Ocean)-14.

Habitat: Salt Water

Source: GURPS Banestorm, Fantasy Bestiary 3e.

Origin: Fantasy

Notes: If a kraken's victim is dragged below the water, he will begin to drown (see *Drowning*). Each tentacle can take damage up to 20% of the kraken's total hit points before being disabled, and can only be amputated by cutting damage. Impaling damage against a kraken's tentacles is not doubled. Reaching the kraken's head or vitals normally requires going into the water to attack — the mark of a true hero!

Ku-ilio-loa

The ku-ilio-loa, or simply ku, is a unique dog-monster of Hawaii, active mostly at night. It is magical, and can fly even though it has no wings — its speed in the air is 18.

The ku can change its size at will. Sometimes it is seen as a small dog, less than two feet high at the shoulder. It can grow to be 12 feet (3.6m) high at the shoulder in one second! In its largest form, it is a 5-hex creature,

weighing over 1,000 lbs. (500kg). At its smallest, it is a 1-hex creature that weighs a mere 40 lbs. (20kg).

It only attacks as a 5-hex animal — it may approach them as a small, harmless-looking creature, or swoop down on prey from above. After an initial attack from the air (treat as a "Wild Swing" — it needs an 8 to hit), it will land and fight on the ground. It is very fond of human flesh. If hard pressed, it will fly away.

Giant Animal (Bird)

ST: 21 **HP:** 21 **Speed:** 5.75
DX: 13 **Will:** 10 **Move:** A18, G10
IQ: 6 **Per:** 10 **Weight:** var.
HT: 10 **FP:** 10 **SM:** var.
Dodge: 8 **Parry:** — **DR:** 4

Wild swing (8): 2d+2 crushing. Reach C.

Bite (13): 2d-1 cutting. Reach C.

Claw (13): 2d cutting. Reach C.

Traits: Morph (see text); Quadruped; Wild Animal.

Habitat: Mountains, Jungle.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Hawaii)

Kuchedra

A kuchedra is a giant monster, horrible to see. It is very large, shaped like a hideous woman from the waist up, with scaly green skin mid long claws. From the waist down she has the body of a reptile. The tail is long and carries many razor-sharp tusks along each edge. The red hair on her head writhes like snakes (though it has no other snakelike features), and hangs down to her navel. The eyes glow like smoky lanterns, and she has a terrible roar. The mouth constantly drools a putrid yellow foam. A kuchedra is roughly 12 yards long and 2 wide, but when she rears up, her first six hexes rise over the seventh.

Kuchedras can speak, but only very simply and crudely. They eat only once a month, but are very fussy eaters: a live maiden is their only food. Their speech is limited to demanding a monthly tribute or threatening to poison the local water supply. They sleep between meals, but not deeply.

They usually walk on all fours, but can rear up on the hind two legs to strike with a two-hex reach with the front claws. They can also do a tail sweep, up to two hexes on one side or the other of the last 3 hexes. They have only DX 11 with the tail, and must roll to hit each target. Anyone hit must make a ST roll or fall down.

They can spit venom; this doesn't need to break the skin to be effective. This toxin also kills plants and poisons water supplies (2d to anyone drinking such water). The foam that is constantly dribbling from the kuchedra's mouth is the poison, and she has a range of 10 yards. Roll against DX, modified for range.

A kuchedra will prefer to lair in a large cave near a river. Thus she may poison the water source of any town that is downstream. They live to be very old, and don't even assume the shape described here until they are 200 years old — they spend their first 50 years as at worm! No one has ever seen a male kuchedra, and it is speculated that they are really hermaphroditic.

Rumors: It is said that the tongue of a kuchedra, carefully cut out with a silver sword, is proof against hostile magic. If so, treat it as an item of +5 **Magic Resistance**. The tongue is long and thin, and can be worn like a belt, under clothing if desired.

The old folks of Albania say that the kucedra's venom cannot harm anyone carrying a cradle! However, a cradle weighs at least 10 lbs. (5kg) and takes one hand to carry - it cannot be carried in a pack to be effective. The GM may require a successful **Block** roll with the cradle for it to work. This would be at **Block-3** for its awkward shape.

Kucedra

Mundane

ST: 35 **HP:** 35 **Speed:** 5.75
DX: 13 **Will:** 10 **Move:** 4
IQ: 7 **Per:** 10* **Weight:** 30 tons
HT: 10 **FP:** 10 **SM:** +2 (12x2 hexes)
Dodge: 8 **Parry:** 10(7) **DR:** 2 (legs/tail only)

Fright Check: -4

Talons (15): 4d+1 impaling. Reach C, 1.

Tail tusks (11): 2d+4 cutting. Reach C, 1-2; Limited Arc, behind.

Venom Spit (Breath-13, Biological): Type B 2d toxic (with the following additions: Range 10 [no 1/2D]; no Follow-Up).

Traits: Extra Arm (Tail; Long; Weak, ST 20); Light Sleeper; Supernatural Durability (see notes); Terror (Fright Check -4; Always On); Weakness (silver-edged weapons; x2).

Habitat: Mountains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Albania)

Notes: The kucedra can be harmed by any weapon, but can only be killed by a silver-edged weapon, which does double damage. If her HT goes below zero, she stops attacking, but will not die unless a silver sword is used — hits below zero HT have no further effect. She will regain 3 HT per day, up to her original amount, unless slain.

*A kucedra's hearing in its sleep is 12.

Kugdlugiak

The kugdlugiak is a giant worm, a yard wide, with many small legs. It is very fast, however, and can chase humans across the ice and snow quite efficiently. It burrows in soft snow at a speed of 3, and climbs over rocks at the same speed. Otherwise, use the listed speed.

It has many eyes scattered around its head and has peripheral vision. As soon as it catches sight of humans, it pursues them - it is always hungry, day and night. It has no teeth or limbs with claws, but its gaping maw is hardened with ice.

Giant Animal (Vermin)

ST: 26 **HP:** 26 **Speed:** 5.50
DX: 12 **Will:** 10 **Move:** 10
IQ: 3 **Per:** 10 **Weight:** 5+ tons
HT: 10 **FP:** 10 **SM:** +4 (10-15 hexes)
Dodge: 8 **Parry:** — **DR:** 4

Bite (13): 2d+1 crushing. Reach C.

Traits: Burrowing (Speed 3); Peripheral Vision; Vermiform; Wild Animal.

Habitat: Arctic

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Eskimo)

Lamia

Lamiae are woman-headed snakes. There are many types mentioned in the legends, so many that it is hard to pin down a particular form. All legends agree that the lamia is a vicious enemy of humanity, attacking both openly and through cunning, and having a fondness for the flesh of children.

One common legend has it that the lamia can shapeshift for a limited time. It is able to appear as a beautiful woman for up to half an hour per day, in which time it tries to seduce (nonverbally — it can't speak) a young man into embracing it in some lonely place. At this point, it returns to snake form (one second), constricting its victim in its coils, and drinking his blood as would a vampire.

Rumor: Another legend states that it has the ability to charm its victims. If so, give the lamia the **Charm** spell at skill 15. The spell takes no time or fatigue to cast, is at a -1 for every hex of distance to the target, and is resisted by IQ. Its effects last for one minute or until the victim is bitten, whichever comes first. The lamia can

communicate her orders mentally.

Dire Animal (Reptile)

ST: 12 **HP:** 12 **Speed:** 6.00
DX: 13 **Will:** 10 **Move:** 4
IQ: 7 **Per:** 10 **Weight:** 150-300 lbs.
HT: 11 **FP:** 11 **SM:** 0 (2hexes)

Dodge: 9 **Parry:** — **DR:** 2

Grapple (13): 1d-3 crushing. Reach C. Only plate armor protects. A Contest of ST is needed to break free of the grapple. The lamia does not need to make a DX roll to grapple if she and her victim are already embracing when she shapechanges, or if the victim is charmed (see Rumor). Otherwise, normal grapple rules apply.

Bite (13): 1d-2 cutting. Reach C. The neck bite suffers no penalty for close combat, and no further rolls to hit are needed once the teeth are in the neck — unless the victim succeeds in breaking free. The bite does 3 hits damage per minute as the lamia sucks its victim's blood. It cannot penetrate any armor greater than DR 1.

Traits: Vermiform; Wild Animal.

Habitat: Desert, Subterranean.

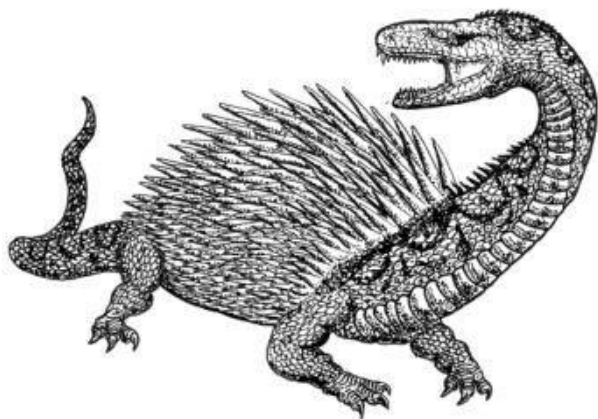
Source: GURPS Fantasy Bestiary 3e

Origin: ML (Greece)



La Velue

La Velue is a unique monster, known in English as the Shaggy Beast. It is the size of a large bull, with long green fur and a large nonpoisonous snake's head. Its feet are shaped like tortoise feet (it can swim, even underwater, at Speed 2) and the tail is another snake — this one highly poisonous. The fur has quills scattered throughout, impossible to see until too late. The Shaggy Beast is a nocturnal carnivore, preferring the tender flesh of young women and children above all else - although it will eat livestock, deer, men, and so on if its favorites can't be found.



As La Velue charges, the large snake-mouth hisses, feinting at its foes. The main attack, though, comes from the snake-tail, which can lash out into any of the rear hexes. It has full coordination with both heads, and can attack with each, every turn.

If La Velue's opponents are encased in metal armor, it will attempt to knock them down and trample them.

In the legend, only its tail was vulnerable - in fact, the Shaggy Beast was killed by a blow to the tail. This can be handled in one of three ways, and the players should not know which of these might be true:

A) The beast has a high DR everywhere except the tail. The tail has DR 0; all other locations have, DR 4.

B) La Velue is completely invulnerable except in the tail. Blows to the rest of the body do no damage whatsoever.

C) Blows to the body do half damage, while blows to the tail do full damage.

In all cases, the tail is at -4 to be hit due to its size and movement, and has a **Dodge** of 7. The tail has DR 0. If the tail takes 12 hits in one cutting attack, it is severed and La Velue immediately dies. The killing blow must be on the tail, regardless of how the GM decides to play the invulnerability.

La Velue

Dire Animal

| | | |
|---------------------|-----------------|-------------------------|
| ST: 28 | HP: 28 | Speed: 5.25 |
| DX: 9 | Will: 10 | Move: 7 |
| IQ: 4 | Per: 10 | Weight: 1.5 tons |
| HT: 12 | FP: 12 | SM: +1 (3 hexes) |
| Dodge: 8 (9) | Parry: — | DR: 4/0 |

Fire Breath: 1d+1 burning. Reach 3. La Velue can breathe fire, but prefers to do so only as a last resort — each breath costs it 3 fatigue. The breath hits automatically (but cannot fire through one figure to get another): the only defense is to Block, or Dodge and Retreat.

Quills: 1d-4 impaling. Reach C. La Velue savagely attacks any party that it meets. Its favourite tactic is to

charge into the middle of a group of foes, swerving frequently to brush against as many people as possible. Each person attacked in this way must win a Contest of DX or be stabbed with 1-6 quills. Each quill does an additional point of damage coming out unless the victim spends 10 minutes per quill to remove them carefully. A successful Physician roll, by someone else, will halve this time.

Large Head Bite (9): 1d cutting. Reach C.

Small Head Bite (14): 1d-4 pi, follow-up venom. Reach C. Rear hexes only. The snake-tail can pierce DR 2 armor; it will aim at the most exposed part of its victim. If 0 damage get through armor, the follow-up venom takes effect.

Venom (F): Type A 2d toxic. The venom takes effect after one minute. La Velue can move up to 4 hexes before biting with the snake-tail, and still defend itself normally.

Trample (9): 1d crushing. Reach C. It does less damage than normal for its weight, due to its unusual foot structure.

Traits: Extra Attack (both heads can attack each turn); Extra Head; Invulnerability (see text); Wild Animal.

Habitat: Forest.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (France)

Lau

Lau are hideous creatures that inhabit deep jungles. They are so ugly that humans have been known to faint at the mere sight of them. They are very secretive, and never come out of the jungle. They are roughly humanoid in shape, but lean on their long front limbs as a gorilla does to walk. Their faces are wart-covered, with slimy, red skin and protruding teeth.

Lau not only eat people, but steal their souls! They cast the spell **Soul Jar**-15 on unconscious victims, then eat the body. The souls are kept in the skulls of previous victims, stopped up with clay. This is a serious matter, as any trapped soul cannot progress to the hereafter - and it's not even in its own skull!

(The **Soul Jar** spell traps the victim's soul in some object — a skull, in this case. The subject must be unconscious. If the victim returns to consciousness, his center of awareness is still in his body. If the body dies, the consciousness moves to the skull — from which he can hear, see and even cast spells if he knows them at level 21+. Anyone handling the skull can communicate directly with the soul — but after long years of dormancy, a soul might not "awaken" enough to respond. Breaking the skull kills the soul inside, even if the body is still alive. There is no hope of resurrection from such a death.)

It is not known why the lau collect the souls, but they are said to have caves full of them.

They attack from ambush in groups of up to 10. They grapple with their long front arms, then bite. They will not kill victims outright, but will drag them home to steal their souls. They are active at any time.

Rumor: Another breed of lau lives under the sea. These come up to the shore at night, searching for victims. or attack small boats.

Faerie

| | | |
|---------------|-----------------|-------------------------|
| ST: 13 | HP: 13 | Speed: 6.75 |
| DX: 13 | Will: 10 | Move: 7 |
| IQ: 5 | Per: 10 | Weight: 300 lbs. |

HT: 14 **FP:** 14 **SM:** 0 (2 hexes)

Dodge: 9 **Parry:** — **DR:** —

Fright Check: -4.

Bite (13): 1d-1 cutting. Reach C.

Traits: Magery 0; Semi-Upright; Wild Animal

Spells: Soul Jar-15

Habitat: Tropical Forest

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Andaman)

Sea Lau

Dire Animal

ST: 13 **HP:** 13 **Speed:** 6.75

DX: 13 **Will:** 10 **Move:** W7

IQ: 5 **Per:** 10 **Weight:** 300 lbs.

HT: 14 **FP:** 14 **SM:** 0 (2 hexes)

Dodge: 9 **Parry:** — **DR:** —

Fright Check: -4.

Bite (13): 1d-1 cutting. Reach C.

Traits: Doesn't Breathe (Aquatic); Magery 0; Semi-Upright; Wild Animal

Skills: Swimming-15

Spells: Soul Jar-15

Habitat: Salt Water

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Andaman)

Leontophontes

A leontophontes is a small animal about the size of a house cat. It has a tail and mane of vegetable material, resembling common bushes. It is difficult to spot; make **Vision** rolls at -4.

These creatures have no attack, being anteaters with long, sticky tongues instead of teeth. Their flesh is deadly poison to lions, however, doing 4d damage! For this reason, they are captured and killed, their meat being mixed with beef as bait for marauding lions.

Rumor: Their flesh is deadly to any animal that cats it. If true, treat it as the **Thanatos** elixir. (4d damage if a HT roll is failed; 2d damage if the HT roll is made.)

Animal

ST: 4 **HP:** 4 **Speed:** 6

DX: 11 **Will:** 10 **Move:** 9

IQ: 4 **Per:** 10 **Weight:** 4-8 lbs.

HT: 13 **FP:** 13 **SM:** -3

Dodge: 9 **Parry:** — **DR:** —

Poison Skin (A): 2d toxic (Aura; Melee Attack; Resist HT-5; Secondary, 2d toxic [additional]).

Traits: Quadruped; Wild Animal.

Habitat: Desert, Plains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

Lesovic

Lesovik are nature spirits, which inhabit a particular area, and can assume the shape of any animal or plant in their realm — changing shape at will! Those in the forest will take the shape of forest animals — the stats are for a bear, for example, though the lesovik could just as easily take the form of a squirrel. They never leave foot-

prints, no matter what form they are in, though they are otherwise corporeal. See the **GURPS Bestiary** for various animal forms by habitat — each lesovik is bound to a single biome. They understand the speech of all animals in the area, but will not serve as translators unless it suits them to do so. They cannot speak human tongues, but can communicate through gesture.

They protect their holdings fiercely, not bothering the conscientious hunter or woodcutter, but attacking anyone who they feel is abusing their lands. Lesoviks are disturbed by whistling and shouting though and will chase away those who persist in those actions. If a very evil and powerful foe (a mage, for instance) settles in their domain, they may try to enlist good people to help them drive the enemy away. They hate Orcs and other odious races.

Sometimes there is only one lesovik in an area, sometimes many. If there are more than one, a czar-lesovik is in charge of the others. While not strictly beasts, they have more in common with animals than humans. Lesoviks understand the speech and psychology of animals much better than they do that of people, and will never allow any abuse of any creature in their domain if they can help it.

Faerie

ST: 14 **HP:** 14 **Speed:** 6.00

DX: 13 **Will:** 10 **Move:** 7

IQ: 9 **Per:** 10 **Weight:** 800-1000 lbs.

HT: 11 **FP:** 11 **SM:** ?

Dodge: 9 **Parry:** — **DR:** ?

Claw (13): 1d-1 crushing. Reach C.

Traits: Shapeshift (Magical, takes 3 seconds); Wild Animal.

Features: Does not leave footprints.

Habitat: Forest, Plains, Swamps, Mountains, Jungle.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Russia)

Leucrocotta

A leucrocotta is a swift animal the size of a donkey with a badger's head, the legs of a deer, and the neck, tail and chest of a lion. Its huge bizarre grin reveals, instead of teeth, two continuous bones lining its top and bottom jaws. The bones' jagged edges leave no doubt that this animal is a carnivore.

The leucrocotta is a solitary diurnal animal with a taste for human flesh. Its screams and moans imitate the sound of a human in distress, frequently luring the unwary to their deaths. Anyone failing a **Naturalist** skill roll will be deceived, the GM rolls in secret for each player, at default if necessary.



It will attack a small party of humans on sight. It does not stalk or wait for stragglers - if a party is too large, it will simply go elsewhere. It will avoid iron-clad parties — though it will take “aimed shots” at less armored parts of the body on a single metal-armored PC.

Its bite is its major attack though it can also kick into any front or back hex. It will charge in close and **All-Out Attack** then wheel to attack anyone trying to get behind it. It will keep up a series of non-stop attacks, hoping to demoralize its opponents and cause flight. It will then single out one foe to take down, letting the rest escape. It will flee if it takes 25 percent of its hit points in wounds.

Hybrid Animal

| | | |
|-----------------|-----------------|-------------------------|
| ST: 15 | HP: 14 | Speed: 6.00 |
| DX: 14 | Will: 10 | Move: 16 |
| IQ: 4 | Per: 10 | Weight: 700 lbs. |
| HT: 10 | FP: 11 | SM: 0 (2 hexes) |
| Dodge: 9 | Parry: — | DR: 1 |

Bite (14): 1d cutting. Reach C.

Kick (14): 1d+1 crushing. Reach C. Front or back hexes only.

Traits: Wild Animal.

Skills: Ventriloquism-14.

Habitat: Jungle.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

Leviathan

Leviathan, mentioned in the Bible, is the most massive, powerful and awe-inspiring sea monster in the world. It is never described beyond its incredibly thick hide and huge mouth. It may resemble a whale or a dragonlike creature. Perhaps it feeds on kraken as a whale feeds on squid! Its strength and weight are beyond calculation.

It might be seen once in a lifetime, if that. It can swallow whole ships in a single gulp. It would probably not even notice a single foe.

Rumor: It is said that Leviathan is the master of the



sea, knowing the **Fish Control** and **Mollusk Control** spells at skill 21.

Giant Animal (Mammal)

| | | |
|-----------------|-----------------|------------------|
| ST: ? | HP: ? | Speed: 6 |
| DX: 10 | Will: 10 | Move: W20 |
| IQ: 4 | Per: 10 | |
| HT: 14 | FP: 14 | SM: ? |
| Dodge: 9 | Parry: — | DR: ? |

Traits: Immunity (all physical attacks); Marine Mammal; Quadruped; Wild Animal.

Habitat: Salt Water

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Hebrew)

Lilim

Lilim are the descendants of Lilith, Adam’s first wife. They are monsters with the hindquarters of a donkey, the body of a human, and the wings of an eagle. They are not rational. Though they have human faces, there is no light of intelligence in their eyes, and their teeth are the teeth of a carnivore.

They can fly at the speed listed above, but move only 6 on the ground, on which they use only two legs. Lilim are the sworn enemies of humanity, since their mother rejected Adam and all his kin. They attack by biting, and can grapple with their hands, but cannot use weapons. They can punch, doing damage as for humans of their ST.

Lilim are found in groups of 5 to 20, and are active any time.

Rumor: Some say that lilim are created daily, and die 24 hours later. They do not eat, and rampage against

humanity as a protest against their short existence. If this is so, then Lilith herself must be tracked down to stop their daily creation. Unfortunately, she is at demon with many magic spells, approximately a 1,000-point character!

Lilim

Dire Animal (Hybrid)

ST: 12 **HP:** 12 **Speed:** 6.00
DX: 13 **Will:** 10 **Move:** A10, G6
IQ: 5 **Per:** 10 **Weight:** 180-200 lbs.
HT: 11 **FP:** 11 **SM:** 0 (1 hex)
Dodge: 9 **Parry:** — **DR:** 1

Bite (13): 1d-2 cutting. Reach C.

Punch (13): 1d+1 crushing. Reach C.

Traits: Winged Flight; Wild Animal.

Habitat: Desert, Plains.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Hebrew)

Lucsa

The lucsa is a many-handed monster living in shallow water, down to 50 feet (15m) deep. It resembles an octopus, but its six tentacles end in hands, not suckers. The body is bony, unlike that of an octopus, and it has teeth rather than a beak.

A lucsa grapples and draws creatures towards its mouth. The body never surfaces, but comes very close. The hands have been known to reach onto boats to draw people off, but grope randomly around until they feel someone. It takes 3 hits cutting damage to cut through a tentacle, and all six may grapple or pull an opponent in a single turn.

There is a fresh-water variety of lucsa, somewhat smaller, that lives in brackish pools and swamps.

Dire Animal

ST: 14 **HP:** 14 **Speed:** 6.00
DX: 13 **Will:** 10 **Move:** W4
IQ: 5 **Per:** 10 **Weight:** 180-200 lbs.
HT: 11 **FP:** 11 **SM:** 0 (1 hex)
Dodge: 9 **Parry:** — **DR:** 1

Grapple (10 or 16): Grapples with ST 11. Each additional hand on the same victim add +2 to its ST. If it can't see its victim, it grapples with 10. If it can see it, it grapples with 16. It draws people towards its mouth by winning a Contest of ST.

Bite (14): 1d-1 cutting. Reach C.

Traits: Extra Arms (total 6); Wild Animal.

Habitat: Fresh Water, Salt Water, Swamps.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Bahamas)

Makara

Makara is a generic Sanskrit word meaning any fabulous beast that is half fish, half mammal. Our western Capricorn (half goat, half fish) could be considered a makara. There are also elephant makaras, lion makaras, tiger makaras, and so on - in fact, mermaids could be considered makaras! A horse makara is also known as a hippocampus.

The GM may invent other types of Makara. The stats are dependent on the species — elephant makaras are



stronger but less dextrous than goat makaras, for example.

The nature of any particular makara is also left up to the GM. Some are inimical to man, some friendly, some can be swayed either way. Others are tricksters that help humans, but love to tease them first. This nature doesn't even seem to be species-related - some tiger makaras help and some attack.

Makaras have limited intelligence. They cannot speak (mermaids are an exception), nor do they understand human speech. They can sense distress, however, and will respond to it according to their individual natures. After a shipwreck, for example, one might show up to aid — or eat — the survivors.

Those makaras which aid people will intuitively understand most basic needs - food, fresh water, land, protection from sharks, and so on. They will not aid quests beyond these universal needs - no locating the long lost Wish Ring of Count Bufo, for example. Likewise, they will not help recover dropped weapons, backpacks or other possessions. They will sometimes allow themselves to be ridden - make a reaction roll.

Those makaras which are inimical to humans will attack ravenously. For makaras that can be swayed either way, make a reaction roll with appropriate modifiers.

A makara *can* come onto land, but is extremely handicapped if it does so. On land, its Speed is 1, and DX is halved for all purposes; it must return to water within one hour, or lose 1 hit point per minute thereafter.

Elephant Makara

Animal (Hybrid)

ST: 30 **HP:** 30 **Speed:** 6.50
DX: 12 **Will:** 10 **Move:** W8, G1
IQ: 6 **Per:** 10 **Weight:** 1-3 tons
HT: 14 **FP:** 14 **SM:** +3 (7 hexes)
Dodge: 9 **Parry:** — **DR:** 2 (TS)

Tusk Ram (12): 4d-1 crushing. Reach C. Front Hexes only.

Traits: Amphibious; Crushing Striker; Dependency (Water, hourly, loses 1 hit per minute if deprived of water for more than a hour); Doesn't Breathe (Gills); Wild Animal.

Habitat: Salt Water

Source: GURPS Fantasy Bestiary 3e

Origin: ML (India)

Goat Makara (Capricorn)

Animal (Hybrid)

ST: 12 **HP:** 12 **Speed:** 6.25
DX: 13 **Will:** 10 **Move:** W9, G1

IQ: 4 **Per:** 10 **Weight:** 50-400 lbs.
HT: 12 **FP:** 12 **SM:** 0 (1-2 hexes)

Dodge: 9 **Parry:** — **DR:** 0

Horn Ram (13): 1d crushing. Reach C. Front Hexes only.

Traits: Amphibious; Crushing Striker; Dependency (Water, hourly, loses 1 hit per minute if deprived of water for more than a hour); Doesn't Breathe (Gills); Wild Animal.

Habitat: Salt Water

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

Horse Makara (Hippocampus)

Animal (Hybrid)

ST: 19 **HP:** 19 **Speed:** 5.25
DX: 9 **Will:** 10 **Move:** W12, G1
IQ: 6 **Per:** 10 **Weight:** 0.5-1 ton
HT: 12 **FP:** 12 **SM:** +1 (3 hexes)

Dodge: 8 **Parry:** — **DR:** 0

Hooves (9): 2d+1 crushing. Reach C. Front Hexes only.

Traits: Amphibious; Hooves; Dependency (Water, hourly, loses 1 hit per minute if deprived of water for more than a hour); Doesn't Breathe (Gills); Wild Animal.

Habitat: Salt Water

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

Tiger Makara

Animal (Hybrid)

ST: 17 **HP:** 17 **Speed:** 6.50
DX: 14 **Will:** 10 **Move:** W10, G1
IQ: 4 **Per:** 10 **Weight:** 300-500 lbs.
HT: 12 **FP:** 12 **SM:** +1 (3 hexes)

Dodge: 9 **Parry:** — **DR:** 1 (TS)

Claws (14): 1d+2 cutting. Reach C. Front Hexes only.

Traits: Amphibious; Sharp Claws; Dependency (Water, hourly, loses 1 hit per minute if deprived of water for more than a hour); Doesn't Breathe (Gills); Wild Animal.

Habitat: Salt Water

Source: GURPS Fantasy Bestiary 3e

Origin: ML (India)

Manticore

These rare monsters have sharp-toothed human heads, the bodies of lions, and the poisoned tails of scorpions. They are found only in the most remote wilderness. Manticores combine a human intelligence with a malicious nature. Though they do not use tools, they are not "animals" and cannot be controlled by animal-control spells. They despise all other intelligent creatures, though they may cooperate if bribed or threatened.

In close combat, the manticore attacks by biting and clawing. However, it normally fires spines at its prey or uses its poisoned sting instead. This has a reach of one hex in all directions from the manticore's rear hex. To hit with the sting, the manticore must roll its DX. Any attempt to parry the sting is at -2. The sting will penetrate DR 1 or 2, but will be deflected by greater armor. If it penetrates, it injects venom.

Anyone killed by the poison will quickly bloat and liquefy ... food for the manticore.

Mundane

ST: 19 **HP:** 19 **Speed:** 6.25
DX: 13 **Will:** 11 **Move:** 9
IQ: 9 **Per:** 12 **Weight:** 500 lbs.
HT: 12 **FP:** 12 **SM:** +1

Dodge: 10 **Parry:** — **DR:** 1

Tail Darts (14): 1d+1 impaling, 1/2D 10, Max 100, Acc 3, RoF 1, Recoil 1.

Poisoned Sting (13): 1d-3 piercing. Reach C, rear hexes only. Follow-up venom.

Venom: Type C, 3d toxic.

Claws (13): 2d-1 cutting.

Bite (13): 1d+2 cutting.

Traits: Combat Reflexes; DR 1; Impaling Attack 1d+1 (Tail Darts); Night Vision 2; Odious Racial Habit (Eating Humans); Penetrating Voice; Quadruped; Restricted Diet (Fresh Meat); Sharp Claws; Sharp Teeth; Temperature Tolerance 1; Wild Animal.

Emblematic Trait: Fearlessness +3.

Skills: Brawling-13; Innate Attack (Projectile)-14; Stealth-13.

Source: F48, GURPS Fantasy Bestiary 3e.

Origin: ML (Europe)

Mantis, Giant

The giant mantis stands on four of its six legs, towering up to 8 feet (2.4m) in height. The other two legs, armed with wicked spikes, are used to seize and hold prey. A solitary ambusher, the mantis hides in bushes near game trails (IQ-4 to be spotted), waiting for unwary passers-by.

As its prospective dinner enters an adjacent hex, it lashes out with both forefeet, grabbing its victim. Treat this as an attack at 1-hex reach that grapples if the victim loses the Contest of DX. Once having grappled its



victim, the mantis begins to feast, generally biting its prey on the neck first to kill it.

The mantis's forelegs do damage on the turn that it grapples. Breaking free from the mantis's grapple requires either a successful Contest of ST or doing enough damage to cripple the limbs (crippling one leg halves the mantis's ST for grappling). The mantis bites only after having grappled its prey.

Giant Mantis

Animal (Vermin)

ST: 17* **HP:** 17 **Speed:** 5.50
DX: 12 **Will:** 10 **Move:** 5
IQ: 2 **Per:** 10 **Weight:** 500 lbs.
HT: 10 **FP:** 10 **SM:** +1

Dodge: 9 **Parry:** 9(6) **DR:** —

Forelegs (12): 2d+1 crushing + grapple. Reach C, 1.

Bite (12): 1d+2 cutting. Reach C.

Traits: Insect; Wild Animal

Skills: Wrestling-12

Climate: Subtropical, Tropical

Habitat: Forest, Swamp, Jungle

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

*ST range 17-19 depending on weight.

Marool

A marool is a hideous reptilian humanoid.

It walks on two feet, is green, has webbing between its fingers and toes, and gill slits in its throat. It is the size of a large man, and its face resembles that of a fish — a fish with fangs! Its fingers have long, sharp claws, and it craves human flesh.

The marool comes on shore only in storms. It breathes air, but not well, and must return to the sea an hour after leaving it. It walks on two legs, moving 6 on land or in water.

When it finds people, it tears into them like a shark in a feeding frenzy. A marool All-out Attacks every turn, making two attacks. It has a reach of 1 hex with its claws. It can also bite in close combat.

It fights to the death, or to the end of the storm, or to the end of its hour. A marool is not intelligent, and speaks no languages.

Dire Animal

ST: 13 **HP:** 13 **Speed:** 6.75
DX: 14 **Will:** 10 **Move:** 6
IQ: 3 **Per:** 10 **Weight:** 250 lbs.
HT: 13 **FP:** 13 **SM:** 0

Dodge: —* **Parry:** 11(8) **DR:** —

Fangs (16): 1d impaling. Reach C.

Claws (16): 1d cutting. Reach C, 1.

Traits: Berserk (9); Dependency (Water, 1 hour); Wild Animal

Habitat: Salt Water

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Celtic)

*Marools never attempt to dodge.

Mazamitli

This animal was about the size and shape of a small deer and typically hid in a herd of deer, which apparently couldn't recognize it. When hungry, this predator revealed hooked claws to seize unsuspecting prey — sometimes a deer, sometimes a hunter! It then opened its thick jaws and used its fangs to rip its catch from neck to belly, scattering entrails with its claws. The *mazamitli* then feasted on the remains.

Dire Animal

ST: 10 **HP:** 10 **Speed:** 7
DX: 15 **Will:** 10 **Move:** 9
IQ: 4 **Per:** 10
HT: 13 **FP:** 13 **SM:** 0

Dodge: 10 **Parry:** 11(8) **DR:** —

Claws (17): 1d-2 cutting. Reach C.

Fangs (17): 1d-2 impaling. Reach C.

Traits: Quadruped; Wild Animal.

Habitat: Forest

Source: GURPS Aztecs

Origin: ML (Aztec)

Medusa

Medusa is the only mortal of the three Gorgon sisters. She is a unique winged creature, covered with hard dragon scales. She has snakes for hair, and anyone who looks at her is turned to stone. The oldest tales said nothing of a human head — they reported that the Gorgons were a type of dragon. Yet by the time of the classical Greeks, Medusa was represented with a human face. She was finally slain by Perseus, and he needed five magical items to accomplish the task!

The GM may create an entire race of gorgons — if so, they have the same stats and description as Medusa, and all are mortal. Anyone who once resists being turned to stone by a gorgon becomes immune to that gorgon's petrifying ability, but not to other gorgons.

The original gorgons lived on an island, removed from human society. They may live wherever humans wouldn't normally come.

Rumor: There is a medieval rumor of partial **Stone to Flesh** effect, though the ancient Greeks say nothing about this.

Anyone who fails the **HT** roll by 5 or more is a statue, period. But should someone fail a resistance roll by less than that, he is only partly turned to stone. For every one point he fails the roll by, his **DX** is reduced by -2. For every two points he fails the roll by, his **Toughness** is increased by +1! The skin becomes grayish, acrobatics become impossible and even the intellect gets a little



thick: -1 **IQ** for every two points by which the roll is missed.

The condition is reversed as per full petrification. If he looks again at the medusa, he must make another resistance roll. Failure is cumulative: failing the first roll by 3 and the second by 2 means he's totally petrified.

Medusa

Mundane

ST: 10 **HP:** 10 **Speed:** 5.50
DX: 12 **Will:** 10 **Move:** A12/6
IQ: 10 **Per:** 10 **Weight:** 140 lbs.
HT: 10 **FP:** 10 **SM:** 0

Dodge: 8 **Parry:** — **DR:** 1

Petrifying Aura: Roll vs. HT. Anyone who looks directly at Medusa and fails the resistance roll becomes completely petrified - a stone statue. A new resistance roll is needed every second that Medusa is viewed! The effect is permanent unless reversed by another spell. The aura immediately goes into effect when the victim looks at Medusa; it does not count as an action for her. The petrification may be reversed by a *Stone to Flesh* spell, *Remove Curse* or *Great Wish*. Anyone looking at a reflection of Medusa is not affected by the aura. Anyone fighting while looking in a mirror is at -5; attacks with eyes closed are at at -10 penalty. Bronze mirrors cost \$50 at TL2 and TL3.

Claws (12): 1d-2 cutting. Reach C.

Traits: Petrifying Aura (see above); Winged Flight.

Habitat: Subterranean

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Greece)

Mermecoleon

A curious beast, half lion, half giant ant. One must assume a magical origin, possibly the experiment of an insane mage. At any rate, one meets these in the desert occasionally.

They cannot eat, so their time on earth is undoubtedly limited. The ant part of them rejects the meat that the lion half tries to eat. Maybe this explains their savage attacks on everything they meet — they are trying (in vain) to find sustenance. No one knows how they arrive at adult size or how long they live.

The mermecoleon attacks like a lion, biting and clawing in close combat, but its speed and strength are affected by its ant origins - it is slower and stronger than a lion. Treat it as an especially vicious lion, except that it cannot eat its kills.

Animal (Hybrid)

ST: 18 **HP:** 18 **Speed:** 6.00
DX: 12 **Will:** 10 **Move:** 8
IQ: 4 **Per:** 10 **Weight:** 300-500 lbs.
HT: 12 **FP:** 12 **SM:** +1 (2 hexes)

Dodge: 9 **Parry:** - **DR:** 2 (TS)

Bite (12): 1d+1 cutting. Reach C.

Claw (12): 1d+2 cutting. Reach C.

Traits: Wild Animal

Habitat: Desert

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

Mermex

Mermexes are giant ants that live in large underground nests containing scores or even hundreds of individuals. Some have huge tusks, like a boar. They are communally minded creatures, each working for the good of the nest. They have no individuality.

Mermexes are divided into soldier and worker castes - only soldiers have tusks. For every soldier in the colony, there will be 10-15 workers. The workers don't attack at all — they seek non-moving food and gold. The soldiers are often hunters, and will attack living creatures as food, as well as defend the nests. Foraging parties number from 2-12 individuals.

While foraging, the mermexes leave chemical trails behind them. If a mermex finds food (humans qualify) or a vein of gold and returns to the nest, many will follow the trail back to the food source. These giant ants can carry many times their own weight. A single worker mermex at 50 lbs. could drag a human body back to the nest.

Since ants have no use for most valuables, the armor and possessions of their victims will be scattered around the hill, or possibly stacked in "burial chambers" along with dead ants and other trash. The exception is gold - mermexes love gold, will kill for gold, and hoard as much as they can. They are skilled miners. No one

knows why they have this passion, but their nests can yield

anywhere from \$5,000 to \$100,000 in gold, depending on the size of the nest and how recent the last human raid was. (No one knows why, but humans seem drawn to gold, too.) Mermexes bitterly resent losing their gold, and will tirelessly track thieves for up to ten miles! They can attack at night, though they are usually diurnal animals.

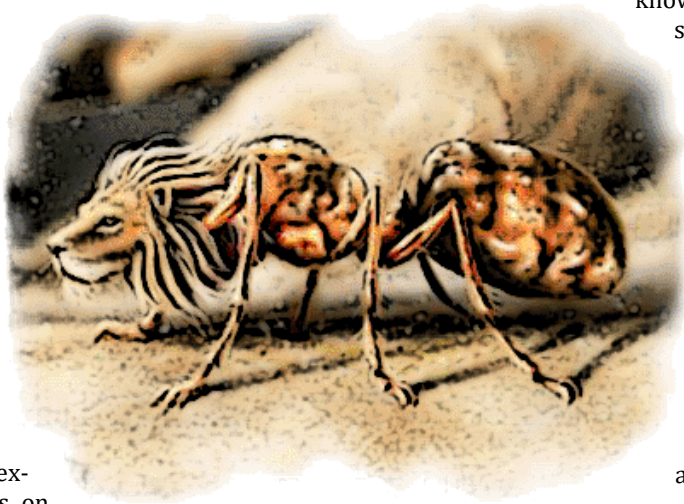
Mermex soldiers attack with their tusks. The Workers fight with their mandibles. Workers also secrete formic acid, doing an extra two points of damage after penetrating DR. Soldiers can squirt formic acid.

Rumor: Some ancient authors describe the mermex as a cat-dog hybrid! The only difference in the stats would be DX 14, IQ 5, DR 1, and Move/Dodge 10/8. They still have the same underground nests, communal nature, and lust for gold.

Mermex Soldier

Giant Animal (Vermin)

ST: 8 **HP:** 8 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 7
IQ: 3 **Per:** 10 **Weight:** 50-75 lbs.
HT: 12 **FP:** 12 **SM:** 0 (2 hexes)



Dodge: 9 **Parry:** 10(7) **DR:** 1 (Flexible)

Tusks (14): 1d-1 cutting. Reach C.

Acid squirt (12): 1d corrosion, 1/2D -, Max 6, Acc 0, RoF 1.

Traits: Insect; Striking ST +4; Wild Animal

Habitat: Desert, Plains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

Mermex Worker

Giant Animal (Vermin)

ST: 8 **HP:** 8 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 7
IQ: 3 **Per:** 10 **Weight:** 50-75 lbs.
HT: 12 **FP:** 12 **SM:** 0 (2 hexes)

Dodge: 9 **Parry:** — **DR:** 1 (Flexible)

Bite (12): 1d-4 cutting, follow-up Acid. Reach C.

Acid (F, Biological): 1 HP corrosion.

Traits: Insect; Wild Animal

Habitat: Desert, Plains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

Mngwa

Mngwa (roughly pronounced moon-gwa) are arboreal great cats, larger than leopards and totally gray in color, said to inhabit certain jungles of Africa. The natives firmly believe in them, and some Europeans have seen evidence of their existence.

People have been found with their throats torn out, clutching a wad of gray feline hair-but there is no known large gray cat in Africa.

Mngwas are solitary nocturnal cats. Quite crafty (**Stealth**-18), they are shy of humans, but will drop from above should a human chance to walk by. Treat them as leopards in all respects not covered here.

Mngwa

Dire Animal (Mammal)

ST: 12 **HP:** 12 **Speed:** 6.5
DX: 14 **Will:** 10 **Move:** 10
IQ: 5 **Per:** 10 **Weight:** 250 lbs.
HT: 12 **FP:** 12 **SM:** 0

Dodge: 9 **Parry:** — **DR:** —

Bite (16): 1d cutting. Reach C.



Traits: Quadruped; Wild Animal.

Skills: Climbing-18; Stealth-18.

Habitat: Tropical Forest

Source: GURPS Bestiary 3e

Origin: ML (Africa)

Mokole-Mbembe

The mokole-mbembe, a water monster from central Africa, may be a surviving species of dinosaur. It most resembles a miniature apatosaurus, about 15 feet (4.5 m) long and 7 feet (2.1 m) high at the shoulder, and is reputed to live in the lakes and swamps of the thickest, most impenetrable part of the central African jungle. Many tribes in the area claim to have encountered it - and they all agree that it's dangerous. It is apparently a solitary creature - no one has ever reported seeing more than one.

It is vegetarian, but quick to attack anything that it cannot flee. It attacks with a tail-swipe (as a brontosaurus, p. 41, except reach is 2, for 2d damage.) but can also trample for 2d crashing damage. Its head can reach into any of its front hexes, biting for 1d-2 crushing damage.

Animal (Dinosaur)

ST: 50 **HP:** 50 **Speed:** 6.00
DX: 11 **Will:** 12 **Move:** 5
IQ: 3 **Per:** 12 **Weight:** 4 - 5 tons
HT: 13 **FP:** 13 **SM:** +4 (10 hexes)

Dodge: 5 **Parry:** — **DR:** 2

Tail Swipe (11): 7d-1 crushing. Reach C, 2. Rear hexes only.

Trample (11): 5d+2 crushing. Reach C.

Traits: Quadruped; Wild Animal.

Habitat: Fresh Water, Swamp

Source: GURPS Bestiary 3e

Origin: ?

Mormo

Mormos are wolf/snake hybrids. Their heads are lupine, as are their legs, but the rest of the body is pure

constrictor. They are very fond of eating children, Halflings, and other small humans. They will attack full-sized humans only in defense and if they are travelling in a pack. Usually they hunt alone, however, and are active mostly at night.

They attack by biting, but also grapple as for a constrictor. The constriction does every turn, and they can continue to bite with the wolf's head!

Rumor: It is believed that some mormos do have venom! Treat this as a type A venom for 1d damage.

Mormo

Animal (Hybrid)

ST: 14 HP: 14 Speed: 6.25
 DX: 14 Will: 10 Move: 7
 IQ: 4 Per: 10 Weight: 200 lbs.
 HT: 11 FP: 11 SM: +1 (2 hexes)

Dodge: 9 Parry: — DR: 2 (TS)

Grapple and Constriction (14): 1d-2 crushing after grappling. Reach C.

Bite (14): 1d-2 cutting. Reach C.

Traits: Wild Animal

Habitat: Forest, Plains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Greek)

Morou-Ngou

The morou-ngou is a large water-leopard, fully eight feet (2.4m) long. It lives in the remote jungle in deep lakes, hence its gills and webbed paws. It can come onto land, like an otter, but is more at home in the water. On land, its Speed is 7.

It attacks as a leopard, and is credited with overturning small boats and devouring the occupants. It is a solitary beast, active from late afternoon until early morning — it sleeps in the heat of the day.

Dire Animal

ST: 18 HP: 18 Speed: 6.25
 DX: 14 Will: 10 Move: W9, G7
 IQ: 4 Per: 10 Weight: 400-500 lbs.
 HT: 11 FP: 11 SM: +1 (3 hexes)

Dodge: 7 Parry: — DR: 1 (TS)

Bite (14): 1d+1 cutting. Reach C.

Traits: Quadruped; Wild Animal

Habitat: Fresh Water

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Africa)

Nandi Bear

Nandi bears aren't really bears, as far as is known, but resemble bears more than anything else. They are said to inhabit the dense Nandi jungle and swamp of central Africa, and have been reliably reported by seasoned zoologists. However, no hides or bones have ever been collected.

Like bears, they can stand on their rear legs, towering up to 10 feet (3m) in height. They attack by clawing or biting. They are shy of humans and will move away if they hear a party coming. Should a Nandi bear be surprised by a stealthy party, it will fight angrily, attempting to disable as many opponents as possible before making its getaway.

Animal (Mammal)

ST: 21 HP: 21 Speed: 6.75
 DX: 14 Will: 11 Move: 8
 IQ: 5 Per: 10 Weight: 1,200 lbs.
 HT: 13 FP: 13 SM: +1

Dodge: 9 Parry: 10(7) DR: 2 (TS)

Bite (14): 2d-1 cutting. Reach C.

Claws (14): 2d crushing. Reach C, 1.

Traits: No Fine Manipulators; Semi-Upright; Temperature Tolerance 2; Wild Animal

Habitat: Swamp, Tropical Forest

Source: GURPS Bestiary 3e

Origin: Fantasy

Nashlah

The nashlah is a unique river monster of the Clatsop Indians, said to have lived in the Columbia River at one time. It is large enough to swallow a canoe whole! It is never described fully, but is said to have long hair that hangs from its head down to its waist, so it is apparently a mammal, not a fish or reptile.

The GM may describe it as a giant otter or bear with long fur. It is active at any time, and eats as many people as it can. It will attack any river boat, swimmers or people on the shore.

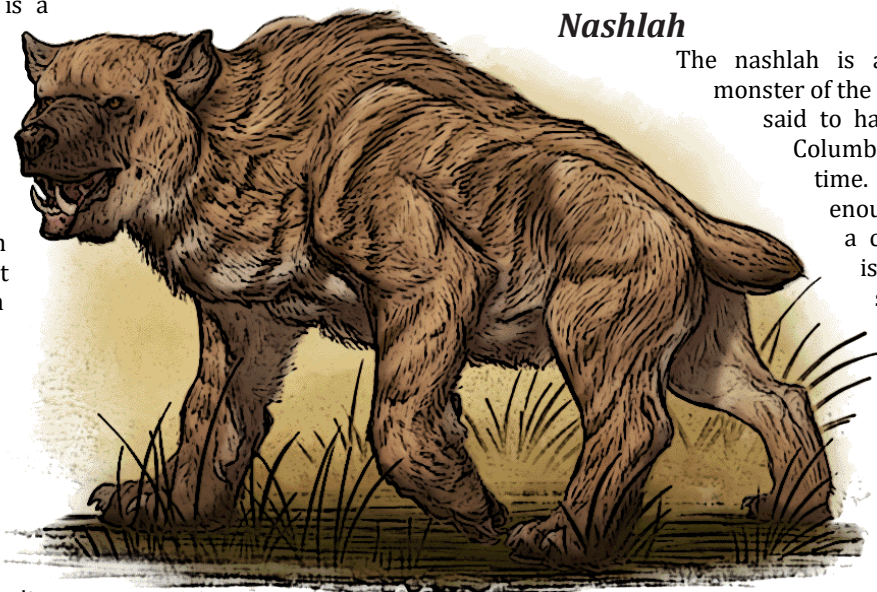
The nashlah is very tough — the hero who slew it broke five weapons on its hide. However, fire affects it as if its DR were only 1. It attacks with its bite for 5d cutting damage — the teeth are described as being numerous, but not big.

Dire Animal

ST: 33 HP: 33 Speed: 6.25
 DX: 11 Will: 10 Move: W3
 IQ: 4 Per: 10 Weight: 30+ tons
 HT: 14 FP: 14 SM: +4 (20 hexes)

Dodge: 9 Parry: — DR: 7 (1 vs. fire)

Bite (11): 3d+1 cutting. Reach C.





Traits: Wild Animal
Habitat: Fresh Water
Source: GURPS Fantasy Bestiary 3e
Origin: ML (NAI)

Nemean Lion

The Nemean lion is a unique beast from Greek myth. It is completely invulnerable to all weapons, even magical ones. It is also unaffected by any spell that acts directly on it! In the legend, Heracles had to strangle it to kill it.

Treat it as a normal lion, but of tremendous size and ferocity. It raids villages and towns, carrying off cattle, sheep, and even people if it can.

Dire Animal

ST: 19 **HP:** 19 **Speed:** 6.50
DX: 11 **Will:** 10 **Move:** 10
IQ: 4 **Per:** 10 **Weight:** 700 lbs.
HT: 14 **FP:** 14 **SM:** +1 (2 hexes)

Dodge: 9 **Parry:** — **DR:** 0

Bite (11): 1d+2 cutting. Reach C.

Traits: Supernatural Durability (can only be killed by?); Wild Animal.

Habitat: Plains, Jungle, Desert, Mountains.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Greek)

Nhang

The nhang is a crocodile-seal hybrid that drinks human and animal blood. It lives in rivers and is a superb swimmer. On the land it is very clumsy, moving at a speed of one yard per turn.

It is an ambusher, attacking bathers, fishers and people getting water. It attacks from beneath the surface in close combat, very viciously, making all-out attacks for two bites every turn. Its bite is savage, thoroughly ripping the flesh so that a lot of blood flows. If using the **bleeding** rules, double HP loss from such wounds.

The nhang is active at any time, and is solitary.

Animal (Hybrid)

ST: 15 **HP:** 15 **Speed:** 6.25
DX: 13 **Will:** 10 **Move:** W12, G1
IQ: 3 **Per:** 10 **Weight:** 300-400 lbs.

HT: 12 **FP:** 12 **SM:** +1 (2 hexes)

Dodge: 9 **Parry:** — **DR:** 3

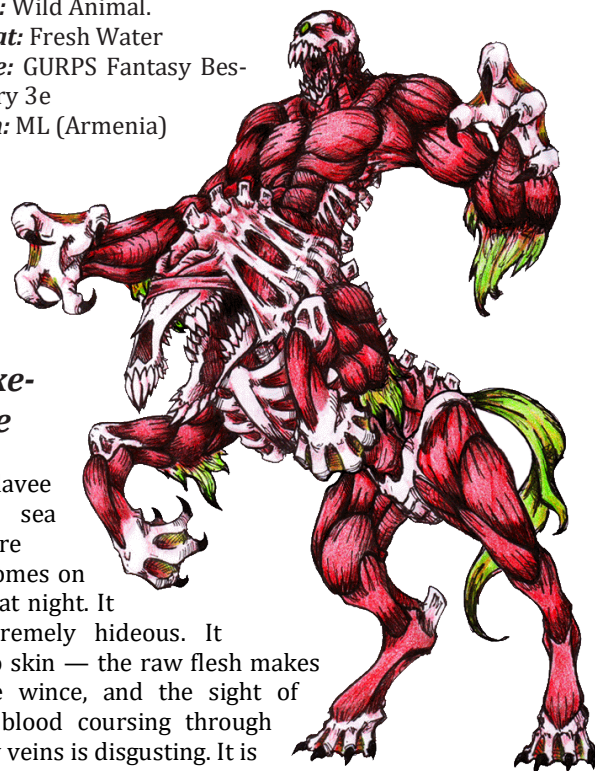
Bite (13): 1d cutting. Reach C.

Traits: Wild Animal.

Habitat: Fresh Water

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Armenia)



Nuckelavee

A nuckelavee is a sea creature that comes on shore at night. It is extremely hideous. It has no skin — the raw flesh makes people wince, and the sight of black blood coursing through yellow veins is disgusting. It is about the size of a horse, and has a vaguely horse-shaped body, with fins for feet. Like a centaur, it has a humanoid body growing where the neck should be - but this body has arms that hang down to the ground and an oversized head a yard in diameter! It has one blood-red eye in the middle of its forehead, and the mouth is huge, seeming to cut its head in half.

The nuckelavee attacks people on sight. Its usual method is to grapple with its arms and then bite. Its breath is poisonous.

Fortunately, it has one weakness: it fears running fresh water. Anyone who can cross a stream is safe from it - it will not follow. Splashing it with fresh water will make it retreat, also. (Canteen water will not do — the water must be freshly dipped from a river, pond, or lake.)

Fortunately, it has one weakness: it fears running fresh water. Anyone who can cross a stream is safe from it - it will not follow. Splashing it with fresh water will make it retreat, also. (Canteen water will not do — the water must be freshly dipped from a river, pond, or lake.)

Dire Animal

ST: 18 **HP:** 18 **Speed:** 5.75
DX: 12 **Will:** 10 **Move:** 7
IQ: 4 **Per:** 10 **Weight:** 1,000 lbs.
HT: 11 **FP:** 11 **SM:** +1 (3 hexes)

Dodge: 9 **Parry:** — **DR:** 1

Fright Check: -4

Grapple and Bite (12): 1d+1 cutting. Reach C, 2. Bites after successful grappling. Anyone grappled must also hold their breath or take in the poison — no one else is in danger.

Poison Breath (F): Type H 1d toxic.

Traits: Dread (running fresh water); High Pain Threshold (except fresh water); Wild Animal.

Habitat: Salt Water, Coasts.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Celtic)

Notes: The nuckelavee has the **High Pain Threshold** advantage, despite the appearance of the flesh. The only exception to that is that fresh water makes it scream in agony and rage.

Nuddu-waighi

Nuddu-waighis are opossums with wings and long claws. They live in hollow trees, and consider regular opossums to be their kin - they often persecute hunters! The listed speed is for flying - on the ground they have a Move of 3.

Dire Animal

ST: 11 **HP:** 11 **Speed:** 5.75
DX: 13 **Will:** 10 **Move:** A12, G3
IQ: 4 **Per:** 10 **Weight:** 50 lbs.
HT: 10 **FP:** 10 **SM:** 0 (1 hex)

Dodge: 9 **Parry:** — **DR:** 1

Claws (13): 1d-2 cutting. Reach C.

Traits: Winged Flight; Wild Animal.

Habitat: Forest, Jungle, Plains.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Australian Aborigines)

Nulu-yoon-du

These bizarre creatures have grossly deformed faces: -2 to **Fright Checks**. They are roughly humanoid in body shape and size, but everything is distorted. The limbs are crooked and too short, and the body bulges in strange places.

The faces are primarily stone tomahawks! They have no eyes, but see through their noses. No eyeballs can be seen in the nose, however, so no one can be certain what a nulu-yoon-du can and cannot see. The foreheads come to a blunt, axeshaped edge, with which they attack.

They attack humans on sight, in order to eat them. They start with a slam with the head. Once they have closed with their enemies, they attack by swinging their heads at them. The hands are capable of grappling but they never use weapons.

They are found in hunting groups of up to ten but are more often encountered singly or in pairs. They are active only during the day.

Mundane

ST: 11 **HP:** 11 **Speed:** 6.25
DX: 13 **Will:** 10 **Move:** 7
IQ: 6 **Per:** 10 **Weight:** 160 lbs.
HT: 12 **FP:** 12 **SM:** 0 (1 hex)

Dodge: 9 **Parry:** — **DR:** 1

Fright Check: -2

Head Slam (13): 1d+2 crushing. Reach C. Only while charging.

Head Swing (11): 1d crushing. Reach C, 1. No additional penalty when in close combat.

Traits: Wild Animal.

Habitat: Plains, Desert.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Australian Aborigines)

Nuye

A nuye is a bizarre bird with the head of a monkey, body of a dog, feet of a tiger and tail of a serpent. The wings are those of an eagle, and are

the only birdlike features of the animal. It hunts people, but seems to have a conscience - it cries mournfully as it attacks, kills, and eats a human! The nuye is active only at night and can see well in almost pitch blackness. They are usually solitary though two may be encountered if it is nesting season.

It attacks solely with its paws. On the ground it moves 8.

Rumor: The flesh of a nuye will cure hiccoughs. A legendary emperor dispatched many warriors to find one to cure his daughter.

Other legends say it is venomous. The teeth are the injecting agency, and can only bite in close combat. They only do 2 hits of damage themselves, but inject a type A venom for 2d.

Animal (Hybrid)

ST: 15 **HP:** 15 **Speed:** 6.50
DX: 13 **Will:** 10 **Move:** A12, G8
IQ: 4 **Per:** 10 **Weight:** 300-400 lbs.
HT: 13 **FP:** 13 **SM:** +1 (2 hexes)

Dodge: 9 **Parry:** — **DR:** 1

Paws (13): 1d+1 cutting. Reach C.

Traits: Dark Vision; Winged Flight; Wild Animal.

Habitat: Forest, Mountains.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Japan)

Nyah-gwaheh

The nyah-gwaheh is a monster bear with magic abilities and limitations. It seeks to catch people unaware — it is much deadlier if it is able to do so.

Its usual appearance is that of a very large bear, about 10 feet (3m) high when standing erect as a 1-hex creature — on all fours it is at 3-hex creature. When it is able to take prey by surprise, it undergoes a magical transformation. It swells to 150% its size (5-hex on all fours, still 1-hex rearing up) the teeth and claws grow to do impaling damage and it becomes faster, tougher, and more accurate in its attacks.

A nyah-gwaheh has three additional magic powers. It can cast the **Hide Path** spell; it can cast the **Decay** spell, and it can regenerate lost HP (1 HP every 3 seconds).

It is not a bold animal, despite its formidable size and armament. It automatically casts the **Hide Path** spell wherever it goes, at a native skill of 15. The mana organs are in the feet, and work constantly.

At night the beast comes out of the forest to raid



farms and small villages — even small towns, if it is hungry enough. It will never betray its presence by growling or wantonly smashing items. It *must* sneak up on a victim to attack.

If the target is surprised, that surprise triggers the magical transformation increasing its power — use the first stats listed. However, if the prey is aware of the nyah-gwaheh before the final rush, it will turn around and flee. If it is attacked while in this condition, use the second set of stats.

Naturally, adventurers will be hired to track down and kill a nyah-gwaheh, should one be terrorizing a village. As long as the party is tracking it correctly, it cannot attack them and will only fight if cornered (in weaker form). Should they lose its tracks, it will then stalk the hunters!

This can be handled as simply **Tracking** rolls at -8 (if the bear was successful in its **Hide Path** roll), or as a **Contest of Tracking** skill vs the **Hide Path**-15. If the trackers win three consecutive contests, they have closed with the monster and may attack - it will be in the weak form. But if they lose three consecutive contests, the nyah-gwaheh will have successfully backtracked and is free to burst out from the underbrush from an unexpected quarter — strengthened! The PCs will have one chance to hear it coming at that point — a **Quick Contest** of its **Stealth** skill vs. their **Hearing** ability. If they do hear it, it will turn away and the chase is on again.

In combat, it acts as a bear. It may bear hug like a grizzly, and bite while grappling. In weak form, it will take any good opportunity to flee. In strong form, it fights to the death.

Nyah-gwaheh

Faerie (strong form)

| | | |
|-----------------|-----------------|-----------------------------|
| ST: 22 | HP: 22 | Speed: 6.25 |
| DX: 14 | Will: 10 | Move: 8 |
| IQ: 5 | Per: 10 | Weight: 1.2–1.5 tons |
| HT: 11 | FP: 11 | SM: +3 (5 hexes) |
| Dodge: 9 | Parry: — | DR: 4 |

Long Talons (14): 2d+2 impaling. Reach C.

Faerie (weak form)

| | | |
|-----------------|-----------------|---------------------------|
| ST: 17 | HP: 17 | Speed: 5.75 |
| DX: 14 | Will: 10 | Move: 7 |
| IQ: 5 | Per: 10 | Weight: 0.8–1 tons |
| HT: 11 | FP: 11 | SM: +2 (3 hexes) |
| Dodge: 9 | Parry: — | DR: 2 |

Long Talons (14): 1d+2 cutting. Reach C.

Both forms

Hide Path (15): The GM should make a skill roll once per hour for the nyah-gwaheh. Success means that any one attempting to track it is at -8 to skill for the next hour's journey!

Decay (15): Should the chase be a long, drawn out affair, the nyah-gwaheh will cast **Decay** on the party's food at night in an attempt to get them to abandon the hunt. It can Decay 10 lbs of food per night to disgusting uselessness.

Traits: Magery; Morph (can become larger, see text); Regeneration (1 HP / 3 seconds); Wild Animal.

Skills: Stealth-18.

Spells: Hide Path-15; Decay-15.

Habitat: Forest.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Iroquois)

Octofly

This eyeless creature is called an octofly due to its resemblance to the Terran octopus, but in fact has only six tentacles. The body is slightly smaller than a wolf, with the tentacles hanging as much as 6 feet (1.8 m) below. It levitates directly over the prey, then grapples with its tentacles and constricts until its victim is stunned or dead. At this point, it begins to feed with its sharp beak.

The octofly is a natural psychokinetic with the ability to levitate.

The octofly does not normally attack with its beak, but can bite in close combat for 1d-2 impaling damage.

Elder Thing

| | | |
|-----------------|-----------------|-----------------------------|
| ST: 10 | HP: 10 | Speed: 5.75 |
| DX: 13 | Will: 12 | Move: A6 |
| IQ: 4 | Per: 12 | Weight: 60 - 80 lbs. |
| HT: 10 | FP: 10 | SM: 0 (2 hexes) |
| Dodge: 9 | Parry: — | DR: 1 |

Detect: It senses its prey by thought activity - the higher the IQ, the more likely to draw an octofly. It is especially attracted by psionic activity, but may overlook prey which is sleeping or has a **Mind Shield**.

Grapple and Constrict: It attacks in close combat by grappling with its tentacles, each of which has the listed ST. It may grapple with two tentacles per turn,

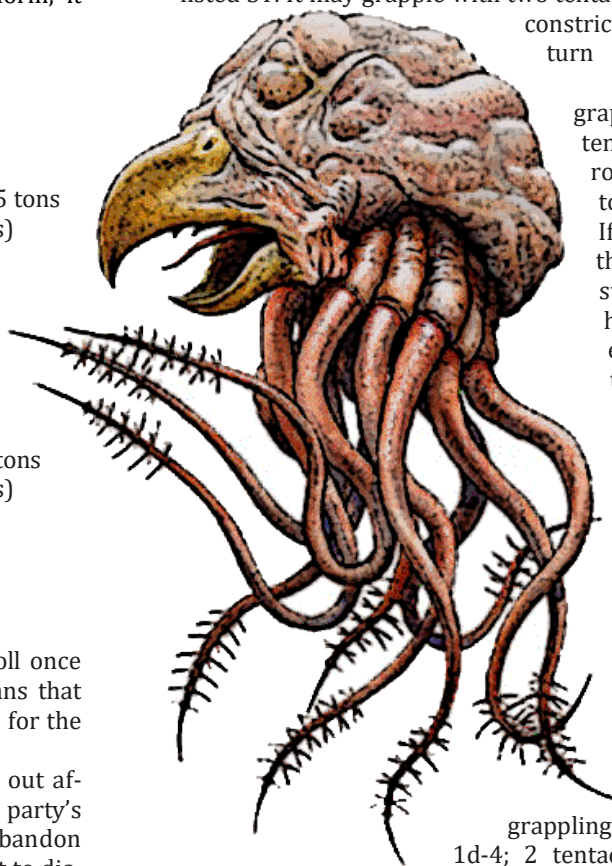
constricting on the turn after it has successfully grappled. Each tentacle must roll separately to grapple.

If it senses that its constriction is having little effect (i.e., the victim has too much DR), it will attempt to grapple with two more tentacles. Damage (all crushing) depends on the number of tentacles

grappling (1 tentacle, 1d-4; 2 tentacles, 1d-1; 3

tentacles, 1d+1; 4 tentacles, 2d; 5 tentacles, 2d+1; 6 tentacles, 2d+2). No more than four tentacles can grapple a man-sized victim at any one time.

Only plate mail (or its equivalent) will protect against the octofly's constriction, but it protects with its full DR. Breaking free requires a Contest of ST, with the



victim choosing how many tentacles to pull off at one time.

Beak (13): 1d-3 impaling. Reach C.

Traits: Detect (Psionics and High IQ); Flight (Psionic Levitation, Move 6); Wild Animal.

Habitat: Jungle, Plains, Desert, Swamp.

Source: GURPS Bestiary 3e

Origin: Fantasy

Notes: The octofly can easily carry off a man-sized victim at 3 yards/turn.

Octopus, Giant

The octopi of reality are no threat to humans. Neither are they as large and strong as legend has portrayed them. This, then, is the octopus of legend, the stuff of which nightmares are made.

Giant octopi are common to the warmer seas of the world, lurking in the shallows and waiting to grab their unsuspecting victims. They can change colors to match their surroundings, making them difficult to spot (Vision-5). They have the most highly developed eye of all invertebrates, and seem to stare coldly and intelligently as they observe their victims. They are solitary creatures, active any time.

Giant octopi prefer to use their camouflage abilities to attack from ambush, gaining the advantages of *surprise*. When the victim gets close enough, the octopus will attempt to grapple with its tentacles. The tentacles of a 1-hex octopus have reach 1; larger octopi have reach 2. The ST given is the ST of each tentacle; the octopus may attack with two tentacles in a single turn. A Contest of ST is required to break free of the tentacles - to escape more than one, total their ST before rolling. When the octopus has grappled with enough tentacles, it will pull the victim toward its mouth (Contest of ST), where its sharp beak bites and injects venom.

The tentacles themselves do no damage, but the victim will begin to drown if held underwater (see *drowning*). A tentacle can be sliced through by cutting damage equal to one fourth the octopus' hit points; impaling damage is not doubled against the tentacles. Damage to the tentacles does not affect overall hit points.

If the octopus takes more than half damage, it will squirt out a dark ink cloud (equal in size to itself) and escape while its tormentors are blinded.

Giant Octopus Animal (Fish)

| | | |
|----------------|-----------------|-------------------------|
| ST: 11* | HP: 11 | Speed: 6.5 |
| DX: 14 | Will: 20 | Move: 9 |
| IQ: 3 | Per: 10 | Weight: 200 lbs. |
| HT: 12 | FP: 12 | SM: +1 (2 hexes) |

Dodge: 9 **Parry:** — **DR:** —

Grapple (14): Reach C. See text.

Beak (16): 1d-1 pi+, follow-up Venom.

Venom: Type D toxic.

Ink Cloud (A, Biological): Obscure 10 (Dissipation; Emergencies Only)

Traits: Chameleon 3; Constriction Attack; Doesn't Breathe (Gills); Extra Arms (total 8; Extra -flexible; Long); Extra Attack; No Legs (Aquatic); Wild Animal

Skills: Stealth-16; Wrestling-16

Habitat: Salt Water

Source: GURPS Bestiary 3e

Origin: ML (Global)



*ST range 9-13 depending on weight

Orthus

Orthus, also called orthrus, is a unique two-headed dog in Greek mythology. It is the brother of Cerberus and the Hydra, both of which are described elsewhere in this book. It is a large, fierce dog, with two very threatening—looking heads.

The heads have full coordination, and each may attack in a single turn, doing the listed damage. They can attack the same foe, or two different foes. The heads are side by side, and it still has a hex to the rear as a blind spot.

It attacks by biting, at a one-hex reach. The heads may bite into any front hexes. Orthus is an intelligent dog, and served his master loyally in the myth. The GM may assign it as a guard dog for some villain, or even for some friendly NPC, if desired. He is not inherently evil or even especially savage, and may be dealt with at no penalty to Animal Handling rolls. If wild, orthus (or a pack of them, if the GM wishes!) may be found in any land habitat.

Dire Animal

| | | |
|---------------|-----------------|-------------------------|
| ST: 12 | HP: 12 | Speed: 6.25 |
| DX: 12 | Will: 10 | Move: 8 |
| IQ: 5 | Per: 10 | Weight: 220 lbs. |
| HT: 13 | FP: 13 | SM: 0 (2 hexes) |

Dodge: 9 **Parry:** — **DR:** —

Bite (15): 1d-1 cutting. Reach C.

Traits: Extra Attack; Extra Head; Quadruped; Domestic or Wild Animal

Habitat: Outsider

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Greece)

Otoroshi

An otoroshi is an animal that dwells on the roofs of temples, shrines, and other holy places. It is only found in temples of "good" deities, never where demons are worshipped. Possibly of divine origin, it never needs food.

The otoroshi is large and very hairy, somewhat bigger than a wolf. It has a broad, flat face, with large protruding fangs that do impaling damage. The body is stocky, like a small bear, and the claws are long and sharp. The fur is over a foot long, and serves well as armor, though there is probably some magical enhancement of its ability to resist damage.

An otoroshi can sense impiety in visitors to the temple. Impiety does not mean sinfulness, but a scornful,



cynical or hostile attitude towards the deity of the shrine. If such a person should come within 2 hexes of the rooftop where it dwells, it will pounce on the offender with shrill screams and attempt to tear him to pieces. It will make an all-out attack against a weaponless opponent, but a normal attack against someone with weapons. It will fight to the death, and if it survives, its wounds magically heal within 24 hours. Should the otoroshi be killed, a new one will appear 24 hours later, though no one will see it arrive. They do not leave the temple unless it is abandoned.

There is only one otoroshi per building — but this often means more than one per shrine, if there are multiple buildings. They never sleep, and are constantly alert.

Otoroshi are the sworn enemies of tommoraki, and will drive them off whenever they can.

Otoroshi

Faerie

ST: 19 HP: 19 Speed: 6.50
 DX: 15 Will: 10 Move: 9
 IQ: 5 Per: 10 Weight: 400 lbs.
 HT: 11 FP: 11 SM: 0 (2 hexes)

Dodge: 9 Parry: — DR: 5

Fangs (15): 1d+2 impaling. Reach C.

Traits: Regeneration (see text); Wild Animal.

Habitat: Shrines, see text.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Japan)

Ovinnik

An ovinnik is a magical farmyard dweller, but not a helpful one. It looks like a large, jet-black cat with shining eyes, but can bark like a dog and laugh like a human. It is a freeloader by nature, living off farmers - it steals grain, vegetables, chickens and even cooked food. While it will not attack humans outright, it resents any attempts to get rid of it, and will defend itself vigorously. It is also vengeful, and any farmer who tries to prevent it from stealing his food will probably lose at least a barn,

and possibly the whole farm, to fires. They are notoriously hard to kill — hence the high HT.

It can also attack like a cat if necessary. It is extremely stealthy (skill 18), and is active at any time. It likes to skulk around what it considers its property, snooping into the business of any intruders. It cannot understand human speech, however.

Rumor: Some say that the ovinnik is invisible during the day and can only be seen - barely, due to its color - at night.

Faerie

ST: 11 HP: 20 Speed: 6.75
 DX: 16 Will: 10 Move: 10
 IQ: 7 Per: 10 Weight: 30-40 lbs.
 HT: 11 (14) FP: 11 (20) SM: -1 (<1 hexes)

Dodge: 9 Parry: — DR: —

Claws (16): 1d-1 cutting. Reach C.

Fiery Breath (16): 1d burning. Reach C, 2. Costs 4 FP 1 second concentration.

Traits: Extra Fatigue 9 (for spells only); Extra HP 9 (total 20); Hard to Kill 3; Wild Animal.

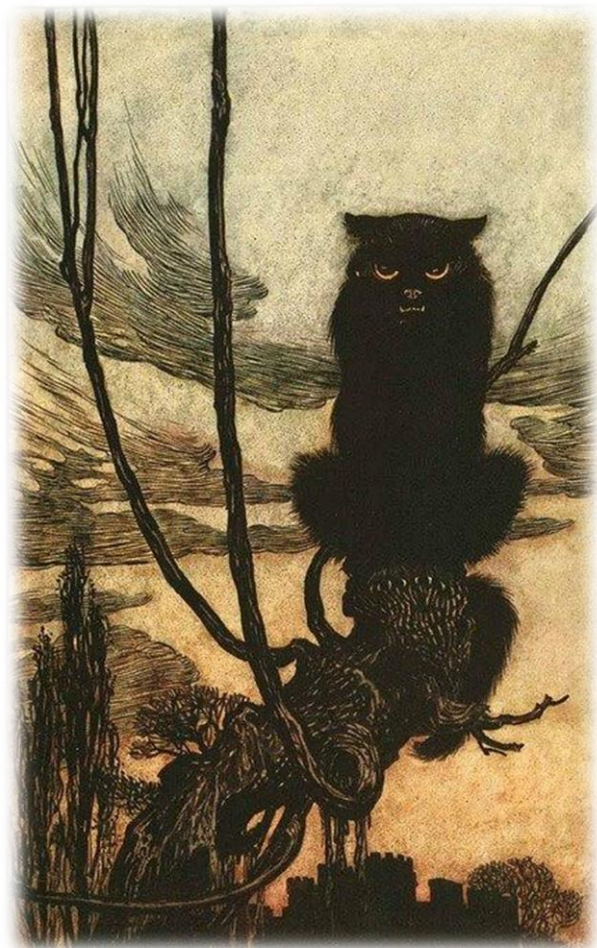
Skills: Stealth-18.

Spells: Create Fire-12; Shape Fire-12; Phantom Flame-12. The eyes of an ovinnik contain enough mana to cast 20 fatigue worth of spells. The Phantom Flame is often cast if it is merely annoyed — it prefers to give warnings rather than burn down its free lunch! It can also breathe the fire if it's desperate.

Habitat: Farms

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Russia)



Paluc Cat

The paluc cat is a unique Celtic monster that terrorized a large area for years before finally being killed. It is half large cat (about the size of a leopard, but not spotted) and half wild boar. It has the canniness and claws of the leopard with the short temper and tusks of the boar - a nasty combination. It also has the combat abilities of both animals! It climbs trees well, for example, and can drop onto unsuspecting victims, as well as gore them in a slam!

The paluc cat lives in dense woods, though it will come out to farmlands to find people to eat. If tracked into the woods, it will double back and attempt to charge its foes by surprise from thick bushes. It targets horses' legs, attempting to break them - it succeeds on a **damage roll** of 6 or more. It will then rear up and attack the rider of the now-fallen horse. The initial charge is that of a boar, but in close combat it fights as a leopard, clawing and biting.

It is a solitary animal that is active any time, and has the **Night Vision** advantage.

Dire Animal

ST: 15 **HP:** 15 **Speed:** 6.50
DX: 14 **Will:** 10 **Move:** 9
IQ: 5 **Per:** 10 **Weight:** 400 lbs.
HT: 12 **FP:** 12 **SM:** +1 (2 hexes)

Dodge: 9 **Parry:** - **DR:** 3

Bite (14): 1d cutting. Reach C.

Claws (14): 1d+1 cutting. Reach C.

Tusks (14, charging): 1d+2 impaling. Reach C

Traits: Night Vision; Quadruped; Wild Animal

Habitat: Forest

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Celtic)

Panchajana

Panchajana is a unique monster that lives in a conch-shell at the bottom of the sea. However, it can breathe air, and comes on shore periodically to make raids. It eats people, and values their shiny objects, which it keeps in its conch shell. It may appear at any time.

The Panchajana resembles a humanoid crab with tentacles as well as pincers. As it grows, it casts off the old conch shell and takes on a larger one.

In the ocean it swims at the listed speed. On land, it moves at a speed of 4, walking on two legs.

It has two pincers, and two tentacles. It may attack with any two limbs in a given turn, and still have an active defense. The pincers can reach one hex, the tentacles two hexes.

It will seek to drown dangerous foes, but merely chop lesser ones to pieces. If it takes half its HT in damage, it will flee, preferably with some gems or gold, and head for the bottom of the sea to recover. The conch shell it lives in will be at least a half-mile off shore and a hundred yards or more deep.

Rumor: Some believe that Panchajana is a demon, in which case its IQ is much higher and it undoubtedly has spells it can cast.

Faerie

ST: 16 **HP:** 16 **Speed:** 6.50
DX: 13 **Will:** 10 **Move:** G4, W6
IQ: 7 **Per:** 10 **Weight:** 250 lbs.
HT: 13 **FP:** 13 **SM:** +0 (1 hex)

Dodge: 9 **Parry:** - **DR:** 6

Pincers, 2x (13): 1d+2 cutting. Reach C, 1.

Grapple (13): ST 11 with one tentacle, ST 13 with two tentacles. Reach C, 2.

Traits: Doesn't Breathe (Gills); Extra Attack (two pincers); Wild Animal.

Habitat: Salt Water

Source: GURPS Fantasy Bestiary 3e

Origin: ML (India)

Notes: Any conch shell panchajana has used has magical qualities: when blown as a trumpet, it causes fear in any enemies who hear it. Treat this as a **Fear, Panic** or **Terror** spell with skill 15, as the GM allows. There is no modification for distance. All but very old shells, however, will be far too big for a person to carry, since Panchajana is likely to be as big as a human when the PCs encounter it.

Panther

The panther of medieval myth is not a leopard with black fur, but a separate species. Panthers are large cats, as big as a lion, and their fur is pure white. Its breath is so sweet and pleasant that it attracts prey, including humans. Anyone approaching within 20 yards (40 for those with **Acute Smell** or **Alertness**) may detect the odor - make a **Smell** roll each turn.

The panther remains hidden in ambush near a trail, breathing across it.

When the first victim comes within 3 yards, the panther springs and attacks (biting and raking with the hind legs). If it kills the victim, the panther drags him off the trail to devour him.

Faerie

ST: 16 **HP:** 16 **Speed:** 6
DX: 11 **Will:** 10 **Move:** 10
IQ: 4 **Per:** 12 **Weight:** 400 lbs.
HT: 13 **FP:** 13 **SM:** +1

Dodge: 10 **Parry:** — **DR:** 1

Perfumed Breath (14, cone): 1/2D 10, Max 100, Acc 3, RoF 1. Anyone exposed must roll vs. HT-2 (vs. HT at 1/2D range) or become obsessed with the sweet scent. Make a self-control roll (6 or less) or begin to walk toward the panther at Move 1.

Bite (12): 1d cutting. Reach C.

Claws (12): 1d+1 cutting. Reach C.

Traits: Affliction 3 (Disadvantage: Obsession; Cone, 1-yard width; Smell-Based; Mana-Sensitive); Charisma; Combat Reflexes; DR 1; Extra Attack 1; Night Vision 5; Quadruped; Sharp Claws; Sharp Teeth; Temperature Tolerance 1; Wild Animal.

Skills: Brawling-12; Climbing-12; Innate Attack (Breath)-14; Stealth-15.

Source: F49, GURPS Fantasy Bestiary 3e.

Origin: ML (Europe)

Parandrus

This herbivore lives in Ethiopia, according to medieval bestiaries. It is the size of an ox, its natural color is that of a brown bear, and it has long hair like a yak. It also has a stag's head with large tufts of hair, as well as huge antlers! The hooves are cloven.

It has the chameleonlike ability to change colors. Thus it is at a -5 to **spot**. It lives at the edge of the jungle

- it likes to be able to graze on plains and escape into jungle when necessary.

The parandrus is reputed to have a bad temper, and will charge humans if it feels threatened or intruded upon. It attacks by slamming with its antlers, then trampling.

At night they stay in herds of up to 30 for protection, but by day they may wander as much as a mile or two apart.

Parandrus

Dire Animal

| | | |
|--------|----------|--------------------|
| ST: 23 | HP: 23 | Speed: 5.5 |
| DX: 9 | Will: 10 | Move: 8 |
| IQ: 4 | Per: 10 | Weight: 1,500 lbs. |
| HT: 13 | FP: 13 | SM: +1 (3 hexes) |

Dodge: 8 Parry: 7(4) DR: 1 (TS)

Antler Slam (9): 2d+3 crushing. Reach C, 1.

Trample (9): 2d+3 crushing. Reach C.

Traits: Bad Temper (9); Chameleon; Quadruped; Wild Animal

Habitat: Plains, Tropical Forest

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

Paraspider

Paraspiders are ordinary-appearing spiders that have a moderately strong poison. A month after the eggs hatch, when the spiders are nearly full grown, they spin fine webs resembling small sails. These webs catch the breeze, and the spiders take to the air in large groups. Their speed depends on the wind, but they seem to pick days with 10 to 12 mph wind — a move of 5 or 6. They drift with the wind, their webs keeping most of them aloft a long time. They cannot steer or control their movement while in the air.

Depending on how many spiders are launched (and the ingenuity of the players in avoiding webs), a party may be hit with quite a few of these. For small numbers, simply swatting a spider kills it; no roll is needed for either hand to hit. In large groups, use the **Swarm rules**.

Animal (Vermin)

| | | |
|-------|----------|-----------------|
| ST: - | HP: - | Speed: - |
| DX: - | Will: 10 | Move: see text. |
| IQ: 2 | Per: 10 | Weight: . |
| HT: - | FP: - | SM: -5 |

Dodge: — Parry: — DR: —

Poison: Toxic 1d per spider. Type C. Any animal that is in their path is likely to run foul of at least one of these wind sailors. As soon as the spider lands on a victim, it bites. If enough spiders land on the same animal, it dies, and the spiders then suck the blood.

Traits: Wild Animal.

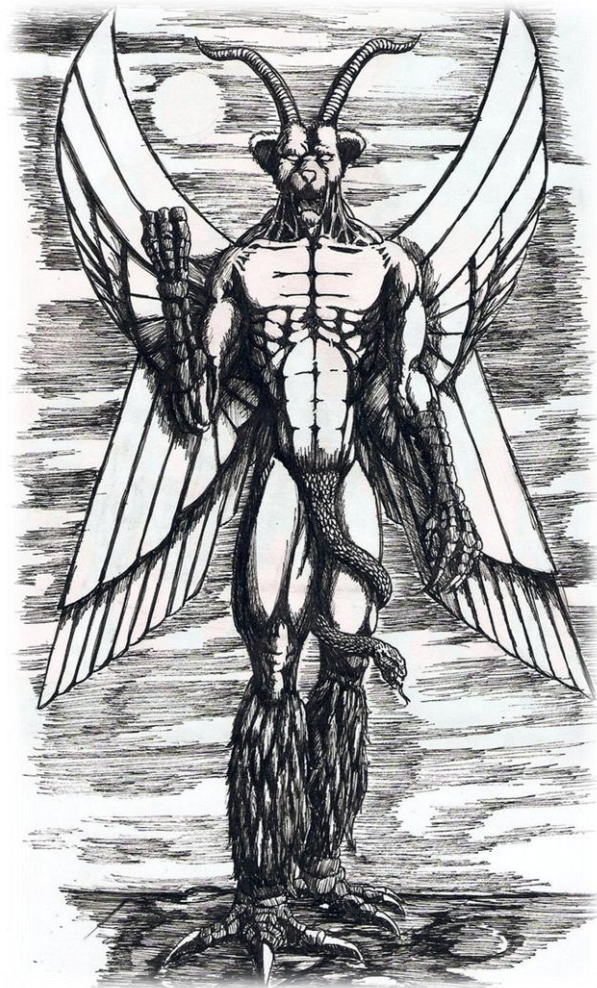
Habitat: Forest

Source: GURPS Fantasy Bestiary 3e

Pazuzu

A pazuzu is a monstrous hybrid creature which originated in ancient Sumeria. A sworn enemy of humanity, it terrorizes whole populations wherever it goes.

A pazuzu is larger than a bull, and has four wings: two with feathers and two resembling a pterodactyl's.



The head appears to be human from the nose up, but the mouth and jaws are those of a bulldog. It has a pair of oversized human arms and hands with which it can grapple victims to sting with its scorpion tail. The legs and talons are those of a giant eagle, and the whole body is covered in patches with scales and feathers.

The pazuzu spreads disease. Its tail, which can only sting someone grappled by the hands, does no actual damage, but infects the victim with typhus.

The pazuzu is a solitary, diurnal animal.

Rumors: Some legends have it that the pazuzu can cast most Air college spells. Others say that the pazuzu is not a creature, but a demon.

Hybrid Animal

| | | |
|--------|----------|--------------------------|
| ST: 26 | HP: 26 | Speed: 5.50 |
| DX: 13 | Will: 10 | Move: G6, A20 |
| IQ: 6 | Per: 10 | Weight: 900 – 1,300 lbs. |
| HT: 10 | FP: 10 | SM: +2 (4 hexes) |

Dodge: G8, A10 Parry: - DR: 4

Bite (13): 2d+1 cutting. Reach C.

Talons (13): 2d+2 impaling. Reach C, 1.

Grapple (13): Follow-up tail sting. Reach C, 1. The creature only bites or attacks with talons in self-defense. Otherwise it grapples a victim with the hands and on the next turn stings automatically with the tail. (The tail can penetrate up to DR 4!) It then lets the victim go, and searches for another victim to infect.

Tail sting (F): 1d-2 toxic. If armor is penetrated, the victim is infected with typhus if a HT-2 roll is failed. The symptoms of typhus are severe: -3 HT, ST and DX each day for all purposes. Recovery is difficult; roll vs. HT-2 daily. A successful roll prevents further

attribute reduction for that day, but a successful HT-2 roll *the next day* is necessary to actually recover 1 HT. After 1 HT is recovered, the remaining rolls are against full HT. Once even 1 HT has been regained, future HT and ST losses can be no greater than -1 per day.

Traits: Winged Flight; Wild Animal
Habitat: Mountains, Desert
Source: GURPS Fantasy Bestiary 3e
Origin: ML (Sumerian)

Pegasus

Pegasus is a unique flying horse of ancient Greek mythology. In the original legend, it could not be captured or tamed by mortals — Bellerophon tamed it only with the help of a goddess. While never an aggressor, it did allow Bellerophon to shoot his bow from its back. It bucked him off when he tried to ride it to the gates of heaven.

Treat Pegasus as a flying horse that will never attack anything itself; if severely threatened, it will fly away.

The GM may make a whole species of pegasi, but should be aware that a PC with a flying horse can severely change the game balance. This is appropriate for some campaign styles, but will disturb most games. They should be very rare and hard to tame, and it should be very difficult and expensive to purchase one. They are best introduced as a temporary loan to get the adventurers through a tough spot.

A pegasus flies with the aid of mana stored in its feathers. In flight, it has Move 20, Dodge 10. On the ground, it has Move 14, Dodge 7. Flying, it can carry up to Medium encumbrance — reduce Move by 4 for Light encumbrance and by 8 for Medium.

Hybrid Animal

| | | |
|---------------|-----------------|---------------------------|
| ST: 20 | HP: 20 | Speed: 6.50 |
| DX: 14 | Will: 12 | Move: G14, A20 |
| IQ: 7 | Per: 10 | Weight: 1,100 lbs. |
| HT: 12 | FP: 12 | SM: +2 (3 hexes) |

Dodge: G7, A10 **Parry:** - **DR:** 1

Hoove Kick (15): 2d+1 crushing. Reach C.

Traits: Flight (Winged); Quadruped; Weak Bite; Wild Animal

Habitat: Mountains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Greece)

Pellucidus

Pellucidi are giant cave crayfish, blind animals that move slowly and deliberately. They are pale pink or white in color, about six feet long, with a pair of three-foot-long pincers. They are usually found in underground lakes and rivers, but can come ashore for up to an hour; their speed on land is 2. They can live in surprisingly shallow water, as little as one foot (30cm)

deep, and are rarely found in water deeper than 15 feet (5m).

They are solitary, active at all hours, and attack humans whenever they meet them.

The pellucidus' pincers each have up to 16 ST and a 1-hex reach. It attacks with only one pincer at a time. If the attack is successful, the victim will be grappled until he can break free through a successful Contest of ST. On the turn after being grappled, the victim will be drawn to the mandibles. The mandibles hit automatically if the victim is grappled.

The other pincer will attack another opponent as soon as the mouth begins chewing on the first victim. Thus, the pellucidus can attack two different opponents in a single turn: one with a pincer, the other with its mouth.

Blind crayfish use their antennae to sense changes in pressure. They can detect movement in water at distances up to 15 yards on a 16 or less. They can also sense changes in air pressure, but not as accurately — they can detect the movement of human-sized prey at up to 10 yards on a 12 or less, and are at -4 to hit while out of the water. The pellucidus will not be able to sense anyone who remains perfectly motionless.

Invisibility and *Blur* spells have no effect against them, nor does *Flash*, since they have no eyes. However, if the two antennae (each has 3 hit points, and is at -5 to be hit) are cut off, the pellucidus will be totally blind; cutting off one antenna gives it a -4 penalty to sense motion or to hit. (The antennae regenerate in three days.)

There is also a species of pellucidus — green or brown-colored, with eyesight — that is found in freshwater streams and lakes. It is extremely rare, however. Such a creature does not depend entirely on its antennae; it is at a -2 to hit if it loses one antenna, or -4 if it loses both.

Animal (Fish)

| | | |
|---------------|-----------------|----------------------|
| ST: 8* | HP: 8 | Speed: 5.5 |
| DX: 13 | Will: 10 | Move: 6 |
| IQ: 3 | Per: 10 | |
| HT: 12 | FP: 12 | SM: +2 |
| | | 2 hexes; 50-150 lbs. |

Dodge: 8 **Parry:** 10(7) **DR:** 2

Large Pincer (13): 1d+2 crushing. Reach C, 1. Any hit counts as a grapple, regardless of whether it penetrates DR. Treat as a weapon (Striker), not as a body part. See text.

Mandibles (13): 1d cutting. Reach C. Used only on prey grappled with large pincer.

Traits: Blind; Extra Legs (total 4); Ham-Fisted; Horizontal; Injury Tolerance (No Neck); Vibration Sense; Wild Animal

Habitat: Fresh Water, Subterranean



Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

*ST range 7-11 depending on weight.

Peripatus, Giant

An ordinary peripatus is 1-3 inches (2.5 - 7.5cm) long, resembling a hybrid slug-millipede. It lives in tropical jungles under stones, fallen leaves, rotting wood, and in similar damp places. Its skin ranges from dark slate to reddish-brown in color and is velvety to the touch.

The giant peripatus is a much larger creature, 3-6 feet long (1m - 2m) — large enough to do harm to a man! It is active at night, when it may be found on game trails or in clearings, hunting prey. During the day, it burrows into the natural debris of the jungle floor, where it remains completely hidden from the sunlight. Thus, they will not be encountered by anyone walking a trail in the day, but someone leaving the trail might step on one.

When disturbed, the giant peripatus can shoot jets of a milky-white fluid from nozzles on its head. On contact with the air, the fluid thickens into a sticky thread. Treat each thread as a single strand of very sticky spider web. The peripatus can shoot out two strands per turn at up to 4-hex range. The webbing will not stick to its own skin, but entangles any victim, reducing DX by -2 until free.

It bites in close combat, and can rear up to bite at the arms and torso. It will generally seek to web its prey before biting it. It is extremely sensitive to dryness, taking double damage from flame, the *Dehydrate* spell and similar attacks. If exposed to direct sunlight, it will die within two hours.

Animal

| | | |
|-----------------|-----------------|----------------------------|
| ST: 9* | HP: 9 | Speed: 5 |
| DX: 10 | Will: 9 | Move: 3 |
| IQ: 2 | Per: 10 | Weight: 60-120 lbs. |
| HT: 10 | FP: 10 | SM: 0 (2 hexes) |
| Dodge: 8 | Parry: — | DR: — |

Bite (12): 1d-2 crushing. Reach C.

Web Fluid (Breath-14, Biological): Binding 6 (Extended Duration, 1 day; Persistent; Reduced Range, 1/2D -, Max 4; Sticky)

Traits: Extra Attack; Vermiform*; Vulnerability (Fire, x2); Weakness (Sunlight, 1d per 30 minutes); Wild Animal

Habitat: Tropical Forest

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

*Although the peripatus has legs, it is effectively a vermiform animal; ST range 9-12 depending on weight.

Peryton

Perytons combine the form of a deer with the wings of a large bird. Little is known about them other than that they are gregarious flock animals, appearing in groups of a half-dozen or more. They seem to be diurnal — no records exist of a night attack. They attack humans



on sight, with no quarter asked or given. They fight to the death, though no peryton will kill more than one victim (see below).

It is said that they are the souls of bloodthirsty humans in animal form. This is surmised from the fact that they cast human shadows. It is also said that the only way for them to regain human form is to kill a human. The fact that each will kill only one human, after which it will wallow in the remains and then fly away, adds

credence to this tale. Perytons might also originate from other humanoid races (elves, dwarves, etc.).

They attack with their antlers, swooping down onto their victims from above. Treat this as a **slam** attack. If the peryton hits, the victim is gored. He also suffers any normal knockdown and knockback effects. After a successful slam, the peryton must land - unless it wins the **Contest of ST** by more than 5 points and "overruns" its victim.

The peryton can also attack with its hooves, kicking or trampling.

Dire Animal

| | | |
|---------------|-----------------|--------------------------|
| ST: 12 | HP: 12 | Speed: 6.5 |
| DX: 14 | Will: 10 | Move: G8, A20, W2 |
| IQ: 4 | Per: 10 | Weight: 200 lbs. |
| HT: 12 | FP: 12 | SM: +1 (2 hexes) |

Dodge: 9 **Parry:** 10(7) **DR:** —

Antler Slam (15): 1d impaling. Reach C, 1; First attack as Lance thr-1 attack, B397.

Kick (15): 1d-3 crushing. Reach C, 1.

Trample (15): 1d crushing. Reach C.

Traits: Flight (Winged, Air 12); Peripheral Vision; Quad-ruped; Weak Bite; Wild Animal

Habitat: Forest, Mountains, Plains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

Physeter

The physeter is a whale that creates Whirlpools. It resembles a small blue whale, but with a mouth more like an orca!

The physeter is able to create a whirlpool with a radius equal to its size. It comes up near or below ships, boats and swimmers and begins to blow, then suck. It stays two yards beneath the surface as it creates its maelstrom. Swimmers, ships and even boats will be drawn toward the center.

Anyone swimming in the area of the whirlpool needs a **Swimming** roll at -5 and a **ST** roll at -5 to avoid being sucked two yards per turn toward the center. Making both rolls enables the swimmer to move 1 yard away from the whirlpool.

Small boats require a **Boating** skill roll at -5 to avoid being drawn two yards toward the whirlpool's center. Sailors who make these rolls may move the ship five yards away from the axis of the whirlpool if they desire — or they may stay and attack! They will need another

roll every second, however! If the boat goes down the spout, its crew will be attacked as above.

Large medieval ships move toward the center at one yard per turn. To avoid this, two skill rolls are needed: a **Shiphandling** roll by the captain, and a roll at -3 against the average **Seamanship** of the crew! A success moves the ship two yards away from the center. Ships which reach the center will not be drawn under, but may be cracked open by the force of the whirlpool, spilling the crew into the water. Make the same rolls, each turn, to keep the ship intact; a successful roll moves the ship two yards away, but a failure will crack the ship open.

Physeter

Dire Animal

ST: 28 **HP:** 28 **Speed:** 4.50
DX: 8 **Will:** 10 **Move:** W10
IQ: 4 **Per:** 10 **Weight:** 70 tons
HT: 12 **FP:** 12 **SM:** +5 (25 hexes)
Dodge: — **Parry:** — **DR:** 3

Whirlpool: See text.

Bite (10): 2d+2 cutting. Reach C. Anyone who enters the central 7 hexes goes "down the spout" and is attacked by the physeter. It attacks only one person per turn. Anyone who it kills is swallowed on the next turn; this counts as an attack.

Traits: Ichtyoid; Wild Animal

Habitat: Salt Water

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

Plat-eye

Plat-eyes are insubstantial creatures that devour humans. They appear only at night, and are terrifying to behold. The most common form they take is that of a large black dog with glowing eyes. The more one looks at the eyes, the larger they get. Sometimes nothing is seen but the huge eyes, floating above the ground, getting as large as a man.

Plat-eyes float just off the ground, are immune to all weapon attacks, and cast **Death Vision** with their eyes.

Spirit

ST: - **HP:** - **Speed:** 5.5
DX: 14 **Will:** 10 **Move:** A7
IQ: 4 **Per:** 10 **Weight:** 0
HT: - **FP:** - **SM:** 0 (1-2 hexes)

Dodge: — **Parry:** — **DR:** —

Fright Check: -3

Death Vision (15): The eyes cast this spell, spending no fatigue. They then attack by casting Total Paralysis.

Total Paralysis (15): After death Vision, they attack by casting **Total Paralysis** on anyone whose hex they enter. This may be Dodged, but not Blocked or Parried. The spell is cast on the same turn the plat-eye enters the victim's hex, and may be repeated as many times as desired. Should a victim resist the **Total Paralysis** spell, he is immune to that spell of that particular plat-eye forever.

Damaging Touch: 3d toxic. Reach C. Those who succumb to the **Total Paralysis** spell are subjected to massive damage every turn in which the plat-eye stays in their hex. Starting the turn after paralysis. DR does not protect, not even Toughness!

Traits: Flight (Hovering, Air Move 7); Insubstantiality.

Spells: Death vision-15; Total Paralysis-15.

Notes: Plat-eyes are immune to all weapon attacks. Certain types of magic will work against them, however, as will the prayers of a "holy" person. Spells that do physical damage, such as most **Missile spells** or **Flame Jet**, do no damage to a plat-eye, with one exception: **Air Jet** does knockback damage. **Mind Control**, **Communication** and **Empathy**, **Necromancy** and some **Protection** and **Warning**, and **Metaspells** are useful against them. The **Flash** spell will repel them — they'll leave after being flashed. In general, they can't be killed. They can only be banished.

Habitat: Only appear at night.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (USA)

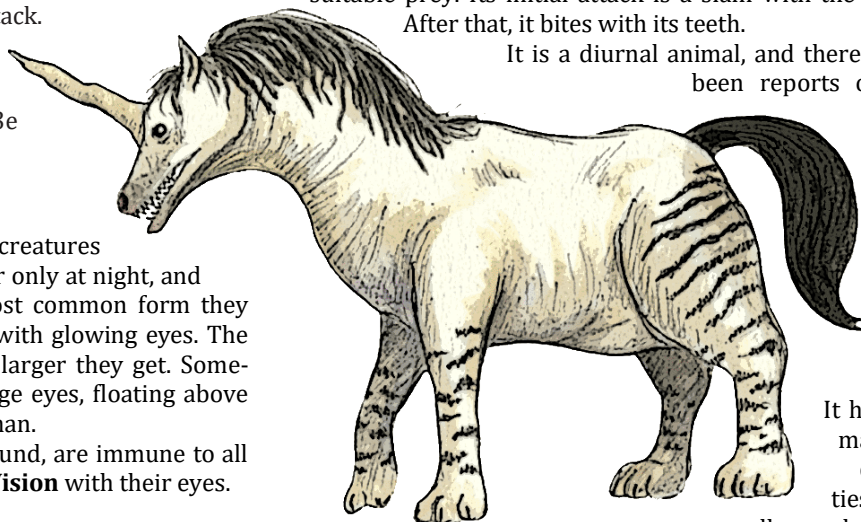
Poh

The poh resembles a white horse with a black tail, and, like a unicorn has a single horn protruding from its forehead. It has serrated teeth and its claws are like a tiger's. It mainly feeds on tigers and leopards, although it is reputed to eat humans when its normal prey can't be found! Its howl sounds like a drum-roll.

The poh is very fierce, attacking whenever it sees suitable prey. Its initial attack is a slam with the horn.

After that, it bites with its teeth.

It is a diurnal animal, and there have been reports of six seen at



once. It has no magical qualities at all, nor does its

horn. The horn is often sold by swindlers as a unicorn horn, however — roll vs. **Naturalist**-4 or **Merchant**-8 to tell them apart. (Testing on some poison is risky, unless one gets the merchant to drink the "purified" poison!).

Because of the poh's savagery, any use of **Animal Handling** or similar skills is at a -5. However, it has no special degree of magic resistance; Mammal Control works perfectly well on it.

Dire Animal

ST: 24 **HP:** 24 **Speed:** 6.5
DX: 13 **Will:** 10 **Move:** 15
IQ: 5 **Per:** 10 **Weight:** 1,000 – 1,200 lbs.
HT: 13 **FP:** 13 **SM:** +1 (3 hexes)

Dodge: 9 **Parry:** — **DR:** 1 (TS)

Horn charge (13): 3d-1 impaling. Reach C, 1, limited arc, forward.

Bite (13): 2d cutting. Reach C, limited arc, forward.

Traits: Impaling Striker; Quadruped; Wild Animal.

Habitat: Plains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (China)

Pong

Pongs are large eaglelike birds. They live on an island in the Eastern Sea, which is strewn with gold and silver. Pongs have little to eat there and often fly inland to catch meat or gobble ears of grain, particularly millet. In battle, they strike with their talons.

Despite their strength, pongs try to make amends when farmers capture them. If a pong is captured unharmed, it will fly its captor to the isle, where one can scoop up treasure. However, the sun there is hot enough to kill humans. Pongs bring people in before dawn, and fly them away when they are ready. Many greedy souls become entranced by the gold and linger gathering it until the sun rises and scorches them to death. The Pongs themselves are immune to heat damage, even from open flame.

Adventurers can also meet Pongs as servants to powerful spirits, or guardians of magical lands.

One can gather 3d×\$10 worth of gold at once on the Pong's island. Searchers can find additional caches of 1d×\$10 by searching for one hour and making a Vision roll. When the sun rises, the temperature on their island instantly soars from 80°F to 250°F (27°C to 120°C). This rapid change causes anyone in the open to suffer 2d points damage from shock, and the unearthly glare causes one point of sunburn damage per hour on even the smallest bit of exposed skin. See B434 for details on the other effects of high temperatures.

Explorers might hide from the sun by burrowing underground. There are no trees or other sources of shade, except, perhaps, the walls of a Pong's stony rookery. Neither water nor food exists on the island. The Pongs will attack anyone who schemes to stay on their treasure-filled home for more than a day. They consider the sun just punishment for avarice.

Dire Animal

| | | |
|---------------|-----------------|-------------------------------|
| ST: 14 | HP: 14 | Speed: 5.5 |
| DX: 12 | Will: 10 | Move: A18 |
| IQ: 8 | Per: 10 | Weight: 500 – 600 lbs. |
| HT: 10 | FP: 10 | SM: +1 (2 hexes) |

Dodge: 9 **Parry:** — **DR:** 2 (TS)

Talons (12): 1d+1 cutting. Reach C.

Traits: Flight (Winged); Temperature Tolerance; Wild Animal.

Habitat: Island

Source: GURPS Fantasy Bestiary 3e

Origin: ML (China)

Pooka

The pooka (or puca) is a mischievous spirit-animal. It loves to play practical jokes on people, though it rarely does them harm. It can appear anywhere; habitat is

irrelevant. It can speak, is magical, and several spells. It can cast spells for no fatigue — it is inherently magical, and is totally immune to all magic spells and psionic attacks.

Its magical power is strictly nocturnal, though a pooka can be active in the day, usually in the form of a goat (1-hex size). It is insatiably curious, and is always meddling in the affairs of humans, testing them to see what their nature is. The most common tales involve a pooka in horse form (3-hex size) taking a nighttime traveler for a terrifying ride (Fright Check at -4). A rider may occasionally break a bone or two on a rough landing, but this only happens to those who have annoyed the pooka. Polite riders get a slightly milder ride — still thrilling, but with a softer landing! The pooka can be quite forceful about insisting that people ride, usually with a kick. It can also bite while in horse form.

If someone attempts to fight it, it will turn invisible, cast **Great Haste**, and proceed to kick him into submission, though never to death. If the victim expresses any aggravation or resentment of the pooka's visit, it will be sure to visit again! The only sure way to be rid of one is to sincerely forgive it - roleplay it! Its size and weight depend on the form it is in.

Rumors: Modern legends tell of pookas being helpful — if true, the most common boon granted is the ability to understand animal speech for a limited time. Even in these modern rumors, the pooka will only help genuinely good people — it loves to trick the rest of us.

Many say that it has the ability to be selectively invisible — allowing only certain people to see it. Sometimes this is done to aid people, but it's more likely to be an attempt to make them doubt their sanity! There is even a modern story of a pooka taking the form of a six-foot-tall rabbit, visible only to one "favored" individual.

Spirit

| | | |
|---------------|-----------------|-------------------------|
| ST: 19 | HP: 19 | Speed: 6.25 |
| DX: 11 | Will: 10 | Move: A17 |
| IQ: 10 | Per: 10 | Weight: see text |
| HT: 14 | FP: 14 | SM: see text |

Dodge: 9 **Parry:** — **DR:** 3

Kick (11): 2d-1 crushing. Reach C.

Bite (11): 1d-1 crushing. Reach C.

Traits: Flight; Immunity (Magic, Psionics); Magery (Nocturnal); Spirit.

Spells: Aura-15; Great Haste-15; Invisibility-15; Levitation-15; Mage Sight-15; Phantom Flame-15 (which it casts from its mouth, as if it were a dragon); Sense Life-15; Shapeshift-15 (intohorse, goat, eagle, bull, ass — it'll never teach any of them).

Habitat: See text.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Ireland)

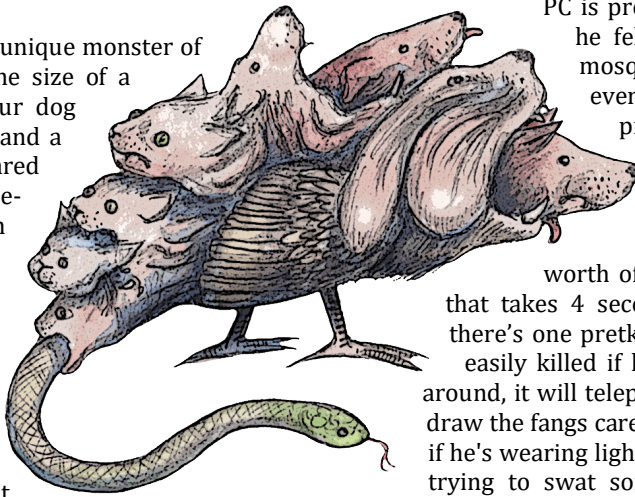


Poreskoro

The poreskoro is a unique monster of Gypsy folklore. It is the size of a large dog, and has four dog heads, four cat heads, and a snake for a tail. It is feared more for its disease-causing abilities than its bite, however.

The dog heads can all bite in the same turn in close combat. The viper-tail bites to any rear or side hex. The cat heads breathe disease.

It is only active at night, and is cowardly rather than fierce. It prefers to slink into camps and breathe on sleeping victims.



Hybrid Animal

| | | |
|----------|----------|----------------------|
| ST: 11 | HP: 11 | Speed: 6.00 |
| DX: 13 | Will: 10 | Move: 9 |
| IQ: 5 | Per: 10 | Weight: 60 – 80 lbs. |
| HT: 11 | FP: 11 | SM: 0 (1 hex) |
| Dodge: 9 | Parry: — | DR: 1 (TS) |

Dog Head Bite (13): 1d-2 cutting. Reach C. All four of the poreskoros dog head can bite in the same turn!

Viper Tail (13): 1d-3 cutting. Reach C, rear hexes only. Follow-up venom if it penetrates armor.

Venom (F): Type A 1d+1 toxic.

Disease Jet (13): The cat heads breathe a jet of disease, only one per turn (but the others can be concentrating). To breathe disease, the cat head must concentrate for three seconds. At that point, it rolls vs. DX to hit someone up to 3 hexes away to any front or side hex. This may be Blocked or Dodged, but not parried. Anyone hit by the poreskoro's breath must make a HT-2 roll, or be infected with the disease of the GM's choice. The poreskoro must spend 2 fatigue per breath.

Traits: Extra Attacks 3 (total 4 per round); Wild Animal.

Skills: Stealth-15.

Habitat: Forest, Mountains.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Romany)

Pretkin

This tiny blood-sucking mammal resembles a small, wingless bat with oversized sharp fangs. It has the unpleasant habit of feeding on fresh blood as a vampire does. Its mana organ (the brain) gives it the **Teleport** spell. In addition, it has a modified version of the **Glass Wall** spell that lets it see through armor.

After teleporting inside armor, it must make a **Body Sense** skill roll of 14 in order to bite in the next second — otherwise, it spends a second reorienting itself. The **Glass Wall** spell simply allows it to see through armor to the back of the neck, allowing the teleport.

It lives in trees, awaiting victims, and will teleport to the back of the neck, if possible. It can pierce up to DR 1 to draw blood. It is so small that it can teleport inside armor, where there is room. (Most armor has room inside at the joints, at least in the armpit area, groin, and probably the neck, which is its preferred target.) If the

PC is preoccupied, the pretkin will not even be felt - it has anesthetic saliva, like a mosquito. (The GM rolls vs. IQ in secret every 2 seconds for the PC to notice the pretkin drawing blood: once when it lands, once on the second turn of drawing blood, two seconds later, etc.)

Fortunately, it only draws 2 HT worth of blood before becoming satiated — that takes 4 seconds per HT. Unfortunately, where there's one pretkin, there are probably a dozen! It is easily killed if hit, but if it feels its host squirming around, it will teleport away - it takes one turn to withdraw the fangs carefully. Thus, a character can swat one if he's wearing light leather armor or less, but the act of trying to swat something inside heavier armor will alarm the pretkin. Active any time, its actual move in the trees is only 1, but it teleports everywhere effortlessly. While feeding, it has no Dodge: when not feeding, it'll never be found.

Faerie

| | | |
|--------|----------|---------------|
| ST: — | HP: 1 | Speed: 6.5 |
| DX: 14 | Will: 10 | Move: A1 |
| IQ: 4 | Per: 10 | Weight: 1 oz. |
| HT: 12 | FP: 12 | SM: -8 |

Dodge: 9 Parry: — DR: —

Specialized Fangs (14): 1d-3 impaling (Armor Divisor, (2); Melee Attack).

Drain Blood (F): 1d-3 fatigue (Follow-Up, fangs).

Traits: 3D Spatial Sense; Flight (Air 1; Cannot Hover; Winged); Magery 0; Sonar; Ultrahearing; Wild Animal

Spells: Glass Wall-13; Teleport-15

Habitat: Swamp, Tropical Forest

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Notes: Each of these spells can be cast up to four times in a row, and each use takes 15 minutes to "recharge." The pretkin can teleport up to 20 hexes maximum distance - anything over 10 hexes is -1 to skill.

Qata

This animal resembles a very large ram, with two forward-pointing horns. It is reputed to be one of the fastest animals on earth, and one of the best-lasting.

While qata do not attack humans, they are very sensitive beasts. They are gregarious, living in herds of between 20 to 50 animals. When humans approach, the females gather the young together and start to run away. They only move at half speed because they stay with the lambs. The males, meanwhile, gather between the herd and the intruders, nervously watching the humans or other predators. There will be anywhere from 4 to 10 males.

If the males feel the herd is threatened, they will charge with its horns. Anyone taking even 1 hit from them is injected with venom. The horns do less damage while attacking without a charge.

They are active only in the daytime.

Rumor: It is said that the male qata has the same weakness for human female virgins for which the unicorn is known, and can be captured the same way.

Qata

Dire Animal

ST: 14* **HP:** 14 **Speed:** 6.5
DX: 14 **Will:** 10 **Move:** 25
IQ: 4 **Per:** 10 **Weight:** 300 lbs.
HT: 12 **FP:** 12 **SM:** +1 (2 hexes)

Dodge: 9 **Parry:** — **DR:** 1 (TS)

Horn charge (14): 1d+1 impaling, follow-up Venom. Reach C, 1, limited arc, forward.

Horn (14): 1d impaling, follow-up Venom. Reach C, limited arc, forward.

Venom (F): Type B 1d toxic.

Traits: Quadruped; Wild Animal

Habitat: Desert, Mountains, Plains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Arabic)

*ST range 12-15 depending on weight

Qiqirn

A qiqirn is a magical giant dog of the Arctic wastes. The only hair on its body is around the mouth, feet, ears and at the tip of the tail. It spreads madness wherever it goes, and is greatly feared. It may be active at any time, and is a solitary creature.

A qiqirn does not attack people outright — in fact, it will only bite to defend itself. It will run away if it takes any damage at all. However, it is attracted to human settlements, and causes fits and madness in people and dogs. Sometimes they follow a group of Eskimo hunters for days!

The qiqirn will attack a human or dog (to eat them) only if every party member is affected. Even one person standing up to it will make it keep its distance. Once a person has made a resistance roll, he is immune to that aspect of that particular qiqirn forever. However, if he should succumb to the qiqirn's powers, he must make another check the next encounter with that monster.

Faerie

ST: 14 **HP:** 14 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 8
IQ: 5 **Per:** 10 **Weight:** 350 lbs.
HT: 12 **FP:** 12 **SM:** 0 (2 hexes)

Dodge: 9 **Parry:** — **DR:** —

Bite (14): 1d cutting. Reach C.

Epilepsy (A, Magical): Affliction 1 (HT; Always On; Area Effect, 5 yards; Aura; Disadvantage: Epilepsy; Extended Duration, x10; Melee Attack). Any person or dog within 5 yards of a qiqirn must make a **HT** roll. Failure means the victim has acquired the **Epilepsy** disadvantage for the next hour.

Madness (A, Magical): Affliction 1 (IQ; Always On; Area Effect, 5 yards; Aura; Based on IQ; Disadvantage: Phantom Voices [Disturbing]; Extended Duration, x10; Melee Attack). Any person or dog within 5 yards of a qiqirn must make an **IQ** roll. Anyone who fails is afflicted with the **Madness** spell for the next hour.

Traits: Cowardice; Quadruped; Wild Animal

Habitat: Civilization, Mountains

Notes: Failing both HT and IQ rolls means being afflicted with both Epilepsy and Madness, one after the other! (Roll randomly to determine order.) For dogs struck with Madness, read results of rolling a 4 as if a 1

were rolled. The madness or epilepsy disappears completely when the time expires.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Eskimo)

Quiver Beast

Quiver beasts are among the most dreaded animals that haunt the ruins of long-dead cities. They are often found near treasure. A quiver beast looks like a huge, hideous dog with over-sized jaws and teeth. It is white with hairless pink tail and ears, standing 4 feet high at the shoulder. Its mana is stored in its hide, which quivers visibly when it casts its innate spell.

Always hungry, they frequently come out of their native plains to search ruins for prey. They've

learned that their native talent with magic is more effective against humans than animals, and have become ardent man-eaters.

These animals can cast a powerful (and quick - only one

second!) version of the *Forgetfulness* spell. The skill for whatever weapon an opponent has in hand is forgotten for one hour if the resistance roll is failed! Unarmed combat skills are never affected, and weapons may still be used at default, of course. If an opponent is holding two weapons, the one he has most recently used against a quiver beast is affected. Otherwise, roll randomly to determine which skill is forgotten. A shield only counts as a weapon if it is all the foe is holding or he has used it to bash a quiver beast.

The quiver beast must concentrate for one second per opponent to cast its spell, and must reconcentrate if the PC should change weapons. A mage may cast a hostile spell at a quiver beast, but if any quiver beast survives the spell, it will cast *Forgetfulness* on the mage for that spell - it's then forgotten for an hour if not resisted.

The quiver beast itself attacks in close combat by biting — its oversized teeth result in Impaling damage. Often they will run in packs of up to 8 beasts, and have well-worked out tactics. The leader and his mate stay in the rear, casting spells, while the pack attacks. Standard range modifiers are in effect. They are active whenever they sense an approach into their territory, and attack anything on sight.

Faerie

ST: 14 **HP:** 14 **Speed:** 6
DX: 13 **Will:** 10 **Move:** 9
IQ: 5 **Per:** 10 **Weight:** 350 lbs.
HT: 11 **FP:** 11 **SM:** 0 (2 hexes)

Dodge: 9 **Parry:** — **DR:** —

Fangs (15): 1d impaling. Reach C.

Traits: Magery 0; Quadruped; Wild Animal.

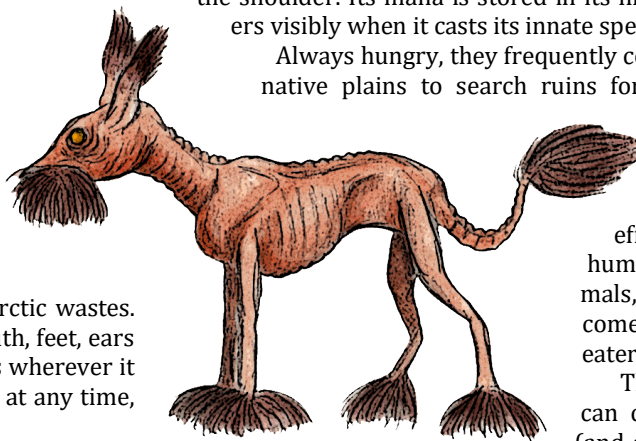
Spells: Forgetfulness-15

Habitat: Desert, Plains, Subterranean

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Notes: The spell can be cast 3 times in a row. Each use of the spell takes an hour to recharge.



Raksha

The Raksha ogres come from Ceylon but have since spread into Western China. They look like huge people, with bulbous eyes, hideous red lips and crooked fangs which make it impossible for them to completely close their mouths. These creatures devour people. However, if a victim offers the ogres a useful skill, they may spare him. The ogres particularly want cooks, since one of their reasons for eating people is the rankness of their normal meat. Some former prisoners may marry Raksha, producing half-breed children.

The strongest Raksha grow wings and learn sorcery. These creatures can fly at a speed of 9. Flying Raksha always know **Shapeshifting** and **Illusion** spells. Ghost Constables often help pursue particularly gruesome Raksha.

Raksha Mundane

| | | |
|----------|----------|------------|
| ST: 16 | HP: 16 | Speed: 6.5 |
| DX: 16 | Will: 10 | Move: 7 |
| IQ: 9 | Per: 10 | |
| HT: 10 | FP: 10 | SM: 0 |
| Dodge: 9 | Parry: — | DR: — |

Thrust: 1d+1

Swing: 2d+2

Traits: Bad Temper (9); Odious Personal Habits (various); Social Stigma

Habitat: Fresh Water

Source: GURPS China

Origin: ML (China)

Raksha Sorcerer Mundane

| | | |
|----------|----------|-------------|
| ST: 16 | HP: 16 | Speed: 6.5 |
| DX: 16 | Will: 10 | Move: G7-A9 |
| IQ: 9 | Per: 10 | |
| HT: 10 | FP: 10 | SM: 0 |
| Dodge: 9 | Parry: — | DR: — |

Thrust: 1d+1

Swing: 2d+2

Traits: Flight (Air Move 9; Cannot Hover; Wings); Odious Personal Habits (various); Social Stigma; Magery 0

Spells: Animal and Illusion/Creation colleges.

Habitat: Islands, Southwest.

Source: GURPS China

Origin: ML (China)

Rat, Giant

There's little to be said about giant rats: they're as cunning and dextrous as regular rats, but *huge*, the size of the children they carry off as food. Almost all dungeons have them – especially sewers. They're fodder for well-equipped adventurers, but every now and then, 20 or 30 of them will get crazy and swarm a party anyway. Their only redeeming quality is that they scour dungeons and caverns for cadavers, thus preventing outbreaks of plague from decaying flesh.

They are scavengers of the worst sort and often carry diseases. Anyone bitten must make a roll against HT to avoid the disease of the GM's choice. Giant rats live in packs of 5 to 20, and are active at all times.

Giant Animal

| | | |
|----------|------------|-------------|
| ST: 9 | HP: 9 | Speed: 6.50 |
| DX: 13 | Will: 10 | Move: 7 |
| IQ: 5 | Per: 12 | |
| HT: 13 | FP: 13 | SM: -1 |
| Dodge: 9 | Parry: N/A | DR: 1 |

Bite (15): 1d-1 cutting.

Traits: Night Vision 5; Semi-Upright; Striking ST +2 (ST 11); Wild Animal.

Skills: Brawling-15; Stealth-15.

Habitat: Subterranean, Forest, Plains, Desert

Origin: Fantasy

Source: GURPS Dungeon Fantasy 2, Fantasy Bestiary 3e

Notes: Anyone wounded by giant rats must make a HT roll to avoid infection with some disease or other. Sewer rot (-1 on all attribute and skill rolls until stopped with Cure Disease) is typical.

Raven, Mythical

In reality, the raven is very smart and mischievous, can learn to mimic some human speech, eats carrion and almost anything else, has a harsh voice and prefers to live on cliff faces.

The mythical raven has been known to act as messengers for both good and evil people. The Norse god Odin had two ravens that brought him all the news of the world every day. The Irish believed ravens were spies, listening to conversations and reporting to enemies. On the other hand, the Irish also have many stories of ravens aiding the hero with sage advice.

Many saints who lived in the desert were brought food by ravens, including Elijah in the Bible.

Ravens are frequently mentioned as familiars, and the raven is said to be a common form used by shapeshifters.

Ravens are also credited with prophetic powers — some even believe ravens to be souls of the departed, come back to warn the living or to predict dire events. If seen flying on one's right side, a raven foretold good news: if seen on the left, dreadful things were about to happen. Ravens appearing in the vicinity of a sick person meant he would soon die.

Some peoples believed that gods of battle disguised themselves as ravens. In some stories, a raven was said to lead the Wild Hunt (spectral hounds and hunters chasing the living) - this raven was probably a disguised god. Others felt that long-gone heroes live on as ravens - the Cornish believed this about King Arthur, and would never hurt a raven for fear of harming the king.

Among many tribes of American Indians, Raven is a trickster-hero, both helping and fooling humanity. Raven played Prometheus to the Indians, for example, bringing them fire. He also gave them the sun and moon, and taught them various food-gathering techniques. Raven is usually credited with being a sorcerer, having shapeshifting abilities and other powerful spells.

Animal

| | | |
|----------|----------|---------------------|
| ST: 4 | HP: 4 | Speed: 5.50 |
| DX: 11 | Will: 10 | Move: A14/G3 |
| IQ: 5 | Per: 10 | Weight: 5 – 12 lbs. |
| HT: 11 | FP: 11 | SM: -2 |
| Dodge: 9 | Parry: — | DR: — |

Beak: 1d-3 cutting. Reach C.

Traits: Flight (Air Move 14; Cannot Hover; Wings); Wild Animal.

Habitat: Any land.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Universal)

Ravener

The ravener resembles a cross between a bear and a hunch-backed gorilla, with the disposition of a rabid wolverine. It inhabits mountainous regions, caverns and ruins, sometimes venturing out into the plains. It is solitary and active at all hours.

It is a fearsome, cunning carnivore, always on the prowl for food, often hiding near game trails, waiting for prey to come along. On the plains, it will lie in wait in tall grass near a watering hole — its light-colored fur blends with its surroundings (-5 to be seen).

It will not hesitate to attack humans, especially when it can take them by surprise. In combat, it is a terror, often berserking — with all the accompanying advantages and disadvantages - and fighting to the death.

It is remarkably quick for its size and, due to the ape-like structure of its arms, it is quite dextrous with its claw attacks. Its long talons, and its apelike arms give it at 1-hex reach. It can also bite in close combat. Its manlike hands can be used to grapple, and it has been known to lift and hurl an opponent several yards.

When on all fours, it is a 2-hex creature; standing on its rear legs, it is a 1-hex creature.

Animal

| | | |
|-----------------|--------------------|----------------------------|
| ST: 23 | HP: 23 | Speed: 6 |
| DX: 12 | Will: 11 | Move: 10 |
| IQ: 5 | Per: 12 | Weight: 1,500+ lbs. |
| HT: 12 | FP: 12 | SM: +1 (2 hexes) |
| Dodge: 9 | Parry: 9(6) | DR: 2 (TS) |

Bite (12): 2d cutting. Reach C.

Talons (12): 2d cutting. Reach C, 1.

Traits: Berserk (6); Bloodlust; No Fine Manipulators; Semi-Upright; Temperature Tolerance 2; Wild Animal

Skills: Judo-12

Habitat: Mountains, Plains

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Reek

A reek is a nasty, slimy creature found in caverns, deep woods, and jungles. It looks like a decaying lump of brown jelly, though there are some slight color variations. It lives by covering and dissolving organic matter, living or dead. Although blind, reeks hate sunlight, and are active only when it isn't too bright. They locate prey by scent and vibration. They are usually solitary, though they can occasionally be found two at a time, as their mating season is year-round. Like worms, reeks are hermaphroditic.

Reeks are unaffected by ordinary animal control spells, being a form of unicellular life. They vary considerably in size, from 20 lbs. (10kg) up to at least 60 (30kg), or possibly much more; the details here are for an average specimen. For larger or smaller individuals, set ST equal to 1/10 weight, and HP to 1/3 weight. (Very large specimens might have a positive Size.)

Travelers can easily mistake a reek for a patch of muddy dirt, and reeks take full advantage of this. Their

Camouflage skill represents their ability to "hide in plain sight." Humans or animals often become aware of a reek in their path by stepping in it. Anyone touching or touched by a reek becomes partly engulfed by its viscous body (its Binding ability) *and* is attacked by its acidic digestive secretions (its Innate Attack). Hence, victims find themselves stuck to the reek and taking 1 point of corrosive damage per turn, which eats through any DR at a rate of 1 point per 5 turns.

Most reeks cannot climb and are slow "ambush predators." They are fairly easy to destroy or evade once detected (though they have to be chopped apart or burned completely), and hence rely on concealment and surprise. Those reeks that *can* climb (add Climbing-12) use trees or cave walls as platforms from which to drop on visitors.

While reeks are usually assumed to have all the sapience of mud, they sometimes display a degree of what might be cunning or even an utterly alien intelligence. Some rare specimens have magical abilities powered by "mana" stored in their nuclei. These can cast one or two spells at level 15, and store up to 15 energy points for this purpose, recharging expended points at 1 per hour. It's generally assumed that they absorb such powers from digested magical beings or items.

Slime

| | | |
|-----------------|--------------------|------------------------|
| ST: 4 | HP: 13 | Speed: 3.5 |
| DX: 5 | Will: 8 | Move: 1 |
| IQ: 2 | Per: 13 | Weight: 40 lbs. |
| HT: 13 | FP: 13 | SM: 0 |
| Dodge: 6 | Parry: 9(6) | DR: 2 (TS) |

Binding 10: Reach C.

Corrosion: 1 point damage.

Dread: Bright Sunlight or Equivalent, 1 yard.

Traits: Binding 10 (Always On; Aura; Melee Attack, Reach C; One-Shot; Unbreakable); Blindness; Cold-Blooded (50°); Corrosion Attack 1 point (Always On; Aura; Melee Attack, Reach C); Discriminatory Smell; Doesn't Breathe (Oxygen Absorption); Doesn't Sleep; Hard of Hearing; High Pain Threshold; Horizontal; Injury Tolerance (Homogenous, No Blood, Eyes, Head, or Neck); Invertebrate; No Fine Manipulators; No Legs (Slithers); Universal Digestion; Vibration Sense (Air); Wild Animal

Skills: Brawling-10; Camouflage-12.

Habitat: Forest, Subterranean, Tropical Forest

Source: GURPS Banestorm, Fantasy Bestiary 3e.

Reek, Magical

Certain types of reeks have magical abilities powered by mana stored in their nuclei. Other types of magic reeks can be created, ranging from the deadly to the silly.

Confusion Reeks cast a modified version of the *Mystic Mist* spell, over a 3-hex radius area. The spell area must include the hex the reek is in, though it is not necessarily centered on it. Unlike the actual *Mystic Mist* spell, no Fright Check is needed. Instead, victims must make an IQ + Magic Resistance roll each turn or suffer disorientation. Disoriented victims may not choose the direction they wish to go in - roll randomly for each hex of movement. People with *Absolute Direction* are immune, and those who are not confused may lead others. Only the confusion reek is considered "native" to the Mist, and it can cast the spell in 2 seconds.

Decay Reeks can cast both *Seek Food* and *Decay* spells. They will decay a party's supplies, and eat the rotting remains when it is abandoned. (*Seek Food* senses the nearest source of food - use Long Range Distance modifiers).

Glue Reeks leave a trail of magically Glued hexes wherever they go. Treat each hex that the reek spends 5 seconds in as being under the *Glue* spell for one minute. It cannot maintain the spell. Thus, a glue reek traveling through a cavern at 1 hex every 5 seconds will leave a trail of 12 glued hexes behind it, expiring at different times. They rarely travel in straight lines, and the hexes cannot be distinguished from those around them except with the *Mage Sight* spell. Glue reeks ignore the limit of 15 fatigue that other reeks have.

A glue reek can sense anything caught in one of its glued hexes, like a spider sensing victims in its web. It will speed up to the normal reek move of 1 directly toward a victim — it is immune to its own spell, of course.

Daze Reeks cast the Mental Stun spell. Anyone successfully resisting it is immune to that particular reek forever. A victim who fails his resistance roll and is attacked by the reek rolls to recover from the mental stun at +1 per hit taken from the reek.

Pleasure Reeks cast the Emotion Control spell, instilling love and joy in their prey — roleplay it! Anyone failing the resistance roll is immensely attracted to the reek, and will even sit by it and take it into his lap. The immobile victim will continue to be lulled even as the reek consumes him, and will only be aroused to defend the reek!

Rust Reeks have the ability to corrode iron and steel. Their mana organs cast the *Ruin* spell, but drastically speeded up in a manner mages have not been able to duplicate. Unlike other reeks, they are often found in groups of 3 to 10. These reeks digest oxidized metal rather than organic material. Rust reeks often live near other types of reeks, since they are not in competition for food.

For every 3 seconds a rust reek is attached to metal armor, the DR of the armor is permanently reduced by 1. When DR 0 is reached, the armor falls apart (Chainmail doesn't fall apart until DR for swing damage reaches 0). Note that only one piece of any armor will be attacked by any one rust reek - but if the breastplate or back piece falls apart, the whole torso is exposed! it would take 1 to 6 minutes to strap the good half of torso armor back on. Three seconds on a metal weapon will reduce its quality one level (very fine to fine to good to cheap to broken). The same is true for three successful hits on a rust reek by a metal weapon. For metal items such as buckles, pans, etc., 3-second intervals are recommended for detennining deterioration, but the GM's ruling is final. Some Rust Reeks even have the power to corrode noble metals like gold and silver, but these are rare!

Seeker Reeks cast a modified *Seeker* spell, which works on humans as well as animals, with no penalty for strangers as subjects. They are otherwise normal reeks, and merely have the ability to seek out the nearest animal or human life form larger than a mouse. (This ability may be possessed by any of the other reeks, however!)

Stun Reeks cast the *Stun* spell. Anyone successfully resisting it is immune to that particular reek forever. A victim who fails his resistance roll and is attacked by the reek rolls to recover from the stun at +1 per hit taken from the reek.

Sucking Reeks cast the *Body of Air* spell on their

victims. Anyone that comes within 2 yards of the reek is attacked with the spell — it is resisted by HT. If the victim is successfully turned to air, the reek begins to "inhale" the subject into a digestive vacuole. It uses a proboscis-like appendage for this purpose (-10 to hit the proboscis). It can draw the victim towards it 1 yard per turn. If the victim makes a ST roll, the reek isn't able to draw him towards it that turn. (Making the ST roll by 5 or more allows the PC to move away 1 yard). Once inside the vacuole, the PC is slowly returned to his physical shape, just enough for the reek to digest each second (1 hit). Killing the reek instantly breaks the spell, but if there is a victim partially inside, he automatically takes 1 point of damage from the attack. Armor does not protect from this type of reek.

Trip Reeks cast the *Tanglefoot* spell. Anyone who comes within 2 yards of a trip reek is attacked by the spell - it is resisted by DX. The reek then moves towards the victim and attempts to dissolve him, as a normal reek. If using the advanced Changing Position in Armor rules, this can be very deadly to someone in plate mail - especially if there are any rust reeks around!

Teleporting Fire-Breathing Enslaving Utter-Dome Reek is an example of taking things a little too far ...

Magical Reek

Slime, Faerie

| | | |
|--------|---------|-----------------|
| ST: 4 | HP: 13 | Speed: 3.5 |
| DX: 5 | Will: 8 | Move: 1 |
| IQ: 2 | Per: 13 | Weight: 40 lbs. |
| HT: 13 | FP: 13 | SM: 0 |

| | | |
|----------|-------------|------------|
| Dodge: 6 | Parry: 9(6) | DR: 2 (TS) |
|----------|-------------|------------|

Binding 10: Reach C.

Corrosion: 1 point damage

Dread: Bright Sunligh or Equivalent, 1 yard

Spells (15): Varies, see text.

Traits: Binding 10 (Always On; Aura; Melee Attack, Reach C; One-Shot; Unbreakable); Blindness; Cold-Blooded (50°); Corrosion Attack 1 point (Always On; Aura; Melee Attack, Reach C); Discriminatory Smell; Doesn't Breathe (Oxygen Absorption); Doesn't Sleep; Hard of Hearing; High Pain Threshold; Horizontal; Injury Tolerance (Homogenous, No Blood, Eyes, Head, or Neck); Invertebrate; No Fine Manipulators; No Legs (Slithers); Universal Digestion; Vibration Sense (Air); Wild Animal

Skills: Brawling-10; Camouflage-12.

Habitat: Forest, Subterranean, Tropical Forest

Source: GURPS Fantasy Bestiary 3e.

Notes: Stores up to 15 "fatigue" points of mana at a time, recharging expended points at a rate of 1 per hour.

Remora, Greater

This is the remora of legend - the real one is a harmless three-foot-long solitary shark which uses a suction pad on its head to hitch rides with bigger fish. According to legend, the remora uses the suction pad to drag a ship to a dead halt, earning it the name of "ship-holder."

The remora stores mana in its sucker, allowing it to cast a unique spell, **Remora**, that works only on ships — at no fatigue cost and a skill level of 15. Using this spell, it can stop any ship to which it is attached for as long as it wants. To remove the fish, someone must swim under the hull to pull it off (Contest of ST), and a magic spell must be used to counteract its magic. Spells which will successfully counteract Remora are **Counterspell** (if at

least 5 Movement spells are known), **Remove Curse**, **Dispel Magic**, **Haste** and **Fish Control**. The first four require a successful **Contest of Skill** in order to work. If none of those spells are available, the remora can be killed and the spell will dissolve 24 hours later.

These fish are sometimes used to pull enemy ships to shore. Swimmers can tie a strong rope to the fish, swim to the opponent's ship and attach the remora. Soldiers on shore can then haul the ship in and attack it! Mages with the Fish Control spell could even dispense with the rope.

Rumors: According to legend, an unguent made from the remora's mana-laden sucker will attract gold. To make one dose of the unguent requires the sucker from one remora, plus \$1,000 in materials, plus three weeks of time. Spread on a hand, wand or other object, the unguent will pull up to a pound of gold to it, even straight up, for a distance of 20 yards. The unguent moves the gold at one yard per second, and has ST 5 for Contest of ST purposes. The unguent must be exposed to air in order to work, and loses its power after it) minutes of exposure. It takes about a minute to scrape the unguent off the gold to re-use it, if desired.

Greater Remora

Faerie

| | | |
|--------|----------|---------------|
| ST: 2 | HP: 2 | Speed: 5.5 |
| DX: 12 | Will: 10 | Move: W10 |
| IQ: 3 | Per: 10 | Weight: 1 lb. |
| HT: 10 | FP: 10 | SM: -2 |

Dodge: 8 Parry: — DR: —

Bite (12): 1d-6 cutting. Reach C.

Hindrance (Magical): Binding 50 (Accessibility: only on watercraft, only while in contact; Melee Attack; Unbreakable). See Text.

Traits: Fish; Wild Animal

Notes: Each second, the greater remora will layer its Hindrance ability until it is far beyond the requirements for immobilization, so as to prevent the vessel from breaking free under its own power. Thus, only counteractive magic or the remora's death can remove the binding (see text).

Habitat: Salt Water

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

Robber Fly, Giant

Robber flies are among the most effective hunters in nature. The small ones are very beneficial, preying on many pests. The giant ones, alas, prey on humans. They are about 5 feet (1.5m) long, shaped like a cross between a housefly and a wasp, and are solitary, diurnal animals.

They are ambushers, lying in wait patiently for hours, then launching themselves viciously to the attack. They wait on and behind boulders, on large tree trunks, just over a grassy knoll, etc. — anywhere they can launch into flight quickly. Their mana organ, in the wings, allows them to achieve full speed instantly, usually earning them a surprise attack.

Robber flies attack with a slam to the body which grapples the victim, and probably knocks him down. At this point, they are in close combat - anyone attacking them is at -2 to hit, and risks hitting the victim. The following turns they all-out attack (two bites) until death. They will not flee.

Animal (Vermin)

| | | |
|--------|---------|------------------|
| ST: 11 | HP: 11 | Speed: 6.75 |
| DX: 14 | Will: 9 | Move: A15 |
| IQ: 2 | Per: 10 | Weight: 150 lbs. |
| HT: 13 | FP: 13 | SM: 0 (2 hexes) |

Dodge: 9 Parry: — DR: —

Bite (16): 1d cutting. Reach C.

Slam (16): 2d crushing (at full Move against stationary target).

Traits: Bloodlust; Flying Insect; Wild Animal

Habitat: Forest, Mountains, Plains, Swamp, Tropical Forest

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Roc

See Rukh.

Rogo-tumo

Rogo-tumo is a unique giant octopus of a malevolent nature. If the GM makes a whole race of rogo-tumo, they will be found in the warmer seas of the world, lurking both in the shallows and the deeper water, waiting to grab their unsuspecting victims. The rogo-tumo can change colors to match its surroundings, making it difficult to spot (Vision-5). It is a solitary creature, active any time.

Rogo-tumo prefers to use its camouflage abilities to attack from ambush, gaining the advantages of surprise.

If the monster takes more than half damage, it will squirt out a dark ink cloud (equal in size to itself) and escape while its foes are blinded.

Rumor: The rogo-tumo guards a large treasure.

Dire Animal

| | | |
|---------|----------|-----------------|
| ST: 13* | HP: 13 | Speed: 7 |
| DX: 14 | Will: 10 | Move: 4/28* |
| IQ: 4 | Per: 10 | Weight: 95 tons |
| HT: 11 | FP: 11 | SM: +6 |

Dodge: 11 Parry: — DR: 0

Grappling Tentacles (14): When a victim gets close enough (4-hex reach), the octopus will attempt to grapple with its tentacles. The ST given above is for each tentacle. Rogo-tumo has full coordination for all eight tentacles each turn! Roll a separate quick Contest of DX for each tentacle. No more than three tentacles can envelop a single foe, however.

When the octopus has grappled with enough tentacles, it will pull the victim toward its mouth (Contest of ST, +2 for each extra tentacle used), where it bites with its beak and injects venom. Once the victim is in the water, add 10 to the creature's effective ST! Every time the victim loses a Contest of ST, it is drawn one hex closer to the mouth. Losing by 10 or more means being drawn two hexes at a time! A Contest of ST is required to break free of the tentacles, or simply to pull away 1 yard.

The tentacles themselves do no damage, but the victim will begin to drown if held underwater (see Drowning, B436). A tentacle can be sliced through with 8 points of cutting damage. Impaling damage is not doubled against the tentacles. Damage to the tentacles does not affect the rogo-tumo's overall hit points!

Beak (14): 1d-1 large piercing. Reach C. Follow-up venom.

Venom (F): Roll vs. HT-3 to prevent total paralysation for six hours.

Traits: Chameleon; Obscure (ink cloud, only underwater); Extra Arms 7; Wild Animal.

Habitat: Salt Water.

Source: Fantasy Bestiary 3e.

Origin: ML (Polynesia)

* ST+2 per additional grappling tentacle.

Rolling Rock

The rolling rock is an animated boulder. roughly spherical. It can move by rolling itself, of course, but how it senses its environment is a mystery. It has no limbs to grapple or hold weapons with.

Rolling rocks have a very strange psychology. Exactly why they attack people is unknown — they certainly don't eat them. Perhaps they resent our "abuse" of stone materials — castles of cut stone might be offensive to them.

At any rate, they are indistinguishable from inanimate rocks to all but expert eyes — a **Geology-4** roll is needed to identify a rolling rock that is "resting" (temporarily motionless). Since they frequent rocky terrain, they don't leave many tracks. Those that they do are recognizable on a **Tracking-2** roll — with a further -3 penalty if the tracker has never seen them before.

There are different sizes of rolling rocks, the smallest weighing about a ton. Damage is determined by weight — see **Trampling** (B404). They attack by slamming a foe, then staying in the same hex and trampling.

Impaling weapons do not do double damage against a rolling rock, nor is fire useful unless it is very hot. Other weapons do normal damage. Any weapon weighing less than 3 pounds has a 50 percent chance of breaking against a rolling rock. Earth magics affect them, but at a -2 penalty.

Mundane

| | | |
|----------------|-----------------|-----------------------------|
| ST: 20* | HP: 20* | Speed: 5.25 |
| DX: 10 | Will: 10 | Move: 5 |
| IQ: 3 | Per: 10 | Weight: 1+ tons |
| HT: 11 | FP: 11 | SM: +1+ (2-10 hexes) |

Dodge: 5 **Parry:** — **DR:** 6

Slam and Trample (10): 1d+1 crushing for a small (ST14) rock, 2d+1 for a medium (ST20), 3d+2 for a large (ST28) rock. Reach C. This attack can only be dodged. If a rolling rock is more than 7 hexes in diameter, it is very hard to evade. The victim is at a -4 to DX in the **Contest of DX** if the rock hits with its center!

Traits: Damage Resistance 6; Injury Tolerance (Homogenous); Injury Tolerance (Damage Reduction/4 versus Fire); Wild Animal.

Habitat: Mountains, Desert.

Source: Fantasy Bestiary 3e.

Origin: ML

*ST and HP range 14-28 depending on weight.

Rukh

A gigantic bird of prey, large enough to carry an elephant in its talons. Each talon of its five-clawed feet is larger than a man, and its beak is the size of an ox. Some stories call it "roc." Muslim legend says that Allah created it to rule the air as the behemoth and leviathan rule the land and sea. Men

fear the rukh's ferocity, but it actually is not very dangerous to men, who are smaller than its preferred prey.

It lives on an island, far in the ocean, and humans are usually beneath its notice.

Bold heroes have told of tying themselves to its feet to hitch a ride; it never saw them. Had the roc noticed them, it probably would have swallowed them whole!

The rukh's long talons inflict 11d+11 cutting or impaling damage on its prey. Its beak inflicts 11d-1 large piercing damage. Either of its two wings can inflict 11d crushing damage. This damage a roc does is usually fatal even to platemail characters - rukh are not to be attacked lightly! Fortunately, humans get a +5 on Stealth rolls around a rukh — as an analogy, how many insects on the ground can the average person hear?

Rumor: The island the roc lives on is said to be fabulously rich in gems and gold.

Rukh

Giant Animal

| | | |
|----------------|-----------------|------------------------|
| ST: 100 | HP: 100 | Speed: 7 |
| DX: 14 | Will: 12 | Move: G4/A28 |
| IQ: 4 | Per: 12 | Weight: 95 tons |
| HT: 14 | FP: 14 | SM: +6 |

Dodge: 11 **Parry:** — **DR:** 0

Talons (16): 11d+11 cutting.

Beak (16): 11d-1 large piercing.

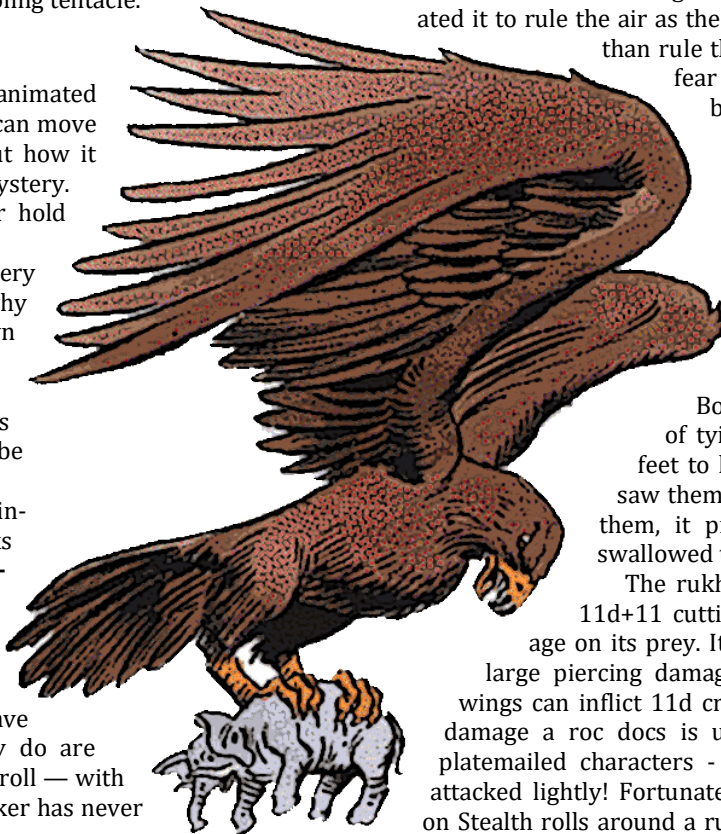
Wings (16): 11d crushing.

Traits: Acute Vision 4; Bad Grip 3; Berserk (12); Claws (Long Talons); Combat Reflexes; DR 2 (Can't Wear Armor); DR 4 (Can't Wear Armor; Legs Only); Enhanced Move 1 (Air Speed 28); Flight (Winged); Foot Manipulators (Two Arms); Gluttony (12); Penetrating Voice; Protected Sense (Vision); Restricted Diet (Fresh Meat); Strikers (Two Wings; Crushing; Weak); Teeth (Sharp Beak); Unaging; Wild Animal.

Skills: Brawling-16; Survival-12.

Source: F50, Fantasy Bestiary 3e.

Origin: ML (Arabia)





Rumtifusel

The rumtifusel is a very slow but cagey beast. It is flat, like a furry manta ray. In fact, it looks like a good, warm fur coat, already skinned and preserved. It likes to lie over stumps, where it patiently waits for prey to come to it. Its victims include scavengers who investigate the possibility of meat and humans who investigate the possibility of a free coat!

Should the rumtifusel miss its initial lunge at a person, it will not flee — it is far too slow. It will choose the Wait maneuver, instead, hoping for another chance to grapple a victim.

Mundane

| | | |
|----------|----------|-----------------|
| ST: 13 | HP: 13 | Speed: 6.50 |
| DX: 14 | Will: 10 | Move: 1 |
| IQ: 4 | Per: 10 | Weight: 95 tons |
| HT: 11 | FP: 11 | SM: 0 |
| Dodge: 7 | Parry: — | DR: 2 |

Grappling (14): Once someone gets within one hex of the rumtifusel, it lunges up and envelops him. This is treated as a grapple — a quick **Contest of DX**. If the rumtifusel wins the contest, it begins to choke its opponent — see B404. Sometimes a very clever rumtifusel will wait until the opponent actually picks it up (giving it a +2 in the contest). If a person actually puts the rumtifusel on, he has no chance to avoid the choking attack!

Traits: Injury Tolerance (Homogenous); Wild Animal.

Notes: The rumtifusel is very thin (about 2 inches) and completely envelops its prey. This means that impaling attacks against it are not doubled, and that any attack that does more than 4 points of damage in one blow goes through to the victim automatically!

Habitat: Forest.

Source: Fantasy Bestiary 3e.

Origin: ML (American)

Sag

The sag is a flying, magical creature of ancient Egypt. It has the body and claws of a lioness, the wings and head of a giant hawk, and its tail is a magical lotus blossom.

Sags are inimical to humanity, and seek to destroy the earth through drought. They detest fresh water, and drink sparingly of salt water to meet all their fluid needs.

A sag can fly at the listed speed. On the ground it moves 8. It can attack with the paws or tear with its beak.

They are active only in the day, and usually met one at a time.

Rumors: One legend states that the sag is not a creature, but a demon.

Another rumor says that the sag can cast **Dehydrate**-15 with its tail, doing 2d-2 damage to the nearest being within 3 yards. Stories differ as to whether the sag is limited in the number of times it can do this!

Faerie

| | | |
|--------|----------|-----------------|
| ST: 17 | HP: 17 | Speed: 6.25 |
| DX: 14 | Will: 10 | Move: G8, A15 |
| IQ: 5 | Per: 10 | Weight: 95 tons |
| HT: 11 | FP: 11 | SM: +6 |

| | | |
|----------|----------|-------|
| Dodge: 8 | Parry: — | DR: 1 |
|----------|----------|-------|

Paws (14): 1d+2 cutting. Reach C.

Sharp Beak (14): 1d+1 large piercing. Reach C.

Destroy Water: The tail continually casts Destroy Water, at no fatigue cost to the sag. Any water within 3 yards of the tail hex is destroyed. Canteens will suddenly be empty, oases will dry up. streams will shrink rapidly. (Water in a desert oasis will return within 24 hours.). This does no direct damage to living things, but can be deadly if desert travelers have just lost the only known water supply for 100 miles!

Traits: Winged Flight; Wild Animal.

Habitat: Desert, Mountains.

Source: Fantasy Bestiary 3e.

Origin: ML (Egypt)

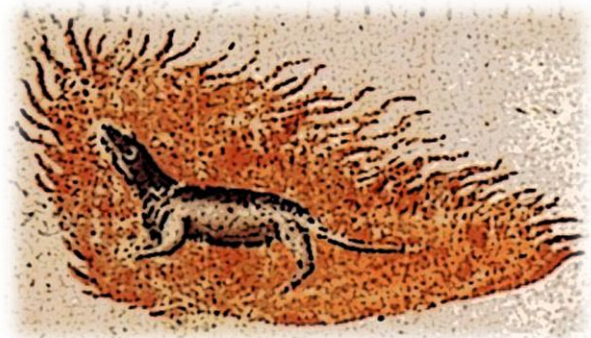
Salamander

This is the salamander of ancient and medieval legend which lives in flames, absorbing the heat and extinguishing the flames. Alchemists later ascribed the name salamander to the fire elemental; do not confuse the two, as their natures are opposite.

Salamanders are able to sense heat at long distances, and will teleport to the next fire (or other heat source) when the current one begins to die. Fires go out four times as quickly when a salamander is sucking the energy so these beasts constantly seek new fires.

Major conflagrations will attract scores of salamanders, which will fight anyone who tries to put out a fire. If a PC's campfire is visited by a salamander he will only notice it by how often he must feed the fire. Looking closely will reveal the salamander - it looks like a large, real-world salamander. A torch is too small to attract any but a baby salamander, or a very desperate one — an adult will put out a newly lit torch in about 30 seconds.

Flame attacks do no damage to a salamander; they are simply absorbed. No fires can be started within 1 hex of a salamander - it "eats" all the fire energy. It at-



tacks in close combat by simply grappling and hanging on (it prefers backs), draining the heat from its victim. Armor protects for a number of turns equal to its DR, then the character takes 1d-1 cold damage each turn. Ice attacks do double damage, and the salamander will flee any party that uses icy weapons.

Rumor: It is said that the blood of the salamander, when applied to a person's clothing, makes them fire-resistant. Treat this as an item of Resist Fire. The GM may make it temporary or permanent. If temporary, it might last a given number of days, or until the clothing is washed (rain would wash it) or until it resists one fire.

Salamander

Dire Animal (Reptile)

ST: 5* **HP:** 5 **Speed:** 5.75
DX: 13 **Will:** 10 **Move:** 7
IQ: 4 **Per:** 10 **Weight:** 10-25 lbs.
HT: 10 **FP:** 10 **SM:** -3
Dodge: 8 **Parry:** — **DR:** —

Heat Sink (A, Elemental: Fire): Temperature Control (Always On; Aura; Cold Only; Melee Attack)

Heat Leech (Brawling-13, Elemental: Fire): 1d fatigue (Hazard: Freezing; Melee Attack).

Traits: Detect Heat; Immunity (Fire); Magery 0; Temperature Tolerance (100°F to 2000°F); Vulnerability (Cold-based Attacks, x2); Reptile; Wild Animal

Spells: Extinguish Fire-25

Habitat: Outsider

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

*ST range 4-6 depending on weight

Samhainach

The samhainach (pronounced sow-wan-ach with a guttural ch) is a monster that is substantial only one night a year: All Hallow's Eve. This is an ancient New Year's Eve, and it may come on the last night of the year of whatever calendar the game world uses. On that night the creature takes shape, and may harm — and be harmed by — humans. The rest of the year it is completely out of touch with this plane.

The samhainach's shape varies. The archetypal "goblin" shape is commonly used: twisted and stunted humanoid, with ghastly green skin and long, sharp claws and protruding fangs. It has also been described as a pig faced wolf and sometimes simply as a black dog with fiery eyes.

Whatever form it takes the favorite food of a samhainach is the flesh of a human baby, but it will settle for the less tender adults. Its skin is tough but it takes damage from fire as if it had DR 1. It attacks with its claws and teeth.

It is not a brave monster, and will usually attack only those it feels it can best. If too badly hurt, it will run away. It arrives in this plane from an underground passage, usually one that is only open this one night a year. Very brave (or very foolish) PCs may follow it into the cavern, but that's another story — they've left their native world behind!

Should it grab a baby, it will run for the opening. The trick becomes getting the infant back without hurting it — a pulling **Contest of ST** will do the baby 1d-1 damage each turn!

Faerie

ST: 14 **HP:** 14 **Speed:** 6.75
DX: 15 **Will:** 10 **Move:** 6
IQ: 7 **Per:** 10 **Weight:** 200 lbs.
HT: 12 **FP:** 12 **SM:** 0 (1 hex)
Dodge: 8 **Parry:** — **DR:** 4 (TS)

Claws (15): 1d cutting. Reach C.

Teeth (15): 1d-1 cutting. Reach C.

Traits: Cowardice; Quadruped; Wild Animal

Habitat: See text.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Irish)

Santer

A santer is a reclusive mammal with a craving for cattle. It thus earns the enmity of humans, and will defend itself vigorously if attacked. But it does not eat people, and sees no need to fight them if it can help it.

Its body is as long as a bull's, but it doesn't have as much bulk. Its legs are long, and the body is covered with reddish, long hair. The head is large, round, and bald, with small, heady eyes.

The tail is the most unusual feature of the santer, though. It is as long as its body, with eight "knots" along it - it looks like a giant string of beads. The "knots" are actually large bones.

The tail is used as a flail with great power and skill — it can knock out a cow with a single blow! A very fast mover, the santer lives in wooded swamps, and prefers warm climates. It has a piercing cry, like a baby's scream. Dogs tend to be afraid of them, and rightfully so.

It will attack exclusively with its tail preferably while running away! It has been known to slow itself down to a human's speed running just ahead of one wildly swinging its tail at its pursuer every turn! If cornered, it will turn its side to a wall and lash repeatedly with the tail, covering the whole side that is exposed. If it is being shot at with missile weapons, it will charge the foe, attempting to overrun. It will take a tail swipe as it goes.

The tail is 3 hexes long and can do crushing damage in any hex along the way. It can swing the tail each turn, no need to ready it. If two opponents are lined up in such a way that the tail could hit both of them roll to hit each. Anyone attempting to parry the tail is at -4.

The teeth are made for tearing flesh, but it never seems to bite anything that is still conscious so. it has no close—combat attack.

Dire Animal

ST: 15 **HP:** 15 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 11
IQ: 5 **Per:** 10 **Weight:** 400 lbs.
HT: 12 **FP:** 12 **SM:** +1 (2 hexes)
Dodge: 9 **Parry:** — **DR:** 2 (TS)

Knotted Tail (14): 2d+4 crushing. Reach C, 1-3; Limited Arc, behind.

Traits: Cowardice; Quadruped; Wild Animal

Habitat: Forest, Swamp

Source: GURPS Fantasy Bestiary 3e

Origin: ML (American)



Sasabonsam

A sasabonsam is a forest monster of west Africa. It resembles a large hairy humanoid with *long* legs - over six feet (2m) long! Its eyes are very bloodshot, and its neck can swivel a full 360°. Its feet point forward and backward — it can walk either way! (**Tracking** one is at -6) It walks upright, and is completely at home on the trail or in the trees. If it were to lie down it would be four hexes in length — but no one has ever seen one in that position. It is not sapient, cannot speak any language, and never uses any weapons. It makes a deep rumbling noise to express various emotions.

The sasabonsam is an expert ambusher. It lurks on a branch over a trail, waiting for suitable prey, which includes anything up to the size of a horse. The feet have long, sharp claws extending in both directions, and it hooks victims as they pass beneath its branch — see **Attack from Above** (B402).

Its move in the trees is the same as on the ground — but it rarely comes to the ground. It prefers the advantages of height and surprise. It will stay in the branches at least 10 feet (3m) off the ground, if at all possible, making attacking it very difficult.

It only lives in the densest part of the forest, though there may be a clearing the PCs can escape to not too far away. They are usually solitary, though there are reports of a sasabonsam community deep in the woods. They are active all the time.

Rumor: Some tribes believe that the sasabonsam is intelligent and is an enemy of humans. They are even credited with knowing necromantic spells. If this is true, they would be a sentient race.

Mundane

ST: 20 **HP:** 20 **Speed:** 6.50
DX: 15 **Will:** 10 **Move:** 6
IQ: 5 **Per:** 10 **Weight:** 40 lbs.
HT: 11 **FP:** 11 **SM:** -1 (1 hex)

Dodge: 8 **Parry:** — **DR:** 3 (TS)

Stabbing Feet (15): 2d+1 impaling. Reach C, 2. The feet stay in the victim if they penetrate armor. On the next turn, the sasabonsam will lift its prey into the tree, unless the victim can free himself from the claws by making a **DX** roll. Should the prey get free, the sasabonsam will be able to move in the trees to get over of him again, or over another opponent.

Bite (15): 1d+2 cutting. Reach C. Once a victim is brought up to the trees, it will be tightly held by the

sasabonsam's forearms, and bitten. Breaking away requires winning a **Contest of ST** — good luck!

Traits: 360° Vision; Brachiator; Wild Animal.

Habitat: Jungle, Forest.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Africa)

Sasquatch

The Cascade Mountains of Oregon, Washington, and northern California, as well as a stretch of mountainous territory extending into British Columbia, is the home of the Bigfoot, more properly known as sasquatch. The name (meaning "hairy man") is derived from the legends of Pacific coast natives about an aboriginal tribe of giants.

The sasquatch ranges from 6 to 9 feet tall (1.8 – 2.7 m) and is covered in thick brown to reddish-brown fur. Movement and general outline is said to be like that of a primitive human, sometimes "bear-like". The sasquatch are not believed to have claws of any significance, and so could strike with fists in combat or could use a weapon, depending on its intelligence. Alternatively, Bigfoot may be a tribe of were-bears.

Mundane

ST: 14 **HP:** 14 **Speed:** 6.00
DX: 12 **Will:** 12 **Move:** 6
IQ: 5-10? **Per:** 12 **Weight:** 600 - 900 lbs.
HT: 12 **FP:** 12 **SM:** 0 (1 hex)

Dodge: 6 **Parry:** — **DR:** 1 (TS)

Punch (12): 1d+2 crushing. Reach C.

Traits: Wild Animal?.

Habitat: Mountains.

Source: GURPS Bestiary 3e

Origin: ML (USA)



Scitalis

This snake has incredibly beautiful black and red markings. It is about four feet long, and is active all year round in any climate. This is also a result of its magic - it generates its own heat, and actually melts a path through snow.

The snake causes burns on anyone who touches it with their hand.

It does not attack humans, though, unless it feels threatened. Often it is captured and used in battle: a scitalis is kept tied up in a hide bag, which is loosened just before being thrown at the enemy. It slides angrily out of the bag, mentally stunning all who look at it, and biting those closest, whom it blames for its captivity. Meanwhile, the Warriors who threw the snake are wreaking havoc among their stunned foes.

Faerie

ST: 3 **HP:** 3 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** 4
IQ: 3 **Per:** 10 **Weight:** 3 lbs.
HT: 10 **FP:** 10 **SM:** -3

Dodge: 8 **Parry:** — **DR:** —

Burning Aura (always on): 1d burn for everyone touching a scitalis barehanded.

Penetrating Fangs (14): 1d-3 impaling, follow-up Venom. Reach C.

Stunning Beauty (Magical): Affliction 1 (Will vs. Will; Always On; Area Effect, 10 yards; Aura; Based on Will; Daze; Malediction 1; Melee Attack; Vision-Based). The scitalis is so beautiful, in fact, that it stuns most people who look at it. Its skin contains mana and continually casts the equivalent of a **Mental Stun** spell on all who see it.

Venom (F): Type A 1d+1 toxic.

Traits: Reptile; Vermiform; Wild Animal

Habitat: Forest, Mountains, Plains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

Scolopendra

A scolopendra is a large marine millipede, very venomous. It never leaves the ocean, but is active at all times. It doesn't seek out humans or prey - it just swims along randomly, biting anything it brushes against. It doesn't eat large animals, but tries to discourage them from eating it! It is about two feet long, with lots of small legs that it uses for swimming.

Rumor: Some say the scolopendra is actually a fish. The commonly seen ones are only babies; an adult is as large as a whale! Instead of fins it has numerous legs, like a millipede.



Animal (Vermin)

| | | |
|--------|---------|---------------|
| ST: 2 | HP: 2 | Speed: 5.5 |
| DX: 11 | Will: 9 | Move: 2 |
| IQ: 2 | Per: 10 | Weight: 1 lb. |
| HT: 11 | FP: 11 | SM: -4 |

Dodge: 8 **Parry:** — **DR:** —

Bite (13): 1d-5 cutting, follow-up Venom. Reach C.

Venom (F): Type J 2d toxic.

Traits: Doesn't Breathe (Aquatic); Vermiform*; Wild Animal

Habitat: Salt Water

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

*The scolopendra has a great number of legs, but it is effectively vermiform.

Scorpion, Giant

Giant scorpions are solitary creatures, active mostly at night. Most scorpions "hunt" by waiting for something to blunder into them, and then grabbing it with their pincers with extraordinary speed. Treat this as an attack at 1-hex reach that grapples if the victim loses the Contest of DX. After grappling its prey, the scorpion uses its stinger to inject venom. The scorpion's jaws are tiny and weak; it kills with the stinger, and then gums its victim's body to bits.

Breaking free of the pincers requires a regular Contest of ST.

Giant Animal (Vermin)

| | | |
|--------|----------|---------------------|
| ST: 9 | HP: 9 | Speed: 6 |
| DX: 14 | Will: 10 | Move: 8 |
| IQ: 2 | Per: 10 | Weight: 75-100 lbs. |
| HT: 10 | FP: 10 | SM: 0 |

Dodge: 9+1 **Parry:** — **DR:** 2 (Flexible)

Pincers (16): 1d-1 crushing + grappling. Reach C.

Stinger (16): 1d-1 imp, follow-up Venom. Reach C.

Bite (16): 1d-2 cutting. Reach C.

Venom (F): Type C 1d toxic.

Traits: Combat Reflexes; Extra Legs (total 8; uses 2 as arms when grappling); Injury Tolerance (No Neck); Insect; No Fine Manipulators; Peripheral Vision; Semi-Upright; Wild Animal

Skills: Wrestling-14

Habitat: Desert, Forest, Subterranean

Source: GURPS Bestiary 3e, Fantasy Bestiary 3e

Origin: Fantasy



Scylla

Scylla is a unique monster from Greek mythology. Originally a beautiful nymph, she was changed into a hideous monster through an enchantress' jealousy.

She has six heads — some of them serpent heads, some dog heads - on six long necks. She can pluck six sailors at once from a passing ship. Her body resembles that of a giant leech, and is rooted to a rock on one side of a narrow strait. In the original myth, the other side of the strait held an even greater danger, a whirlpool called Charybdis!

Scylla is very powerful - in all the stories about her, she was never killed or even wounded. It has **Magic Resistance 8!**

Mundane

| | | |
|--------|----------|-------------------|
| ST: 25 | HP: 25 | Speed: 7.25 |
| DX: 15 | Will: 10 | Move: 0 |
| IQ: 6 | Per: 10 | Weight: 3 tons |
| HT: 14 | FP: 14 | SM: +5 (13 hexes) |

Dodge: 7 **Parry:** N/A **DR:** 6

Biting Heads (15): 2d+1 cutting. Reach C – 6. Each turn, Scylla can attack with any or all of her six heads, grappling as she bites. On the turn after she has bitten a victim, she will lift him into the air (**Contest of ST**) and begin to swallow him, taking five turns and doing the listed bite damage each turn. The victim (provided he's still alive and conscious) may break free by winning a **Contest of ST** versus the head — at an additional -2 for each turn of swallowing. These penalties are cumulative. After five turns of swallowing, the victim is completely consumed, and the head will be ready to attack again. Each head can take one-sixth of her hit points in wounds. Excess damage is lost.

Traits: Extra Attacks 5; Extra Heads 5; Magic Resistance 8; Sessile; Wild Animal.

Source: GURPS Fantasy Bestiary 3e.

Origin: ML (Greece).

Sea Serpent

Sea serpents have been sighted since antiquity. Some of the more fanciful legends about them include enormous size and the ability to engulf large ships, as a constrictor would a deer. They can rear up to great heights and pluck humans off of ships, and are voracious eaters of anything smaller than a whale.

Having long teeth, their bite can impale a man and the largest of them can crush a sloop, even a brig, in its coils. So far, nobody has seen one that can crush a galley. So far ...

They are solitary creatures, active at any time. A person caught in their coils must roll a successful **Contest of ST** to escape.

Dire Animal

| | | |
|--------------------|--------------------|----------------------------|
| ST: 25-200+ | HP: 25-200+ | Speed: 7.25 |
| DX: 13 | Will: 10 | Move: 8 (Water) |
| IQ: 3 | Per: 10 | Weight: 1,000+ lbs. |
| HT: 16 | FP: 32 | SM: +4 to +8 to ... |



Dodge: 10 **Parry:** N/A **DR:** 3

Bite (13): 2d+1 impaling or more. Some sea serpents have Strong Venom. Reach 1-8.

Grapple (13): Followed by Constriction Attack (p. B43). Reach 1-4.

Snout Bash (13): 3d crushing or more. Reach C.

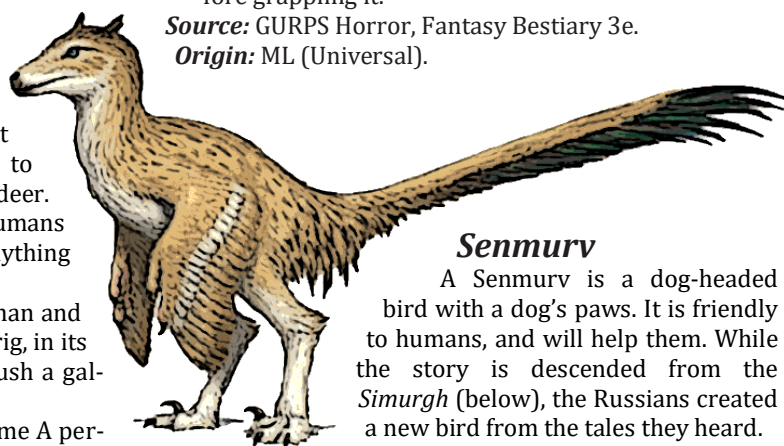
Traits: Cold-Blooded (50°F); Constriction Attack; Crushing Striker (Snout; Cannot Parry; Limited Arc); Enhanced Move 2 (Water Move 32; Costs Fatigue, 2 FP); Fangs; Pressure Support 2; Vermiform; Vibration Sense (Water); Wild Animal.

Skills: Brawling-13; Survival (Open Ocean)-14; Wrestling-13.

Notes: A sea serpent can loop its body *over* a target two or more SM levels smaller without needing to evade. It may attack a ship with a snout bash or a slam before grappling it.

Source: GURPS Horror, Fantasy Bestiary 3e.

Origin: ML (Universal).



Senmurv

A Senmurv is a dog-headed bird with a dog's paws. It is friendly to humans, and will help them. While the story is descended from the *Simurgh* (below), the Russians created a new bird from the tales they heard.

A Senmurv cannot speak, but understands human speech. They don't have much gesture skill, but can usually convey ideas such as yes, no, come, stop, silence, and so on. Unlike the simurgh, there are more than one of them, and they don't have pressing duties elsewhere — they are available to aid humans directly. They cannot foretell the future, but their knowledge of evil races and creatures is great.

Senmurvs serve the cause of good, and can tell truly good or evil people by sight. They cannot judge the leanings of most of us, though. They live in mountains and in remote forests, and never seek out humans themselves. They will usually respond to pleas of aid, if the cause is a good one. Treasure hunts hold no interest for a senmurv, however, nor do quests for knowledge. They live in groups of up to ten, but will usually dispatch one or two on a quest - never more, unless a major force of evil is loose in the world.

A Senmurv will aid a party as a scout and adviser, as much as a non-speaking creature can advise! They can attack, but are reluctant to do so — that's the hero's job. In desperate straits or self-defense they bite.

Mundane

| | | |
|---------------|-----------------|------------------------------|
| ST: 10 | HP: 10 | Speed: 6 |
| DX: 12 | Will: 13 | Move: G4, A14 |
| IQ: 13 | Per: 13 | Weight: 120 – 140 lbs |
| HT: 12 | FP: 12 | SM: 0 (2 hexes) |

Dodge: 9 **Parry:** 10(7) **DR:** —

Bite (14): 1d cutting. Reach C.

Claws (14): 1d-2 cutting. Reach C.

Traits: Cannot Speak; Detect Good and Evil; Duty (Good); Striking ST +3

Skills: Stealth-14
Habitat: Forest, Mountains
Source: GURPS Fantasy Bestiary 3e
Origin: ML (Russia)



Set Beast

Sacred to the god they resembled, packs of these poison-fanged jackals prowled the deep desert, guarded (un)holy spots, served powerful priests and generally exercised their malice toward other living things. These creatures were intelligent as humans, fighting in packs, using magic and speaking their own language.

The bite of a set beast was mildly poisonous. Furthermore, the poison inhibits healing, causing the victim a -1 on all **HT** rolls to recover from bite and poison damage.

Mundane

| | | |
|-----------------|-----------------|------------------------|
| ST: 12 | HP: 12 | Speed: 6 |
| DX: 12 | Will: 10 | Move: 6 |
| IQ: 10 | Per: 10 | |
| HT: 12 | FP: 12 | SM: 0 (2 hexes) |
| Dodge: 9 | Parry: — | DR: — |

Bite (14): 1d-1 cutting, follow-up Poison.

Poison (F): Type H 1d toxic. Resisted by HT. See Text.

Traits: Bloodlust; Combat Reflexes; Magical Aptitude; Quadruped.

Spells: Curse Missile-12; Deathtouch-12; Explosive Fireball-12; Panic-12; Terror-12.

Habitat: Desert, Mountains.

Source: GURPS Egypt

Origin: ML (Egypt)

Shadow Wolf

The shadow wolf is a condemned soul forced into



service by a demon. Some say these wolflike creatures are actually mages carried off due to spell failures. They are distinguishable from the ordinary wolf by their reddish brown fur, glowing red eyes, and distinct sulfurous odor. They have the uncanny ability to reveal saber-teeth when snarling - teeth that couldn't possibly fit in its mouth. And when you look at a shadow wolf, sometimes it doesn't seem to be all there...

The shadow wolf is no longer as intelligent as the condemned soul was — nor can it use any of his former abilities. Nonetheless, it is very cunning, and will trail a targeted victim cautiously, waiting for a good chance to attack. Shadow wolves prefer to attack at night, though they can be active by day.

The shadow wolf stores mana in its eyes, allowing it to see in pitch blackness with no vision penalty - it is at -3 to DX in full sunlight, however. The stored mana in the eyes is used slowly enough that it is never depleted. Its tongue is also a mana organ, allowing it to cast a 3-hex-radius *Silence* spell to stifle its victim's screams.

The creature's bite infects the victim with a venom that causes sickness.

Shadow Wolves are normally encountered only as guardian creatures, or while on some specific mission. A demon will often offer a shadow wolf's services to an evil mage (usually a necromancer). He may also send it out to chastise someone who has angered him. Rumor has it that they cannot attack a truly "holy" person.

If a player character wishes to have shadow wolf guard, the Game Master may allow it. The shadow wolves do not obey the PC at all, unless such orders coincide with their demon master's wishes. They may turn on the PC at the GM's whim.

Faerie

| | | |
|-----------------|---------------------|-------------------------|
| ST: 11 | HP: 11 | Speed: 6 |
| DX: 14 | Will: 10 | Move: 9 |
| IQ: 7 | Per: 10 | Weight: 125 lbs. |
| HT: 10 | FP: 10 | SM: -1 |
| Dodge: 9 | Parry: 11(8) | DR: — |

Fangs (16): 1d impaling, follow-up Venom. Reach C.

Claws (16): 1d+1 crushing. Reach C.

Venom (F, Magical): Affliction 1 (HT; Extended Duration, x30; Follow-Up, fangs; Nauseated, Retching; Secondary, critical, Disease)

Silence (15): *Silence* spell with 3-Hex radius. No concentration (can be performed while attacking). 2 uses. 30 minutes to recover per use.

Traits: Bad Smell (Sulfur); Dark Vision (-3 to DX in full sunlight); Quadruped; Supernatural Features (Glowing red eyes); Striking ST +2.

Magical Traits: Dark Vision; Magery 1

Skills: Stealth-18

Spells: Silence-15

Habitat: Outsider

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Notes: The venom has the same effects as the *Sickness* spell, effective immediately, lasting 1d hours. To avoid the effects of the venom, the victim must make a HT-3 roll. Critical failure means the venom has the effects of the *Pestilence* spell, effective in one hour. The *Silence* spell is an area spell: it is not resisted because anyone leaving the area is no longer affected. No one in the area may make any noise, including spell casting if a spoken word is required. Nothing

that happens in the area will be heard by anyone; neither will those in the area of effect hear anything from the outside.

Shagamaw

The shagamaw is a vegetarian animal whose fore-paws leave prints identical to a bear's and whose hind paws leave moose tracks! It is quite mischievous and delights in walking first on one set of paws, then on the other - hopelessly confusing any tracker. Shagamaw are totally harmless. They are more timid even than rabbits - if one is encountered, it will flee. They are really nothing more than a minor nuisance - they aren't even particularly good eating.



Individual shagamaws vary in the length of time that they will walk on one set of feet. Some are extremely regular (switch every quarter-mile), while others are more random. The GM is free to invent other species of shagamaw (wolf/deer are nice!) to confuse overconfident PCs. This is especially nice if two party members are taking turns trailing an animal ("I thought you said these were leopard tracks - can't you tell a leopard from a gazelle?").

Animal

| | | |
|----------|----------|------------------------|
| ST: 12 | HP: 12 | Speed: 6.25 |
| DX: 15 | Will: 12 | Move: 11 |
| IQ: 4 | Per: 12 | Weight: 150 - 200 lbs. |
| HT: 10 | FP: 10 | SM: -13 |
| Dodge: 7 | Parry: — | DR: — |

Traits: Semi-Upright; Wild Animal.

Habitat: Forest

Source: GURPS Bestiary 3e

Origin: ML (USA)

Shamir

The shamir is a small worm, about the size of a pearl of barely (1/4" [6mm] diameter). It has the magical ability to eat through any substance except lead. King Solomon is said to have used a shamir to cut the stones to build his temple.

Obtaining a shamir is very difficult. According to legend it lives in very inaccessible places — some accounts say the bottom of the ocean, others deep in the desert or on mountain tops. By all reports, however, no one ever obtained a shamir by finding it in its native habitat. All agree that it must be stolen from a bird.

The usual method is first to follow the rumors to where it has been obtained in the past — always a remote, inhospitable area. If it is the right area, there will be a bird that knows how to get it. Some legends give

this as a moor-hen, others as a raven, a hoopoe or a woodpecker. At any rate, the adventurer must cover the absent bird's nest (containing its eggs or young) with a dome of glass or crystal. When the bird returns, it will be unable to get to its nest, and will go fetch a shamir to break the covering. When it returns, the bird must be frightened so that it drops the shamir. At that point, the shamir can be picked up with a wad of wool and put into a lead box. (The kind traveler will then remove the obstacle to the poor bird's nest!)

The shamir is not hostile to humans - in fact, it seems to be oblivious to them. It must be kept in a lead box (about the size of a deck of cards), wrapped in virgin wool, with a lot of grain in the box for it to eat. Such a box costs \$20, and is not hard to find — lead is common and easily worked. There is no record of them breeding in captivity, though — assume it can't be done. It is also best assumed that each bird has access to only one shamir.

Removing the shamir from the box and placing it on a substance is all that is necessary for it to start eating its way through that substance. It will eat a hole of its own 1/4" (6mm) diameter, boring through metal or stone 1" (25mm) thick in one minute. It can be guided with strands of wool from the box, but this requires constant concentration. Thus, breaking through a typical hinge would only take four minutes. while a circle 4" (10cm) diameter (wide enough to stick a hand through) can be cut in about 13 minutes.

Eating through stone or metal may shorten the life of the shamir, however. After every use on these substances, a HT roll is required (or after every 15 minutes, if used for an extended period). If it fails the roll, its HP is permanently lowered by one. When it reaches 0, it dies.

Should the shamir be left unattended outside its box, it will escape. If it can get to earth (dirt) it will burrow very quickly — an inch every 5 seconds — and will be impossible to find after a few minutes. Being magical, it is unaffected by any **Animal Control** spells, such as **Vermin Control**, **Beast Summoning** or **Beast Link**.

The shamir is not of much use as a weapon. It will do one hit of damage every 3 seconds, but the pain will alert the victim after the first second! Brushing the shamir off is automatically successful and does not require a roll though it does count as an action. Should the shamir eat its way through armor however, it may cause a little more grief! It can still be shaken down to the boot where it will eat its way out in a minute - but that requires several turns of concentration to accomplish. Figure the number of turns to shake a shamir down into the boot is equal to twice the DR of the armor (DR vs Swing attacks for chainmail).

It is easy to kill a shamir - if it's in hand, that is. It has no DR, and can be crushed by the fingers with a little effort. However, if one is not already holding it, it is -13 to be hit due to its size! It has *no* active defense.

Rumor: Some say that the shamir is not a worm, but a living pebble. If so, its HP is considerably higher (6) and it is therefore much more valuable. It would also have DR of 7! Of those who say it is a pebble, some say it is as intelligent as a dog (IQ 5). In that Case, the shamir is trainable and wouldn't need to be guided by strands of wool. Use the animal training rules (B458). It would also have an active Dodge of 3.

Other rumors state that the shamir will only work for those who are pure in thought and deed.

Shamir

Animal (Vermin)

ST: - **HP:** 2 **Speed:** see text
DX: - **Will:** 10 **Move:** see text
IQ: 2 **Per:** 10
HT: 10 **FP:** 10 **SM:** -13
Dodge: — **Parry:** — **DR:** —

Traits: Burrowing; Vermin Form; Wild Animal.

Habitat: See text.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Hebrew)

Shika

A shika is a magical small white animal that almost looks like a dog. The ears are prodigiously oversized, as it stores its mana in them, and the skull just isn't large enough to hold the average dog's brain. It is pure white, and the tail is very large and feathery curling over the back. The nose resembles a fox's snout more than a dog's muzzle.

Often used as a familiar, a shika is a loyal and fierce companion. It must be captured young to be trained, however, and its low IQ makes it of limited use.

It attacks anything and everything it can, including friends of its master whenever it sees them — it learns slowly, even if its IQ is enhanced as a familiar. It takes physical restraint to keep a shika from attacking someone, and once it's in combat mode, it's hard to stop. After 20-30 friendly encounters, the shika will no longer attack a friend of its master, and may even become affectionate.

The shika bounds forward to attack uttering a fierce growl constantly quite low pitched for its size. This growl is actually the *False Memory* spell, at skill 15. The spell is resisted by IQ, and anyone who fails the resistance roll "remembers" having been severely savaged by this animal in the past, and will treat it as if it were a rabid saber-toothed tiger. Those who resist the initial roll will be amused by its attack — at least until it bites an ankle!

(The false memory will persist for an hour — the subject then gets a second resistance roll. Those who make this second roll will realize the truth, and those who fail it will probably believe the false memory forever, unless some shock jars it out of them!)

A shika is a good hunter, and will keep itself fed if allowed to roam. Unfortunately it can get itself into trouble, and must be restrained in settled areas — it considers cats and chickens to be fair game, and has been known to attack larger livestock. These personality traits of the shika do not disappear, even if enhanced IQ is bought for it as a familiar!

Faerie

ST: 5 **HP:** 5 **Speed:** 6.25
DX: 12 **Will:** 10 **Move:** 12
IQ: 3 **Per:** 10 **Weight:** 15-20 lbs.
HT: 13 **FP:** 13 **SM:** -3
Dodge: 9 **Parry:** — **DR:** —

Bite (14): 1d-4 cutting. Reach C.

Traits: Bloodlust (9); Bully (9); Loyal; Magery 0; Quadruped; Wild Animal

Spells: False Memory-15

Habitat: Civilization, Forest, Mountains

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Notes: The shika can cast the *False Memory* spell twice in a row. Each casting takes 3 hours to recharge.

Shrew, Giant

The normal shrew is the smallest and most voracious mammal, and also the only common one that is poisonous. It eats more than its own weight in food each day, and will not hesitate to attack animals more than twice its size, such as rats. One five-inch (13cm) variety called the hero shrew, can support a 160-lb. (80kg) man on its back and not be harmed!

Thus, a giant shrew makes an ideal monster but is only possible with magic. It is only the size of a very large dog, but due to its incredibly fast metabolism much stronger and faster. However, the heightened metabolism has its drawbacks, the giant shrew must continually eat or face starvation. For every 30 minutes that it goes without feeding it loses one point of ST. Treat this as fatigue, except that the ST is only regained when the shrew feeds; it regains one point of ST for every 5 pounds of meat eaten. If its ST reaches 3 due to starvation, it begins to lose hit points instead - one point every 30 minutes. Hits lost in this way are regained in the normal fashion.

The giant shrew is a ruthless and fearless predator. It attacks on sight with a squeal of glee, and won't stop until it's dead or fed. It will attack any party, no matter what size or how heavily armed or armored. It is a natural berserker with all of the berserker's advantages and disadvantages. It will make an all-out attack, two attacks per turn. In addition to biting and clawing, its bite injects venom.

Faerie

ST: 10* **HP:** 10 **Speed:** 6.5
DX: 16 **Will:** 10 **Move:** 14
IQ: 4 **Per:** 10 **Weight:** 150 lbs.
HT: 10 **FP:** 10 **SM:** -1
Dodge: 9 **Parry:** 12(9) **DR:** —

Bite (18): 1d-1 cutting, follow-up Venom. Reach C.

Claws (18): 1d crushing. Reach C.

Venom (F): Type C 1d toxic.

Traits: Dependency (Food; Hourly; Reduces FP*); Quadruped; Wild Animal

Habitat: Forest, Tropical Forest

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

*ST range 9-11 depending on weight; Dependency normally affects HP, but to model the original giant shrew it has to affect FP in this case

Simurgh

The simurgh is a unique giant bird that lives on a remote mountain. It is a servant of God, and is responsible for keeping certain evil forces out of the world. While the simurgh does not interfere in human affairs very often, it has some knowledge of the future, and will help specific heroes in their hour of need.

The simurgh is unlikely to welcome visitors — it deliberately lives on the most inhospitable mountain in the world. Nonetheless, characters serving the side of Good in an epic campaign against the ultimate evil may be allowed to approach the simurgh.



It will not join in a quest outright, but helps with advice and healing. It can speak, and knows all **Healing** college spells at level 21. It cannot leave its duties, which include caring for the otherworldly Tree of All Good and keeping certain demons from entering this plane. It also knows that heroes have to walk their own path, and the most it is willing to do is show them the path. The search for the simurgh is a good intermediate step in a long quest-type campaign.

Simurgh

Faerie

ST: 28 **HP:** 28 **Speed:** 6.75
DX: 15 **Will:** 15 **Move:** A18
IQ: 15 **Per:** 15 **Weight:** 1,200 lbs.
HT: 12 **FP:** 12 **SM:** +4 (8 hexes)

Dodge: 9 **Parry:** — **DR:** 2

Talons (14): 3d-1 impaling. Reach C, 1.

Traits: Winged Flight.

Spells: All Healing College Spells at level 21.

Habitat: Mountains

Source: GURPS Fantasy Bestiary 3e

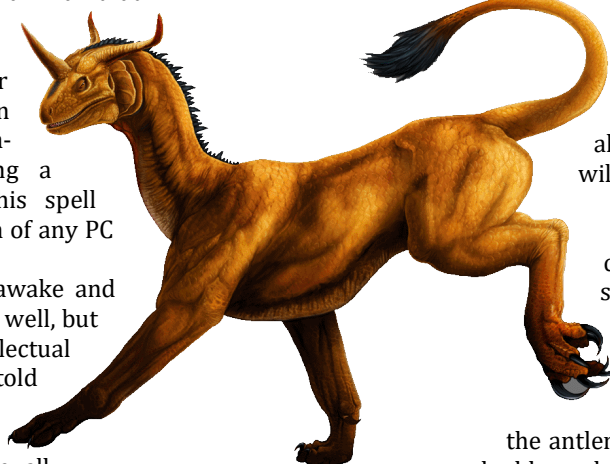
Origin: ML (Persia)

Sirrush

A sirrush is a magical lizardlike creature the size of an ox, with scales, a long neck and claws on the rear legs. It is usually encountered as the guardian creature of some powerful mage — a truly powerful mage may control two or three of them, but that seems to be the upper limit.

The sirrush is created by a modified **Tupilak** spell: it is a permanently created animal that guards instead of kills. (It is possible, however, that it is summoned from another dimension, rather than created.) The skill and fatigue involved in creating a sirrush are very high; this spell should be beyond the reach of any PC mages.

The sirrush is always awake and alert. It can guard one thing well, but that's the limit of its intellectual prowess. A sirrush can be told to guard a building, a room, a door, or an object. It will do so, ignoring all other thefts around it. It will fiercely attack anyone at-



tempting to pillage the object of its attention, but will not leave sight of its post.

A sirrush attacks in close combat or at 1-hex reach. No one is safe from the sirrush unless the controlling mage specifically points out a person as a friend. This means that lackeys who have been recognized as friends of the mage are still unable to let anyone by the sirrush - only the mage can do that. The sirrush has no inherent magical powers; only its origin is magical.

Faerie

ST: 21 **HP:** 21 **Speed:** 6.00
DX: 12 **Will:** 10 **Move:** 8
IQ: 3 **Per:** 10 **Weight:** 1,100 lbs.
HT: 12 **FP:** 12 **SM:** +1

Dodge: 9 **Parry:** — **DR:** 2 (Flexible)

Talons (14): 2d+1 impaling. Reach C, 1.

Traits: Hard to Kill; Reprogrammable; Reptile; Slave Mentality; Wild Animal

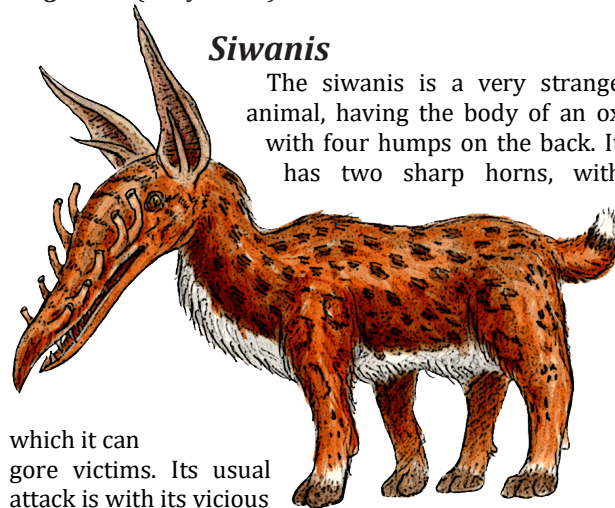
Habitat: Outsider

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Babylonian)

Siwanis

The siwanis is a very strange animal, having the body of an ox with four humps on the back. It has two sharp horns, with



which it can gore victims. Its usual attack is with its vicious teeth, however.

The siwanis has a long, flexible snout with 12 holes in it. It is able to close up holes at will, and when it exhales it creates music as if from a flute! This music is only distinguishable from human-made music to the trained musician or connoisseur — a successful **Musical Instrument** or **Singing** skill roll is required to tell the difference. (**Appreciate Beauty** skill can be substituted.)

Birds are attracted to this sound, and the siwanis thus lures its prey to it, snapping at them when they have settled down in front of it. Humans are also sometimes lured to it, and it will eat them, too!

It is a solitary, diurnal animal.

Rumor: There is a similar beast called the shadawar. It is of the same nature, but instead of a snout and ox horns it has stag antlers with holes — the wind plays melodies on them! In this case, the whole head is vulnerable, not the antlers, and is -3 to hit. The antlers are very valuable, and are sometimes found in the courts of royalty, set up like wind chimes so that beautiful

tunes can be heard when the air moves. If anyone tries to hit the shadawar's head and critically misses, the antlers are hit instead, breaking them and destroying their value.

Siwanis

Dire Animal

ST: 23 **HP:** 23 **Speed:** 5.50
DX: 10 **Will:** 10 **Move:** 10
IQ: 5 **Per:** 10 **Weight:** 1,000 – 1,200 lbs.
HT: 12 **FP:** 12 **SM:** +1 (3 hexes)
Dodge: 5 **Parry:** — **DR:** 6, see note.

Goring Horns (10): 3d-1 impaling. Reach C, 1.

Bite (10): 2d cutting. Reach C.

Traits: Invulnerable (whole body, except horns); Wild Animal.

Notes: It is invulnerable except in the horns. Blows to the rest of the body do no damage whatsoever, even from magical weapons. The DR is for the horns, and 15 hits are needed to kill the beast. The horns are -5 to be hit due to their size, and can only be reached from the front or front-side hexes.

Habitat: Forests, Mountains.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (arabic)

Skoffin

The skoffin is a magical creature of the far north. Not a large creature, it is nonetheless greatly feared. It is said to combine the worst features of the wyvern and the basilisk! Its mana organ is in its eyes, which are said to glow. Most sources say it resembles a cross between a mangy cat and a sly fox, with a bit of scaly reptilian hide and scorpion tail thrown in. There are no ancient illustrations of one, though — one of the few animals in this book for which that is true.

The skoffin is an enemy of humanity. Some say it is of demonic origin. Others say that is not really nefarious, and that it can't help being so deadly any more than a lion can. Whatever the reason, though, it invariably causes death wherever it goes.

Its gaze is said to be lethal, but people looking at the skoffin are not harmed unless it looks at them. The gaze is handled as a "triple-whammy:" it stuns as well as damages! Armor does not protect against this damage, it is magically "injected." The gaze may be blocked, but not dodged or parried.

The gaze has skill 15, normal range penalties. The usual practice is to gaze at an opponent from two or three yards away, then run in and sting with the tail. The skoffin may use its gaze four times in a row; each use takes 4 hours to recharge.

The skoffin's tail sting can pierce up to DR 2, at one yard away or in close combat. The sting itself does no damage, but it injects venom. If desperate, it uses its claws and teeth.

Skoffins have been sighted in pairs, though they are more often encountered singly. They may be active any time of day or night, and can see well enough to gaze at a

person if there is even a sliver of a moon, a campfire, or a single torch within 10 hexes of the victim.

Rumor: There are rumors that the skoffin can fly! If so, its speed in the air is 12, and its heart also stores mana to allow it to take flight.

Skoffin

Faerie

ST: 6 **HP:** 6 **Speed:** 6.5
DX: 14 **Will:** 11 **Move:** 8
IQ: 5 **Per:** 12 **Weight:** 25 lbs.
HT: 12 **FP:** 12 **SM:** -3
Dodge: 9 **Parry:** 10(7) **DR:** —

Tail (15): 1d-3 imp, follow-up Venom. Reach C, 1.

Bite (15): 1d-5 cutting. Reach C.

Claws (15): 1d-5 cutting. Reach C.

Venom (F): Type K 2d toxic.

Gaze (15): Toxic Attack 1d (Malediction 1; Vision-Based) and Affliction 1 (HT; Follow-Up, Toxic Attack; Stun).

Traits: Quadruped; Wild Animal.

Habitat: Arctic, Mountains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Iceland)

Flying Skoffin

Faerie

ST: 6 **HP:** 6 **Speed:** 6.5
DX: 14 **Will:** 11 **Move:** G8-A16
IQ: 5 **Per:** 12 **Weight:** 25 lbs.
HT: 12 **FP:** 12 **SM:** -3
Dodge: 9 **Parry:** 10(7) **DR:** —

Tail (15): 1d-3 imp, follow-up Venom. Reach C, 1.

Bite (15): 1d-5 cutting. Reach C.

Claws (15): 1d-5 cutting. Reach C.

Venom (F): Type K 2d toxic.

Gaze (15): Toxic Attack 1d (Malediction 1; Vision-Based) and Affliction 1 (HT; Follow-Up, Toxic Attack; Stun).

Traits: Flight (Magical, Air Move 16); Quadruped; Wild Animal.

Skills: Flight-14.

Habitat: Arctic, Mountains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Iceland)

Sliver Cat

A sliver cat sometimes called a ball-tailed cat - is a large carnivorous pumalike animal with an unusual tail. The tail is long — 11 feet (3.5m) — and has a heavy, bony ball on the end. The animal is arboreal - so much so that it is nearly harmless on the ground, but deadly in the trees.

It rests on a strong limb, preferably 10 to 15 feet (3 - 5m) over a trail, awaiting suitable prey. When an unsuspecting victim comes along, the sliver cat swings its tail to hit the prey on the head (target the brain). Depending on the height difference, the to-hit modifier is anywhere from -6 to -2, including the -7 for targeting the brain. However, its initial attack is at +4 for being an all-out attack. It takes two turns to ready the tail to swing again.





If there is a group of travelers, the sliver cat will attack the last one, hoping the rest of the party doesn't notice. Given the massive damage, there is a good chance that the victim will not even cry out. The other members may get a hearing roll to hear the "clunk" if they are close enough — GM's decision, and he rolls in secret. Only when it is safe does the sliver eat descend from the tree; its Move on the ground is only 5, and Dodge is only 6 — the tail encumbers it.

The sliver cat can attack with its teeth and claws (DX is only 12 to hit with teeth or claws.).

It moves quite fast in the trees, and in a thick forest will be untraeably gone if the battle goes against it.

Rumors: It is said that the bony ball on the tail has two different surfaces: one side is smooth for clubbing, the other side has small barbs like a burr. It lifts unconscious victims into the trees with that side, never needing to descend!

It is also rumored that the ball-tailed cat is a separate creature, a smaller version of the sliver cat, only a little larger than a lynx. It has a much shorter tail, only 3 feet long, and it drops onto victims and pummels them repeatedly with the tail. Treat this as a ST 10, HT 14 cat that does 2d crushing damage per blow with the tail. It can swing the tail every turn. It only does 1d-2 cutting with teeth and claws.

Silver Cat Animal

ST: 13 **HP:** 13 **Speed:** 6
DX: 14 **Will:** 10 **Move:** 7
IQ: 5 **Per:** 10 **Weight:** 250 lbs.
HT: 10 **FP:** 10 **SM:** 0 (2 hexes)

Dodge: 9 **Parry:** 10(7) **DR:** —

Tail (14): 3d+5 crushing. Reach C, 1; Cannot Parry.

Bite (12): 1d-1 cutting. Reach C.

Claws (12): 1d-1 cutting. Reach C.

Traits: Arm ST +20; Quadruped; Wild Animal

Skills: Stealth-15

Habitat: Forest, Mountains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (USA)

Snapping Turtle, Giant

The giant snapping turtle resembles its smaller relatives, being heavily built with a large head and limbs that cannot be fully retracted into its shell. It is a solitary animal, and can be active at any hour.

It is an aggressive hunter and will actively pursue prey in lakes and ponds, but never out of the water (if forced out of the water, it has Move 1). It will also hunt

by lying buried in the mud, camouflaged by its dark algae-covered shell (Vision -5 to be spotted), luring fish into reach with its wriggling, wormlike tongue.

Its vicious jaws are capable of severing limbs on a critical hit. Its limbs have DR 1, and the head DR 2. The shell is DR 6 on the back, DR 4 on the belly.

Animal (Reptile)

ST: 17* **HP:** 17 **Speed:** 5.5
DX: 11 **Will:** 10 **Move:** G1-W7
IQ: 3 **Per:** 10 **Weight:** 650 lbs.
HT: 11 **FP:** 11 **SM:** 0 (2 hexes)

Dodge: 8 **Parry:** — **DR:** See text.

Bite (11): 1d+1 cutting. Reach C.

Traits: Reptile; Wild Animal

Skills: Camouflage-14

Habitat: Fresh Water

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

*ST range 15-19 depending on weight

Snolligoster

The snolligoster is a legless crocodilian creature with long glossy fur, whose favorite food is humans. It will make do with other creatures if need be, but much prefers the taste of people. The snolligoster's most unusual feature is the long sharp spike that sticks straight up out of its back.

After securing a victim, the snolligoster will beat a rapid retreat to its lair, where it can scrape its meal off the spike and devour it at leisure. If cornered, the snolligoster can bite for 1d cutting damage. On land, its Move is 2.

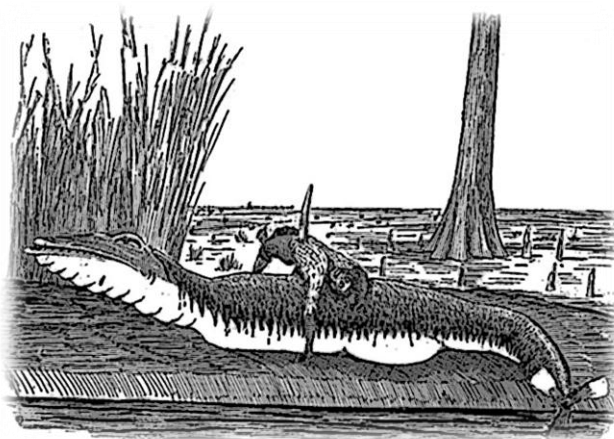
Dire Animal

ST: 13 **HP:** 13 **Speed:** 5.75
DX: 13 **Will:** 12 **Move:** W4/G2
IQ: 3 **Per:** 12 **Weight:** 0.5 – 1 ton
HT: 10 **FP:** 10 **SM:** +1 (3 hexes)

Dodge: 8 **Parry:** — **DR:** 2

Charge: In its search for prey, the snolligoster swims through water and mud (half speed through mud), propelling itself with its powerful tail. When it spots a victim, it charges full speed, striking the victim with its broad snout and flipping him into the air - usually onto the spike, which does 1d+2 impaling damage.

Treat the attack as a slam - if the victim loses both the **Contest of DX** and the **Contest of ST**, he is tossed



toward the spike. The snolligoster must make another **DX** roll to impale the victim - a miss results in the victim landing in the water or mud, taking no damage but becoming stunned (requiring a successful **HT** roll to recover).

If the snolligoster successfully impales its prey, the victim may attempt to Dodge. A successful Dodge roll at this point results in the victim being impaled through an arm or leg (roll foe which). Critical failure means that the head or vitals have been hit. If the victim survives the impalement, he can pull himself off the spike with a successful **ST** roll.

Bite (13): 1d-1 cutting,. Reach C.

Traits: Vermiform; Wild Animal

Habitat: Swamp, Fresh Water

Source: GURPS Bestiary 3e

Origin: ML (USA)

Snow Snake

This pure white snake, up to 5 feet (1.5m) long, is active in the winter, hibernating in the summers. It is nearly invisible in the snow, making it a dangerous creature. **Vision** rolls are at -8 to spot a snow snake.

The mana in its thyroid gland keeps it warm in the winter.

While not inimical to humans, it is extremely touchy. It assumes anyone that approaches it has intent to harm, and it will defend itself viciously. It usually lies in wait for prey (snowshoe hare is its favorite) near or in snowdrifts. Its trail may be seen in the snow, though wind covers it quickly.

Treat an unseen attack as **Surprise**.

Its venom is very deadly. The fangs do no damage themselves, and can penetrate up to DR 2.

"I was treed by a snow snake," is a much-used excuse for late homecoming — apparently they do not climb trees, out will wait underneath for hours before leaving in search of food.

Snow Snake

Dire Animal (Reptile)

| | | |
|---------------|-----------------|------------------------|
| ST: 5 | HP: 5 | Speed: 6 |
| DX: 14 | Will: 10 | Move: 5 |
| IQ: 4 | Per: 10 | Weight: 20 lbs. |
| HT: 10 | FP: 10 | SM: 0 (2 hexes) |

Dodge: 9+1 **Parry:** — **DR:** —

Bite (16): 1d-2 cutting, follow-up Venom.

Venom (F): Type A 3d toxic.

Inner Warmth (Magical): Temperature Tolerance 2

Traits: Loner (9); Reptile*; Striking ST +5; Vermiform; Wild Animal

Skills: Camouflage-18

Habitat: Arctic

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Canadian)

* Although a reptile, the snow snake tolerates low temperatures, so it lacks Cold-Blooded.

Snow Wasset

Legend has it that the snow wasset is "four times as big as a wolverine", which puts it at about six feet long and three feet high at the "shoulder." It doesn't really have a shoulder, however, since it is a legless white mammal living under the snow.

It "swims" below the surface of the snow, preying on whatever it can find — rabbits, grouse, even wolves when easier prey gets scarce; humans are also likely game. It is active throughout the day and night, sleeping at few hours at a time after feeding. It hibernates in summer, curled up in a cranberry bog. It is a solitary animal, although pairs may be encountered during the mating season (March).

The wasset's favorite type of snow is the thick-crusted deep snow on top of which most animals can walk. When it has located likely prey (it is not known just how it does this; possibly with the **Sense Life** spell), it will surface from beneath the snow right at its victim's feet — gaining the advantage of complete surprise. It then grabs its prey in its powerful jaws and attempts to drag it down into the snow.

Because of its lightning speed, the only active defense against a wasset's initial attack is a **Dodge**. If the victim makes an **IQ-2** roll, allow him to **Dodge** - otherwise, he is mentally stunned and cannot **Dodge**.

The wasset will bite to grapple the victim's leg and, beginning on the following turn, attempt to drag him under the snow. This is a Contest of **ST**; if the wasset wins, the victim is dragged waist-deep into the snow (-4 to attack, -2 to defend). A second win by the wasset drags the victim fully under (-6 to attack, -3 to defend). A tie means that the grapple is not broken, but the victim is not pulled under either. If the victim wins either **Contest of ST**, he has broken free.

If he does break free, the wasset will attack again immediately, unless under attack itself. Scrambling out of waist-deep snow will take a human two turns to reach a prone position on the snow's surface.

Dire Animal

| | | |
|---------------|-----------------|-------------------------|
| ST: 13 | HP: 13 | Speed: 5.5 |
| DX: 12 | Will: 10 | Move: 3 |
| IQ: 4 | Per: 10 | Weight: 250 lbs. |
| HT: 10 | FP: 10 | SM: 0 (2 hexes) |

Dodge: 8+1 **Parry:** — **DR:** —

Bite (14): 1d cutting. Reach C.

Traits: Combat Reflexes; Detect Life; Vermiform; Wild Animal.

Skills: Wrestling-14

Habitat: Arctic

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Canadian)

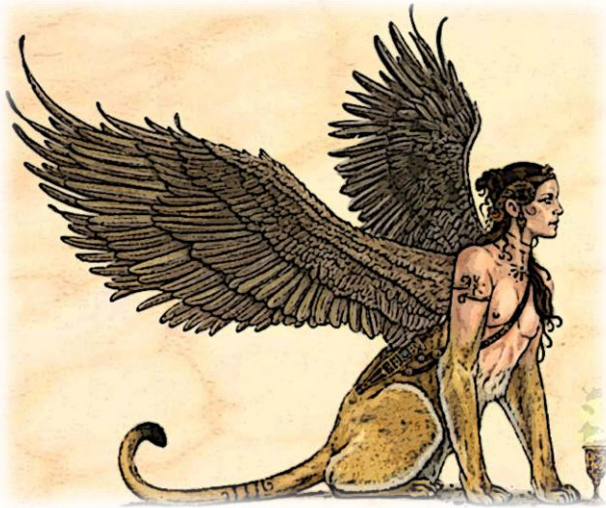
Sphinx

In Greek mythology, the sphinx is a unique diurnal creature, having the body of a lion with the head and breasts of a woman. She has large eagle wings, allowing her to fly at a Speed of 20. The sphinx can speak, often stopping travellers and asking them riddles.

These riddles are actually modified **Charm** spells.

Correctly answering the riddle will automatically break the spell, and prevent further Charm attempts. Otherwise, the victim is charmed, usually into being eaten, possibly into attacking the rest of the party so that the sphinx can feed well.

The sphinx does not have to make a skill roll to cast the spell — the victim will automatically be charmed unless he can answer the riddle. The sphinx can only charm one person at a time. When dealing with larger parties, she may stay at a distance (preferably on a boulder or cliff top where escape is just a wing-beat



away) while asking a riddle of each member in turn. Correctly answering the riddle might: 1) force the sphinx to kill herself; 2) force the sphinx to flee; or 3) enrage the sphinx into attacking — GM's option. (The legendary sphinx killed herself.)

To game the sphinx, the GM may ask the players actual riddles. A quicker method is simply to use the character's **IQ** to resist the sphinx's spell skill of 15. If the second approach is used, make a new spell roll for each riddle asked. Ties mean that the charm didn't work, but that the sphinx may try again (the character guesses an answer that isn't the one the sphinx had in mind, and she's too narrow-minded to admit that it's right).

In a fight, the sphinx can claw in close combat, though she will probably flee as soon as possible. She prefers to fight from above. On the ground, she has Speed 8, Dodge 6.

Rumor: If its own riddle is foiled, the sphinx will invite travelers to ask it a riddle in turn. If it is "stumped" by a fair riddle, it will help or reward the one who defeated it.

Sphinx Faerie

| | | |
|---------------|-----------------|-------------------------|
| ST: 17 | HP: 17 | Speed: 5.75 |
| DX: 13 | Will: 12 | Move: G8, A16 |
| IQ: 12 | Per: 12 | Weight: 600 lbs. |
| HT: 10 | FP: 10 | SM: 0 (2 hexes) |

Dodge: 8 **Parry:** 10(7) **DR:** —

Claws (15): 1d+2 cutting. Reach C.

Traits: Cowardice (12); Flight (Air Move 16; Cannot Hover; Winged); Magery 2; Quadruped

Spells: Charm-18

Habitat: Desert, Mountains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Greece)

Spider, Giant

Every culture has its story of a giant spider. Normal spiders are considered benevolent in most folklore, but the monstrous ones never are. They are encountered in all habitats, even Arctic and ocean — the Eskimos tell of an ocean spider, for example. Giant spiders come in thousands of species, having many different techniques for catching prey - four are covered here.

Most giant spiders are poisonous, the strength and type of venom depending on the species. Venom strength can range from ineffectual to deadly; types A, C,

E and F are recommended. Spiders with weak venom will generally have strong jaws that do impaling damage for their ST. Spiders with strong venom will have weaker jaws, doing only half damage for their ST (still impaling).

Webs. A single strand of web will generally have DR 3 and HT 6 for purposes of cutting. Touching the strand will have the effect of grappling the affected body part. Breaking free requires a Contest of ST - usually no problem for a single strand. Use ST 2 for a single strand for grappling purposes, although some strands are extremely sticky and should be given a higher ST for grappling purposes. Each additional strand adds an additional 2 to ST - a spider can generate one strand every other turn. For purposes of lifting, a single strand will have enough ST to support the spider's entire mass.

Anyone stumbling into a giant spider's web will also be grappled, and will suffer an immediate -2 to DX. Give the web a ST of 10 to 15 for grappling purposes; a Contest of ST is required to break free. Each failed roll, however, will result in the victim becoming further entangled - costing 1 point of fatigue; if fatigue reaches 0, the victim is totally immobilized. While the victim is struggling, the spider will be adding more webbing - one strand every other turn. Each strand adds 2 to the webbing's ST. For purposes of cutting a victim loose, assume that cutting a strand subtracts 2 from the webbing's ST; when the ST of the webbing reaches 0, the victim is totally free. Thus, to cut loose from a web with ST 10 requires cutting 5 strands; remember, though, that the spider will be adding webbing. A victim may escape through a combination of cutting and breaking free.

The variants below all use the same basic monster writeup with their special abilities following.

Hunting Spiders include wolf spiders, jumping spiders and thousands more. Rather than building a web, these spiders roam around, looking for prey. They pay out a web strand behind them as they hunt, securing it



frequently as they go along—they can sense anything touching the line at up to 20 yards behind them, and will quickly return to attack it. Jumping spiders can leap up to three times their own length to attack prey—treat this as *flying tackle*.

A particularly nasty form of web-spinner is the *Mind Spider*. This spider stores mana in its two main eyes, giving it the ability to cast the *Illusion Disguise* spell over itself and its web. This usage is fairly passive - the mana is recovered as rapidly as it is expended. The spell superimposes the appearance of the web's surroundings over it, making both the web and the spider invisible. Touching the web, or casting the *Dispel Illusion* spell on it, will make the web and spider visible; *See Invisible* will not reveal the web's presence, although *Mage Sight* will. The mind spider has no venom, but bites for impaling damage at its full ST.

Scytodes is a genus of spider with the unpleasant habit of spitting at its prey. It does not spit venom, but a glue-like sticky mass which roots its victim to the spot! The spider then runs in and bites, injecting a venom; the bite itself does only half damage for the spider's ST. Use the rules for *bolos* to determine the effects of the web-mass (although the web will never do damage); range is 4 yards.

Trap-Door Spiders live in burrows with cleverly concealed trap-doors (-6 to notice). They are very sensitive to pressure; if anything approaches closely (within 2 hexes), they leap out suddenly and grab it, dragging it back into the burrow. This attack usually has the advantage of total surprise. Treat the initial attack as a grapple; use Contests of ST to determine whether the spider hauls off its victim, or whether the victim breaks free.

If its prey proves too much for it, the trap-door spider will retreat into its burrow and hold the door shut. Any attempt to pry the door open will involve a Contest of ST, with the spider's ST doubled - few single humans could hope to do it.

Web Spinning Spiders use a variety of techniques to web their prey. Some use a trip-rope technique, laying a single strand across a path, then lying in wait at one end of the strand. The slightest twitch of the strand will bring the spider running. This type of spider usually has many strands radiating outward from a central point.

Some species string webs across streams, game trails and cave openings. Many spiders wrap their prey in multiple strands of webbing (two strands per turn!) before biting them, others simply rush in and bite first, letting their venom do the work.

Giant Spider

Animal (Vermin)

| | | |
|----------|----------|----------|
| ST: 16* | HP: 16 | Speed: 6 |
| DX: 14 | Will: 20 | Move: 6 |
| IQ: 2 | Per: 10 | |
| HT: 10 | FP: 10 | SM: +1* |
| Dodge: 9 | Parry: — | DR: — |

Bite (16): 1d+1 cutting, follow-up venom (not for Mind-spider). Reach C.

Traits: Spider; Wild Animal.

Habitat: Forest, Subterranean, Swamp, Tropical Forest

Source: GURPS Bestiary 3e (Spider, Giant)

*SM range -1 to +3; ST range 11-20.

Hunting Spider

Venom (F): varies, see text: Type A, C, E or F 1d

Web Cocoon (Brawling-16, Biological): Binding 10 (Melee Attack; Persistent; Suffocating; Takes Extra Time, 4 seconds)

Traits: Super Jump (broad: 27'; Super Jump distance is 3x spider length).

Mind Spider

Web Cocoon (Brawling-15, Biological): Binding 10 (Melee Attack; Suffocating; Takes Extra Time, 2 seconds)

Traits: Magery 0.

Spells: Illusion Disguise-10; Illusion Shell-10; Simple Illusion-10

Scytodes Spider

Venom (F): Type A 2d toxic.

Glue Spit (Breath-14, Biological): Binding 10 (Extended Duration, 1 minute; Reduced Range, 1/2D -, Max 4; Sticky)

Web Cocoon (Brawling-16, Biological): Binding 10 (Extended Duration, 1 day; Melee Attack; Persistent; Suffocating; Takes Extra Time, 2 seconds)

Trap-Door Spider

Venom (F): 1d toxic (Type varies A, C or F, see text)

Traits: Combat Reflexes.

Skills: Wrestling-14

Web Spinning Spider

Venom (F): 1d toxic (Type varies A, C or F, see text)

Web Cocoon (Breath-14): Binding 12 (Extended Duration, 1 day; Persistent; Reduced Range, 1/2D -, Max 10; Suffocating; Takes Extra Time, 2 seconds)

Spoiler

Spoilers are little creatures about the size of rats and just as lovely. They look somewhat like miniature Dobermans, and inhabit ruins and other areas where treasure is found. They have a magical ability to sense greed and frustration, and they feed on the latter emotion!

When someone gloats over a treasure, spoilers sense the emotion and come out of their lairs behind the walls. There will be a lot of spoilers - use *swarm rules*. Many of them will attack the party while another swarm will attempt to carry the treasure into their holes, small pieces at a time. Each spoiler can carry one coin, gem or piece of jewelry; there are dozen spoilers per hex. A whole hex-worth of them can drag off a larger object weighing up to 2 pounds (1kg), if they can find an opening in the wall big enough to fit in. The swarm attacking the PCs will do 1 die damage per turn, like rats, and will be dispersed by 6 hits - but there are other groups waiting to take their place!

They will squeak in ecstasy as the frustrated PCs watch the treasure melt away - that's feeding time for them! Howls of dismay from the party are like gravy; bellows of rage are dessert. They may actually bring the treasure back out after one band of adventurers has left, as bait for the next expedition!

Animal

| | | |
|--------|----------|------------|
| ST: 1 | HP: 1 | Speed: 6.5 |
| DX: 14 | Will: 10 | Move: 7 |
| IQ: 5 | Per: 10 | |
| HT: 12 | FP: 12 | SM: -5 |

Dodge: 9 **Parry:** — **DR:** —

Bite (Swarm): 1d-6 cut

Find Food (Magical): Acute Detection 5; Detect Frustration; Detect Greed

Traits: Quadruped; Restricted Diet (Frustration); Wild Animal

Habitat: Subterranean

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Strix

A strix (plural *striges*) is a blood-sucking, birdlike creature about the size of a crow, with a long beak and large eyes. All striges are female, according to legend, and are strictly nocturnal, usually living in groups.

A strix attacks with its long, barbed beak. Furthermore, the beak is barbed; if pulled out, it does an additional point of damage, unless removed by a physician. If the attack penetrates armor, the strix sucks its victim's blood, causing 1 hit of damage for every 10 seconds it remains in its victim's flesh. It will naturally go for the weakest armor on a victim, and will go for the eye slits (at -10) if the person is wearing metal armor. No more than two striges can strike through the eye slits at a single time.

Rumor: Striges don't like garlic, and will not attack someone who smells of it. This can be either from carrying garlic or recently eating garlic.

Animal

| | | |
|---------------|-----------------|------------------------|
| ST: 5 | HP: 5 | Speed: 6.5 |
| DX: 15 | Will: 10 | Move: G2; A12 |
| IQ: 4 | Per: 10 | Weight: 18 lbs. |
| HT: 11 | FP: 11 | SM: -1 |

Dodge: 9 **Parry:** - **DR:** -

Bite (17): 1d-5 pi+. Reach C.

Traits: Bloodlust (9); Flight (Winged; Air Move 12); Night Vision 5; No Fine Manipulators; Quadruped; Vampiric Bite (can drain 1 HT per second from helpless victim); Wild Animal

Skills: Brawling-17

Source: B461, F212, GURPS Fantasy Bestiary 3e

Strong Toad

The strong toad is a permanently created magical animal used as a guardian. However, there can only be one strong toad guarding any given item. If two strong toads come in sight of each other, they will fight to the death. The strong toad is larger than the average toad, but still slightly smaller than a house cat. It glows in the dark. Its name comes not from its physical strength, but from its magical strength.

Construct

| | | |
|---------------|-----------------|---------------------------|
| ST: 2 | HP: 2 | Speed: 4.50 |
| DX: 8 | Will: 12 | Move: 1 |
| IQ: 3 | Per: 12 | Weight: 3 - 4 lbs. |
| HT: 10 | FP: 10 | SM: -2 (<1 hex) |

Dodge: 7 **Parry:** — **DR:** 8 (see note)

Lesser Geas (15): It has an inherent individualized **Lesser Geas** ability. This spell takes no time to cast, and costs only 6 "fatigue," which is supplied from mana stored in the eyes. The eyes can store up to 24 "fatigue" for spell-casting purposes. The summoning mage can command it either to repel or draw people (and animals)- those are the only two compulsions it is capable of giving, aside from preventing attacks against itself. This ability is a sort of "Mass Lesser Geas" - its spell affects everyone within sight.

The strong toad does not speak, it simply stares at intruders and they feel the urge to come closer or go back the way they came. If the geas's subject is drawn closer, the strong toad itself cannot harm him in any way - that is left up to traps, lackeys or the wizard himself.

The spell is resisted by the subject's IQ (plus Strong Will, if any). If the strong toad wins the contest, the subject must approach or retreat as the GM dictates. The spell's subject may not attack the toad, though he may draw weapons and attack others while moving 1 hex/turn.

If the subject is compelled to approach the toad, the compulsion ends whenever the toad's master releases the subject from the spell's effects. If the subject is compelled to leave, the compulsion ends when he is out of sight of the toad and makes a successful IQ roll (one allowed per minute). If the spell is successfully resisted, the one resisting must roll again one minute later (if he stays with the toad), or when next he enters the toad's sight.

Traits: Quadruped; Wild Animal.

Spells: Lesser Geas-15.

Habitat: -

Source: GURPS Bestiary 3e

Origin: ML (Chile)

Notes: The strong toad has a turtle-like shell, magically enhanced with an **Armor** spell (+4 DR, no cost). Fire damage bypasses the strong toad's magical DR, but must still get through the native DR of 4.

Stymphalids

Stymphalids — also known as Stymphalian birds — are very nasty birds, which Heracles and the Argonauts had to overcome. They are diurnal birds, occurring in very large flocks of over a hundred! They are large birds, the size of fullgrown turkeys, and pitch black.

They devour humans and domestic animals. They descend en masse on a farm or group of travelers, and **all-out attack** at +4 for the head and limbs. (Stymphalids have no defense rolls because they always all-out attack.) There are so many that they obscure the sun, causing a darkness that demoralizes many people (-1 to **Fright Check** if appropriate).

Their one weakness is a fear of noise. The **Thunderclap** spell could banish a whole flock. Ten warriors banging their swords on their shields and shouting would also do the trick. Enough people (totalling 33+

ST) using bull-roarers would disperse them, should there be any handy. (A bull-roarer can be made in 1 minute, if the right materials are to hand: rope or cord and a flat, oval-shaped piece of wood, bone or stone, with a hole at one end to attach the cord.)

The PCs may try other means of making enough noise — the GM should judge each effort on its own merits, and rule accordingly.

Rumor: Some say that stymphalids are giant birds, larger than men. If true, use the stats for Giant Eagle. They would do 1d+1 impaling damage with their claws, and 1d+2 impaling with the feather-darts. Only two could attack a single foe each turn.

Stymphalids

Dire Animal

ST: 6 **HP:** 6 **Speed:** 6.00
DX: 13 **Will:** 10 **Move:** A12
IQ: 4 **Per:** 10 **Weight:** 25 lbs.
HT: 10 **FP:** 10 **SM:** 0

Dodge: 9 **Parry:** — **DR:** 3 (TS)

Feather Darts (13): 1d-2 piercing. As they swarm down on their victims, they each loose a feather as a dart! This is done with force at straight DX, from 2 yards above the victim. They then land on their foes and try to rend them with their claws. Up to four stymphalids may attack a single hex, and there are plenty waiting to take their place.

Claws (13): 1d-4 cutting. Reach C.

Traits: Quadruped; Wild Animal

Habitat: Swamp.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Greek)

Su

The Su is a ferocious carnivore, slightly smaller than a lion in size. It is generally catlike in appearance, but has a large bushy tail. It is tawny to brown in color, with the tail almost invariably being white; the tail-fur is highly prized as trim on clothing.

Su are solitary diurnal creatures. It caught while young, they make good companions; as adults, they are untameable. The mother carries her young on her back, covering them with the tail, and will kill them before allowing them to be captured.

Su will attack humans on sight, biting in close combat.

Rumor: Often the su are represented as having human faces. This may require a **Fright Check** if true.

Animal

ST: 14 **HP:** 14 **Speed:** 6
DX: 14 **Will:** 10 **Move:** 10
IQ: 4 **Per:** 10 **Weight:** 350 lbs.
HT: 10 **FP:** 10 **SM:** 0

Dodge: 9 **Parry:** — **DR:** 1 (TS)

Bite (16): 1d cutting. Reach C.

Traits: Quadruped; Wild Animal

Habitat: Mountains, Plains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

Swamp Ghost

This denizen of the swamps is not a ghost; it is a perfectly corporeal cat. It takes its name from its extreme stealth, and from the fact that its grayish-tan fur blends almost perfectly into the background. In size, it is slightly smaller than a leopard.

It is a solitary diurnal hunter, feeding primarily on deer and other game animals found in the swamp. It stalks its prey, preferring to attack from the rear.

This cat is a powerful swimmer (Move 3), and can hold its breath for several minutes. It often takes prey on the shoreline by swimming up to it underwater, erupting from the water at the last instant. The thick fur on its over-large paws allows it to walk easily on top of mud and even quicksand. It is not above taking prey trapped in mires.

Swamp ghosts are wary hunters, and are almost never surprised. Therefore, they are rarely seen and usually they avoid large parties. However, many a lone traveler has disappeared in swamp ghost territory.

Animal

ST: 11 **HP:** 11 **Speed:** 6
DX: 14 **Will:** 10 **Move:** 10
IQ: 5 **Per:** 18/12 **Weight:** 200 lbs.
HT: 10 **FP:** 10 **SM:** 0 (2 hexes)

Dodge: 9+1 **Parry:** 11(8) **DR:** 1 (TS)

Bite (16): 1d-1 cutting. Reach C.

Claws (16): 1d-1 cutting. Reach C.

Traits: Acute Hearing +6; Acute Vision +6; Combat Reflexes; Quadruped; Temperature Tolerance 1; Wild Animal

Skills: Stealth-15; Swimming-16

Habitat: Swamp

Source: GURPS Bestiary 3e

Origin: Fantasy

Syren

Syrens (or *sirens*) have the body of a human woman from the navel up, that of a bird below. They have wings



instead of arms, and taloned feet. Their voices raised in song are beautiful . . . so beautiful that most people who hear them are compelled to come closer. This would be a gross mistake, however – syrens live on rocky coasts, with jutting, sharp boulders lurking just offshore. Entranced sailors who approach invariably wreck on the rocks, whereupon the syrens fly out and feed on their flesh!

Sailors who fail to resist the syrens' song *must* do all they can to move their ship closer to wherever the syrens are singing. This may cause fights aboard ship, and weapons may be drawn – enthralled victims *must* try to get closer. After leaving the spell's area, this compulsion lasts for 10 minutes before fading.

Victims shipwrecked while under the spell have no willpower when attacked by the sirens; they supinely accept death. Shipwrecked mariners who successfully resisted the song may fight back.

The syrens' song, it is said, tells of their journey from Libya to the New World after their defeat by Odysseus.

Syren

Faerie

ST: 12 **HP:** 16 **Speed:** 6.25
DX: 12 **Will:** 16 **Move:** G3, W3
IQ: 9 **Per:** 10 **Weight:** 100 lbs.
HT: 13 **FP:** 13 **SM:** +2

Dodge: 9 **Parry:** N/A **DR:** 4

Syren Song (16): Mind Control (Area Effect; Bombardment, Skill 16; Hearing-Based).

Talons (10): 1d-1 cutting *or* impaling. Reach C.

Traits: Flight (Air Move 10; Costs Fatigue, 2 FP; Winged); No Fine Manipulators; Odious Racial Habit (Eats Humans); Talons.

Skills: Brawling-12; Singing-16.

Notes: Each syren singing beyond the first gives +1 to effective syren song skill. This doesn't affect resistance – for that, maximum skill is limited to 16 (see *The Rule of 16*, p. B349) – but *does* affect range (p. B550). Area of effect is the radius within which effective skill is 3 or more: 300 yards for one syren, 500 yards for two, etc.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Greece)

Taddarita

A taddarita is an evil bat with hostile magical spells. It is mouse-sized, and is only distinguished from a normal bat by its slightly glowing eyes — noticeable only from within 5 yards.

Taddaritas eat insects, and never physically attack humans – but they cast spells on them. No one knows why, but taddarita have declared war on humanity, and are very feared wherever they occur. They are only active at night, and can be found singly or in groups of up to 20.

Due to their size, they are -6 to hit in combat. Weapons only do half damage, though flame is fully effective. In fact, fire is necessary to actually kill them — a taddarita regenerates a hit every two hours if the body isn't burned.

They will attempt to fly very close to opponents, then hover within a yard or two to cast their spells on them. All of their spells require only one second of concentration, and all are known at level 15. Apply the usual -1 per yard range penalty. Each spell uses fatigue as per the

normal spell costs; a taddarita stores up to 8 fatigue in its eyes, and regains lost fatigue at 1 per 10 minutes. They will leave the area when drained.

While these are not very formidable foes in themselves, they often ally with other creatures of evil, such as Orcs. They will act as scouts and messengers for villainous races, and can be very effective as nuisance attacks in an actual battle. They understand (but cannot speak) at least one language of a local race inimical to humans. Most of them do not understand human languages, so their spying abilities are limited. They communicate with Orcs and others in a simple aerial dance that is capable of conveying such information as friends, foes, direction, distance, approximate numbers, and can answer yes/no questions. Sometimes a taddarita is found as an evil mage's familiar.

Rumor: Some believe that taddarita are actually demons, in which case they are the leaders of evil races, not the servants! Their IQ would then be much higher, and they would also know the **Terror**, **Nightmare**, and **Death Vision** spells, at least.

Faerie

ST: — **HP:** 1 **Speed:** 5.75
DX: 13 **Will:** 10 **Move:** G6-A12
IQ: 8 **Per:** 10 **Weight:** 1 oz.
HT: 10 **FP:** 10 **SM:** -3

Dodge: 8 **Parry:** — **DR:** —

Bite (13): 1d-6 cutting. Reach C.

Traits: 3D Spatial Sense; Bad Sight (near and far); Discriminatory Hearing; Flight (Air 12; Cannot Hover; Winged); Magery 1; No Fine Manipulators; Parabolic Hearing 1; Quadruped; Sonar; Supernatural Features (glowing eyes); Ultrahearing; Wild Animal

Spells: Clumsiness-15; Fatigue-15; Itch-15; Pain-15; Poison Food-15; Poltergeist-15; Spasm-15; Tanglefoot-15

Habitat: Forest, Mountains, Subterranean

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Sicily)

Demonic Taddarita

Demon

ST: — **HP:** 1 **Speed:** 5.75
DX: 13 **Will:** 10 **Move:** G6-A12
IQ: 12 **Per:** 10 **Weight:** 1 oz.
HT: 10 **FP:** 10 **SM:** -3

Dodge: 9 **Parry:** — **DR:** —

Bite (13): 1d-6 cutting. Reach C.

Traits: 3D Spatial Sense; Bad Sight (near and far); Discriminatory Hearing; Flight (Air 10; Cannot Hover; Winged); Magery 1; No Fine Manipulators; Parabolic Hearing 1; Quadruped; Sonar; Supernatural Traits (Glowing eyes); Ultrahearing; Wild Animal

Spells: Clumsiness-15; Death Vision-15; Fatigue-15; Itch-15; Nightmare-15; Pain-15; Poison Food-15; Poltergeist-15; Spasm-15; Tanglefoot-15; Terror-15

Habitat: Forest, Mountains, Subterranean

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Sicily)

Táltos Horse

A táltos horse is a magical, talking horse that will sometimes “adopt” a hero. They are usually not very

good-looking horses, sometimes even seeming to be broken-down nags. Their abilities belie their appearance, though.

It is always the horse that chooses the hero, never the other way around. A *táltos* horse will only aid those who are pure in heart and down-and-out and in epic adventures. It will never appear merely for a treasure hunt — there must be a life or a whole kingdom at stake. In the stories, it is always the third son, usually regarded as somewhat of a simpleton, who is chosen by the horse.

When someone has been given an impossible task (for example, procuring a cup of mantichore's milk under penalty of death), and is sitting dejected in the forest, a feeble-looking horse may come up to him and ask what his problem is. After the man explains his predicament, the horse will reassure him: everything will be all right as long as he obeys the horse's instructions.

This is a *táltos* horse, of course. It is capable of flight, though it has no wings (Move 30 While flying). Even better, it can teleport. "How shall I go, like thought or like wind?" is a common *táltos* horse question.

The horse seems to know how to do everything. It will give explicit details on how a hero should behave, warning that if the adventurer should miss even one instruction, the horse will abandon him — or the ogre eat him, or the dragon slay him, or the witch will kill the princess, and so on. The GM can make the *táltos* horse have as much or as little information as desired. If the instructions are complicated, though, he should require an IQ roll for the hero to remember it all — or require the player to remember everything without recourse to writing it down! (A hero who disobeys deliberately will be abandoned by the horse; someone who makes a honest mistake will certainly find himself in trouble, but the horse will give him another chance if he survives the initial blunder.)

A *táltos* horse can die three times and return to life. There are records of a *táltos* horse instructing a hero to cut off its head and do something with the blood. (If a hero disobeys the horse, the horse may help him out of the ensuing difficulty by giving up one of its lives!) The blood of a *táltos* horse has been attributed magical powers too numerous to mention — for game purposes, let it be able to cast any one spell! The head will then return to the horse's neck, and it will be as before. The next time the head is cut off, the blood will again be capable of any spell — the same one as before, or a different one. Often, the hero won't know what the blood will do — the horse just tells him to throw it at the witch, for example. Should any character or player mention cutting off the horse's head before it suggests it, the horse will vanish from the party, never to be seen again.

The *táltos* horse usually vanishes or becomes a normal horse once the hero marries the princess and settles down. This is a good model for a game: they are meant as temporary allies in an epic quest.

Some players will want their characters to have a *táltos* horse. This is not recommended for long-term playing — the horse is simply too powerful. Looking at the Special Qualities of Patron (B72) a *táltos* horse is at least a 35-point Patron advantage. If it is a constant companion, that means it would cost the character 105 points - and be cheap at the price!

Táltos Horse

Faerie

| | | |
|--------|----------|----------------------------|
| ST: 19 | HP: 19 | Speed: 5.25 |
| DX: 9 | Will: 15 | Move: G12/A30 |
| IQ: 15 | Per: 15 | Weight: 1,000 – 1,300 lbs. |
| HT: 12 | FP: 12 | SM: +1 (3 hexes) |

Dodge: 8 Parry: — DR: 0

Hoove Kick (9): 2d+1 crushing. Reach C, 1.

Traits: Extra Life 3; Flight; Quadruped.

Habitat: Mountains, Plains.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Hungary)

Taniwha

Taniwhas are giant lizards. Had they any magical qualities at all, they would be considered dragons, but they don't. They look and act like giant iguanas, but they eat people.

Some do have wings, however, and they are found in many habitats: oceans, lakes, mountains, jungle, forest — there are taniwhas that can adapt to all conditions. Wingless land and river taniwhas are sometimes called *ngararas*.

They are huge, though — it takes a brave warrior to face one. Their minds, such as they are, have room for only one idea: food.

Giant Animal

| | | |
|---------|----------|-------------------|
| ST: 34* | HP: 34 | Speed: 5.50 |
| DX: 12 | Will: 10 | Move: 8 |
| IQ: 3 | Per: 10 | Weight: 2+ tons |
| HT: 10 | FP: 10 | SM: +6 (20 hexes) |

Dodge: 8 Parry: — DR: 4

Bite (14): 3d-1 impaling. Reach C, 1.

Traits: Reptile; Wild Animal

Habitat: Forest, Fresh Water, Mountains, Salt Water, Tropical Forest

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Maori)



Notes: The **Reptile Control** spell does work on these creatures without any problem.

*ST minimum 32 depending on weight

Tarantula

This is the mythical tarantula spider of medieval Italian legend, not the real one.

Dire Animal (Vermin)

| | | |
|----------|----------|------------------------|
| ST: 1 | HP: 1 | Speed: 5.50 |
| DX: 12 | Will: 10 | Move: 3 |
| IQ: 2 | Per: 10 | Weight: 1 ounce (30 g) |
| HT: 10 | FP: 10 | SM: +6 (20 hexes) |
| Dodge: 7 | Parry: — | DR: 4 |

Bite (12): 1d-1 impaling. Reach C. Follow-up venom.

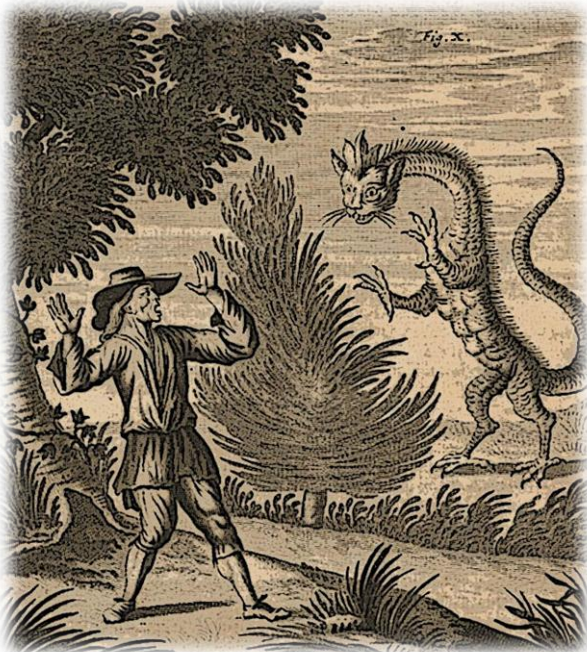
Venom (F): The bite of a tarantula causes severe depression leading to death. Anyone bitten by a tarantula takes one hit of damage immediately, and falls into a deep languor — he won't care about anything, no matter how vital; he won't even defend himself. Within an hour of such depression, the subject must hear lively, joyful music and begin to dance or lose 1 HT per hour and not care. To be cured, he must dance for three consecutive hours! If the music ceases before that time, he sinks back into depression, and must start over to be healed. The musician(s) must make a successful skill roll every hour, or they don't maintain the proper happy spirit.

After dancing for three hours, the victim collapses with FP 0, and has sweated out the tarantula venom. To recover his FP, he needs to make a HT roll every hour that he rests completely — a successful roll means he has recovered 1 FP. He is fully cured when his ST reaches normal. (The musicians are undoubtedly very tired after the three-hour jam, too, but their FP is regained at the normal rate!)

The tarantula cannot bite through even DR 1, but strikes at hands and other body parts at no penalty if they are brought close to it.

Traits: Reptile; Wild Animal

Habitat: Forest, Fresh Water, Mountains, Salt Water, Tropical Forest



Source: GURPS Fantasy Bestiary 3e

Origin: ML (Italy)

Tazelwurm

The tazelwurm is a small flying lizard, reputed to be poisonous. It looks like a snake with head and forepaws of a cat, 1 to 7 feet long (0.3 – 2.1m). It is active at all hours, and is usually solitary, though sometimes found in pairs. It lives strictly in mountainous country, and is very shy of humans. Use of **Animal Handling** on this creature would be at -2.

Should it be surprised by a party, it will fly away to its lair, a small cave. If surprised in its lair, it will attack in desperation. Its sharp teeth can puncture up to heavy leather armor, delivering venom instantly. Its Move on the ground is 4; Dodge is 6.

Dire Animal (Reptile)

| | | |
|--------|----------|-----------------|
| ST: 2 | HP: 2 | Speed: 5.75 |
| DX: 13 | Will: 10 | Move: G4-A18 |
| IQ: 3 | Per: 10 | Weight: < 1 lb. |
| HT: 10 | FP: 10 | SM: -6 |

Dodge: G6-A9 Parry: — DR: —

Bite (15): 1d-3 cutting, follow-up Venom. Reach C.

Venom (F): Type G 2d toxic.

Traits: Flight (Air 18; Winged); Wild Animal

Habitat: Mountains

Source: GURPS Bestiary 3e

Origin: ML (Switzerland)

Tengo

The tengo is not to be confused with the Japanese tengu. A tengo is an eight-headed, eight-legged, eight-tailed tiger. It has the basic ferocity of a tiger, but does not fear humans. Indeed, it seeks them out as food!

Tengo are solitary creatures, active any time.

Dire Hybrid Animal

| | | |
|--------|----------|--------------------|
| ST: 20 | HP: 20 | Speed: 6.25 |
| DX: 14 | Will: 10 | Move: 8 |
| IQ: 4 | Per: 10 | Weight: 1,200 lbs. |
| HT: 11 | FP: 11 | SM: 0 (2 hexes) |

Dodge: 9 Parry: — DR: 2, see note 2.

Bite (14): 1d+2 cutting. Reach C, 1. See Note 1.

Paws (14): 2d-1 cutting. Reach C, 1.

Traits: Extra Attacks 5; Extra Heads 7; Extra Legs 7; Wild Animal.

Habitat: Mountains, Jungle

Source: GURPS Bestiary 3e

Origin: ML (Japan)

Notes: 1. In combat, it is a terror, as any three of the heads may bite at one time, and any three of the paws may strike in a single turn, for a total of six attacks per turn! Only two heads may attack a given foe, or two paws, or one head and one paw. The teeth do 2d cutting damage each, while the claws do 1d+2 cutting. It may attack to any front or side hex, up to six different hexes each turn. It still has a regular defense roll every turn.

2. It is very difficult to kill a tengo. The body, paws and tails are invulnerable - they take no damage from blows! Each of the heads has 6 HT, and all eight heads must be killed before the creature dies. (The DR listed is for the heads.) When a head receives 6

hits, it goes limp and cannot attack any more. Even when it is down to the last head, however, the tengo still has four attacks per turn: one from the surviving head and three from its paws.

Thunder Sheep

Chinese dragons raise fierce, proud sheep, with wool like clouds and horns like lightning. These beasts can cast Air spells either at whim or when commanded by their shepherds. Thunder Sheep can also walk straight up or down, at their normal movement rate.

When threatened, they cast Lightning from their horns. They can bite for 1d-3 crushing, or ram for 1d-1 crushing.

Although Thunder Sheep are sacred, dragons despise labor and do not like to tend them. Dragon kings punish renegades by making them care for sheep, and female dragons become shepherds when their husbands disown them. Shepherds sometimes ask travelers to help avenge their dishonor.

Faerie

ST: 13 **HP:** 13 **Speed:** 6.25
DX: 13 **Will:** 10 **Move:** G8/A8
IQ: 5 **Per:** 10 **Weight:** 100 – 250 lbs.
HT: 12 **FP:** 12 **SM:** 0 (1 hex)

Dodge: 9 **Parry:** — **DR:** 1

Lightning (15): 1d-1 burning per FP (up to 3), 1/2D 50, Max 100, Acc 3. Time to cast 1 per FP. Metal armor protect with only DR 1 against lightning. If target is wounded, he must make a HT roll, at -1 per 2 HP suffered, or be stunned.

Bite (13): 1d-3 crushing. Reach C.

Ram (13): 1d+1 crushing. Reach C. Only when charging.

Traits: Quadruped; Domestic Animal; Walk on Air (Move 8); Weak Bite.

Spells: All air college spells at 15

Habitat: Usually found with Dragons.

Source: GURPS Bestiary 3e

Origin: ML (China)

Tommoraki

Tommoraki are harpylike birds of an evil nature. They resemble large black vultures with human foreheads, eyes and ears. They are messengers of evil forces, and may serve demons, evil dragons or powerful necromancers. They smell terrible: +4 on any roll to notice one by smell, at up to 10 yards away.

They can understand speech, but do not speak themselves. Since most of the lords they serve have **Mind Reading** or **Beast Speaking** spells, this is usually not a problem. They enjoy disrupting holy religious ceremonies, and are often used to distract those good mages and clerics who are the enemies of their nefarious masters.

A tommoraki may spy on its enemies, then fly to its master regularly to report. However, some are permanently stationed near a holy spot or good mage, with instructions to harass as needed. They are sometimes used as war birds in an all-out assault, but this is rare — they are more valuable as guerrillas.

They will raid a temple or mage's quarters whenever they think they can get in, day or night. An open window is as good as a written invitation to a tommoraki. They rarely attack outright, preferring to sabotage.

They can breathe fire for a range of 1 yard. They use it primarily to burn inanimate objects: tables, tablecloths, tapestries, herbs hanging to dry and other magical ingredients, scrolls, grimoires, wands, staffs, etc. They disrupt a mage's workshop in other ways as much as they can: knocking bowls, vials, jars and other breakable objects onto the floor, shredding books, scaring domestic servants, spitting in the food, vomiting on everything, etc.

Tommoraki are especially active on holy days, trying to disrupt any chants and ceremonies to prevent them from being effective.

Rumor: Tommoraki are otherworldly creatures, according to some stories. They can magically appear at holy rites at the right time to disrupt them, without having to wait nearby. They can also pass through walls, taking one second to materialize or dematerialize.

Faerie

ST: 10 **HP:** 15 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** G5-A10
IQ: 9 **Per:** 10 **Weight:** 110 lbs.
HT: 10 **FP:** 10 **SM:** +2 (2 hexes)

Dodge: 8 **Parry:** 10(7) **DR:** —

Talons (14): 1d-2 cutting. Reach C.

Breath of Fire (Breath-14, Magical): 1d-2 burning (Cone, 1 yard; Costs 3 FP; Dissipation; Reduced Range, x10).

Traits: Bad Smell; Magery 1.

Spells: Create Water-15; Knots-15; Manipulate-15; Noise-15; Shape-15; Spasm-15; Stench-15; Stiffen-15; Undo-15; Weaken-15

Habitat: Forest

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Japan)

Notes: The spells use the tommorakis mana reserve of 10 that is stored in the mana organ in its forehead. Their spit and vomit are a type H venom doing 1d toxic damage only if ingested. The tommoraki from rumor change their class to *Demon* and add *Insubstantiality*.

Tripodero

The tripodero inhabits dry scrub forests such as the chaparral forests of California or the mesquite woodlands in central and west Texas. Its name derives from



its ability to stand balanced on its long hind legs and muscular tail. Its body is the size of a wolf, but it can stretch to a height of 15 feet (4.5 m), looking over the low trees around it - at first people thought it had telescoping legs. It walks on all fours, its short forelegs keeping it low to the ground, periodically pausing to stretch up to look for prey.

The face is mostly snout, which it uses in a peculiar way. When it spots prey (anything up to human size), it takes aim and spits a hard pellet of sun-dried clay at the victim.

The tripodero will avoid close combat, though it can bite. It is a 3-hex creature when walking on all fours, though the last two hexes are tail and bent rear legs. It is a 1-hex creature when standing.

Tripodero

Dire Animal

ST: 11 **HP:** 11 **Speed:** 6.00
DX: 14 **Will:** 12 **Move:** 12
IQ: 4 **Per:** 12 **Weight:** 400 – 500 lbs.
HT: 10 **FP:** 10 **SM:** +1
Dodge: 7 **Parry:** — **DR:** 1

Pellet shot (14): 1d+1 crushing. Acc 1, 1/2D 11, Max. 22, RoF 1. It carries a supply of 10-15 of these pellets in a dry pouch in its cheek. It can shoot only one pellet at a time, and takes one turn to ready between shots.

Bite (14): 1d-2 cutting. Reach C.

Tail-swipe (14): The tripodero can also tail-sweep into any of its back hexes, doing no damage but knocking down its opponents if it wins a **Quick Contest of DX**.

Traits: Semi-Upright; Wild Animal.

Habitat: Forest, Desert

Source: GURPS Bestiary 3e

Origin: ML (USA)

Tunguru

Tunguru are giant, river-bound anacondas, known to various native tribes of Brazil. They are anywhere from 60 to 120 feet (20 – 40m) in length, and some may be even longer. They are constricting snakes, not venomous.

Tunguru are so big that they must rely on the buoyancy of the river to move about. On land they move only 1 yard per turn, and even then rarely have over half of their bulk out of the water at any one time.

Tunguru attack with a grapple, then choke their victims. They do crushing damage equal to the Biting Damage for their ST, minus one. Thus, a ST 50 tunguru does 5d-1 crushing damage, and would be about 100 feet long.

They are active any time, but do not feed for months after consuming a large meal. They swallow their prey whole, never chewing their victims at all.

Dire Animal (Reptile)

ST: 21* **HP:** 21 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** G1-W5
IQ: 4 **Per:** 10 **Weight:** 1,200 lbs.
HT: 10 **FP:** 10 **SM:** +7*
Dodge: 8 **Parry:** — **DR:** 2

Constriction Attack (14): 2d-2 special. Flexible armor does not protect. See text.

Traits: Reptile; Vermiform; Wild Animal

Habitat: Fresh Water, Tropical Forest

Source: GURPS Fantasy Bestiary 3e

Origin: ML (SAI)

*SM range +6 to +8, 20-40 hexes; ST range 19-23.

Turtle, Flying

The flying turtle does not resemble a turtle so much as it does a football with a sharp front. Its shell is made from a thin, hard chitin, and can open at the bottom near the front. From this opening, the creature extends its eyes and, when feeding, six small tentacles and a beak.

The shell's color depends on the habitat in which the flying turtle is found. The forest species has a greenish-brown shell; the plains species is grayish; and the desert species is colored in yellows and light reds.

It has the psionic power of Levitation. Its Power is 8, which allows it to fly at a Move of 30. It attacks by ramming its victim. The flying turtle's levitation affects only itself - it cannot lift anything else.

Once the turtle hits an opponent, the beak and tentacles emerge and begin to feed. The beak does 1d-6 Damage: this bypasses all DR if the initial slam pierced the victim's flesh or armor (it inserts the beak through the hole!).

It takes one turn to remove a flying turtle from a victim. The creature may then be attacked through the front opening, bypassing all DR. The opening is at -6 to be hit, however, and the creature will close it in 2 turns. It will then attempt to fly away, possibly to ram again.

Flying Turtle

Animal (Reptile)

ST: 3 **HP:** 3 **Speed:** 6.5
DX: 15 **Will:** 10 **Move:** G6-A30
IQ: 4 **Per:** 10 **Weight:** 1-2 lbs.
HT: 11 **FP:** 11 **SM:** -4
Dodge: 9 **Parry:** — **DR:** 5 (top, left, right)

Ramming (15): 1d-2 impaling.

Beak (15): 1d-6 pi+ (first attack as Lance thr-1; see B397).

Traits: Flight (Psionic, Air Move 30); Reptile; Wild Animal

Skills: Flight-15

Habitat: Desert, Forest, Plains

Source: GURPS Bestiary 3e

Origin: Fantasy

Unicorn, Fantasy

This is the unicorn of modern fantasy — see also *Unicorn, Medieval*, and *Kilin*.

Fantasy unicorns are gentle creatures that are the enemies of evil. They are intelligent and can understand several languages. A unicorn resembles a beautiful white horse with a single, long white horn rising out of its forehead. They are usually pictured as having tufts of hair around their ankles, and long, silky manes and tails. Unicorns know certain magical spells as an inborn talent. In combat, the unicorn fights primarily with its horn, though it can kick and bite as a horse.

They are fierce opponents of evil, and their usually gentle eyes light up with righteous anger when witnessing any act of cruelty. Unicorns are creatures of the day, and prefer to sleep at night.

While they tend to avoid people, they will befriend those who are pure and in need. They have been known to rescue hard-pressed warriors, but will only allow children and female virgins to ride on their backs. If the party is faced with a truly evil foe and the situation seems helpless, they might well consider asking the aid of a unicorn - if they can find one. They are very rare animals, and do not seek out humans of their own accord. They like to make their homes deep in the heart of a remote forest, sometimes in the mountains. They eat grass, like horses, and various herbs of the woods.

Rumors: Some say the unicorn can talk, and speaks many languages, both human and animal. Some even have the **Voice** advantage!

It is also rumored that unicorns have the native ability to cast many other spells. The spells that are most commonly attributed to fantasy unicorns are Analyze Magic, Beast Soother, Beast Speech, Beast Summoning, Bless, Bless Plant, Bravery, Continual Light, Forest Warning, Hide Path, Mage Sense, Remove Curse, Peaceful Sleep, Plant Sense, Seeker, and Test Food.

The GM may decide that a given unicorn knows some or all of these spells. However, should the party win the friendship of a spell-casting unicorn, they have a potentially. The GM needs to be careful that they don't start relying on the unicorn to solve all their problems for them. There are stories of unicorns that only cast their spells reluctantly — they are in tune with the

patterns of mana and fate and instinctively know when it is time to refrain from using magic.

Some say the unicorn can parry with its horn (Parry 8, if true).

It is said that the horn has the same powers ascribed to that of the *medieval unicorn* - but the unicorn will quickly pine and die if its horn is taken!

Fantasy Unicorn

Animal (Mammal)

| | | |
|-----------|------------|--------------------------|
| ST: 20 | HP: 20 | Speed: 7.00 |
| DX: 15 | Will: 10 | Move: 18 |
| IQ: 10 | Per: 15 | Weight: 800 – 1,200 lbs. |
| HT: 14 | FP: 14 | SM: +1 (3 hexes) |
| Dodge: 10 | Parry: N/A | DR: 1 (TS) |

Horn (15): 2d+1 impaling. The horn attack is handled as a slam attack. If the unicorn wins the **Contest of DX** (in the slam) by 8 or more, it automatically does maximum damage. Critical success by the unicorn

means that it has hit its opponent in the vitals — triple any damage that gets past DR.

Bite (15): 1d-1 crushing. Reach C.

Kick (15): 2d+1 crushing. Reach C, 1.

Traits: Absolute Direction; Alertness (up to 5); Charisma (up to 5); Combat Reflexes; Danger Sense; Empathy; Immunity to Disease; Luck; Quadruped; Weak Bite; Wild Animal.

Skills: Detect Lies-15.

Spells: All at level 15: Aura; Awaken; Mayor Healing; Minor Healing; Neutralize Poison; Purify Food; Purify Water. A unicorn must touch the subject with its horn to cast a spell. Some unicorns may know more spells. See rumors.

Habitat: Forest, Mountains.

Source: GURPS Fantasy Bestiary 3e.

Unicorn, Medieval

This is the medieval concept of the unicorn - see also *Unicorn*, *Fantasy*, below, and *Kilin*.

The unicorn of medieval legend is a fierce beast native to India. It looks somewhat like a small horse, with a slender body and uncloven hoofs. A single spiral horn a yard long grows out of its forehead. It has white hair and a beard like a goat.

It is a solitary, reclusive creature - most people will never see one, and no one has ever seen two together. They are active only during the day. Unicorns have keen senses and are quite stealthy. If they

detect anyone approaching, they will steal away before they can even be seen. If cornered, they will fight fiercely, though they may take the first opportunity to flee if the battle is going against them. They are not sentient and cannot speak any human language. Nor are they magical (except for the horn); they cannot cast spells.

The horn, or *alicorn*, can neutralize any poison on contact. This can be done either by touching the whole horn to poisoned food, drink or wound, or by ingesting powdered horn. A unicorn horn is very rare and valuable, worth at least \$100,000. The GM should be careful about allowing his players to meet a unicorn: he may be granting them wealth that will upset the game balance. Of course, there are always thieves . . .

In combat, the unicorn is the fiercest animal in nature, and no sound is more horrible than its braying. Most medieval experts hold that it can be killed but never captured, and that it can never be tamed. It is the enemy of the elephant and the lion, and has been known



to kill an elephant in a single blow! It can bite, kick, or thrust with its horn, but usually prefers a running charge with its horn. The horn is also highly magical; powdered horn is a natural universal antidote.

The unicorn's charge uses Lance skill. The basic damage from a charge is $(ST\ 18 \times Move\ 18)/100 = 3.24$, rounded to 3d. Used as an impaling striker, the horn raises this to 3d+3. A unicorn can specifically target the vitals, reducing its effective skill to 10 but multiplying damage by 3.

Rumors: Some legends state that the unicorn has a weakness for female virgins. and will put its head on a virgin's lap and allow itself to be stroked until it falls asleep. At this point, it may be captured with ropes. In any event, the medieval unicorn cannot be tamed, and capturing one will not win its friendship.

The unicorn's horn is reputed to have aphrodisiac qualities: eating powdered horn will give +4 to **Sex Appeal** for 12 hours, if true. Powdered horn will also brighten one's teeth, some say (+1 to **Appearance** for 12 hours, if true).

Medieval Unicorn

Faerie

ST: 18 **HP:** 18 **Speed:** 6
DX: 13 **Will:** 12 **Move:** 6
IQ: 4 **Per:** 12 **Weight:** 800 lbs.
HT: 11 **FP:** 11 **SM:** +1

Dodge: 10 **Parry:** — **DR:** 0

Charge (13): 3d+3 impaling. Only when charging.

Horn Thrust (13): 1d+3 impaling.

Kick (11): 1d+2 crushing.

Bite (13): 1d+1 crushing.

Traits: Combat Reflexes; Enhanced Move 1.5 (Ground Speed 18); Hooves; Striker (Impaling; Reach 1; Cannot Attack in Close Combat; Cannot Parry; Limited Arc, Only Straight Ahead); Penetrating Voice; Peripheral Vision; Quadruped; Wild Animal.

Feature: Uses its horn as a lance.

Emblematic Traits: Berserk (6) (Battlelust); Loner (12).

Quirk: Tame when approaching virgin women.

Skills: Brawling-13; Lance-13; Stealth-13.

Source: F49, GURPS Fantasy Bestiary 3e.

Origin: ML(Europe)

Unktehi

Also known as the uncegila, this is a unique gigantic female snake with magical powers and deadly poison. It is two yards wide and 40 long! It has a single blunt horn, as long as a man, growing from its head. The scales glitter like mica, and a crest runs along its back that sparkles like dancing flames.

The sides are adorned with many-colored round spots. The seventh spot from her head is the only place she can be wounded, and only with magic weapons! Her heart lies behind that spot, and is magical in nature.

The unktehi was once a witch, but has now lost all reasoning ability. She is reduced to a creature of unthinking malice. constantly active, devouring anything she can. She can strike up to 6 hexes away with her horn; this delivers a venom.

The heart is very cold, and anyone handling it will burn their hands if they do not protect themselves with something as thick as heavy leather when touching it. It is magical, but very large and heavy: roughly 5 feet (1.5m) in diameter, weighing 200 pounds (100kg)! If

anyone digs a 10-foot deep pit for it in the floor of his dwelling, and feeds it deer (or similar) blood daily, it will grant him the following powers: **Charisma** +3, a **Sex Appeal**-18, and **Luck**. These abilities will last as long as the heart is fed daily and no one else sees it — they end immediately should either condition be violated. It will work for a group of people, if all were at the slaying of the unktehi. The heart itself does not cause people to become evil, though the powers it grants may corrupt some.

The blood of the unktehi, if applied within an hour of the creature's slaying, will cure blindness, even blindness from birth. Note that should a PC avail himself of this power, he must then buy off the Blindness disadvantage!

Faerie

ST: 32 **HP:** 32 **Speed:** 5.50
DX: 12 **Will:** 10 **Move:** 9
IQ: 4 **Per:** 10 **Weight:** 125 tons
HT: 10 **FP:** 10 **SM:** +10 (80 hexes)

Dodge: 6 **Parry:** - **DR:** 2, see notes.

Horn Strike (12): 4d crushing. Reach C-6. Follow -up venom.

Venom (F): Type K 2d toxic. The poison takes effect if the victim takes even 1 point crushing of damage - it is injected magically, not physically.

Madness Emanation: Anyone who looks at unktehis head must make a **HT**-2 or **IQ**-2 roll (player's choice) or suffer from the **Madness** spell. This roll is necessary every second that the victim looks at the head. The horn is an exception, and it is often the only thing showing above the water when she is submerged. For those fighting the unktehi, the GM should require a Will roll at +2 every turn to avoid looking at the head. Anyone making an active defense roll to avoid the horn must look at the head or be at -4!

Traits: Vermiform; Wild Animal

Habitat: Fresh Water

Notes: Damage anywhere on the body has no effect, with two exceptions. There is a vulnerable spot on each side of the body — the seventh spot from the head — with DR2. Magic can be used to attack the snake, but its heart is a mana organ, which interferes with spells.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (NAI)

Vasa Mortis

A vasa mortis is a giant bird with four heads and lion paws. The body itself has no feathers, but the wings and heads do. It is roughly the size of an elephant, and eats humans, horses, cattle, etc.

It lives in bogs and lonely moors, but can fly to more inhabited places to get its meals. It is not a fast flier, and the listed speed is both flight and ground movement. It is active any time except in the heat of the day.

Animal

ST: 33/23 **HP:** 33 **Speed:** 5.50
DX: 12 **Will:** 10 **Move:** G7, A7
IQ: 4 **Per:** 10 **Weight:** 1 - 2 tons
HT: 13 **FP:** 13 **SM:** +4 (10 hexes)

Dodge: 9 **Parry:** - **DR:** 2 (TS)

Bite (12): 2d cutting. Reach 1. The vasa mortis attacks with its heads at a one-hex reach, to any front or side hex. The heads have full coordination, and all four may attack in the same turn, but only one to an opponent. They are too big to attack the same foe. Each head has ST 23 for biting purposes.

Traits: Extra Heads 3; Extra Attacks 3; Winged Flight; Wild Animal.

Habitat: Swamps, Plains.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Anglo-Saxon)

Vodyanye

Vodyanye are water creatures with a shapeshifting ability. They are roughly human-sized, but no one knows what their true shape is. They can assume many shapes: a clump of reeds, a small floating tree, a beautiful woman, a large otter, a reptilian monster, and others. It takes them 3 seconds to change shapes. They cannot speak, nor are they intelligent.

Their power waxes and wanes with the moon every month — they are strongest at the full moon. However, a vodyanye will be active all the time, not just at night. They are not likely to attack anyone within two weeks of a new moon and the stats given are for the quarter moon to full moon. There have been reports of anywhere from one to a dozen vodyanye seen at a time.

They eat humans, and shift shapes seemingly randomly to try to lure victims into the water or lull their fears and convince them there is nothing dangerous around. They then grapple to drown their victim. A vodyanye doesn't attack in any other way; it waits until its opponent stops struggling before feeding. They never leave the water.

Rumor: Many people believe the vodyanye are really a race of intelligent, evil shapeshifters who capture people and make them serve as slaves in their magical underwater palaces. Such palaces create air magically for these trapped humans, or at least enable them to breathe water.

Dire Animal

| | | |
|---------------|-----------------|---------------------------|
| ST: 13 | HP: 13 | Speed: 6.00 |
| DX: 12 | Will: 10 | Move: W6 |
| IQ: 5 | Per: 10 | Weight: 1 – 2 tons |
| HT: 12 | FP: 12 | SM: +4 (10 hexes) |

Dodge: 9 **Parry:** - **DR:** 1 (TS)

Grapple (12): Once a potential prey is in the water, the vodyanye grows tentacles in 3 seconds, without otherwise changing shape. It then grapples with a 1-yard reach (roll a **quick Contest of DX**) and tries to drown the victim (roll a **Contest of ST** each turn to see if the victim can escape), See B436 for rules on drowning.

Traits: Morph; Wild Animal.

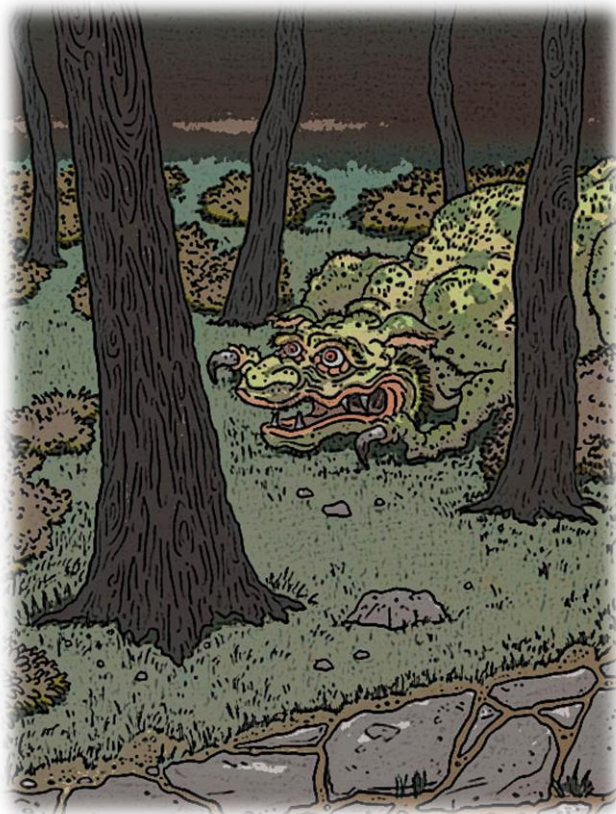
Habitat: Fresh Water.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Russia)

Waira

Waira are extremely ugly monsters that lurk by roadsides, well hidden by bushes. They will attack small parties, usually waiting for the last member of the group to come alongside. They strike quickly, and drag the body into the bushes to devour.



They have lumpish bodies, but move fairly quickly nonetheless. Their fur is splotchy and repulsive-looking, while their heads are flat like crocodile's, but otherwise shaped like an ugly dog. Their front paws each end in a single, large, hooked claw. Their heads have two sharp, forward-pointing horns, and their jaws carry many sharp teeth.

A waira can charge out of the bushes and ram a victim by surprise (**slam** attack). It will next use its front claws to stab the foe until he is unconscious, then drag the body away quickly.

They are cowardly creatures, and will run away if the fight looks like it is going against them. They will choose the smaller of two targets if given a choice, and really prefer children. They are solitary, active at any time.

Animal

| | | |
|---------------|-----------------|-------------------------|
| ST: 12 | HP: 12 | Speed: 5.50 |
| DX: 12 | Will: 10 | Move: 7 |
| IQ: 4 | Per: 10 | Weight: 200 lbs. |
| HT: 10 | FP: 10 | SM: 0 (2 hexes) |

Dodge: 8 **Parry:** 10(7) **DR:** 1 (TS)

Claws (14): 1d crushing. Reach C.

Horns (14): 1d+1 impaling. Reach C; per horn.

Traits: Cowardice; Quadruped; Wild Animal

Habitat: Forest, Tropical Forest

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Japan)

Wasp, Giant

There are a number of species of giant wasp. Some are social animals, living in giant nests set on cliff faces. Others are solitary creatures, living in simple mud cells, or underground. All giant wasps are diurnal, all are predators, all have venom and unpleasant tempers and all will defend their homes.

Wasps that live above the ground go after smaller, lighter prey which they can more easily carry to their lofty nests, their maximum encumbrance while flying is Medium. Wasps that live underground can take victims over twice their size; they drag the victim home. Some wasps will drag a victim up a tree and then do a power-assisted glide toward their hole, repeating as necessary. Some wasps prefer only a specific prey (giant spiders, for example) and unless provoked would be harmless to anything else. Other wasps will attack anything of an appropriate size.

The giant wasp will attack its prey with a grapple and bite if the foe loses the quick Contest of DX. On the turn after biting, the wasp will arch its sting forward and inject the venom — no roll is needed if the foe is still grappled. Different species have different venom types and strengths.

The nastiest species is a solitary one which has a type D venom that lasts for 1d days on a failed HT-3 roll. A successful roll results in paralysis for 3d hours' (The GM rolls in secret). The paralyzed victim is carried back to the nest, where the wasp inserts an egg into the still-living body. When the larva hatches two days later it eats the victim, it does 1d damage per day. Removal of the larva requires a successful roll against Surgery.

Rumor: Some cultures have legends about giant wasps. In one of these stories, they are intelligent. In another, they are much bigger - the size of an elephant! Adjust stats appropriately if this is true!

One story tells of benevolent giant wasps. but most state that they eat humans.

Giant Wasp

Animal (Vermin)

Small

| | | |
|---------------|-----------------|---------------------------|
| ST: 9 | HP: 9 | Speed: 6 |
| DX: 14 | Will: 10 | Move: A14 |
| IQ: 2 | Per: 10 | Weight: 60-85 lbs. |
| HT: 10 | FP: 10 | SM: 0 (2 hexes) |

Dodge: 9 **Parry:** — **DR:** —

Bite (14): 1d-3 crushing.
Reach C.

Grapple (14): Reach C.
Follow-up Bite.

Sting (14): 1d-1 imp, follow-up
Venom. Reach C.

Venom (F): Varies: Type D, Type F 2d or
Type H 1d; see text.

Traits: Flying Insect; Wild Animal

Habitat: Forest, Plains, Swamp, Tropical Forest

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Large

| | | |
|---------------|-----------------|-------------------------|
| ST: 15 | HP: 15 | Speed: 5.75 |
| DX: 11 | Will: 10 | Move: G4-A11 |
| IQ: 1 | Per: 10 | Weight: 100 lbs. |
| HT: 12 | FP: 12 | SM: +1 |

Dodge: 8 **Parry:** — **DR:** 2 (Flexible)

Bite (11): 1d cutting.

Stinger (11): 1d imp aling, follow up Poison.

Poison (F): Affliction 3 (HT-2; Extended Duration, x300;
Follow-Up, stinger; Secondary, Paralysis; Severe
Pain)

Traits: 3D Spatial Sense; Bloodlust (6); Clinging; Dark
Vision; Flying Insect; Foot Manipulators (two); Ham-
Fisted; High Pain Threshold; Lifting ST +2; Impaling
Striker (Stinger; Cannot Parry; Weak) ; Wild Animal

Skills: Aerobatics-12*; Brawling-11

Author: DieMunchkin

Habitat: Forest, Plains, Swamp, Tropical Forest

*Includes +2 from 3D Spatial Sense

Water Bug, Giant

The giant water bug inhabits lakes and ponds and swims well, but is awkward on land. It is about five feet long and resembles a beetle, though it is not one. It is a solitary, diurnal creature. The giant water bug will lie in wait near shore and attack any humans who come there.

It is a vicious attacker, grasping its victim with the two front legs — a grapple attack. If it successfully grabs its foe, it bites with a powerful beak. A Contest of ST is necessary to break free. After biting three times, it drags its victim into the water - another Contest of ST, if the victim is still alive!

Animal (Vermin)

| | | |
|---------------|-----------------|-------------------------|
| ST: 11 | HP: 11 | Speed: 6 |
| DX: 14 | Will: 10 | Move: W5 |
| IQ: 3 | Per: 10 | Weight: 150 lbs. |
| HT: 10 | FP: 10 | SM: 0 (2 hexes) |

Dodge: 9 **Parry:** — **DR:** 1 (Flexible)

Beak (16): 1d-1 pi+. Reach C.

Grapple (14): Reach C. Follow-up Bite.

Traits: Insect; Wild Animal

Skills: Wrestling-14

Habitat: Fresh Water

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Water Leaper

A water leaper is a giant toad-bird hybrid, with a reptiles tail and teeth. The body and wings are a birds, while the head and feet are a toads. It lives in lakes and large rivers, and leaps suddenly out at travelers. This is treated as Surprise or even a total Surprise, see B393.

It is as large as a bull, and its jaws can gape wide enough to swallow a man! Its wings do not quite enable it to fly but make its jumps prodigious - up to 15 yards in a single bound.

It is active any time, and is always found alone.

Hybrid Animal

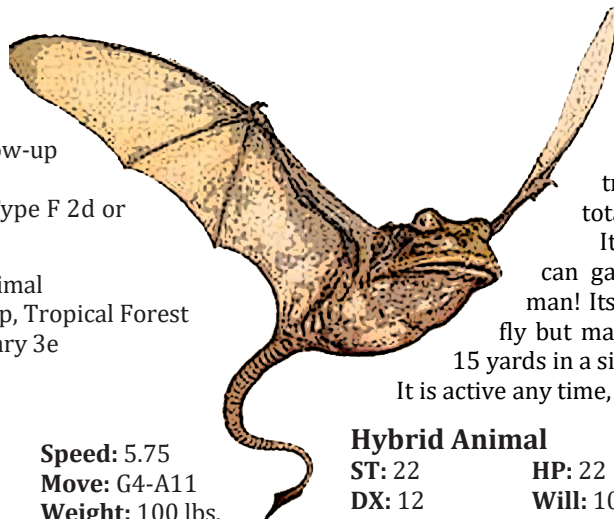
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|---------------|-----------------|-------------------------------|
| ST: 22 | HP: 22 | Speed: 5.50 |
| DX: 12 | Will: 10 | Move: 15 |
| IQ: 4 | Per: 10 | Weight: 600 - 700 lbs. |
| HT: 10 | FP: 10 | SM: 1 (2-3 hexes) |

Dodge: 8 **Parry:** — **DR:** 2 (TS)

Bite (12): 2d-1 cutting. Reach C. It attacks solely with its bite in close combat, though it may leap up to 5 yards and bite in the same turn.

Traits: Quadruped; Wild Animal.

Habitat: Fresh Water.



Source: GURPS Fantasy Bestiary 3e
Origin: ML (Welsh)

Water Tiger (Dragonfly Larva)

These water-breathing giant insects are found in freshwater ponds and lakes, and are a deadly danger. These are very ugly, voracious killers which can seize and eat almost anything their own size. Their attack is almost always a surprise, coming from under the mud or in reeds - and most bathers don't wear armor!

They feed on anything they can catch, including humans. Their vicious, retractable jaws allow them to strike at a reach of 1. Once captured, a foe is nibbled to death unless he can break free (Contest of ST, with the victim at -1).

If suddenly disturbed, they have a limited form of "jet propulsion," forcibly expelling water and driving themselves rapidly forward. With this ability, they can travel at Speed 9 for up to 4 turns.

A water tiger is always active, and is very solitary - if two met, each would try to eat the other.

Animal

| | | |
|---------------|-----------------|----------------------------|
| ST: 9 | HP: 9 | Speed: 6 |
| DX: 14 | Will: 10 | Move: W6 |
| IQ: 2 | Per: 10 | Weight: 60-125 lbs. |
| HT: 10 | FP: 10 | SM: |

Dodge: 9 **Parry:** — **DR:** 0

Grappling jaws (14): 1d impaling + grapple (foe is at ST-1), follow-up Death-Nibble. Reach C, 1.

Death-Nibble: 1d-2 HP/turn. See text.

Traits: Doesn't Breathe (Aquatic); Vermiform; Wild Animal.

Source: GURPS Bestiary 3e, Fantasy Bestiary 3e

Origin: Fantasy

Weasel, Giant

Giant weasels are fearsome beasts, six feet (2m) long, low to the ground and agile. Unlike their smaller solitary cousins, giant Weasels tend to run in packs of six to 15. They are most active in the late afternoon and night, are adept at pack tactics, and attack humans on sight - they are quite fond of human flesh.

They can squeeze into remarkably small holes (as little as a foot in diameter). In the open, they can turn and instantly strike anyone attacking their rear; treat all hexes as front hexes. They are furtive animals, preferring to sneak up on their prey, with the entire pack springing out on signal.

Animal (Mammal)

| | | |
|----------------|-----------------|---------------------------|
| ST: 15* | HP: 15 | Speed: 6.5 |
| DX: 14 | Will: 10 | Move: 10 |
| IQ: 4 | Per: 10 | Weight: 1,200 lbs. |
| HT: 12 | FP: 12 | SM: 0 (2 hexes) |

Dodge: 9 **Parry:** — **DR:** —

Bite (16): 1d cutting. Reach C.

Traits: Quadruped; Wild Animal

Skills: Stealth-18

Habitat: Forest, Fresh Water, Plains

Source: GURPS Fantasy Bestiary 3e



Origin: Fantasy

*ST range 14-17

Whirling Whimpus

The whirling whimpus resembles a gorilla except in its limbs - the lower limbs are small, while the upper limbs are long and muscular and end in enormous paws. It is able to magically whirl in place so rapidly that it becomes invisible. Its whirling produces a low droning sound that seems to come from the tree branches above. Its favorite spot to whirl is a forest path passing through a glade at least 3 yards wide. It will wait there quietly until it hears someone approaching, then begin whirling.

The GM decides which hex the whimpus is in, but places no figure. After telling the players that they hear the drone from above, he should note if any character enters one of the hexes surrounding the whirling whimpus.

Dire Animal (Mammal)

| | | |
|---------------|-----------------|-------------------------|
| ST: 13 | HP: 13 | Speed: 6.50 |
| DX: 14 | Will: 12 | Move: see note |
| IQ: 3 | Per: 12 | Weight: 300 lbs. |
| HT: 12 | FP: 12 | SM: 0 (1 hex) |

Dodge: note **Parry:** — **DR:** 1

Forepaws (14): 3d crushing. Reach C. Any character entering a hex around the whimpus suffers from the attack. The whimpus will continue to whirl as long as there are opponents on their feet (it can sense things magically). While whirling, it can move at 1 hex per turn.

Traits: Wild Animal.

Habitat: Forest

Source: GURPS Bestiary 3e

Origin: Fantasy

Notes: The whimpus may start or stop whirling instantly. While whirling, it has no active defenses - it relies solely on its invisibility for defense. Missile weapons and spells which hit it will not be deflected. However, those passing within a hex will be deflected away from the whimpus.

Magical Sight will detect a faint glow of magic from the whimpus' hex, while **See Invisible** will actually allow the caster to see the outlines of the creature. The whimpus will whirl until it has only 3 HT left, at which point it will run away at Move 4 (not whirling).

White Lasher

The white lasher vaguely resembles a Wolverine, but is larger and more vicious. It reaches up to six feet (2m) in length, with brown fur that turns white in winter. It has a great hatred for humanity, and will attack without provocation.

It is a solitary, territorial animal, hunting mainly at night. It has little skill at stalking, preferring to use its unique magical power to attack from ambush.

The lasher concentrates mana in its eyes, allowing it to cast the *Lightning* spell. Anyone in a position to see will notice its eyes beginning to glow. In close combat, the lasher will attack by biting and clawing for 1 die cutting damage.

Animal

ST: 10 **HP:** 10 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** 7
IQ: 4 **Per:** 10 **Weight:** 125 lbs.
HT: 10 **FP:** 10 **SM:** 0 (2 hexes)

Dodge: 8 **Parry:** — **DR:** —

Lightning (15): 1d-1 burning + target must make HT roll, at -1 per 2 HP suffered, or be stunned. 1/2D 50, Max 100, Acc 3.

Biting (12): 1d-3 cutting. Reach C.

Clawing (12): 1d-3 cutting. Reach C.

Traits: Intolerance (Humanity); Magery 1; Quadruped; Wild Animal

Spells: Lightning-15

Habitat: Arctic, Forest

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Notes: The lasher can store up to 6 "fatigue" points of mana for spell-casting; once used, this "fatigue" is recharged at 1/hour. The spell is cast instantaneously; it merely has to look at its target. The lasher can get an aiming bonus, up to a maximum of +3. In desperate circumstances, it can push the spell to 2d-2 damage by concentrating for two turns (in addition to any aiming), costing it 4 "fatigue".

Wolpertinger

A wolpertinger has the body of a large hare, the antlers of a deer, the wings of an eagle, and what can only be called saber-teeth. The teeth and large jaws give them a damage-dealing power much greater than their size would suggest. The wings store mana to let the wolpertinger fly.

Much fiercer than the jackalope, wolpertingers are omnivores, and have been known to attack humans. They are gregarious creatures, living in packs of up to 40, though a hunting party might only consist of six to ten. Very cagey beasts, they will use pack tactics and surprise — they will often swoop down out of trees, for example.

Wolpertingers can be trained, but only if captured very young. Older ones have -4 on **Animal Handling** rolls, and can only be "faced down" — never tamed.

They are diurnal animals, very proud and fierce. They live to be 10 years old.

Faerie

ST: 6 **HP:** 6 **Speed:** 6.25
DX: 14 **Will:** 10 **Move:** A18
IQ: 5 **Per:** 10 **Weight:** 30 lbs.
HT: 11 **FP:** 11 **SM:** 0 (1 hex)

Dodge: 8 **Parry:** — **DR:** 2

Bite (15): 1d piercing. Reach C. They attack from the air, landing on the victim's neck and biting repeatedly.

Traits: Winged Flight; Wild Animal.

Habitat: Forest, Mountains.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Germany)

Wu Kung Ching

The Wu kung ching is a unique giant centipede, very venomous and capable of shapeshifting. It is slightly longer than a horse in its centipede shape, which is how it is usually encountered. It attacks humans and most animals smaller than a bull on sight, but can be pacified if offered grain cakes soaked in Wine. It has a limited reasoning capability, but cannot understand speech.

It frequents deep woods and jungles, swamps, caves and deep valleys — anywhere that it can stay out of direct sunlight. It is active both day and night. Its bite is venomous.

Should the GM create a whole race of these creatures, they would be solitary beasts.

Faerie

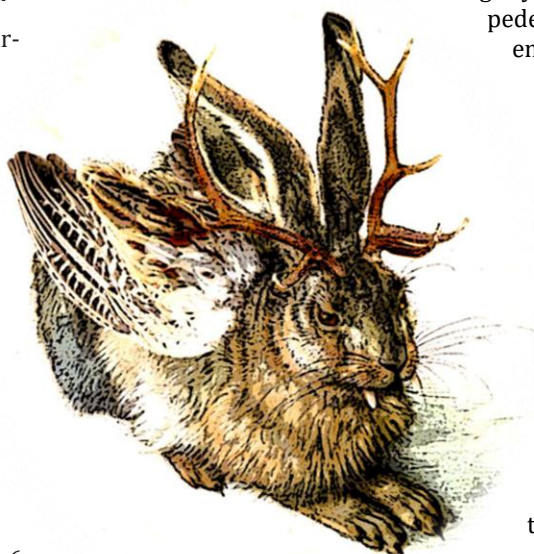
ST: 17 **HP:** 20 **Speed:** 5.75
DX: 13 **Will:** 10 **Move:** 8
IQ: 7 **Per:** 10 **Weight:** 600 lbs.
HT: 10 **FP:** 10 **SM:** +2 (4 hexes)

Dodge: 8 **Parry:** — **DR:** —

Bite (15): 1d+2 cutting, follow-up Venom. Reach C.

Mist Form*: Flight (Lighter Than Air); Insubstantiality (Affect Substantial; Costs 2 FP); Obscure (Vision); Mist Venom. The wu kung ching can shapeshift into a thick, black, poisonous cloud that is impossible to see through — this takes only a second. The cloud is a sphere of radius 2, and has a speed of 4 hexes, though that may vary with the wind. While in cloud form, the creature takes only half damage. It has no DR in this shape, and no active defense. It will drift upwards and away to escape a battle that is going badly - its "ceiling" is 20 yards. It can only stay in cloud form for 10 minutes, then must return to centipede shape. In very high winds, the wu kung ching cannot assume this form.

Mist Venom (E): Type J 1d toxic with Area Effect; Emanation; Persistent; no Follow-Up. Anyone breathing the cloud must make a HT roll or suffer from 1d of a type J venom. The cloud takes its move at the same



time as any one enveloped character, so the victim is constantly in the cloud until he can outrun it. The gas stings the eyes, and does 1d damage to anyone who tries to keep his eyes open while in the cloud. In effect, the victim is running blind, with all that implies. Anyone in the cloud can hit the wu kung ching automatically, however.

Venom (F): Type J 1d toxic.

Traits: Vermiform*; Wild Animal

Habitat: Forest, Tropical Forest, Swamp

Source: GURPS Fantasy Bestiary 3e

Origin: ML (China)

*Effectively vermiform; treat as a swarm when attacking/being attacked within the mist.

Yale

The yale is an antelope with long movable horns that may point in any direction regardless of what direction he yale is facing. It is not aggressive, but will defend itself vigorously.

They live in herds of 20 to 100, and are capable of jumping over 7 feet high. While the herd will flee predators, the males will stay to the rear and may swerve to attack at any time the pursuit gets too close.

Animal (Mammal)

ST: 12 **HP:** 12 **Speed:** 6.50
DX: 14/16 **Will:** 10 **Move:** 12
IQ: 4 **Per:** 10 **Weight:** 800 – 1,000 lbs.
HT: 12 **FP:** 12 **SM:** +2 (4 hexes)

Dodge: 9 **Parry:** — **DR:** —

Horn (16): 1d impaling. Reach C. It is extremely skilled at moving its horns and tossing its head so as to impale anyone within its front or side hexes. It can attack two different opponents at once! Treat all critical miss results of "weapon breaks" as "horn breaks."

Traits: Extra Attack (with horn); Full Coordination (Horn); Quadruped; Wild Animal

Habitat: Plains, Mountains, Desert.

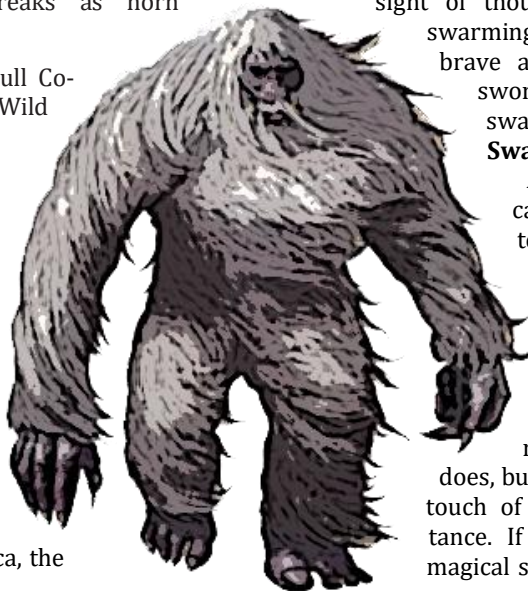
Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

Yeti

Yeti is a Tibetan word referring either to an unknown animal of the Himalayas or a mountain demon - no one is sure which. The name yeti has been attached to one of the great legends of the 20th century - the Abominable Snowman. Although not as easy to dismiss as the Bigfoot creature of North America, the yeti remains an elusive mystery.

Western mountain climbers frequently report yeti sightings, and stories of "yeti scalps" preserved by Tibetan monasteries prompted noted Everest climber Sir Edmund Hillary to retrieve such objects for Western scientists (who quickly dismissed them as made from the pelt of a rare goat). The yeti could be the descendants of a race of giant prehistoric apes, fossils of which have been discovered by paleontologists in China.



Yeti appear as large, furry white apes. They do not use weapons, and will attack by grappling victims and squeezing until they are dead. Usually, a yeti will run from an attack, unless its lair or offspring are threatened. The yeti are also rumored to be magical creatures. If this is the case, it will have Invisibility (at will-costs 1 fatigue per use) and perhaps animal control spells. Its heart is its mana organ and is considered very valuable by mages and alchemists.

Mundane

ST: 17* **HP:** 17 **Speed:** 5.5
DX: 12 **Will:** 11 **Move:** 7
IQ: 8 **Per:** 10 **Weight:** 600 lbs.
HT: 10 **FP:** 10 **SM:** 0

Dodge: 8 **Parry:** 10(7) **DR:** —

Punch (14): 3d+2 crushing. Reach C.

Kick (14): 3d+2 crushing. Reach C.

Traits: Magery 0; Striking ST +10

Spells: Invisibility-12; Animal Control spells (selected)-12

Climate: Temperate

Habitat: Mountains

Source: GURPS Bestiary 3e

Origin: ML (Tibet)

*ST range 15-19 depending on weight

Zombie Gerbils

Created long ago by an insane mage, zombie gerbils still roam the world (any world), seeking to fulfill their ancient mission. The nature of that mission isn't hinted at in any grimoire, but they know, and hopefully the GM does, too.

One zombie gerbil is too small to cause any trepidation. However, they travel in a massive horde, and the sight of thousands of these tiny monsters swarming across a plain has caused many brave adventurers to turn back from sworn missions. Treat them as a swarm of Rats With a Purpose. See **Swarm Attacks**, B461.

As zombies, they feel no pain and cannot be stunned. They crumble to dust when their HT reaches zero.

Rumor: There are recurring stories of a magical device that consumes the life force of gerbils and spits out their reanimated corpses. The rumors are vague about what it does, but some say it projects the chilling touch of a skull-spirit (M151) at a distance. If so, then zombie gerbils are a magical side effect . . . and there is a necromancer somewhere who is armed with a "ray gun" that ejects zombie gerbils like spent shell casings!

Undead

ST: 1 **HP:** 1 (6/hex) **Speed:** 4.00
DX: 12 **Will:** 10 **Move:** 4
IQ: 2 **Per:** 10 **Weight:** 3 ounces (85g)
HT: 11 **FP:** N/A **SM:** 0

Dodge: 7 Parry: 8 DR: 0

Swarm: 1d cutting. Reach C.

Traits: Intact Corpse (Z68); Inexorable (Z68); Quar-
duped; Wild Animal.

Habitat: Any Land.

Source: GURPS Fantasy Bestiary 3e.



DRAGONS

Aitvaras

An aitvaras is a hybrid rooster-dragon. It has the head, wings and body of a large rooster, with the four legs and tail of a miniature dragon. (Some say it has only two legs.) While it is intelligent, it cannot speak. It likes greedy people, and will associate with them, living in their barn or other outbuilding. All aitvarases are thieves.



The aitvaras can fly at speed 16 — on the ground it moves at 3. It is a superb thief. It is only active at night, and *must* sleep during the day. They do not adventure — they need a stable home base to operate from. Their nests are very well hidden.

Aitvarases thrive on cooked food — especially omelets — but cannot cook! They will bring gold and silver coins to anyone who will prepare them food and who isn't fussy about where the coins are coming from. If a farmer should harbor an aitvaras and then wish to stop its thieving — either through guilt or fear of being caught — the aitvaras will begin to ruin the farm. Cows will go dry, hail will destroy the crops, crockery will shatter, fires will go out — until cooked meals are forthcoming again and an apology is received.

The thieving is done after dark, of course, and usually takes half the night the aitvaras is a careful thief. Depending on the value of gold and silver in the campaign, it will supply anywhere from \$20 to \$200 a night. Sometimes irate neighbors will band together and search all the local farms or townhouses for an aitvaras — woe to the person whose property they find it on!

There are stories of innkeepers keeping an aitvaras to rob the patrons. These people can usually produce ironclad alibis for every employee if something is stolen — obviously the travelers must be trying to frame them!

No one has ever seen more than one aitvaras at a time — its mating habits are totally unknown.

Rumor: They can shapeshift into cats, dogs, chickens and even humans.

Faerie

| | | |
|----------|----------|---------------------|
| ST: 4 | HP: 4 | Speed: 6.25 |
| DX: 16 | Will: 10 | Move: G3/A16 |
| IQ: 10 | Per: 10 | Weight: 5 - 10 lbs. |
| HT: 10 | FP: 10 | SM: 0 (<1 hexes) |
| Dodge: 9 | Parry: - | DR: 4 |

Claws (16): 1d-5 cutting. Reach C.

Traits: Night Vision; Wild Animal.

Skills: Stealth-18.

Spells: Aitvarases know a few spells at level 15. These are inherent rather than learned - no aitvaras has been known to learn any spells beyond these, and they all know the same spells. These are **Seek Earth**; **Lockmaster**; **Extinguish Fire**; **Hail**; **Shatter** and a spell that will dry up a cow so it gives no more milk. **Seek Earth** (to find gold and silver) and **Lockmaster** are the only spells it uses regularly — the others are reserved for people who annoy it.

Habitat: Forest.

Source: GURPS Fantasy Bestiary 3e.

Origin: ML (Lithuania).

Ajatar

An ajatar is an evil-minded dragon that is much dreaded. Intelligent, it can speak the local language. It demands treasure, food, sometimes even human sacrifice. It can breath fire and strike with its tail like a firedrake, but its magic is the real reason it is feared.

The ajatar knows only two spells, but doesn't hesitate to use them if people don't give in to its demands. It can cast **Curse** and **Pestilence**. Otherwise, treat it as an inimical firedrake.

Faerie

| | | |
|----------|----------|------------------|
| ST: 20 | HP: 20 | Speed: 6.75 |
| DX: 12 | Will: 12 | Move: G6/A12 |
| IQ: 12 | Per: 14 | Weight: 600 lbs. |
| HT: 15 | FP: 15 | SM: +3 |
| Dodge: 9 | Parry: 9 | DR: 3 |

Front Claws (15): 2d cut, Reach C, 1-2. Parry 10.

Bite (15): 2d cut, Reach C, 1-2.

Rear Claws (13): 2d+1 cut, Reach C, 1-3.

Fiery Breath (15): 2d-1 burning, Acc 3, Range 2/6. A cone that is 1 yd. wide at max. Range.

Traits: Burning Attack 2d-1 (Cone, 1 yard; Costs Fatigue, 2 FP; Reduced Range, x1/10); DR 3 (Cannot Wear Armor); Increased Consumption 1; Sharp Claws; Sharp Teeth; Western Dragon.

Skills: Brawling-15; Flight-16; Innate Attack (Breath)-15.



Spells: Curse-21; Perilence-21.

Habitat: Forest, Swamp.

Source: GURPS Fantasy Bestiary 3e.

Origin: ML (Finland).

Notes: Except for the spells, the ajatar has the same stats as an adolescent/medium western dragon.

Azhi Dahaka

The azhi dahaka is a unique, flying Persian dragon with three heads. It is immensely powerful and is an opponent for only the worthiest (and best equipped!) heroes.

Each of the three heads has a different breath attack. One head can breathe fire as the fire Drake can, while the other two breathe clouds of gas.

Faerie (Dragon)

| | | |
|------------------|------------------|---------------------------|
| ST: 30 | HP: 34 | Speed: 7.25 |
| DX: 14 | Will: 16 | Move: G6/A18 |
| IQ: 16 | Per: 18 | Weight: 4,000 lbs. |
| HT: 15 | FP: 15 | SM: +6 |
| Dodge: 10 | Parry: 10 | DR: 7 |

Front Claws (17): 3d+2 cut/imp, Reach C, 1-7. Parry 11.

Bite (17): 3d+2 imp, Reach C, 1-7.

Rear Claws (15): 3d+3 cut/imp, Reach C, 1-8.

Fiery Breath (17): 3d burning, Acc 3, Range 6/20. A cone that is 1 yd. wide at max. Range. Costs 2 FP.

Poison Gas Cloud (14): Toxic Type F. Covers a 7-hex circle, and the center can be aimed up to 4 hexes away from the monster, towards the front. A roll is necessary to center a cloud correctly, but a failed roll merely means it is off by one hex — roll randomly to determine which direction (see B413). Costs 2 FP.

Hypnotic Gas Cloud (14): Anyone breathing this gas must make it HT roll. Failure means they suffer the effects of the **Daze** spell, lasting one minute. Those who make the HT roll suffer the effects of the **Stun** spell, and may roll vs. HT each turn until recovered. To use it, see Poison Gas Cloud above. Costs 2 FP.

Traits: BM-1; Burning Attack 3d (Cone, 1 yard; Costs Fatigue, 2 FP; Reduced Range, x1/5); DR 7 (Cannot Wear Armor); Extra Heads 2; Enhanced Move 1/2 (Air); Fangs; HP+2; Increased Consumption 2; Talons; Toxic Attack (2x); Western Dragon.

Skills: Brawling-17; Flight-16; Innate Attack (Breath)-17.

Habitat: Mountain.

Source: GURPS Bestiary 3e.

Origin: ML (Persia).

Notes: The azhi dahaka does not suffer the effects of stun or knockout from head blows unless all three heads are affected.

It may attack with its claws, teeth and tail, as for the fire Drake, but cannot use any breath attack in the turn



that it does so. Any two of its breath attacks can be used every turn.

Bena

A bena is a Malay estuary dragon. It cannot fly, nor come on land, but swims very well. It breathes both water and air, and is not bothered by either.

The bena usually resides just off a river mouth, but occasionally comes upriver to feed on fresh-water fish. When it does, it causes flooding all along the way - it prefers deep water, and is magically capable of "drawing" water with it! The PCs may very well be hired by an upriver town to destroy a bena that is ruining their buildings and crops by flooding them.

The extent of the floods will depend on the terrain, of course. Broad, flat valleys will be flooded with two to three feet of water for miles, while narrow valleys bounded by steep hills will have six to ten feet of water! While the bena prefers water at least 20 feet deep, it can swim in shallower water if necessary.

Bena have also been known to disrupt shipping. Larger ships are not bothered, but smaller fishing boats are often overturned, the bena feasting on the catch . . . and sometimes on the fishermen, too.

It has no fire breath, but can shoot a jet of water from its mouth. Otherwise it bites and claws for 2d-1 cutting damage.

Rumor: Some fishermen say that wood weapons do double damage to a bena.

Faerie

| | | |
|-----------------|-----------------|-------------------------|
| ST: 20 | HP: 20 | Speed: 6.50 |
| DX: 14 | Will: 10 | Move: W10 |
| IQ: 5 | Per: 10 | Weight: 5-7 tons |
| HT: 12 | FP: 24 | SM: +3 (7 hexes) |
| Dodge: 7 | Parry: — | DR: 3 |

Bite (14): 1d+2 cutting. Reach C.

Claws (14): 2d-1 cutting. Reach C, 1.

Water Jet (14): 6d crushing (no wounding, double knockback only), Acc 3, Range 10/100. Costs Fatigue: 1FP per dice of damage and use.

Traits: Affliction 6 (Double Knockback, No Wounding, Costs Fatigue [1/1d per use], Variabel); Doesn't Breathe; Wild Animal.

Habitat: Fresh Water, Salt Water.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Malay)

Dragon, Western

The western dragon is the most common in European depictions. It is also known, in **GURPS Fantasy Bestiary** among other places, as a fire Drake. It has four

legs (with some manipulative ability), two wings, fiery breath, and very often, an attitude.

Dragons vary noticeably in size, and grow from relatively modest beginnings to awesome size over their long lives – if they survive. Hence, the common features below list additional details for each size/age category. The ages and weights for each category come from the firedrake description in *GURPS Fantasy Bestiary* (pp. FB83-84), and can adjust to fit games where firedrake life cycles differ.

These creatures breathe broad jets of flame, which hit automatically unless dodged but do not spread very much. This is purchased as a “Cone” attack (*GURPS Dragons*, p. 82) with no added width. GMs can change the details of these Breathe Fire attacks, or adjust them into other breath weapons to reflect different ideas about draconic powers.

Western Dragon: Per+2; Flight (Winged); High Pain Threshold; Immunity to Disease; Nictitating Membrane 2; Night Vision 9; Temperature Tolerance 6 (+2xHT at bottom of range, +4xHT at top); Unaging; Bad Grip; and Horizontal.

Common Notes: Dragons are sentient creatures and can have a variety of skills and spells, as well as a distinctive personality.

Origin: ML (Europe)

Source: *GURPS Dragons*, p. 56, p. 146.

Hatchling/Man Sized Dragon

Faerie

| | | |
|----------|----------|-------------|
| ST: 13 | HP: 13 | Speed: 5.50 |
| DX: 9 | Will: 10 | Move: G4/A6 |
| IQ: 10 | Per: 12 | |
| HT: 13 | FP: 13 | SM: 0 |
| Dodge: 8 | Parry: 7 | DR: 1 |

Front Claws (10): 1d-1 cut, Reach C. Parry 8.

Bite (10): 1d-1 cut, Reach C.

Rear Claws (8): 1d cut, Reach C, 1.

Fiery Breath (10): 1d burning, Acc 3, Range 1/2. A cone that is 1 yd. wide at max. Range.

Traits: BM-1; Burning Attack 1d (Cone, 1 yard; Costs Fatigue, 2 FP; Reduced Range, x1/10); DR 1 (Cannot Wear Armor); Reduced Air Move 2; Sharp Claws; Sharp Teeth; Short Arms; Western Dragon.

Skills: Brawling-10; Flight-12; Innate Attack (Breath)-10.

Young/Very Small Dragon

Faerie

| | | |
|----------|----------|-------------|
| ST: 16 | HP: 16 | Speed: 6.50 |
| DX: 11 | Will: 11 | Move: G5/A8 |
| IQ: 11 | Per: 13 | |
| HT: 15 | FP: 15 | SM: +2 |
| Dodge: 8 | Parry: 8 | DR: 2 |

Front Claws (13): 1d+1 cut, Reach C, 1. Parry 9.

Bite (13): 1d+1 cut, Reach C, 1.

Rear Claws (11): 1d+2 cut, Reach C, 1-2.

Fiery Breath (13): 1d burning, Acc 3, Range 1/3. A cone that is 1 yd. wide at max. Range.

Traits: BM-1; Burning Attack 1d (Cone, 1 yard; Costs Fatigue, 2 FP; Reduced Range, x1/10); DR 2 (Cannot Wear Armor); Reduced Air Move 2; Sharp Claws; Sharp Teeth; Western Dragon.

Skills: Brawling-13; Flight-15; Innate Attack (Breath)-13.

Adolescent/Small Dragon

Faerie

| | | |
|----------|----------|--------------|
| ST: 20 | HP: 20 | Speed: 6.75 |
| DX: 12 | Will: 12 | Move: G6/A12 |
| IQ: 12 | Per: 14 | |
| HT: 15 | FP: 15 | SM: +2 |
| Dodge: 9 | Parry: 9 | DR: 3 |

Front Claws (15): 2d cut, Reach C, 1. Parry 10.

Bite (15): 2d cut, Reach C, 1.

Rear Claws (13): 2d+1 cut, Reach C, 1-2.

Fiery Breath (15): 2d-1 burning, Acc 3, Range 2/6. A cone that is 1 yd. wide at max. Range.

Traits: Burning Attack 2d-1 (Cone, 1 yard; Costs Fatigue, 2 FP; Reduced Range, x1/10); DR 3 (Cannot Wear Armor); Increased Consumption 1; Sharp Claws; Sharp Teeth; Western Dragon.

Skills: Brawling-15; Flight-16; Innate Attack (Breath)-15.

Adolescent/Medium Dragon

Faerie

| | | |
|----------|----------|--------------|
| ST: 20 | HP: 20 | Speed: 6.75 |
| DX: 12 | Will: 12 | Move: G6/A12 |
| IQ: 12 | Per: 14 | |
| HT: 15 | FP: 15 | SM: +3 |
| Dodge: 9 | Parry: 9 | DR: 3 |

Front Claws (15): 2d cut, Reach C, 1-2. Parry 10.

Bite (15): 2d cut, Reach C, 1-2.

Rear Claws (13): 2d+1 cut, Reach C, 1-3.

Fiery Breath (15): 2d-1 burning, Acc 3, Range 2/6. A cone that is 1 yd. wide at max. Range.

Traits: Burning Attack 2d-1 (Cone, 1 yard; Costs Fatigue, 2 FP; Reduced Range, x1/10); DR 3 (Cannot Wear Armor); Increased Consumption 1; Sharp Claws; Sharp Teeth; Western Dragon.

Skills: Brawling-15; Flight-16; Innate Attack (Breath)-15.

Adolescent/Large Dragon

Faerie

| | | |
|----------|----------|--------------|
| ST: 20 | HP: 20 | Speed: 6.75 |
| DX: 12 | Will: 12 | Move: G6/A12 |
| IQ: 12 | Per: 14 | |
| HT: 15 | FP: 15 | SM: +4 |
| Dodge: 9 | Parry: 9 | DR: 3 |

Front Claws (15): 2d cut, Reach C, 1-3. Parry 10.

Bite (15): 2d cut, Reach C, 1-3.

Rear Claws (13): 2d+1 cut, Reach C, 1-4.

Fiery Breath (15): 2d-1 burning, Acc 3, Range 2/6. A cone that is 1 yd. wide at max. Range.

Traits: Burning Attack 2d-1 (Cone, 1 yard; Costs Fatigue, 2 FP; Reduced Range, x1/10); DR 3 (Cannot Wear Armor); Increased Consumption 1; Sharp Claws; Sharp Teeth; Western Dragon.

Skills: Brawling-15; Flight-16; Innate Attack (Breath)-15.

Young Adult/Medium Dragon

Faerie

| | | |
|--------|--------|-------------|
| ST: 23 | HP: 24 | Speed: 7.00 |
|--------|--------|-------------|

DX: 13 **Will:** 13 **Move:** G6/A12
IQ: 13 **Per:** 15
HT: 15 **FP:** 15 **SM:** +4
Dodge: 10 **Parry:** 9 **DR:** 4

Front Claws (16): 2d+2 cut, Reach C, 1-3. Parry 11.
Bite (16): 2d+2 cut, Reach C, 1-3.
Rear Claws (14): 2d+3 cut, Reach C, 1-4.
Fiery Breath (16): 2d burning, Acc 3, Range 2/6. A cone that is 1 yd. wide at max. Range.

Traits: BM-1; Burning Attack 2d (Cone, 1 yard; Costs Fatigue, 2 FP; Reduced Range, x1/10); DR 4 (Cannot Wear Armor); HP+1; Increased Consumption 2; Sharp Claws; Sharp Teeth; Western Dragon.
Skills: Brawling-16; Flight-16; Innate Attack (Breath)-16.

Young Adult/Large Dragon

Faerie

ST: 23 **HP:** 24 **Speed:** 7.00
DX: 13 **Will:** 13 **Move:** G6/12
IQ: 13 **Per:** 15
HT: 15 **FP:** 15 **SM:** +5
Dodge: 10 **Parry:** 9 **DR:** 4

Front Claws (16): 2d+2 cut, Reach C, 1-5. Parry 11.
Bite (16): 2d+2 cut, Reach C, 1-5.
Rear Claws (14): 2d+3 cut, Reach C, 1-6.
Fiery Breath (16): 2d burning, Acc 3, Range 2/6. A cone that is 1 yd. wide at max. Range.

Traits: BM-1; Burning Attack 2d (Cone, 1 yard; Costs Fatigue, 2 FP; Reduced Range, x1/10); DR 4 (Cannot Wear Armor); HP+1; Increased Consumption 2; Sharp Claws; Sharp Teeth; Western Dragon.
Skills: Brawling-16; Flight-16; Innate Attack (Breath)-16.

Adult/Large Dragon

Faerie

ST: 26 **HP:** 28 **Speed:** 7.25
DX: 14 **Will:** 14 **Move:** G6/A18
IQ: 14 **Per:** 16
HT: 15 **FP:** 15 **SM:** +5
Dodge: 10 **Parry:** 10 **DR:** 6

Front Claws (17): 2d+3 cut/imp, Reach C, 1-5. Parry 11.
Bite (17): 2d+3 imp, Reach C, 1-5.
Rear Claws (15): 2d+4 cut/imp, Reach C, 1-6.
Fiery Breath (17): 3d-1 burning, Acc 3, Range 3/10. A cone that is 1 yd. wide at max. Range.

Traits: BM-1; Burning Attack 3d-1 (Cone, 1 yard; Costs Fatigue, 2 FP; Reduced Range, x1/10); DR 6 (Cannot Wear Armor); Enhanced Move 1/2 (Flight); Fangs; HP+2; Increased Consumption 2; Talons; Western Dragon.
Skills: Brawling-17; Flight-16; Innate Attack (Breath)-17.

Old Adult/Large/Very Large Dragon

Faerie

ST: 28 **HP:** 32 **Speed:** 7.25
DX: 14 **Will:** 15 **Move:** G6/A24
IQ: 15 **Per:** 17
HT: 15 **FP:** 15 **SM:** +5/6
Dodge: 10 **Parry:** 10 **DR:** 6

Front Claws (17): 3d+1 cut/imp, Reach C, 1-5. Parry 11.
Bite (17): 3d+1 imp, Reach C, 1-5.
Rear Claws (15): 3d+2 cut/imp, Reach C, 1-6.
Fiery Breath (17): 3d burning, Acc 3, Range 3/10. A cone that is 1 yd. wide at max. Range.

Traits: BM-1; Burning Attack 3d (Cone, 1 yard; Costs Fatigue, 2 FP; Reduced Range, x1/10); DR 6 (Cannot Wear Armor); Enhanced Move 1 (Air); Fangs; HP+4; Increased Consumption 2; Talons; Western Dragon.
Skills: Brawling-17; Flight-16; Innate Attack (Breath)-17.

Monstrous Dragon

Faerie

ST: 30 **HP:** 34 **Speed:** 7.25
DX: 14 **Will:** 16 **Move:** G6/A18
IQ: 16 **Per:** 18
HT: 15 **FP:** 15 **SM:** +6
Dodge: 10 **Parry:** 10 **DR:** 7

Front Claws (17): 3d+2 cut/imp, Reach C, 1-7. Parry 11.
Bite (17): 3d+2 imp, Reach C, 1-7.
Rear Claws (15): 3d+3 cut/imp, Reach C, 1-8.
Fiery Breath (17): 3d burning, Acc 3, Range 6/20. A cone that is 1 yd. wide at max. Range.

Traits: BM-1; Burning Attack 3d (Cone, 1 yard; Costs Fatigue, 2 FP; Reduced Range, x1/5); DR 7 (Cannot Wear Armor); Enhanced Move 1/2 (Air); Fangs; HP+2; Increased Consumption 2; Talons; Western Dragon.
Skills: Brawling-17; Flight-16; Innate Attack (Breath)-17.

Gandarewa

Gandarewa is a unique sea dragon in the Zend Avesta. It is the personification of evil, and is devoted to the destruction of humanity. In the original epic, it was killed after a nine-day battle.

It lives in the sea, and cannot fly or come on land. It can breathe air as well as water, however, and its head is often out of the water. It loves to wreck ships, and will come into harbors to wreak havoc. It does have flame breath, and delights in setting warehouses on fire, as well as anything else it can. It is very sensitive to holy temples, and will set those on fire, also.

Faerie (Dragon)

ST: 39 **HP:** 39 **Speed:** 6.50
DX: 14 **Will:** 16 **Move:** W14
IQ: 16 **Per:** 16 **Weight:** 25-30 tons
HT: 12 **FP:** 12 **SM:** +6 (20+ hexes)
Dodge: 9 **Parry:** **DR:** 7

Fire Breath (14): 5d+1 burning, Acc3, Range 20, Cone 5 yards wide.

Tail Slap (14): 5d+1 crushing. Reach C-2.

Traits: Doesn't Breathe; Innate Attack (Fire Breath).

Spells: All Water-16; Fish Control-16; Mollusk Control-16; Ruin-16; Stench-16; Whirlwind-16.

Habitat: Salt Water.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Persia)

Herren-Surge

The herren-surge is a unique 7-headed legless dragon that feeds on maidens. When it enters a district,



it lays waste to the whole area with its poisonous breath until it is appeased with offerings. While the herren-surge doesn't speak, people soon learn what it wants — it stops rampaging when it catches and eats a damsel.

It lives in a cave in the mountains, and comes down to habitable lands once a week, always in the day. The heads are all venomous.

Herren-Surge

Faerie

| | | |
|--------|----------|-------------------|
| ST: 21 | HP: 21 | Speed: 5.75 |
| DX: 12 | Will: 10 | Move: 4 |
| IQ: 3 | Per: 10 | Weight: 1 ton |
| HT: 11 | FP: 11 | SM: +3 (10 hexes) |

Dodge: — Parry: — DR: 1, see note.

Bite (12): 1d cutting. Reach C-6.

Venom (F): 2d toxic, Type B.

Venom Breath (12): 6d knockback plus 2d toxic Type B. Costs 10FP. This is a blast of air, range 3 yards. Anyone who is knocked back even one hex must make a **Will** roll to keep from breathing the venom. The Will roll is at -1 for every additional hex of knockback. The breath will also wither plants, doing 3d actual damage to them.

Traits: Extra Heads 6; Weak Bite; Wild Animal.

Habitat: Mountains.

Source: GURPS Fantasy Bestiary 3e.

Origin: ML (Basque)

Note: Six hits in a single blow will cut through the herren-surge's neck. Unlike most multiple-headed monsters, the herren-surge can only attack physically with one head each turn, a reach of one hex. Another head may breathe a jet of venom, though.

Kakutan

A kakutan is a fire-breathing dragon with a horse's body. It cannot fly, but is a very fast runner. The head is draconic, the rest of the body is equine.

Faerie

| | | |
|--------|----------|------------------------|
| ST: 20 | HP: 20 | Speed: 5.75 |
| DX: 13 | Will: 13 | Move: 14 |
| IQ: 13 | Per: 13 | Weight: 800-1,500 lbs. |
| HT: 12 | FP: 12 | SM: +1 (3 hexes) |

Dodge: 9 Parry: - DR: 2

Hooves (13): 2d+1 crushing, Reach C, 1. Front and rear hexes only.

Bite (16): 2d+3 imp, Reach C, 1-2.

Fiery Breath (16): 3d burning, Acc 0, Range 5/10.

Traits: Quadruped.

Habitat: Mountains, Forest, Plains.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (China)

Notes: It will know some spells at level 21, but not more than a dozen. It may know any spell without knowing a prerequisite, however.

Ladon

Ladon is a unique dragon of Greek myth. He guards the golden apples of the Hesperides (three lovely maidens not up to guarding their own apples). Ladon is said to have a beautiful voice and is able to imitate anyone he has ever heard, god or human.

Ladon, like the dragon who guarded the golden fleece, is said never to sleep. Should he be encountered as a guard, he is ever vigilant. In one version of the myth, Heracles had to slay him to get the apples, while in another variation Atlas procured the apples for Heracles, Ladon freely giving them to his friend Atlas.

He has no legs, cannot fly, and cannot breathe fire. His breath is venomous and caustic, however, and he can emthrall with his voice.



What he will do with a group of humans under his power depends on the GM's conception of Ladon. Since the spell is broken immediately if he attacks a subject, that's not necessarily the most likely action. He may just send them away, or he may have a mission he wants the group to accomplish. (With a one-hour duration, it won't be a very distant mission, though.)

Ladon

Faerie

| | | |
|-----------------|-----------------|--------------------------|
| ST: 20 | HP: 20 | Speed: 6.00 |
| DX: 12 | Will: 12 | Move: 5 |
| IQ: 12 | Per: 12 | Weight: 1 ton |
| HT: 12 | FP: 12 | SM: +4 (10 hexes) |
| Dodge: 9 | Parry: — | DR: 3 |

Bite (13): 1d+2 cutting. Reach C.

Poison Gas Cloud (14): 2d Toxic Type F *plus* 1d corrosion. Covers a 2-hex circle, and the center can be aimed up to 4 hexes away from the monster, towards the front. A roll is necessary to center a cloud correctly, but a failed roll merely means it is off by one hex — roll randomly to determine which direction (see B413).

Enthrall: Ladon can enthrall with his voice. Treat his speech as a slow casting of the **Loyalty** spell. His skill is 15, but only works if people listen to him for a full minute. His voice is so beautiful, and he is such an entertaining speaker, that a **Will** roll is required to interrupt him or stop one's ears. Only one **Will** roll is allowed per minute, and he casts Loyalty every minute he speaks! If he can, he will talk until all are under his power. The Loyalty spell is resisted by IQ. Anyone who fails the resistance roll will follow any direct order given by Ladon; in the absence of direct orders, he will act in Ladon's best interest as he understands it. The spell is immediately broken if Ladon attacks the subject. If the subject is told to do something hazardous or against his morals — GM's decision — he gets an IQ roll to break the spell. Duration is one hour, and there is no cost to cast!

Traits: Vermiform; Voice; Wild Animal.

Habitat: Mountains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Greek)

Lotan

A lotan is a 7-headed, earthbound dragon, much feared by the ancient Canaanites. Treat it as a fire-drake without intelligence.

Faerie

| | | |
|-----------------|-----------------|-----------------------------|
| ST: 20 | HP: 20 | Speed: 6.75 |
| DX: 12 | Will: 10 | Move: G6/A12 |
| IQ: 4 | Per: 10 | Weight: 400-800 lbs. |
| HT: 12 | FP: 12 | SM: +2 (4 hexes) |
| Dodge: 9 | Parry: 9 | DR: 3 |

Front Claws (15): 2d cut, Reach C, 1. Parry 10.

Bite (15): 2d cut, Reach C, 1. See note.

Rear Claws (13): 2d+1 cut, Reach C, 1-2.

Fiery Breath (15): 2d-1 burning, Acc 3, Range 2/6. A cone that is 1 yd. wide at max. Range. See note.

Traits: Burning Attack 2d-1 (Cone, 1 yard; Costs Fatigue, 2 FP; Extra Heads 6; Full Coordination 4; Reduced Range, x1/10); DR 3 (Cannot Wear Armor); Increased Consumption 1; Sharp Claws; Sharp Teeth; Wild Animal.

Skills: Brawling-15; Flight-16; Innate Attack (Breath)-15.

Habitat: Mountains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Canaan)

Notes: It has full coordination for up to 4 heads each turn, but only one may breathe fire each turn. The other three attacking heads may bite. Due to its size, only two heads may strike into each hex in a single turn, and it won't breathe fire on a foe it is also biting!

Lung (Chinese Dragons)

Preserver and Destroyer, Lord of the Wind, Rain and Sea, the dragon is the soul of China. Dragons appear as the sinuous reptiles of art, or as noble humans with the sharp, proud features of immortals. They also shapechange freely. People might meet dragons disguised as rats, snakes, fish, fireflies, trees, or marvelous swords. Woe to those who offend them in their disguises!

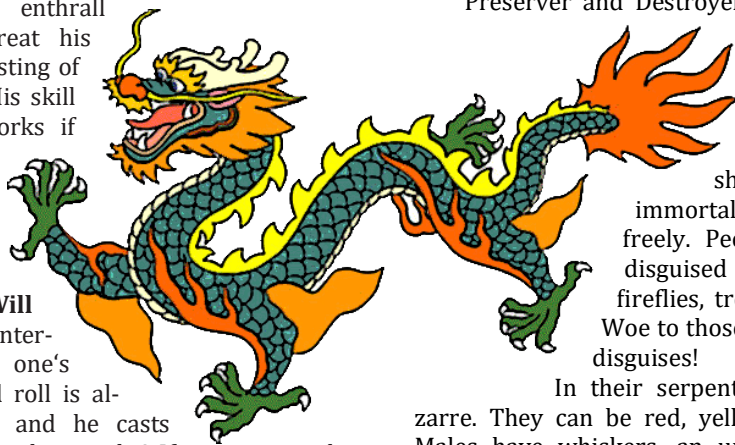
In their serpent shape, dragons look bizarre. They can be red, yellow, white, blue or black. Males have whiskers, an undulating horn and large pearls under their chins. The sage Wang Lu portrayed dragons with heads like camels, horns like stags, eyes like demons, ears like cows, necks like snakes, stomachs like clams, scales like carp and five-clawed feet. A sacred lump, or chi'ih muh, grows on a dragon's forehead, allowing it to fly. These beasts incorporate features of every animal but the tiger, which is a mortal enemy of dragonkind.

Dragons rule the weather. If mortals anger them, they can blight the land with floods or drought.

Most dragons live at the bottom of deep pools, often in mountain caves. Others dwell under roaring waterfalls. When their homes lie near settled areas, they disguise themselves as eels, fish or gnarled, scaly pines which stretch their roots toward the water.

A dragon has 117 scales, 81 of which have a Yang influence and 36 of which lean to Yin. When a dragon's Yang scales are dominant, he acts as the Preserver. Otherwise, he is a Destroyer who devours men. Human warriors must sometimes slay ravaging dragons, but the victims' relatives remember these incidents, and may seek revenge. A few dragons allow their Yin to master them entirely. They become renegades. Dragon lords sometimes keep one as an enforcer.

Even kindly dragons despise disturbances. One must pacify them with meals of pearls and opals. Sailors often cast gems into the sea when they cross the underwater



caves of ocean dragons. Dragons react at -4 to any disturbance, but one can reduce this penalty or even change it to a bonus with bribes, at the rate of +1 per \$500 worth of gems. Dragons also like copper and react at +1 for every ten pounds of it a supplicant gives them. The maximum reaction bonus for bribes is +4.

Dragons hate iron. Its pungent aroma stings their eyes, and if anyone dips iron in a dragon's pool, the inhabitant must reach fresh air within five minutes to avoid blindness. Naturally, it soars out enraged.

A Chinese emperor is considered the human incarnation of the dragon god.

There are many different types of Chinese dragon. All types begin as a kioh-lung, which lives 1,000 years (see below) before maturing into any one of several adult types.

Kioh-Lung (Young Dragon)

A very young dragon has no special magical abilities, but can live either above or below water. It has only two legs. After 500 years, it develops horns (if male), rear legs and magical powers.

When another 500 years pass, a Kioh-Lung becomes a Ying-Lung, or adult dragon. It retains all old skills. Unless otherwise mentioned, dragons can breathe equally well in air or water. They can also fly at their nominal speed, using the chi'ih muh. A dragon can mature into any one of the following forms: Li Ying Lung, Ying Lung Wang, P'an Ying Lung or Shen Ying Lung.

Faerie

ST: 16 **HP:** 24 **Speed:** 6.75
DX: 12 **Will:** 16 **Move:** G9/W12
IQ: 16 **Per:** 16 **Weight:** ½ - 1 ton
HT: 15 **FP:** 15 **SM:** +3 (6 hexes)

Dodge: 9 **Parry:** — **DR:** 4

Bite (12): 1d cutting. Reach C.

Horns (12): 1d+2 crushing. Reach C.

Traits: Amphibious; Attractive; Bad Grip 2; DR 4 (Cannot Wear Armor); Doesn't Breathe (Gills); Double-Jointed; Enhanced Move 1 1/2 (Ground); Enhanced Move 1 (Swimming); High Pain Threshold; Horizontal; Immunity to Disease; Increased Consumption 2; Nictitating Membrane 1; Night Vision 9; Sharp Claws; Sharp Teeth; Short Arms (Both); Speak Underwater; Strikers (Crushing, Horns); Temperature Tolerance 2 (+HT at top and bottom of range); Unaging; Revulsion (Iron); Unnerved by the smell of wax.

Skills: Literacy-16; Poetry-16; Survival (River)-16.

Possible Spells (all at IQ): Water College; Air College; Light and Darkness College; Geomancy; Shapeshifting.

Habitat: Forest.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (China)

Li Ying Lung (Earth Dragon)

Li Ying Lung. The Li Lung defy many generalizations about dragons. They live in dry caves, cannot breathe water and fly with physical wings instead of a chi'ih muh. Since Li Lung lack the mystic power of other dragons, a Kioh Lung can become one Without much effort. A Li Lung looks like a winged lion with a dragon's head and peculiarly human facial features.

Faerie

ST: 32 **HP:** 32 **Speed:** 7.25

DX: 14

Will: 16

Move: G8/A12

IQ: 16

Per: 16

Weight: ½ - 1 ton

HT: 15

FP: 15

SM: +3 (6 hexes)

Dodge: G6/A7 **Parry:** — **DR:** 4

Bite (14): 3d cutting. Reach C.

Horns (14): 4d crushing. Reach C, 1.

Claws (14): 3d+1 cutting. Reach C, 1.

Earthquake (40): As the spell, see M54.

Traits: Absolute Direction; DR 6 (Cannot Wear Armor); DR 90 (Cannot Wear Armor; Only vs. effects of earthquakes, cave-ins, and landslides); Dark Vision (Color Vision); Flight (Winged); High Pain Threshold; Immunity to Disease; Immunity (To side effects of earthquakes, cave-ins, and landslides); Increased Consumption 2; Magery 3 (Earth College Only); Morph; Nictitating Membrane 1; Quadruped; Revulsion (Iron); Sharp Claws; Striker (Horns; Crushing); Sharp Teeth; Temperature Tolerance 3 (+2xHT at bottom of range, +HT at top); Tunnel Move 1; Unaging.

Skills: Geology-15; Prospecting-15.

Spells: Earthquake-40.

Habitat: Desert, Mountains.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (China)

Notes: Li Lung can burrow through earth with a speed of 1. They never suffer damage from cave-ins, earthquakes or landslides, due to a special harmony with Earth.

Ying Lung Wang (Sea Dragon)

Lung Wang have the shells and flippers of immense sea turtles. They grow over 30' (9m) in diameter, and can flip over a ship by surfacing underneath it. These beings live alone on the sea floor, speaking their own language. They despise intrusion more than any other



sort of dragon, but they will promise not to attack sailors in return for regular offerings of treasure, dumped overboard at a given spot.

Faerie

ST: 50 **HP:** 50 **Speed:** 6.75
DX: 12 **Will:** 18 **Move:** A16/G6
IQ: 18 **Per:** 18 **Weight:** 100+ tons
HT: 15 **FP:** 15 **SM:** +9 (60+ hexes)

Dodge: 6 **Parry:** — **DR:** 4

Bite (12): 5d+1 cutting. Reach C, 1.

Claws (12): 5d+2 cutting. Reach C, 1.

Horns (12): 7d-1 crushing. Reach C, 1.

Traits: Amphibious; Animal Empathy; DR 10 (Cannot Wear Armor); Doesn't Breathe (Gills); Flight; High Pain Threshold; Immunity to Disease; Increased Consumption 2; Nictitating Membrane 3; Quadruped; Revulsion (Iron); Sharp Claws; Sharp Teeth; Speak Underwater; Striker (Horns; Crushing); Temperature Tolerance 3 (+2x HT at bottom of range, +HT at top); Unaging; Unattractive; Unnerved by the smell of wax.

Skills: Naturalist-16.

Spells: Fish Control-18; Reptile Control-18.

Habitat: Salt Water.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (China)

P'an Ying Lung (Cloud Dragon)

The slender P'an Lung ripple through clouds. They control the rain to an extent unusual even for dragons. A P'an Lung looks like a long snake, with tiny legs and a dragons head. These beings can immolate themselves with "water fire," which surrounds their bodies and causes 3d damage per turn to anyone within 1 yard. Ordinary fire extinguishes the "water flame." P'an Lung share a secret language with the Shen Lung (see below).

These dragons also appear in Japanese legend.

Faerie

ST: 26 **HP:** 26 **Speed:** 8.75
DX: 20 **Will:** 18 **Move:** A16/12
IQ: 18 **Per:** 18 **Weight:** 1 - 2 ton
HT: 15 **FP:** 15 **SM:** +6 (18 hexes)

Dodge: 7 **Parry:** — **DR:** 4

Bite (20): 2d+1 cutting. Reach C, 1.

Claws (20): 2d+2 cutting. Reach C, 1.

Horns (20): 3d crushing. Reach C, 1.

Water Fire: 3d crushing. Reach C. Hits automatically all creatures in the same hexes that the p'an lung occupies, but does not enhance his melee attacks. The dragon suffers no extra damage from incoming cold or waterbased attacks. Any heat or flame attack that does at least as many dice of damage as the water fire can extinguish it. If extinguished, the dragon cannot then recreate the water fire for 2d turns.

Traits: Absolute Direction; Amphibious; Attractive; Crushing Attack 3d (Aura, Melee, Reach C, Underwater, Extinguished for 2d turns by equal damage of fire, No Blunt Trauma, No Knockback); Bad Grip 2; DR 4 (Cannot Wear Armor); Doesn't Breathe (Gills); Double-Jointed; Enhanced Move 1/2 (Running); Flight; High Pain Threshold; Horizontal; Immunity to Disease; Increased Consumption 2; Magery 3; Morph; Nictitating Membrane 2; Night Vision 9; Re-

vulsion (Iron); Secret Dragon Language (Native); Sharp Claws; Sharp Teeth; Short Arms (Both); Speak Underwater; Striker (Horns; Crushing); Temperature Tolerance 3 (+2xHT at bottom of range, +HT at top); Unaging; Unnerved by the smell of wax.

Skills: Meteorology/TL2-17.

Spells: Bless-25; Clouds-30; Curse-25; Predict Weather-21; Rain-35.

Habitat: Swamps.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (China)

Shen Ying Lung (River Dragon)

Shen Lung live everywhere, administering rivers and lakes as spirit lords. These are the most conventional-looking dragons by Western standards. The Shen Lung share a language with P'an Lung. They also share the P'an Lung's power to create water fire. One cannot poison a Shen Lung, and no poisonous animal may approach within 20 yards of one.

Faerie

ST: 27 **HP:** 27 **Speed:** 7.50
DX: 15 **Will:** 20 **Move:** A22/G10
IQ: 20 **Per:** 20 **Weight:** 10+ tons
HT: 15 **FP:** 15 **SM:** +6 (16 hexes)

Dodge: 9 **Parry:** — **DR:** 6

Bite (12):

Horns (12):

Un/Luckiness: A Shen Lung can imbue a person with either the **Luckiness** advantage or **Unluckiness** disadvantage once per day, within a 10' (3m) radius. A victim may attempt a **Will** roll to escape the dragon's attempt to curse him with Unluckiness. Either effect lasts 2d days. The GM should secretly roll for duration.

Water Fire: 3d crushing. Reach C. Hits automatically all creatures in the same hexes that the shen lung occupies, but does not enhance his melee attacks. The dragon suffers no extra damage from incoming cold or waterbased attacks. Any heat or flame attack that does at least as many dice of damage as the water fire can extinguish it. If extinguished, the dragon cannot then recreate the water fire for 2d turns.

Traits: Amphibious; Appearance (Handsome/Beautiful; Universal); Bad Grip 2; Crushing Attack 3d (Aura; Melee, Reach C; Underwater; Extinguished for 2d turns by equal damage of fire; No Blunt Trauma; No Knockback); DR 6 (Cannot Wear Armor); Doesn't Breathe (Gills); Double-Jointed; Enhanced Move 1 (Flight); Enhanced Move 1/2 (Running); Enhanced Move 1 (Swimming); Flight; High Pain Threshold; Horizontal; Immunity to Disease; Immunity to Poison; Increased Consumption 2; Magery 2; Nictitating Membrane 2; Night Vision 9; Pressure Support 1; Revulsion (Iron); Secret Dragon Language (Native); Sharp Claws; Sharp Teeth; Speak Underwater; Striker (Horns; Crushing); Temperature Tolerance 5 (+3xHT at the bottom of the range, +2xHT at the top); Terror (-5 to Fright Checks; Only Affects Poisonous Animals; Always On); Unaging; Unnerved by the smell of wax.

Skills: Area Knowledge (Assigned river or lake)-20; Naturalist-18; Survival (River)-20.

Habitat: Any.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (China)

Mashenomak

The mashenomak dragon lives on forested coasts. It is at home in the water or on land, but returns to the ocean after feeding on humans or livestock. It cannot fly, knows no magic, does not breathe fire and isn't intelligent.

Faerie

ST: 26 **HP:** 26 **Speed:** 6.50
DX: 14 **Will:** 10 **Move:** 9
IQ: 5 **Per:** 10 **Weight:** 10 tons
HT: 12 **FP:** 12 **SM:** +5 (12 hexes)
Dodge: 7 **Parry:** - **DR:** 2 (mouth only)
Bite (14): 2d+1 cutting. Reach C.

Traits: Immunity (Magic); Invulnerability (Total, except mouth); Quadruped; Wild Animal

Habitat: Salt Water, Forest

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Algonquin)

Notes: It is invulnerable except in its mouth — the HT and DR given above are for the mouth! It is immune to all magic except physical magic that hits it in the mouth, such as a Flame Jet or Lightning spell. The mouth is -1 to hit for size, and a mashenomak opens and closes it quite often. Therefore, to hit it, missile users must use opportunity fire. Melee fighters must use the Wait maneuver. To determine when the mashenomak opens its mouth, the Game Master rolls one die every round: on a 1-3 it attacks with a bite; on a 4-6 it uses tail or claw attacks.

Moghur

The moghur is a dragon of very frightening, even hideous, appearance. Its eyes glow evilly, and seem to sap the strength of even the most powerful warriors. All reports talk of its many sharp teeth, and even the bravest may blanch when facing this horrifying sight.

Handle it as the fire Drake, except it is not intelligent. It has only one magic ability beyond fire breath, and that is with its gaze.

Faerie

ST: 28 **HP:** 32 **Speed:** 7.25
DX: 14 **Will:** 10 **Move:** G6/A24
IQ: 3 **Per:** 10 **Weight:** 1,500 – 3,000 lbs.
HT: 15 **FP:** 15 **SM:** +5 (12 hexes)
Dodge: 10 **Parry:** - **DR:** 6

Front Claws (17): 3d+1 cut/imp, Reach C, 1-5. Parry 11.

Bite (17): 3d+1 imp, Reach C, 1-5.

Rear Claws (15): 3d+2 cut/imp, Reach C, 1-6.

Fiery Breath (17): 3d burning, Acc 3, Range 3/10. A cone that is 1 yd. wide at max. Range.

Venomous Gaze (15): Type G, 1d+2 toxic. Acc 2, 1/2D 30, Max 80. If it concentrates for one second, it casts a unique spell at any one person it can see. DR does not protect, but **Magic Resistance** does. The spell is resisted by HT-2, as for type G venom. Casting this spell costs the moghur fatigue

equal to that taken by its opponent, unless critically successful. Fatigue damage from the type G venom reduces the victim's damage-dealing ability by 1 hit for every two fatigue taken. The moghur will not actively defend itself on the turn it is concentrating, since making an IQ-3 roll to maintain concentration is beyond hope!

Traits: BM-1; Burning Attack 3d (Cone, 1 yard; Costs Fatigue, 2 FP; Reduced Range, x1/10); DR 6 (Cannot Wear Armor); Enhanced Move 1 (Air); Fangs; HP+4; Increased Consumption 2; Talons; Western Dragon.

Skills: Brawling-17; Flight-16; Innate Attack (Breath)-17.

Habitat: Mountains, Plains

Source: GURPS Bestiary 3e

Origin: ML (Mongolia)

Mulala

A mulala is a jungle dragon. They sometimes live in dead, hollow trees; often they are found in foothills, living in a cave. They are long and lean — one yard wide — and their legs are short. They are only a yard high at the shoulder. Their eyes glow with an angry red light.

They are not intelligent, but have very bad tempers. Mulalas have been known to attack whole villages, raiding food supplies and killing domesticated animals. They will happily eat humans, too.

They do not breathe fire themselves, nor any special gas. They may strike and sweep with the tail, as fire Drakes do.

Faerie

ST: 17 **HP:** 17 **Speed:** 6.50
DX: 14 **Will:** 10 **Move:** 6
IQ: 4 **Per:** 10 **Weight:** 750 lbs.
HT: 12 **FP:** 12 **SM:** +3 (6 hexes)

Dodge: 5 **Parry:** - **DR:** 2, see note

Front Claws (14): 1d+2 cutting. Reach C, 1.

Bite (14): 1d+1 cutting. Reach C, 1.

Rear Claws (14): 2d-1 cutting. Reach C, 1.

Traits: Invulnerability (Total, except against fire); Quadruped; Wild Animal.

Habitat: Mountains, Jungles

Source: GURPS Bestiary 3e

Origin: ML (Africa)

Note: They are invulnerable to all weapons except flaming ones! Fire does normal damage, and most magic is useful against them — but the only missile spells that are effective are **Fireball** and **Curse Missile**.

Mushussu

Mushussu is a unique dragon of ancient Babylon. Fiery red in color, it has a snake's head with long, impaling horns. The body is scaly; the forefeet have lionlike claws while the rear have eagle talons. The tail terminates in a scorpion's sting. It is somewhat



larger than an ox, and has an insatiable appetite.

Fortunately, it is not intelligent and knows no magic, nor can it fly. It can breathe fire, however. In combat, it will charge first, attempting to impale a foe on its horns. Once it has closed with the enemy, it will bite and rend with its claws.

Mushussu

Faerie

ST: 24 **HP:** 24 **Speed:** 6.50
DX: 14 **Will:** 10 **Move:** 8
IQ: 3 **Per:** 10 **Weight:** 1,500 – 2,500 lbs.
HT: 12 **FP:** 12 **SM:** +2 (4 hexes)

Dodge: 8 **Parry:** - **DR:** 6

Horns (14): 3d-1 impaling. Reach C, 1.

Bite (14): 2d cutting. Reach C, 1.

Front Claws (14): 3d+1 cutting. Reach C, 1.

Rear Claws (14): 2d+1 impaling. Reach C, 1.

Fiery Breath (14): 3d burning, Acc 3, Range 3/10. A cone that is 1 yd. wide at max. Range.

Tail stinger (14): 1d-2 impaling. Reach C, 1. Any direction except rear. Follow-up poison.

Stinger Poison: Type A 2d toxic.

Traits: Full Coordination (can sting and bite in same turn); Quadruped; Wild Animal.

Habitat: Mountains, Desert

Source: GURPS Bestiary 3e

Origin: ML (Babylon)

Palraujuk

The palraujuk is a dragon of the frozen north. Instead of breathing fire, it breathes killing blasts of cold air! It is basically an earthbound firedrake, with lesser intelligence, and magic limited to the **Cold spells**. It devours people, and is less likely to parley than a fire-drake; it reacts to humans at -4.

Faerie

ST: 24 **HP:** 28 **Speed:** 6.50
DX: 14 **Will:** 10 **Move:** 6
IQ: 9 **Per:** 10 **Weight:** 8-10 tons
HT: 12 **FP:** 12 **SM:** +4 (10 hexes)

Dodge: 6 **Parry:** - **DR:** 5

Bite (14): 2d impaling. Reach C, 1-4.

Claws (14): 2d+1 cutting. Reach C, 1-4.

Frost Breath (14): 1d+2 crushing, Acc 3, Range 3/10. A cone that is 5 yd. wide at max. Range. If reduced to 0 HP, victim is paralysed.

Traits: Crushing Attack 1d+2 (Cone, 5 yard; Costs Fatigue, 2 FP; Reduced Range, x1/10; No Blunt Trauma; No Knockback; Side Effect, Paralysis); DR 5 (Cannot Wear Armor); Fangs; Increased Consumption 2; Talons; Western Dragon.

Spells: Cool-15; Create Ice-15; Ice Slick-15; Icy Touch-15; Freeze-15; Frost-15; Frostbite-15; Snow-15.

Habitat: Arctic

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Eskimo)

Peist

Peists are river dragons, also found in lochs. They are well known for preying on humans, and can come onto land for a limited time — up to a half-hour. Their speed on land is 4, and they cannot fly.



Peists can breathe a gas of type B venom, which will also wither plants. This gas appears in a 7-hex circle which can be centered up to 6 hexes away from the peist.

They have no magic abilities, and only limited intelligence - they cannot speak. They are fond of ambushing fording parties, waiting until the men and horses are at the deepest part of the river. They find horse flesh to be as tasty as human flesh.

Treat them as firedrakes for attacks with tails, teeth and claws.

Faerie

ST: 22 **HP:** 22 **Speed:** 6.25
DX: 13 **Will:** 10 **Move:** 10
IQ: 8 **Per:** 10 **Weight:** 7 tons
HT: 12 **FP:** 12 **SM:** +3 (7 hexes)

Dodge: 6 **Parry:** - **DR:** 4

Bite (14): 2d-1 cutting. Reach C, 1-3.

Claws (14): 2d cutting. Reach C, 1-3.

Poisonous Breath (14): Type B toxic, Acc 3, Range 3/10. A cone that is 5 yd. wide at max. Range. Also withers plants.

Traits: Toxic Attack (Cone, 5 yard; Costs Fatigue, 2 FP; Reduced Range, x1/10); DR 4 (Cannot Wear Armor); Fangs; Increased Consumption 2; Talons; Western Dragon.

Habitat: Fresh Water, Swamp.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Irish)

Petty Drake

Petty drakes are small dragonish creatures, about three feet long when fully grown. Unlike true dragons, petty drakes cannot talk, and they aren't as intelligent as their cousins, but they are smarter than most animals their size.

In the Wild state, they live in small family groups in arid mountainous country. They age slowly, and continue to grow throughout their lives. A foot-long petty drake is nearly 50 years old, and about ready to breed. The oldest recorded age is 300 years. ST is 1 for every 6" in length.

These drakes vary considerably in coloration, and are quite vain about their appearance and prowess. Although they do not understand speech, they do understand tones of praise - +3 reaction.

Petty drakes are quite rare and expensive. They can be tamed — some are used as familiars. However, without constant attention and praise they will soon leave their owners. If captured in infancy, they are much more

likely to stay with a master than if taken as adults. Treat the latter as having a yearning for freedom, -3 on any reaction roll if escape to an appealing area is likely.

If displeased with their masters, they will refuse to obey all commands. If truly angered, they will attack whatever aroused their anger. They can be appeased if the victim of their wrath takes a submissive posture or apologetic tone.

They are not interested in treasure as such, but are attracted to shiny objects and may claim gems as their own. Eventually, they will tire of them and may drop them down a well to hear the splash.

They are thrilled with little pouches for carrying their treasures, but will otherwise stuff their chosen loot into the master's backpack - woe to him if it should be missing when the petty drake wishes to play with it!

Petty Drake

Faerie

ST: 7 HP: 13 Speed: 7.50
 DX: 15 Will: 10 Move: G4/A16
 IQ: 6 Per: 12 Weight: 1-40 lbs.
 HT: 14 FP: 14 SM: -2

Dodge: 10 Parry: - DR: 4

Fiery Breath (15): 1 burning. Acc 3, 1/2D 1, Max 10. Costs 1 FP.

Bite (15): 1d-4 cutting. Reach C.

Claws (15): 1d-3 cutting. Reach C.

Traits: Bad Temper; Burning Attack 1 point (Jet; Costs Fatigue, 1 FP; Reduced Range, 1/10); Bad Grip 2; Cannot Speak; DR 1 (Cannot Wear Armor); Extended Lifespan 2; Flight (Winged); Nictitating Membrane 1; Reduced Consumption 2; Resistant to Disease; Semi-Upright; Sharp Teeth; Short Arms (Both).

Habitat: Mountains, Deserts.

Origin: Fantasy

Source: GURPS Fantasy Bestiary 3e.

Piasa

The piasa is a huge, winged dragon with two legs, also called the Bird Which Devours Men. It has horns, red eyes, a beard, a long scaly body with feathered wings but no other limbs, and a long, jointed tail. A unique monster, originally of the Mississippi, assume it can live in any large river. It is active at any time.

The piasa eats people, of course, as often as it can. It



attacks with its gaze (**Tanglefoot** spell), which makes victims fall to the ground. It attempts to bite fallen prey.

Rumor: The two horns are reputed to be magical, granting anyone who cuts one off and carries it with him the advantages of **Luck** and **Immunity to Disease**. Each horn weighs 10 pounds.

Faerie

ST: 22 HP: 22 Speed: 6.25
 DX: 13 Will: 10 Move: G3/A12*/W6
 IQ: 4 Per: 10 Weight: 1,100 - 1,400 lbs.
 HT: 12 FP: 12 SM: +4 (10 hexes)

Dodge: — Parry: — DR: 4

Bite (13): 2d-1 impaling. Reach C.

Traits: Flight (Winged, *Limited to bursts of up to 100 yards, 2/day); Dependency (must return to river within an hour on land); Wild Animal.

Spells: Tanglefoot-21.

Habitat: Fresh Water

Source: GURPS Fantasy Bestiary 3e

Origin: ML (NAI)

Rahab

Rahab is an ancient, unique dragon, mentioned in the Bible. Treat it as a fire Drake except that it cannot breathe fire and that it is invulnerable to all magic except "white" magic — that is, clerical magic of good clerics. Its major spell is **Stench**, which it casts from its mouth. It knows spells at level 21.

Rumor: According to one legend, Rahab is really a fallen angel in the shape of a dragon. In that case, its magic is much more powerful and baleful.

Faerie

ST: 28 HP: 32 Speed: 7.25
 DX: 14 Will: 15 Move: G6/A24
 IQ: 15 Per: 17 Weight: 1,500 - 2,500 lbs.
 HT: 15 FP: 15 SM: +4 (10 hexes)

Dodge: 10 Parry: 10 DR: 6

Front Claws (17): 3d+1 cut/imp, Reach C, 1-5. Parry 11.

Bite (17): 3d+1 imp, Reach C, 1-5.

Rear Claws (15): 3d+2 cut/imp, Reach C, 1-6.

Traits: BM-1; Burning Attack 3d (Cone, 1 yard; Costs Fatigue, 2 FP; Reduced Range, x1/10); DR 6 (Cannot Wear Armor); Enhanced Move 1 (Air); Fangs; HP+4; Increased Consumption 2; Talons; Western Dragon.

Skills: Brawling-17; Flight-16.

Spells: Stench-21.

Habitat: Mountains, Deserts, Swamps.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Hebrew)

Shan

The shan is a large legless dragon, up to 20 feet (6m) long, that breathes magical mist. It has two horns on its head, about four inches (10cm) long, and its scales do not lie flat but project outward. Shans are active all the time, and are usually solitary.

The shan may befriend humans, though it is more often inimical (even hungry). It uses its spells to draw people to it, then confuse them once they are close. When humans appear, it **reacts at -1**.

It attacks from within the Mystic Mist spell. if possible. It bites for 1d+1 cutting, and has no venom or fire breath. It can lash with its tail as a tiredrake.

Shan

Faerie

ST: 15 HP: 15 Speed: 5.75
 DX: 12 Will: 12 Move: 5
 IQ: 12 Per: 12 Weight: 600 lbs.
 HT: 11 FP: 11 SM: +3 (6 hexes)

Dodge: 6 Parry: — DR: 1

Bite (12): 1d cutting. Reach C, 1.

Traits: Vermiform.

Spells: A shan can breathe four different types of mist spells: **Fog**, **Cloud**, **Mystic Mist** and **Illusion**. The illusion is usually of a tower, and is as large as a real tower. None of these spells cost the shan any fatigue — it can turn out spells continuously, but those are the only four spells it knows.

Habitat: Mountain, Plains, Forest.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (China)

Tarasque

The tarasque is a unique beast that lived in Gaul (France) until the middle of the first century, when it was destroyed by St. Martha, who sprinkled holy water on it. The tarasque is described as being larger than an ox and a horse put together, half dragon, half fish, with huge forward-pointing tusks (reach 2).

It lies in wait in a river and surprises travelers, killing all whom it catches. When it is very hungry, it comes into the forest to ambush travelers. Historically, it vanquished all who came to slay it (except St. Martha), including a party of "sixteen of the strongest men" - eight died and eight ran away.

It will devour anyone nearby. The GM may allow truly holy characters special powers against the tarasque — be creative.

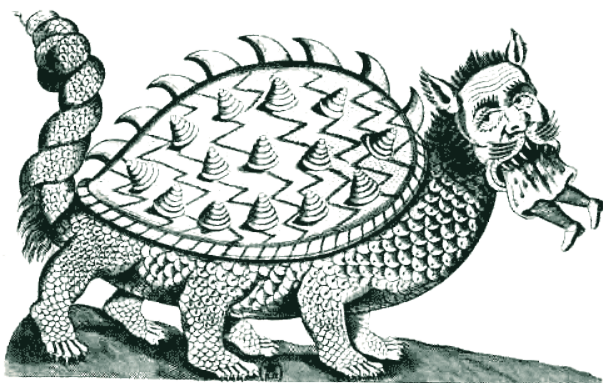
Faerie (Dragon)

ST: 27 HP: 27 Speed: 6.50
 DX: G12/W14 Will: 10 Move: G3/W7
 IQ: 5 Per: 10 Weight: 15 tons
 HT: 12 FP: 12 SM: +6 (16 hexes)

Dodge: G6/W7 Parry: — DR: 4

Bite (14): 2d+2 cutting. Reach C, 1.

Tusks (14): 3d+2 impaling. Reach C, 2. If a foe is charging, it will take the **Wait** maneuver, meeting the impulsive opponent with an impaling thrust with its tusks.



Traits: Quadruped; Wild Animal.

Habitat: Fresh Water, Forest, Swamp.

Source: GURPS Bestiary 3e

Origin: ML (France)

Thu'ban

Thirty yards long, the thu'ban is the most dreaded beast of the ancient Arabian desert. The mouth can swallow a camel whole, and it has three rows of long, sharp teeth. The thu'ban cannot fly, but it is said that when they grow to a hundred yards (!) they take to the ocean and become sea monsters.

The only magic the thu'ban has is its fire — which comes out of its eyes, not its mouth. It is more intelligent than an animal, but cannot speak nor really reason. Fortunately, it has a slow metabolism, and only eats once a month or so.

Faerie

ST: 35 HP: 35 Speed: 6.50
 DX: 14 Will: 10 Move: 8
 IQ: 7 Per: 10 Weight: 30 tons
 HT: 12 FP: 12 SM: +8 (40 hexes)

Dodge: 9 Parry: — DR: 7

Front Claws (17): 3d+2 cut/imp, Reach C, 1-7. Parry 11.

Bite (17): 3d+2 imp, Reach C, 1-7.

Rear Claws (15): 3d+3 cut/imp, Reach C, 1-8.

Fire from the eyes (17): 3d burning, Acc 3, Range 6/20.

A cone that is 1 yd. wide at max. Range.

Traits: Quadruped; Wild Animal; Western Dragon.

Habitat: Desert, Mountains.

Source: GURPS Bestiary 3e

Origin: ML (Arabic)



Vritra

This unique, massive dragon of India is treated exactly like the firedrake in combat, with one major difference: it creates storms.

There is always a storm around its dwelling, which is on the highest mountains it can find. Wherever it goes, a storm accompanies it. If it attacks a town, gale-force winds will precede its arrival, along with pelting rain and thunder and lightning. It strikes a victim and flies away, the storm receding with it.

Faerie

ST: 28 HP: 32 Speed: 7.25

DX: 14 Will: 15 Move: G6/A24
 IQ: 15 Per: 17
 HT: 15 FP: 15 SM: +5/6
 Dodge: 10 Parry: 10 DR: 6

Aura of Storm (always on): In combat, treat this as an ongoing **Windstorm** spell, which the vritra can maintain effortlessly; no roll is ever needed. The radius in yards is equal to its size in hexes (16 is standard). There is constant rain in the storm, which will put out most fires. There are even occasional flashes of thunder and lightning. As per the Windstorm spell, a ST roll is needed each turn to maintain one's feet, and all DX-based skills are at -5. All sensing rolls are at -5, also. When flying, the vritra can move with a speed of 18, but only 3 on the ground.

To ride a horse or other steed into such a storm requires an initial Animal Handling-5 roll to steady the mount, plus a Riding roll every every turn. It will be nearly impossible to mount a flying steed in such a storm - the steed would have to have iron will (GM's decision).

Any attempt to use magic to fly requires a DX roll every turn to avoid being grounded, and speed is reduced by half - or doubled, sporadically!

Front Claws (17): 3d+1 cut/imp, Reach C, 1-5. Parry 11.

Bite (17): 3d+1 imp, Reach C, 1-5.

Rear Claws (15): 3d+2 cut/imp, Reach C, 1-6.

Lightning (17): 3d burning, Acc 3, Range 10/100. Additional surge.

Traits: BM-1; Burning Attack 3d (Costs Fatigue, 2 FP); DR 6 (Cannot Wear Armor); Enhanced Move 1 (Air); Fangs; HP+4; Increased Consumption 2; Talons; Western Dragon.

Skills: Brawling-17; Flight-16; Innate Attack (Breath)-17.

Spells: The vritra knows all spells connected with weather at level 15 or higher: This includes most Air and Water spells, plus Thunderclap.

Habitat: Mountains.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (India)

Wyrms

Worm is an old word for along, slender, wingless dragon. It is sometimes spelled "wyrn." They do have short legs, despite the name. Wyrms cannot fly, and the ratio of their length to width is at least 10 to 1.

They are not usually credited with fire-breath, but most have the ability to breathe poison gas. The GM is free to choose another type of venom, if desired. Use the gas breath rules found under the Azhi Dahaka.

There are stories of flying, or firedrake-type, dragons cooperating with human heroes . . . sometimes even for altruistic reasons. There are few such tales of wyrms. The flightless dragons are general cold, greedy, ravenous and evil.

Rumor: Some say that a Wyrm does not have intelligence. It is not recommended to say it to its face, however, in case it's not true! If it is true, they would not have any magic abilities beyond gaseous breath.

Another persistent rumor is that the pieces of a wyrm will rejoin if it is cut up. This can be handled as **Regeneration**. Fire will nullify this ability.

Faerie

ST: 22 HP: 24 Speed: 6.25
 DX: 12 Will: 10 Move: 12
 IQ: 5 Per: 11
 HT: 15 FP: 15 SM: +3

Dodge: 9 Parry: — DR: —

Choking Breath (12): Type C 1d toxic. 3 yard area. Restet by HT-1.

Bite (12): 2d-1 cutting. Reach C.

Tailswipe (12): 2d+2 crushing. Reach C, 3. Rear Hexes only.

Traits: Acute Hearing 1; Acute Taste and Smell 3; Cannot Speak; DR 6 (Cannot Wear Armor); High Pain Threshold; Horizontal; Immunity to Disease; Increased Consumption 2; Nictitating Membrane 1; Night Vision 9; Sharp Teeth; Striker (Tail; Crushing; Long +3); Temperature Tolerance 3 (+HT at bottom of range, +2xHT at top); Toxic Attack 1d (Area Effect, 3 yards; Contact Agent; Cyclic, 1 hour, 10 cycles, resistible; Drifting; Persistent; Resistible, HT-1); Vermiform.



Habitat: Mountains, Forest.
Source: GURPS Fantasy Bestiary 3e
Origin: ML (Europe)

Wyvern

The wyvern is a dragonlike creature with only two legs and a long, snakelike, barbed poisonous tail. Like dragons, wyverns are fierce predators and fly well. However, they are not intelligent, and have no flame-breath. They are solitary diurnal creatures found in remote wildernesses, and seldom come close to civilized lands (they tend to get hunted, fast!).

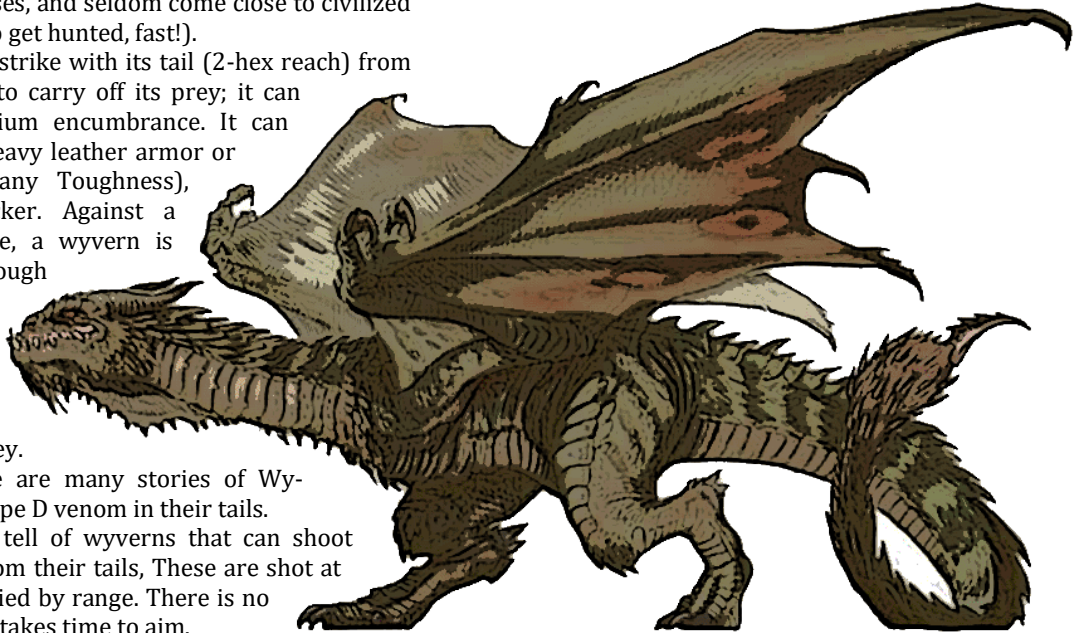
A wyvern will strike with its tail (2-hex reach) from above, then land to carry off its prey; it can carry up to Medium encumbrance. It can penetrate up to heavy leather armor or chainmail (plus any Toughness), but nothing thicker. Against a metal-armored foe, a wyvern is fairly helpless, though it will slam attack a knight to get to less armored prey. Its talons are used for grasping its prey.

Rumors: There are many stories of Wyverns that have Type D venom in their tails.

Some legends tell of wyverns that can shoot poisoned quills from their tails. These are shot at straight DX, modified by range. There is no Ace, since it never takes time to aim.

Likewise, Half Damage and Maximum don't apply – it simply doesn't shoot at anyone further than ten yards away. The quills will penetrate up to DR 1 armor plus any Toughness. They do no damage themselves, but act as a delivery agent for the venom.

There are also rumors of much bigger wyverns — increase ST (hence, damage) and “hit points” dramatically should the party meet one of these!



Notes: Affected normally by animal spells. Can be distracted by living or recently living food – not preserved rations! Some wyverns shoot their tail spike (which magically replaces itself after firing) – Acc 0, Range 20/40. Some wyverns have breath weapons – add Flame Breath – a 1-yard-wide x 10-yard-long cone, doing 2d+2 burning; this costs 2 FP per usage.

Dire Animal

| | | |
|---------------|-----------------|---------------------------------|
| ST: 18 | HP: 18 | Speed: 6.50 |
| DX: 14 | Will: 10 | Move: G3/A19 |
| IQ: 6 | Per: 13 | Weight: 800 – 1,000 lbs. |
| HT: 14 | FP: 14 | SM: +4 |

Dodge: 9 **Parry:** N/A **DR:** 3

Bite (16): 1d+1 cutting + follow-up 1d toxic poison (10 hourly cycles, resisted by HT-2). Anyone injured by poison is at -4 DX until all HP lost to poison are healed. Reach C.

Claws (16): 2d cutting. Reach C, 1.

Slam (16): 2d-3 crushing at Move 1-2; 2d-1 crushing at Move 3-4; 2d+1 at Move 5-6; 2d+3 at Move 7-9; 2d+5 at Move 10-14; 2d+7 at 15-19. Reach C.

Tail Spike (16): 1d+2 impaling + follow-up 1d toxic plus -4 DX (cyclic, 10 hourly cycles), resisted by HT-2. DX penalty lasts until all HP lost to toxic damage are healed. Reach C-2. Treat as weapons, not as body part.

Traits: Flight (Winged); Immunity to Poison; Nictitating Membrane 3; No Fine Manipulators; Wild Animal.

Skills: Brawling-16; Innate Attack-16.

Habitat: Mountains, Forest.

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

PLANTS

Bloodvines

This plant lives on the blood of men and animals alike - it is not fussy. The bloodvine has as many as six branches from a single root, and each twines its way up trees to a height of six to ten feet. The last four feet or so are loosely connected to the tree, ready to detach at a moment's notice.

They grow only in dense forest or jungle, with many other species of vines and trailing plants. If someone is looking specifically for them, they are at **Vision-2 to spot** - otherwise, only a Botanist would notice them.

Each vine has the listed ST - if more than one are grappling the same individual, add +2 to the vines' ST.

Three hits of cutting damage will cut through each vine.

Plant

| | | |
|----------|----------|----------------------|
| ST: 13 | HP: 15 | Speed: 6.00 |
| DX: 14 | Will: 10 | Move: N/A |
| IQ: 4 | Per: 10 | Weight: 10 - 20 lbs. |
| HT: 13 | FP: 13 | SM: +1 (2-3 hexes) |
| Dodge: - | Parry: - | DR: 1 |

Grapple (14): A bloodvine senses prey from about five yards, and attempts to grapple a passing victim, usually about the head (**quick contest of DX**). Reach C, 1. Once it has grappled, it sticks a number of hollow thorns into the prey's skin. Armor protects for a number of turns equal to its DR, then the plant finds the openings. The implantation of the thorns is automatically successful with no chance to defend, if the vine is still grappling the victim.

Thorns (automatic, see Grapple): When they strike, the thorns do a total of **1d impaling** damage. Each turn after that, the bloodvine will suck **1 HT** worth of blood. Its appetite is insatiable; it will not let go until there is no more blood or the plant dies. The thorns can be pulled out (and the vine off of the victim) by winning a **contest of ST**.

Traits: Plant; Sessile.

Habitat: Forest, Jungle.

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Calabash

The calabash plant, a gourd growing on a trailing vine, is considered magical all over Africa and the Orient. The GM may allow such a plant to have magical properties if desired. Magical calabashes are rarer than the mundane variety.

The following powers have all been attributed to the calabash by various tribes, though rarely more than one property to a single gourd. Most of the uses are one-time only - exceptions are noted. The possessor of a calabash can:

1) Cast the **Invisibility** spell three times per calabash for no fatigue. The spell lasts until the caster goes to sleep, or wishes to be visible again.

2) Be awakened instantly if danger approaches Within 10 yards. This type of calabash lasts for a month.

3) Know the whereabouts of any one named person at all times. This power expires when the calabash next comes into the presence of the person.

4) Change the results of any one die-roll just after the roll is made.

5) Cut the gourd open to reveal a rich feast - enough to feed six people.

6) Cut the gourd open to reveal gold, worth anywhere from \$100 to \$10,000!

7) Cut the gourd open to summon a leather-armored, broadsword-wielding soldier. He does the calabash owner's bidding for ten minutes, then disappears. He has **ST 12, DX 14, IQ 10, HT 12, Broadsword-15, Combat Reflexes** and **High Pain Threshold**.

8) Cut the gourd open to summon an ordinary riding horse. It can be ridden as far as possible in one riding, but disappears when the rider dismounts.

9) Cast up to four **Air college** spells with no fatigue.

10) The calabash will answer three yes-or-no questions honestly. It has magical access to rnosl answers, but the GM may veto any particular question!

Plant

| | | |
|----------|----------|-------------------|
| ST: - | HP: - | Speed: - |
| DX: - | Will: - | Move: - |
| IQ: - | Per: - | Weight: 5 lbs. |
| HT: - | FP: - | SM: -1 (<1 hexes) |
| Dodge: - | Parry: — | DR: - |

Habitat: Forest, Subterranean, Swamp, Tropical Forest

Source: GURPS Bestiary 3e

Origin: ML (Africa & Orient)

Devilbush

The devilbush is believed to be intelligent and possess an evil will. The truth is that it is not intelligent at all, however — unless the GM so desires!

Unlike most plants, the devilbush cannot draw nutrients from the sun, air and soil. It feeds on emanations of pain, and has evolved effective means of securing food.

The plant's looks are deceptive. On the surface, it resembles a group of blackberry bushes, and in fact grows many berries, which are actually edible and nutritious. A **Naturalist-2** roll is necessary to distinguish it from real blackberry — the GM rolls in secret. With this lure, many animals come close to the bush, to regret it the rest of their short lives.

The main part of the plant is beneath the ground, and has a radius of one yard more than the foliage above ground. The root system is very extensive and active, and is continually churning the soil all around the foliage for one yard — burying the bodies of its victims deeper and creating a thin crust of earth resting on rootlets which will bear no weight.

When anyone steps on the soil within a yard of the devilbush, the ground gives way and he falls into a three-foot-deep hole. Worse, strong roots wrap themselves around his ankles — this is a **quick Contest of DX**, and the victim is at -5 for having just dropped into a

hole and having loose dirt all around his legs. At least one root will attack each victim, plus an additional 1d-3 roots, it has full coordination, and any number of roots may attempt to grapple in a single turn, up to four per hex.

Once the prey has been grappled, the devilbush casts **Sickness-15**. It casts the spell on the second turn after grappling, and must touch the subject to cast the spell. If the victim fails the HT resistance roll, he feels very sick and in great pain. He may run at half speed if someone else can free him from the roots and drag him from the hole — otherwise he may do nothing except maintain spells and speak a syllable or two a turn!

A special case is a victim with **High Pain Threshold**. This does not nullify the Sickness spell, but allows the victim at Will roll (at -5) *each turn* to make an action. A successful roll means he may attack the root or attempt to pull free that turn. However, he is at -5 to all attributes and skills from the effects of the spell. **Resist Pain** grants the same capability.

The spell lasts one minute, but the devilbush will automatically maintain it as long as it has hold of the subject. The roots drain the victim's energy, and after a very unpleasant five minutes, the subject must make a **HT** roll, modified by **Strong** or **Weak Will**. A failed roll results in a loss of 3 HT - a successful roll means he loses only 1 HT. This continues every five minutes until the victim dies or is freed by outside forces.

There will be up to four roots holding each victim. It is very difficult to swing at the roots except from within the hole. When the ground in a hex collapses, the loose dirt falls in and obscures the main roots. Thus, a two-hex reach or greater weapon is at -4 — see the rules for striking into darkness on p. 105. Also, attacking a root holding a friend counts as Striking into Close Combat see p. B114.

Anyone who comes close enough to strike effectively risks becoming grappled. However, anyone who jumps knowingly into a hole does not suffer the -5 to DX in the grappling contest. There is a one-second delay between the grappling and the casting of Sickness — an attacker may attempt to strike the root or break free (a Contest of ST). The ST given for the devilbush is for a single root — add +2 to the plant's ST for each additional root attached to a victim.

Destroying the bushes on the surface does not affect the plant's HT at all! The roots must be attacked to kill the plant. Each root has DR 3 and HT 6 — at least six roots must be cut through to make the plant stop struggling. The plant will not die at that point, but will have lost enough life force to render it passive. If left alone, it will regenerate in three months. Fully uprooting it and burning it will kill the plant.

Devilbush

Plant

| | | |
|----------|----------|---------------------|
| ST: 10 | HP: 35 | Speed: 6.50 |
| DX: 12 | Will: - | Move: - |
| IQ: 1 | Per: - | Weight: 200+ lbs. |
| HT: 14 | FP: - | SM: +6 (7-19 hexes) |
| Dodge: - | Parry: — | DR: 3 |

Trap: See text.

Traits: Plant, Sessile.

Habitat: Forest, Plains, Jungle, Mountain

Source: GURPS Bestiary 3e

Origin: Fantasy

Drop Weeds

Drop Weeds are dandelion-sized plants that grow in large patches, even covering whole meadows in some localities. They have the unique ability to nullify mana in a dome shape. Where they grow, they take over completely — only a few hardy weeds will be found growing among drop weeds.

They grow in areas where there are giant flying insects, their primary prey. Since these insects cannot fly without magic, they fall to the ground (or glide, usually, right to the center of the patch!) when they pass over drop weeds. Anything that walks or lands on drop weeds is subject to attack.

Drop weeds can sometimes be recognized by occasional skeletal remains strewn amongst the plants. Likewise, there may be armor and weapons — even treasure.

Plant

| | | |
|----------|----------|------------------|
| ST: - | HP: - | Speed: - |
| DX: - | Will: - | Move: - |
| IQ: 1 | Per: - | Weight: - |
| HT: - | FP: - | SM: 50-500 hexes |
| Dodge: - | Parry: — | DR: 0 |

No-mana Zone: Where drop weeds grow is a no-mana zone — magic will not work in this area. This area is as large as the area where the weeds grow and dome shaped. The height of the dome is equal to the radius of the area covered by the plants, but the edges of the dome do not extend beyond the plants. Missile spells (except **Curse Missile**) may be thrown into such an area if cast from outside the area, but no other spells can be cast into the zone. Likewise, a mage could teleport into such a zone, but not *out*!

Poison Gas: Drop weeds release a gas when over two pounds (1 kg) of pressure is applied. Anyone walking across a field of them is in no danger for the first four yards; it requires a **Vision** roll to notice in that time that clouds of gas are slowly being raised as the person walks. By the time a traveler has gone four yards, though, the gas has risen to head level. Since the first hint of the vapor is usually through the nose, most people breathe some in. Those who notice the slightly visible cloud of gas may hold their breath (B351).

Anyone breathing the gas inhales a type G venom for 2d damage, every second they breathe the gas. This venom affects ST for damage-dealing purposes — reduce damage effectiveness by one point for every two ST diminished, until restored by rest. Armor DR and Toughness do not protect against this gas. 1 HT damage is taken every second, also.

Eventually, an unconscious victim dies, and the drop weeds get the corpse. The gas causes early decomposition, enriching the soil fairly quickly.

Traits: Sessile, Plant.

Habitat: Plains, Mountains, Forest, Swamp, Jungle

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Notes: The size represents the area where the drop weed grows (50-500 hexes).

Dry Grass

Dry grass grows in a large patch, covering even whole meadows in some cases. It stores all possible

water in the roots, and the blades of grass feel very dry to those foolish enough to touch them. The meadow is easy to spot (**Vision**+2) but this will only reveal that this grass is different from other grass. A **Botany** or **Naturalist** -2 roll is necessary to determine the deadly nature of dry grass.

Dry Grass

Plant

ST: - **HP:** - **Speed:** -
DX: - **Will:** - **Move:** -
IQ: 1 **Per:** - **Weight:** -
HT: - **FP:** - **SM:** 50-100 hexes
Dodge: - **Parry:** — **DR:** 0

Dehydrate (15): If a person crosses any part of the dry grass during his turn, he will be attacked with at variation of the **Dehydrate-15** spell (resisted by HT). The plants do not have to concentrate, and automatically cast it at every creature that touches the grass with body, fur or clothing. The grass does 1d-1 HP damage; neither armor nor Toughness protect against this attack.

Victims feel pain throughout their bodies, and get another **HT** roll to feel their bodily fluids being drawn out, thus identifying the source of the attack. Those who specifically state they are trying to determine what's going on in their body get a **HT**+2 roll to locate the source of the pain, if this roll is failed, the GM does not inform the player why his character is losing HP!

Traits: Sessile, Plant.

Habitat: Plains, Desert

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Notes: The size represents the area where the dry grass grows (50-100 hexes).

Fairy Thorn

Fairy thorns are said to be malevolent trees that attack humans for no known reason. Perhaps they remember when trees covered the land, before humans invented axes and tamed fire, and resent the change. They resemble blackthorn trees very closely, and a **Botany**-2 or **Naturalist**-4 roll is needed to tell them apart.

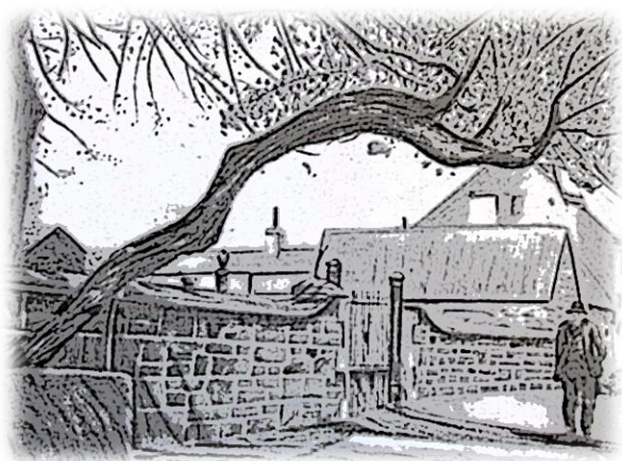
The trees are scattered throughout a forest, but there are often two or three fairly close together. They can communicate with each other; no one knows how.

Rumor: It is said that some fairy thorns can penetrate even plate mail! If so, they do damage as for a crossbow of the appropriate ST, in addition to carrying venom!

Plant

ST: 14 **HP:** 30 **Speed:** 6.25
DX: 14 **Will:** - **Move:** -
IQ: 7 **Per:** - **Weight:** -
HT: 11 **FP:** 11 **SM:** 50-100 hexes
Dodge: - **Parry:** — **DR:** 0

Thorns (14): 1d-2 pi-. Acc 0, 1/2D 10 and Max 20. Follow-up venom. They shoot thorns at anyone who comes within 9 yards of them. The thorns can penetrate up to DR 2, but do only one hit of damage. They can and do aim, though no one knows how. Each tree may shoot or aim (or some combination of the two) up to ten thorns in a single turn.



Thorn Venom: The type X venom has one of the following effects, similar to alchemical elixirs (roll randomly for each tree). These results are in keeping with their fairy origin, as these results are irritating rather than deadly. Each tree produces only one type of venom. Repeated thorns of the same tree do 1 hit of damage each, but cause no further effects from the venom, except for #4. Venoms from different trees do affect the victims cumulatively, however.

- 1: Victim is perceived as untrustworthy and unattractive: -4 reaction for the next 1d+2 hours.
- 2: Victim is violently jealous of anyone of equal or superior intelligence, wealth, beauty, and so on - whatever attainments the victim most prizes - for 1d hours.
- 3: Victim hates all that he normally loves for 1 hour.
- 4: Victim has -2 to all die rolls for the next 24 hours. Repeated dosages are cumulative for this venom!
- 5: Victim's IQ is reduced by 3 for each thorn, up to the first 4, for 1d hours.
- 6: Victim will care nothing for the opinions or concerns of others — he becomes a completely selfish egotist for the next 1d+2 hours.

Traits: Sessile, Plant.

Habitat: Forest

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Irish)

Notes: The size represents the area where the dry grass grows (50-100 hexes).

Fear Gortach

Fear gortach is a hunger-causing grass much dreaded in Ireland. No one can cross this grass without eating something - it causes great weakness unless the crosser is constantly chewing on some form of food. It is totally indistinguishable from ordinary grass, even to a botanist or mage.

Flying over the grass is safe, but riding a horse won't work. Animals instinctively balk at fear gortach, and won't cross it. The grass burns readily enough, but the power of it lies in the root. Burning a field to get to a fallen comrade will do too much damage to the person before the roots die from the effects of the fire.

Plant

ST: - **HP:** - **Speed:** -
DX: - **Will:** - **Move:** -
IQ: 1 **Per:** -
HT: - **FP:** - **SM:** 3-50 hexes
Dodge: — **Parry:** — **DR:** —



The Hunger: Anyone crossing fear gortach while not eating loses 1 FP per hex he crosses. This lost FP does affect damage-dealing ability. (For ease in computation, the GM may simply use -2 FP = -1 damage.) This FP is not regained until the victim has eaten a full meal, at least 20 minutes worth.

If the victim's FP falls to 0 while crossing the fear gortach, he will never wake up unless removed by an outside agency.

Traits: Doesn't Breathe (Aquatic); Immunity (Cutting, Impaling, Piercing Attacks; Animal College Spells); Injury Tolerance (Homogenous; No Eyes); Magic Resistance 5; No Legs (Aquatic); Vibration Sense; Wild Animal

Habitat: Plains, Mountains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Irish)

Healing Grass

A tea made from fresh healing grass heals 1d hits from wounds. The tea must be made from grass picked within the hour, but will then keep as an elixir would. It requires a **Naturalist-4**, **Physician**/(TL1-4)-2, **Alchemy**, or **Botany-2** roll to recognize and know how to preserve it. It is fairly rare.

The tea is easy to make; no skill roll is needed.

Chewing the fresh grass, swallowing the juice and spitting out the blades will also heal 1d hits, once per day. The grass will not cure any diseases.

Habitats: Forest, Plains

Source: GURPS Fantasy Bestiary 3e.

Origin: ML (Hungary)

Notes: Covers an area of 1-10 hexes.

Herecine

The herecine is a bush that grows about six feet (1.8 m) high and nine feet (2.7 m) in diameter. Its twigs are succulent, appealing to herbivores (such as horses), and it has many tasty berries, appealing to omnivores (such as humans).

Plant

| | | |
|---------------|----------------|-------------------------|
| ST: 20 | HP: 20 | Speed: 6 |
| DX: 12 | Will: 0 | Move: 0 |
| IQ: 0 | Per: 12 | Weight: 140 lbs. |

HT: 12 **FP:** 12 **SM:** +1

Dodge: — **Parry:** — **DR:** 3

Grapple (automatic): Any animal eating the twigs of a herecine is slowly, subtly grappled by the bush. This takes place over a full minute, so gently that it is very difficult to feel it happening — an **IQ** roll for the animal to notice, only one allowed in the minute.

For those eating the berries, it is slightly different. The berries on the outer branches may be taken freely, and are delicious. There are many more berries visible on the inner branches. To reach these interior berries seems easy, and it is. But it's not easy to get one's hand out with the berries — anyone reaching more than 12" (30 cm) into the bush is grappled. No **DX** roll for the plant is needed.

After grappling, the bush pulls its victim toward the center. It must win a **Contest of ST** to do this. In the center is a maw — a hole in the thickest part of the trunk that opens and closes with woodyjaws. It is quite large, and begins to "chew" on the victim for 1d crushing damage per turn. It will eventually digest the whole body if allowed to.

Anyone grappled may try to pull free — he has to win a **Quick Contests of ST** to do so.

Bite (12): 1d+2 crushing.

Traits: Affliction (Gluttony; Area Effect, 4 yards; Sense-Based, Smell; Emanation); Appearance (Attractive; Universal); Binding 12 (Melee Attack, Reach 1, 2, Cannot Parry); Blindness; Deafness; Dependency (Animal Flesh, Weekly); Doesn't Breathe; Doesn't Eat or Drink (Requires Water); **DR** 3; Fragile (Combustible); Hard to Subdue 4; Injury Tolerance (Homogenous, No Eyes, No Head, No Neck); Mute; Odious Racial Habit (Eating Humans); Regrowth; Sessile; Temperature Tolerance 5.

Habitat: Plains, Fresh Water

Source: F47, GURPS Fantasy Bestiary 3e.

Origin: ML (Europe)

Notes: The plant has no defense, and any attack does damage if it can get through the **DR** 3. Fire does double damage, but harms any grappled prey!

Hitobana

The hitobana is a small plant that blooms when people come within 20 yards of it. It is used in legend by robbers to announce visitors! After the hitobana has lived with some people for a few days, it no longer blooms for them, but only for strangers. There may be walls between the plant and the person it senses - it still blooms if a stranger comes within 20 yards. The flower is said to be lovely, with a pleasant scent.

Rumor: It is said that the bloom is ugly and the scent unpleasant if the stranger is evil.

Habitat: Forest

Source: GURPS Fantasy Bestiary 3e.

Origin: ML (Japan)

Lotus

According to Greek legend, there is a type of lotus that saps the will. This is not the common lotus flower (a type of water lily) but a tree that grows in dry climates. If the fruit of the lotus is eaten, it causes forgetfulness and euphoria. Odysseus had to forcibly drag those men away who sampled the fruit - they had no desires except to sit under the trees and continue to eat the fruit.

Anyone eating a lotus fruit (or drinking juice or Wine made from it) loses all interest in whatever quest he was on. He will be happy and stupid-acting, and will only be dismayed if dragged away from the source of the lotus fruit or wine. All attributes and skills are at -3, so it won't be too hard to pull him away, but he will yearn for more lotus fruit for a full six hours, and cannot be trusted to stay on any quest until that time is up. A person who has been a lotus-eater for more than a week becomes addicted, requiring the fruit daily.

There is no lasting damage from eating lotus fruit unless one becomes addicted, and even the **Addiction** is relatively easy to shake (+1 to Will rolls).

Habitat: Desert, Plains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Greek)

Mandrake

The mandrake, or mandragora, is a powerful and magical plant. There are more stories about this plant than any other.



It grows only in the Mediterranean area towards the Persian Gulf, and is not found north of the Alps. There are plants in Britain and America bearing this name, but they are not the real mandrake. It is about a foot in diameter, with yellow flowers and a one-inch (2.5 cm) fruit. The root is shaped roughly like a human being, black on the outside, white inside. Most roots are four to ten inches long (10 – 30 cm), but there have been records of 18-inch (45 cm) ones.

The mandrake was used extensively in medical practices of the ancients. Its primary uses are as an anesthetic (painkiller) and soporific (sleep-inducer). Most surgeons give their patients three cups of mandrake wine before operating on them, which will blank out all pain – however, taking four cups causes madness. A successful **Physician** roll is needed to correctly judge the dosage – too little does not alleviate the pain, and too much produces long-term derangement, the nature and degree of which is left to the GM.

There are historical instances of mandrake-drugged wine being left as “spoils” by a retreating army. The

“victors” would drink the wine, fall into a stupor, and be slaughtered in their sleep by their crafty foes.

Whoever digs up a mandrake dies from the shriek it makes as it is uprooted. The usual method of procuring one is to dig around the root, exposing 90 percent of it. Then a cord is tied from the root to a dog's tail. The dog is then enticed forward with an offer of meat, and dies as it pulls the root up. The dog is buried with honors for having sacrificed itself, and the mandrake is safe to take away.

The whole root is highly valued. It has magical properties, but only two are universal — the rest are left to GM mandate (see Rumors).

The ancients universally believed that the mandrake root was a potent aphrodisiac and cured sterility in any female of any species. Treat the former as if the user has **Lecherousness** for 12 hours (unless taken in quantities sufficient to drug to sleep), and the latter as the GM desires.

Mandrake roots are in the shape of human figures, some male, some female. The roots must be taken care of to be potent — they need to be washed, dressed, and carefully laid to bed every day until they are ground up for use. Many roots were carved into human figures and sold as mandrake roots in the middle ages as a sham — a **Botany** or **Naturalist-2** roll is needed to spot the sham, with the GM doing the rolling in secret.

Rumors: Many say that three circles must be drawn around the plant before digging it up, or it will kill everyone within 20 yards. Others state that it is fatal to stand downwind of a mandrake or use bare hands to touch the living plant.

The flowers are said to glow like candles at night.

The mandrake can foretell the future. The root's owner may cast **Oneiromancy** (M108). This may be done nightly or once weekly, as the GM allows.

The mandrake is proof against venomous bites. Anyone who owns and takes care of a mandrake root has HT+5 to resist the effects of venom. Alternately, the Game Master may allow the mandrake's guardian to be invulnerable to all venom. The root is also believed to neutralize any poison, not just venomous bites, if made into a wine and ingested.

Owners of a cared-for mandrake root have their eyesight and hearing improved - +1 (or more, if the GM desires) to all **Vision** and/or **Hearing** rolls. It may also turn **Hard of Hearing** into normal hearing, **Bad Sight** into normal sight, **Blindness** into **Bad Sight** and **Deafness** into **Hard of Hearing**. Owners of a mandrake root would also suffer less from the effects of a **Flash** or **Thunderclap** spell, or at least be given a bonus to the HT roll, if this rumor is true.

Mandrakes are also said to prevent headaches.

Those who own a mandrake root are said to gain material goods easily. Caring for a mandrake root grants a +5 to all **Merchant** skill rolls if this is true.

Again, those who take care of a mandrake root cannot be approached by evil spirits — no closer than 3 yards.

Instead of “curing sterility,” the mandrake is sometimes said to cause pregnancy — guaranteed, like it or not!

Habitat: Forest, Plains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

Moly

Moly is a small plant with a round, black root producing a white, magical flower. Anyone holding such a blossom is immune to hostile magic! This does not include spells that create physical attacks, such as **missile** spells or **Create Earth**, but does include all **Body Control**, **Mind Control**, **Shapeshift** **Other**, etc. spells.

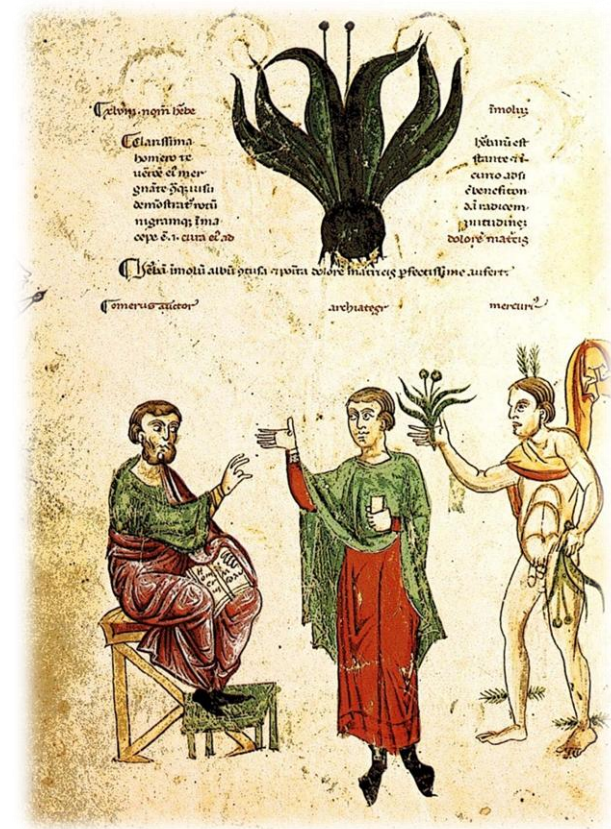
This plant was given to Odysseus by Hermes to ward off Circe's magic, and was perfectly successful. The Game Master may allow moly to be *completely* potent against hostile magic, or he may simply let it work as selective **Magic Resistance +5**.

The effects of the moly plant last until the blossom withers and dies. This will vary with the temperature, humidity, and treatment it receives. In cool, humid weather, it lasts two days. In hot or very dry weather, it survives six hours at the most. If placed in a vase and kept watered, it will last two weeks!

Habitat: Plains, Forest, Mountain, Swamp

Origin: ML (Greece)

Source: GURPS Fantasy Bestiary 3e



Mushroom Ogre

The mushroom ogre is a fungus that eats people and animals. It starts small, growing at the root of a gallows tree. After two weeks, it is about 6" (15 cm) high; it up-roots itself and becomes a carnivore, growing very quickly (six months to full size). At first it eats mice and birds, then rabbits, cats, dogs, and finally people, when it reaches its full growth.

It looks like a giant mushroom, 2-hex radius and eight feet high when the cap is pointing upward. However, the cap can swivel to point in any direction, and a hideous face appears on the top. (A baby ogre can be identified by the ugly face on top of an otherwise normal mushroom). It cannot stand fire, or any drying conditions, and will not approach within 3 hexes of campfire

or 1 hex of a torch. Fire does double damage to a mushroom ogre.

It has no limbs to grapple with, just small feet to run on. It is active most times, except the heat of the day. It never goes into direct sunlight, as it would lose 1 HT per minute if it did so.

A dead mushroom ogre should be burned to keep it from releasing spores. The bases of gallows-trees (including living trees used as hanging sites) should be checked regularly to prevent the growth of these horrors.

Plant

| | | |
|---------------|-----------------|-------------------------|
| ST: 20 | HP: 20 | Speed: 6.50 |
| DX: 12 | Will: 10 | Move: 5 |
| IQ: 2 | Per: 10 | Weight: 300 lbs. |
| HT: 14 | FP: 14 | SM: +3 (7 hexes) |

Dodge: 6 **Parry:** - **DR:** -

Bite (14): 1d+2 crushing, Reach C.

Traits: Blunt teeth; Invulnerability (amorph); Vulnerability (Fire, x2); Plant; Wild Animal.

Habitat: Forest, Jungle, Swamps.

Source: GURPS Bestiary 3e

Origin: ML (Japan)

Peridexion Tree

A peridexion tree is a rare plant of varying size. It has magical, even holy qualities. No evil creature, beast or sentient, may approach within 10 yards of a peridexion tree. It is as if there were a force field preventing them from moving any closer. Only living plants have this power, and they aren't movable. Attempts to plant seeds or saplings fail — it only grows by some higher will.

Some of them are large enough to climb, others are small saplings. The GM may vary the area of effect with the size of the tree.

Note that most animals are not evil. They may want to eat the PCs, but that doesn't mean they are evil. There are malevolent beasts, though — some dragons, for example, are rotten to the core, as are creatures such as harpies, basilisks, lamias, stymphalids, gullet snakes, bloodbeasts, taddarita, and others. The GM's decision on what — or who — is evil is final.

Whole species are not necessarily excluded. Some Orcs may even be able to approach a peridexion tree, though they would be very rare indeed! Likewise, many humans and most Dark Elves cannot approach one. No evil spirit may approach such a tree, nor evil undead.

A **Naturalist-8** roll is needed to recognize a peridexion tree — they are so rare that very few people have seen them.

The **Mage Sight** and **Mage Sense** spells will identify one, though, as will **Identify Plant**. A "holy" person will end up sitting under one without knowing why he chose that spot to rest! Good clerics who act in character will be able to sense the feeling of "goodness" about the tree, and herbivorous animals will naturally gravitate to one if they see it, but will not try to eat it.

Rumors: Some say the tree also provides protection from hostile magic and missile weapons! Treat this as a permanent **Utter Dome** that is specific against evil intent, if true.

Some peridexion trees are said to produce fruit that is tasty as well as completely life-sustaining. There will never be a shortage of such fruit at the tree, nor any surplus to carry away!

One version of the story simply says no hostile act may occur close to a peridexion tree. That means that no carnivore is capable of attacking prey within its range! The PCs would also be unable to kill an animal, if this were true, or even fire bows at an enemy outside its area of effect while they were within range of the tree's power.

Habitat: Forest

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Europe)

Pohutukawa

Pohutukawa is a unique Maori tree, 20-30 feet (6 – 12 m) tall, that guards the entrance to the underworld. (The Game Master should feel free to make it a guardian tree anywhere it is needed in the campaign.)

Pohutukawa is intelligent, but cannot speak. In the original story, it was ordered by a god to allow no living person into the underworld, and no dead one out. It is not corruptible — bribes and negotiations don't sway it at all, and it has **Strong Will** +3. Only under orders from the god that created it will it allow anyone to pass. If used in some other role, it will still take orders only from its master. It is not affected by **Plant** college, **Communication and Empathy** college, or **Mind Control** spells.

It is very powerful, striking with its limbs as if they were clubs. It is always vigilant.

Plant

| | | |
|-----------------|-----------------|---------------------------|
| ST: 22 | HP: 50 | Speed: 6.00 |
| DX: 11 | Will: 10 | Move: - |
| IQ: 12 | Per: 10 | Weight: 2,500 lbs. |
| HT: 13 | FP: 13 | SM: 0 (1 hex) |
| Dodge: - | Parry: — | DR: 6 |

Trunk strike (11): 2d+2 crushing. Reach C, 1. Up to four limbs may attack in a given turn in any direction.

Traits: Plant, Sessile.

Habitat: Forest, Jungle, Mountains

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Maori)

Puff Weed

This innocent-looking plant grows in deserts and scrub forests. It looks more like an overgrown dandelion than anything else, standing about a foot tall with a patch of flat leaves extending a foot all around.

The plant often draws scavengers and carnivores, who have learned that if they don't come too close they can drag a victim away and get a free meal.

Plant

| | | |
|------------------|-------------------|----------------------------|
| ST: - | HP: 8 | Speed: - |
| DX: - | Will: - | Move: - |
| IQ: 1 | Per: - | Weight: 5 – 25 lbs. |
| HT: 8 | FP: - | SM: +3 (7 hexes) |
| Dodge: 10 | Parry: N/A | DR: 1 (Tough Skin) |

Pollen Epilepsy: Puff Weed is extremely sensitive to vibrations, and when an animal approaches, it "exhales" a puff of pollen that has an instant reaction on anyone who doesn't hold his breath (B351). Treat this as a gas cloud of 7 hexes.

The pollen produces a temporary form of epilepsy in any that breathe it and fail a **HT** roll, resulting in an immediate seizure. Treat this as 24 hours of **Epilepsy** - all effects disappear after that time. If the HT roll is made, the victim does not become epileptic, but the pollen still causes severe discomfort: **DX** is reduced by 3 for one hour and the subject is disoriented. All **IQ-based skills** are also reduced by 3 for one hour.

A victim who does not make his HT roll will fall on the ground near the plant. There are many thin, sharp spikes coming out of the ground all around the plant (**IQ-4** or **Naturalist-2** to notice from 1 yard away). These will puncture up to 2 DR and are connected to the plant's root system. They will draw out 1 HP of blood every 30 seconds. Heavier armor protects against the spikes, but not against the pollen.

Traits: Plant; Sessile.

Origin: Fantasy

Source: GURPS Fantasy Bestiary 3e.

Sky-High Tree

This is a tree that reaches to the sky - exactly how tall it is, no one knows. Its base has been described as being "bigger than a castle," "bigger than a city," and "as big around as a mountain."

Each branch of a sky-high tree is as wide as a road, and the hero who climbs one meets many strange people living in cottages on the limbs. They have goats, horses, sheep and cattle, and can grow vegetable gardens and raise grain. Yet the danger of falling is always present, and the hero is often threatened with being pushed off.

The tree magically creates a constant temperature and pressure no matter how high one climbs. No inhabitants are seen in the first week's journey up the tree, and the faint-hearted often turn back. Distances up and down are measured in days, not miles, on a sky-high tree.

Should a character fall or be pushed, the GM should roll one die. The unfortunate one falls 5d yards before having a chance to grab the next branch. A successful **DX-4** or **Acrobatics** roll is necessary to stop the plummet, and the faller takes damage when he hits the branch — see Falling (B430). Someone who continues to fall takes even more damage when he finally hits — it is 5d yards between branches.

Rumor: The tree produces edible fruit and nuts in some of the stories. In others, the hero has to bring his own supplies.

Habitat: Any

Source: GURPS Fantasy Bestiary 3e

Origin: ML (Hungary)

Notes: DR 7.

Tangle Weeds

Tangle weeds are innocent-looking plants that have developed a symbiotic relationship with a species of venomous, carrion-eating ants. They are very undistinguished plants, covering a patch about a hex in size, with a lot of long, grasslike leaves that reach no more than knee-high. They are at **Vision-4** to spot if there is no carrion around the bushes — otherwise, make a straight **Vision** roll.

The ants live underground, around the plant's root system. They form large colonies, enough to fill 5+ hexes

in swarms. They usually feed on the corpses of decaying herbivores that have come to eat the tangle weeds.

Tangle Weeds

Plant

| | | |
|------------------|-----------------|----------------------------------------------|
| ST: 70 | HP: 70 | Speed: 8.25 |
| DX: 13 | Will: 5 | Move: 5 |
| IQ: 5 | Per: 10 | Weight: 130 tons |
| HT: 20 | FP: 20 | SM: +6 (24 hex length, 17 hex height) |
| Dodge: 11 | Parry: - | DR: 20 (TS) |

Grapple: Anyone unfortunate enough to stumble into a tangle weed will be grappled if the plant wins a **Quick Contest of DX** — the victim is at -4 if taken by surprise. The plant will then attempt a takedown, which is resolved by a **Contest of ST**. At this point, the victim has taken no damage, but the ants are alarmed and swarm from their holes.

The tangle weed does not let go of a victim until it ceases struggling. Its grip may be broken at any time by winning a **Contest of ST**.

Ant Swarm: Type D 1d toxic per turn. The ants will swarm over and bite anyone on the ground — anyone still standing may avoid them by fleeing. Armor does not protect (unless sealed), as the ants get into the armor. A swarm consists of about 1,000 ants and can be dispersed by 10 hits. The ants will not leave the nest area, but will continue biting any unconscious victim until dead.

Traits: Plant; Sessile.

Habitat: Forest, Plains, Jungle, Swamp

Source: GURPS Fantasy Bestiary 3e

Origin: Fantasy

Venus Flytrap, Giant

Carnivorous plants were a staple of the '40s and '50s science-fiction and horror films. This plant is of the large, nonmobile, non-intelligent variety. It has a large hinged bulb atop a flexible stem. If the plant already has something in its jaws, it has sharp fronds that can strike.

Plant

| | | |
|---------------|----------------|-------------------------|
| ST: 13 | HP: 20 | Speed: 8.25 |
| DX: 14 | Will: - | Move: 5 |
| IQ: 1 | Per: - | Weight: 130 tons |
| HT: 10 | FP: 10 | SM: 0 |

| | | |
|------------------|-----------------|--------------|
| Dodge: 11 | Parry: - | DR: 4 |
|------------------|-----------------|--------------|

Trap (14): When a victim walks into its range, it opens its bulb and attempts to clamp it around the victim's upper body with a successful attack. Each turn thereafter, the plant does 1d-2 points of damage to the victim from digestive enzymes. If armor is worn, the enzymes will eat through the armor at the rate of 1 DR per turn. The victim can initiate a Quick Contest of ST against the plant each turn that he remains conscious — if he wins the contest, he pulls himself free.

Frond strike (14): 1d-3 cutting. Reach C, 1.

Traits: Plant; Sessile.

Habitat: Swamp

Source: GURPS Bestiary 3e

Origin: Fantasy

Notes: The quickest way to release a victim is to sever the thick, tough stem, which can take damage equal to the hit points of the plant. While this disarms the plant, it does not kill it — the only way to destroy the plant is to destroy its roots.

CREATURES TRAITS

META TRAITS

A "meta-trait" is a collection of traits that are typical of a particular mental, physical, or supernatural state. In game terms, it functions much like a regular advantage or disadvantage. A metatrait can be part of the traits of a creature. It is recorded in the creature entry *instead* of its components. Sometimes it is also mentioned as the **Class** of the creature.

In all cases, *do not* adjust the creatures attributes and secondary characteristics based on its template, as that has already been done.

Traits that can be deduced from other parts of an entry (for example, Enhanced Ground Move) will generally not be included in the traits section. However, if an advantage is enhanced or limited in some way that cannot be determined from the rest of the entry, the advantage will appear in the trait list.

The following meta-trait templates appear throughout the *Bestiary*. Some are from other Fourth Edition books, others are new.

Animal Meta-Traits

Arachnoid - Extra Legs (total 6 [front 2 count as arms]); Injury Tolerance (No Neck); No Fine Manipulators; Semi-Upright

Bird - Flight (winged, cannot hover; basic flight speed will be indicated after Ground Move); No Fine Manipulators

Fish - Ichthyoid + Doesn't Breathe (Gills)

Flying Insect - Insect + Flight (Winged)

Insect - Doesn't Breathe (Oxygen Absorption); Extra Legs (total 6; Cannot Kick); High Pain Threshold; Horizontal; Injury Tolerance (No Vitals); No Fine Manipulators

Marine Mammal - Ichthyoid + Doesn't Breathe (Oxygen Storage, x100)

Plant - Blindness; Deafness; Detect Light; Doesn't Breathe; Injury Tolerance (Homogeneous; No Blood); No Legs (Sessile); No Manipulators

Raptor - Flight (winged, cannot hover; basic flight speed will be indicated after Ground Move); Foot Manipulators (Short; Temporary disadvantage (Legless); see p. B53); Ham-Fisted (-6)

Reptile - Quadruped + Cold-Blooded (50%)

Spider - Arachnoid + Clinging; Night Vision 9; Peripheral Vision; Vibration Sense

Vermiform Reptile - Vermiform + Cold-Blooded (50%)

Elemental Meta-Traits

Variable, see B262

Elemental creatures whose bodies are made of an "element" use one of the Elemental Meta-Traits from B262.

Machine

25 Points, see B262

Although this is a bestiary, this Meta-Trait can be used for "constructs". See B262 for the features of this Meta-Trait.

Mentality Meta-Traits

Variable, see B262

Mentality Meta-Traits are used to simulate the behaviour of a creature. See B262 for the features of these Meta-Traits.

AI: A fully sentient artificial mind.

Automaton: This Meta-Trait is useful for mindless creatures like constructs, hive-creatures or undead.

Domestic Animal: For all animals that have been domesticated by man. Cats, cattle, dogs and the like.

Wild Animal: For all other wild beasts.

Morphology Meta-Traits

Variable, see B262

These meta-traits are used for nonhuman bodies like fishes or quadrupeds.

Ichthyoid: A fish-like body without manipulators.

Quadruped: A four-legged creature without manipulators.

Vermiform. A snake-like body without manipulators.

Plant Meta-Traits

Variable, see M165

Body of Wood: A body made of wood, but not like Pinocchio (Pinocchio is a construct).

Body of Slime: A body made of nonsolid plant material like algae.

Spirit

Variable, see B262 and F134

As the name suggests, this meta-trait is for ghosts, beings of pure thought, etc. See *GURPS Fantasy* for options for spirits.

Astral Entity: An astral entity cannot materialize, but can speak.

Unmanifested Spirit: An immaterial spirit who

(Corporeal) Undead Traits

Variable, see F133

Corporeal Undead are the opposite of spirits. They have bodies, but sometimes they lack a spirit.

Intact Undead: An undead who is not long dead and who is mostly intact.

Rotting Undead: The standard zombie body.

Skeletal Undead: After all the flesh of a zombie has rotted away, the skeleton is all that remains.

Mummified Undead: A dead body that has dried out. It is vulnerable to fire.

POISONS

The poison types from Third Edition have been simplified and modified to fit the Affliction and Innate Attack advantages from 4e. Because of the complexity of these attacks, they are treated like templates. GURPS Third Edition classified poisons by types. In this *Encyclopedia*, they will be identified by the same type classi-

fications but will be described as power abilities. Note that for Cyclic attacks, the victim may attempt to resist once per cycle. Successful resistance ends all further cycles.

Poison Templates

All attacks have Follow-up unless otherwise specified in the creature entry. (Not all of these types are found in the current version of this document.)

Many of the original poisons have what amounts to Secondary effect: Heart Attack. Since most poisons do toxic damage, they must be Innate Attacks, which cannot take Secondary. Side Effect and Symptoms do not allow Heart Attack as an option. Since Innate Attack is significantly cheaper than Affliction, allowing a Secondary like Heart Attack in an Innate Attack effectively cheats the system. (Why would anyone bother taking Affliction if the intended goal is Heart Attack and it can be added to an Innate Attack?) As a result, these poisons require two separate attacks, both tied to the original delivery as Follow-Ups. The first attack is the expected Toxic Attack. The second is an Affliction with a usually nominal primary effect and a much nastier Secondary that kicks in on a critical failure. Because the Affliction requires a standard HT roll to resist, it is actually harder to suffer the Heart Attack effect than it would be if the roll were lower: if the victim's effective HT were 6 or below, the critical failure window would be larger.

At the GM's option, the two resistance rolls can be consolidated: the victim rolls once and the result applies to both the Toxic Attack and the Affliction.

Type A

Toxic Attack (Cyclic, 1 day for 4 cycles; Follow-Up; Onset, 15 minutes; Resist HT-4)

Affliction 1 (HT; Follow-Up; Moderate Pain; Secondary on critical failure, Heart Attack)

The Cyclic enhancement adds three cycles to the attack, but since each one is Resistible, the cost is halved. The Follow-Up cost assumes that the poison is being delivered in a natural attack, such as a snake's fangs. The conditional modifiers to the HT roll that appear in the original version (physical activity, venom sucked out, antivenin, etc.) can be applied as the GM sees fit.

Type B

Toxic Attack (Cyclic, 1 day for 4 cycles; Follow-Up; Resist HT-5; Symptoms: 1/3 HP, Attribute Penalty, -2 DX)

Affliction 1 (HT; Attribute Penalty, -2 DX; Extended Duration, x1000; Follow-Up; Secondary on critical failure, Heart Attack)

This Toxic Attack has Symptoms: if the victim takes damage equal to or greater than 1/3 of his basic HP, he takes a -2 DX attribute penalty until the injury is healed. The Affliction has an Extended Duration that effectively turns each minute of affliction into nearly 17 hours. The Affliction is dispelled if the victim succeeds on any subsequent HT-5 resistance roll for the Cyclic Toxic Attack.

The same conditional modifiers that appeared in the original Type A apply here as well.

Type C

Toxic Attack (Follow-Up)

Toxic Attack (Follow-Up; Resist HT-5; Symptoms after 1/3 HP, Attribute Penalty, -4 DX)

Affliction 1 (HT; Moderate Pain; Secondary on critical failure, Heart Attack)

The original version of this poison does half damage if the victim wins the HT roll. In Fourth Edition terms, that means two Toxic Attacks: the first is not Resistible, the second is. The two attacks divide the listed damage between them. So, a 1d Type C attack would automatically do 1d-3, and another 1d-3 on a failed HT roll. For simplicity, the GM may wish to ignore the first Toxic Attack and resolve this as a standard Resistible attack. In that case, the damage listed in the entry applies entirely to the Resistible Toxic Attack.

Type D

Affliction 3 (HT-2; Extended Duration, x100; Follow-Up; Paralysis; Secondary on critical failure, Coma)

This one is easy, a textbook Affliction. The Extended Duration has the result that for every point by which the victim failed the HT roll, he is paralyzed for just over an hour and a half. The original poison set the duration at 6 hours; this new Type D is more flexible, possibly more forgiving and occasionally nastier. However, in the original version, a success results in paralysis for 3d minutes. The only way to guarantee at least this result is to use a Resistible Innate Attack with Symptoms, but the cost is too high for the intended effect.

Type E

Toxic Attack (Cyclic, 1 day for 2 cycles total; Follow-Up; Resist HT-5; Symptoms at 1/2 HP, Disadvantage: One Arm)

This poison is significantly different from its Third Edition counterpart. The exact symptoms of Type E poison are complex and quite difficult to model using advantages. The result would be overly complex. The One Arm disadvantage listed here is the most expensive result. If the victim was struck on the hand or leg, apply the appropriate disadvantage instead of One Arm. This represents the onset of gangrene, which disables the limb and can only be healed medically. What started out as a toxic poison attack effectively becomes a toxic disease attack once the Symptom sets in.

Type F

Toxic Attack (Follow-Up; Resist HT-5)

Affliction 1 (HT; Attribute Penalty, -3 all attributes; Extended Duration, x100; Follow-Up; Nauseated; Secondary on critical failure, Heart Attack)

Similar to the Type D poison, the original has a nausea effect even on a success, but the cost is too high for the intended effect.

Type G

Fatigue Attack (Follow-Up; Resist HT-2)

Toxic Attack 1 point (Follow-Up; Resist HT-2)

Affliction 1 (HT; Follow-Up; Moderate Pain; Secondary on critical failure, Coma)

The damage listed in the entry should be applied to the Fatigue Attack, not the Toxic Attack.

Type H

Toxic Attack (Follow-Up; Onset, 1 hour; Resist HT-2)

This poison cannot be modeled exactly with Fourth Edition advantages. In the case of a critical failure on the HT roll, the GM should apply maximum damage to mimic the original Type H critical failure effects.

Type J

Toxic Attack (Follow-Up)

Toxic Attack (Follow-Up; Resist HT-3; Symptoms at 1/3 HP, Low Pain Threshold)

The original version of this poison does half damage if the victim fails the HT roll. Resolve this in the same fashion as with Type C. In the original Type J, the victim can make the HT roll once per day to stop the effects. To do that here would require an expensive Affliction, however. My solution keeps the Low Pain Threshold on the victim until the wound is healed.

Type K

Toxic Attack (Follow-Up; Onset, 1 hour; Resist HT-2; Symptoms at 1/3 HP, Unconsciousness)

Affliction 3 (HT-2; Disadvantages: Berserk or Phobia (any) or Delusions or Phantom Voices; Extended Duration, x10; Follow-Up)

The original version of the Type K poison induced the effects of the Madness spell. For this version, the GM should insert one of the disadvantages listed above and calculate the cost accordingly. The original also had a

minor stun effect, not modeled here. The Unconsciousness effect is slightly different in the original. To mimic that effect more precisely, apply the Onset of the Toxic Attack to the Symptoms only; the damage takes effect immediately.

Type S

Affliction 1 (HT; Blindness; Severe Pain)

Because Type S only applies to spitting attacks, it does not have a Follow-Up enhancement. In addition, it cannot be a Toxic Attack, since it does not do enough damage to warrant the Symptoms a Toxic Attack would require. To model the original, this poison would be an Affliction 5, but according to point costs it would be too powerful. The GM should scale the Affliction to suit her needs.

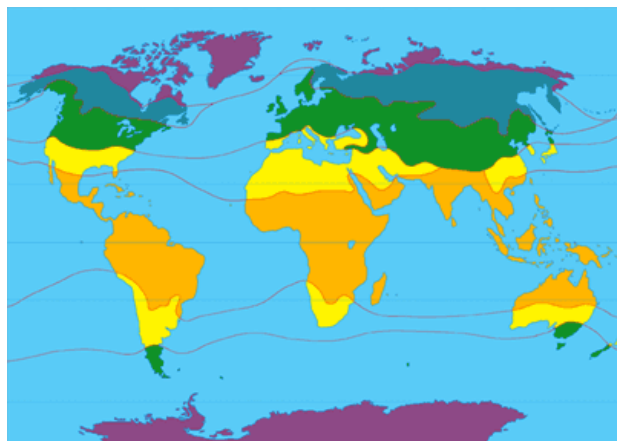
CREATURE ECOLOGY






The only interesting aspect of a creature's ecology for roleplaying games is where the creature lives and where it can be encountered. This is specified by the habitat entry in the creature's stats in this bestiary. It contains information about the climate and the habitat.

CLIMATE

Climate is divided into zones as it is done in the real world. The picture below shows how the zones are distributed around the real world.

Domestic animals often lack a climate entry as this depends on its owner.



- | | |
|-------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------|
|  - Tropical |  - Subtropical |
|  - Temperate |  - Subpolar |
|  - Polar | |

Tropical

This zone is located around the equator and goes up to 23,5° latitude on earth. Seasons have minimal thermal influence, mean annual temperatures are above 25° Celsius. It is a daytime climate: daily temperature differences are bigger than seasonal ones. The constitutive element of tropical climate is the existence of rain time. Although there are relatively dry areas in this zone, it's more wet than subtropical climate.

Aside from the hot tropical climate there is a cold tropical climate that can be found in mountain ranges. It is specified by its constant seasonal temperatures.

Subtropical

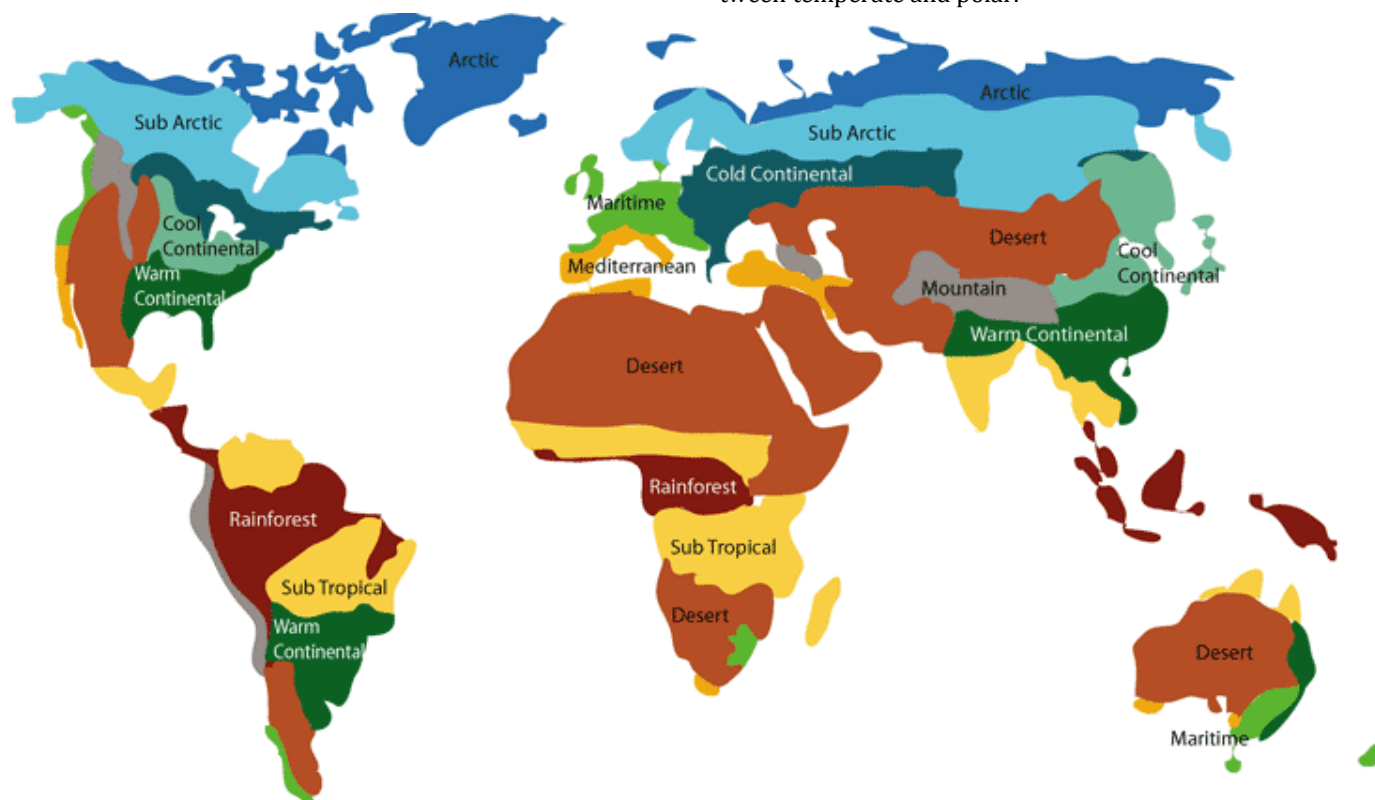
This zone is located in belts that go from 23,5° to 40° latitude. Middle temperature around the year is above 20° Celsius, but middle temperature of the coldest month is below 20° Celsius. Temperature differences between day and night are high. This zone is more dry than the tropical zone. On earth, a lot of deserts exist in subtropical zones.

Temperate

This zone is located in belts that go from 40° to 60° latitude. It has big seasonal differences that increase as one gets closer to the poles. Another defining characteristic are the differences between night and day. They also increase as one gets closer to the poles. Daylength differs from 8 hours in winter to 16 hours in summer.

Subpolar

This zone is located in belts that go from 60° to 66,5° (the arctic circle) latitude. It's a transitional zone between temperate and polar.



Polar

This zone is located around the poles and goes down to 66,5° latitude, the arctic circles. Temperatures around the year are below freezing and precipitation is low.

HABITATS

The habitats used here are only a rough classification. Habitats tend to cross over into each other.

Arctic

Ice floes occur in regions next to the polar icecaps where the size of the icecap fluctuates with the seasons, growing larger during winter and shrinking in the summer as the ice melts and large ice floes break off from the edges of the caps and follow the ocean currents. The cold oceans near the poles are often extremely rich in nutrients and can support an abundance of life forms. The ice floes form a platform for many marine semi-aquatic vertebrates such as polar bears, pinnipeds, and birds.

The far north and south are covered by permanent ice that covers both land and sea. Some of these icecaps are miles thick. Though no plant life grows on the ice, a variety of animals still eke out a living in these regions.

Civilization

Urban areas include cities, towns, and villages. A number of animal species have adapted to living in these regions, often scavenging off human leftovers.

Desert

Deserts exist in arid locations having less than 2 inches of rain a year and where the water quickly evaporates. The scarcity of water means that little plant life can survive, so deserts are characterized mainly by rock, dirt, and sand. Plant life is sparse with only occasional shrubs and plants. Typical plants include succulents (like cactus) and sagebrush. Deserts are often very hot during the day but cold at night. The soil quality is poor and animal life is sparse, usually being restricted to insects, arachnids, reptiles, and birds. Animal life is often nocturnal.

Semi-deserts exist in arid and semi-arid locations that receive a modest but reliable level of rainfall each year. Semi-desert will often have a good deal of plant cover especially after rain. Plant life is mainly small shrubs, stunted trees, and other plants specially adapted for dry climates such as cacti. There will also be seasonal plants that grow after the rains and then die back. Some semi-deserts are warm or hot throughout the year, while others can be cold during the winter and at night. Animal life is moderately plentiful and diverse and will typically include mammals, birds, insects, reptiles, and other classes of animal.

Domestic

Farmland consists of areas that have been adapted for agriculture. Farmland consists of both lands adapted for crop-growing, and lands used to graze domestic herd animals. Other habitats such as forest are frequently cleared to convert the land to arable use. Farmland exists in subpolar, temperate, subtropical, and tropical climates. Farmland is frequently divided up into fields by fences, walls, or hedges.

Forest

Forests exist in subarctic, temperate, subtropical, and tropical regions and have different characteristics according to the climate.

In subarctic regions forests are known as Taiga or coniferous forests. The plant life of Taiga forests is dominated by conifers. Taiga occurs in regions that receive adequate rainfall and are cool year-round. The soil is poor or rocky. Animal life is plentiful and includes mammals, birds, reptiles, and insects.

In temperate regions, forests are mixtures of coniferous and deciduous trees, coniferous trees dominating as the climate gets colder. Temperate forests occur in areas with moderate rainfall and where there is both a cool and wet season. They grow in fertile soil and are home to many animals including mammals, birds, reptiles, and insects.

In moist tropical regions forests become dense rainforests, and the semi-tropical regions are dominated by seasonal monsoon forest. Rainforests are very wet year-round while monsoon forests are seasonally very wet and moderately wet. The temperature is always warm, and the soil is poor and thin. Rainforests and monsoon forests have many animals and plants, being richer in life forms than any other habitat.

Fresh Water

Rivers form where rainfall runs down from higher elevations seeking lower ground. Some rivers reach the ocean. Others instead run into freshwater lakes and ponds. These freshwater habitats are home to an ecosystem quite distinct from that of the oceans and dependent on the climate of the area in which they exist are often home to a rich selection of animal and plant life.

Mountain

Mountain habitats exist worldwide and frequently have a climate and ecological system quite distinct from that of the surrounding region. For instance, Mount Kilimanjaro in Africa rises in the tropical climate of Tanzania, yet its peak (which rises to 19,341 feet) is permanently covered with an icecap. This is due to the fact that temperatures become lower at higher altitudes. The higher elevations just below the snow line form alpine or highland climates, which are very similar to tundra. Mountains are often wetter than lower regions surrounding them, which encourages thicker vegetation at their lower altitudes. Each side of the mountain may also have its own climate and habitat. The side facing the sun may be warm and moist, while the side in the shadow may be cold and windy.

Plains

Grasslands are regions of large flat land or hilly land, covered with grass and only a few scattered trees. Grasslands occur in environments that are characterized by fairly low rainfall but with a wet season and a dry season. They occur in temperate-to tropical climates, and the particular characteristics will differ according to the climate in which they occur. In temperate climates, grasslands are known as steppes or prairies. In tropical and subtropical climates, grasslands are known as savannas. Depending on how much rain falls, the grass may be short (below 20 inches), mixed (20–60 inches), or tall (growing as high as 10 feet). Grasslands are frequently home to large herds of grazing animals and their

predators. Many other classes of animal such as birds, insects, and reptiles are also plentiful. The soil is fertile.

Scrublands are located in regions with hot dry summers and cool moist winters. Scrub is characterized by grass, bushes, rock, and bare earth. Trees are limited to bushes and short scrub trees. Tall trees are rare due to the severe heat and dryness of the summer. The soil is poor. Animal life is moderately plentiful and is specially adapted to handle drought.

Located in arctic regions with short summers and long, cold, dark winters, tundra is usually carpeted by snow in winter. The soil in tundra habitats consists of a layer of topsoil that remains frozen through much of the year, thawing to varying depths during summer, and a layer of permanently frozen subsoil known as permafrost. Despite these harsh conditions, tundra habitats are home to a surprising variety and number of animal and plant life. Tundra habitats receive relatively little annual rainfall, and they are frequently blasted by strong arctic winds, ensuring that few tall plants can survive. Plant life is dominated by lichens; mosses; and small, perennial plants and shrubs that carpet the land when the snow melts in summer. No trees grow in tundra habitats except a few dwarf varieties. Animal life consists of many large vertebrates such as musk ox, caribou, reindeer, and many smaller vertebrates, along with a variety of predatory animals. These large animals are migratory. They move to milder regions during winter. Birds and some species of insects such as mosquitoes, black flies, beetles, and grasshoppers are also abundant during the warmer seasons.

Salt Water

Coral reefs are found in climates where the sea temperature never drops below 64°F and where the ocean is relatively clear and shallow allowing plenty of light to reach the coral surface. Coral reefs are formed by hard coral that is made up of the hard shells of dead coral animals. There are 3 types of coral reef: Atolls, which are ring-shaped reefs formed around an oceanic island; barrier reefs, which occur near coasts but are separated from the coast by a deep channel that may extend for miles in width; and fringing reefs, which form close to the shore. Reefs are very rich environments supporting a wide variety of organisms.

Coastal habitats occur in all climates where the land meets the sea. Coastal habitats are made up of 3 zones: the supralittoral, the littoral and the infralittoral. The highest zone is the supralittoral, which includes areas just beyond the waterline but still affected by salt spray. The next zone is the littoral, which is regularly covered by tidal water. The lowest zone is the infralittoral, which is always submerged even at lowest tide. Coastal geology may be dominated by mud, sand, pebbles, or rocky coasts. Animal and plant life can be scarce or plentiful dependent on local climactic conditions. Animal life is often adapted to survive both on land and in the sea.

Inshore habitats occur near coasts. They are characterized by relatively shallow salt water to depths of about 245 feet. In inshore waters, light can often reach the seabed, promoting the growth of plant life that allows inshore waters to support a rich variety of animal life.

Pelagic oceans exist in areas with deep waters. Light cannot reach the ocean bed. The majority of animal life lives in the brightly lit surface zones. Relatively few

animals live in the deep-sea zones where darkness and high pressure are constant.

Subterranean

Caverns and tunnels are an underground habitat. Caverns consist of underground hollows or passages formed mainly by water erosion. Tunnels are artificial underground hollows or passages. They are frequently dug by humans to allow extraction of mineral wealth such as coal or metals. Abandoned mines may become unstable when the artificial supports originally put in place to support mining efforts deteriorate. Caverns and tunnels occur all over the earth, and may run for great distances and to great depths. The climate of a cavern or tunnel is typically cool. They can be wet or dry depending on local conditions. Caverns have rock floors, few animals, and almost no plants. Those caverns that have easily accessible openings to the outside often serve as shelters for animals. At greater depths, caverns support their own distinct life forms that have become especially adapted for the continual darkness of underground existence.

Crypts are structures that are largely or wholly underground and used for burial purposes. They can exist in any climate and will usually be found in or near urban environments or ruins.

Swamp

A wetland is a waterlogged or flooded habitat with a covering of water plants. Wetlands contain fresh water, and these habitats include marshes, bogs, and swamps. Wetlands frequently shrink and expand during the seasons, some areas drying up in the dry seasons, but looking more like lakes in the wet seasons. The soil is nutrient-rich, and both plant and animal life are plentiful.

Mangrove swamps only occur in tropical and subtropical regions. They exist in coastal areas on muddy salt flats that are exposed to fluctuating tides, and they are formed by halophytes (plants that have adapted to surviving in salty intertidal mud), with a predominance of mangrove trees.