

The Natural Encyclopedia

Worldbook Two of the High Fantasy Project
a campaign setting for GURPS

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In addition to offering original creatures, this document contains entries converted from GURPS 3E publications and lists the locations of most GURPS 4E creatures and templates.

The conversions are the work of the present author; the source materials are the property of Steve Jackson Games and are not reproduced in this document.

*660 Total Entries:
437 Converted from 3E
247 Referenced from 4E
21 Inspired by other Sources
55 Originals by the Author*

An Overview of the Encyclopedia

The majority of the creatures in this *Natural Encyclopedia* have been adapted from the *GURPS Bestiary Fantasy Bestiary* and *Space Bestiary* for Third Edition, as well as other GURPS sourcebooks. Each such entry contains source information, so that readers may backtrack to the original. Although I have attempted to keep a fairly consistent process of conversion, there are many cases in which a by-the-book conversion would produce undesirable results. I have also taken some inspiration from the bestiaries of other RPG systems, but none of the entries here are direct conversions from those books.

REQUIRED READING

The majority of the entries in the *Encyclopedia* only require the two books of the Basic Set. Some, however, rely on elements from *GURPS Fantasy (4e)*, *GURPS Magic* or *GURPS Powers*. A very few require spells taken from *HFP Spell Binder*, which is currently being developed and is also freely available.

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 Physical Traits.

REACH AND PARRY

The size of a creature can affect its Reach, but not all of its innate weapons will benefit from this. Bite attacks, for example, regularly do not have extended Reach based on the creature's size, since the creature's head usually cannot be extended.

Frequently, an entry's parry score will be listed with two numbers, one of them in parentheses. The first number refers to an unarmed parry against an unarmed opponent. The second number refers to an unarmed parry against an armed opponent. Bite attacks do not parry.

COMBAT SKILLS, TECHNIQUES AND STYLES

In most cases, to save space, the Brawling skill will not be indicated explicitly; it appears in the entry's attack information. Any combat skill that can be deduced from other sections of the entry (i.e., attacks and abilities) will not be separately identified.

Combat techniques and combat styles are optional elements that appear in some of the entries. These techniques and styles are taken from *GURPS Martial Arts 4e*.

META-TRAIT TEMPLATES

The following trait templates appear throughout the *Encyclopedia*. Some are from other Fourth Edition books; these will simply be listed (B = Basic Set; F = Fantasy; M = Magic). Others are new with the *Encyclopedia* and are fully described.

Apparition - F134

Arachnoid - Extra Legs (total 6 [front 2 count as arms]); Injury Tolerance (No Neck); No Fine Manipulators; Semi-Upright

Astral Entity - B263 (equal to Unmanifested Spirit + Not Mute; see F134)

Automaton - B263

Bird - Flight (winged, cannot hover; basic flight speed will be indicated after Ground Move); No Fine Manipulators

Bodies of Air, Earth, Fire, Ice, Metal, Stone, Water - B262

Bodies of Slime, Wood - M165

Domestic Animal - B263

Fish - Ichthyoid + Doesn't Breathe (Gills)

Flying Insect - Insect + Flight (Winged)

Ichthyoid - B263

Insect - Doesn't Breathe (Oxygen Absorption); Extra Legs (total 6; Cannot Kick); High Pain Threshold; Horizontal; Injury Tolerance (No Vitals); No Fine Manipulators

Intact Undead - F133

Machine - B263

Materialization - F134

Marine Mammal - Ichthyoid + Doesn't Breathe (Oxygen Storage, x100)

Magical Spirit - F134

Mummified Undead - F134

Phantasm - F134

Plant - Blindness; Deafness; Detect Light; Doesn't Breathe; Injury Tolerance (Homogeneous; No Blood); No Legs (Sessile); No Manipulators; Vulnerability (Fire, x2)

Poltergeist - F134

Quadruped - B263

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°)

Rotting Undead - F133

Spirit - B263

Spider - Arachnoid + Clinging; Night Vision 9; Peripheral Vision; Vibration Sense

Skeletal Undead - F133

Unmanifested Spirit - F134

Vermiform - B263

Vermiform Reptile - Vermiform + Cold-Blooded (50°)

Wild Animal - B263

See also the template entries for the fae species (Faerie, Nymph, Gremlin, Shunned, Imp) and the amorphs (Ooze, Jelly, Slime). In all cases, *do not* adjust the entry's attributes and secondary characteristics based on its template, as that has already been done.

In most cases, the Vermiform meta-trait as applied to a given creature will include Horizontal, and frequently Invertebrate, but these minor distinctions are not noted in the entries. Some vermiform creatures have legs like centipedes or millipedes: they are listed as **Effectively Vermiform**, having very small legs that are incapable of doing anything other than propelling the creature.

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.

REPRESENTING INNATE ABILITIES

Many of the creatures in this *Encyclopedia* have innate abilities that are not covered by standard attacks or skills, but are also not in the strictest sense "powers" (i.e., magical, psionic, etc.). In some cases, however, I model them as if they were true power-based abilities. I make this clear by putting the power source in parentheses after the ability name. I do this mainly to indicate that the ability can be counteracted by another ability or spell that "jams" the power source.

Every power ability and innate ability appears individually below the list of traits, set off from the rest of the entry by a bullet (•) before the name of the ability. Abilities that require a roll to activate will have the skill roll in parentheses. (Innate Attacks are represented only by their type: breath, gaze, etc.) Follow-Up abilities will be identified with (F) instead of a skill roll number. Aura- and Emanation-based abilities will have (A) or (E). Maledictions, which use Will rolls instead of skill rolls, are indicated by (M). Defensive abilities that do not require rolls (such as Spines) are indicated by (D); note that such abilities may often be used offensively in the manner of an Aura. Skills that are fully covered by bulleted abilities (such as most Innate Attacks) will *not* appear in the Skills section.

POISONS WITH MULTIPLE EFFECTS

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 classifications 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.

Animals

ACID BARNACLE

Fish, Wild Animal

ST: — HP: 1 Speed: —
DX: — Will: 10 Move: —
IQ: 1 Per: 3
HT: 12 FP: 12 SM: -10

Dodge: — Parry: — DR: 1

Combat Skills: Wrestling-16

•**Acid Secretion (A):** Corrosion Attack 1 point (Aura; Limited Use, 1/day; Melee Attack; Underwater)

Source: GURPS Space Bestiary 3e

ACIDRIAD

Source: GURPS Creatures of the Night 4

ACÓATL

Vermiform, Wild 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 (Tough Skin)

Combat Traits: Constriction Attack

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

Source: GURPS Aztecs

AFANC

Vermiform, Wild Animal

ST: 92* HP: 92 Speed: 5.75
DX: 9 Will: 10 Move: 3
IQ: 3 Per: 10
HT: 14 FP: 14 SM: +8
20x2 hexes, 48 tons

Dodge: 8 Parry: — DR: 2 (Tough Skin)

Bite (9): 5d cut* with Bleeding, Reach C to 2

•**Bleeding (F):** Fatigue Attack 1d-3 (Cyclic, 1 minute, 10 cycles; Follow-Up, bite; Trigger, 10+ damage with Bite)

Physical Traits: Doesn't Breathe (Aquatic)

Source: GURPS Fantasy Bestiary 3e

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

AGROPELTER

Wild Animal

ST: 8 HP: 8 Speed: 6.5
DX: 14 Will: 11 Move: 10
IQ: 5 Per: 10
HT: 12 FP: 12 SM: 0

50-70 lbs.

Dodge: 9 Parry: — DR: 0

Bite (14): 1d-4 cr

Combat Skills: Thrown Weapon (sticks)-14

Physical Traits: Brachiator

Source: GURPS Bestiary 3e

ALKIEN (ACID SLUG)

Source: Pyramid 1/25/08 (Acid Slug)

ALLIGATOR

Reptile, Wild Animal

ST: 21* HP: 21 Speed: 6
DX: 12 Will: 10 Move: G4-W7
IQ: 3 Per: 10
HT: 12 FP: 12 SM: +2
3 hexes, 700-1,500 lbs

Dodge: 9 Parry: — DR: 4 (Flexible)

Bite (14): 2d+1 cut (Reach C, 1)

Tail (14): 2d+2 cr (Reach C, 1; Cannot Parry; Limited Arc, rear only)

Source: GURPS Bestiary 3e

*ST range 18-23 depending on weight

ALTAMAHA

Fish, Wild Animal

ST: 16* HP: 16 Speed: 6
DX: 14 Will: 10 Move: W6
IQ: 4 Per: 10
HT: 10 FP: 10 SM: +4*
300-900 lbs.

Dodge: 9 Parry: — DR: 1

Combat Traits: Crushing Striker (Tail; Cannot Parry); Striking ST +4 (Striker)

Bite (16): 1d cut (Reach C)

Tail Whip (14): 2d+1 cr (Reach 1-4*)

Description: The altamaha looks like a giant eel or snake. It inhabits salt water but spawns in rivers and streams once a year. It is not naturally aggressive, but it will attack anything that interferes with its migration by biting and whipping its tail at the intruder.

Source: Author

*ST range 13-19; SM range +2 to +6; Reach range 1-2 to 1-7

ALTICAMELUS

Quadruped, Wild Animal

ST: 20 HP: 20 Speed: 5.25
DX: 9 Will: 10 Move: 6
IQ: 4 Per: 10
HT: 12 FP: 12 SM: +2

Dodge: 8 **Parry:** — 3 hexes
Bite (8): 2d-2 cr (Reach C, 1)
Trample (8): 2d+1 cr
Source: GURPS New Sun

AMAROK

Quadruped, Wild Animal

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

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

Bite (14): 2d+1 cut (Reach C)

Claws (14): 2d+1 cut (Reach C)

Source: GURPS Fantasy Bestiary 3e

AMIKIRI

Wild Animal

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

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

Combat Traits: Extra Attack

Pincers (16): 1d-1 cut (Reach C)

Beak (16): 1d-2 pi+ (Reach C)

Physical Traits: Flight (Takes Recharge, 1 hour; Maximum Duration, 1 minute); Horizontal

Magical Traits: Magery 0

Source: GURPS Fantasy Bestiary 3e and GURPS Japan

AMPHISBAENA

Source: F211

ANT, GIANT

Insect, Wild Animal

ST: 7 **HP:** 7 **Speed:** 6.25
DX: 12 **Will:** 9 **Move:** 6
IQ: 2 **Per:** 9
HT: 13 **FP:** 13 **SM:** -2
25-50 lbs.

Dodge: 9 **Parry:** — **DR:** 1 (Flexible)

Bite (12): 1d-4 cr (Reach C)

Physical Traits: Discriminatory Smell

Source: GURPS Bestiary 3e

ANT, STORM

Source: Pyramid 4/6/07

ANT, TRAPPER

Insect, Wild Animal

ST: 19 **HP:** 19 **Speed:** 5.75
DX: 10 **Will:** 9 **Move:** 6
IQ: 2 **Per:** 10
HT: 13 **FP:** 13 **SM:** +2

3 hexes, 850 lbs.

Dodge: 9 **Parry:** — **DR:** 2 (Flexible)

Combat Traits: Combat Reflexes

Mandibles (9): 2d-2 cut (Reach C)

•**Acid Spray (Breath-14, Biological):** Corrosion Attack 2d (Cone, 2 yards; Reduced Range, 1/2D – Max 10; Takes Recharge, 12 hours)

Combat Skills: Wrestling-18

Physical Traits: Tunneling (Move 4); Vibration Sense

Description: The giant trapper is the largest species of ant, larger than the giant ant-lion by at least a third. They are also excellent tunnelers, and use this to their advantage when hunting for prey. A trapper's den can be extensive and always has multiple entrances. Female dens tend to be larger and multi-leveled in order to accommodate their eggs and hatchlings. Because they prefer to dig their tunnels with at least a six foot ceiling (nearly twice their own height, allowing them to turn around), abandoned and captured dens are often populated by sapient wishing to avoid contact with the outside world. Some abandoned dens become the property of an assortment of underground creatures, many of which are often unaware that they have neighbors in other parts of the den.

The entrances to a trapper's den descend underground at a shallow decline. A trapper will plug the last few feet of the entrance corridor with dirt and plants, to discourage intruders when it is away from the entrance and to encourage them when it is not. When a trapper ant is hungry, it tunnels out the bulk of the entrance plug with its front legs and sets its broad mandibles in a closed position just underneath the top few inches of dirt. As soon as it senses its prey walking across the top of its mandibles, it opens them wide, causing its victim to plunge into the hole. It uses its acid spray as a digestion aid and begins devouring its still-living meal. Because the trapper ant's acid gland only produces enough fluid to kill a single animal before draining out, trappers only use the spray as a last resort defensive measure. If they were to use it more frequently in that capacity, they would soon starve.

Giant trapper ants are very wary of others of their own species, except when mating. Females are far more aggressive than males, since they require more space and must compete for it with others of their kind. The mating practices are distinctive, since trapper ants do not actively seek to reproduce. When one trapper ant tunnels into the den of another trapper of the opposite sex, the two will meet at the intersection, mate and then fill in the tunnel that connected them. If two males connect their dens, they will

usually ignore one another and fill in the connecting tunnel at their convenience. If two females connect, however, they will attack one another and try to destroy any eggs or hatchlings they encounter. The most powerful femal trapper ants have exceedingly large dens on account of having taken over the dens of dead competitors as spoils of war.

Organization: Solitary, no more than one per square mile.

Habitat: Plains.

Source: Inspired by Ankheg, D&D Monster Manual I.

ANT-LION, GIANT

Insect, Wild Animal

ST: 13 **HP:** 13 **Speed:** 6.25
DX: 13 **Will:** 10 **Move:** 5
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** +1

3 hexes, 300 lbs.

Dodge: 9 **Parry:** — **DR:** 1 (Flexible)

Pincers (15): 1d cut (Reach C)

Source: GURPS Fantasy Bestiary 3e

ANTELOPE

Quadruped, Wild Animal

ST: 13 **HP:** 13 **Speed:** 6.25
DX: 14 **Will:** 10 **Move:** 7(21)
IQ: 3 **Per:** 12
HT: 11 **FP:** 15 **SM:** 0

250-350 lbs.

Dodge: 9 **Parry:** 9 **DR:** 0

Horns (13): 1d+1 imp (Reach 1)

Trample (13): 1d+1 cr

Physical Traits: Enhanced Move (Ground 21; Handling Bonus +2)

Skills: Jumping-14; Running-14

Description: Close to a hundred species of antelope exist. The statistics given here are an amalgamation of the most common species; the smallest antelope weigh just over three pounds, while the largest weigh more than a ton.

Both males and females of many antelope species have horns, although those of the males are generally larger. Some species do not have horns at all, and in any case they are not used for defense against predators. For protection antelope rely on their speed (against lions, for example), endurance (as against cheetahs) and maneuverability. When fleeing danger an antelope will always run at its full Enhanced Move, but the point at which it breaks into a run varies by what is hunting it. Antelope have been known to run from cheetahs spotted up to half a mile away.

Included among the various types of antelope are the eland (two species), gazelle (over a dozen species), impala, oryx (four species), springbok and wildebeest (two species). **Organization:** Antelope gather in massive herds, which greatly increases each individual's chances of survival. Springbok antelope herds may grow to over ten million

individuals covering an area of 1,500 square miles.

Habitat: Varies: forest, plains and savannah are their major habitats.

Source: Author

ARCHAEOPTERYX

Source: GURPS Lands Out of Time

ARSINOITHER

Quadruped, Wild Animal

ST: 29 **HP:** 29 **Speed:** 5.5
DX: 9 **Will:** 10 **Move:** 14
IQ: 4 **Per:** 10
HT: 13 **FP:** 13 **SM:** +2

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

Combat Traits: Combat Reflexes

Bite (10): 3d-1 cr (Reach C)

Claws (10): 3d cr (Reach C, 1)

Trample (10): 3d cr

Source: GURPS New Sun

ARTHROPLEURA

Source: GURPS Lands Out of Time

ASSASSIN BUG, GIANT

Insect, Wild Animal

ST: 10 **HP:** 10 **Speed:** 6.5
DX: 14 **Will:** 10 **Move:** 9
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** -2

Dodge: 9 **Parry:** — **DR:** 1 (Flexible)

Piercing Mouth (16): 1d-2 imp with Digestive Agent (Reach C)

•**Digestive Agent (F, Biological):** Toxic Attack 2d (Follow-Up, bite; Takes Extra Time, 2 seconds)

Combat Skills: Wrestling-16

Source: GURPS Fantasy Bestiary 3e

ATHOL

Quadruped, Wild Animal

ST: 9* **HP:** 9 **Speed:** 6.5
DX: 13 **Will:** 11 **Move:** G7-A14
IQ: 4 **Per:** 10
HT: 13 **FP:** 13 **SM:** 0

85-125 lbs.

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

Claws (15): 1d-2 cut

Physical Traits: Flight (Small Wings; Air 14; Cannot Hover); Sonar; Ultrahearing

Mental Traits: 3D Spatial Sense

Magical Traits: Magery 0

Source: GURPS Fantasy Bestiary 3e

*ST range 9-10 depending on weight

AUÍZOTL

Wild Animal

ST: 10 **HP:** 5 **Speed:** 6.75

DX: 14 **Will:** 10 **Move:** 10

IQ: 5 **Per:** 10

HT: 13 **FP:** 13 **SM:** 0
140 lbs.

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

Bite (16): 1d-2 cut (Reach C)

Claws (16): 1d-2 cut (Reach C)

Physical Traits: Extra Legs (total 4); Horizontal

Source: GURPS Aztecs

AUROCHS

Quadruped, Wild Animal

ST: 23* **HP:** 23 **Speed:** 5

DX: 9 **Will:** 10 **Move:** 8

IQ: 4 **Per:** 8

HT: 11 **FP:** 11 **SM:** +1
1,000-2,500 lbs.

Dodge: 8 **Parry:** 7(4) **DR:** 1 (Tough Skin)

Horns (9): 2d+2 imp (Reach C)

Trample (9): 2d+3 cr

Source: GURPS Bestiary 3e

*ST range 20-27 depending on weight

AVUKETT

Quadruped, Wild 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 imp; (Reach C; Limited Arc, forward)

Trample (13): 1d-3 cr

Source: GURPS Fantasy II

BABOON, GUINEA

Wild Animal

ST: 6 **HP:** 6 **Speed:** 5.25

DX: 9 **Will:** 10 **Move:** 5(10)

IQ: 5 **Per:** 10

HT: 12 **FP:** 12 **SM:** 0
30 lbs.

Dodge: 8 **Parry:** — **DR:** 0

Bite (10): 1d-5 cut

Physical Traits: Semi-Upright

Source: Author

BABOON, CHACMA

Wild Animal

ST: 9 **HP:** 9 **Speed:** 5.25

DX: 9 **Will:** 10 **Move:** 5(10)

IQ: 5 **Per:** 10

HT: 12 **FP:** 12 **SM:** 0
90 lbs.

Dodge: 8 **Parry:** — **DR:**

Bite (14): 1d-1 cut (Reach C)

Physical Traits: Semi-Upright

Source: Author

BABOON, HAMADRYAS

Wild Animal

ST: 13 **HP:** 13 **Speed:** 6.5

DX: 14 **Will:** 10 **Move:** 9

IQ: 5 **Per:** 10

HT: 12 **FP:** 12 **SM:** 0
250-300 lbs.

Dodge: 9 **Parry:** — **DR:** 0

Bite (14): 1d-1 cut (Reach C)

Physical Traits: Semi-Upright

Source: GURPS Fantasy Bestiary 3e (Hamadryas)

BADGER

Quadruped, Wild Animal

ST: 7 **HP:** 9 **Speed:** 5.75

DX: 13 **Will:** 10 **Move:** 6

IQ: 4 **Per:** 10

HT: 10 **FP:** 10 **SM:** -3
20-45 lbs. (cub: 1-3 oz.)

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

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

Claws (15): 1d-2 cr (Reach C)

Source: GURPS Bestiary 3e

BADGER, MAGICAL

Quadruped, Wild Animal

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 cr (Reach C)

Magical Traits: Magery 0

Spells: Strike Blind-15

Source: GURPS Bestiary 3e

BALUCHITER

Quadruped, Wild Animal

ST: 47 **HP:** 47 **Speed:** 5.75

DX: 10 **Will:** 10 **Move:** 9

IQ: 3 **Per:** 10
HT: 13 **FP:** 13 **SM:** +5

Dodge: 8 **Parry:** — **DR:** 2 (Tough Skin)

Combat Traits: Combat Reflexes

Trample (10): 5d+2 cr

Source: GURPS New Sun

BARRACUDA, GREAT **Fish, Wild Animal**

ST: 8 **HP:** 9 **Speed:** 6
DX: 14 **Will:** 9 **Move:** W12

IQ: 3 **Per:** 9
HT: 10 **FP:** 10 **SM:** +1
75-100 lbs.

Dodge: 9 **Parry:** — **DR:** 0

Bite (16): 1d-1 cut (Reach C)

Physical Traits: Acute Vision +2

Source: GURPS Bestiary 3e

BARYLAMBDA **Quadruped, Wild Animal**

ST: 24 **HP:** 24 **Speed:** 5.5
DX: 9 **Will:** 10 **Move:** 8

IQ: 4 **Per:** 10
HT: 13 **FP:** 13 **SM:** +1

Dodge: 8 **Parry:** 7(4) **DR:** 2 (Tough Skin)

Trample (9): 2d+1 cr

Tail (9): 2d+3 cr; Clumsy (Reach 1)

Source: GURPS New Sun

BASILISK, GREATER **Reptile, Wild Animal**

ST: 15 **HP:** 12 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 6

IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** +1
500 lbs.

Dodge: 9 **Parry:** — **DR:** 2 (Tough Skin)

Bite (14): 1d+1 cr (Reach C)

•**Gaze (M, Psionic):** Affliction 7 (HT-6; Costs Fatigue, 1 FP; Extended Duration, x10; Malediction 1; Paralysis; Vision-Based)

•**Lifebane (Psionic):** Lifebane (Switchable)

Mental Traits: Bad Temper (9)

Description: Despite the name, there is little to connect this creature with Pliny's basilisk, which is significantly smaller and has the body of a snake. Because they are particularly dangerous opponents, greater basilisks are unafraid to nest in the open, but they prefer small caves when they are available.

Combat: The greater basilisk does not have a toxic attack, psionic or otherwise. Instead, it uses its psionic ability to paralyze its prey, then closes to kill with its bite. This psionic

ability requires that the basilisk meet the eyes of its prey, but once it has done so, there is very little its opponent can do. Most animals that the greater basilisk hunts do not have sufficient HT to resist the gaze.

Although Lifebane is typically a disadvantage, in the greater basilisk's case it is a psionic ability that it can turn on and off. Usually, however, it doesn't bother to turn it off. These reptiles are most active during the day when it is hottest, but if provoked at night they are quite capable of defending themselves.

Organization: Greater basilisks are found in groups of three or four when they are nesting. They prefer to hunt solo, however.

Habitat: Desert.

Source: Author.

BASILISK, PLINY'S

Source: B460 (Basilisk)

BAT, FOUL

Source: GURPS Dungeon Fantasy 2

BAT, FRUIT-EATING OR VAMPIRE

Quadruped, Wild Animal

ST: 2 **HP:** 2 **Speed:** 5.75
DX: 13 **Will:** 10 **Move:** G6-A12

IQ: 4 **Per:** 10
HT: 10 **FP:** 10 **SM:** -4*
< 1 lb. (pup: 1-2 oz.)

Dodge: 8 **Parry:** — **DR:** 0

Bite (12) Bite 1d-6 cut (Reach C)

Physical Traits: Flight (Air 12; Cannot Hover; Winged);
Sonar; Ultrahearing

Mental Traits: 3D Spatial Sense

Source: GURPS Bestiary 3e

*SM range -4 to -1 (wingspan)

BAT, INSECT-EATING

Quadruped, Wild Animal

ST: 1 **HP:** 2 **Speed:** 5.75
DX: 13 **Will:** 10 **Move:** G6-A12

IQ: 4 **Per:** 10
HT: 10 **FP:** 10 **SM:** -4*
< 1 lb. (pup: 1-2 oz.)

Dodge: 8 **Parry:** — **DR:** 0

Bite (13): 1d-6 cut (Reach C)

Physical Traits: Bad Sight (near and far); Discriminatory Hearing; Flight (Cannot Hover; Winged); No Fine Manipulators; Parabolic Hearing 1; Sonar; Ultrahearing

Mental Traits: 3D Spatial Sense

Source: GURPS Bestiary 3e

*SM range -4 to -1 (wingspan)

BEAR, ARCTOTHER

Wild Animal

ST: 22 **HP:** 22 **Speed:** 6.5
DX: 13 **Will:** 11 **Move:** 7
IQ: 5 **Per:** 10
HT: 13 **FP:** 13 **SM:** +1

Dodge: 10 **Parry:** 10(7) **DR:** 2 (Tough Skin)

Combat Traits: Combat Reflexes

Bite (15): 2d+1 cut (Reach C)

Claws (15): 2d+3 cr (Reach C, 1)

Physical Traits: No Fine Manipulators; Semi-Upright;
Temperature Tolerance 2

Source: GURPS New Sun (Arctother)

BEAR, BLACK

Source: B456

BEAR, BROWN

Wild Animal

ST: 15* **HP:** 15 **Speed:** 6.5
DX: 13 **Will:** 11 **Move:** 7
IQ: 5 **Per:** 10
HT: 13 **FP:** 13 **SM:** 0

200-700 lbs.

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

Bite (13): 1d cut (Reach C)

Claws (13): 1d+1 cr (Reach C, 1)

Physical Traits: No Fine Manipulators; Semi-Upright;
Temperature Tolerance 2

Source: GURPS Bestiary 3e

*ST range 12-18 depending on weight

BEAR, CAVE

Source: B456

BEAR, FLASH

Wild Animal

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

200-250 lbs.

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

Bite (12): 1d-2 cut (Reach C)

Physical Traits: No Fine Manipulators; Semi-Upright;
Temperature Tolerance 2

Magical Traits: Magery 0

Spells: Flash-12

Source: GURPS Fantasy Bestiary 3e (Flash Bear)

BEAR, GHOUL

Wild Animal

ST: 17 **HP:** 17 **Speed:** 6.5
DX: 13 **Will:** 11 **Move:** 7
IQ: 5 **Per:** 10
HT: 13 **FP:** 13 **SM:** +1

Dodge: 10 **Parry:** 9(6) **DR:** 2 (Tough Skin)

Combat Traits: Combat Reflexes

Bite (13): 1d+1 cut (Reach C)

Claws (13): 1d+1 cut (Reach C, 1)

Physical Traits: No Fine Manipulators; Semi-Upright;
Temperature Tolerance 2

Source: GURPS New Sun (Alzabo)

BEAR, GREAT

Source: Pyramid 2/23/07

BEAR, GRIZZLY

Source: B456

BEAR, ICE (TEMPLATE)

Add this template to Polar Bear (B456).

Combat Traits: Berserk

•**Ice Armor (Magical):** Damage Resistance (+2; Limited,
not against heat/fire)

Magical Traits: Magery 0

Spells: Frostbite-15

Source: GURPS Fantasy Bestiary 3e (Ice-Covered Bear)

BEAR, KODIAK

Wild Animal

ST: 20* **HP:** 20 **Speed:** 6.5
DX: 13 **Will:** 11 **Move:** 7
IQ: 5 **Per:** 10
HT: 13 **FP:** 13 **SM:** +1

800-1,500 lbs.

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

Bite (13): 2d-2 cut (Reach C)

Claws (13): 2d cr (Reach C, 1)

Physical Traits: No Fine Manipulators; Semi-Upright;
Temperature Tolerance 2

Source: GURPS Bestiary 3e

*ST range 18-23 depending on weight

BEAR, NANDI

Wild Animal

ST: 21 **HP:** 21 **Speed:** 6.75
DX: 14 **Will:** 11 **Move:** 8
IQ: 5 **Per:** 10
HT: 13 **FP:** 13 **SM:** +1

1,200 lbs.

Dodge: 9 **Parry:** 10(7) **DR:** 2 (Tough Skin)

Bite (14): 2d-1 cut (Reach C)
Claws (14): 2d cr (Reach C, 1)
Physical Traits: No Fine Manipulators; Semi-Upright;
Temperature Tolerance 2
Source: GURPS Bestiary 3e

BEAR, POLAR

Source: B456

BEAR, SUN

Wild Animal

ST: 11 **HP:** 11 **Speed:** 6.75
DX: 13 **Will:** 11 **Move:** 7
IQ: 5 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0
150-200 lbs.
Dodge: 9 **Parry:** 9(6) **DR:** 2 (Tough Skin)

Bite (13): 1d-2 cut (Reach C)
Claws (13): 1d-1 cr (Reach C)
Physical Traits: No Fine Manipulators; Semi-Upright;
Temperature Tolerance 2
Source: GURPS Bestiary 3e

BEAR-DOG, GIANT

Quadruped, Wild Animal

ST: 27* **HP:** 27 **Speed:** 6
DX: 11 **Will:** 10 **Move:** 7
IQ: 3 **Per:** 10
HT: 13 **FP:** 13 **SM:** +2
1-1.5 tons
Dodge: 10 **Parry:** — **DR:** 1

Combat Traits: Combat Reflexes; Hard to Kill
Fangs (13): 3d+2 imp (Reach C)
Source: GURPS Bestiary 3e
*ST range 25-29 depending on weight

BEAVER

Quadruped, Wild Animal

ST: 5 **HP:** 5 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 6
IQ: 4 **Per:** 10
HT: 12 **FP:** 12 **SM:** -2
15-20 lbs.
Dodge: 9 **Parry:** — **DR:** 0

Bite (14): 1d-4 cut (Reach C)
Skills: Swimming-15
Source: GURPS Bestiary 3e

BEE, FIRE

Source: Pyramid 3/9/07

BEETLE, ANGLER

Insect, Wild Animal

ST: 11 **HP:** 11 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 6
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** +1
150 lbs.

Dodge: 9 **Parry:** 10(7) **DR:** 2

Pincers (12): 1d-1 cr (Reach C, 1)

•**Fishing Line (14):** Binding 10 (Only damaged by corrosion
or cutting; Permanent, until cut; Sticky)

Physical Traits: Dark Vision

Skills: Climbing-16

Description: The angler beetle is a massive insect with six legs and two large front-facing pincers. However, it does not typically use its pincers to attack its prey. Instead, it shoots a transparent “fishing line” with high tensile and adhesive strength at its target. It then reels the line in: treat the Binding as usual, except that the victim is dragged toward the beetle at Move 3. If the victim’s ST is enough to break free, the beetle will throw a second line (layering the Binding to a ST of 20) before attempting to reel in its prey. Under normal conditions an angler beetle will not attack anything with a ST greater than 5 (roughly 15 lbs.).

Habitat: Angler beetles live in small caves around small bodies of water. Angler beetles prefer underground ponds and lakes, but will settle for other environments as long as they are able to sequester themselves in natural dens.

Source: Inspired by Cave Fisher, AD&D Monstrous Compendium I

BEETLE, BOMBARDIER (GIANT)

Insect, Wild Animal

ST: 12 **HP:** 12 **Speed:** 5.75
DX: 11 **Will:** 10 **Move:** 8
IQ: 2 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0
200-300 lbs.

Dodge: 8 **Parry:** — **DR:** 2

Armor:

Resistance:

Immunity: Bombardier Beetle Poison

Combat Traits: Weak Bite

Bite (11): 1d-3 cut (Reach C)

•**Poison Gas (E, Biological):** Type F 1d (with the following additions: Area Effect 3 yards; Dissipation; Drifting; Emanation; Persistent; Respiratory Agent; *not* Follow-up)

Source: GURPS Fantasy Bestiary 3e

BEETLE, GRAPPLING

Flying Insect, Wild Animal

ST: 1 HP: 1 Speed: 5.5
DX: 12 Will: 8 Move: G5-A12
IQ: 1 Per: 10
HT: 10 FP: 10 SM: -6

< 1 oz.

Dodge: 8 Parry: — DR: 0

•**Acid Spray (Breath-14):** Corrosive Attack 1d (Cone, 1 yd; Reduced Range, x10)

•**Grappling Tentacles (Projectile-14):** Binding 10 (Engulfing; Reduced Range 1/10)

Description: The most disturbing aspect of the grappling beetle is its collection of long tentacles protruding from its mandible, which it uses to grab and immobilize its prey. Once it has immobilized its prey, the grappling beetle then uses its acid spray to externally digest the victim. Against larger foes—ones that the beetle cannot eat—it does not risk damaging its tentacles and instead simply “dive-bombs” and sprays its acid repeatedly until the intruder leaves.

Organization: Grappling beetles are usually solitary creatures, but during the winter they retreat to their “dens” and hunt in a greatly reduced area. In such conditions, they will always be encountered in swarms of up to fifty beetles. Swarms are likely to go after larger prey, using a concerted effort. (Even so, they will tend not to use their tentacles when attacking human-sized targets.)

Source: Author

BEETLE, GRAVE

Insect, Wild Animal

ST: 12 HP: 12 Speed: 5.75
DX: 11 Will: 10 Move: 8
IQ: 2 Per: 10
HT: 12 FP: 12 SM: 0

2 hexes; 60 lbs.

Dodge: 8 Parry: — DR: 2

Bite (11): 1d-2 cut (Reach C)

Magical Traits: Magery 0

Spells: Rotting Death-11; Steal Energy-11; Steal Vitality-11

Description: Grave beetles get their name from their innate ability to cast death-related spells. This is their main form of attack. They use the Rotting Death spell in the same manner that other insects use external digestive acids.

Grave beetles eat infrequently, preferring to take down large prey and living off the meat for a week or more.

Organization: Solitary.

Habitat: Temperate Forest, Plains

Source: Author

BENA (TEMPLATE)

Source: GURPS Dragons 3e/4e (Sea Serpent: Bena)

BIRD SNATCHER

Fish, Wild Animal

ST: 6* HP: 6 Speed: 7
DX: 10 Will: 10 Move: 6
IQ: 4 Per: 10
HT: 12 FP: 14 SM: -3

20-40 lbs.

Dodge: 10 Parry: — DR: 0

Bite (16): 1d-4 cut (Reach C)

Magical Traits: Warp (Short Range, speed/range table)

Source: GURPS Space Bestiary 3e

*ST range 5-7

BISON

Quadruped, Wild Animal

ST: 25* HP: 25 Speed: 5.5
DX: 10 Will: 10 Move: 13
IQ: 4 Per: 10
HT: 12 FP: 12 SM: +3

0.5-1.5 tons

Dodge: 8 Parry: 7(4) DR: 2 (Tough Skin)

Horns (9): 2d+2 imp (Reach C; Limited Arc, forward only)

Trample (9): 2d+4 cr (Reach C)

Source: GURPS Bestiary 3e

*ST range 20-29 depending on weight

BLAST RAVEN

Source: Pyramid 3/14/08 (Fusion Air Raven)

BLIMP APE

Wild Animal

ST: 3 HP: 3 Speed: 7
DX: 15 Will: 10 Move: 12
IQ: 5 Per: 10
HT: 13 FP: 13 SM: -2

5 lbs.

Dodge: 10 Parry: — DR: 0

Bite (15): 1d-6 cut

Physical Traits: Brachiator

Skills: Climbing-18

Source: GURPS Space Bestiary 3e

BLIMP, SEA

Wild Animal

ST: 100 HP: 32 Speed: 6
DX: 14 Will: 10 Move: A16
IQ: 5 Per: 10
HT: 10 FP: 10 SM: ?

Dodge: — Parry: — DR: 0

Injury Tolerance: Homogeneous

•**Stun Call (E):** Affliction 1 (HT; Accessibility, Fish only; Area Effect, 16 yards; Emanation)

Physical Traits: Maintenance (Regular feeding; Daily); No Legs (Lighter than air); No Manipulators
Social Traits: Dependents (Blimp Apes; Constantly)
Source: GURPS Space Bestiary 3e

BLIZZARD MAKER

Arachnoid, Wild Animal

ST: 4 **HP:** 4 **Speed:** 5.25
DX: 12 **Will:** 10 **Move:** 5
IQ: 5 **Per:** 10
HT: 9 **FP:** 9 **SM:** -4
10 lbs.
Dodge: 8 **Parry:** — **DR:** 0

Armor:

Resistance:

Immunity:

Combat Traits:

•**Blizzard (A, Nature):** Control Wind 1 (Aura; Linked; Natural Phenomena); Obscure Vision (Area Effect, 32 yards; Extended; Linked; Special Effect: Snow); Temperature Control 3 (60F°; Area Effect, 32 yards; Cold only; Aura; Linked; Melee Attack)

Mental Traits: Loner (12)

Talents: Weather Control 1

Source: GURPS Space Bestiary 3e

BLOOBBAT

Source: Pyramid 7/27/07

BLOOBBEAST

Wild Animal

ST: 18 **HP:** 18 **Speed:** 6.75
DX: 14 **Will:** 11 **Move:** 8
IQ: 4 **Per:** 10
HT: 13 **FP:** 13 **SM:** 0
700-800 lbs.
Dodge: 9 **Parry:** 11(8) **DR:** 0

Claws (16): 1d+3 cr (Reach C)

Fangs (16): 1d+1 imp (Reach C)

Physical Traits: Semi-Upright

Mental Traits: Animal Empathy; Bad Temper (6); Bloodlust; Empathy

Source: GURPS Fantasy Bestiary 3e

BOAR, LARGE

Source: B458

BOAR, SMALL

Source: B458

BOAR, WAR (TEMPLATE)

ST +3; **IQ** +1; **HT** +1; **HP** +5

Physical Traits: Reduced Consumption 3 (Water Only)

Notes: Add this template to Large Boar.

Source: GURPS Fantasy Bestiary 3e

BODY BAG

Wild Animal

ST: 1 **HP:** 15 **Speed:** 6
DX: 14 **Will:** 10 **Move:** 8
IQ: 2 **Per:** 10
HT: 10 **FP:** 10 **SM:** +3
6 hexes; 2 tons
Dodge: 9 **Parry:** — **DR:** 0

Injury Tolerance: Diffuse

Vulnerability: Heat (x2); Fire (x2)

•**Sleep (A):** Affliction 1 (HT; Attribute Penalty, -1 DX, -1 IQ; Aura; Cumulative; Melee Attack; Secondary, Sleep)

•**Digest (A):** Corrosive Attack 1d-2 (Accessibility, on Sleep victims only; Aura; Melee Attack)

Physical Traits: Acute Touch +5; Blindness; Doesn't Breathe (Oxygen Absorption); Invisibility (Substantial Only); No Legs; No Manipulators

Skills: Swimming-18

Source: GURPS Space Bestiary 3e

BOILER FISH

Fish, Wild Animal

ST: 9 **HP:** 9 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 8
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0
2 hexes; 100 lbs
Dodge: 9 **Parry:** — **DR:** 0

•**Boil (A):** Burning Attack 3d (Area Effect, 2 yards; Aura; Dissipation; Melee Attack)

Source: GURPS Space Bestiary 3e

BONELESS

Vermiform, Wild 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

Injury Tolerance: Homogeneous

Combat Traits: Constriction Attack

Combat Skills: Brawling-14

•**Digestion (14):** Corrosion Attack 1d (Melee, Reach C)

Source: GURPS Fantasy II

BUFFALO, WATER OR CAPE

Quadruped, Domestic Animal *or* Wild Animal

ST: 24* HP: 24 Speed: 5.25
DX: 9 Will: 10 Move: 7
IQ: 4 Per: 10
HT: 12 FP: 12 SM: +2

3 hexes; 1,500-2,000 lbs.

Dodge: 8 Parry: — DR: 1 (Tough Skin)

Trample (9): 2d+1 cr

Horns (9): 2d+3 imp; Cannot Parry; Limited Arc, fwd

Source: GURPS Bestiary 3e

*ST range 23-25 depending on weight

BURST BUG

Source: Pyramid 8/24/07

BUSHWOLF

Source: GURPS Banestorm

BUTTERFLY, MEMORY

Source: Pyramid 3/14/08

CAIMAN, GIANT

Source: Pyramid 2/23/07 (Grand Caiman)

CALCHONA

Quadruped, Wild Animal

ST: 12 HP: 12 Speed: 6.25
DX: 12 Will: 10 Move: 9
IQ: 5 Per: 10
HT: 13 FP: 13 SM: +1
2 hexes; 150-250 lbs.

Dodge: 9 Parry: — DR: 0

Bite (12): 1d-2 cut (Reach C)

Source: GURPS Fantasy Bestiary 3e

CAMEL

Source: B459

CAPE HUNTING DOG

Quadruped, Wild Animal

ST: 8 HP: 8 Speed: 6.25
DX: 15 Will: 10 Move: 10(20)
IQ: 4 Per: 12
HT: 11 FP: 11 SM: -2
35-80 lbs.

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

Bite (16): 1d-3 cut (Reach C)

Claws (16): 1d-2 cr (Reach C)

Source: Author

CARACAL (DESERT LYNX)

Quadruped, Wild Animal

ST: 5 HP: 5 Speed: 6.5
DX: 14 Will: 10 Move: 9
IQ: 4 Per: 10
HT: 12 FP: 12 SM: -1

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

Bite (16): 1d-3 cut (Reach C)

Claws (16): 1d-4 cut (Reach C)

Combat Skills:

Physical Traits: Acute Vision +2; Super Jump 2 (high: 15'; broad: 40')

Source: GURPS Arabian Nights

CARCOR

Quadruped, Wild Animal

ST: 21 HP: 21 Speed: 6.25
DX: 10 Will: 8 Move: 6
IQ: 5 Per: 14
HT: 13 FP: 13 SM: +2
3 hexes; 1,200 lbs.

Dodge: 9 Parry: 9(6) DR: 5

Combat Traits: Hard to Kill 3

Horns (12): 2d+4 imp (Reach C)

Trample (12): 2d+4 cr

Bite (12): 2d-1 cr (Reach C)

•Petrification (Breath-12): Affliction 2 (HT-1; Body of Stone*; Paralysis; Extended Duration, Permanent (Cured by spell, Stone to Flesh)

Physical Traits: Acute Smell +2; Dark Vision

Description: Carcors resemble armor-plated steer, often found billowing the smoke of their petrification attack through their nostrils.

Organization: Solitary, occasionally small groups (2-12)

Habitat: Plains

Source: Inspired by Gorgon, D&D Monster Manual I

*The Affliction confers all advantages and disadvantages of the Body of Stone meta-trait (p. B262), in addition to Paralysis

CARIBOU

Quadruped, Wild Animal

ST: 17* HP: 17 Speed: 6.25
DX: 14 Will: 10 Move: 6(12)
IQ: 4 Per: 10
HT: 11 FP: 11 SM: +1
500-700 lbs.

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

Antlers (14): 1d+3 imp; Limited Arc, forward; Long, max reach only

Notes: Both sexes have antlers.

Source: GURPS Bestiary 3e

*ST range 16-18 depending on weight

CARRIER

Wild Animal

ST: 40* **HP:** 40 **Speed:** 4.25
DX: 4 **Will:** 8 **Move:** 4
IQ: 4 **Per:** 8
HT: 13 **FP:** 13 **SM:** +5
3-5 tons
Dodge: 7 **Parry:** — **DR:** 2 (Tough Skin)
Source: GURPS Space Bestiary 3e (Christopher)
*ST range 36-43

CAT

Source: B456

CAT, SCIMITAR

Quadruped, Wild Animal

ST: 14* **HP:** 14 **Speed:** 6.25
DX: 13 **Will:** 10 **Move:** 9
IQ: 4 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0
250-400 lbs.
Dodge: 9 **Parry:** — **DR:** 1 (Tough Skin)
Serrated Fangs (15): 2d imp (Reach C)
Source: GURPS Bestiary 3e
*ST range 13-15 depending on weight

CAT, TERROR

Quadruped, Wild Animal

ST: 9* **HP:** 9 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 6
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** -1
75-150 lbs.
Dodge: 9 **Parry:** — **DR:** 0
Bite (14): 1d-2 cr (Reach C)
Source: GURPS Bestiary 3e
*ST range 8-11 depending on weight

CATTLE

Quadruped, Domestic Animal *or* Wild Animal*

ST: 23* **HP:** 32 **Speed:** 4.75
DX: 8 **Will:** 8 **Move:** 8
IQ: 4 **Per:** 9
HT: 11 **FP:** 11 **SM:** +1
1,000-2,000 lbs.
Dodge: 7 **Parry:** — **DR:** 1 (Tough Skin)
Armor:
Resistance:
Immunity:
Combat Traits:
Trample (9): 2d+3 cr
Horns* (9): 2d+1 imp (Reach C; Cannot Parry; Clumsy;

Limited Arc, forward; Weak)

Source: GURPS Bestiary 3e

*Wild Animal for adult males (bulls); ST range 20-25 depending on weight; only males have horns

CATOBLEPAS

Quadruped, Wild Animal

ST: 20 **HP:** 20 **Speed:** 5.75
DX: 10 **Will:** 10 **Move:** 9
IQ: 4 **Per:** 10
HT: 13 **FP:** **SM:** +1
3 hexes; 1,000-1,200 lbs.
Dodge: 8 **Parry:** — **DR:** 0
Magical Traits: Magery 0
Spells: Dehydrate-18
Source: GURPS Fantasy Bestiary 3e

CAUCATRIX

Raptor, Wild Animal

ST: 6 **HP:** 9 **Speed:** 5.75
DX: 13 **Will:** 6 **Move:** G5-A10
IQ: 5 **Per:** 9
HT: 10 **FP:** **SM:** -1
25 lbs.
Dodge: 8 **Parry:** — **DR:** 0

Immunity: Caucatrix Petrification

Combat Traits: Hard to Kill 3

Bite (15): 1d-4 cut with Petrification

•**Petrification (F):** Affliction 2 (HT-1; Body of Stone*; Paralysis; Extended Duration, Permanent (Cured by spell, Stone to Flesh); Follow-Up, Bite)

Mental Traits: Fearlessness

Skills: Flight-14

Description: This creature is an ancient relative of the cockatrice, with a bite considerably more dangerous than that of its cousin. The Petrification ability causes the victim to turn to stone and be paralyzed on a failed HT roll. This is a permanent effect, reversible only by magical means (typically, the Stone to Flesh spell).

Organization: Solitary, occasionally in small groups (3-12).

Habitat: Plains

Source: Inspired by Cockatrice, D&D Monster Manual

*The Affliction confers all advantages and disadvantages of the Body of Stone meta-trait (p. B262), in addition to Paralysis

CENTIPEDE, GIANT

Effectively Vermiform, Wild Animal

ST: 13* **HP:** 13 **Speed:** 6.5
DX: 14 **Will:** 9 **Move:** 6
IQ: 2 **Per:** 10
HT: 12 **FP:** 12 **SM:** +4*
100-500 lbs.
Dodge: 9 **Parry:** — **DR:** 0

Bite (16): 5d imp* with Venom (Reach C)

•**Venom (F):** Type F 1d

Source: GURPS Bestiary 3e

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

CENTIPEDE, LESSER GIANT

Vermiform*, Wild Animal

ST: 13 **HP:** 13 **Speed:** 5.0

DX: 10 **Will:** 10 **Move:** 5

IQ: 2 **Per:** 10

HT: 10 **FP:** 10 **SM:** +2
300 lbs.

Dodge: 8 **Parry:** — **DR:** 0

Resistance: Poison

Injury Tolerance: No Blood, No Brain, No Neck, No Vitals

Vulnerability: Cutting Damage x 2

Combat Traits: High Pain Threshold; Weak Bite

Bite (12): 1d-2 cut with Venom

•**Venom:** Type A 1d-2

Physical Traits: Doesn't Breathe (Oxygen Absorption)

Source: Author

CERASTES

Vermiform, Wild Animal

ST: 9 **HP:** 9 **Speed:** 6.75

DX: 14 **Will:** 10 **Move:** 4

IQ: 4 **Per:** 10

HT: 13 **FP:** 13 **SM:** 1
3 hexes; 100 lbs.

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

Horns (16): 1d-1 cr

Bite (16): 1d-1 cut with Venom

•**Venom (F):** Type F 1d

Source: GURPS Fantasy Bestiary 3e

CHASER

Wild Animal

ST: 4 **HP:** 7 **Speed:** 6.5

DX: 16 **Will:** 10 **Move:** 14

IQ: 4 **Per:** 10

HT: 10 **FP:** 10 **SM:** -2
50 lbs.

Dodge: 9 **Parry:** — **DR:** —

Combat Traits: Striking ST +5

Claws (16): 1d-3 cut (Reach C)

Combat Skills: Tactics-8

Source: GURPS Space Bestiary 3e

CHEETAH

Quadruped, Wild Animal

ST: 11 **HP:** 11 **Speed:** 6.25

DX: 14 **Will:** 11 **Move:** 8(32)

IQ: 4 **Per:** 12

HT: 11 **FP:** 11 **SM:** -1
70-140 lbs.

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

Combat Traits: Combat Reflexes

Bite (16): 1d-1 cut (Reach C)

Claws (16): 1d-1 cut (Reach C)

Grapple (14): with bite; then attempt to choke

Combat Skills: Wrestling-14

Physical Traits: Acute Vision +1; Enhanced Move (Ground 32; Costs 6 FP; Handling Bonus +2)

Skills: Running-16; Stealth-14

Techniques: Sweeping Kick-14

Description: Cheetahs grow to an average of a little over four feet long (plus an average tail length of 2-1/4'), with a maximum length of five feet. It has an average height of 2-1/2' at the shoulder. Their fur is a light tan color with black spots, except for the belly and the tip of the tail, which are white and have no spots. (Some cheetahs have black splotches or streaks instead of spots: these are called "king cheetahs," but are not a separate species.) At a distance cheetahs are virtually indistinguishable from leopards.

The cheetah is the only big cat whose claws do not fully retract. This, and the fact that it can use its tail as a rudder, means that cheetahs have better than average control at high speeds.

Cheetahs cannot roar, but they do have a variety of vocal sounds. One of the most common is a sound like a bird chirping, loud enough to be heard up to a mile away, which mothers use to alert their cubs to the presence of food. Cheetahs are also able to purr: males use this purring sound to court females, and mothers use it when grooming their cubs. Cheetahs will also hiss when threatened.

Hunting: Cheetahs prefer to hunt their prey in late morning or early evening, while it is still light but before and after the hottest period of the day. They often seek higher ground (tree trunks, mounds, and so on) from which to observe and search for food. Their primary prey animals are small or young antelope, but they will go after other animals of similar or smaller size.

The cheetah's hunting style is an exercise in fatigue control. The cheetah is well-known as the fastest land animal, reaching speeds of 65 mph over short distances, but this incredible speed comes at a cost. A cheetah's body temperature rises to dangerous levels after even a short sprint. As a result, in addition to the standard fatigue cost from sprinting (p. B354), a cheetah must pay 6 FP every time it sprints. Most chases last fewer than thirty seconds and a cheetah will never give chase for more than a minute, but even that length of time demands between 6 and 10 FP.

Its high Running skill will tend to keep this cost toward the lower end, but it will never be less than 6 FP.

After long chases, whether or not the cheetah has caught its prey, it will rest for at least half an hour (recovering 3 FP or more). Because of the incredible demand on their bodies, cheetahs will rarely attempt to catch the same prey more than twice. Since they are successful only half the time, however, two chases per meal is common.

A cheetah will close to within 30 yards of its prey before sprinting. It will shorten this distance before the chase if its prey is particularly fast, but it will rarely come nearer than 10 yards. During the chase, a cheetah will attempt to trip its prey using its Sweeping Kick technique. The chase is the hardest part of the hunt: if a cheetah can accomplish this, it will usually have its meal.

Unlike larger cats, cheetahs cannot snap the necks of their prey. Instead, they go for the throat (-5 to hit). Cheetahs will hold fast once they have bitten, in order to suffocate their prey. Treat this situation as a grapple with an attempt to choke (without the one-handed penalty; see pp. B370-371). Cheetahs use their blunt claws (1d crushing) primarily for defending their territories, not for hunting.

Variations: Although rare, there do exist cheetahs with white, black, or gray coats, in most cases retaining their spots in some form. Such cheetahs are less capable hunters, however, due to their lack of natural camouflage. Treat such variants as having Stealth-10 only. The “king cheetah” mentioned earlier does not have this disadvantage.

Organization: Cheetahs are born blind in litters of 3-6; their eyes open after about a week. Most cubs are killed by other predators shortly after birth. They begin mating at around three years old and live for eight to twelve years (more in captivity). A litter forms a sibling group once the mother leaves (around 18 months); the females in the sibling group leave six months later.

Male cheetahs are social and form coalitions of two or three males. In such coalitions they control large territories an average of 14 square miles in size. They defend their territories against incursions by other males, sometimes to the death. Females, on the other hand, are solitary after the age of two, except when they are rearing cubs. Females do not establish territories but hunt in overlapping home ranges of up to 300 square miles.

Although they do not generally attack humans without provocation, cheetahs cannot be fully domesticated. They can be tamed and trained sufficiently to be used by hunters. They are unable to distinguish friend from foe except within their own species, however, so if they are trained to hunt humans, they will be indiscriminate. They do not breed well in captivity: male cheetahs are nearly impotent, and the females prefer to have multiple partners.

Habitat: Plains (Savannah, Semi-Arid).

Source: Author.

CHEST GHOST

Source: Pyramid 7/27/07

CHIMERA

Quadruped, Wild Animal

ST: 17 **HP:** 17 **Speed:** 6

DX: 12 **Will:** 10 **Move:** 6

IQ: 4 **Per:** 14

HT: 12 **FP:** 12 **SM:** +1
600 lbs.

Dodge: 9 **Parry:** — **DR:** 2 (Tough Skin)

Combat Traits: Extra Attack 2 (bite/breath)

Bite (14): 1d+2 cut (Reach C)

Claws (14): 1d+2 cut

•**Acid Breath (14):** Corrosive Attack 1d (Costs 1 FP; Jet; Takes Recharge, 5 seconds)

•**Fire Breath (12):** Burning Attack 1d (Costs 1 FP; Jet; Takes Recharge, 15 seconds)

Physical Traits: Extra Head (total 2)

Mental Traits: Compartmentalized Mind 2

Description: Early reports of this creature gave the impression that it had three heads (one of which was that of a lion), a goat's body and a serpent's tail.

The chimera is a white, long-haired creature (hence the goat body description). It does have three heads, the middle of which resembles a lion's insofar as it bears a thick mane. The other two heads are like the middle one, lacking only the mane. At the chimera's hindquarters, the coat is harder and denser, resembling long white scales. Along the length of its considerable tail, these “scales” become shorter and darker until they are nearly black at the tip.

Despite not being a sapient creature, the chimera does have three brains, any two of which can be destroyed without killing the chimera.

Each head is capable of a breath attack: the side heads breathe acid while the middle head breathes acid or fire. The same liquid jets from each head, but the middle head is capable of igniting it. If the middle head breathes fire, it cannot do so again for fifteen seconds (while the “spark” gland recovers), but it can breathe acid twice during that time.

A chimera will usually stagger its breath attacks over three seconds (with the fire breath first), then bite for two seconds before using the breath attacks again. A chimera is capable of attacking with its claws, but it rarely does so because it must rear up to do so, which exposes its necks to its adversary.

Source: Author.

CHIMPANZEE

Source: B456

CLAM, BURROWING

Source: Pyramid 1/25/08

CLATTERNORN

Source: GURPS Creatures of the Night 4

CLAWDADDY

Wild Animal

ST: 20 HP: 20 Speed: 6
DX: 11 Will: 10 Move: 6
IQ: 4 Per: 10
HT: 13 FP: 13 SM: +2
4 hexes; 1/2 ton

Dodge: 9 Parry: 9(6) DR: 3

Claws (13): 2d cr (Reach C, 1-3)

Physical Traits: Extra Arms (4 total)*; Extra Legs (4 total)

Mental Traits: Bad Temper (6)

Source: GURPS Space Bestiary 3e

*The original text is confusing on this issue, with the above solution being only one possible interpretation

CLEANER FISH

Fish, Wild Animal

ST: 5 HP: 5 Speed: 3.75
DX: 9 Will: 10 Move: 8
IQ: 3 Per: 10
HT: 6 FP: 6 SM: -2
15 lbs.

Dodge: 6 Parry: — DR: —

Source: GURPS Space Bestiary 3e (Aspirin Fish)

CLODHOPPER

Source: Pyramid 12/14/07

CLOUDRAT

Quadruped, Wild Animal

ST: 1 HP: 3 Speed: 6
DX: 14 Will: 10 Move: 6
IQ: 3 Per: 10
HT: FP: 10 SM:

Dodge: 9 Parry: — DR: 0

Psychic Damper (Psi): Static (Area Effect, 6 yards; Resistible)

Combat Talents: Telepathy +4

Source: GURPS Space Bestiary 3e (Dampster)

CLOSEMOUNT

ST: 22* HP: 22 Speed: 5
DX: 10 Will: 10 Move: 16
IQ: 5 Per: 10
HT: 10 FP: 10 SM: +1
1,000-1,700 lbs.

Dodge: 8 Parry: — DR: 1 (Tough Skin)

Kick (12): 2d+1 cr (Reach C, R, 1)

Bite (12): 2d-3 cr (Reach C)

Mental Traits: Animal Empathy (Reliable +7); Empathy (Reliable +7)*

Source: GURPS Space Bestiary 3e

*ST range 20-24 depending on weight; or: Danger Sense (Accessibility, living threats only; Reliable +2)

COCKATRICE

Raptor, Wild Animal

ST: 3 HP: 3 Speed: 6
DX: 12 Will: 10 Move: G4-A8
IQ: 3 Per: 10
HT: 12 FP: 12 SM: -3
1-2 lbs.

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

Talons (14): 1d-5 imp (Reach C)

•Venom 1 (A, Magical): Type C 3d (with the following modifications: Always On, Aura, Melee Attack, Vision-Based, Area Effect 10 yards; *not* Follow-up)

•Venom 2 (A, Magical): Same as Venom 1, except Area Effect 5 yards

Magical Traits: Lifebane

Skills: Flight-14

Source: GURPS Fantasy Bestiary 3e

COLLOTH

Fish, Wild Animal

ST: 14* HP: 14 Speed: 6.75
DX: 14 Will: 10 Move: W7(14)
IQ: 3 Per: 12
HT: 13 FP: 13 SM: +1
3 hexes; 300-400 lbs.

Dodge: 9 Parry: — DR: 0

Combat Traits: Combat Reflexes

Bite (16): 1d cut (Reach C)

Physical Traits: Bad Eyesight; Discriminatory Smell; Enhanced Move (Water 14; Costs 2 FP); Pressure Support 2; Subsonic Hearing; Vibration Sense

Skills: Survival (Open Ocean)-14

Source: GURPS Space Bestiary 3e (along with Tiger Shark, p. B458)

*ST range 13-15

COYOTE

Quadruped, Wild Animal

ST: 7 HP: 7 Speed: 6
DX: 14 Will: 10 Move: 9
IQ: 5 Per: 11
HT: 10 FP: 10 SM: -1
25-45 lbs.

Dodge: 9 Parry: — DR: 0

Bite (16): 1d-3 cut (Reach C)

Source: GURPS Bestiary 3e

CRAB, GIANT

Wild Animal

ST: 26 **HP:** 26 **Speed:** 5.5
DX: 11 **Will:** 10 **Move:** 3
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** +3
7 hexes; 1+ ton

Dodge: 8 **Parry:** 9(6) **DR:** 3

Injury Tolerance: No Neck

Large Claw (13): 1d+3 cr (Reach C, 1-2)

Small Claw (13): 1d+3 cr (Reach C, 1-2)

Physical Traits: Extra Legs (total 4); Ham-Fisted; Horizontal

Source: GURPS Fantasy Bestiary 3e

CRAB, GLISTEN

Wild Animal

ST: 9 **HP:** 9 **Speed:** 5.25
DX: 9 **Will:** 10 **Move:** 6
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0
85 lbs.

Dodge: 8 **Parry:** 8(5) **DR:** 2 (Hardened)

Injury Tolerance: No Neck

Physical Traits: Acute Smell +5; Amphibian; Extra Legs (total 4); Ham-Fisted; Semi-Upright

Mental Traits: Bully (9)

Source: GURPS Space Bestiary 3e

CRAB, ICE

Source: Pyramid 4/27/07

CRAB, PELLUCIDUS

Wild Animal

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

Injury Tolerance: No Neck

Large Claw (15): 1d+2 cr (Reach C, 1)

Small Claw (15): 1d+1 cut (Reach C, 1)

Physical Traits: Blind; Extra Legs (total 4); Ham-Fisted; Horizontal; Vibration Sense

Source: GURPS Fantasy Bestiary 3e (Pellucidus)

*ST range 7-11 depending on weight

CRANE, WRECKING

Source: Pyramid 12/14/07

CRANE, GIANT WRECKING

Source: Pyramid 12/14/07

CREODONT

Quadruped, Wild Animal

ST: 14 **HP:** 14 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 7
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0
250-350 lbs.

Dodge: 9 **Parry:** — **DR:** 1 (Tough Skin)

Bite (11): 2d-2 cut (Reach C)

Source: GURPS Bestiary 3e

CROCODILE

Reptile, Wild Animal

ST: 22* **HP:** 22 **Speed:** 6.75
DX: 14 **Will:** 10 **Move:** G2-W4(8)
IQ: 3 **Per:** 10
HT: 13 **FP:** 13 **SM:** +2*
5 hexes; 900-2,000 lbs.

Dodge: 9 **Parry:** — **DR:** 4 (Flexible)

Bite (16): 2d+2 cut (Reach C)

Tail (16): 2d+4 cr (Reach C; Cannot Parry)

Source: GURPS Bestiary 3e

*ST range 19-25; SM range +1 to +3

CROCODILE, GIANT

Reptile, Wild Animal

ST: 30* **HP:** 30 **Speed:** 6.5
DX: 13 **Will:** 10 **Move:** G2-W4(8)
IQ: 3 **Per:** 10
HT: 13 **FP:** 13 **SM:** +6*
20 hexes; 1-2 tons

Dodge: 9 **Parry:** — **DR:** 4 (Flexible)

Bite (15): 3d+2 cut (Reach C)

Tail (15): 3d+3 cr (Reach C; Cannot Parry)

Source: GURPS Bestiary 3e

*ST range 25-32; SM range +5 to +6

CROCOTTA

Quadruped, Wild Animal

ST: 12* **HP:** 12 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 9
IQ: 5 **Per:** 12
HT: 12 **FP:** 12 **SM:** -2
150-200 lbs.

Dodge: 9 **Parry:** — **DR:** 0

Bite (12): 1d-2 cut (Reach C)

Source: GURPS Fantasy Bestiary 3e

*ST range 11-13 depending on weight

CURLER

Wild Animal

ST: 16 **HP:** 16 **Speed:** 5.25
DX: 11 **Will:** 10 **Move:** 4
IQ: 5 **Per:** 10
HT: 10 **FP:** 10 **SM:** +1
500 lbs.
Dodge: 8 **Parry:** — **DR:** 1 (Tough Skin)

Punch (11): 1d cr (Reach C, 1)

Sharpened Rock (11): sw 2d+2 cr (Reach C, 1)

Skills: Stealth-12

Source: GURPS Space Bestiary 3e

CUSHNA

Quadruped, Wild Animal

ST: 13 **HP:** 13 **Speed:** 5
DX: 10 **Will:** 10 **Move:** 8
IQ: 4 **Per:** 12
HT: 10 **FP:** 10 **SM:** 0
250-300 lbs.
Dodge: 8 **Parry:** — **DR:** 0

Armor:

Resistance:

Immunity:

Combat Traits: Berserk; Striking ST+5

Bite (12): 1d+3 cut with Rabies (Reach C)

•**Breath of Fire (Breath-12, Biological):** Burning Attack 1d (Cone, 1 yard; Reduced Range, 1/2 D–, Max 2)

•**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)

Source: GURPS Fantasy Bestiary 3e

DART FISH

Fish, Wild Animal

ST: 2 **HP:** 2 **Speed:** 6.5
DX: 14 **Will:** 10 **Move:** 10
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** -5
1 lb.
Dodge: 9 **Parry:** — **DR:** 0

Bite (16): 1d-5 cut with Venom (Reach C)

•**Venom (F):** Toxic Attack 1d (Follow-Up; Onset, 1 min); Toxic Attack 1d (Follow-Up; Onset, 1 min.; Resist HT)

Source: GURPS Space Bestiary 3e

DEATH SWAN

Source: Pyramid 1/25/08

DEER

Source: B457

DELGETH

Quadruped, Wild Animal

ST: 21 **HP:** 21 **Speed:** 6.5
DX: 13 **Will:** 10 **Move:** 18
IQ: 4 **Per:** 10
HT: 13 **FP:** 13 **SM:** +2
2 hexes; 1,200 lbs.
Dodge: 9 **Parry:** 9(6) **DR:** 0

Bite (13): 2d-1 cut (Reach C)

Horns (13): 2d+2 imp (Reach C, 1)

Trample (13): 2d+2 cr

Source: GURPS Fantasy Bestiary 3e

DHOLE

Quadruped, Wild Animal

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

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

Source: GURPS Bestiary 3e

DIATRYMA

Wild Animal

ST: 17* **HP:** 17 **Speed:** 6.5
DX: 14 **Will:** 10 **Move:** 14
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0
500-700 lbs.
Dodge: 9 **Parry:** 10(7) **DR:** 0

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

Kick (12): 1d+2 imp (Reach C)

Physical Traits: No Manipulators

Source: GURPS Bestiary 3e

*ST range 16-18 depending on weight

DIDI

Wild Animal

ST: 14* **HP:** 14 **Speed:** 6.75
DX: 14 **Will:** 11 **Move:** 8
IQ: 5 **Per:** 10
HT: 13 **FP:** 13 **SM:** +1
300-500 lbs.
Dodge: 9 **Parry:** 10(7) **DR:** 0

Bite (14): 1d-1 cut (Reach C)

Slap (14): 1d cr (Reach C, 1)

Physical Traits: Semi-Upright

Source: GURPS Bestiary 3e

*ST range 13-16 depending on weight

DINGO

Quadruped, Wild Animal

ST: 7* **HP:** 7 **Speed:** 6
DX: 13 **Will:** 10 **Move:** 6(12)
IQ: 5 **Per:** 11
HT: 11 **FP:** 11 **SM:** -1
20-55 lbs.

Dodge: 9 **Parry:** — **DR:** 0

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

Physical Traits: Discriminatory Smell

Skills: Tracking-15

Description: Dingos are wild dogs that live in family groups, hunting small animals, scavenging from sapient species and generally eating anything they can kill or find easily. They grow to a height of two feet at the shoulder and a length of four feet (not including the tail). Dingos can and do mate with other dog species.

Organization: Although usually solitary or found in family groups, dingoes occasionally gather into packs of a dozen or more for hunting purposes. A litter averages five pups, but in the larger packs many of these will be killed by rival females.

Source: Author

*ST range 5-8 depending on weight

DINICHTHYS

Source: GURPS Lands Out of Time

DINOHYUS

Quadruped, Wild Animal

ST: 24* **HP:** 24 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 8
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** +2
4 hexes; 1,600-2,000 lbs

Dodge: 10 **Parry:** 10(7) **DR:** 2 (Tough Skin)

Combat Traits: Combat Reflexes

Trample (12): 2d+3 cr

Tusks (12): 2d +3 cut (Reach C, 1)

Physical Traits: Hooves*

Source: GURPS Bestiary 3e

*ST range 23-25 depending on weight; technically not hooves, but equally combat effective for trampling

DINOSAURS (VARIOUS)

Source: GURPS Lands Out of Time *and* GURPS Dragons 3e/4e

DJUN

Wild Animal

ST: 25 **HP:** 25 **Speed:** 7.25
DX: 15 **Will:** 10 **Move:** 5
IQ: 4 **Per:** 10
HT: 14 **FP:** 14 **SM:** +2
4 hexes; 1 ton

Dodge: 10 **Parry:** — **DR:** 3 (incl. tongue)

Bite (17): 2d+3 cut (Reach C)

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

Combat Skills: Wrestling-17

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

Source: GURPS Fantasy Bestiary 3e

DOG, BLOODHOUND

Source: B457

DOG, GUARD (LARGE)

Source: B457

DONKEY

Source: B459

DRAGONFLY, GIANT (ADULT)

Flying Insect, Wild Animal

ST: 10 **HP:** 10 **Speed:** 6.5
DX: 15 **Will:** 10 **Move:** A10
IQ: 2 **Per:** 10
HT: 11 **FP:** 11 **SM:** 0
100-125 lbs.

Dodge: 9 **Parry:** — **DR:** 0

Bite (15): 1d-34 cut (Reach C)

Skills: Flight-15

Source: GURPS Bestiary 3e

DRAGONFLY, GIANT

(LARVAL "WATER TIGER")

Vermiform, Wild Animal

ST: 9 **HP:** 9 **Speed:** 6
DX: 14 **Will:** 10 **Move:** W6
IQ: 2 **Per:** 10
HT: 10 **FP:** 10 **SM:**
60-125 lbs.

Dodge: 9 **Parry:** — **DR:** 0

Bite (14): 1d-3 imp (Reach C)

Physical Traits: Doesn't Breathe (Aquatic)

Source: GURPS Bestiary 3e, GURPS Fantasy Bestiary 3e (Water Tiger)

DREAD STALKER

Quadruped, Wild Animal

ST: 13 **HP:** 13 **Speed:** 6.25
DX: 13 **Will:** 10 **Move:** 8
IQ: 4 **Per:** 12
HT: 12 **FP:** 12 **SM:** 0

Dodge: 9 **Parry:** — **DR:** 0

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

Claws (15): 1d cut (Reach C)

Magical Traits: Invisibility (Accessibility, only while conscious)

Source: GURPS Fantasy Bestiary 3e

DREDGER

Fish, Wild Animal

ST: 48* **HP:** 48 **Speed:** 4.75
DX: 6 **Will:** 10 **Move:** 4
IQ: 3 **Per:** 10
HT: 13 **FP:** 13 **SM:** +8

20 hexes; 6-8 tons

Dodge: 7 **Parry:** — **DR:** 0

Slam (8): 2d (at full Move against stationary target)

Combat Skills: Wrestling-8

Physical Traits: Peripheral Vision (Easy to Hit)

Source: GURPS Space Bestiary 3e (Winslow's Dredger)

DUNDUBHIS

Quadruped, Wild Animal

ST: 40 **HP:** 40 **Speed:** 5.5
DX: 9 **Will:** 10 **Move:** 6
IQ: 4 **Per:** 10
HT: 12 **FP:** 12 **SM:** +5

10 hexes; 4 tons

Dodge: — **Parry:** — **DR:** 1 (Tough Skin)

Horns (9): 5d imp (Reach C)

Trample (9): 5d cr

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

Source: GURPS Fantasy Bestiary 3e

*This creature never attempts to dodge

DURO

Quadruped, Wild Animal

ST: 2 **HP:** 8 **Speed:** 5.75
DX: 13 **Will:** 10 **Move:** 5
IQ: 3 **Per:** 10
HT: 10 **FP:** 10 **SM:** -4

5-10 lbs.

Dodge: 8 **Parry:** — **DR:** 0

Combat Traits: Striking ST +5 (bite)

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

•**Venom (F):** Type C 1d-4

Skills: Stealth-13

Source: GURPS Space Bestiary 3e

EAGLE

Raptor, Wild Animal *or* Domestic Animal

ST: 5 **HP:** 5 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** G2-A18(36)
IQ: 4 **Per:** 10
HT: 10 **FP:** 10 **SM:** -2

4-12 lbs.

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

Beak (16): 1d-4 pi+ (Reach C)

Talons (16): 1d-4 imp (Reach C)

Physical Traits: Telescopic Vision

Skills: Aerobatics-12; Flight-15

Source: GURPS Bestiary 3e

EAGLE, GIANT

Raptor, Wild Animal

ST: 11 **HP:** 11 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** G2-A14(28)
IQ: 5 **Per:** 12
HT: 10 **FP:** 10 **SM:**

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

Beak (16): 1d-1 pi+

Talons (16): 1d-1 imp

Skills: Aerobatics-10; Flight-16

Source: GURPS Fantasy Bestiary 3e

EAGLE, GREAT

Source: Pyramid 2/23/07 (Giant Eagle)

EAGLE, IRON

Source: Pyramid 3/14/08

ECHIDNA, GIANT

Quadruped, Wild Animal

ST: 23* **HP:** 23 **Speed:** 5
DX: 10 **Will:** 10 **Move:** 4
IQ: 4 **Per:** 10
HT: 10 **FP:** 10 **SM:** +1

3 hexes; 1,000-2,000 lbs

Dodge: 8 **Parry:** 8(5) **DR:** 1 (Tough Skin)

Bite (10): 2d cut (Reach C)

Claws (10): 2d cut (Reach C, 1)

Quills (defense): 1d-2 imp with Poison

•**Poison (F):** Type H 1d

Source: GURPS Fantasy Bestiary 3e

*ST range 20-25 depending on weight

EEL, ELECTRIC

Fish, Wild Animal

ST: 8* **HP:** 8 **Speed:** 5.25
DX: 9 **Will:** 10 **Move:** 7
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** +1
25-145 lbs.

Dodge: 8 **Parry:** — **DR:** 0

Bite (10): 1d-4 cut (Reach C)

•**Electric Stun (E, Biological):** Affliction 2 (HT roll; Area Effect, 1 yard; Daze and Stun; Emanation)

Combat Skills: Wrestling-16

Source: GURPS Bestiary 3e

*ST range 6-11 depending on weight

EEL, GIANT MORAY

Fish, Wild Animal

ST: 11 **HP:** 11 **Speed:** 6.25
DX: 13 **Will:** 10 **Move:** 5
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** +1
150 lbs.

Dodge: 9 **Parry:** — **DR:** 0

Bite (15): 1d-2 cut (Reach C)

Combat Skills: Wrestling-16

Source: GURPS Bestiary 3e

ELAND

Quadruped, Wild Animal

ST: 24* **HP:** 24 **Speed:** 6.25
DX: 14 **Will:** 10 **Move:** 16
IQ: 4 **Per:** 10
HT: 11 **FP:** 11 **SM:** +2
4 hexes; 1,500-2,000 lbs

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

Horns (14): 2d+3 imp (Reach 1)

Trample (14): 2d+3 cr

Physical Traits: Super Jump (6'4")

Source: GURPS Bestiary 3e

*ST range 23-25 depending on weight

ELASMOTHERIUM

Quadruped, Wild Animal

ST: 40* **HP:** 40 **Speed:** 5.5
DX: 9 **Will:** 10 **Move:** 10
IQ: 4 **Per:** 10
HT: 13 **FP:** 13 **SM:** +3
3-5 tons

Dodge: 8 **Parry:** 7(4) **DR:** 3 (Tough Skin)

Horn (9): 4d+5 imp (Reach 1-3; Limited Arc, forward only)

Trample (9): 4d+5 cr

Source: GURPS Bestiary 3e

*ST range 36-43 depending on weight

ELEPHANT

Source: B460

ELK

Quadruped, Wild Animal

ST: 17* **HP:** 17 **Speed:** 5.25
DX: 10 **Will:** 10 **Move:** 10
IQ: 4 **Per:** 10
HT: 11 **FP:** 11 **SM:** +1
2 hexes; 500-700 lbs.

Dodge: 8 **Parry:** 8(5) **DR:** 1 (Tough Skin)

Antlers (10): 1d+3 imp (Reach 1)

Trample (10): 1d+3 cr

Source: Author

*ST range 16-18

ELK, IRISH

Quadruped, Wild Animal

ST: 20 **HP:** 20 **Speed:** 5.25
DX: 10 **Will:** 10 **Move:** 10
IQ: 4 **Per:** 10
HT: 11 **FP:** 11 **SM:** +2
1,000+ lbs.

Dodge: 8 **Parry:** DR:

Antlers (10): 2d+1 imp (Reach 1)

Trample (10): 2d+1 cr

Source: GURPS Bestiary 3e

EYESHOT

Source: Pyramid 7/27/07

FALCON, LARGE

Source: B457

FANBIRD

Source: Pyramid 8/24/07

FERRET

Quadruped, Wild Animal *or* Domestic Animal

ST: 2 **HP:** 3 **Speed:** 6.25
DX: 15 **Will:** 10 **Move:** 9
IQ: 5 **Per:** 10
HT: 10 **FP:** 10 **SM:** -4
1-2 lbs.

Dodge: 9 **Parry:** — **DR:** 0

Bite (17): 1d-5 cr (Reach C)

Physical Traits: Flexible (Double-Jointed)

Source: GURPS Bestiary 3e

FIDEAL

Wild Animal

ST: 11 **HP:** 11 **Speed:** 6.5
DX: 12 **Will:** 10 **Move:** 1
IQ: 2 **Per:** 10
HT: 14 **FP:** 14 **SM:** 0

150 lbs.

Dodge: — **Parry:** — **DR:** 0

Resistance: Magic 5

Injury Tolerance: Homogeneous, No Eyes

Immunity: Cutting, Impaling, Piercing attacks; Animal
College spells

•**Entangle (13):** Binding 13 (Melee Attack)

Physical Traits: Doesn't Breathe (Aquatic); No Legs
(Aquatic); Vibration Sense

Source: GURPS Fantasy Bestiary 3e

FIR BIRD

Source: Pyramid 7/6/07

FLAKE SPINNER

Source: Pyramid 3/14/08

FLAME TROUT

Source: Pyramid 7/27/07

FLOE BIRD

Bird, Wild Animal

ST: 7 **HP:** 7 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** G5-A10
IQ: 4 **Per:** 10
HT: 10 **FP:** 10 **SM:** -3

35 lbs.

Dodge: 8 **Parry:** — **DR:** 0

Bite (12): 1d-4 cut (Reach C)

•**Body Heat (A):** Burning Attack 1d-2 (Always On; Aura;
Melee Attack)

Source: GURPS Space Bestiary 3e

FLUTTER DEVIL

Source: GURPS Creatures of the Night 4

FLY, LOTUS

Source: Pyramid 3/9/07

FORGER FISH

Source: Pyramid 7/6/07

FOSSA, GIANT

Quadruped, Wild Animal

ST: 11* **HP:** 11 **Speed:** 6.5
DX: 14 **Will:** 10 **Move:** 10
IQ: 4 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0

2 hexes; 100-200 lbs.

Dodge: 9 **Parry:** — **DR:** 0

Bite (16): 1d-1 cut (Reach C)

Mental Traits: Bad Temper (9)

Source: GURPS Fantasy Bestiary 3e

*ST range 9-12 depending on weight

FOX

Quadruped, Wild Animal

ST: 5 **HP:** 5 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** 5(10)
IQ: 4 **Per:** 12
HT: 10 **FP:** 10 **SM:** -2

10-15 lbs.

Dodge: 8 **Parry:** — **DR:** 0

Bite (14): 1d-4 cut (Reach C)

Source: Author

GASSER

Wild Animal

ST: 9 **HP:** 9 **Speed:** 6.5
DX: 14 **Will:** 10 **Move:** 2
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0

80 lbs.

Dodge: 9 **Parry:** — **DR:** 0

Combat Traits: Arm ST +3; Hard to Kill 5, Hard to Subdue
5

•**Grapple:** Binding 5 (Melee Attack)

•**Saber (16):** Cutting Attack 2d (Melee Attack, Reach C, 1)

Physical Traits: Extra Legs (10 total); No Fine Manipulators

Source: GURPS Space Bestiary 3e

GILA MONSTER

Reptile, Wild Animal

ST: 3 **HP:** 3 **Speed:** 5.25
DX: 10 **Will:** 10 **Move:** 1
IQ: 3 **Per:** 10
HT: 11 **FP:** 11 **SM:** -3

6-10 lbs.

Dodge: 6 **Parry:** — **DR:** 2 (Flexible)

Bite (12): 1d-5 cut with Venom (Reach C)

•**Venom (F):** Type F 1d

Source: GURPS Bestiary 3e

GLACIER EATER

Wild Animal

ST: 25 **HP:** 15 **Speed:** 6
DX: 9 **Will:** 10 **Move:** 8
IQ: 4 **Per:** 10
HT: 15 **FP:** 15 **SM:** +2

1 ton

Dodge: — **Parry:** — **DR:** 2 (Tough Skin)

Tusks (9): 2d+4 cr (Reach C; Limited Arc, forward only)

Physical Traits: Extra Legs (6 total); Horizontal; No Fine Manipulators

Mental Traits: Loner (6)

Source: GURPS Space Bestiary 3e

GLARE BUG

Source: Pyramid 8/24/07

GLIMMER MOTH

Source: Pyramid 7/6/07 (Video Moth)

GLIMMERCAT

Quadruped, Wild Animal

ST: 7 **HP:** 10 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** 5
IQ: 4 **Per:** 10
HT: 10 **FP:** 10 **SM:** 0

40 lbs.

Dodge: 8 **Parry:** — **DR:** 0

Claws (14): 1d-2 cut (Reach C)

Physical Features: Colorful Pelt

Social Traits: Attractive; Loner (9)

Source: GURPS Space Bestiary 3e

GLYPTODONT

Quadruped, Wild Animal

ST: 25* **HP:** 25 **Speed:** 5.5
DX: 9 **Will:** 10 **Move:** 3
IQ: 3 **Per:** 10
HT: 13 **FP:** 13 **SM:** +2

1,500-2,500 lbs.

Dodge: 6 **Parry:** 7(4) **DR:** 3 (Flexible)

Tail (9): 2d+4 cr (Reach C, 1; Limited Arc, rear)

Source: GURPS Bestiary 3e

*ST range 23-27

GRAPPLE BIRD

Bird, Wild Animal

ST: 5 **HP:** 5 **Speed:** 6.5
DX: 14 **Will:** 10 **Move:** G0-A16-W3
IQ: 4 **Per:** 10
HT: 12 **FP:** 12 **SM:** -3

20 lbs.

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

Talons (14): 1d-5 imp (Reach C)

Physical Traits: One Leg

Source: GURPS Space Bestiary 3e

GRAVEL JAW

Fish,* Wild Animal

ST: 18 **HP:** 18 **Speed:** 6.75

DX: 13 **Will:** 10 **Move:** 4

IQ: 3 **Per:** 10

HT: 14 **FP:** 14 **SM:** +1

3 hexes; 700 lbs.

Dodge: 9 **Parry:** — **DR:** 0

Combat Traits: Striking ST +2 (bite, wrestling)

Bite (15): 2d cut

Combat Skills: Wrestling-15

Physical Traits: Acute Touch +2

Source: GURPS Space Bestiary 3e

*original entry is unclear

GREIDER

Source: GURPS Creatures of the Night 1

GRYPHON

Source: B460-461

GRYPHON, GREATER

Quadruped, Wild Animal

ST: 127 **HP:** 127 **Speed:** 6.75

DX: 14 **Will:** 11 **Move:** G6-A15

IQ: 5 **Per:** 12

HT: 13 **FP:** 13 **SM:** +7

16 hexes

Dodge: 11 **Parry:** 10(7) **DR:** 3 (Tough Skin)

Combat Traits: Combat Reflexes

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

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

Physical Traits: Acute Vision +3; Flight (Air 15; Cannot Hover; Winged)

Source: GURPS Camelot

GULLY DRAGON

Source: GURPS Creatures of the Night 5

GUMBERU

Quadruped, Wild Animal

ST: 19 **HP:** 19 **Speed:** 6.25

DX: 13 **Will:** 10 **Move:** 8

IQ: 4 **Per:** 10

HT: 12 **FP:** 12 **SM:** +1

700-900 lbs.

Dodge: 9 **Parry:** 10(7) **DR:** 1 (Tough Skin;

Limited, not vs. fire)

Vulnerability: Fire, x2

Bite (15): 2d cut (Reach C)
Claws (15): 2d+2 cr (Reach C, 1)
Mental Traits: Fearlessness; Uncontrollable Appetite
Spells: Reverse Missiles-10
Source: GURPS Bestiary 3e (Gumberoo)

HARDING

Source: GURPS Banestorm

HARPOONER

Bird, Wild Animal

ST: 5* **HP:** 5 **Speed:** 6.5
DX: 14 **Will:** 10 **Move:** G6-A12
IQ: 4 **Per:** 10
HT: 12 **FP:** 12 **SM:** -3
20 lbs.
Dodge: 9 **Parry:** 11(8) **DR:** 0

Beak (16): 1d-3 pi+*

Physical Traits: Acute Vision +4

Source: GURPS Space Bestiary

*ST 6 if land species; damage includes +1 from airspeed (p. B396)

HARPY

Wild Animal

ST: 11* **HP:** 11 **Speed:** 6.5
DX: 13 **Will:** 10 **Move:** G3-A20
IQ: 5 **Per:** 12
HT: 13 **FP:** 13 **SM:** 0
100-200 lbs.
Dodge: 9 **Parry:** 10(7) **DR:** 1 (Tough Skin)

Combat Traits: Combat Reflexes

Claws (15): 1d-1 cut (Reach C)

Physical Traits: Flight (Air 13; Winged); No Fine Manipulators

Mental Traits: Bad Temper (9)

Source: GURPS Fantasy Bestiary 3e

*ST range 9-12 depending on weight

HIPPOCAMPUS

Source: F211-212

HIPPORGRIFF

Source: GURPS Banestorm

HIPPOPOTAMUS

Quadruped, Wild Animal

ST: 40* **HP:** 40 **Speed:** 4.75
DX: 8 **Will:** 10 **Move:** 4
IQ: 4 **Per:** 10
HT: 11 **FP:** 11 **SM:** +2
4 hexes; 3-5 tons
Dodge: 7 **Parry:** — **DR:** 3 (Tough Skin)

Bite (8): 4d cr (Reach C)

Trample (8): 4d+5 cr

Source: GURPS Bestiary 3e

*ST range 36-43 depending on weight

HORDE BIRD

Bird, Wild Animal

ST: 2 **HP:** 2 **Speed:** 6
DX: 14 **Will:** 10 **Move:** G6-A12
IQ: 3 **Per:** 10
HT: 10 **FP:** 10 **SM:** -3
1 lb.
Dodge: 9 **Parry:** — **DR:** 0

Bite (swarm): 3d cut

Source: GURPS Space Bestiary 3e (Piranhakeet)

HORSE, CAVALRY

Source: B459

HORSE, DRAFT

Source: B459-460

HORSE, RACING

Source: B460

HORSE, SADDLE

Source: B460

HORSE, WAR

Source: B460

HOWLER WORM

Vermiform, Wild Animal

ST: 1 **HP:** 1 **Speed:** 5.25
DX: 12 **Will:** 10 **Move:** 3
IQ: 2 **Per:** 10
HT: 9 **FP:** 9 **SM:** -5*
Dodge: 8 **Parry:** — **DR:** 0

•**Howl:** Terror (Hearing)

Source: GURPS Space Bestiary 3e (Air Raid Worm)

*SM range -6 to -4

HSING-HSING

Wild Animal

ST: 14* **HP:** 14 **Speed:** 6.5
DX: 13 **Will:** 10 **Move:** 8
IQ: 6 **Per:** 10
HT: 13 **FP:** 13 **SM:** 0
250-450 lbs.
Dodge: 9 **Parry:** 10(7) **DR:** 1 (Tough Skin)
Swing (15): 3d (Reach C, 1)

Bite (15): 1d cut (Reach C)
Physical Traits: Brachiator
Source: GURPS Fantasy Bestiary 3e
*ST range 13-15 depending on weight

HYDRA

Source: GURPS Banestorm

HYENA, BROWN OR SPOTTED

Quadruped, Wild Animal

ST: 9* **HP:** 9 **Speed:** 6
DX: 14 **Will:** 10 **Move:** 6(18)
IQ: 5 **Per:** 10
HT: 10 **FP:** 15 **SM:** -1
80-120 lbs.
Dodge: 9 **Parry:** — **DR:** 0

Bite (16): 1d-2 cr (Reach C)

Source: Author

*ST range 8-10 depending on weight

HYENA, STRIPED

Quadruped, Wild Animal

ST: 8* **HP:** 8 **Speed:** 5.75
DX: 13 **Will:** 10 **Move:** 5(15)
IQ: 5 **Per:** 10
HT: 10 **FP:** 15 **SM:** -1
60-90 lbs.
Dodge: 8 **Parry:** — **DR:** 0

Bite (15): 1d-3 cr

Source: Author

*ST range 8-9

HYTUN

Fish, Wild Animal

ST: 11 **HP:** 11 **Speed:** 5.75
DX: 12 **Will:** 10 **Move:** 7
IQ: 3 **Per:** 10
HT: 11 **FP:** 11 **SM:** 0
150 lbs.
Dodge: 8 **Parry:** — **DR:** 0

•**Scream (Brawling-12):** Crushing Attack 2d (Jet; Reduced Range x2; Underwater)

Source: GURPS Space Bestiary 3e (Hitone)

ICEBREAKER

Fish, Wild Animal

ST: 317 **HP:** 317 **Speed:** 6.5
DX: 12 **Will:** 10 **Move:** 16
IQ: 4 **Per:** 10
HT: 14 **FP:** 14 **SM:** +12
100 hex area; 2,000 tons

Dodge: 9 **Parry:** — **DR:** 4 (Tough Skin)

Slam (12): 50d (at full Move against stationary target)

Physical Traits: Restricted Diet (Glacier detritus)

Mental Traits: Bully (6); Loner (6)

Source: GURPS Space Bestiary 3e

ICE LURKER

Fish, Wild Animal

ST: 18 **HP:** 18 **Speed:** 5.25
DX: 9 **Will:** 10 **Move:** 8
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** +5
12 hexes; 700 lbs.
Dodge: — **Parry:** — **DR:** 0

Combat Traits: Striking ST +10

Bite (11): 3d-1 cut (Reach C)

Mental Traits: Bully (6)

Source: GURPS Space Bestiary 3e

ICEMAN

Wild Animal

ST: 13 **HP:** 13 **Speed:** 6.5
DX: 10 **Will:** 10 **Move:** 9
IQ: 4 **Per:** 10
HT: 16 **FP:** 16 **SM:** 0
300 lbs.
Dodge: 9 **Parry:** 8(5) **DR:** 0

Punch (10): 1d-1 cr

Thrust (10): 1d

Swing (10): 2d-1

Source: GURPS Space Bestiary 3e

ICE THROWER

Quadruped, Wild Animal

ST: 15 **HP:** 15 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 12
IQ: 5 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0
2 hexes; 400 lbs.
Dodge: 9 **Parry:** — **DR:** 0

•**Ice Stream (Brawling-12):** Fatigue Attack 1d (Jet; Limited Use, 8/day; Reduced Range/10; Resisted by HT)

Source: GURPS Space Bestiary 3e

IKONKOLA

Vermiform, Wild Animal

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 with Venom (Reach C)

•**Venom (F):** Type J 1d

Physical Traits: Flight (Lighter than Air, Low Ceiling:

“ground” level)

Source: GURPS Fantasy Bestiary 3e

JACULUS

Vermiform, Wild Animal

ST: 3 **HP:** 3 **Speed:** 6.75
DX: 14 **Will:** 10 **Move:** G3-A15
IQ: 3 **Per:** 10
HT: 13 **FP:** 13 **SM:** -2
1-2 lbs.
Dodge: 9 **Parry:** — **DR:** 0

Bite (16): 1d-5 cut with Venom

•**Venom (F):** Type C 2d

Physical Traits: Flight (Gliding, Air 14)

Source: GURPS Fantasy Bestiary 3e

JACKAL

Quadruped, Wild Animal

ST: 5 **HP:** 5 **Speed:** 6
DX: 14 **Will:** 10 **Move:** 9
IQ: 5 **Per:** 10
HT: 10 **FP:** 10 **SM:** -3
10-20 lbs.
Dodge: 9 **Parry:** — **DR:** 0

Bite (16): 1d-4 cut

Source: GURPS Bestiary 3e

JAGUAR

Quadruped, Wild Animal

ST: 12* **HP:** 12 **Speed:** 6
DX: 14 **Will:** 10 **Move:** 10
IQ: 4 **Per:** 10
HT: 10 **FP:** 15 **SM:** 0
2 hexes; 150-350 lbs.
Dodge: 9 **Parry:** 11(8) **DR:** 0

Bite (16): 1d-1 cut (Reach C)

Claws (16): 1d-1 cut (Reach C)

Physical Traits: Super Jump (high 9'; broad 15')

Skills: Climbing-16; Swimming-14

Source: GURPS Bestiary 3e

*ST range 11-14

JAGUAR, FLYING

Quadruped, Wild Animal

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 cut

Claws (16): 1d+1 cut

Physical Traits: Flight (Cannot Hover; Winged); Super

Jump (high: 9'; broad: 15')

Skills: Climbing-16; Flying-14; Swimming-14

Source: GURPS Aztecs

JELLYFISH, SEA WASP

Fish, Wild Animal

ST: 3 **HP:** 3 **Speed:** 4.5
DX: 6 **Will:** 9 **Move:** 3
IQ: 2 **Per:** 9
HT: 12 **FP:** 12 **SM:** -5
0.5-10 lbs.
Dodge: 7 **Parry:** — **DR:** —

Combat Traits: Easy to Kill

Sting (A, Biological): Toxic Attack 3d (Aura; Contact Agent; Melee Attack; Side Effect, Severe Pain)

Source: GURPS Bestiary 3e

Notes: Although not fish, jellyfish use the Fish meta-trait.

KANGAROO

Quadruped, Wild Animal

ST: 10* **HP:** 10 **Speed:** 6
DX: 14 **Will:** 10 **Move:** 15
IQ: 4 **Per:** 10
HT: 10 **FP:** 10 **SM:** +1
1 hex; 100-175 lbs.
Dodge: 9 **Parry:** 10(7) **DR:** —

Combat Traits: Extra Attacks (total 4)

Punch (14): 1d-2 cut (Reach C)

Kick (14): 1d-2 cut (Reach C)

Physical Traits: Super Jump (high: 9'; broad: 9')

Source: GURPS Bestiary 3e

*ST range 9-11 depending on weight

KERBEROS

Quadruped, Wild or Domestic Animal

ST: 16 **HP:** 16 **Speed:** 6.5
DX: 12 **Will:** 10 **Move:** 9
IQ: 5 **Per:** 10
HT: 14 **FP:** 14 **SM:** 0
2 hexes; 300 lbs.
Dodge: 9 **Parry:** 10(7) **DR:** 3

Combat Traits: Striking ST +3

Fangs (15): 1d+1 imp

Tail (15): 1d+2 cr (Reach C, 1; Limited Arc, behind)

Physical Traits: Extra Heads (total 3)

Source: GURPS Fantasy Bestiary 3e (Cerberus)

Notes: This version does not have the serpent heads around each neck, but it does use its tail as a Striker.

KICKSPIN

Source: Pyramid 1/25/08

KOMODO DRAGON

Reptile, Wild Animal

ST: 14 **HP:** 14 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 9
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** +2
4 hexes; 200-300 lbs.
Dodge: 9 **Parry:** — **DR:** 4 (Flexible)

Bite (14): 1d cut (Reach C)
Tail (14): 1d+2 cr (Reach C, 1; Clumsy; Limited Arc, behind)
Source: GURPS Bestiary 3e

KONOBA

Bird*, Wild Animal

ST: 11 **HP:** 11 **Speed:** 6.75
DX: 14 **Will:** 10 **Move:** G3-A8(25)*
IQ: 4 **Per:** 10
HT: 13 **FP:** 13 **SM:** +1
2 hexes; 150-200 lbs.
Dodge: 9 **Parry:** — **DR:** —

Combat Traits: Striking ST +5
Beak (16): 1d+1 imp (First attack as Lance thr-1 attack, B397)
Source: GURPS Fantasy Bestiary 3e
*Bird template without Cannot Hover; Air Move information: Hover(Flight)

KRAKEN

Source: GURPS Banestorm

LAU

Wild Animal

ST: 13 **HP:** 13 **Speed:** 6.75
DX: 13 **Will:** 10 **Move:** 7
IQ: 5 **Per:** 10
HT: 14 **FP:** 14 **SM:** 0
2 hexes; 300 lbs.
Dodge: 9 **Parry:** — **DR:** —

Bite (13): 1d-1 cut (Reach C)
Physical Traits: Semi-Upright
Magical Traits: Magery 0
Spells: Soul Jar-15
Source: GURPS Fantasy Bestiary 3e

LAU, SEA

Wild Animal

ST: 13 **HP:** 13 **Speed:** 6.75
DX: 13 **Will:** 10 **Move:** W7
IQ: 5 **Per:** 10
HT: 14 **FP:** 14 **SM:** 0
2 hexes; 300 lbs.
Dodge: 9 **Parry:** — **DR:** —

Bite (13): 1d-1 cut (Reach C)

Physical Traits: Doesn't Breathe (Aquatic); Semi-Upright

Magical Traits: Magery 0

Skills: Swimming-15

Spells: Soul Jar-15

Source: GURPS Fantasy Bestiary 3e (Lau)

LEECH

Vermiform, Wild Animal

ST: 0 **HP:** 1 **Speed:** 2.75
DX: 1 **Will:** 9 **Move:** —
IQ: 2 **Per:** 9
HT: 10 **FP:** 10 **SM:** -10
under 1 oz.
Dodge: — **Parry:** — **DR:** —

Leech (Brawling-3, Biological): Cutting Attack 1 HP
(Contact Agent; Melee Attack; Resist HT; Secondary, 1 HP)

Physical Traits: Weak Bite
Source: GURPS Bestiary 3e

LEECH, HIRUDO

Vermiform, Wild Animal

ST: 12* **HP:** 12 **Speed:** 5
DX: 10 **Will:** 10 **Move:** 3
IQ: 2 **Per:** 10
HT: 10 **FP:** 10 **SM:** +1
3 hexes; 150-250 lbs.
Dodge: 6 **Parry:** — **DR:** —

Bite (12): 1d-1 cut
Leech (Brawling-12, Biological): Cutting Attack 1d
(Contact Agent; Melee Attack; Resist HT; Secondary, 1d)

Source: GURPS Fantasy Bestiary 3e (Hirudo)
*ST range 11-13 depending on weight

LEONTOPHONTES

Quadruped, Wild Animal

ST: 4 **HP:** 4 **Speed:** 6
DX: 11 **Will:** 10 **Move:** 9
IQ: 4 **Per:** 10
HT: 13 **FP:** 13 **SM:** -3
4-8 lbs.
Dodge: 9 **Parry:** — **DR:** —

•Poison Skin (A): Toxic Attack 2d (Aura; Melee Attack; Resist HT-5; Secondary, 2d tox [additional])

Source: GURPS Fantasy Bestiary 3e

LEOPARD (OR STANDARD PANTHER)

Quadruped, Wild Animal

ST: 10* **HP:** 10 **Speed:** 6
DX: 14 **Will:** 10 **Move:** 9
IQ: 5 **Per:** 11
HT: 10 **FP:** 10 **SM:** 0
2 hexes; 60-200 lbs.

Dodge: 9 **Parry:** — **DR:** —

Bite (16): 1d-2 cut (Reach C)

Physical Traits: Super Jump (high: 9'; broad: 15')

Skills: Climbing-14

Source: GURPS Bestiary 3e

*ST range 8-12 depending on weight

LIGHT BUG

Source: Pyramid 5/11/07

LIGHTNING BUG

Source: Pyramid 1/26/07

LIGHTNING BUG, GIANT

Source: Pyramid 1/26/07

LION

Source: B456

LION, CAVE

Quadruped, Wild Animal

ST: 17* **HP:** 17 **Speed:** 6
DX: 12 **Will:** 11 **Move:** 9
IQ: 4 **Per:** 12
HT: 12 **FP:** 12 **SM:** +1
2 hexes; 500-700 lbs.

Dodge: 9 **Parry:** 10(7) **DR:** 1 (Tough Skin)

Bite (14): 1d+2 cut (Reach C)

Claws (14): 1d+2 cut (Reach C, 1)

Physical Traits: Night Vision +5; Temperature Tolerance 1

Source: GURPS Bestiary 3e*

*ST range 16-18 depending on weight; this entry is greatly changed from the original.

LIVYATAN

Marine Mammal, Quadruped

ST: ? **HP:** ? **Speed:** 6
DX: 10 **Will:** 10 **Move:** W20
IQ: 4 **Per:** 10
HT: 14 **FP:** 14 **SM:** ?

Dodge: 9 **Parry:** — **DR:** ?

Immunity: All physical attacks

Source: GURPS Fantasy Bestiary 3e (Leviathan)

LLAMA

Domestic Animal, Quadruped

ST: 11* **HP:** 11 **Speed:** 5.25
DX: 11 **Will:** 10 **Move:** 13
IQ: 4 **Per:** 10
HT: 10 **FP:** 10 **SM:** 0
100-300 lbs.

Dodge: 8 **Parry:** — **DR:** —

Bite (10): 1d-5 cr (Reach C)

Physical Traits: Weak Bite

Source: GURPS Bestiary 3e

*ST range 9-13 depending on weight

LUNGSTRIDER

Wild Animal

ST: 8 **HP:** 8 **Speed:** 5.5
DX: 10 **Will:** 10 **Move:** 5
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** +4
7 hexes; 200 lbs.

Dodge: —* **Parry:** — **DR:** 1 (Tough Skin)

Resistance: Fire (DR +5)

Constriction Attack (Wrestling-10)

Physical Traits: Bad Sight (Farsighted); Extra Legs (total 12; Cannot Kick); Flight (Lighter Than Air, Low Ceiling 20'); No Sense of Smell

Description: The lungstrider is a slow-moving, peaceful herbivore shaped like a gigantic egg with delicate tentacles (though unrelated to the sea blimp). The interior of the "egg" consists of expanding sacs filled with hydrogen that has been processed from food. This makes the lungstrider lighter than air, allowing it to float up to twenty feet off the ground.

The lungstrider uses six of its twelve flexible "legs" to push against the ground for movement; it uses its sense of touch to locate thick patches of grass, small bushes and other plants. When it finds something it wants to eat, it descends a few feet and wraps its other six legs around the food. This is the source of its constriction attack, which by nature is relatively weak. Its mouth is located on the underside of the front third of the body. It lacks teeth; instead, it pushes food into its mouth and holds it there while it is digested directly behind the mouth.

The lungstrider has poorly functioning eyes that it uses only to gauge the direction to its next distant meal. It has no olfactory sense to speak of. Although it is filled with hydrogen, it is surprisingly hardy: its hide is particularly resistant to fire and does not puncture easily. If a lungstrider does happen to be threatened by fire, a rapid chemical process combines the hydrogen with oxygen and fills its lung sacs with water. The lungstrider will sink to the ground as a result, but once the danger has passed it can take to the air again after 12 hours of "refilling," assuming it has a sufficient food source within reach of its 10' legs.

Although lungstriders cannot be domesticated or trained

in any real sense, they are sometimes used as pack animals. Lungstriders tend to keep to patterns of movement that change very slowly, and so they have predictable routes. They do not seem to mind (or even notice), and they can carry up to two hundred pounds without difficulty. Although they move too slowly to be used as mounts, they can carry cargo from the outskirts of one city to another as quickly as any caravan, without supervision.

Organization: Family groups of 2-6, with never more than 2 adults.

Habitat: Plains.

Source: Author.

*Lungstriders cannot dodge.

LYNX

Quadruped, Wild Animal

ST: 7* **HP:** 7 **Speed:** 6
DX: 14 **Will:** 10 **Move:** 6(9)
IQ: 4 **Per:** 10
HT: 10 **FP:** 14 **SM:** -2
30-65 lbs.

Dodge: 9 **Parry:** — **DR:** —

Bite (16): 1d-3 cut (Reach C)

Physical Traits: Acute Vision +2

Skills: Climbing-14; Stealth-15; Swimming-14

Source: Author

*ST range 6-8 depending on weight

MAMMOTH

Quadruped*, Wild Animal

ST: 44* **HP:** 44 **Speed:** 5.75
DX: 10 **Will:** 10 **Move:** 8
IQ: 4 **Per:** 10
HT: 13 **FP:** 13 **SM:** +2
4-7 tons

Dodge: 8 **Parry:** 8(5) **DR:** 4 (Tough Skin)

Trample (10): 5d cr

Trunk (10): 1d cr (Reach C, 1)

Physical Traits: Extra Arm (Trunk; Extra-Flexible; Long, +1 SM; Weak, ST 11); Peripheral Vision; Temperature Tolerance 2; Weak Bite

Source: GURPS Bestiary 3e and B460 (Elephant)

*Quadruped -No Fine Manipulators +One Arm; ST range 40-48 depending on weight

MANTIS, GIANT

Insect, Wild Animal

ST: 15* **HP:** 15 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** 5
IQ: 2 **Per:** 10
HT: 10 **FP:** 10 **SM:** +1
400-600 lbs.

Dodge: 9 **Parry:** 9(6) **DR:** —

Forelegs (12): 1d+2 cr (Reach C, 1)

Bite (12): 1d+1 cut (Reach C)

Combat Skills: Wrestling-12

Source: GURPS Bestiary 3e

*ST range 14-16 depending on weight

MARKSMAN FISH

Fish, Wild Animal

ST: 9 **HP:** 9 **Speed:** 7
DX: 16 **Will:** 10 **Move:** W5
IQ: 4 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0
2 hexes; 100 lbs.

Dodge: 10 **Parry:** — **DR:** —

Bite (16): 1d-3 cut (Reach C)

•**Nerve Toxin (Breath-16):** Affliction 6 (HT-5; Coma; Reduced Range, x10; Secondary Heart Attack)

Mental Traits: Loner (9)

Source: GURPS Space Bestiary 3e

MAROOL

Wild Animal

ST: 13 **HP:** 13 **Speed:** 6.75
DX: 14 **Will:** 10 **Move:** 6
IQ: 3 **Per:** 10
HT: 13 **FP:** 13 **SM:** 0
250 lbs.

Dodge: —* **Parry:** 11(8) **DR:** —

Fangs (16): 1d imp (Reach C)

Claws (16): 1d cut (Reach C, 1)

Physical Traits: Dependency (Water, 1 hour)

Mental Traits: Berserk (9)

Source: GURPS Fantasy Bestiary 3e

*Marools never attempt to dodge.

MASTODON

Quadruped*, Wild Animal

ST: 40* **HP:** 40 **Speed:** 5.75
DX: 10 **Will:** 10 **Move:** 8
IQ: 4 **Per:** 10
HT: 13 **FP:** 13 **SM:** +2
3-5 tons

Dodge: 7 **Parry:** 8(5) **DR:** 4 (Tough Skin)

Trample (10): 4d+1 cr (Reach C)

Trunk (10): 1d cr (Reach C, 1-2)

Combat Skills: Wrestling-10

Physical Traits: Extra Arm (Trunk: Extra-Flexible; Long, +1 SM; Weak, ST 11); Peripheral Vision; Temperature Tolerance 2; Weak Bite

Source: GURPS Bestiary 3e and B460 (Elephant)

*Quadruped -No Fine Manipulators +One Arm; ST range 36-43 depending on weight

MAZAMITLI

Quadruped, Wild 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 cut (Reach C)
Fangs (17): 1d-2 imp (Reach C)
Source: GURPS Aztecs

MEGALODON

Source: GURPS Lands Out of Time

MEGALOGRYPHON

Source: F212

MEGATHERIUM

Quadruped, Wild Animal

ST: 50* **HP:** 50 **Speed:** 5.5
DX: 9 **Will:** 10 **Move:** 3
IQ: 3 **Per:** 10
HT: 13 **FP:** 13 **SM:** +3
5 dexes; 7-9 tons

Dodge: 8 **Parry:** 7(4) **DR:** 3 (Tough Skin)
Talons (9): 5d+1 imp (Reach C, 1-2)
Source: GURPS Bestiary 3e
*ST range 48-52 depending on weight

MERMEX (SOLDIER)

Insect, Wild Animal

ST: 8 **HP:** 8 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 7
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0
2 hexes; 50-75 lbs.

Dodge: 9 **Parry:** 10(7) **DR:** 1 (Flexible)
Combat Traits: Striking ST +4
Tusks (14): 1d-1 imp (Reach C)
Source: GURPS Fantasy Bestiary 3e

MERMEX (WORKER)

Insect, Wild Animal

ST: 8 **HP:** 8 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 7
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0
2 hexes; 50-75 lbs.

Dodge: 9 **Parry:** — **DR:** 1 (Flexible)
Bite (12): 1d-4 cut with Formic Acid (Reach C)
•**Formic Acid (F, Biological):** Corrosion Attack 1 HP
(Follow-Up, bite)
Source: GURPS Fantasy Bestiary 3e

MILKFISH

Source: GURPS Banestorm

MIRROR LARK

Source: Pyramid 1/25/08

MIST MOUNT

Source: Pyramid 12/14/07

MIST MOUNT, GIANT

Source: Pyramid 12/14/07

MNGWA

Quadruped, Wild Animal

ST: 12 **HP:** 12 **Speed:** 6.5
DX: 14 **Will:** 10 **Move:** 10
IQ: 5 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0
200-300 lbs.

Dodge: 9 **Parry:** — **DR:** —
Bite (16): 1d cut (Reach C)
Skills: Climbing-18; Stealth-18
Source: GURPS Bestiary 3e

MOLE, ARCTIC

Quadruped, Wild 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 (Tough Skin)
Bite (8): 2d-1 cut (Reach C)
Claws (8): 2d-1 cut (Reach C, 1)
Physical Traits: Tunneling (Move 3)
Source: GURPS China

MONGOOSE

Quadruped, Wild Animal

ST: 3 **HP:** 3 **Speed:** 6.5
DX: 14 **Will:** 10 **Move:** 10
IQ: 4 **Per:** 10
HT: 12 **FP:** 15 **SM:** -4*

2-10 lbs.

Dodge: 9+1 **Parry:** — **DR:** —

Combat Traits: Combat Reflexes

Bite (16): 1d-5 cr (Reach C)

Physical Traits: Double-Jointed

Source: GURPS Bestiary 3e

*SM range -5 to -3

MONITOR LIZARD

Reptile, Wild Animal

ST: 7 **HP:** 7 **Speed:** 6.5
DX: 13 **Will:** 10 **Move:** 7
IQ: 3 **Per:** 10
HT: 13 **FP:** 13 **SM:** 0*

35-80 lbs.

Dodge: 9 **Parry:** — **DR:** —

Bite (13): 1d-4 cut (Reach C)

Source: GURPS Bestiary 3e

*SM range -1 to +1; ST range 7-8 depending on weight

MONKEY, CAPUCHIN

Quadruped, Wild Animal *or* Domestic Animal

ST: 4* **HP:** 4 **Speed:** 6
DX: 14 **Will:** 10 **Move:** 9
IQ: 5 **Per:** 10
HT: 10 **FP:** 10 **SM:** -4

3-15 lbs.

Dodge: 9 **Parry:** — **DR:** —

Bite (14): 1d-6 cr (Reach C)

Physical Traits: Extra Arm (Prehensile tail; Extra-Flexible)

Source: GURPS Bestiary 3e (Monkey, New World)

*ST range 3-5 depending on weight

MONKEY, RHESUS

Quadruped, Wild Animal

ST: 6* **HP:** 6 **Speed:** 6
DX: 14 **Will:** 10 **Move:** 8
IQ: 5 **Per:** 10
HT: 10 **FP:** 10 **SM:** -3

20-40 lbs.

Dodge: 9 **Parry:** — **DR:** —

Bite (14): 1d-5 cr (Reach C)

Source: GURPS Bestiary 3e (Monkey, Old World)

*ST range 5-7 depending on weight

MONKEY, SPIDER

Quadruped, Wild Animal

ST: 6 **HP:** 6 **Speed:** 6
DX: 14 **Will:** 10 **Move:** 8
IQ: 5 **Per:** 10
HT: 10 **FP:** 10 **SM:** -4

Dodge: 9 **Parry:** — **DR:** —

Bite (14): 1d-5 cr (Reach C)

Physical Traits: Extra Arm (Prehensile tail; Extra-Flexible)

Source: GURPS Bestiary 3e

MONKEY, SQUIRREL

Quadruped, Wild Animal

ST: 3 **HP:** 3 **Speed:** 6
DX: 14 **Will:** 10 **Move:** 8
IQ: 5 **Per:** 10
HT: 10 **FP:** 10 **SM:** -5

Dodge: 9 **Parry:** — **DR:** —

Bite (14): 1d-6 cr (Reach C)

Physical Traits: Extra Arm (Prehensile tail; Extra-Flexible)

Source: GURPS Bestiary 3e (Monkey, New World)

MOOSE

Quadruped, Wild Animal

ST: 24* **HP:** 24 **Speed:** 7
DX: 12 **Will:** 10 **Move:** 12
IQ: 4 **Per:** 10
HT: 12 **FP:** 12 **SM:** +2

3 hexes; 0.75-1.0 ton

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

Antlers (12): 2d+1 cr (Reach 2; Limited Arc, forward)

Trample (12): 2d+3 cr (Reach C)

Source: GURPS Bestiary 3e

*ST range 23-25 depending on weight

MOTH, DUST

Source: Pyramid 5/11/07

MOUSE, BALLOON

Source: Pyramid 7/6/07

MOUSE, HIVE

Source: Pyramid 5/11/07 (TK Mouse)

MUD-HIDER

Fish, Wild Animal

ST: 32 **HP:** 32 **Speed:** 6.75
DX: 13 **Will:** 10 **Move:** W5
IQ: 4 **Per:** 10
HT: 13 **FP:** 13 **SM:** +4
10 hexes; 2 tons
Dodge: 9 **Parry:** — **DR:** 2 (Tough Skin)

Bite (14): 3d cut (Reach C)

Source: GURPS Space Bestiary 3e

MUGGER BIRD

Bird, Wild Animal

ST: 5 **HP:** 5 **Speed:** 6.5
DX: 13 **Will:** 10 **Move:** G6-A12
IQ: 4 **Per:** 10
HT: 13 **FP:** 13 **SM:** -3
15 lbs.
Dodge: 9 **Parry:** — **DR:** —

Talons (15): 1d-3 imp (Reach C)

Mental Traits: Fearlessness

Source: GURPS Space Bestiary 3e

MULE, LARGE

Source: B460

MULE, SMALL

Source: B460

NEST MIMIC

Source: Pyramid 6/1/07

NIGHTSTALKER

Source: GURPS Banestorm

NOSEFISH

Fish, Wild Animal

ST: 8 **HP:** 8 **Speed:** 6.5
DX: 14 **Will:** 10 **Move:** W9
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** +1
3 hexes; 70 lbs.
Dodge: 9 **Parry:** — **DR:** —

Combat Traits: Constriction Attack

Combat Skills: Brawling-16

Source: GURPS Space Bestiary 3e (Noose Fish)

OCELOT

Quadruped, Wild Animal

ST: 6 **HP:** 6 **Speed:** 6
DX: 14 **Will:** 10 **Move:** 10
IQ: 4 **Per:** 10
HT: 10 **FP:** 10 **SM:** -1
25-35 lbs.
Dodge: 9 **Parry:** — **DR:** —

Bite (16): 1d-4 cut (Reach C)

Source: GURPS Bestiary 3e

OCTOPUS, GIANT

Wild Animal

ST: 11* **HP:** 11 **Speed:** 6.5
DX: 14 **Will:** 10 **Move:** 9
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** +1
2 hexes; 100-300 lbs.
Dodge: 9 **Parry:** — **DR:** —

Combat Traits: Constriction Attack

Beak (16): 1d-1 pi+

•**Ink Cloud (A, Biological):** Obscure 10 (Dissipation; Emergencies Only)

Combat Skills: Wrestling-16

Physical Traits: Chameleon 3; Doesn't Breathe (Gills); Extra Arms (total 8; Extra-flexible; Long); Extra Attack; No Legs (Aquatic)

Skills: Stealth-16

Source: GURPS Bestiary 3e

*ST range 9-13 depending on weight

OCTOPUS, HIDE

Wild Animal

ST: 12 **HP:** 12 **Speed:** 6.5
DX: 14 **Will:** 10 **Move:** 9
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** +3
10 hexes; 150-200 lbs.
Dodge: 9 **Parry:** — **DR:** —

Combat Traits: Constriction Attack (Reach C, 1-2)

Beak (16): 1d-1 pi+

•**Digestive Acid (Brawling-16, Biological):** Corrosion Attack 1d (Melee Attack)

Combat Skills: Wrestling-16

Physical 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)

Skills: Stealth-16

Source: GURPS Fantasy Bestiary 3e (Hide)

ORTHOS

Quadruped, Wild Animal *or* Domestic Animal

ST: 12 **HP:** 12 **Speed:** 6.25
DX: 12 **Will:** 10 **Move:** 8
IQ: 5 **Per:** 10
HT: 13 **FP:** 13 **SM:** 0
2 hexes; 220 lbs.
Dodge: 9 **Parry:** — **DR:** —

Combat Traits: Extra Attack

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

Physical Traits: Extra Head

Source: GURPS Fantasy Bestiary 3e (Orthus)

OSTRICH

Wild Animal

ST: 14* **HP:** 14 **Speed:** 5.75
DX: 13 **Will:** 10 **Move:** 15
IQ: 3 **Per:** 10
HT: 10 **FP:** 10 **SM:** +1
250-400 lbs.
Dodge: 8 **Parry:** — **DR:** —

Talons (13): 1d-1 imp (Reach C, 1)

Physical Traits: No Fine Manipulators

Source: GURPS Bestiary 3e

*ST range 13-15 depending on weight

OTTER

Quadruped, Wild Animal

ST: 6* **HP:** 6 **Speed:** 6
DX: 14 **Will:** 10 **Move:** 6
IQ: 4 **Per:** 10
HT: 10 **FP:** 10 **SM:** -2
18-40 lbs.
Dodge: 9 **Parry:** 10(7) **DR:** —

Bite (14): 1d-5 cut (Reach C)

Claws (14): 1d-5 cut (Reach C)

Physical Traits: Amphibious; Double-Jointed

Source: GURPS Bestiary 3e

*ST range 5-7 depending on weight

OTTER, IEMISCH

Quadruped, Wild Animal

ST: 13 **HP:** 13 **Speed:** 6
DX: 13 **Will:** 10 **Move:** 6
IQ: 5 **Per:** 10
HT: 11 **FP:** 11 **SM:** 0
2 hexes; 200-250 lbs.
Dodge: 9 **Parry:** 9(6) **DR:** —

Bite (13): 1d-1 cut (Reach C)

Claws (13): 1d-2 cut (Reach C)

Physical Traits: Amphibious; Double-Jointed

Magical Traits: Magery 0

Spells: Strike Dumb-15

Source: GURPS Fantasy Bestiary 3e

OWL

Raptor, Wild Animal

ST: 4* **HP:** 4 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** A17
IQ: 4 **Per:** 10
HT: 10 **FP:** 10 **SM:** -3*
5-25 lbs.

Dodge: 8 **Parry:** 10(7) **DR:** —

Beak (14): 1d-5 pi+ (Reach C)

Talons (14): 1d-5 cut (Reach C)

Physical Traits: 360° Vision; Acute Vision +2; Night Vision +2

Skills: Aerobatics-11; Flight-12

Source: GURPS Bestiary 3e

*SM range -7 to -3; ST range 3-6 depending on weight

OWL, GIGANTIC

Raptor, Wild Animal

ST: 25 **HP:** 25 **Speed:** 5.75
DX: 13 **Will:** 11 **Move:** A12
IQ: 5 **Per:** 12
HT: 10 **FP:** 13 **SM:** +3
7 hexes; 1 ton
Dodge: 8 **Parry:** 10(7) **DR:** —

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

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

Physical Traits: 360° Vision; Acute Vision +2; Night Vision +2

Magical Traits: Magery 0

Skills: Aerobatics-10; Flight-13

Spells: Panic-15

Source: GURPS Fantasy Bestiary 3e (Big Owl)

OWL, GUARDIAN

Source: GURPS Creatures of the Night 1

OX

Source: B460

PALADIN

Source: GURPS Banestorm

PANGOLIN

Quadruped, Wild Animal

ST: 7* **HP:** 7 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 3
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** -2
25-65 lbs.

Dodge: 9 **Parry:** — **DR:** 2 (Flexible; top/sides)

Combat Traits: Spines (Scales; Very Short)

Scales (D): 1d-3 cut (Reach C)

•**Spray (Beam-16, Biological):** Affliction 1 (HT; Bad Smell; Extended Duration, 4 weeks [2 weeks if neutralized]; Reduced Range, 1/2D -, Max 4; Secondary, Blindness on critical failure)

Notes: The Spray power is identical to that of the skunk (GURPS Bestiary 3e p. 31). See that text for more detail about how Spray functions.

Source: GURPS Bestiary 3e

*ST range 6-8 depending on weight

PANTHER, GREATER

Quadruped, Wild Animal

ST: 12 **HP:** 12 **Speed:** 6.5
DX: 14 **Will:** 10 **Move:** 9
IQ: 5 **Per:** 11
HT: 12 **FP:** 12 **SM:** 0

2 hexes; 180-240 lbs.

Dodge: 9 **Parry:** — **DR:** —

Combat Traits: Striking ST +3

Bite (16): 1d+1 cut (Reach C)

•**Olfactory Charm (Biological):** Mind Control (Maximum Range, 40 yards; Smell-Based)

Social Traits: Bad Smell

Source: GURPS Fantasy Bestiary 3e (Panther)

PANTHER, STANDARD

See Leopard entry.

PARANDRUS

Quadruped, Wild Animal

ST: 23 **HP:** 23 **Speed:** 5.5
DX: 9 **Will:** 10 **Move:** 8
IQ: 4 **Per:** 10
HT: 13 **FP:** 13 **SM:** +1

3 hexes; 1,500 lbs.

Dodge: 8 **Parry:** 7(4) **DR:** 1 (Tough Skin)

Antlers (9): 2d+3 cr (Reach C, 1)

Trample (9): 2d+3 cr (Reach C)

Physical Traits: Chameleon

Mental Traits: Bad Temper (9)

Source: GURPS Fantasy Bestiary 3e

PECCARY

Quadruped, Wild Animal

ST: 7 **HP:** 7 **Speed:** 6
DX: 14 **Will:** 10 **Move:** 8
IQ: 5 **Per:** 10
HT: 10 **FP:** 10 **SM:** 0

40-65 lbs.

Dodge: 9 **Parry:** 10(7) **DR:** —

Tusks (14): 1d-2 cut (Reach C)

Mental Traits: Bad Temper (9)

Source: GURPS Bestiary 3e

PEGASID

Source: GURPS Banestorm (Pegasi)

PENDULUM GHOUL

Source: GURPS Creatures of the Night 2

PENGUIN, EMPEROR

Wild Animal

ST: 5 **HP:** 5 **Speed:** 5
DX: 10 **Will:** 10 **Move:** G5-W5(15)
IQ: 3 **Per:** 10
HT: 10 **FP:** 10 **SM:** -3

20 lbs.

Dodge: 8 **Parry:** — **DR:** —

Beak (10): 1d-5 imp (Reach C)

Physical Traits: No Fine Manipulators

Mental Traits: Gregarious

Source: GURPS Bestiary 3e

PERIPATUS, GIANT

Vermiform*, Wild Animal

ST: 9* **HP:** 9 **Speed:** 5
DX: 10 **Will:** 9 **Move:** 3
IQ: 2 **Per:** 10
HT: 10 **FP:** 10 **SM:** 0

2 hexes; 60-120 lbs.

Dodge: 8 **Parry:** — **DR:** —

Vulnerability: Fire (x2)

Combat Traits: Extra Attack

Bite (12): 1d-2 cr (Reach C)

•**Web Fluid (Breath-14, Biological):** Binding 6 (Extended Duration, 1 day; Persistent; Reduced Range, 1/2D -, Max 4; Sticky)

Physical Traits: Weakness (Sunlight, 1d per 30 minutes)

Source: GURPS Fantasy Bestiary 3e

*Although the peripatus has legs, it is effectively a vermiform animal; ST range 9-12 depending on weight

PERYTON

Quadruped, Wild Animal

ST: 12 **HP:** 12 **Speed:** 6.5
DX: 14 **Will:** 10 **Move:** G6-A20
IQ: 4 **Per:** 10
HT: 12 **FP:** 12 **SM:** +1

2 hexes; 150-250 lbs.

Dodge: 9 **Parry:** 10(7) **DR:** —

Antlers (15): 1d imp (Reach C, 1; First attack as Lance thr-1 attack, B397)

Kick (15): 1d-3 cr (Reach C, 1)

Trample (15): 1d cr (Reach C)

Physical Traits: Flight (Winged, Air 12); Peripheral Vision; Weak Bite

Source: GURPS Fantasy Bestiary 3e

PIG

Domestic Animal, Quadruped

ST: 12* **HP:** 12 **Speed:** 5.75
DX: 11 **Will:** 10 **Move:** 7
IQ: 5 **Per:** 10
HT: 12 **FP:** 12 **SM:** -1*
100-450 lbs.

Dodge: 8 **Parry:** — **DR:** 1 (Tough Skin)
Trample (11): 1d cr (Reach C)

Source: GURPS Bestiary 3e

*SM range -2 to 0; ST range 9-15 depending on weight

PIGMENT FISH

Source: Pyramid 6/1/07

PIRANHA (PIRANHA)

Fish, Wild Animal

ST: 3* **HP:** 3 **Speed:** 6
DX: 13 **Will:** 10 **Move:** W7
IQ: 3 **Per:** 10
HT: 11 **FP:** 11 **SM:** -5*
1-10 lbs.

Dodge: 9 **Parry:** — **DR:** —

Bite (swarm): 1d-5 cut

Notes: Piranhas usually appear in swarms (see B461).

Source: GURPS Bestiary 3e

*SM range -7 to -3; ST range 2-4 depending on weight

PONY

Source: B460

POOL BEAST

Source: Creatures of the Night 1

PORCUPINE

Quadruped, Wild Animal

ST: 5* **HP:** 5 **Speed:** 5
DX: 10 **Will:** 10 **Move:** 2
IQ: 3 **Per:** 10
HT: 10 **FP:** 10 **SM:** -2
10-35 lbs.

Dodge: 8 **Parry:** — **DR:** 1 (Tough Skin;
vs. cut only)

Combat Traits: Spines (Quills; Short)

Quills (D): 1d-2 imp (Reach C)

Source: GURPS Bestiary 3e

*ST range 4-6 depending on weight

PORCUPINE, HYSTRIX Quadruped, Wild Animal

ST: 9 **HP:** 9 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** 3
IQ: 3 **Per:** 10
HT: 10 **FP:** 10 **SM:** +1
80-100 lbs.

Dodge: 8 **Parry:** — **DR:** 1 (Tough Skin;
vs. cut only)

Combat Traits: Spines (Quills; Short)

Quills (D): 1d-2 imp (Reach C)

•**Quillshot (Projectile-12, Biological):** Impaling Attack 1
HP (Reduced Range, x10; Rate of Fire 6)

Source: GURPS Fantasy Bestiary 3e (Hystrix)

PORCUPINE, POISONOUS

Source: Pyramid 7/6/07 (Porcu-Pain)

PORPOISE (AND DOLPHIN)

Marine Mammal, Wild Animal

ST: 11* **HP:** 11 **Speed:** 6
DX: 12 **Will:** 11 **Move:** W12
IQ: 8 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0*
100-300 lbs.

Dodge: 9 **Parry:** — **DR:** —

Bite (12): 1d-2 cr (Reach C)

Skills: Swimming-17

Notes: This animal also appears in the Sapient chapter, as
a template.

Source: GURPS Bestiary 3e

*SM range -1 to +1 depending on species; ST range 9-13
depending on weight

PRETKIN

Wild Animal

ST: — **HP:** 1 **Speed:** 6.5
DX: 14 **Will:** 10 **Move:** A1
IQ: 4 **Per:** 10
HT: 12 **FP:** 12 **SM:** -8
1 oz.

Dodge: 9 **Parry:** — **DR:** —

•**Specialized Fangs (14):** Impaling Attack 1d-3 (Armor
Divisor, (2); Melee Attack)

•**Drain Blood (F):** Fatigue Attack 1d-3 (Follow-Up, fangs)

Physical Traits: Flight (Air 1; Cannot Hover; Winged);
Sonar; Ultrahearing

Mental Traits: 3D Spatial Sense

Magical Traits: Magery 0

Spells: Glass Wall-13; Teleport-15

Source: GURPS Fantasy Bestiary 3e

PROTODONATA

Source: GURPS Lands Out of Time

PTALLANT LIZARD

Source: GURPS Creatures of the Night 1

PUFFIN

Bird, Wild Animal

ST: 4 HP: 4 Speed: 5
DX: 10 Will: 10 Move: G5-A10
IQ: 3 Per: 10
HT: 10 FP: 10 SM: -4
8-10 lbs.

Dodge: 8 Parry: — DR: —

Beak (10): 1d-6 pi+ (Reach C)

Source: GURPS Bestiary 3e

PUMA (COUGAR, MOUNTAIN LION)

Quadruped, Wild Animal

ST: 11* HP: 11 Speed: 6
DX: 14 Will: 10 Move: 10
IQ: 5 Per: 10
HT: 10 FP: 15 SM: 0
80-250 lbs.

Dodge: 9 Parry: 11(8) DR: 1 (Tough Skin)

Physical Traits: Super Jump (high: 4 yards; broad: 6 yards);
Temperature Tolerance 1

Skills: Climbing-18; Jumping-18; Swimming-12

Source: *Source*: GURPS Bestiary 3e

*SM range -1 to +1; ST range 9-13 depending on weight

PYTHON

Source: B458

QATA

Quadruped, Wild Animal

ST: 14* HP: 14 Speed: 6.5
DX: 14 Will: 10 Move: 25
IQ: 4 Per: 10
HT: 12 FP: 12 SM: +1
2 hexes; 200-400 lbs.

Dodge: 9 Parry: — DR: 1 (Tough Skin)

Horns (14): 1d+1 imp with Venom (Reach C, 1; Limited
Arc, forward)

•Venom (F): Type B 1d

Source: GURPS Fantasy Bestiary 3e

*ST range 12-15 depending on weight

QIQIRN

Quadruped, Wild Animal

ST: 14 HP: 14 Speed: 6
DX: 12 Will: 10 Move: 8
IQ: 5 Per: 10
HT: 12 FP: 12 SM: 0
2 hexes; 350 lbs.

Dodge: 9 Parry: — DR: —

Bite (14): 1d cut (Reach C)

•Epilepsy (A, Magical): Affliction 1 (HT; Always On; Area
Effect, 5 yards; Aura; Disadvantage: Epilepsy; Extended
Duration, x10; Melee Attack)

•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)

Mental Traits: Cowardice

Source: GURPS Fantasy Bestiary 3e

QUIVER BEAST

Quadruped, Wild Animal

ST: 14 HP: 14 Speed: 6
DX: 13 Will: 10 Move: 9
IQ: 5 Per: 10
HT: 11 FP: 11 SM: 0
2 hexes; 350 lbs.

Dodge: 9 Parry: — DR: —

Fangs (15): 1d imp (Reach)

Magical Traits: Magery 0

Spells: Forgetfulness-15

Source: GURPS Fantasy Bestiary 3e

RABBIT

Quadruped, Wild Animal or Domestic Animal

ST: 5 HP: 5 Speed: 6
DX: 14 Will: 10 Move: 14
IQ: 3 Per: 10
HT: 10 FP: 10 SM: -4
8-20 lbs.

Dodge: 9+1 Parry: — DR: —

Combat Traits: Combat Reflexes

Bite (14): 1d-5 cut (Reach C)

Source: GURPS Bestiary 3e

RACCOON

Quadruped, Wild Animal

ST: 6* HP: 6 Speed: 6
DX: 14 Will: 10 Move: 6
IQ: 5 Per: 10
HT: 10 FP: 14 SM: -2
10-45 lbs.

Dodge: 9+1 Parry: — DR: —

Combat Traits: Combat Reflexes

Bite (16): 1d-4 cut (Reach C)

Skills: Swimming-14

Source: GURPS Bestiary 3e

*ST range 4-7 depending on weight

RAT, CORPSE

Quadruped, Wild Animal

ST: 1 **HP:** 5 **Speed:** 5

DX: 12 **Will:** 10 **Move:** 8

IQ: 2 **Per:** 10

HT: 10 **FP:** 10 **SM:** -6
< 1 lb.

Dodge: 8 **Parry:** — **DR:** —

Bite (swarm): 1 hp cut

Physical Traits: Night Vision 2; Restricted Diet (Very common: rotting corpses); Tunneling 1

Description: Corpse rats make their home in tunnel networks underneath large graveyards, or deep within crypts. They will only eat the flesh of the dead—they are entirely carrion eaters—but have been known on occasion to attack and overwhelm smaller humanoids. Once the victim is dead, the rats flee and wait until the body begins to decompose before returning for their meals.

Organization: Corpse rats are always found in large numbers (packs of twelve or more), and they attack as a swarm.

Habitat: Subterranean.

Source: Author

RAT, GIANT

Source: Dungeon Fantasy 2

RATEL, GIANT

Quadruped, Wild Animal

ST: 10* **HP:** 10 **Speed:** 6

DX: 12 **Will:** 10 **Move:** 6

IQ: 4 **Per:** 10

HT: 12 **FP:** 12 **SM:** 0
120-170 lbs.

Dodge: 9 **Parry:** 10(7) **DR:** —

Bite (14): 1d-2 cut (Reach C)

Claws (14): 1d-2 cut (Reach C)

Physical Traits: Acute Smell +3

Mental Traits: Fearlessness 6

Source: Author

*ST range 9-11 depending on weight

RATEL, GIANT SPRAYING

Quadruped, Wild Animal

ST: 10* **HP:** 10 **Speed:** 6

DX: 12 **Will:** 10 **Move:** 6

IQ: 4 **Per:** 10

HT: 12 **FP:** 10 **SM:** 0
2 hexes; 120-170 lbs.

Dodge: 9 **Parry:** 10(7) **DR:** —

Bite (14): 1d-2 cut (Reach C)

Claws (14): 1d-2 cut (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)

Source: GURPS Fantasy Bestiary 3e (Honey-Badger, Giant)

*ST range 9-11 depending on weight

RATTLESNAKE

Source: B458

RAVENER

Wild Animal

ST: 23 **HP:** 23 **Speed:** 6

DX: 12 **Will:** 11 **Move:** 10

IQ: 5 **Per:** 12

HT: 12 **FP:** 12 **SM:** +1
2 hexes; 1,500+ lbs.

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

Bite (12): 2d cut (Reach C)

Talons (12): 2d cut (Reach C, 1)

Combat Skills: Wrestling-12

Physical Traits: No Fine Manipulators; Semi-Upright; Temperature Tolerance 2

Mental Traits: Berserk (6); Bloodlust

Source: GURPS Fantasy Bestiary 3e

RAY, ELECTRIC

Fish, Wild Animal

ST: 9* **HP:** 9 **Speed:** 6

DX: 12 **Will:** 10 **Move:** 8

IQ: 3 **Per:** 10

HT: 12 **FP:** 12 **SM:** 0
50-200 lbs.

Dodge: 9 **Parry:** — **DR:** —

•**Electric Stun (E, Biological):** Affliction 1 (Area Effect, 3 yards; Daze and Stun; Emanation)

Source: GURPS Bestiary 3e

*ST range 7-12 depending on weight

RAY, STING (GIANT)

Fish, Wild Animal

ST: 10* **HP:** 10 **Speed:** 5.5

DX: 12 **Will:** 10 **Move:** W3

IQ: 3 **Per:** 10

HT: 10 **FP:** 10 **SM:** +2*
6 hexes; 2-750 lbs.

Dodge: 8 **Parry:** — **DR:** —

Tail (12): 1d-1 imp with Venom (Reach C, 1; Extra-Flexible; Limited Arc, behind)

•**Venom (F):** Type H 1d+3

Physical Traits: Obscure (Coloration; -4 Vision roll)

Source: GURPS Bestiary 3e

*ST range 3-18 depending on weight; SM range 0 to +3 depending on weight

RAZOR BIRD

Source: Pyramid 4/27/07

REMORA, GREATER

Fish, Wild Animal

ST: 2 **HP:** 2 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** W10
IQ: 3 **Per:** 10
HT: 10 **FP:** 10 **SM:** -2
1 lb.

Dodge: 8 **Parry:** — **DR:** —

Bite (12): 1d-6 cut (Reach C)

•**Hindrance (Magical):** Binding 50 (Accessibility: only on watercraft, only while in contact; Melee Attack; Unbreakable)

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).

Source: GURPS Fantasy Bestiary 3e

RHINOCEROS

Quadruped, Wild Animal

ST: 29* **HP:** 29 **Speed:** 5.5
DX: 9 **Will:** 10 **Move:** 14
IQ: 4 **Per:** 10
HT: 13 **FP:** 13 **SM:** +2
4 hexes; 1-2 tons

Dodge: 8 **Parry:** 8(5) **DR:** 4 (Tough Skin)

Horns (10): 3d+3 imp (Reach 1)

Trample (10): 3d cr (Reach C)

Source: GURPS Bestiary 3e

*ST range 25-31 depending on weight

RHINOCEROS, WOOLLY

Quadruped, Wild Animal

ST: 29* **HP:** 29 **Speed:** 5.5
DX: 9 **Will:** 10 **Move:** 14
IQ: 4 **Per:** 10
HT: 13 **FP:** 13 **SM:** +2
4 hexes; 1-2 tons

Dodge: 8 **Parry:** 8(5) **DR:** 4 (Tough Skin)

Horns (10): 3d+3 imp (Reach 1)

Trample (10): 3d cr (Reach C)

Physical Traits: Temperature Tolerance 2

Source: GURPS Bestiary 3e

*ST range 25-31 depending on weight

ROBBER FLY, GIANT

Flying Insect, Wild Animal

ST: 11 **HP:** 11 **Speed:** 6.75
DX: 14 **Will:** 9 **Move:** A15
IQ: 2 **Per:** 10
HT: 13 **FP:** 13 **SM:** 0
2 hexes; 150 lbs.

Dodge: 9 **Parry:** — **DR:** —

Bite (16): 1d cut (Reach C)

Slam (16): 2d cr (at full Move against stationary target)

Mental Traits: Bloodlust

Source: GURPS Fantasy Bestiary 3e

RUBAX

Source: Pyramid 12/14/07 (Dancing Eyes)

SAND WRAITH

ST: 10 **HP:** 13 **Speed:** 7.5
DX: 16 **Will:** 10 **Move:** 14
IQ: 5 **Per:** 10
HT: 14 **FP:** 14 **SM:** +5
50 hex area

Dodge: 10 **Parry:** — **DR:** —

Injury Tolerance: Diffuse

Psionic Intelligence (Psionic): IQ +5 (Aspected, only for psionic abilities)

Sandstorm (IQ-10, Psionic): Control 3 (Air; Link 2); Cutting Attack 2d (Area Effect, 2 yards; Emanation; Link 1)*

Source: GURPS Space Bestiary 3e

*Control may be activated independently, but the Cutting Attack may only be used when Control is also activated

SANTER

Quadruped, Wild Animal

ST: 15 **HP:** 15 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 11
IQ: 5 **Per:** 10
HT: 12 **FP:** 12 **SM:** +1
2 hexes; 400 lbs.

Dodge: 9 **Parry:** — **DR:** 2 (Tough Skin)

Knotted Tail (14): 2d+4 cr (Reach C, 1-3; Limited Arc, behind)

Mental Traits: Cowardice

Source: GURPS Fantasy Bestiary 3e

SCARAB, CIPHER (SWARM)

Flying Insect

ST: 1 **HP:** 1 **Speed:** 2
DX: 7 **Will:** 9 **Move:** G2-A8
IQ: 2 **Per:** 10
HT: 1 **FP:** 1 **SM:** 0

Dodge: 5 **Parry:** — **DR:** —

Injury Tolerance: Diffuse

Bite (swarm): 1d-6 cut

Source: GURPS Creatures of the Night 3e

SCAVENGER WORM

Effectively Vermiform, Wild Animal

ST: 13 **HP:** 13 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 6
IQ: 2 **Per:** 10
HT: 12 **FP:** 12 **SM:** +1

300 lbs.

Dodge: 9 **Parry:** — **DR:** 1 (Tough skin)

Bite (14): 1d cut (Reach C)

•**Feeler Glue (14):** Affliction 1 (HT; Contact Agent; Melee Attack; Paralysis)

Physical Traits: Acute Taste and Smell 4

Social Traits: Bad Smell; Loner (6)

Description: The scavenger worm is a large, centipede-like creature with a maw surrounded by fleshy feelers, which it uses to taste the ripeness of its potential meals. Its diet is dominated by carrion, but it can eat live prey if it is desperate or the opportunity presents itself. If it is after live prey or is forced to defend itself, it will use a glue-like substance that drips from its feelers to paralyze its victims. Although the scavenger worm has what appears to be an exoskeleton, the “armor plates” are fairly weak and do not provide much more protection than leather armor.

Organization: Scavenger worms are almost always encountered alone. At the underground site of a large battle one may run across two or three of these creatures, but more often than not the scavenger worms will be fighting among themselves for the right to eat the corpses.

Habitat: Scavenger worms inhabit underground caverns and ruins. They stay close to their food sources, which means that wherever there are scavenger worms, there are usually other carnivorous creatures with less than tidy domestic habits.

Source: Inspired by Carrion Crawler, AD&D Monstrous Compendium I

SCITALIS

Vermiform Reptile, Wild Animal

ST: 3 **HP:** 3 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** 4
IQ: 3 **Per:** 10
HT: 10 **FP:** 10 **SM:** -3

3 lbs.

Dodge: 8 **Parry:** — **DR:** —

•**Penetrating Fangs (Brawling-14):** Impaling Attack 1d-3 (Melee Attack) with Venom

•**Stunning Beauty (A, M, Magical):** Affliction 1 (Will vs. Will; Always On; Area Effect, 10 yards; Aura; Based on Will; Daze; Malediction 1; Melee Attack; Vision-Based)

•**Venom (F):** Type A 1d+1

Source: GURPS Fantasy Bestiary 3e

SCOLOPENDRA

Effectively Vermiform, Wild Animal

ST: 2 **HP:** 2 **Speed:** 5.5
DX: 11 **Will:** 9 **Move:** 2
IQ: 2 **Per:** 10
HT: 11 **FP:** 11 **SM:** -4

1 lb.

Dodge: 8 **Parry:** — **DR:** —

Bite (13): 1d-5 cut with Venom (Reach C)

•**Venom (F):** Type J 2d

Physical Traits: Doesn't Breathe (Aquatic)

Source: GURPS Fantasy Bestiary 3e

SCORPION, BLINK

Source: Pyramid 5/11/07

SCORPION, GIANT

Wild Animal

ST: 9 **HP:** 9 **Speed:** 6
DX: 14 **Will:** 10 **Move:** 8
IQ: 2 **Per:** 10
HT: 10 **FP:** 10 **SM:** 0

75-100 lbs.

Dodge: 9+1 **Parry:** — **DR:** 2 (Flexible)

Injury Tolerance: No Neck

Combat Traits: Combat Reflexes

Pincers (16): 1d-1 cr (Reach C)

Stinger (16): 1d-1 imp with Venom (Reach C)

Bite (16): 1d-2 cut (Reach C)

***Venom (F):** Type C 1d

Combat Skills: Wrestling-14

Physical Traits: Extra Legs (total 8; uses 2 as arms when grappling); No Fine Manipulators; Peripheral Vision; Semi-Upright

Source: GURPS Bestiary 3e

SEA GIANT

Source: GURPS Creatures of the Night 2

SEA SERPENT (TEMPLATE)

Source: GURPS Dragons 3e/4e

SEAL

Wild Animal

ST: 19* **HP:** 19 **Speed:** 5.5
DX: 12 **Will:** 11 **Move:** G3-W12
IQ: 5 **Per:** 10
HT: 10 **FP:** 10 **SM:** +1*
3 hexes; 150-2,000 lbs.

Dodge: 8 **Parry:** — **DR:** —

Bite (11): 2d-2 cut (Reach C)

Physical Traits: Horizontal; No Legs (Semi-Aquatic)

Skills: Aquabatics-14; Swimming-14

Source: GURPS Bestiary 3e

*SM range 0 to +1; ST range 11-25 depending on weight

SEAL, MAMMOTH

Wild Animal

ST: 43 **HP:** 43 **Speed:** 6
DX: 14 **Will:** 10 **Move:** W9
IQ: 5 **Per:** 10
HT: 10 **FP:** 10 **SM:** +4
5 hex area; male 5 tons; female 2.5 tons

Dodge: 9 **Parry:** — **DR:** 2 (Tough Skin)

Slam (14): 4d cr (at full Move against stationary target)

Physical Traits: No Fine Manipulators; No Legs (Aquatic)

Skills: Aquabatics-16; Swimming-16

GURPS Space Bestiary 3e

SHADOW HAND

Source: Pyramid 6/1/07

SHARK, GREAT WHITE

Source: B458

SHARK, HELL

Source: GURPS Banestorm (Hellshark)

SHARK, TIGER

Source: B457-458

SHEEP

Domestic Animal, Quadruped

ST: 11 **HP:** 11 **Speed:** 5
DX: 10 **Will:** 9 **Move:** 8
IQ: 4 **Per:** 10
HT: 10 **FP:** 10 **SM:** -1

Dodge: 8 **Parry:** — **DR:** —

Slam* (9): 1d cr (at full Move against stationary target)

Source: GURPS Bestiary 3e

*using horns; only the male (ram) has horns

SHEMOGRA

Quadruped, Wild Animal

ST: 20* **HP:** 20 **Speed:** 6.5
DX: 13 **Will:** 10 **Move:** 7
IQ: 5 **Per:** 10
HT: 13 **FP:** 13 **SM:** +1
650-1,300 lbs.

Dodge: 9 **Parry:** 11(8) **DR:** —

Claws (17): 2d-1 cut (Reach C, 1)

Mental Traits: Bully (6); Loner (6)

Source: GURPS Space Bestiary 3e

*ST range 17-22

SHIKA

Quadruped, Wild Animal

ST: 5 **HP:** 5 **Speed:** 6.25
DX: 12 **Will:** 10 **Move:** 12
IQ: 3 **Per:** 10
HT: 13 **FP:** 13 **SM:** -3
15-20 lbs.

Dodge: 9 **Parry:** — **DR:** —

Bite (14): 1d-4 cut (Reach C)

Mental Traits: Bloodlust (9); Bully (9); Loyal

Magical Traits: Magery 0

Spells: False Memory-15

Source: GURPS Fantasy Bestiary 3e

SHOCK WORM

Source: Pyramid 5/11/07

SHREW, GIANT

Quadruped, Wild Animal

ST: 10* **HP:** 10 **Speed:** 6.5
DX: 16 **Will:** 10 **Move:** 14
IQ: 4 **Per:** 10
HT: 10 **FP:** 10 **SM:** -1
100-160 lbs.

Dodge: 9 **Parry:** 12(9) **DR:** —

Bite (18): 1d-1 cut with Venom (Reach C)

Claws (18): 1d cr (Reach C)

•**Venom (F):** Type C 1d

Physical Traits: Dependency (Food; Hourly; Reduces FP)*
Source: GURPS Fantasy Bestiary 3e
*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

SIREN ISLAND

Source: Pyramid 4/27/07

SKOFFIN

Quadruped, Wild Animal

ST: 6 **HP:** 6 **Speed:** 6.5

DX: 14 **Will:** 11 **Move:** 8

IQ: 5 **Per:** 12

HT: 12 **FP:** 12 **SM:** -3
25 lbs.

Dodge: 9 **Parry:** 10(7) **DR:** —

Tail (15): 1d-3 imp with Venom (Reach C, 1)

Bite (15): 1d-5 cut (Reach C)

Claws (15): 1d-5 cut (Reach C)

•**Venom (F):** Type K 2d

•**Gaze (M, Magical):** Toxic Attack 1d (Malediction 1; Vision-Based) and Affliction 1 (HT; Follow-Up, Toxic Attack; Stun)

Source: GURPS Fantasy Bestiary 3e

SKOFFIN, FLYING

Quadruped, Wild Animal

ST: 6 **HP:** 6 **Speed:** 6.5

DX: 14 **Will:** 11 **Move:** G8-A16

IQ: 5 **Per:** 12

HT: 12 **FP:** 12 **SM:** -3
25 lbs.

Dodge: 9 **Parry:** 10(7) **DR:** —

Tail (15): 1d-3 imp with Venom (Reach C, 1)

Bite (15): 1d-5 cut (Reach C)

Claws (15): 1d-5 cut (Reach C)

•**Venom (F):** Type K 2d

•**Gaze (M, Magical):** Toxic Attack 1d (Malediction 1; Vision-Based) and Affliction 1 (HT; Follow-Up, Toxic Attack; Stun)

•**Flight (Flight-14, Magical):** Flight (Air 16)

Source: GURPS Fantasy Bestiary 3e (Skoffin)

SKUNK

Quadruped, Wild Animal

ST: 3* **HP:** 3 **Speed:** 5.5

DX: 12 **Will:** 10 **Move:** 3

IQ: 4 **Per:** 10

HT: 10 **FP:** 10 **SM:** -2
1-6 lbs.

Dodge: 6 **Parry:** — **DR:** —

Bite (14): 1d-6 cr (Reach C)

•**Spray (Projectile-16, Biological):** Affliction 11 (HT-10; Bad Smell; Extended Duration, 4 weeks [2 weeks if neutralized]; Reduced Range, 1/2D —, Max 4; Secondary, Blindness on critical failure)

Source: GURPS Bestiary 3e

*ST range 2-4 depending on weight

SKYLENS

ST: 7 **HP:** 7 **Speed:** 6.25

DX: 14 **Will:** 10 **Move:** A14

IQ: 3 **Per:** 10

HT: 11 **FP:** 11 **SM:** -2
40 lbs.

Dodge: 9 **Parry:** — **DR:** —

•**Flight (Psionic):** Flight

•**Glare (M):** Affliction 1 (DX vs. Vision; Accessibility, only against Sun Beam target; Based on DX, Vision; Disadvantage, Blindness; Malediction)

•**Sun Beam (Beam-14):** Burning Attack 1d (Accessibility, only in direct sunlight; Cyclic, 6 cycles, 10 minutes; Jet; Linked); Burning Attack 1d (Accessibility, only in direct sunlight; Contact Agent; Cyclic, 6 cycles, 10 minutes; Jet; Linked)*

Physical Traits: Chameleon 2 (Always On); No Legs; No Manipulators

Source: GURPS Space Bestiary 3e

*See text: 2d damage if target is unprotected by clothing, 1d if protected (taking DR into account after this is determined)

SLAKE HOUND

Source: GURPS Creatures of the Night 1

SLASHER FISH

Fish, Wild Animal

ST: 3 **HP:** 3 **Speed:** 6

DX: 14 **Will:** 10 **Move:** 7

IQ: 3 **Per:** 10

HT: 10 **FP:** 10 **SM:** -5
3 lbs.

Dodge: 9 **Parry:** — **DR:** —

Bite (Swarm): 1d-5 cut (Reach C)

Source: GURPS Space Bestiary 3e

SLINKER

Reptile, Wild Animal

ST: 10 **HP:** 10 **Speed:** 6

DX: 14 **Will:** 10 **Move:** 6(12)

IQ: 5 **Per:** 10

HT: 10 **FP:** 10 **SM:** 0
120 lbs.

Dodge: 9 **Parry:** — **DR:** 0

Claws (16): 1d cr (Reach C)

Mental Traits: Dread (Fire, 11 yards)

Skills: Stealth-12

Source: GURPS Space Bestiary 3e

SLIVER CAT

Quadruped, Wild Animal

ST: 13 **HP:** 13 **Speed:** 6
DX: 14 **Will:** 10 **Move:** 7
IQ: 5 **Per:** 10
HT: 10 **FP:** 10 **SM:** 0
2 hexes; 200-300 lbs.

Dodge: 9 **Parry:** 10(7) **DR:** —

Combat Traits: Arm ST +20

Tail (14): 3d+5 cr (Reach C, 1; Cannot Parry)

Bite (14): 1d-1 cut (Reach C)

Claws (14): 1d-1 cut (Reach C)

Skills: Stealth-15

Source: GURPS Fantasy Bestiary 3e

SLOTH

Quadruped, Wild Animal

ST: 9* **HP:** 9 **Speed:** 1
DX: 11 **Will:** 10 **Move:** 0.5(1)*
IQ: 5 **Per:** 10
HT: 10 **FP:** 10 **SM:** -1
60-150 lbs.

Dodge: 4 **Parry:** 8(5) **DR:** —

Claws (11): 1d-3 cut (Reach C)

Skills: Climbing-18

Source: GURPS Bestiary 3e

*ST range 8-11 depending on weight; Move is Ground(Trees)

SLOTH, GIANT

Source: GURPS Banestorm (Treetipper)

SNAGGER

Wild Animal

ST: 11* **HP:** 11 **Speed:** 6
DX: 12 **Will:** 10 **Move:** —
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** +4
150-200 lbs.

Dodge: — **Parry:** 9(6) **DR:** 1 (Tough Skin)

Combat Traits: Extra Attack (Total 2)

Scimitar Claw (14): 1d imp with Poison (Reach C, 1-3)

•**Poison (F):** Toxic Attack 2d (Follow-Up; Resisted by HT);
Toxic Attack 1d (Follow-Up)

•**Digestion (A):** Corrosive Attack 1d (Accessibility, only while victim incapacitated; Aura; Cyclic, 1 minute, 10 cycles; Melee Attack)

Physical Traits: Arms (Extra-Flexible) Extra Arm (Total 3; Extra-Flexible); No Legs (Sessile)

Source: GURPS Space Bestiary 3e

*ST range 11-12

SNAKE, CONSTRICTOR

Vermiform Reptile, Wild Animal

ST: 10* **HP:** 10 **Speed:** 5.75
DX: 13 **Will:** 10 **Move:** 3
IQ: 3 **Per:** 10
HT: 10 **FP:** 10 **SM:** +4
50-250 lbs.

Dodge: 8 **Parry:** — **DR:** —

Combat Traits: Wrestling-15

Constriction Attack (15)

Fangs (15): 1d-2 imp (Reach C)*

Source: GURPS Bestiary 3e

*SM range +3 to +5; ST range 7-13 depending on weight; constrictors do not lunge to attack

SNAKE, FLYING

Vermiform Reptile, Wild Animal

ST: 2 **HP:** 3 **Speed:** 6
DX: 14 **Will:** 10 **Move:** G10-A10
IQ: 3 **Per:** 10
HT: 10 **FP:** 10 **SM:** -4
1-2 lbs.

Dodge: 9 **Parry:** — **DR:** —

Bite (15): 1d-6 cut (Reach C)

Physical Traits: Flight (Gliding)

Source: GURPS Bestiary 3e

SNAKE, FROST

Source: GURPS Dungeon Fantasy 2

SNAKE, POISONOUS

Vermiform Reptile, Wild Animal

ST: 4* **HP:** 4 **Speed:** 5.75
DX: 13 **Will:** 10 **Move:** 3
IQ: 3 **Per:** 10
HT: 10 **FP:** 10 **SM:** -1*
1-25 lbs.

Dodge: 8+1 **Parry:** — **DR:** —

Combat Traits: Combat Reflexes

Fangs (15): 1d-5 imp with Venom

•**Venom (F):** varies, see text: Type A or B, 1d to 3d

Source: GURPS Bestiary 3e

*SM range -4 to +2; ST range 2-6 depending on weight

SNAKE, SHIELD

Source: Pyramid 4/27/07

SNAKE, SNOW

Vermiform Reptile, Wild Animal*

ST: 5 **HP:** 5 **Speed:** 6
DX: 14 **Will:** 10 **Move:** 5
IQ: 4 **Per:** 10
HT: 10 **FP:** 10 **SM:** 0
2 hexes; 20 lbs.

Dodge: 9+1 **Parry:** — **DR:** —

Combat Traits: Striking ST +5

Bite (16): 1d-1 cut with Venom

•**Venom (F):** Type A 3d

•**Inner Warmth (Magical):** Temperature Tolerance 2

Mental Traits: Loner (9)

Skills: Camouflage-18

Source: GURPS Fantasy Bestiary 3e (Snow Snake)

*Although a reptile, the snow snake tolerates low temperatures, so it lacks Cold-Blooded

SNAKE, SWORD

ST: 18 **HP:** 18 **Speed:** 8.5
DX: 12 **Will:** 10 **Move:** 8
IQ: 2 **Per:** 10
HT: 11 **FP:** 11 **SM:** +3
7 hexes; 700 lbs.

Dodge: 11+1 **Parry:** 10 **DR:** —

Combat Traits: Combat Reflexes; Constriction Attack

Bite (14): 1d+2 cut (Reach C)

•**Hood Blades (Brawling-14):** Cutting Attack 2d (Reach C; Melee Attack)

•**Hood Blades (D):** Long Spines 1d imp (Reach C)

Description: Sword snakes grow to a length of almost twenty feet. By the time they reach adulthood, their hoods (which resemble those of the cobra) are rimmed with a dozen or more long, sharp spines.

Combat: A sword snake's spines can be used offensively and defensively. They function like normal spines when being used for defense (impaling damage to anyone who gets too close), but their sharp edges allow the snake to use them almost like short swords (cutting damage). Especially when attacking larger creatures, a sword snake will attempt to constrict and impale its prey.

Source: Inspired by Blade Hood, S&S Creature Collection

SNAKE, TUNNEL

Vermiform Reptile, Wild Animal

ST: 36 **HP:** 36 **Speed:** 5.25
DX: 11 **Will:** 10 **Move:** 5
IQ: 3 **Per:** 10
HT: 10 **FP:** 10 **SM:** +6
20 hexes; 3 tons

Dodge: 8 **Parry:** — **DR:** 1

Bite (13): 4d+2 cr (Reach C, 1-7)

Combat Skills: Wrestling-13

Source: GURPS Space Bestiary 3e?

SNOW GHOST

Quadruped?*

ST: 9 **HP:** 9 **Speed:** 6
DX: 13 **Will:** 10 **Move:** 11
IQ: 5 **Per:** 10
HT: 11 **FP:** 11 **SM:** 1
100 lbs.

Dodge: 9 **Parry:** — **DR:** —

Bite (15): 1d-2 cut (Reach C)

Physical Traits: Infravision

Source: GURPS Space Bestiary 3e

*Unknown morphology, see text

SNOW WASSET

Vermiform, Wild Animal

ST: 13 **HP:** 13 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** 3
IQ: 4 **Per:** 10
HT: 10 **FP:** 10 **SM:** 0
2 hexes; 200-300 lbs.

Dodge: 8+1 **Parry:** — **DR:** —

Combat Traits: Combat Reflexes

Bite (14): 1d cut (Reach C)

Combat Skills: Wrestling-14

Physical Traits: Detect Life

Source: GURPS Fantasy Bestiary 3e

SPIDER, ACID

Source: GURPS Dungeon Fantasy 2

SPIDER, BANESTORM

Source: GURPS Banestorm (Giant Spider)

SPIDER, CHRONOCHAOTIC

Source: GURPS Creatures of the Night 3

SPIDER, BOOM

Spider

ST: 10 **HP:** 10 **Speed:** 6
DX: 14 **Will:** 10 **Move:** 12
IQ: 4 **Per:** 10
HT: 10 **FP:** 10 **SM:** 0
100 lbs.

Dodge: 9 **Parry:** — **DR:** 1 (Tough Skin)

Combat Traits: Striking ST +2

Bite (14): 1d-2 cut (Reach C)

•**Web:** Binding 10 (Area Effect, 4 yards; Engulfing; One-Shot; Permanent, until destroyed; Persistent; Wall)

Physical Traits: Brachiator

Source: GURPS Space Bestiary 3e

SPIDER, CONCH

Source: Pyramid 5/11/07

SPIDER, DREAM

Source: Pyramid 1/26/07

SPIDER, FLAT

Source: Pyramid 3/14/08

SPIDER, GIANT

Source: GURPS Lands Out of Time

SPIDER, JUMPING (GIANT)

Spider, Wild Animal

ST: 16* HP: 16 Speed: 6
DX: 14 Will: 10 Move: 6
IQ: 2 Per: 10
HT: 10 FP: 10 SM: +1*

Dodge: 9 Parry: — DR: —

Bite (16): 1d+1 cut with Venom (Reach C)

•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)

Physical Traits: Super Jump (broad: 27')*

Source: GURPS Bestiary 3e

*SM range -1 to +3; ST range 11-20; Super Jump distance is 3x spider length

SPIDER, MIND

Spider, Wild Animal

ST: 16 HP: 16 Speed: 6
DX: 14 Will: 10 Move: 6
IQ: 2 Per: 10
HT: 10 FP: 10 SM: +1

Dodge: 9 Parry: — DR: —

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

•Web Cocoon (Brawling-15, Biological): Binding 10
(Melee Attack; Suffocating; Takes Extra Time, 2 seconds)

Magical Traits: Magery 0

Spells: Illusion Disguise-10; Illusion Shell-10; Simple Illusion-10

Source: GURPS Bestiary 3e (Spider, Giant)

SPIDER, SCYTODES (GIANT)

Spider, Wild Animal

ST: 16* HP: 16 Speed: 6
DX: 14 Will: 10 Move: 6
IQ: 2 Per: 10
HT: 10 FP: 10 SM: +1*

Dodge: 9 Parry: — DR: —

Bite (16): 1d+1 cut with Venom (Reach C)

•Venom (F): Type A 2d

•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)

Source: GURPS Bestiary 3e

*SM range -1 to +3; ST range 11-20

SPIDER, TRAP-DOOR (GIANT)

Spider, Wild Animal

ST: 16* HP: 16 Speed: 6
DX: 14 Will: 10 Move: 6
IQ: 2 Per: 10
HT: 10 FP: 10 SM: +1*

Dodge: 9+1 Parry: — DR: —

Combat Traits: Combat Reflexes

Bite (16): 1d+1 cut with Venom

•Venom (F): varies, see text: Type A, C, E or F 1d

Combat Skills: Wrestling-14

Source: GURPS Bestiary 3e

*SM range -1 to +3; ST range 11-20

SPIDER, WEB-SPINNING (GIANT)

Spider, Wild Animal

ST: 16* HP: 16 Speed: 6
DX: 14 Will: 10 Move: 6
IQ: 2 Per: 10
HT: 10 FP: 10 SM: +1*

Dodge: 9 Parry: — DR: —

Bite (16): 1d+1 cut with Venom (Reach C)

•Venom (F): varies, see text: Toxic Attack 1d (Types A, C or F)

•Web Cocoon (Breath-14): Binding 12 (Extended Duration, 1 day; Persistent; Reduced Range, 1/2D -, Max 10; Suffocating; Takes Extra Time, 2 seconds)

Source: GURPS Bestiary 3e

*SM range -1 to +3; ST range 11-20

SPOILER

Quadruped, Wild 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

Physical Traits: Restricted Diet (Frustration)

Source: GURPS Fantasy Bestiary 3e

SQUEEZER FISH

Fish, Wild Animal

ST: 7 **HP:** 7 **Speed:** 4
DX: 6 **Will:** 10 **Move:** W7
IQ: 5 **Per:** 10
HT: 10 **FP:** 10 **SM:** -2
50 lbs.

Dodge: 7 **Parry:** — **DR:** —

•**Kinetic Shield (Psionic):** DR 4 (Accessibility, underwater only; Force Field; Limited, physical and sonic attacks)

•**Pressure Wave (Beam-10, Psionic):** Crushing Attack 2d dkb (Accessibility, underwater only; Jet; Reduced Range x10)

Talents: PK Talent 4

Source: GURPS Space Bestiary 3e

STICKLER

Wild Animal

ST: 5* **HP:** 5 **Speed:** 5.75
DX: 13 **Will:** 10 **Move:** G4-W8*
IQ: 3 **Per:** 10
HT: 10 **FP:** 10 **SM:** -3
20-30 lbs.

Dodge: 8 **Parry:** — **DR:** —

Spines (D): 1d-2 imp (Reach C)

Physical Traits: Doesn't Breathe (Gills and Lungs)

Skills: Swimming-13

Source: GURPS Space Bestiary 3e

*ST range 5-6; biologically speaking this creature is amphibious, but does not have the Amphibious advantage due to its different Moves

STORM KNOCKER

Source: Pyramid 5/11/07

STRIDER

Source: GURPS Banestorm

STRIKEWORM

Source: GURPS Creatures of the Night 2

STRIKEWORM, GIANT

Source: GURPS Creatures of the Night 2

STRIX

Notes: The strix on B461 is missing Sharp Beak.

Source: B461

SU

Quadruped, Wild Animal

ST: 14 **HP:** 14 **Speed:** 6
DX: 14 **Will:** 10 **Move:** 10
IQ: 4 **Per:** 10
HT: 10 **FP:** 10 **SM:** 0
300-400 lbs.

Dodge: 9 **Parry:** — **DR:** 1 (Tough Skin)

Bite (16): 1d cut (Reach C)

Source: GURPS Fantasy Bestiary 3e

SYPHON

Insect

ST: 7 **HP:** 7 **Speed:** 6.25
DX: 13 **Will:** 10 **Move:** 9
IQ: 4 **Per:** 10
HT: 12 **FP:** 12 **SM:** -2
40 lbs.

Dodge: 9 **Parry:** — **DR:** —

•**Siphon (Brawling-15):** Fatigue Attack 1d-1 (Contact Agent; Cyclic, 1 second, 3 cycles; Dehydration; Melee Attack); Affliction 1 (HT; Follow-Up; Mitigator, localized at insertion point; Numb)*

Skills: Stealth-15

Source: GURPS Space Bestiary 3e (Siphon Beast)

*GURPS separates pain numbness into Numb and High Pain Threshold, but the latter is inappropriate for this attack

SWAMP GHOST

Quadruped, Wild Animal

ST: 11 **HP:** 11 **Speed:** 6
DX: 14 **Will:** 10 **Move:** 10
IQ: 5 **Per:** 12
HT: 10 **FP:** 10 **SM:** 0
2 hexes; 150-200 lbs.

Dodge: 9+1 **Parry:** 11(8) **DR:** 1 (Tough Skin)

Combat Traits: Combat Reflexes

Bite (16): 1d-1 cut (Reach C)

Claws (16): 1d-1 cut (Reach C)

Physical Traits: Acute Hearing +6; Acute Vision +6; Temperature Tolerance 1

Skills: Stealth-18; Swimming-16

Source: GURPS Bestiary 3e

SYLVAN STARFISH

Source: Pyramid 7/27/07

TANIWHA

Reptile, Wild Animal

ST: 34* HP: 34 Speed: 5.5
DX: 12 Will: 10 Move: 8
IQ: 3 Per: 10
HT: 10 FP: 10 SM: +6
20 hexes; 2+ tons

Dodge: 8 Parry: — DR: 4

Bite (14): 3d+4 cut (Reach C, 1)

Source: GURPS Fantasy Bestiary 3e

*ST minimum 32 depending on weight

TASMANIAN DEVIL

SM -2 Q-WA

Adult: 12-20 lbs.

ST 5; DX 13; IQ 4; HT 11

HP 5; FP 11; Will 10; Per 10

Speed 6; Move 4; Dodge 9

Attacks: Bite 1d-4 cut

Skills: Brawling-15; Swimming-16

Source: GURPS Bestiary 3e

TAZELWURM

Reptile, Wild Animal

ST: 2 HP: 2 Speed: 5.75
DX: 13 Will: 10 Move: G4-A18
IQ: 3 Per: 10
HT: 10 FP: 10 SM: -6
< 1 lb.

Dodge: G6-A9 Parry: — DR: —

Bite (15): 1d-5 cut with Venom

•Venom (F): Type G 2d

Physical Traits: Flight (Air 18; Winged)

Source: GURPS Bestiary 3e

TELLANODE

Source: GURPS Creatures of the Night 1

TENTACK

Wild Animal

ST: 17* HP: 34 Speed: 5.75
DX: 13 Will: 10 Move: —
IQ: 3 Per: 10
HT: 10 FP: 10 SM: +3*
5-8 hex area; 400-800 lbs.

Dodge: 9 Parry: — DR: —

Injury Tolerance: Homogeneous

Punch (15): 1d+2 cr (Reach C, 1-10)

Physical Traits: Doesn't Breathe (Gills); Extra Arms (6 total; Extra-Flexible; Long +4); No Fine Manipulators;

No Legs (Sessile); Regrowth

Source: GURPS Space Bestiary 3e

*SM range +2 to +4; ST range 15-19

TERROR HOUND

ST: 12* HP: 12 Speed: 6.25
DX: 14 Will: 10 Move: 6
IQ: 5 Per: 10
HT: 11 FP: 11 SM: 0
150-250 lbs.

Dodge: 9 Parry: — DR: 1 (Tough Skin)

Bite (14): 1d-2 cut (Reach C)

•Levitation (Psionic): Walk on Air

•Psychokinesis (Psionic): Telekinesis 5

•Telecontrol (Psionic): Mind Control (Reliable +2)*

•Telepathy (Psionic): Telecommunication (Telesend; Vague)

Mental Traits: Bloodlust (12)

Talents: Psionic 5

Source: GURPS Space Bestiary 3e

*ST range 11-13 depending on weight; including the Talent, this gives an effective IQ of 12 for Mind Control rolls

TIGER

Quadruped, Wild Animal

ST: 15* HP: 15 Speed: 5.75
DX: 13 Will: 10 Move: 10
IQ: 4 Per: 12
HT: 10 FP: 10 SM: +1
2 hexes; 220-600 lbs.

Dodge: 8+1 Parry: 10(7) DR: 1 (Tough Skin)

Combat Traits: Combat Reflexes

Bite (15): 1d+2 cut (Reach C)

Claws (15): 1d+1 cut (Reach C, 1)

Physical Traits: Acute Hearing +6; Night Vision +5; Super Jump (high: 6'; broad: 30'); Temperature Tolerance 1

Skills: Stealth-13; Swimming-13

Source: B456 and GURPS Bestiary 3e

*ST range 12-17 depending on weight

TIGER, SABERTOOTHED (SMILODON)

Quadruped, Wild Animal

ST: 16* HP: 16 Speed: 6
DX: 12 Will: 11 Move: 8
IQ: 4 Per: 12
HT: 12 FP: 12 SM: +1
2 hexes; 400-600 lbs.

Dodge: 9+1 Parry: — DR: 1 (Tough Skin)

Serrated Fangs (14): 2d+2 imp (Reach C)

Source: GURPS Bestiary 3e

*ST range 15-17 depending on weight

TIGER, WAR

Source: Pyramid 2/23/07

TITANOTHERIUM

Quadruped, Wild Animal

ST: 44* HP: 44 Speed: 5.75
DX: 10 Will: 10 Move: 9
IQ: 3 Per: 10
HT: 13 FP: 13 SM: +3
5 hexes; 4-7 tons
Dodge: 9 Parry: — DR: 4 (Tough Skin)

Trample (10): 5d cr (Reach C)

Source: GURPS Bestiary 3e

*ST range 40-48 depending on weight

TON-FISH

Fish, Wild Animal

ST: 36 HP: 36 Speed: 6.5
DX: 14 Will: 10 Move: 25
IQ: 4 Per: 10
HT: 12 FP: 12 SM: +8
35 hexes; 3 tons
Dodge: 9 Parry: — DR: —

Bite (16): 4d+3 cut (Reach C)

Source: GURPS Space Bestiary 3e (Game Fish)

TRI-CAT

Source: Pyramid 1/25/08

TRIGER

Source: GURPS Dungeon Fantasy 2

TRILOBITE

Source: GURPS Lands Out of Time

TUMBLER

Source: Pyramid 7/27/07

TUNGURU

Vermiform Reptile, Wild Animal

ST: 21* HP: 21 Speed: 5.5
DX: 12 Will: 10 Move: G1-W5
IQ: 4 Per: 10
HT: 10 FP: 10 SM: +7*
900-1,500 lbs.
Dodge: 8 Parry: — DR: 2

Constriction Attack (14)

Source: GURPS Fantasy Bestiary 3e

*SM range +6 to +8, 20-40 hexes; ST range 19-23

TURTLE, FLYING

Reptile, Wild Animal

ST: 3 HP: 3 Speed: 6.5
DX: 15 Will: 10 Move: G6-A30
IQ: 4 Per: 10
HT: 11 FP: 11 SM: -4
1-2 lbs.
Dodge: 9 Parry: — DR: 5 (top, left, right)
Beak (15): 1d-6 pi+ (first attack as Lance thr-1; see B397)
•Flying Turtle (Flight-15, Psionic): Flight (Air 30)
Source: GURPS Bestiary 3e

TURTLE, GIANT LAND

Source: GURPS Lands Out of Time

TURTLE, GIANT SNAPPING

Reptile, Wild Animal

ST: 17* HP: 17 Speed: 5.5
DX: 11 Will: 10 Move: G1-W7
IQ: 3 Per: 10
HT: 11 FP: 11 SM: 0
2 hexes; 500-800 lbs.
Dodge: 8 Parry: — DR: 5 (top); 1 (head)

Bite (11): 1d+1 cut (Reach C)

Skills: Camouflage-14

Source: GURPS Fantasy Bestiary 3e

*ST range 15-19 depending on weight

TURTLE, HILL

Source: Pyramid 2/23/07

UNICORN

Source: GURPS Banestorm

URIMANDER

Source: GURPS Creatures of the Night 2

UROTH

Source: GURPS Creatures of the Night 1

VOICEWORM

Source: Pyramid 6/1/07 (Intelliworm)

VOLCANO BEAST

ST: 21 HP: 21 Speed: 4
DX: 6 Will: 10 Move: 1
IQ: 4 Per: 10
HT: 10 FP: 10 SM: +2
1,200 lbs.
Dodge: — Parry: — DR: —
•Heat Pulse (E): Burning Attack 4d (Area Effect, 12 yards;
Costs 4 FP; Dissipation; Emanation)

•**Warmth (A):** Temperature Control 3 (Always On; Aura; Heat Only; Melee Attack)

Physical Traits: No Legs (Slithers)

Source: GURPS Space Bestiary 3e

VORTEX

ST: 4 **HP:** 40 **Speed:** 2.5
DX: — **Will:** 10 **Move:** —
IQ: 3 **Per:** 10
HT: 10 **FP:** 10 **SM:** +6
10x10x10 hexes; 10 lbs.
Dodge: — **Parry:** — **DR:** —

Injury Tolerance: Homogeneous; No Blood

Combat Traits: Striking ST +36

•**Capture (Brawling-18):** Binding 20 (Engulfing; Jet)

•**Digestion (A):** Corrosive Attack 1d (Aura; Melee Attack; Underwater)

Physical Traits: Control Water 8 (640 lbs.)

Source: GURPS Space Bestiary 3e

WAIRA

Quadruped, Wild Animal

ST: 12 **HP:** 12 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** 7
IQ: 4 **Per:** 10
HT: 10 **FP:** 10 **SM:** 0
2 hexes; 200 lbs.
Dodge: 8 **Parry:** 10(7) **DR:** 1 (Tough Skin)

Claws (14): 1d cr (Reach C)

Horns (14): 1d+1 imp (Reach C; per horn)

Mental Traits: Cowardice

Source: GURPS Fantasy Bestiary 3e

WARMER

Wild Animal

ST: 11 **HP:** 11 **Speed:** 4.75
DX: 9 **Will:** 10 **Move:** 2
IQ: 4 **Per:** 10
HT: 10 **FP:** 10 **SM:** 0
150 lbs.
Dodge: 7 **Parry:** — **DR:** —

•**Heat (A):** Burning Attack 1d (Always On; Aura; Melee Attack)

•**Warmth (A):** Temperature Control 3 (Always On; Aura; Heat Only; Melee Attack)

Physical Traits: No Legs (Slithers)

Source: GURPS Space Bestiary 3e

WASP, DREAM

Source: Pyramid 1/26/07

WASP, GIANT

Flying Insect, Wild Animal

ST: 9 **HP:** 9 **Speed:** 6
DX: 14 **Will:** 10 **Move:** A14
IQ: 2 **Per:** 10
HT: 10 **FP:** 10 **SM:** 0
2 hexes; 60-85 lbs.
Dodge: 9 **Parry:** — **DR:** —

Bite (14): 1d-3 cr (Reach C)

Stinger (14): 1d-1 imp with Venom (Reach C)

Venom (F): varies: Type D, Type F 2d or Type H 1d

Source: GURPS Fantasy Bestiary 3e

WATER BUG, GIANT

Insect, Wild Animal

ST: 11 **HP:** 11 **Speed:** 6
DX: 14 **Will:** 10 **Move:** W5
IQ: 3 **Per:** 10
HT: 10 **FP:** 10 **SM:** 0
2 hexes; 125-150 lbs.
Dodge: 9 **Parry:** — **DR:** 1 (Flexible)

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

Combat Skills: Wrestling-14

Source: GURPS Fantasy Bestiary 3e

WEASEL

Quadruped, Wild Animal

ST: 2 **HP:** 2 **Speed:** 6
DX: 14 **Will:** 10 **Move:** 9
IQ: 5 **Per:** 10
HT: 10 **FP:** 10 **SM:** -5*
2-9 lbs.
Dodge: 9 **Parry:** — **DR:** —

Bite (16): 1d-6 cut (Reach C, R)

Physical Traits: Double-Jointed

Source: GURPS Arabian Nights

*SM range -6 to -4.

WEASEL, GIANT

Quadruped, Wild Animal

ST: 21* **HP:** 21 **Speed:** 6.5
DX: 14 **Will:** 10 **Move:** 10
IQ: 4 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0
2 hexes; 700-1,500 lbs.
Dodge: 9 **Parry:** — **DR:** —

Bite (16): 2d+1 cut (Reach C, R)

Source: GURPS Fantasy Bestiary 3e

*ST range 18-23

WELL BEAST

ST: 40 **HP:** 40 **Speed:** 4.5
DX: 8 **Will:** 10 **Move:** 7
IQ: 3 **Per:** 10
HT: 10 **FP:** **SM:** +3
4 tons

Dodge: — **Parry:** — **DR:** —

•Poisonous Meat (D): Toxic Attack 2d (Blood Agent; Cyclic, 3 cycles, 1 day; Melee Attack; Resist HT-4); Affliction 5 (HT-4; Attribute Penalty, -3 ST, -3 DX; Follow-Up)*

Source: GURPS Space Bestiary 3e

*See text, this Toxic Attack/Affliction combination is an approximation

WHALE

Marine Mammal, Wild Animal

ST: 31* **HP:** 31 **Speed:** 6.5
DX: 13 **Will:** 10 **Move:** W10
IQ: 8 **Per:** 10
HT: 13 **FP:** 13 **SM:** +4*
0.5-5 tons

Dodge: 9 **Parry:** — **DR:** 5 (Tough Skin)*

Mental Traits: Gregarious; Pacifism (Self-Defense Only)

Skills: Survival (Open Ocean)-17; Swimming-15

Notes: This entry also appears in the Sapients chapter.

Source: GURPS Bestiary 3e

*SM range +3 to +5 (7 to 15 hexes); ST range 20-43; small specimens have DR 4

WHALE, KILLER

Marine Mammal, Wild Animal

ST: 30* **HP:** 30 **Speed:** 6.5
DX: 13 **Will:** 10 **Move:** W15
IQ: 8 **Per:** 10
HT: 13 **FP:** 13 **SM:** +3 to +4
7-10 hexes; 1-2.5 tons

Dodge: 9 **Parry:** — **DR:** 4 (Tough Skin)

Bite (15): 3d+2 cut (Reach C)

Skills: Survival (Open Ocean)-17; Swimming-16

Notes: Killer whales (orcas) are porpoises, not true whales. This entry also appears in the Sapients chapter.

Source: GURPS Bestiary 3e

*ST range 25-34

WHITE LASHER

Quadruped, Wild Animal

ST: 10 **HP:** 10 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** 7
IQ: 4 **Per:** 10
HT: 10 **FP:** 10 **SM:** 0
2 hexes; 100-125 lbs.

Dodge: 8 **Parry:** — **DR:** —

Mental Traits: Intolerance (Humanity)

Magical Traits: Magery 1

Spells: Lightning-15

Source: GURPS Fantasy Bestiary 3e

WILD DOLEM

Source: Pyramid 8/24/07

WING MOUTH

Wild Animal

ST: 2 **HP:** 4 **Speed:** 5.75
DX: 13 **Will:** 10 **Move:** A12
IQ: 4 **Per:** 10
HT: 10 **FP:** 13 **SM:** -6
1 lb.

Dodge: 8 **Parry:** — **DR:** —

Bite (13): 1 hp cut with Disease

•**Disease (F):** Affliction 3 (HT-2; Attribute Penalty, -3 HT, -1 ST, -1 DX; Cumulative; Cyclic, 1 day for 3 days; Follow-Up, bite; Onset, 12 hours)

Physical Traits: Flight (Winged); No Legs (Aerial)

Source: GURPS Space Bestiary 3e

WOLF, COURSING

Source: Pyramid 2/23/07

WOLF, HISTORICAL DIRE

Quadruped, Wild Animal

ST: 12* **HP:** 12 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 7
IQ: 4 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0
150-250 lbs.

Dodge: 9 **Parry:** 10(7) **DR:** 1 (Tough Skin)

Bite (14): 1d-2 cut (Reach C)

Claws (14): 1d-1 cr (Reach C)

Physical Traits: Discriminatory Smell; Night Vision +2; Temperature Tolerance 1

Mental Traits: Bad Temper (9)

Skills: Tracking-14

Source: GURPS Bestiary 3e and B458 (adapted from Timber Wolf)

*ST range 11-13 depending on weight

WOLF, FANTASY DIRE

Source: GURPS Dungeon Fantasy 2

WOLF, LAVA

Source: Pyramid 3/14/08

WOLF, MANED

Quadruped, Wild Animal

ST: 7 **HP:** 7 **Speed:** 6.25
DX: 14 **Will:** 10 **Move:** 9
IQ: 5 **Per:** 10
HT: 11 **FP:** 11 **SM:** -1
40-50 lbs.

Dodge: 9 **Parry:** — **DR:** —

Bite (16): 1d-3 cut (Reach C)

Source: GURPS New Sun

WOLF, TIMBER

Source: B458

WOLLIG

Source: GURPS Creatures of the Night 3

WOLVERINE

Quadruped, Wild Animal

ST: 8 **HP:** 8 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** 8
IQ: 5 **Per:** 10
HT: 10 **FP:** 10 **SM:** -2
30-65 lbs.

Dodge: 8 **Parry:** 10(7) **DR:** —

Bite (14): 1d-3 cut (Reach C)

Claws (14): 1d-3 cut (Reach C)

Mental Traits: Bad Temper (9)

Source: GURPS Fantasy II (Bowog Ux) and GURPS Bestiary 3e

WOLVERINE, ICE AGE

Quadruped, Wild Animal

ST: 9* **HP:** 9 **Speed:** 5.75
DX: 12 **Will:** 10 **Move:** 8
IQ: 5 **Per:** 10
HT: 11 **FP:** 11 **SM:** -1
50-100 lbs.

Dodge: 8 **Parry:** 10(7) **DR:** —

Bite (14): 1d-2 cut (Reach C)

Claws (14): 1d-2 cut (Reach C)

Mental Traits: Bad Temper (9)

Source: GURPS Bestiary 3e

*ST range 7-11 depending on weight

WOOLEN

Source: GURPS Banestorm

WORM, ICE

Vermiform, Wild Animal

ST: 26 **HP:** 26 **Speed:** 5.5
DX: 10 **Will:** 10 **Move:** 5
IQ: 2 **Per:** 10
HT: 12 **FP:** 12 **SM:** +5
15 hexes; 1 ton

Dodge: 8 **Parry:** — **DR:** 1 (Tough Skin)

+2 (Limited, Cold)

Vulnerability: Heat

Bite (12): 2d+4 (Reach C, 1-2)

Cold Aura (A): Temperature Control 5 (Always On; Aura; Cold Only; Max 100° change; Melee Attack;); *linked with* Affliction 4 (HT-3; Always On; Area Effect, 2 yards; Aura; Melee Attack; Numb)

•**Cold Breath (M, Biological):** Fatigue Attack 2d (Cone, 3 yards; Costs 2 Fatigue; Malediction 1; Reduced Range, 1/2D —, Max 10)

Physical Traits: Temperature Tolerance 3 (-68° to 32°)

Description: Ice worms are massive white worms with rudimentary eyes and a leech-like mouth full of teeth. They prey on large mammals, but have been known to attack and eat other ice worms. There have even been reports of ice worms taking down young dragons.

Combat: Ice worms are fairly well protected by their aura of cold. An ice worm has two primary tactics when fighting. First, it closes on its victim, surrounding it with its body (but not constricting) so that the cold aura surrounds it as well. If its victim fights back, however, it will then retreat and use its cold breath. Ice worms prefer to avoid this second tactic, however, as it is an unpleasant experience for them: their bodies become warmer as a result of expelling so much cold mass.

Organization: Solitary

Habitat: Arctic, Tundra

Source: Inspired by Frost Worm, D&D Monster Manual I

WOUNDWART

Source: Pyramid 12/14/07

WYRM, CRAWLING (TEMPLATE)

Source: GURPS Dragons 3e/4e

WYRM, GIANT (TEMPLATE)

Source: GURPS Dragons 3e/4e (Crawling Wyrms: Giant Wyrms)

WYRM, FLYING (TEMPLATE)

Source: GURPS Dragons 3e/4e (Crawling Wyrms: Flying Serpent)

WYVERN

Source: GURPS Banestorm *or* GURPS Dragons 3e/4e

ZIMURGICANTH

Quadruped, Wild Animal

ST: 7 **HP:** 7 **Speed:** 5.25

DX: 11 **Will:** 10 **Move:** 8

IQ: 3 **Per:** 10

HT: 10 **FP:** 10 **SM:** -2
40 lbs.

Dodge: 8 **Parry:** — **DR:** —

Bite (10): 1d-4 cut (Reach C)

Physical Traits: Temperature Tolerance 5 (-45°F to 60°F)

Source: GURPS Space Bestiary 3e

Outsiders:

Spirits, Demons, Elementals and Extraplanar Creatures

ANKOU

Soul Guide

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

Dodge: 8 **Parry:** var. **DR:** 0

Thrust: 1d-2 **Swing:** 1d+1

Skills: Packing-12; Teamster-14

Spells: Zombie-14

Description: Ankous are soul guides of Caeth Hrwyn. They carry their charges into eternal rest in Annwn by loading their souls onto a wagon, usually having one or more corporeal zombies do the heavy lifting.

Source: Author

AS-SHARAK

Source: GURPS Dungeon Fantasy 2

BANSHEE

ST: 11 **HP:** 11 **Speed:** 5.75
DX: 11 **Will:** 10 **Move:** 5
IQ: 9 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0

Dodge: 8 **Parry:** 8 **DR:** —

Combat Traits: Hard to Kill

Knife (11): thr 1d-1; sw 1d+1 (Reach C)

•**Terror of the True Form (Magical):** Terror (Accessibility, only when subject sees true form; Vision-based)

•**Shield (Magical):** DR 50 (Ablative; Costs Fatigue, 1 FP; Force Field; Switchable)

•**Bane (M, Magical):** Fatigue Attack 3d by Starvation (Costs Fatigue, 2 FP; Malediction 1)

•**Ethereal Knife (Magical):** Snatcher (Costs Fatigue, 1 FP; Limit, 1 lb; Specialized, weapons only)

Physical Traits: Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Night Vision +4

Magical Traits: Detect Youth; Lifebane (Switchable); Magery 2

Possessions: Jewelry enchanted with Illusion Disguise-18

Description: Although the banshee is associated with death and dying, it is not, strictly speaking, an undead creature. It should be catalogued as one of the fae species, despite its corporeal form. They frequently appear in the guise of an old woman wearing a cowl (usually white) that covers long, silver hair. This appearance is an illusion, however, produced by a piece of enchanted jewelry that the banshee wears. The most common jewelry are combs and hairpins, but survivors

of banshee encounters have reported a wide range of pieces.

When a banshee wishes to terrorize a victim, it removes the jewelry and seems to transform instantly to its true form. This true form is hideous and has the unnatural ability to terrorize anyone who looks at it. The lidless eyes are the size of billiard balls and the toothless mouth is stretched tight across a jaw that opens six inches. In this form the banshee emits its characteristic keening. Some claim it sounds like a wolf's howl. Others believe it to be more like the shriek of a woman. Most, however, insist that it sounds like the screams of a thousand dying infants.

It is unclear what banshees' motive are. Witnesses report only that they invariably attack the youngest member of any group they encounter. Once it has defeated the youngest member (usually by killing him), a banshee usually flees. Sometimes it will stay to attack the next youngest person, but this is rare. The myth that the banshee's keening is an omen of the death of an infant has been strengthened by this odd aggressive behavior. It is not clear how (or if) banshees eat or reproduce.

One thing is certain. The banshee's shape-changing ability is not innate. Although it is one of the fae, it is not a faerie, nymph or gremlin and is therefore incapable of becoming incorporeal. As a result it must resort to magical means to alter its appearance. Powerful and unscrupulous mages have been known to provide banshees with their enchanted jewelry. If a banshee loses its jewelry during a fight it will retreat immediately and avoid contact with most sapient until it can procure a new enchanted piece. If the jewelry has been stolen, a banshee will hunt down the thief with the aid of one or two other banshees. This is the only time that they are seen in groups.

Combat: Since they are substantial and can be physically harmed, banshees defend themselves by projecting a field of energy around their bodies that resists physical attacks. This projection does not last very long, however, as it can be weakened by repeated blows. Banshees avoid revealing their true forms unless they are in danger of being defeated. When fighting, they focus an element of their life-draining abilities into an attack that supernaturally starves its victim. Once it has incapacitated its victim, it closes to melee distance and strikes with a weapon, usually a knife, that materializes in its hand for precisely this purpose.

Organization: Usually solitary, at most 2-3.

Habitat: Banshees are found most commonly in non-urban populated areas, especially the frontiers of sapient civilization.

Notes: See also Fae.

Source: Author.

BARGHEST

Quadruped, Wild Animal

ST: 14 **HP:** 14 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 6
IQ: 4 **Per:** 10
HT: 12 **FP:** 12 **SM:** +1
3 hexes; 350 lbs.

Dodge: 9 **Parry:** 10(7) **DR:** —

Bite (14): 1d cut (Reach C)

Claws (14): 1d cr (Reach C, 1)

•**Breath (Breath-14):** Toxic Attack 2d (Cone, 2 yards; Reduced Range/10; Respiratory Agent; Takes Recharge, 5 seconds)

•**Fade (Magical):** Insubstantiality (Affect Substantial; Costs 2 FP; Linked); Invisibility (Switchable; Costs 2 FP; Linked)

Physical Traits: Restricted Diet (Sapient); Supernatural Traits (Glowing red eyes)

Magical Traits: Jumper (Reliable +10); Magery 0

Description: Barghests prey on sapient creatures for sport and food. Although they resemble massive black mastiffs, they are actually demonic in origin. They are able to become insubstantial and invisible at will, and their powerful breath is deadly.

Organization: Barghests travel in packs of two to four.

Source: Author.

BRINE FURY

ST: — **HP:** 27* **Speed:** 7
DX: 16 **Will:** 10 **Move:** A14
IQ: 7 **Per:** 10
HT: 12 **FP:** 12 **SM:** 1*

Dodge: 10 **Parry:** — **DR:** —

Immunity: Metabolic Hazards

Injury Tolerance: Diffuse

•**Steal Soul (Brawling-16, Spirit):** Affliction 6 (HT-5; Coma; Costs Fatigue, 1 FP; Melee Attack)

Physical Traits: Doesn't Breathe; Feature: Glowing; Flight (Air 14); No Legs (Aerial); No Manipulators

Magical Traits: Detect Magic

Source: GURPS Creatures of the Night 3e

*SM range -4 to +6; HP range 23-32

DARK ONE (TEMPLATE)

Source: GURPS Dungeon Fantasy 3

DARKRIDER (TEMPLATE)

ST +4; DX +2; IQ 8 (fixed); HT +7

•**Infectious Attack (Spirit):** see text; Immunity to Disease resists at HT +5

•**Mind Reading (Spirit):** special, see text

Physical Traits: Nocturnal; Supernatural Features (Irregular Grin: -2 reaction)

Notes: Pretty much impossible to model, as far as I can tell.

Source: GURPS Creatures of the Night 3e

DJINNI (TEMPLATE)

Notes: Be aware of the errata for this template: 247 points; HP +5 (Size, -10%) [9]; remove "replaces HP+10 from Body of Air."

Source: F107

DOOMCHILD

Source: GURPS Dungeon Fantasy 2

DRYAD

Nymph

ST: 9 **HP:** 9 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 6
IQ: 11 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0

Dodge: 9 **Parry:** — **DR:** —

Combat Skills:

Physical Traits: Brachiator; Chameleon 1; Plant Empathy; Speak With Plants

Mental Traits: Bad Temper (9); Bloodlust; Fanaticism (Territory)

Magical Traits: Detect Metal; Magery 0

Skills: Plant College-14; Charm-12; Fascinate-14; Loyalty-12; Lure-14; Mass Sleep-14; Sleep-14

Description: Dryads are nymphs who dwell exclusively in forests. They are roughly human in appearance, with skin the color of treebark (varying by the dominant tree species in its habitat) and short green or gold hair.

Although dryads prefer to remain insubstantial, they will materialize to interact with other creatures. When doing so, they will use their Chameleon advantage to remain as hidden as possible.

Combat: Dryads are exceptionally territorial, more than any other nymph species. If one become aware of intruders to its forest, it will seek them out and attempt to divert or waylay them with mind-affecting magic. If the intruders are destructive in any way, however, a dryad will use her plant magic to avenge the harm to her forest, even to the point of killing the culprits. At that point, she becomes indiscriminate, and even if only one member of a traveling party was thoughtless, she will wipe out the whole group.

Dryads completely avoid physical confrontation. When attacked, they will revert to their insubstantial form and disappear until they can once again gain the advantage.

If by some chance a dryad is forced to remain substantial, she will attempt to incapacitate her attackers with magic. Barring that, she will become listless and unresponsive until allowed to return to her natural state.

Organization: All dryads are female. It is not known how or even if they reproduce.

Habitat: Forests and wooded areas.

Source: Inspired by Dryad, D&D Monster Manual I.

EAPONA

Soul Guide

ST: 10 **HP:** 10 **Speed:** 5.25

DX: 11 **Will:** 10 **Move:** 5

IQ: 11 **Per:** 10

HT: 10 **FP:** 10 **SM:** 0

Dodge: 8 **Parry:** — **DR:** —

Thrust: 1d-2

Swing: 1d

Social Traits: Allies (Constantly); Animal Empathy

Skills: Animal Handling-15; Riding-15

Talents: Animal Friend

Description: Eponas are soul guides found primarily in Caeth Hrwyn and Selenica. They resemble lithe women and are always accompanied by at least two superior horses (which also take the Soul Guide template).

Source: Author

EURYNOMUS

ST: 14 **HP:** 14 **Speed:** 6

DX: 12 **Will:** 10 **Move:** 7

IQ: 6 **Per:** 10

HT: 12 **FP:** 12 **SM:** 0
300-400 lbs.

Dodge: 9 **Parry:** **DR:**

Combat Traits: Striking ST +10 (Bite only)

Claws (12): 1d-1 cut (Reach C)

Bite (12): 2d cut (Reach C)

Social Traits: Hideous; Terror (Always On; Fright Check -4)

Source: GURPS Fantasy Bestiary 3e

FAE (SPECIAL)

The fae are actually a collection of many different species of humanoid magical creatures. This entry provides a list of the five fae groups.

Faeries: All fairies are permanently insubstantial and use the Faerie template.

Nymphs: Nymphs are distinguished from fairies by the fact that they are capable of materializing into physical forms. They use the Nymph template.

Gremlins: All gremlins are naturally substantial, but are capable of becoming insubstantial for short periods of time. They use the Gremlin template.

Shunned: For some reason that is not fully understood, a small number of fae species are incapable of becoming insubstantial without external aid. They are invariably shunned by the other fae species, hence the name of the group.

Imps: There is some debate as to whether imps should be

classified as faeries or kept in their own group. They are completely incapable of manifesting any part of themselves in the material world, and are therefore invisible to all but the keenest of observers. Unlike many gremlins, which have been unfairly marked as troublesome, imps are universally despised and universally unpleasant. There is some speculation that the shunned fae are imp species that were cast out of fae society thousands of years before the coming of dragons. Since the fae never discuss personal concerns with outsiders (and imps will outright lie about them), the answer may never be known. They use the Imp template.

Organization: Unknown. Outsiders usually encounter solitary fae only, but there have been exceptions (especially with gremlins).

Source: Author.

FAERIE (TEMPLATE)

Notes: See also Fae.

Source: F108

FAUN (TEMPLATE)

Source: GURPS Dungeon Fantasy 3

GREMLIN (TEMPLATE)

SM -2; 20 lbs.

ST -5 [-50]; DX +1 [20]

Will -2 [-10]; Per +2 [10]

Speed +0.25 [5]; Move -2 [-10]

Physical Traits: Insubstantiality (Costs 2 FP, -10%; Limited Use, 5x/day, -10%) [64]; Unaging

Mental Traits: Impulsiveness (12) [-10]

Social Traits: Ugly [-8]

Magical Traits: Dependency (Mana, Constantly) [-25]; Magery 0 [5]

Notes: See also Fae.

Total Cost: -9 points

Source: Author

HARRIAD

Source: GURPS Creatures of the Night 1

HELL HOUND

Quadruped, Wild Animal

ST: 12 **HP:** 12 **Speed:** 6

DX: 12 **Will:** 10 **Move:** 7

IQ: 5 **Per:** 10

HT: 12 **FP:** 12 **SM:** 0

Dodge: 9 **Parry:** 10(7) **DR:** 1 (Tough Skin)

Resistance: Heat/Fire (DR +5)

Weakness: Cold (1d/minute)

Bite (14): 1d-2 cut with Firefang

Claws (14): 1d-1 cr with Fireclaw

•**Breath of Fire (Breath-14, Magical):** Burning Attack 2d (Cone, 3 yards; Costs Fatigue, 1 FP; Reduced Range, 1/2D – Max 10)

•**Fireclaw and Firefang (Brawling-14, Magical):** Burning Attack 1d (Melee Attack)*

•**Fire Aura (A, Magical):** Burning Attack 1d (Always On; Aura; Melee Attack, Reach C)

Physical Traits: Discriminatory Smell; Night Vision +2; Temperature Tolerance 5

Skills: Tracking-14

Description: Hell hounds are demons that resemble dire wolves with flame-tinged fur. They are invariably malevolent, attacking every non-demonic creature they encounter.

The leader of each hell hound pack has the Jumper (Reliable +10; Tunnel) advantage as well, making it possible for the alpha hell hound and its followers to travel from the demonic plane to any other. They use this ability rarely, reserving it mainly for “return trips” after having been summoned by inconsiderate mages.

Organization: Packs of 10-20.

Habitat: Demonic planes. Standard hell hounds are not naturally capable of traveling from their home planes; they must follow the alpha pack leader through any tunnel it creates.

Source: Inspired by Hell Hound, D&D Monster Manual I

*This uses Melee Attack instead of Follow-Up because the target takes fire damage whether or not the physical attack penetrates DR.

HUMBABA

ST: 21 **HP:** 21 **Speed:** 6

DX: 12 **Will:** 10 **Move:** 5

IQ: 6 **Per:** 10

HT: 12 **FP:** 12 **SM:** +2
1,200 lbs.

Dodge: 9+1 **Parry:** 10(7) **DR:** 3

Combat Traits: Combat Reflexes

Claws (14): 2d+1 cut (Reach C, 1-2; hands and feet)

Horns (14): 2d+2 imp (Reach C; Limited Arc, forward)

•**Snakehead (Brawling-14):** Cutting Attack 1d (Melee Attack) with Venom

•**Venom (F, Biological):** Type A 1d

Physical Traits: 360° Vision; No Fine Manipulators

Source: GURPS Fantasy Bestiary 3e

IMP (TEMPLATE)

Notes: See also Fae.

Source: F109

KELPIE

Quadruped

ST: 21 **HP:** 21 **Speed:** 6.25

DX: 13 **Will:** 10 **Move:** 12

IQ: 8 **Per:** 10

HT: 12 **FP:** 12 **SM:** +1
3 hexes; 1,000-1,200 lbs.

Dodge: 9 **Parry:** — **DR:** —

Kick (15): 2d+1 cr (Reach C, 1)

Bite (15): 2d cut (Reach C)

Mental Traits: Bad Temper (9)

Magical Traits: Magery 0

Spells: Curse-15

Source: GURPS Fantasy Bestiary 3e

LEPRECHAUN (TEMPLATE)

Source: GURPS Dungeon Fantasy 3

MINDWARPER

Source: GURPS Dungeon Fantasy 2

NAGA, HALF-HUMAN (TEMPLATE)

Source: GURPS Dragons 3e/4e

NAGA, SNAKE-FORM (TEMPLATE)

Source: GURPS Dragons 3e/4e

NYMPH (TEMPLATE)

Notes: See also Fae. The Unmanifested Spirit template (on which the Nymph on F213 is based) includes the Doesn't Eat or Drink advantage. In the High Fantasy Project World, however, nymphs must eat and drink to survive. For nymphs, remove this advantage from the Unmanifested Spirit and add the skill Survival (Domain)-18. The domain is the particular nymph species' home territory type (forest, river, ocean, etc.). Nymphs must become substantial in order to eat and drink. The nymph template found in GURPS Dungeon Fantasy 3 is a less detailed abstraction of the nymphs found in the World.

Source: F213 & GURPS Dungeon Fantasy 3

PESHKALI

Source: GURPS Dungeon Fantasy 2

PIXIE (TEMPLATE)

Notes: This template is a less detailed abstraction of the pixies found in the World.

Source: GURPS Dungeon Fantasy 3

SALAMANDER, LESSER

Reptile, Wild Animal

ST: 5* **HP:** 5 **Speed:** 5.75
DX: 13 **Will:** 10 **Move:** 7
IQ: 4 **Per:** 10
HT: 10 **FP:** 10 **SM:** -3

10-25 lbs.

Dodge: 8 **Parry:** — **DR:** —

Immunity: Fire

Vulnerability: Cold-based Attacks (x2)

•**Heat Sink (A, Elemental: Fire):** Temperature Control (Always On; Aura; Cold Only; Melee Attack)

•**Heat Leech (Brawling-13, Elemental: Fire):** Fatigue Attack 1d (Hazard: Freezing; Melee Attack)

Physical Traits: Detect Heat; Temperature Tolerance (100°F to 2000°F)

Magical Traits: Magery 0

Spells: Extinguish Fire-25

Source: GURPS Fantasy Bestiary 3e (Salamander)

*ST range 4-6 depending on weight

SHRIKER

Quadruped, Wild Animal

ST: 14 **HP:** 14 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 6
IQ: 4 **Per:** 10
HT: 12 **FP:** 12 **SM:** +1

3 hexes; 350 lbs.

Dodge: 9 **Parry:** 10(7) **DR:** —

Bite (14): 1d cut (Reach C)

Claws (14): 1d cr (Reach C, 1)

•**Breath (Breath-14):** Toxic Attack 2d (Cone, 2 yards; Reduced Range/10; Respiratory Agent; Takes Recharge, 5 seconds)

•**Fade (Magical):** Insubstantiality (Affect Substantial; Costs 2 FP; Linked); Invisibility (Switchable; Costs 2 FP; Linked)

Physical Traits: Restricted Diet (Sapient); Supernatural Traits (Glowing red eyes)

Magical Traits: Magery 0; Warp (Range Limit, 10 yards; Reliable +10)

Languages:

Description: As far as anyone has been able to determine, shrikers are barghests that have lost the ability to return to their home plane. As compensation, perhaps, they are instead able to “jump” instantly up to ten yards.

Shrikers are white, not black like their barghest relatives.

Organization: Shrikers are usually solitary, but can be found in pairs on occasion.

Source: Author.

SIRRUSH

Reptile, Wild Animal

ST: 21 **HP:** 21 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 8
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** +1

1,000-1,200 lbs.

Dodge: 9 **Parry:** — **DR:** 2 (Flexible)

Combat Traits: Hard to Kill

Talons (14): 2d+1 imp (Reach C, 1)

Mental Traits: Reprogrammable; Slave Mentality

Source: GURPS Fantasy Bestiary 3e

SOUL GUIDE (TEMPLATE)

Combat Traits: Regeneration (Extreme); Unkillable 3

Physical Traits: Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep

Mental Traits: Altered Time Rate 1; Detect Death; Empathy; Indomitable

Magical Traits: Extra Life (unlimited); Jumper (Reliable +10); Magery 3; Medium; Power Investiture 3

Spells: Final Rest-IQ+5

Description: Soul Guides (or psychopomps) are semi-divine figures who appear to bring the dying to their place of eternal rest. There are a great number of these soul guides; each one appears only to mortals whose beliefs include the soul guide's existence.

A soul guide's natural environment is its respective plane of death, and it rarely if ever interacts with the living. The most common encounter occurs when someone attempts a resurrection: the soul guide will appear in order to repel the attempt. (In some cases, but by no means all, soul guides will not interfere when both the dead person and the person resurrecting him or her share the belief system of which the soul guide is a part.)

The list of soul guides includes but is not limited to anpus, ixtabs, manannans, vanths and waetlas.

Source: Author

TADDARITA, DEMONIC

Quadruped, Wild Animal

ST: — **HP:** 1 **Speed:** 5.75
DX: 13 **Will:** 10 **Move:** G6-A12
IQ: 12 **Per:** 10
HT: 10 **FP:** 10 **SM:** -3

1 oz.

Dodge: 9 **Parry:** — **DR:** —

Bite (13): 1d-6 cut (Reach C)

Physical Traits: Bad Sight (near and far); Discriminatory Hearing; Flight (Air 10; Cannot Hover; Winged); No Fine Manipulators; Parabolic Hearing 1; Sonar; Supernatural Traits (Glowing eyes); Ultrahearing

Mental Traits: 3D Spatial Sense

Magical Traits: Magery 1

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

Source: GURPS Fantasy Bestiary 3e

TOMMORAKI, OUTSIDER

Bird

ST: 10 **HP:** 15 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** G5-A10
IQ: 9 **Per:** 10
HT: 10 **FP:** 10 **SM:** +2
2 hexes; 110 lbs.

Dodge: 8 **Parry:** — **DR:** —

Talons (14): 1d-2 cut (Reach C, 1)

•**Breath of Fire (Breath-14, Magical):** Burning Attack 1d-2 (Cone, 1 yard; Costs 3 FP; Dissipation; Reduced Range, x10)

•**Spit/Vomit (Brawling-14):** Type H 1d *with Jet and without* Follow-Up

Physical Traits: Bad Smell; Flight; Insubstantiality

Magical Traits: Magery 0

Spells: Create Water-15; Knots-15; Manipulate-15; Noise-15; Shape-15; Spasm-15; Stench-15; Stiffen-15; Undo-15; Weaken-15

Source: GURPS Fantasy Bestiary 3e

TOXIFIER

Source: GURPS Dungeon Fantasy 2

TRANTID

Source: GURPS Creatures of the Night 4

VOICE OF DARKNESS

Source: GURPS Creatures of the Night 4

WASTE STALKER

Source: GURPS Creatures of the Night 4

Undead

ANCESTOR (TEMPLATE/LENS)

Source: F112-113 (Ancestral Spirit)

BREEDER

Intact Undead (*minus* Temperature Tolerance)

ST: 11 HP: 11 Speed: 4.5
DX: 8 Will: 10 Move: 6
IQ: 9 Per: 10
HT: 10 FP: 10 SM:

Dodge: 7 Parry: 7(4) DR: 0

Injury Tolerance: Homogeneous; No Blood

Vulnerability: Fire, x2

Punch (8): 1d-2 Thrust: 1d-1 Swing: 1d+1

Physical Traits: Supernatural Features (Bugs inhabit body)

Mental Traits: Dread (Extreme Heat; Fire)

Source: GURPS Creatures of the Night 3e (Corpse-Kisser)

CALAVERITE

Skeletal Undead

ST: 8* HP: 8 Speed: 5.5
DX: 10 Will: 10 Move: 12
IQ: 8 Per: 10
HT: 12 FP: 12 SM: 0
60-80 lbs.

Dodge: 8 Parry: 9/8 DR: —

Combat Traits: Extra Attack 2; Striking ST +10

Thrust: 1d+2

Swing: 3d

Bite (12): 1d+2 cr (Reach C)

Combat Skills: Axe/Mace-10; Broadsword-12;
Shortsword-10

Physical Traits: Growth 1; Shrinking 1

Description: A calaverite is a jumbled, mostly random collection of bones from multiple bodies arising from the remnants of a mass grave. Although ungainly, it is exceptionally fast.

A calaverite will have 1d skulls, giving it the same number of jaws for biting, and 1d-2 weapon-wielding arms. By adjusting its shape, a calaverite can effectively increase or decrease its size by 1 level (with no change in weight).

Source: Inspired by Bone Lord, S&S Creature Collection

*ST range 8-9 depending on weight

CHILLER

Intact Undead*

ST: 15 HP: 15 Speed: 5.5
DX: 12 Will: 10 Move: G8-A16
IQ: 6 Per: 10
HT: 10 FP: 10 SM: -1

Dodge: 9 Parry: 10(7) DR: —

Vulnerability: Heat (Paralysis at or above 150°F)

Bite (14): 1d cut with Venom (Reach C)

Claws (14): 1d+1 cut (Reach C)

•Venom (F): Fatigue Attack 2d (Cyclic, 3 days, 3 cycles; Follow-Up; Freezing)

Physical Traits: Flight (Air 16; Winged); Nocturnal; Regeneration (1 per 5 min; Accessibility, below freezing); Unhealing (at or above 100°F)

Source: GURPS Creatures of the Night 3e

*Intact Undead without Temperature Tolerance

CRYPTLING (TEMPLATE)

Intact Undead

ST +15; DX +3

•Possession (Spirit): Possession (Permanent; variable range)

Physical Traits: Mimicry; Regeneration (1 per minute); Stretching 2; Terror 1

Features: Decay at will, Split open, Bleed profusely

Notes: Add this template to any sapient creature to create a cryptling.

Source: GURPS Creatures of the Night 3e

CRYPTLING, GREATER (TEMPLATE)

Intact Undead

ST +15; DX +3

•Enhance (Spirit): Increase Attributes (Attributes +1 [IQ max 20]; Permanent; Trigger: opponent's Fright Check critical failure); Increase Magery (Magery +1, Permanent, Trigger: replaces IQ increase above 20); Possession (Permanent, variable range)

Physical Traits: Mimicry; Regeneration (1 per minute); Stretching 2; Terror 1

Features: Decay at will, Split open, Bleed profusely

Notes: Add this template to any sapient creature to create a cryptling.

Source: GURPS Creatures of the Night 3e

DEFILER

Intact Undead

ST: 10 **HP:** 10 **Speed:** 4.5
DX: 8 **Will:** 10 **Move:** 4
IQ: 8 **Per:** 10
HT: 10 **FP:** 10 **SM:** 0

Dodge: 7 **Parry:** 8 **DR:** —

Thrust (10): 1d-2

Swing (10): 1d

•**Hive Mind (Psionic):** Telesend (Broadcast; Defilers only) and Clairvoyance (Increased Range, 1k yards; Long Range no penalties; Accessibility: centered on other defilers, special variant)

Mental Traits: Infectious Attack (Terror); Odious Personal Habits (Filthy); Terror

Notes: The Clairvoyance element of the Hive Mind is instantaneous. See text for remainder of traits and powers. This creature cannot be modeled without “bending” standard GURPS rules.

Source: GURPS Creatures of the Night 3e

FLAMING SKULL

Source: GURPS Dungeon Fantasy 2

GHOST (TEMPLATE/LENS)

Source: F113

HOUND, BRACKISH

Rotting Undead, Quadruped, Wild Animal

ST: 14 **HP:** 14 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** 8
IQ: 5 **Per:** 10
HT: 10 **FP:** 10 **SM:** 0

Dodge: 8 **Parry:** 10(7) **DR:** —

Combat Traits: Striking ST +10

Bite (14): 2d cut with Infection (Reach C)

Claws (14): 2d+1 cr (Reach C)

•**Infection:** Affliction 1 (Disadvantage, Wounded; Permanent)

Source: GURPS Creatures of the Night 3e

GHOUL, SAND

Intact Undead*

ST: 15 **HP:** 15 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** G8-A16
IQ: 6 **Per:** 10
HT: 10 **FP:** 10 **SM:** -1

Dodge: 8 **Parry:** 10(7) **DR:** —

Vulnerability: Cold (Paralysis below 0°F)

Bite (14): 1d cut with Venom (Reach C)

Claws (14): 1d+1 cut (Reach C)

•**Venom (F):** Fatigue Attack 2d (Cyclic, 3 days, 3 cycles; Follow-Up; Freezing)

Physical Traits: Flight (Air 16; Winged); Nocturnal; Regeneration (1 per 5 min; Accessibility, at or above 100°F); Unhealing (between 0° and 32°F)

Source: GURPS Creatures of the Night 3e

*Intact Undead without Temperature Tolerance

LARVA (TEMPLATE)

Source: F213

LICH (TEMPLATE/LENS)

Source: F113

MOON GUIRE

Source: GURPS Creatures of the Night 5

MUMMY (TEMPLATE)

Notes: Use the Mummified Undead template.

Source: F134

REVENANT (TEMPLATE)

Source: F38

SHADOWBLADE

ST: 10 **HP:** 10 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** 6
IQ: 10 **Per:** 10
HT: 10 **FP:** 10 **SM:** 0

Dodge: 8 **Parry:** 9 **DR:** —

Immunity: Metabolic Hazards

Injury Tolerance: Homogeneous; No Blood

•**Shadowblade (Broadsword-12):** Corrosion Attack 1d-3 (Affects Substantial; Linked; Melee Attack); Cutting Attack 1d-3 (Affects Substantial; Linked; Melee Attack)

Physical Traits: Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Insubstantiality (Always On; Can Carry Objects); Mute; Unaging

Mental Traits: Dread (Daylight)

Skills: Stealth-12

Description: Shadowblades are the spectral remains of assassins and mass murderers. They are dressed in long black cowed cloaks and wield swords that drip acid. Because their weapons are substantial, they can be used to parry attacks—although this is rarely necessary, as most physical weapons cannot harm a shadowblade.

During the day they “evaporate” away from the physical world, only to reappear after the sun goes down. Unlike vampires, however, they are not vulnerable to sunlight.

Source: Inspired by Alley Reaper, S&S Creature Collection

SKELETON (TEMPLATE)

Notes: Use the Skeletal Undead template.

Source: F133

VAMPIRE (TEMPLATE)

Notes: Be aware of the corrected point cost (80, not 100). The template refers to the Intact Corpse meta-trait; this should be Intact Undead.

Source: F111

VAMPIRE, ARCHON (TEMPLATE)

Source: B262 (Vampire)

VAMPIRE MAGE (TEMPLATE)

Notes: Be aware of the corrected point cost (135, not 155).

Source: F112

WIGHT (TEMPLATE/LENS)

Source: F113

WOLF, SHADOW

Quadruped

ST: 11	HP: 11	Speed: 6
DX: 14	Will: 10	Move: 9
IQ: 7	Per: 10	
HT: 10	FP: 10	SM: -1

100-150 lbs.

Dodge: 9 **Parry:** 11(8) **DR:** —

Combat Traits: Striking ST +2

Fangs (16): 1d imp with Venom (Reach C)

Claws (16): 1d+1 cr (Reach C)

•**Venom (F, Magical):** Affliction 1 (HT; Extended Duration, x30; Follow-Up, fangs; Nauseated, Retching; Secondary, critical, Disease)*

Physical Traits: Bad Smell (Sulfur); Supernatural Features (Glowing red eyes)

Magical Traits: Dark Vision; Magery 1

Skills: Stealth-18

Spells: Silence-15

Source: GURPS Fantasy Bestiary 3e

*It is not clear how to correctly model this venom using Affliction or Innate Attack, since the Secondary properly belongs to Innate Attack (toxic damage) but the primary effect cannot.

ZOMBIE (TEMPLATE)

Notes: The quick-and-dirty solution is to use either the Intact Undead or Rotting Undead meta-trait and add Slave Mentality. Reduce IQ in relation to how “mindless” the zombie is: a barely sapient zombie would be IQ 6-8, while an animalistic zombie would be IQ 3-5.

Source: Author

ZOMBIE, HORDE

Source: GURPS Dungeon Fantasy 2

Sapient

ANUBIS BEAST

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 (Tough Skin)
Combat Traits: Combat Reflexes
Thrust (15): 1d
Swing (15): 1d+3
Physical Traits: Extra Legs (total 6); Semi-Upright
Source: GURPS Egypt

APE, FLESH-EATING

Source: GURPS Dungeon Fantasy 2

AVIAN

ST: 9 **HP:** 9 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** G5-A10
IQ: 10 **Per:** 10
HT: 10 **FP:** 10 **SM:** 0
90 lbs.
Dodge: 8 **Parry:** 8 **DR:** —
Thrust (10): 1d-2
Swing (10): 1d-1
Beak (10): 1d-3 pi+ (Reach C)
Talons (10): 1d-2 cut (Reach C)
Physical Traits: Flight (Winged; Cannot Hover); Ham-Fisted
Mental Traits: Loner (9)
Skills: Aerobatics-12; Flight-14
Languages: Avian
Description: Avians are a sapient bird species that may (or may not) have evolved from the same dinosaur ancestors. The main difference, apart from the more complex brain, is the retention of hands at the ends of each wing, which allows avians to use tools.
Although they resemble raptors, avians are not a warlike species and generally try to avoid conflict with other sapient species.
Organization: Solitary.
Habitat: Forest. Avians build multi-level, multi-room tree houses, which are dismissed as “nests” by other sapient species. In reality, they are significantly more complex than the typical homes of most sapients.
Source: Author

BARMANU

Wild Animal
ST: 15 **HP:** 15 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 6
IQ: 6 **Per:** 10
HT: 12 **FP:** 12 **SM:** +1
400 lbs.
Dodge: 9 **Parry:** — **DR:** 1
Combat Traits: Arm ST +3
Bite (12): 1d cr
Brawling (14): 1d+3 cr
Languages: None
Description: The barmanu is a proto-sapient primate that resembles a gorilla-sized chimpanzee, with more human-like facial features. Occasionally it will raid small villages and assault the female inhabitants.
Organization: Solitary, or groups of 2-3.
Habitat: The barmanu lives high in the mountains, often near other pockets of civilization.
Source: Author

BROK

Wild Animal
ST: 43 **HP:** 43 **Speed:** 5.5
DX: 10 **Will:** 10 **Move:** 4
IQ: 6 **Per:** 10
HT: 12 **FP:** 12 **SM:** +7
12x12 hexes; juvenile 300 lbs; adult 5 tons
Dodge: 8 **Parry:** 9(6) **DR:** 4 (Top only)
Combat Traits: Extra Attacks 5
Punch (12): 5d+4 cr (Reach C, 1-10)
Spines (D): 1d-2 imp
Combat Skills: Wrestling-12
Physical Traits: Doesn't Breathe (Gills); Extra Arms (total 24; Extra-Flexible); No Fine Manipulators; No Legs (Aquatic)
Source: GURPS Space Bestiary 3e

BUGBEAR

ST: 13 **HP:** 13 **Speed:** 5.5
DX: 11 **Will:** 10 **Move:** 5
IQ: 7 **Per:** 10
HT: 11 **FP:** 11 **SM:** +1
300 lbs.
Dodge: 8 **Parry:** 9 **DR:** —
Armor: Leather (DR 2; Torso, Groin)
Combat Traits: Striking ST +5
Axe/Mace (11): 3d cut (Reach 1)
Punch (11): 1d+1 cr (Reach C, 1)
Combat Skills: Brawling-11
Physical Traits: Night Vision +1

Mental Traits: Bully (12)

Social Traits: Social Stigma (Monster)

Languages: Bugbear

Description: Bugbears are tall (7-9'), muscular humanoids distantly related to goblins. Although they do not have particularly short tempers, the reactions they receive from other sapients often lead them to attack in retaliation.

Organization: Small bands of six to ten members.

Habitat: Any.

Source: Inspired by Bugbear, D&D Monster Manual I

CAT, DAGGERTOOTH

ST: 12 **HP:** 12 **Speed:** 3.75

DX: 5 **Will:** 10 **Move:** 9

IQ: 13 **Per:** 10

HT: 10 **FP:** 10 **SM:** 0

2 hexes; 200 lbs.

Dodge: 6 **Parry:** — **DR:** 1 (Tough Skin)

Fangs (10): 1d-1 imp (Reach C)

Source: GURPS Space Bestiary 3e

CAT-FOLK (TEMPLATE)

Notes: This template refers to generic cat-folk and is not to be used to build a felara character in the High Fantasy Project.

Source: GURPS Dungeon Fantasy 3

CAUSTIGUS

Source: GURPS Banestorm

CENTAUR (TEMPLATE)

Source: F105

CELESTIAL HALF-SPIRIT (TEMPLATE)

Source: GURPS Dungeon Fantasy 3

CENTIPEDE, CLOUD

Effectively Vermiform, Wild Animal

ST: 17 **HP:** 20 **Speed:** 5.75

DX: 13 **Will:** 10 **Move:** 8

IQ: 7 **Per:** 10

HT: 10 **FP:** 10 **SM:** +2

4 hexes; 600 lbs.

Dodge: 8 **Parry:** — **DR:** —

Bite (15): 1d+2 cut with Venom (Reach C)

•**Mist Form*:** Flight (Lighter Than Air); Insubstantiality (Affect Substantial; Costs 2 FP); Obscure (Vision); Mist Venom

•**Mist Venom (E):** Type J 1d with Area Effect; Emanation; Persistent; no Follow-Up

•**Venom (F):** Type J 1d

Languages: None

Source: GURPS Fantasy Bestiary 3e (Wu Kung Ching)

*treat as a swarm when attacking/being attacked within the mist

COLEOPTERAN (TEMPLATE)

Source: GURPS Dungeon Fantasy 3

CORPSE-EATER (TEMPLATE)

Source: GURPS Dungeon Fantasy 3

CRAYFEN

Source: GURPS Creatures of the Night 5

CRYSTAL LEMUR

ST: 4 **HP:** 4 **Speed:** 6

DX: 14 **Will:** 10 **Move:** 15

IQ: 7 **Per:** 10

HT: 10 **FP:** 10 **SM:** -3

Dodge: 9 **Parry:** — **DR:** —

Physical Traits: Acute Hearing +3; Detect Crystal Formation; Restricted Diet (Forming crystals); Slippery

Mental Traits: Coward (6); Kleptomania (12)

Skills: Jumping-14

Source: GURPS Space Bestiary 3e

DARDIK

Goblin

ST: 9 **HP:** 9 **Speed:** 5.5

DX: 12 **Will:** 10 **Move:** 5

IQ: 8 **Per:** 10

HT: 10 **FP:** 10 **SM:** -1

Dodge: 8 **Parry:** 9U **DR:** —

Armor: Cloth (DR 1 Flexible; Torso, Groin)

Pick (12): 1d imp (Reach 1)

Punch (12): 1d-3 cr (Reach C)

Physical Traits: Filter Lungs

Features: Native Light Level -6

Languages: Dardik

Description: Dardiki (dardik singular) are genetic cousins of goblins. Their bodies are adapted to living permanently in subterranean caves and abandoned underground complexes. Unlike goblins, they do not build their own cities, preferring instead to take what they can get from other species' abandoned homes.

Organization: Dardiki organize themselves into extended families of between thirty and forty members. Two members—a mated male and female pair—act as leaders, and possibly “patrons,” although that word does not sufficiently describe their role. “Dardik” is the title of both male and female leaders, hence the name given by outsiders to the species as a whole.

Habitat: Subterranean

Source: Author

DEVILFISH (TEMPLATE)

Source: F105, 107

DEVILFISH, ABYSSAL (TEMPLATE)

Source: F107

DRAGON (TEMPLATE)

Notes: This template refers to generic dragons and is not to be used for every dragon race of the High Fantasy Project.

Source: F107

DRAGON, CLOUD (TEMPLATE)

Notes: This template refers to generic cloud dragons and is not to be used for every dragon race of the High Fantasy Project.

Source: GURPS Dragons 3e/4e (P'an Lung)

DRAGON, GREAT (TEMPLATE)

Notes: This template refers to generic great dragons and is not to be used for every dragon race of the High Fantasy Project.

Source: GURPS Dragons 3e/4e (Tien Lung)

DRAGON, LESSER (TEMPLATE)

Source: GURPS Dragons 3e/4e (Realistic Dragon)

DRAGON, RIVER (TEMPLATE)

Notes: This template refers to generic river dragons and is not to be used for every dragon race of the High Fantasy Project.

Source: GURPS Dragons 3e/4e (Shen Lung)

DRAGON, WESTERN (TEMPLATE)

Notes: This template refers to generic western dragons and is not to be used for every dragon race of the High Fantasy Project.

Source: GURPS Dragons 3e/4e

DRAGON-BLOODED (TEMPLATE)

Notes: As noted in the entry, these individuals "claim to be the result of magical experiments performed by dragons." In the World, these claims are just that: claims, not truth.

Source: GURPS Dungeon Fantasy 3.

DRAGON TURTLE (TEMPLATE)

Source: GURPS Dragons 3e/4e (Lung-Wang)

DWARF (TEMPLATE)

Notes: These templates refer to generic dwarves and are not to be used for every dwarf race of the High Fantasy Project.

Source: F107-108 & GURPS Dungeon Fantasy 3

ELDER-SPAWN HALF-SPIRIT (TEMPLATE)

Source: GURPS Dungeon Fantasy 3

ELF (TEMPLATE)

Notes: These templates refer to non-World elves and are not to be used for every elf race of the High Fantasy Project. For the purposes of the World, consider the various elf races in GURPS Dungeon Fantasy 3 to be either legendary or ancient (and extinct) variations on the "modern" silhir. There is an error in the template on F108: the racially learned skill should end with IQ [1] -9, with a resulting total cost of 70 points for the template.

Source: F108 & GURPS Dungeon Fantasy 3

GARGOYLE (TEMPLATE)

Source: GURPS Dungeon Fantasy 3

GHAST

ST: 12 **HP:** 12 **Speed:** 5.25

DX: 10 **Will:** 10 **Move:** 5

IQ: 7 **Per:** 10

HT: 11 **FP:** 11 **SM:** 1
250-300 lbs.

Dodge: 8 **Parry:** 8 **DR:** 1 (Tough Skin)

Thrust: 1d-1

Swing: 1d+2

Combat Skills: Brawling-10

Physical Traits: Hermaphromorph; Hideous Appearance; Night Vision 3; No Sense of Smell

Social Traits: Social Stigma (Monster)

Cultural Traits: Low TL (TL 2)

Features: Brain separated into two parts

Languages: Ghast (Native)

Description: Ghosts are tall humanoids that appear human in most respects, save two: they have rough, almost scaly skin, and they have no noses or foreheads. Because of the reduced cranial capacity, their brains are divided into two parts: one half is found in the head, the other next to the heart. As a result, if they are decapitated they can continue to function (albeit poorly) until they die from blood loss or starvation.

Organization: Ghosts form small, short-lived communities (10-15 individuals) for the purpose of achieving shared goals (including reproduction). Once they have accomplished the tasks, they then separate, usually never to encounter one another again. Their communities last a year on average, and never more than eighteen months.

Habitat: Underground.

Source: Inspired by H.P. Lovecraft

GHILAN

ST: 12 **HP:** 12 **Speed:** 5
DX: 10 **Will:** 10 **Move:** 5
IQ: 7 **Per:** 10
HT: 10 **FP:** 0 **SM:** 0
80-100 lbs.

Dodge: 8 **Parry:** 8 **DR:** —

Bite (10): 1d-2 cut

Thrust: 1d-1

Swing: 1d+2

•**Voices of the Dead (M, Psionic):** Affliction 3 (HT-2; Costs Fatigue, 1 FP; Disadvantage: Phantom Voices [Diabological]; Extended Duration, x10; Malediction 1)

Combat Skills: Broadsword-9

Physical Traits: Bad Smell; Night Vision 5; Reduced Consumption 4 (Cast-Iron Stomach); Restricted Diet (Spoiled Meat); Skinny

Social Traits: Social Stigma (Monster)

Languages: Ghilan (Native)

Description: Ghilani are closely related to ghouls, but their diet is broader. As a result, they are more common. They are primarily carrion eaters, and will eat the flesh of any dead creature they encounter. Like ghouls, they frequent graveyards, but they are as likely to be found anywhere there are vultures: waiting for the predator to leave behind the remaining carcass of its prey, so they can drag it off to decompose before eating.

Ghilani are humanoid, with long necks and arms. Their skin is a mottled grey and black, and they are utterly hairless. They always appear emaciated.

Combat: Ghilani use weapons of opportunity, usually the uneaten bones of a meal in progress. They will pick up a found weapon, but only for the situation at hand.

A ghilani's primary form of self-defense is a disturbing ability to afflict its enemies with auditory hallucinations. The victim perceives them as the angry voices of the dead, and they invariably tell him that he must go kill others of his own kind. Because this is a purely mental affliction, even deaf victims are affected.

Organization: Solitary.

Habitat: Any. Unlike the slightly more "civilized" ghouls, ghilani never attempt to pass as human.

Source: Inspired by Ghoul, D&D Monster Manual I

GHOUL

Source: F108-109

GLASHAN

ST: 11 **HP:** 11 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** 7
IQ: 7 **Per:** 10
HT: 10 **FP:** 0 **SM:** -2
100-160 lbs.

Dodge: 8 **Parry:** — **DR:** —

Punch (14): 1d cr (Reach C)

Nails (14): 1d-1 cut (Reach C)

Skills: Stealth-14

Source: GURPS Bestiary 3e

GNOLL

ST: 13 **HP:** 13 **Speed:** 5.75
DX: 13 **Will:** 10 **Move:** 5(10)
IQ: 8 **Per:** 10
HT: 10 **FP:** 12 **SM:** 0

Dodge: 8 **Parry:** — **DR:** —

Bite (15): 1d cr (Reach C)

Thrust: 1d+1

Swing: 2d+1

Physical Traits: Enhanced Move (Ground 10; Accessibility, only while Horizontal)

Languages: Gnoll (Native)

Description: Gnolls are sapient humanoids descended from hyenas, and often keep hyenas as pets the way humans keep dogs. True to their ancestry, gnolls have long arms, high ears and a skull like that of a hyena. They also have the exceptional speed of their non-sapient relatives, as gnolls are capable of running on all fours.

Gnolls are scavengers, preferring to steal their food rather than hunt, and they use their hyena pets to seek out their "prey."

Gnolls are poor artificers, but they have developed a rudimentary form of metalworking and are able to make their own armor (up to DR 2) and weapons (always unbalanced and must be readied between strikes).

Combat: Gnolls prefer to avoid direct confrontation with other sapients, but are willing to fight animals for their food.

Organization: Gnolls scavenge in groups and will regularly be seen in packs of five to ten. They are nomadic but tend to stay close to the routes connecting the cities of other sapients. They put down stakes and build tents if they feel they will be staying in one place for an extended period.

Females are virtually indistinguishable from males. Some outsiders believe that gnolls are in fact hermaphroditic or capable of changing their sex, but this is no more true of gnolls than it is of hyenas (that is, not true at all).

Habitat: Savannah and desert.

Source: Author.

GNOME (TEMPLATE)

Source: GURPS Dungeon Fantasy 3

GOBLIN

ST: 9 **HP:** 9 **Speed:** 5.75
DX: 12 **Will:** 10 **Move:** 5
IQ: 8 **Per:** 10
HT: 10 **FP:** 10 **SM:** -1
60-100 lbs.

Dodge: 8 **Parry:** — **DR:** —

Resistance: Magic 1

Thrust: 1d-2

Swing: 1d-1

Physical Traits: Ambidexterity; Less Sleep 1; Night Vision 1; Short Lifespan 1

Cultural Traits: Intolerance (-3 reaction to non-goblin); Low TL (TL 2)

Languages: Goblin (Native)

Description: It is said by some that goblins were once shunned fae whom even the shunned refused to accept. Others, generally elves, believe that goblins are an offshoot of humanity. Goblins themselves claim that they are descended from their gods. Whatever the truth of the matter, the simple fact is that goblins can be found almost anywhere other sapient beings are found, and sometimes in greater numbers. Despite what outsiders may believe, goblins are highly civilized despite being TL 2 and innately resistant to magic.

Goblin culture is highly xenophobic, and they establish large patrols up to five miles from their cities to protect their territories and prevent non-goblins from finding the rest of their people. The stats in this entry reflect the abilities of one of those patrol members.

Organization: Goblins organize themselves into *gobelan* (singular *gobal*), which can be loosely translated as “tribes.” (It is from this term that the name of their species derives.) Each of these tribes is further subdivided into castes, usually between three and five. The number and names of the castes vary by tribe. They create their cities by digging large pits and building their homes there. They reproduce rapidly and in large numbers, so their houses are usually large enough to house up to fifteen people comfortably.

Habitat: Any, although most goblins are found in temperate regions.

Source: Inspired by Goblin, D&D Monster Manual I.

GOBLIN (TEMPLATE)

SM -1

ST -1 [-10]; DX +2 [40]; IQ -2 [-40]

Resistance: Magic Resistance 1 [2]

Physical Traits: Ambidexterity [5]; Less Sleep 1 [2]; Night Vision 1 [1]; Short Lifespan 1 [-10]

Cultural Traits: Intolerance [-10]; Low TL (TL 2) [-5]

Total Cost: -25 points

Notes: If the goblin spends a significant amount of time outside of its own culture, add Social Stigma (Minority) [-10] and (possibly) eliminate Intolerance [-10].

Source: Inspired by Goblin, D&D Monster Manual I.

See GURPS Dungeon Fantasy 3 for an erroneous field observation (as far as the World is concerned).

GORILLA

Source: B456

GORILLA, FIRE

Source: Pyramid 3/14/08

HALFLING/MINDAI (TEMPLATE)

Notes: These templates refer to generic halflings and are not to be used for every mindai race of the High Fantasy Project.

Source: F109 & GURPS Dungeon Fantasy 3

HALF-OGRE (TEMPLATE)

Source: GURPS Dungeon Fantasy 3

HALF-ORC (TEMPLATE)

Source: GURPS Dungeon Fantasy 3

HOBGOBLIN

ST: 11 **HP:** 11 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** 5
IQ: 8 **Per:** 10
HT: 10 **FP:** 10 **SM:** 0
150-200 lbs.

Dodge: 8 **Parry:** — **DR:** —

Resistance: Magic 2

Thrust: 1d-1

Swing: 1d+2

Physical Traits: Ambidexterity; Night Vision 1; Short Lifespan 1

Cultural Traits: Intolerance (-3 reaction to non-hobgoblin); Low TL (TL 2)

Languages: Hobgoblin (Native)

Description: Hobgoblins are an offshoot of goblins. They are the size of average humans but somewhat stronger. Hobgoblin culture is bellicose: their social groups are antagonistic and wars between hobgoblin outposts are common.

Hobgoblins build their outposts in defensible locations: beside lakes, rivers, mountains and cliffs. These outposts are heavily fortified with high walls (usually made of wood) and guard towers. Hobgoblins are not particularly creative in their architecture.

Organization: Outposts of 50-100 hobgoblins.

Habitat: Any (see above).

Source: Author

HOBGOBLIN (TEMPLATE)

SM 0 (Reach C)

150-200 lbs.

ST +1 [10]; DX +2 [40]; IQ -2 [-40]

Resistance: Magic Resistance 2 [4]

Physical Traits: Ambidexterity [5]; Night Vision 1 [1]; Short Lifespan 1 [-10]

Cultural Traits: Intolerance [-10]; Low TL (TL 2) [-5]

Total Cost: -5 points

Notes: If the hobgoblin spends a significant amount of time outside of its own culture, add Social Stigma (Minority) [-10] and (possibly) eliminate Intolerance [-10].

Source: Author. Consider the Hobgoblin template from GURPS Dungeon Fantasy 3 to be an erroneous field observation (as far as the World is concerned).

HOLARCH

Arachnoid

ST: 12 **HP:** 12 **Speed:** 5.5

DX: 12 **Will:** 10 **Move:** 5(10)

IQ: 7 **Per:** 10

HT: 10 **FP:** 10 **SM:** +2

3 hexes; 200 lbs.

Dodge: 8 **Parry:** — **DR:** —

Bite (14): 1d-1 cut (Reach C)

Physical Traits: Perfect Balance; Peripheral Vision

Mental Traits: Danger Sense

Magical Traits: Magery 1

Spells: Choke-12; Concussion-15; Hinder-15; Spasm-12; Stench-12; Strike Numb-15

Languages: Holarchic (treat as Broken for purposes of communication with other holarchs, as this language is rudimentary).

Description: Holarchs are giant, semi-intelligent spiders with magical capabilities that more than make up for the fact that they have no venom sacs. Although they spin webs, holarchs use them exclusively for food storage and ease of travel, and will never attack prey using their spinnerets.

Holarchs are competent spellcasters and use their magic to disable their prey or enemies before closing to attack physically. They are just smart enough to figure out how best to use their magic, and will rarely throw every spell they know against a target, hoping something sticks. For this reason they generally avoid contact with unfamiliar species. The spells listed above are the most common repertoire; others are possible, as long as they do not cause any irresistible damage effects.

Organization: Solitary, maximum 3 per square mile.

Habitat: Swamps

Source: Inspired by Aranea, D&D Monster Manual I

HORSE, SUPERIOR (TEMPLATE)

Source: F106

INFERNAL HALF-SPIRIT (TEMPLATE)

Source: GURPS Dungeon Fantasy 3

INFUSED HALF-SPIRIT (TEMPLATE)

Source: GURPS Dungeon Fantasy 3

KIAO (TEMPLATE)

Source: GURPS Dragons 3e/4e

KIAO-LUNG (TEMPLATE)

Source: GURPS Dragons 3e/4e

KILIN

Quadruped

ST: 13 **HP:** 13 **Speed:** 7

DX: 16 **Will:** 19 **Move:** G18-A18

IQ: 19 **Per:** 19

HT: 12 **FP:** 12 **SM:** +1

2 hexes; 300 lbs.

Dodge: 11 **Parry:** — **DR:** —

Trample (16): 1d+1 cr

•**Fever (M, Magical):** Toxic Attack 1d (HT vs. HT; Costs Fatigue, 1 FP; Malediction)

Magical Traits: Invisibility; Magery 1

Spells: All Animal College spells-19

Source: GURPS Fantasy Bestiary 3e

KUCHEDRA

ST: 78 **HP:** 78 **Speed:** 5.75

DX: 13 **Will:** 10 **Move:** 4

IQ: 7 **Per:** 10

HT: 10 **FP:** 10 **SM:** +2

12x2 hexes; 30 tons

Dodge: 8 **Parry:** 10(7) **DR:** 2 (Tough Skin, legs/tail only)

Talons (15): 10d+2 imp* (Reach C, 1)

Tail tusks (15): 2d+4 imp (Reach C, 1-2; Limited Arc, behind)

•**Venom Spit (Breath-15, Biological):** Type B 2d (with the following additions: Range 10 [no 1/2D]; *not* Follow-Up)

Physical Traits: Extra Arm (Tail; Long; Weak, ST 20); Light Sleeper

Magical Traits: Terror (Fright Check -4; Always On)

Source: GURPS Fantasy Bestiary 3e

*Actual damage is 9d+8

LI-LUNG (TEMPLATE)

Source: GURPS Dragons 3e/4e

LIZARD MAN (TEMPLATE)

Source: GURPS Dungeon Fantasy 3

LIZARD MAN, DRACONIC (TEMPLATE)

Source: GURPS Dragons 3e/4e

LYTHERION

Source: GURPS Creatures of the Night 1

MANDRYL

ST: 9* **HP:** 9 **Speed:** 5.75
DX: 14 **Will:** 10 **Move:** 6
IQ: 6 **Per:** 10
HT: 9* **FP:** 9 **SM:** 0

65-100 lbs.

Dodge: 8 **Parry:** — **DR:** —

Bite (14): 1d-2 cut (Reach C)

Physical Traits: Extra Legs (6 total)

Mental Traits: Chummy; Hidebound; Telecommunication

Source: GURPS Space Bestiary 3e (Mandrill)

*ST range 8-9; HT range 8-10

MANTICORE

Quadruped

ST: 16 **HP:** 16 **Speed:** 6.25
DX: 15 **Will:** 10 **Move:** 7
IQ: 10 **Per:** 10
HT: 10 **FP:** 10 **SM:** +1

2 hexes; 400-600 lbs.

Dodge: 9 **Parry:** 11(8) **DR:** 1 (Tough Skin)

Resistance: DR 2 (Tail only)

Bite (17): 1d cut (Reach C)

Claws (17): 1d+1 cut (Reach C, 1)

Stinger Tail (17): 1d+2 imp with Venom (Reach C, 1)

•**Venom (F):** Type C 3d

Source: GURPS Fantasy Bestiary 3e

MARTYAKHUAR

Quadruped

ST: 20* **HP:** 20 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 6
IQ: 8 **Per:** 10
HT: 12 **FP:** 12 **SM:** +1

2 hexes; 850-1,150 lbs.

Dodge: 9 **Parry:** 10(7) **DR:** 1 (Tough Skin)

Resistance: DR 2 (Tail only)

Combat Traits: Hard to Subdue 1

Bite (14): 2d-1 cut (Reach C)

Claws (14): 2d-1 cut (Reach C, 1)

Tail Spikes (14): 2d+2 imp (Reach C, 1-2; Clumsy; Limited Arc, rear and sides)

Mental Traits: Bad Temper (9); Bloodlust (12); Fearlessness

Description: The martyakhuar is often mistaken for a manticore, but it is larger, less intelligent and significantly meaner. Although their tails do not deliver poison through their spikes, they are much stronger.

The martyakhuar has a vaguely humanoid face and a reddish-brown body with a pelt like that of a lion. The tail is covered in a segmented carapace that both protects it and allows some range of motion.

Combat: Martyakhuars do not avoid a fight. Indeed, they relish combat. They mainly attack with their teeth and claws, reserving their tail spikes for any hapless opponents trying to sneak up from behind. If the martyakhuar must attack frontally with its tail, it will turn to one side or the other in order to gain the reach needed to strike.

Notes: The name “manticore” (see the entry above) comes from the combination of Persian words that name this creature. This entry is the author’s version of a manticore.

Source: Author

*ST range 19-21 depending on weight

MINOTAUR

Source: GURPS Dungeon Fantasy 3

MISER TROLL

Source: GURPS Creatures of the Night 2

MYRMIDON (TEMPLATE)

Notes: Be aware of the errata: under the Warrior template, Pious should be Social Chameleon.

Source: F109-110

NAZARAAD

Source: GURPS Creatures of the Night 2

NERLOCH

Source: GURPS Creatures of the Night 1

OGRE (TEMPLATE)

SM +1

1 hex; 500 lbs

ST +6 [54]; DX -1 [-20]; IQ -2 [-40]; HT +1 [+10]

Physical Traits: Night Vision 2 [2]

Mental Traits: Bad Temper (12) [-10]; Berserk (12) [-10]

Total Cost: -14

Description: Ogres are brutish humanoids of uncertain pedigree. It is possible that they are an offshoot of the giant species, which would explain their size, but not their relatively low intelligence. Most ogres avoid interaction with other sapient species (except when raiding), but each clan (see below) usually has one ogre designated as the “diplomat.” What this means in most cases is that one ogre is assigned the unpleasant task of bartering and trading for goods that the clan cannot produce itself. Some clans, though not many by any stretch, choose instead to hire out groups of 3-4 ogres as bodyguards, thugs and persuaders to local towns and villages.

Organization: Ogres arrange their society according to

clans. These clans can number in the hundreds, but the average is about 30 ogres. Each clan acts independently and they rarely share goals. The one major exception is in their courtship practices. Upon reaching adulthood, ogre females leave their birth clan to seek a mate in another clan. On the journey they are accompanied by brothers or other close male relatives, but once they arrive at their chosen clan (which as far as outsiders can tell is arbitrary) the males return home.

Habitat: Ogres can be found just about anywhere temperate, but they prefer to live in hilly areas where they can build or steal burrows. They also like to stick close to small towns (especially human ones) in order to raid or even capture them.

Source: Inspired by Ogre, D&D Monster Manual I. Consider the template in GURPS Dungeon Fantasy 3 to be an erroneous field observation (as far as the World is concerned).

OMBROTROPH

ST: 20 **HP:** 20 **Speed:** 5.25
DX: 10 **Will:** 11 **Move:** 6
IQ: 10 **Per:** 11
HT: 11 **FP:** 13 **SM:** +2
1,000 lbs.

Dodge: 8 **Parry:** DR: 5

Injury Tolerance: Homogeneous; No Blood

Combat Traits: Hard To Kill 1

Slam (12): 1d cr (at full Move against stationary target)

Punch (12): 2d-1 cr (Reach , 1)

Physical Traits: Doesn't Breathe; Night Vision +3

Skills: Stealth-12; Survival (Bogs/Swamps)-16

Description: Ombrotrophs are hulking plant-like creatures that inhabit bogs and swamplands. They are not dangerous unless they or their territories are being threatened.

Source: Inspired by Bog Beast, Warcraft d20 Manual of Monsters

OPINICUS

Quadruped

ST: 16 **HP:** 16 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** G5-A10
IQ: 7 **Per:** 10
HT: 10 **FP:** 10 **SM:** +1
3 hexes; 500 lbs.

Dodge: 8 **Parry:** 10(7) **DR:** —

Bite (14): 1d+1 cut (Reach C)

Claws (14): 1d+1 cut (Reach C)

Physical Traits: Cannot Speak; Flight (Air Move 10; Cannot Hover; Winged); Telescopic Vision

Mental Traits: Loner (12)

Skills: Aerobatics-10; Flight-12

Description: Related to the gryphon, the opinicus (plural opinicoi) physically resembles that creature in all ways except that all four of its legs are lion-like. It is further distinguished

from the gryphon by its intelligence. The opinicus' aquiline head has the same keen eyesight of a natural eagle.

Organization: Opinicoi tend to pair-bond at an early age, and as a result are rarely seen alone. At the same time, they are not interested in developing societies of any size, and so are also rarely seen in groups of three or more.

Habitat: Plains (generally temperate).

Source: Inspired by Griffon, D&D Monster Manual I

ORC (TEMPLATE)

Source: F110 & GURPS Dungeon Fantasy 3

OTTER MAN

ST: 9 **HP:** 9 **Speed:** 6
DX: 13 **Will:** 10 **Move:** 8
IQ: 6 **Per:** 10
HT: 11 **FP:** 11 **SM:** 0
80-100 lbs.

Dodge: 9 **Parry:** 9(6) **DR:** —

Bite (13): 1d-3 cut (Reach C)

Claws (13): 1d-3 cut (Reach C)

Physical Traits: Amphibious; Double-Jointed

Source: GURPS Space Bestiary 3e

PETTY DRAKE (TEMPLATE)

Source: GURPS Dragons 3e/4e

PORPOISE (AND DOLPHIN) (TEMPLATE)

Marine Mammal

SM 0*

ST +3; **DX** +2; **IQ** -2; **HT** +2

Will +3; **Per** +2

Bite (12): crushing

Physical Traits: Enhanced Move (Water 12)

Skills: Brawling-12; Swimming-17

Notes: This animal also appears in the Animals chapter, as a standard entry.

Source: GURPS Bestiary 3e

*SM range -1 to +1 depending on species

RAKSHA

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

Mental Traits: Bad Temper (9)

Social Traits: Odious Personal Habits (various); Social Stigma

Source: GURPS China

RAKSHA, SORCERER

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

Physical Traits: Flight (Air Move 9; Cannot Hover; Wings)

Social Traits: Odious Personal Habits (various); Social Stigma

Magical Traits: Magery 0

Spells: Animal and Illusion/Creation colleges

Source: GURPS China

RANYAR

ST: 8 **HP:** 8 **Speed:** 6.5
DX: 13 **Will:** 10 **Move:** 6
IQ: 9 **Per:** 11
HT: 10 **FP:** 10 **SM:** -1

60 lbs.

Dodge: 9 **Parry:** 10(7) **DR:** 1 (Tough Skin)

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

Claws (15): 1d-2 cr (Reach C)

Thrust: 1d-3

Swing: 1d-2

•**Poison (F):** Type B 1 point

Physical Traits: Extra Legs (8 total)

Skills: Climbing-15

Description: Many naive adventurers confuse ranyars and holarchs. In fact, they are not related in any way. Ranyars are centaur-like, having the main body of a spider and the upper body, arms and head of a humanoid. They are smaller and lighter than holarchs, but more intelligent.

The bite of a ranyar injects a poison that debilitates the victim without severely wounding it. Ranyars prefer to fight with melee weapons rather than their claws and fangs, however, as such weapons provide greater reach.

Organization: Small groups of 5-10. Ranyars are matriarchal; the lead mother is the only ranyar allowed to breed, with each pregnancy resulting in 3-6 offspring. Once the offspring are mature, the matriarch chooses which to retain for the group and which to reject. Rejected female offspring will leave to create their own family groups, while rejected males wander until they are accepted by another group.

Habitat: Forests, Subterranean

Source: Author

ROCK BRAIN

Source: Pyramid 7/6/07

SATYR

Source: F212

SCORPION, GIRTAB

ST: 29 **HP:** 29 **Speed:** 6
DX: 41 **Will:** 10 **Move:** 9
IQ: 9 **Per:** 10
HT: 10 **FP:** 10 **SM:** +4

8 hexes; 1.5 tons

Dodge: 9 **Parry:** 11(8) **DR:** 4 (Flexible)

Injury Tolerance: No Neck

Combat Traits: Combat Reflexes

Bite (16): 3d-1 cut (Reach C)

Pincers (16): 3d cr (Reach C, 1-3)

Stinger (16): 1d-1 imp with Venom (Reach C, 1-3)

•**Venom (F):** Type C 2d

Combat Skills: Wrestling-16

Physical Traits: Extra Legs (total 8; uses 2 as arms when grappling); No Fine Manipulators; Peripheral Vision; Semi-Upright

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

SELKIE (TEMPLATE)

Notes: Be aware of the corrected point cost (90, not 89), due to a misprint of the point cost for Alternate Form (should be 15).

Source: F110

SENMURV

Bird

ST: 10 **HP:** 10 **Speed:** 6
DX: 12 **Will:** 13 **Move:** 14
IQ: 13 **Per:** 13
HT: 12 **FP:** 12 **SM:** 0

2 hexes; 120-140 lbs.

Dodge: 9 **Parry:** 10(7) **DR:** —

Combat Traits: Striking ST +3

Bite (14): 1d cut (Reach C)

Claws (14): 1d-2 cut (Reach C)

Mental Traits: Cannot Speak; Detect Good and Evil; Duty (Good)

Skills: Stealth-14

Source: GURPS Fantasy Bestiary 3e

SET BEAST

Quadruped

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 cut with Poison

•**Poison (F):** Type H 1d

Source: GURPS Egypt

SHOULDER GIANT

Source: GURPS Creatures of the Night 1

SIEGE BEAST

Source: GURPS Dungeon Fantasy 2

SIREN

ST: 10 **HP:** 10 **Speed:** 5.5
DX: 12 **Will:** 15 **Move:** G5-A10
IQ: 6 **Per:** 10
HT: 10 **FP:** 10 **SM:** 0

100 lbs.

Dodge: 8 **Parry:** 10(7) **DR:** —

Talons (14): 1d-2 cut (Reach C)

•**Siren Song (M, Magical):** Affliction (Will vs. Will; Based on Will; Disadvantages, Curious (6) or Xenophilia (6), Impulsiveness (6); Extended Duration, x30; Malediction 2)

Combat Talents: Siren Song 5

Physical Traits: Flight (Air Move 10; Cannot Hover; Winged)

Notes: The original 3e version has IQ 5. Although the Siren Song could be modeled using Lesser Geas, that spell does not have the necessary range that a Malediction on the Speed/Range table does. The Siren Song Talent acts as a bonus to the siren's Will roll for the ability, thereby effectively increasing its viable range.

Source: GURPS Fantasy Bestiary 3e

SNAKE, SPITTING RIVER

Vermiform Reptile

ST: 7 **HP:** 7 **Speed:** 6.25
DX: 15 **Will:** 10 **Move:** G3-W15-A7
IQ: 6 **Per:** 10
HT: 10 **FP:** 10 **SM:** -2

50 lbs.

Dodge: 10 **Parry:** — **DR:** —

Bite (17): 1d-3 cut (Reach C)

•**Venom Spray (Brawling-17):** Affliction 1 (HT; Contact Agent; Drunk; Extended Duration x30; Jet; Reduced Range x5)

Physical Traits: Flight (Air Move 7; Gliding)

Mental Traits: Stress Atavism

Source: GURPS Space Bestiary 3e

SNAKE, WATER (TEMPLATE)

Source: GURPS Dragons 3e/4e (Chinese Water Snake)

SPHINX

Quadruped

ST: 17 **HP:** 17 **Speed:** 5.75
DX: 13 **Will:** 12 **Move:** G8-A16
IQ: 12 **Per:** 12
HT: 10 **FP:** 10 **SM:** 0

2 hexes; 600 lbs.

Dodge: 8 **Parry:** 10(7) **DR:** —

Claws (15): 1d+2 cut (Reach C)

Physical Traits: Flight (Air Move 16; Cannot Hover; Winged)

Mental Traits: Cowardice (12)

Magical Traits: Magery 2

Spells: Charm-18

Source: GURPS Fantasy Bestiary 3e

TADDARITA

Quadruped, Wild Animal

ST: — **HP:** 1 **Speed:** 5.75
DX: 13 **Will:** 10 **Move:** G6-A12
IQ: 8 **Per:** 10
HT: 10 **FP:** 10 **SM:** -3

1 oz.

Dodge: 8 **Parry:** — **DR:** —

Bite (13): 1d-6 cut (Reach C)

Physical Traits: Bad Sight (near and far); Discriminatory Hearing; Flight (Air 12; Cannot Hover; Winged); No Fine Manipulators; Parabolic Hearing 1; Sonar; Supernatural Features (glowing eyes); Ultrahearing

Mental Traits: 3D Spatial Sense

Magical Traits: Magery 1

Spells: Clumsiness-15; Fatigue-15; Itch-15; Pain-15; Poison Food-15; Poltergeist-15; Spasm-15; Tanglefoot-15

Source: GURPS Fantasy Bestiary 3e

TIKITTIT, BLUE BRAIN

ST: 22 **HP:** 22 **Speed:** 2.75
DX: 1 **Will:** 10 **Move:** 0
IQ: 8 **Per:** 10
HT: 10 **FP:** **SM:** +3

1,400 lbs.

Dodge: — **Parry:** — **DR:** 0

Physical Traits: No Legs (Sessile)

Mental Traits: Hidebound; Telecommunication (Infrared; Reduced Range, x100)*

Source: GURPS Space Bestiary 3e

*“Biolaser” in text, with clear range 5 hexes.

TIKITTIT, BLUE LEADER

ST: 12 **HP:** 12 **Speed:** 6.5
DX: 14 **Will:** 10 **Move:** 6
IQ: 7 **Per:** 10
HT: 12 **FP:** **SM:** +1

200 lbs.

Dodge: 9 **Parry:** 11(8) **DR:** 2

Injury Tolerance: No Vitals

Punch (16): 1d-1 imp (Reach C, 1)

Physical Traits: Doesn't Breathe (Oxygen Absorption);
Extra Arms (total 4); High Pain Threshold; No Fine Manipulators

Mental Traits: Hidebound; Telecommunication (Broadcast; Infrared; Reduced Range, x10)*

Source: GURPS Space Bestiary 3e

*GURPS rules do not permit Broadcast with Infrared, but the original entry requires it: "Biolaser" in text, with clear range 40 hexes.

TIKITTIT, BLUE WARRIOR CRUSHER

Insect

ST: 43 **HP:** 43 **Speed:** 5
DX: 10 **Will:** 10 **Move:** 6
IQ: 5 **Per:** 10
HT: 10 **FP:** 10 **SM:** +4

5 tons

Dodge: — **Parry:** 9 **DR:** 5

Pincers (12): Crushing Attack 4d (Melee Attack; Reach C, 1-3)

Mental Traits: Slave Mentality

Source: GURPS Space Bestiary 3e

TIKITTIT, BLUE WARRIOR LANCER

Insect

ST: 13 **HP:** 13 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** 15
IQ: 5 **Per:** 10
HT: 10 **FP:** 10 **SM:** +1

3 hexes; 300 lbs.

Dodge: 8 **Parry:** 10(7) **DR:** 2

•**Lancers (14):** Impaling Attack 2d (Melee Attack)

Mental Traits: Slave Mentality

Source: GURPS Space Bestiary 3e

TIKITTIT, BLUE WARRIOR RIPPER

ST: 13 **HP:** 13 **Speed:** 6
DX: 14 **Will:** 10 **Move:** 8
IQ: 5 **Per:** 10
HT: 10 **FP:** 10 **SM:** +1

250 lbs.

Dodge: 9 **Parry:** — **DR:** 2

•**Ripper (14):** Constriction Attack with Wrench Limb (B404 and MA82)

Combat Traits: Constriction Attack

Combat Skills: Wrestling-16

Combat Techniques: Wrench Limb-13

Mental Traits: Slave Mentality

Source: GURPS Space Bestiary 3e

TIKITTIT, GREEN

Insect

ST: 43 **HP:** 43 **Speed:** 3.75
DX: 5 **Will:** 10 **Move:** 1
IQ: 3* **Per:** 10
HT: 10 **FP:** 10 **SM:** +4

5 tons

Dodge: 6 **Parry:** — **DR:** 1

Source: GURPS Space Bestiary 3e

*Listed here to keep with Blue Tikittits

TOMMORAKI, FOREST

Bird

ST: 10 **HP:** 15 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** G5-A10
IQ: 9 **Per:** 10
HT: 10 **FP:** 10 **SM:** +2

2 hexes; 110 lbs.

Dodge: 8 **Parry:** 10(7) **DR:** —

Talons (14): 1d-2 cut

•**Breath of Fire (Breath-14, Magical):** Burning Attack 1d-2 (Cone, 1 yard; Costs 3 FP; Dissipation; Reduced Range, x10)

•**Spit/Vomit (Brawling-14):** Type H 1d *with* Jet and *without* Follow-Up

Physical Traits: Bad Smell

Magical Traits: Magery 1

Spells: Create Water-15; Knots-15; Manipulate-15; Noise-15; Shape-15; Spasm-15; Stench-15; Stiffen-15; Undo-15; Weaken-15

Source: GURPS Fantasy Bestiary 3e

TROLL

ST: 16 **HP:** 16 **Speed:** 6.5
DX: 12 **Will:** 12 **Move:** 6
IQ: 8 **Per:** 12
HT: 12 **FP:** 16 **SM:** +1

500 lbs.

Dodge: 9 **Parry:** 10(7) **DR:** 2 (Tough Skin)

Vulnerability: Acid x4; Fire x4

Combat Traits: Extra Attack; Hard To Kill 4; High Pain Threshold; Regeneration (Very Fast); Regrowth; Striking ST +10

Claws (14): 2d+2 cut (Reach C, 1)

Combat Skills: Boxing-12; Wrestling-12

Combat Techniques: Choke Hold-10; Head Butt-13; Wrench Limb-20

Combat Style: Smasha (MA210)

Physical Traits: Acute Taste/Smell +3; Night Vision +5

Mental Traits: Bloodlust; Fearlessness; Overconfidence

Languages: Troll

Description: Trolls are large, gray-green brutes with a taste for the flesh of other sapients. Their thick skin and rapid healing make them very formidable adversaries to those who are not carrying fire or acid (to which they are especially vulnerable).

Combat: Trolls attack rapidly with both sets of claws, using their raw strength and speed to close with their opponents and grapple them in order to rip them limb from limb—and eat them while they are still screaming.

Organization: Trolls travel alone or in small bands of no more than six.

Habitat: Any, but most commonly mountains and cold environments.

Source: Inspired by Troll, D&D Monster Manual I

TROLL-KIN (TEMPLATE)

Notes: Be aware of the corrected point cost (65, not 70) for the template on F110-111.

Source: F110-111 & GURPS Dungeon Fantasy 3 (Troll)

WEREWOLF, ARCHON (TEMPLATE)

Notes: Be aware of the corrected point cost (29, not 8) due to a misprint of the cost for Alternate Form (should be 48). See the Conditional Templates chapter in this *Encyclopedia* for the generic were-creature templates.

Source: F112 (Werewolf)

WHALE

Marine Mammal

ST: 31* **HP:** 31 **Speed:** 6.5
DX: 13 **Will:** 11 **Move:** W10
IQ: 8 **Per:** 10
HT: 13 **FP:** 13 **SM:** +4*

0.5-5 tons

Dodge: 9 **Parry:** — **DR:** 5 (Tough Skin;
Very Thick)*

Mental Traits: Gregarious; Pacifism (Self-Defense Only)

Skills: Survival (Open Ocean)-17; Swimming-15

Source: GURPS Bestiary 3e

Notes: This entry also appears in the Animals chapter.

*SM range +3 to +5 (7 to 15 hexes); ST range 20-43; small specimens have DR 4

WHALE, KILLER

Marine Mammal

ST: 24* **HP:** 24 **Speed:** 6.5
DX: 13 **Will:** 11 **Move:** W15
IQ: 8 **Per:** 10
HT: 13 **FP:** 13 **SM:** +3 to +4

7-10 hexes

Dodge: 9 **Parry:** — **DR:** 4 (Tough Skin;
Very Thick)

Bite (15): 2d+2 cut (Reach C)

Skills: Survival (Open Ocean)-17; Swimming-16

Source: GURPS Bestiary 3e

Notes: Killer whales (orcas) are porpoises, not true whales.

This entry also appears in the Animals chapter.

*ST range 20-27

WHALE, SKY

Source: Pyramid 6/1/07

WILDMAN

Source: GURPS Dungeon Fantasy 3

WOODLAND ORACLE

Source: GURPS Creatures of the Night 3

YETI

ST: 17* **HP:** 17 **Speed:** 5.5
DX: 12 **Will:** 11 **Move:** 7
IQ: 8 **Per:** 10
HT: 10 **FP:** 10 **SM:** 0
400-800 lbs.

Dodge: 8 **Parry:** 10(7) **DR:** —

Combat Traits: Striking ST +10

Punch (14): 3d+2 cr (Reach C)

Kick (14): 3d+2 cr (Reach C)

Magical Traits: Magery 0

Spells: Invisibility-12; Animal Control spells (selected)-12

Source: GURPS Bestiary 3e

*ST range 15-19 depending on weight

Plants

ACID WEED

Plant

ST: 107* **HP:** 107 **Speed:** —
DX: 4 **Will:** 3 **Move:** —
IQ: 1 **Per:** 3
HT: 10 **FP:** 10 **SM:** +6
10x10x10 hexes; 70-80 tons

Dodge: — **Parry:** — **DR:** —

•**Fron Acid (A):** Corrosion Attack 2d (Aura; Melee Attack; Underwater)

Source: GURPS Space Bestiary 3e

*ST range 104-109

ANCHOR WEED

Plant

ST: 117+ **HP:** 117 **Speed:** —
DX: 9 **Will:** 1 **Move:** —
IQ: 1 **Per:** 1
HT: 10 **FP:** 10 **SM:** +?
100+ tons

Dodge: — **Parry:** — **DR:** —

•**Grapple (A):** Binding 20 (Aura; Melee Attack)

Combat Skills: Wrestling-12

Physical Traits: Acute Vibration Sense +15; Temperature Tolerance 7 (35°–195°) Vibration Sense (water only)

Source: GURPS Space Bestiary 3e

ACID TREE

Source: Pyramid 12/14/07

CARNIVOROUS PLANT

Source: GURPS Lands Out of Time

DREADSTALK

Source: GURPS Creatures of the Night 5

DREAMFRUIT BUSH

Source: Pyramid 12/14/07

EXPLODING PLANT

Source: Pyramid 6/6/07 (Frag Plant)

FIRE BLOSSOM

Source: Pyramid 8/24/07

PARCHER

Source: Pyramid 4/6/07

PREDATOR WEED

Plant

ST: 10 **HP:** 60 **Speed:** —
DX: 6 **Will:** 3 **Move:** —
IQ: 1 **Per:** 3
HT: 10 **FP:** 10 **SM:** +11
200 hex area; 20 tons

Dodge: — **Parry:** — **DR:** —

•**Cutting Fronds:** Spines (Accessibility, only on struggling ensnared victims)

•**Ensnare (Projectile-8):** Binding 10 (Jet; Reduced Range x2)

•**Weed Bed (A):** Corrosion Attack 2d (Aura; Melee Attack)

Source: GURPS Space Bestiary 3e

POPPY MOSS

Plant

ST: 1 **HP:** 5* **Speed:** 2.5
DX: 0 **Will:** 10 **Move:** 0
IQ: 0 **Per:** 10
HT: 10 **FP:** 10 **SM:** +1*

Dodge: — **Parry:** — **DR:** 0

Injury Tolerance: Diffuse

•**Spores (A):** Affliction 1 (HT; Area Effect, 2 yards; Aura; Drifting; Melee Attack; Persistent; Sleep)

•**Symbionts (A):** Cutting Attack 2d (Accessibility, only unconscious victims; Aura; Melee Attack; Takes Recharge, 1 hour) *with* Affliction 4 (HT-3; Extended Duration, Permanent, until symbionts removed from body; Follow-Up; Hemophilia)

Source: GURPS Space Bestiary 3e

*HP 5 in each hex; SM range +1 and up

SHADOW MOSS

Source: Pyramid 11/2/07

SAPIENT TREE

Source: Pyramid 9/7/07 (Sentient Tree)

SLEEPY WILLOW

Plant*

ST: 29 **HP:** 29 **Speed:** 6.5
DX: 14 **Will:** 10 **Move:** 0
IQ: 1 **Per:** 10
HT: 12 **FP:** 12 **SM:** +4
3,000 lbs.

Dodge: — **Parry:** — **DR:** 0

Armor: Bark (DR 1, Trunk only)

•**Perfume (A):** Affliction 1 (HT; Always On; Area Effect, 4 yards; Aura; Dissipation; Melee Attack; Sleep)

•**Fruit (A):** Affliction 7 (HT-6; Always On, Aura; Blood Agent; Melee Attack; Sleep)

•**Talons (16):** Impaling Attack 1d+2 (Melee Attack; Takes Recharge, 1 min)

Combat Skills: Wrestling-16

Source: GURPS Space Bestiary 3e

*Plant minus No Manipulators

SLIPGRASS

Source: Pyramid 7/27/07

STICKER PLANT

Source: Pyramid 6/1/07

Amorphous Creatures: Oozes, Jellies, Slimes, Fungi and Molds

These creatures are notoriously difficult to model in GURPS. Because they have such extensive lists of traits, it becomes quite a task to keep track of all the information. That being said, bear in mind that oozes, jellies and slimes are very similar, and could conceivably be treated using only one of the templates. I have separated them into three templates in order to increase the diversity of this chapter of the bestiary.

Additional entries (some derived from other GURPS sources) may or may not follow the amorph templates.

BASIC AMORPH TEMPLATE

ST -9; IQ -9

Injury Tolerance: Homogeneous; No Blood

Susceptibility: Disease

Vulnerability: Acid; Fire

Physical Traits: Blindness; Cold-Blooded (50°); Deafness; Detect Life (Precise); Doesn't Breathe (Oxygen Absorption); Doesn't Sleep; Invertebrate; Mute; No Legs; No Manipulators; Sexless; Slippery; Supernatural Durability; Unaging; Unkillable 2 (Achilles' Heel, Acid and Fire)

Mental Traits: Hidebound; Indomitable

Features: Reproduction by division

Description: The majority of amorphs have intelligences just above plant level and are exceptionally weak (hence the ST and IQ scores). Blind and deaf, they are able to detect prey by other means (Detect Life).

Source: Author

AMORPH: JELLY LENS

Susceptibility: also Poison

Physical Traits: Increased Consumption 1; Payload; Stretching 1; Universal Digestion; Vibration Sense

Mental Traits: Uncontrollable Appetite

Description: Jellies are semi-solid creatures.

Source: Author

AMORPH: OOZE LENS

Immunity: Metabolic Hazards

Physical Traits: Reduced Consumption; Stretching 3; Temperature Tolerance 1

Source: Author

AMORPH: SLIME LENS

Immunity: Metabolic Hazards

Physical Traits: Stretching 2

Description: Slimes are the most fluid of the three basic amorphs; some may even be fluid enough to take Diffuse

instead of Homogeneous Injury Tolerance.

Source: Author

AMORPH: FUNGUS LENS

DX -10

Susceptibility: also Poison

Physical Traits: No Legs (also Sessile)

Features: Spore reproduction

Description: This lens assumes a relatively "natural" fungus that is incapable of movement. For a mobile fungus, do not use this lens. Instead, add Susceptible (Poison) to the basic amorph template.

Source: Author

CRUSHROOM

Source: GURPS Dungeon Fantasy 2

DEATH EATER

Amorph

ST: 6 **HP:** 6 **Speed:** 2.75

DX: 1 **Will:** **Move:** 2

IQ: 1 **Per:**

HT: 10 **FP:** **SM:** 0
30 lbs.

Dodge: 5 **Parry:** — **DR:**

Susceptibility: Poison

•**Spores (E, Breath-14):** Toxic Attack 1d (Area Effect, 4 yards; Emanation; Respiratory Agent; Takes Recharge, 5 seconds)

Physical Traits: Detect Death (Precise)

Description: Death eaters are barely mobile fungi that feed off decaying corpses. If a death eater encounters a fresh corpse or living creature, it will attempt to approach to within 4 yards and burst forth with its spores. Spores that land inside a wound or the mouth of a dead body will grow into new death eaters. Spores that are inhaled by living creatures do toxic damage, but unless the victim dies within half an hour of inhalation, the spores will become inert and not grow into "adult" death eaters.

Source: Author

ERUPTING SLIME

Source: GURPS Dungeon Fantasy 2

FLESH MOUND

Amorph

ST: 13 **HP:** 13 **Speed:** 4.75
DX: 9 **Will:** 8 **Move:** 2
IQ: 3 **Per:** 8
HT: 10 **FP:** 10 **SM:** 0

250 lbs. maximum

Dodge: 7 **Parry:** — **DR:** —

Resistance: Magic 1

Bite (11): 1d-1 cut (Reach C)

•**Vomit (Breath-9):** Toxic Attack 2d (Accuracy +1; Cone, 1 yard; Contact Agent; Costs 1 FP)

Physical Traits: 360° Vision; Acute Touch +1; Catfall; Night Vision 3; Regeneration (Slow)

Description: To most sapient flesh mounds are incredibly repulsive. They are essentially blobs of fat and skin with eyes and a mouth. They attack first with their toxic vomit, then close in to bite their prey.

Organization: Solitary

Habitat: Subterranean

Source: Author

GHOST LICHEN

Source: Pyramid 6/1/07 (Ghost Gum)

OOZE WING

Amorph-Ooze

ST: 3 **HP:** 3 **Speed:** 5.5
DX: 12 **Will:** 8 **Move:** G5-A11
IQ: 1 **Per:** 8
HT: 10 **FP:** 10 **SM:** -2

5 lbs.

Dodge: 8 **Parry:** — **DR:** —

Combat Traits: Constriction Attack (Engulfing)

Combat Skills: Wrestling-14

Physical Traits: Clinging; Flight (Air Move 11; Gliding); Lifting ST +10

Description: Oozewings prefer to live on ceilings and walls, leaving the ground to their other amorph cousins. They have developed a frightening mode of attack that they use against intruders: engulfing suffocation. They achieve this by spreading their bodies into a thin sheet and gliding down from their perches. They land on their victims' heads and attempt to suffocate them (use grappling rules to resolve this). Once the hapless intruder is dead, an oozewing can live off the remains for months.

Organization: Oozewings are solitary creatures and will actively avoid contact with others of their own kind.

Habitat: Subterranean

Source: Author

REEK

Source: GURPS Banestorm

REEK, MAGICAL (LENS)*

Magical Traits: Magery 0

Confusion Reek: Mystic Mist-15

Daze Reek: Mental Stun-15

Decay Reek: Decay-15; Seek Food-15

Glue Reek: Glue-15

Pleasure Reek: Emotion Control-15

Rust Reek: Ruin-15

Seeker Reek: Seeker-15

Stun Reek: Stun-15

Sucking Reek: Body of Air-15

Trip Reek: Tanglefoot-15

Source: GURPS Fantasy Bestiary 3e

*There are a number of different magical reeks; they all have Magery 0 but their spells differ, as indicated.

SLIME, GLOWING

Amorph-Slime

ST: 7 **HP:** 7 **Speed:** 5.5
DX: 10 **Will:** 8 **Move:** 5
IQ: 1 **Per:** 8
HT: 12 **FP:** 12 **SM:** 0

40 lbs.

Dodge: 8 **Parry:** — **DR:** —

•**Radiation (A):** Affliction 3 (HT-2; Always On; Area Effect, 2 yards; Aura; Melee Attack; Retching); Toxic Attack 1d (Always On; Aura; Melee Attack)

Physical Traits: Distinctive Feature (slightly glowing)

Description: Glowing slimes are slightly radioactive and produce an aura of dangerous radiation out to a distance of two yards. The effect at range is nausea and vomiting; if a victim comes in contact with the slime, however, the radiation does its real damage. Since slimes are capable of Stretching, this form of attack is more dangerous than it might at first appear. They digest their food by enveloping it within its radiation aura for an extended period, causing it to decay.

Source: Author

SKIN ALGAE

Amorph

ST: — **HP:** 1 **Speed:** —
DX: — **Will:** 0 **Move:** —
IQ: — **Per:** 0
HT: 12 **FP:** 12 **SM:** *

Dodge: — **Parry:** — **DR:** —

•**Transformation (A):** Toxic Attack 2d (Aura; Melee Attack; No Wounding); Dominance

Source: GURPS Space Bestiary 3e

*Any SM

WHITE CLOUD

Amorph

ST: 16 **HP:** 16 **Speed:** 5

DX: 10 **Will:** 8 **Move:** 8

IQ: 2 **Per:** 8

HT: 10 **FP:** 10 **SM:** +5

24 hex area; 500 lbs.

Dodge: 8 **Parry:** — **DR:** —

•**Consume (A):** Affliction 1 (HT; Aura; Linked; Melee Attack; Numb); Corrosion Attack 1d (Aura; Linked; Melee Attack)

Source: GURPS Space Bestiary 3e

Diseases and Parasites

BONE PLAGUE

Source: Pyramid 11/2/07

HYPERMORPHOSIS

Source: Pyramid 11/2/07 (Hypermorphosis Virus)

KEYWORM

Source: Pyramid 11/2/07

LIVING TATTOO

Source: Pyramid 11/2/07

MAGEBURN

Source: Pyramid 11/2/07

WHISPERS

Source: Pyramid 11/2/07

Constructs

CLOCKWORK (TEMPLATE)

Automaton, Machine

ST +3 [30]; IQ -4 [-80]; HT +2 [20]

DR 3 (Hardened x2; Semi-Ablative) [15]

Physical Traits: Ambidexterity [5]; Doesn't Breathe [20]; Maintenance (1 person, weekly) [-5]; Night Vision +2 [2]; Protected Vision 1 [5]

Mental Traits: Absolute Direction [5]; Absolute Timing [2]

Magical Traits: Magic Susceptibility 5 [-15]

Description: Clockworks are artificial human-shaped creatures that have been brought to "life" through a combination of magic and engineering. They are created for any number of purposes, making their shape and size as variable as their creators' wills.

A clockwork's rudimentary sapience is a product not of its mechanical parts but of the magical force imbued into it. Therefore, it can be disrupted magically (it is not a Digital Mind) and the clockwork as a whole is vulnerable to magical attacks.

A clockwork's creator must regularly maintain its mechanical parts, as the technology necessary for developing long-lasting complex mechanisms is not available.

A variation of the Golem spell (M59) will animate a prepared clockwork. The Very Hard Enchantment-college spell Animate Clockwork costs 130 energy points plus 2 points per CP above the template cost. Its prerequisites are Animate Machine, Enchant and Schematic.

Total Cost: -56 points

Source: Author

CLOCKWORK, VEHICULAR (LENS)

Clockwork

Physical Traits: Payload 50 (Exposed) [25]*

Mental Traits: Compartmentalized Mind (Controls) [25]

Total Cost: +50 points

Description: A vehicular clockwork is a normal clockwork that has been designed to carry people and cargo. It can be, but need not be, controlled by a driving operator.

Source: Author

*170lbs at ST 13

GOLEM (TEMPLATE)

Closed for renovation.

Source: Author

GOLEM, CLAY

Source: GURPS Magic

GOLEM, STEALTH

Source: GURPS Creatures of the Night 5

GOLEM, STONE

Source: GURPS Dungeon Fantasy 2

GOLEM-ARMOR SWORDSMAN

Source: GURPS Dungeon Fantasy 2

MECHANICAL DRAGON (TEMPLATE)

Source: GURPS Dragons 3e/4e

MECHANICAL DRAGON, AWAKENED (TEMPLATE)

Source: GURPS Dragons 3e/4e

Conditional Templates

DIRE ANIMAL

ST +20% [varies]; HT +2 [20]

Mental Traits: Bad Temper (9) [-15]

Description: Dire animals (like the dire wolf) are larger, meaner versions of the basic animal. In reality, only the dire wolf existed in nature, and it was a prehistoric wolf species.

Total Cost: Variable (35 if original ST 10)

Source: Author

RABIES, REALISTIC

•**Infection:** Affliction 4 (HT-3; Follow-Up, carrier bite, +0%; Hallucinating, +50%; Hydrophobia (9), +30%; Linked, +10%; Onset, 2d weeks, -40%; Paranoia, +10%; Severe Insomnia, +15%; Unfit, +5%) [72] linked with Affliction 6 (HT-5; Attribute Penalty, -7 IQ, +70%; Linked, +10%; Onset 2d days + previous Onset, -40%; Secondary, Death, +60%) [120]

•**Infectiousness:** Infectious Attack (Carrier bite; Accessibility, only when the two Afflictions are successful, -40%) [-3].

Description: Use this template to simulate the transfer of rabies from one animal to another. Some animals (like raccoons) do not react to the disease in the same way, so some elements of this template may be discarded. The Afflictions presented here reflect the human response to the disease, although the template itself belongs to the rabies virus, not to the carrier. The infectious attack (i.e., the virus) transfers this rabies template to the victim only if the two Afflictions are successful.

The second resistance roll (HT-5) is being exceptionally generous. In all of recorded history there is only one known case of rabies in which the victim survived and did not suffer significant brain damage. The victim dies in the vast majority of untreated modern cases, and in every case prior to the advent of modern (20th century) medicine.

Total Cost: 189 points.

Source: Author

RABIES, SUPERNATURAL

•**Infection:** Infectious Attack (Bite; Onset, 2d weeks, -40%) [-3]

Mental Traits: Hydrophobia (9) [-30]; Paranoia [-10]; Severe Insomnia [-15]; Unfit [-5]

Total Cost: -63 points.

Description: This is a supernatural version of the rabies template. Instead of functioning like a disease, it works more like vampirism and is not progressive or fatal.

Notes: A compromise between this and the previous template would add Draining [-5] to Supernatural Rabies. The necessary substance would be some kind of drug or herb.

Total cost: -33 points.

Source: Author

WERE-CREATURE: CLASSICAL

Notes: The basic template for any were-creature can be derived from the one on p. F112. However, even with the errata included, it can be unclear how the point totals are figured. Here is a breakdown of the process:

1) *Find the total cost of the primary racial template without the Alternate Form.* The primary racial template in the example on p. F112 is standard human (0 points) *plus* the disadvantages and quirks that the lycanthropy adds to the human form. The total here is -19.

2) *Find the total cost of the secondary racial template.* In this example it is the Wolf Form (25).

3) *Calculate the difference between the two.* In this example it is 44 points. Then take 90%, resulting in 39.6, rounded up to 40.

4) *Add the limitations to the base Alternate Form cost of 15.* Since in the Werewolf template these come out to -50%, the result is 7.5, rounded up to 8.

5) *Now add the results of Step 3 to the results of Step 4.* This produces a total of 48 points for Alternate Form in the example on p. F112.

The rationale behind adding Compulsive Behavior to the template appears to be that it forces the character into the alternate form. The Trigger in Alternate Form is not sufficient, since it only *permits* the change, it doesn't force the change.

GURPS Powers offers a less complex solution to this problem on p. P106: Uncontrollable Trigger. In the case of the Werewolf template, this would be Uncontrollable Trigger (Rare, Full Moon) [0]. A template built using Uncontrollable Trigger would be as follows:

Advantages: Alternate Form (Wolf; Nuisance Effect: Partial Amnesia, -10%; Trigger: Full Moon, -40%; Uncontrollable Trigger: Full Moon, 0)

Quirks: Unnatural Feature (Any one classic mark of lycanthropy) [-1]

The Wolf Form is still 25 points, but the primary template is only -1 without the Alternate Form included. The difference minus 10% is 23.4, rounded up to 24. The base cost of Alternate Form is 8 after limitations and rounding, bringing the final Alternate Form cost to 32. Subtract the quirk for a total template cost of 31. Thus, this less complex version of the template is 2 points more expensive than the one on p. F112. The advantage is that there is no possible resistance to the transformation (i.e., no resistance roll from Compulsive Behavior), which is more in line with the "classic horror movie werewolf."

Be aware that in both cases the assumption is that the

primary template is only the Werewolf template—that is, the character is human. Other species will produce different results, especially if their species (“racial”) templates raise the primary template cost above that of the alternate form.

These two templates present a werewolf whose alternate form is not actually that of a wolf; it is something of an intermediate morphism. The next two entries present alternatives. They do not assume only a wolf alternate form, and as such cannot be calculated beforehand.

Source: Based on F112

WERE-CREATURE: DIMORPHIC

Physical Traits: Alternate Form (Select form; Nuisance Effect: Partial Amnesia, -10%; Trigger: Full Moon, -40%; Uncontrollable Trigger: Full Moon, 0) [minimum 8]

Notes: This template has no Unnatural Feature quirks. The base cost of the template is 0 points without the Alternate Form (but don’t forget to add any relevant species/racial templates). Use this template when creating a were-creature that transforms from a sapient species to a non-sapient one, such as an actual wolf. The alternate form’s template should be constructed by determining the animal’s point cost and altering IQ to barely sapient level.

Source: Author

WERE-CREATURE: TRIMORPHIC

Physical Traits: Alternate Form (expensive form; Nuisance Effect: Partial Amnesia, -10%; Trigger: Specific Moon Phase, -40%; Uncontrollable Trigger: Specific Moon Phase, 0) [minimum 8]; Alternate Form (cheap form; Nuisance Effect: Partial Amnesia, -10%; Trigger: Specific Moon Phase, -40%; Uncontrollable Trigger: Specific Moon Phase, 0) [flat 8].

Notes: Some were-creatures have three forms: the primary species, the animal species and an intermediate form that is a mix of the traits of the other two. This third form typically activates when the moon is 3/4 full, which occurs on either side of the full moon (or, alternatively, at the new moon).

If a standard human has a weak full alternate form (most small animals), the expensive form will be the intermediate one. If, however, the full alternate form is more powerful than the standard human (like bears, tigers and ice worms), the intermediate form is likely to be the cheaper of the two.

Source: Author

Habitat Reference List

The information contained in the following lists is only an approximation, and a very loose one at that. Most animals have fairly restricted habitats that cannot be identified by the sorts of categories necessary for a roleplaying game.

In other worldbooks, flora and fauna of the various regions of the World may be more closely treated.

Some of the categories require explanation. The Arctic category includes both polar regions, not only the northern. The Civilization category includes all those sapient species that have developed population centers of significant size, as well as those

animals and other sapients that congregate in and around those centers.

Some of the converted entries and most of the Fourth Edition entries do not have any indication of habitat. In such cases, these entries have been listed in the Habitat Not Specified category.

Some creatures do not inhabit the material plane as most sapients understand it. These are categorized under Outsiders, which can refer to inhabitants of the hell dimensions or any other non-material plane that is superimposed upon the World's primary existence.

HABITAT

NOT SPECIFIED

Acidriad
Acóatl
Amikiri
Amphisbaena
Ant, Storm
Arthropleura
Basilisk, Pliny's
Bear, Cave
Bear, Great
Bee, Fire
Blast Raven
Boneless
Burst Bug
Caiman, Giant
Carnivorous Plant
Chest Ghost
Death Swan
(Dinosaurs)
Dragon, Cloud
Dragon, Great
Dragon, Lesser
Dragon, Western
Dreadstalk
Eagle, Great
Fanbird
Flaming Skull
Fly, Lotus
Glare Bug
Harding
Kickspin
Li-Lung
Light Bug
Lightning Bug (both)
Mirror Lark
Owl, Guardian
Parcher

Pool Beast
Protodonata
Rubax
Shock Worm
Spider, Chronochaotic
Strix
Tiger, War
Tricat
Voiceworm
Wild Dolem
Wolf, Coursing
Wolf, Fantasy Dire
Wyrm, Crawling (all)

ANY HABITAT

Bugbear
Banshee
Calaverite
Clatternorn
Fae
Faerie
Flutternorn
Ghilan
Ghost
Golem-Armor Swords-
man
Gremlin
Imp
Jelly
Leprechaun
Miser Troll
Nymph
Ooze
Pixie
Ptallant Lizard
Rock Brain
Scarab, Cipher
Slime

Snake, Constrictor
Snake, Poisonous
Tumbler
Whale, Sky

ARCTIC

Amarok
Bear, Ice
Bear, Polar
Blizzard Maker
Boiler Fish
Caribou
Chiller
Crab, Glisten
Crab, Ice
Crystal Lemur
Falcon, Large
Flake Spinner
Floe Bird
Glacier Eater
Glimmer Moth
Icebreaker
Ice Lurker
Iceman
Ice Thrower
Mammoth
Mandryl
Mole, Arctic
Penguin, Emperor
Puffin
Rabbit
Rhinoceros, Woolly
Shemogra
Skoffin (both)
Snake, Frost
Snake, Snow
Snow Ghost
Snow Wasset

Volcano Beast
Warmer
White Lasher
Wing Mouth
Wolf, Historical Dire
Wolverine
Wolverine, Ice Age
Worm, Ice
Yeti
Zymurgicanth

CIVILIZATION

Bloodbat
Breeder
Cat, Daggertooth
Cat-Folk
Cattle
Centaur
Clockwork (all)
Coleopteran
Corpse-Eater
Defiler
Dark One
Darkrider
Djinni
Dragon
Dragon-Blooded
Dwarf
Eagle, Iron
Elf
Eyeshot
Gargoyle
Ghoul
Gnoll
Gnome
Goblin
Golem (all)
Halfling/Mindai

Half-Orc
Half-Spirit (all)
Hobgoblin
Horse, Superior
Hound, Brackish
Kilin
Larva
Lich
Lytherion
Mechanical Dragon
Moth, Dust
Mouse, Hive
Nazaraad
Qiqirn
Razor Bird
Revenant
Shadowblade
Shadow Hand
Shika
Shoulder Giant
Spider, Flat
Tellanode
Vampire
Vampire, Archon
Werewolf, Archon
Wight
Zombie
Zombie, Horde

DESERT

Ant-Lion, Giant
Basilisk, Greater
Boar, War
Bushwolf
Camel
Caracal
Cerastes
Cockatrice
Coyote
Echidna, Giant
Fox
Gila Monster
Ghoul, Sand
Gnoll
Howler Worm
Hyena
Jackal
Jaguar
Jaguar, Flying
Kangaroo

Konoba
Leontophontes
Leopard (Standard Panther)
Lion
Manticore
Mermex
Mongoose
Monitor Lizard
Ocelot
Ostrich
Owl
Owl, Gigantic
Panther, Greater
Peccary
Puma/Cougar/Mountain Lion
Qata
Quiver Beast
Sand Wraith
Scorpion, Blink
Scorpion, Giant
Scorpion, Girtab
Set Beast
Skunk
Skylens
Snake, Shield
Sphinx
Strider
Syphon
Tiger, Sabertoothed
Tikittit (all)
Turtle, Flying
Turtle, Hill
Well Beast

DOMESTIC

Cat
Closemount
Dog, Bloodhound
Dog, Guard
Donkey
Horse (all)
Mule (all)
Ox
Pig
Pony
Sheep
Terror Hound
Woolen

FOREST

Agropelter
Alticamelus
Ant, Giant
Antelope
Ape, Flesh-Eating
Archaeopteryx
Assassin Bug, Giant
Aurochs
Avian
Avukett
Baboon
Baboon, Hamadryas
Badger
Badger, Magical
Bat (some varieties)
Bear-Dog, Giant
Bear, Arctother
Bear, Black
Bear, Brown
Bear, Grizzly
Bear, Kodiak
Bear, Sun
Beaver
Beetle, Bombadier
Beetle, Grave
Bloodbeast
Boar, Large
Boar, Small
Cat, Scimitar
Centaur
Centipede, Cloud
Centipede, Giant
Centipede, Lesser Giant
Chaser
Chimpanzee
Cloudrat
Coyote
Crab, Glisten
Crocotta
Crushroom
Curler
Cushna
Deer
Dinohyus
Dryad
Duro
Eagle
Echidna, Giant

Falcon, Large
Faun
Ferret
Fir Bird
Fox
Gasser
Glashan
Glimmercat
Gryphon
Gryphon, Greater
Gumberu
Harpy
Hsing-hsing
Horde Bird
Hyena
Jaculus
Jackal
Kangaroo
Konoba
Leopard (Standard Panther)
Lizard Man (both)
Lynx
Mammoth
Manticore
Mantis, Giant
Mastodon
Mazamitli
Megalogyphon
Megatherium
Mist Mount (both)
Mongoose
Moose
Mouse, Balloon
Mugger Bird
Nest Mimic
Nightstalker
Ocelot
Owl
Panther, Greater
Peccary
Peryton
Poppy Moss
Porcupine
Porcupine, Hystrix
Porcupine, Poisonous
Puma/Cougar/Mountain Lion
Rabbit
Raccoon

Ranyar	Wolverine, Ice Age	Pigment Fish	Hound, Brackish
Rat, Giant	Woodland Oracle	Piranha	Hsing-hsing
Reek (all)		Predator Weed	Humbaba
Robber Fly, Giant	FRESH WATER /	Raksha	Jaguar
Santer	BANK	Raksha, Sorcerer	Jaguar, Flying
Satyr	Afanc	Skin Algae	Kangaroo
Scitalis	Alligator	Slasher Fish	Kuchedra
Scorpion, Giant	Altamaha	Snake, Spitting River	Leopard (Standard Panther)
Senmurv	Anchor Weed	Snake, Tunnel	Lion
Shika	Auízotl	Snake, Water	Lion, Cave
Shrew, Giant	Beaver	Taniwha	Llama
Skunk	Bird Snatcher	Tunguru	Manticore
Slake Hound	Body Bag	Turtle, Giant Land	Megalogyphon
Sleepy Willow	Boiler Fish	Turtle, Giant Snapping	Moose
Slinker	Carrier	Uroth	Owl
Sliver Cat	Catoblepas	Vortex	Owl, Gigantic
Sloth	Clawdaddy	Water Bug, Giant	Panther, Greater
Sloth, Giant	Cleaner Fish	Weasel	Pegasid
Snagger	Colloth	Weasel, Giant	Peryton
Snake, Sword	Crab, Pellucidus	White Cloud	Puma/Cougar/Mountain Lion
Spider, Banestorm	Crane, Wrecking (both)		Lion
Spider, Boom	Crocodile	MOUNTAINS	Petty Drake
Spider, Flat	Crocodile, Giant	Antelope	Qata
Spider, Jumping	Dart Fish	Avukett	Qiqirn
Spider, Mind	Djun	Barmanu	Ravener
Spider, Scytodes	Dragon, River	Bear, Arctother	Robber Fly, Giant
Spider, Trap-Door	Dragonfly, Giant	Bear, Black	Scitalis
Spider, Web-Spinning	Dredger	Bear, Brown	Senmurv
Storm Knocker	Eel, Electric	Bear, Ghoul	Set Beast
Sylvan Starfish	Fideal	Bear, Grizzly	Shika
Taddarita	Flame Trout	Bear, Kodiak	Skoffin (both)
Taniwha	Grapple Bird	Bloodbeast	Sliver Cat
Tasmanian Devil	Gravel Jaw	Calchona	Sphinx
Tiger	Harpooner	Cape Hunting Dog	Srikeworm (both)
Tiger, Sabertoothed	Hippopotamus	Cat, Scimitar	Su
Tommoraki, Forest	Hound, Brackish	Coyote	Taddarita
Triger	Hytun	Crab, Glisten	Taniwha
Troll-Kin	Kiao	Crocotta	Tasmanian Devil
Turtle, Flying	Kiao-Lung	Delgeth	Tazelwurm
Unicorn	Leech	Eagle	Tiger
Waira	Leech, Hirudo	Eagle, Giant	Triger
Wasp, Giant	Marksman Fish	Echidna, Giant	Troll
Weasel	Monitor Lizard	Falcon, Large	Wolf, Historical Dire
Weasel, Giant	Moon Guire	Fox	Wolf, Lava
White Lasher	Mud-Hider	Glashan	Wolverine
Wildman	Mugger Bird	Gorilla	Wolverine, Ice Age
Wolf, Historical Dire	Noosefish	Gryphon	Wyvern
Wolf, Maned	Otter	Gryphon, Greater	Yeti
Wolf, Timber	Otter, Iemisch	Harpy	
Wolverine	Otter Man	Hippogriff	

PLAINS

Alticamelus
Amarok
Ant, Giant
Ant, Trapper
Ant-Lion, Giant
Antelope
Arsinoither
Assassin Bug, Giant
Aurochs
Avukett
Baboon
Baboon, Hamadryas
Baluchiter
Barylambda
Bear-Dog, Giant
Bear, Ghoul
Beetle, Bombadier
Beetle, Grave
Bison
Buffalo, Water
Bushwolf
Butterfly, Memory
Cape Hunting Dog
Carcor
Caribou
Cat, Scimitar
Cat, Terror
Caucatrix
Cerastes
Chaser
Cheetah
Chimera
Closemount
Coyote
Creodont
Crocotta
Curler
Cushna
Delgeth
Dhole
Diatryma
Dingo
Dundubhis
Duro
Echidna, Giant
Eland
Elasmotherium
Elephant
Ferret

Fir Bird
Fox
Glyptodont
Gnoll
Gully Dragon
Harpooner
Horde Bird
Horse, Superior
Hyena
Jackal
Jaguar
Jaguar, Flying
Kangaroo
Konoba
Leontophontes
Leopard (Standard Panther)
Lion
Lion, Cave
Lungstrider
Mammoth
Mandryl
Martyakhuar
Mermex
Mist Mount (both)
Mongoose
Moose
Mouse, Balloon
Mugger Bird
Ogre
Opinicus
Orc
Ostrich
Owl
Owl, Gigantic
Paladin
Panther, Greater
Parandrus
Peryton
Puma/Cougar/Mountain
Lion
Qata
Quiver Beast
Rabbit
Raccoon
Rat, Giant
Rattlesnake
Ravener
Rhinoceros
Rhinoceros, Woolly

Robber Fly, Giant
Scitalis
Scorpion, Girtab
Skunk
Slake Hound
Snake, Sword
Su
Terror Hound
Tiger, Sabertoothed
Titanotherium
Turtle, Flying
Turtle, Hill
Wasp, Giant
Weasel
Weasel, Giant
Wolf, Historical Dire
Wolf, Maned

**SALT WATER /
COASTAL**

Acid Barnacle
Altamaha
Barracuda, Great
Bena
Blimp Ape
Blimp, Sea
Body Bag
Boiler Fish
Brok
Brine Fury
Clam, Burrowing
Cleaner Fish
Clodhopper
Crab, Giant
Crayfen
Dart Fish
Devilfish
Devilfish, Abyssal
Dinichthys
Dragonfly, Giant
Dragon Turtle
Eel, Giant Moray
Floe Bird
Forger Fish
Gravel Jaw
Hippocampus
Hytun
Icebreaker
Ice Lurker
Jellyfish, Sea Wasp

Kelpie
Kraken
Lau, Sea
Livyatan
Marool
Megalodon
Milkfish
Mud-Hider
Noosefish
Octopus, Giant
Octopus, Hide
Otter
Penguin, Emperor
Porpoise/Dolphin
Predator Weed
Ray, Electric
Ray, Sting (Giant)
Remora, Greater
Scolopendra
Sea Giant
Sea Serpent
Seal
Seal, Mammoth
Selkie
Shark, Great White
Shark, Hell
Shark, Tiger
Siren
Siren Island
Skin Algae
Slasher Fish
Snake, Shield
Spider, Conch
Squeezer Fish
Stickler
Taniwha
Tentack
Ton-fish
Trilobite
Vortex
Whale
Whale, Killer
White Cloud
Wollig

SUBTERRANEAN

Anubis Beast
as-Sharak
Athol
Bat (some varieties)

Bat, Foul	Wight	Swamp Ghost	ther)
Bear, Flash		Wasp, Giant	Lion
Beetle, Angler	SWAMP	White Cloud	Manticore
Beetle, Grappling	Alkien (Acid Slug)	Woundwart	Mantis, Giant
Centipede, Giant	Alligator		Marksman Fish
Centipede, Lesser Giant	Antelope	TROPICAL	Megatherium
Coleopteran	Auízotl	FOREST (JUNGLE)	Mngwa
Crab, Pellucidus	Bat (some varieties)	Ant, Giant	Mongoose
Crushroom	Bear, Brown	Antelope	Monitor Lizard
Cryptling	Bear, Nandi	Assassin Bug, Giant	Monkey, Capuchin
Dardik	Beetle, Bombadier	Avukett	Monkey, Rhesus
Death Eater	Bloodbeast	Baboon	Monkey, Spider
Djinni	Catoblepas	Baboon, Hamadryas	Monkey, Squirrel
Dread Stalker	Caustigus	Bat (some varieties)	Ocelot
Erupting Slime	Centipede, Cloud	Bear-Dog, Giant	Otter, Iemisch
Flesh Mound	Centipede, Giant	Bear, Nandi	Pangolin
Ghast	Crocodile	Bear, Sun	Parandrus
Ghoul	Crocodile, Giant	Beetle, Bombadier	Peripatus, Giant
Golem, Stone	Dundubhis	Buffalo, Cape	Poppy Moss
Greider	Holarch	Buffalo, Water	Pretkin
Lich	Horde Bird	Catoblepas	Puma/Cougar/Mountain
Minotaur	Hydra	Centipede, Cloud	Lion
Mummy	Leech	Centipede, Giant	Python
Myrmidon	Leech, Hirudo	Chaser	Ratel, Giant
Nerloch	Lizard Man	Chimpanzee	Reek (all)
Oozewing	Mantis, Giant	Coyote	Robber Fly, Giant
Pendulum Ghoul	Monitor Lizard	Crocotta	Shrew, Giant
Quiver Beast	Moose	Cushna	Skin Algae
Ranyar	Mud-Hider	Dhole	Slinker
Rat, Corpse	Mugger Bird	Didi	Sloth
Rat, Giant	Ocelot	Dundubhis	Snagger
Reek (all)	Peccary	Duro	Snake, Flying
Scavenger Worm	Poppy Moss	Echidna, Giant	Spider, Boom
Scorpion, Giant	Pretkin	Elephant	Spider, Jumping
Siege Beast	Puma/Cougar/Mountain	Elk, Irish	Spider, Mind
Skeleton	Lion	Fossa, Giant	Spider, Scytodes
Slake Hound	Ombrotroph	Glimmercat	Spider, Trap-Door
Snake, Sword	Rat, Giant	Gorilla	Spider, Web-Spinning
Spider, Acid	Robber Fly, Giant	Gorilla, Fire	Taniwha
Spider, Conch	Santer	Horde Bird	Tiger
Spider, Flat	Skin Algae	Hsing-hsing	Triger
Spider, Giant	Slake Hound	Hyena	Tunguru
Spider, Jumping	Slime, Glowing	Ikonkola	Waira
Spider, Mind	Slinker	Jaculus	Wasp, Giant
Spider, Scytodes	Spider, Boom	Jackal	
Spider, Trap-Door	Spider, Jumping	Jaguar	OUTSIDERS
Spider, Web-Spinning	Spider, Mind	Jaguar, Flying	Barghest
Spoiler	Spider, Scytodes	Komodo Dragon	Doomchild
Taddarita	Spider, Trap-Door	Lau	Eurynomus
Urinander	Spider, Web-Spinning	Leopard (Standard Pan-	Harriad

Hell Hound
Kerberos
Mindwarper
Naga (both)
Orthos
Peshkali
Salamander, Lesser
Shriker
Sirrush
Soul Guides (all)
Spider, Dream
Tommoraki, Outsider
Toxifier
Trantid
Voice of Darkness
Wasp, Dream
Waste Stalker
Wolf, Shadow