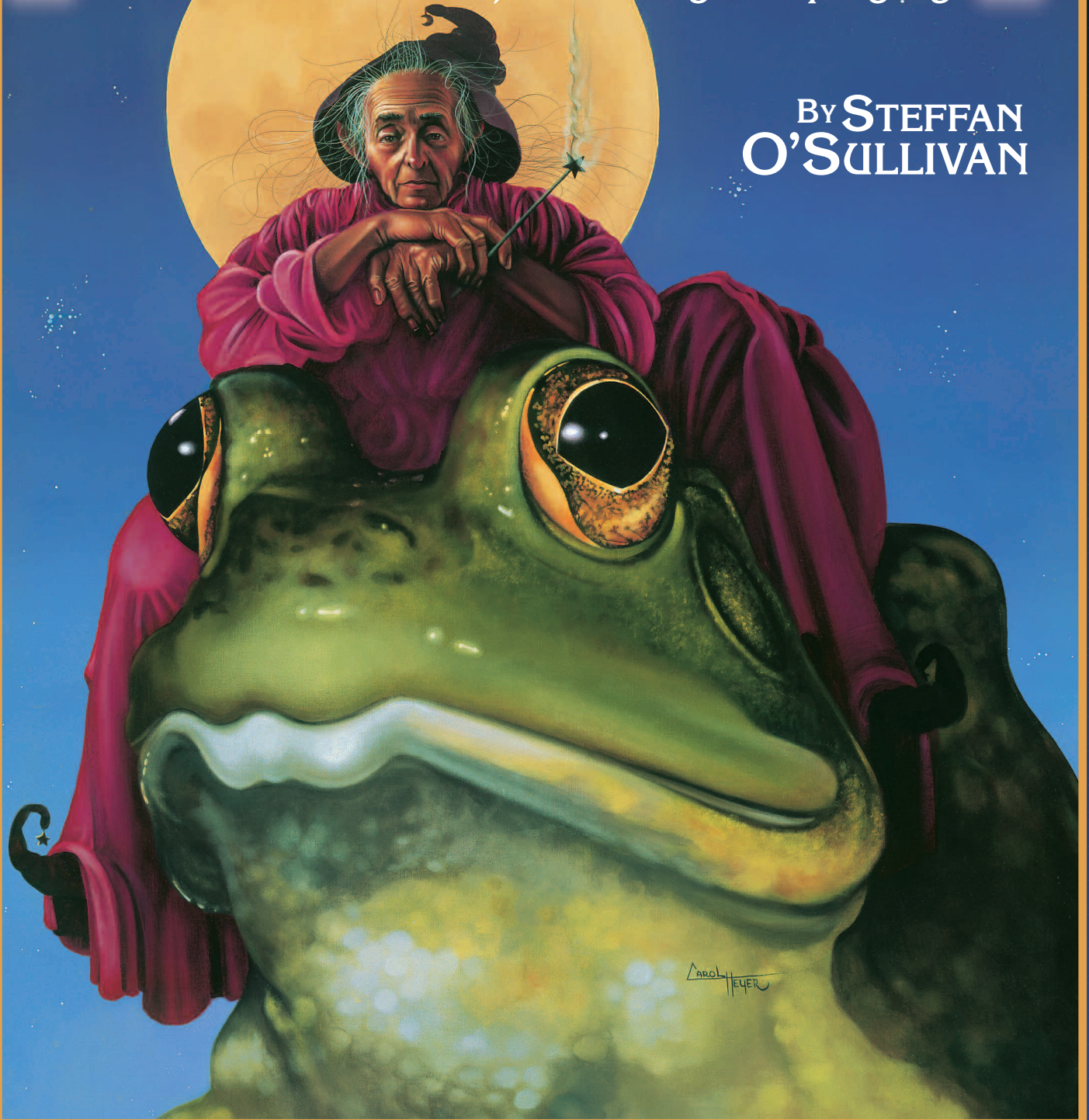


G U R P S<sup>®</sup>

# FANTASY BESTIARY

*Fantastic Creatures for Fantasy Roleplaying*

By STEFFAN  
O'SULLIVAN



STEVE JACKSON GAMES

# CREATURES OF FANTASY

This extensively researched book, based on authentic folklore and legends from all over the world, is a perfect resource for the GM of any fantasy campaign. It includes more than 250 fantasy animals and plants, ranging from interesting nuisances to monstrous menaces. Each is covered in detail, with a physical description, likes and dislikes, attitude toward mankind, and means of attack.

The main section is organized alphabetically, with creatures ranging from the voracious Afanc to the noxious undead rodents that men know as Zombie Gerbils!

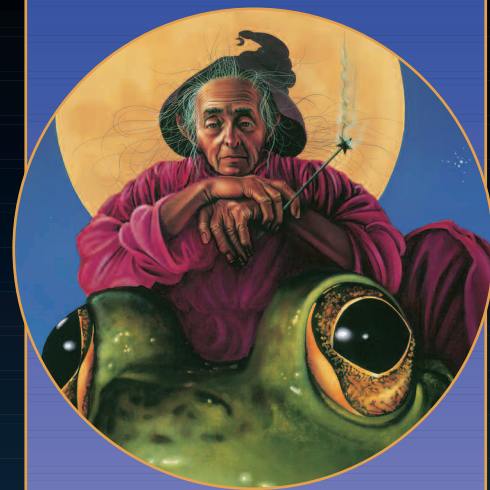
The *GURPS Fantasy Bestiary* also includes:

- Special chapters on Dragons and Fabulous Plants, with many examples of each.
- A chapter on Mythological Motifs that lets players customize any creature from this book or the *GURPS Bestiary*. These rules can enhance the creatures of any fantasy game you play, making this a truly generic book!
- All the spells needed for the many magical beasts and plants in the book.
- A detailed look at different types of animal and plant poisons.
- *Two* tables, each listing every creature in the book. One is arranged alphabetically, for easy reference. The other is organized by habitat, to let the GM quickly find an appropriate creature for any terrain or any situation.

*A truly fantastic resource of creatures that never existed . . . ready to come to life in your campaign.*



**STEVE JACKSON GAMES**  
www.sjgames.com



These rules and creatures are written for use with the *GURPS Basic Set, Third Edition Revised*, but can be used with any fantasy system.

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FIRST EDITION, THIRD PRINTING  
PUBLISHED JUNE 2003

ISBN 1-55634-184-9



9 781556 341847

SJG02295 **6504**

Printed in the  
USA

G U R P S<sup>®</sup>

# FANTASY BESTIARY

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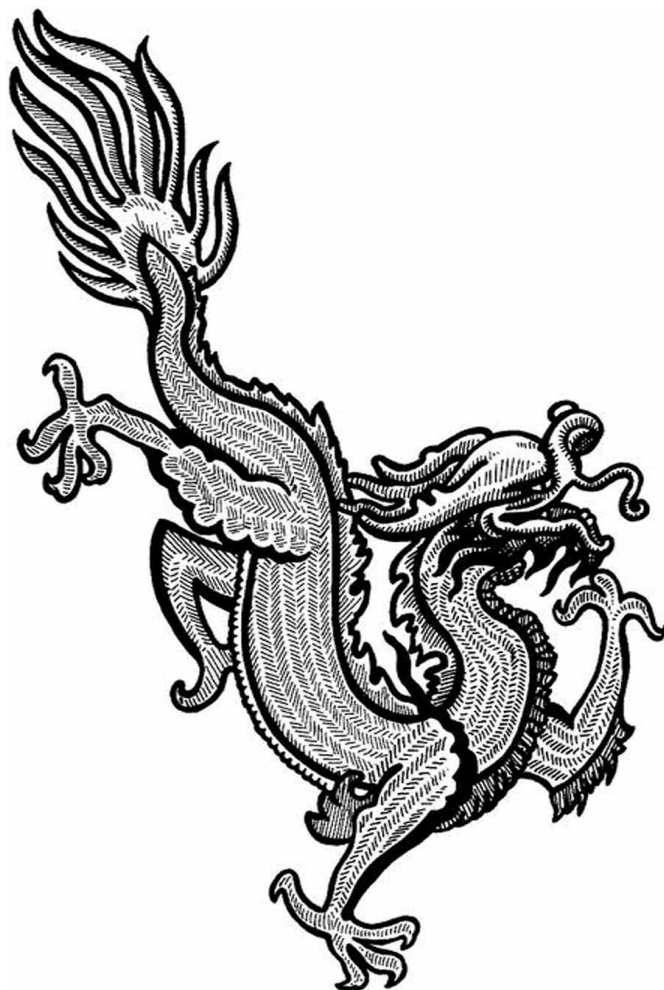
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Thanks to **Lamson Library, Plymouth State College, NH,  
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Special thanks to **Joyce Bruce.**



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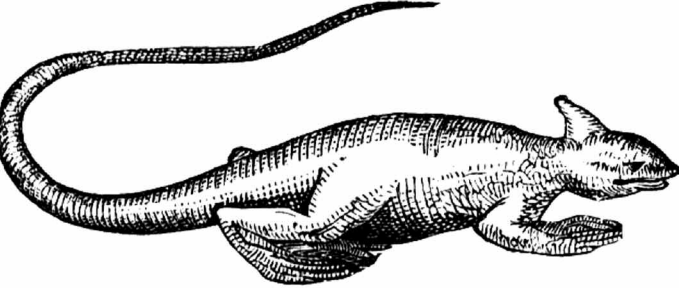
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# CONTENTS

<b>INTRODUCTION</b> .....	3
How to Use This Book.....	3
<i>About GURPS</i> .....	3
<i>Humans</i> .....	3
Rumors.....	4
<i>About the Author</i> .....	4
<i>Technical Terms</i> .....	4
Key to Animal Statistics.....	5
<i>Names</i> .....	5
<i>Campaign Styles</i> .....	5
<b>1. CREATURES</b> .....	6
	
<b>2. DRAGONS</b> .....	83
Types of Dragons.....	83
Dragons of Various Cultures.....	86
<b>3. FABULOUS PLANTS</b> .....	95
<b>4. VENOM</b> .....	102
Venom Types.....	102
<i>Nonhuman Reactions to Venoms</i> .....	102
<i>Amphisbaena</i> .....	103
<i>Hemorrhosis</i> .....	103
<b>5. MAGICAL EFFECTS</b> .....	104
Invisibility, Darkness and Mirrors.....	105
Spells.....	105
<b>6. MOTIFS</b> .....	108
Giant Animals.....	109
Hybrid Animals.....	109
Unnatural Power of Flight.....	109
Animals with Multiple or Unusual Heads.....	109
<i>Raising Dust</i> .....	109
<i>Tupilat</i> .....	109
Animals with Multiple or Unusual Limbs.....	110
Animals with Full or Partial Invulnerability.....	111

Regeneration.....	111
<i>Many Lives</i> .....	112
Animals with Magical Powers.....	113
Animals that Curse or Bring Luck.....	113
<i>Mana Organs</i> .....	113
Animals with Devastating Breath or Looks.....	114
Unnaturally Venomous Animals.....	114
Animals Living in Abnormal Habitats.....	114
<i>Casting Spells on Magical Animals</i> .....	114
Unnaturally Carnivorous Animals.....	115
Animals That Are Part Human.....	115
Animals That Are Part Mineral.....	115
<i>Soothing Savage Beasts</i> .....	115
Animals That Transform.....	116
<i>Miscellaneous Motifs</i> .....	116
Talking Animals.....	117
Plant Motifs.....	117
Demonic Animals.....	117
Monstrous Plants and Plant-Animal Hybrids.....	118
Combinations of the Above.....	118
<i>Legends about Real Creatures</i> .....	118
<i>Raven</i> .....	118

<b>ALPHABETICAL CHART</b> .....	119
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<b>HABITAT CHART</b> .....	123
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<b>INDEX</b> .....	128
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# INTRODUCTION

This is a book of imaginary creatures . . . based on myth, folklore, fiction and my own imagination. Translating myth and legend to game mechanics often requires changing the original story a little. As a folklorist, I regret this, but it is unavoidable. If you disagree with the treatment of any creature in this book, please feel free to change it! I've enjoyed working on this book, and hope you catch some of that enjoyment – don't let a minor disagreement get in the way of your fun!

An important point to remember about the creatures in this book: until the 18th century (later in most countries), most people *believed* that most of these animals really existed!

None of these creatures are suitable to play as characters. This was a deliberate choice – those fantasy races are found in *GURPS Fantasy Folk*. There *are* occasional intelligent creatures herein, but they would not be fitting as PCs or even companion NPCs.

The *GURPS Fantasy Bestiary* is dedicated to everyone working to prevent the extinction of animal species. This book is full of creatures that cannot be found on this earth; we don't need to add any real animals to that list. As with my other books, I will donate a portion of my royalties to groups working to save the planet.

Enjoy, and watch out for gullet snakes!

– Steffan O'Sullivan



## HOW TO USE THIS BOOK

The book is largely alphabetical, with two exceptions. Since there are many types of dragons (all of which have rules in common), they are found in their own chapter. Likewise, there are rules common to all plants, so all plants are grouped together. Otherwise, all creatures, regardless of habitat, will be found in chapter one.

There are also two tables of creatures. One is by *Habitat*, containing a short description of each animal in a given habitat, and the page number to find full stats and text. The other is a straight alphabetical listing, giving page number and the Attributes, Move/Dodge, PD/DR, Damage, Reach and Size for each creature.

Also included is a discussion of *Mythological Motifs*. This chapter details “authentic” ways to create or alter fabulous beasts. These patterns are culled from legends all over the world; simply reading this section will suggest ways to run a game with an authentic mythical feel.

Also included is a section on GMing magical animals. This is included for those who do not have access to *GURPS Magic*. That book can enhance your understanding of certain animals, but is *not* necessary to use this book!

## ABOUT GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources include:

*Pyramid* ([www.sjgames.com/pyramid/](http://www.sjgames.com/pyramid/)). Our online magazine includes new *GURPS* rules and articles. It also covers *Dungeons and Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *In Nomine*, *Illuminati*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. *Pyramid* subscribers also have access to playtest files online!

*New supplements and adventures.* *GURPS* continues to grow, and we'll be happy to let you know what's new. For a current catalog, send us a legal-sized or 9"×12" SASE – please use two stamps! – or just visit [www.warehouse23.com](http://www.warehouse23.com).

*Errata.* Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are available on our website – see below.

*Gamer input.* We value your comments, for new products as well as updated printings of existing titles!

*Internet.* Visit us on the World Wide Web at [www.sjgames.com](http://www.sjgames.com) for errata, updates, Q&A, and much more. *GURPS* has its own Usenet group, too: [rec.games.frp.gurps](mailto:rec.games.frp.gurps).

*GURPSnet.* This e-mail list hosts much of the online discussion of *GURPS*. To join, e-mail [majordomo@io.com](mailto:majordomo@io.com) with "subscribe GURPSnet-L" in the body, or point your web browser to [gurpsnet.sjgames.com](http://gurpsnet.sjgames.com).

The *GURPS Fantasy Bestiary* web page is at [www.sjgames.com/gurps/books/fantasybestiary/](http://www.sjgames.com/gurps/books/fantasybestiary/).

## Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set, Third Edition*. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set, Third Edition*. Page references that begin with CI indicate *GURPS Compendium I*. Other references are BE for *GURPS Bestiary*, CII for *GURPS Compendium II*, G for *GURPS Grimoire*, and M for *GURPS Magic*. The abbreviation for *this* book is FB. For a full list of abbreviations, see p. CI181 or the updated web list at [www.sjgames.com/gurps/abbrevs.html](http://www.sjgames.com/gurps/abbrevs.html).



## HUMANS

The word “human,” as used in this book, refers to *any* fantasy race. This is simply for easier reading. In other words, if a creature is described as eating humans, that doesn’t mean it will ignore an Elf or Halfling to attack the human beings in the party!

## ABOUT THE AUTHOR

At the time of writing this book, Steffan O’Sullivan was a storyteller, clown, performing arts teacher, librarian, technical writer and *GURPS* author. He still does some of those things, and has done many other things - he believes life is more interesting if you’re always learning something new. Raised in Michigan, he’s travelled in all 50 states and lived in ten of them. He now makes New Hampshire his home. He has a degree in European history, another one in physical theater, and has studied transpersonal psychology and folklore for years. He traveled and lived in Europe for more than two years. Gaming is his foremost hobby, and has been since 1961 when he discovered a certain Baltimore based company that, alas, is no longer in existence. His other hobbies include hiking, snowshoeing and reading. He is an amateur baseball historian, which is the only aspect of the modern world he really understands. He wishes that cars and television did not exist. His other books for SJ Games are the *GURPS Bestiary*, *GURPS Swashbucklers*, and *GURPS Bunnies & Burrows*. He is also the author of the Fudge and Sherpa roleplaying games.

## TECHNICAL TERMS

*Arboreal*. At home in the trees; no DX penalty for tree movement or actions.

*Biome*. A community of plants and animals living together in a geographic region having a certain type of climate.

*Carnivore*. A flesh-eating animal or plant.

*Diurnal*. Active by day.

*Gregarious*. Sociable, living in herds, groups or flocks.

*Habitat*. The natural abode or locality of an animal.

*Herbivore*. An animal that eats plant matter.

*Nocturnal*. Active by night. The creature has the Night Vision advantage.

*Omnivore*. An animal that eats both plant matter and animal flesh.

*Solitary*. Living or being alone.

*Unique*. A unique creature in myth or legend had no equal - there was only one, not an entire species. Example: there is only one Medusa in Greek mythology - once Perseus killed her, there were no more. The GM may make a species out of a unique creature, if desired.

## Player Information

When a creature is encountered, the GM should not just read its stats to the players. Tell them only what they see!

If the players do not recognize the creature from the description, *and the GM thinks they should*, then an IQ roll may be allowed for each character to see if the *character* realizes what he is facing.

A successful Zoology or Naturalist roll (sometimes at a penalty) would allow the adventurer some idea of the creature’s ST, DX, IQ, HT, Move, PD, DR, etc. An experienced and literate naturalist might have read of the creature and recognize it from old descriptions. But even if the beast is wholly new, a good naturalist could make a guess about its basic abilities by looking at it. For a “natural” creature, or a creature similar in important ways to a natural creature, a Survival roll for the appropriate terrain would also provide information - not about the creature’s mating habits or economic value, but about its hazards or its use to someone in the wild.

The GM does not have to provide exact stats, nor let players refer to this book, but such hints as “stronger than a lion, smarter than a fox,” etc., will give the players some clue as to what they are facing.

## RUMORS

Rumors are listed for many of the creatures in this book. In most cases, the rumors reflect different versions of the legends concerning the monsters. One legend for each creature was chosen to be the “official” *GURPS* version. A game of this nature needs standards, not only for communication, but also as an aid to those new to the game. Individual GMs may adjust the creatures as they see fit, of course, and the rumors are provided to assist in that process - and to keep the players on their toes!

The rumors in this book can be either true or false, as the GM decides. Experienced (and adventurous) Game Masters are free to use any of the rumors to create a version of a creature that is “official” in their world. The number of monsters in this book can be dramatically increased simply by treating *every* rumor for each creature as a different animal - and there is nothing to stop a GM from using the rumors of one animal with any other species!

Chapter 6 contains a collection of mythological motifs. These can also be thought of as generic rumors. These motifs are so universal and occur so frequently that they can be used as true or false rumors to enhance *any* animal in this book or in the *GURPS Bestiary*.

Although most rumors in a TL3 society will be oral, there *are* written ones. Scholars can glean rumors from libraries with a good Research roll - scrolls, grimoires, bestiaries, explorers’ diaries, official documents, mythologies, natural history treatises, letters, etc., can all be sources of rumors. One Hungarian tale even tells of a clue written on a gold leaf at the top of an oak tree!

Bards and others who make a Literature skill roll might remember scraps of songs or ancient tales.

Rumors can also be conflicting, of course, and sometimes the adventurers will hear too many of them! The denizens of a local lower-class bar may even come to blows over whether a given creature has a poisonous breath or a paralyzing glance. Current gossip about a creature may conflict with ancient writings, and travelers from afar may very well have a different description of a creature’s strengths and weaknesses than the locals. The village priest may assure the party that the only way to defeat a certain monster is through fasting and prayer, while the blacksmith will swear by cold iron.

Travelers’ tales are notoriously exaggerated - another great way to introduce rumors both true and false. Don’t make it too easy for them to tell the truth from the lies - as in any aspect of Game Mastering, constantly varying storytelling technique keeps the players guessing and improves the game. Gleaning the wheat from the chaff is one of the party’s major tasks, and one they’ll enjoy. With luck, they’ll remember the right choice among all the wrong ones!



# KEY TO ANIMAL STATISTICS

*ST, DX, IQ, HT.* HT will often have two numbers separated by a slash (e.g., 15/35). The first number is the “health” the creature would roll against, the second number is “hit points.” ST and “hit points” are sometimes given as a range. DX, IQ, and “health” are given as single numbers; they may vary by a point or so in either direction for any species.

*Move/Dodge.* Some creatures have more than one Move – flying and on the ground, for example. The listed speed in this case is for the most common situation, e.g., flying for birds. Move for other situations is given in the text. See p. B144 for Move figures of encumbered animals. To determine Speed in a situation where combat phasing is important, use Dodge.

Dodge (most animals’ only active defense) is  $\frac{1}{2}$  Move or  $\frac{1}{2}$  DX, whichever is better, up to a maximum of 10. *Animals with the Combat Reflexes advantage have a +1 to their Dodge already calculated into this figure.*

*PD/DR.* PD and DR, if any, from the creature’s hide or armor. Some of it is magically produced. This usually won’t vary much within a particular species.

*Damage.* Listed damage is that for the creature’s most common attack; damage for other forms of attack is given in the text. Listed damage is for an average member of the species; stronger animals may do more. Abbreviations: *imp* = impaling damage, *cut* = cutting damage, *cr* = crushing damage.

*Reach.* Most creatures attack in “close combat” – a grapple or slam, followed by an attempt to crush or bite the foe, or rip it to pieces. C = Close Combat; 1, 2, etc. = reach in hexes; R = Ranged attack; see description.

*Size.* The animal’s size in hexes. Small creatures take up less than a hex (represented by “<1”), and several can fit in the same hex. Large animals occupy two or more hexes; see p. B141.

*Weight.* The creature’s weight, usually a range, in pounds or tons.

*Origin.* The creature’s origin. There are only two origin codes in this book:  
F = Fictional/Fantasy creature.

ML = Mythical or Legendary. These could be from classical mythologies, primitive beliefs, lumberjack tall-tales, medieval bestiaries, etc. The source, if known, is listed in parentheses.

Source abbreviations:

Aus Abo = Australian Aborigine

NAI = North American Indian

SAI = South American Indian



*Habitat.* Where the creature is commonly found; the primary habitat for each animal is listed first. Habitats are abbreviated as follows:

A = Arctic

FW = Fresh-Water Aquatic

S = Swamps

D = Desert

J = Jungle

Sub = Subterranean

F = Forest

M = Mountain

SW = Salt-Water Aquatic

P = Plains

Note: D (desert) includes any dry areas, including scrub woodland.

F (forest) means all temperate forests

J (jungle) includes any tropical forest

P (plains) includes all grasslands, including prairie (largely flat land), steppes (rolling hills), and savannas (dotted with trees)

An asterisk (\*) in a creature’s description means that the ability or attack is special in some way – see the text for details.

A “-” means that the heading does not apply.

A “#” sign means that there are exceptions to the number given – see the text for details.

## NAMES

Every creature in this book with an Origin code of ML is an authentic (or, at worst, semi-authentic) fabulous beast from some culture or other. The original names have been used, but these names may not be suitable for every campaign. For example, if the setting is medieval European, encountering something called a *nyah-gwaheh* or a *wu kung ching* may not feel quite right!

In these cases, the GM is free to change the name. Many legendary monsters have no names beyond descriptive phrases, anyway. Calling something a monster bear, or just “a dog-faced ape with a hand on its tail,” is quite in keeping with ancient practice. Or the Game Master can just find a word that he likes the sound of, and use it as a creature name!

This latter practice has the added advantage of keeping the players in the dark about what they are facing, thus allowing them to roleplay very accurately the fear and uncertainty that their characters are feeling . . .

## CAMPAIGN STYLES

Different GMs and parties have different styles, yet all are *GURPS* players. Some people love to play 250-point fighters in plate mail, while some GMs don’t even allow PCs to wear more than heavy leather armor. Obviously, using the same creatures against both types of parties means that at least one fight will be unbalanced.

Since this book is an attempt to reach everyone who might want to use a fantasy creature, some creatures here may be unsuitable for a particular campaign. They can all be adjusted – the tough ones made a little easier for those who don’t have much firepower, and other monsters boosted a little for those who wear heavy plate and dish out 3d damage per turn.

An alternative solution is to alter the PCs occasionally! Let the warriors be caught in their street clothes with nothing more than a knife – they can’t turn down an invitation from the king, for example, and he won’t let them in his dining hall unless they are properly dressed. Some lesser monster may waylay them, or even attack the dining hall – they won’t think it’s “lesser” in such a scenario, though! Or let the poorly equipped party be lent heavy armor and magical weapons to take on a really tough creature. Almost all players enjoy an occasional change of pace.



## Ghormuha

**ST:** 35-40    **Move/Dodge:** 7/5    **Size:** 1 hex  
**DX:** 10    **PD/DR:** 1/1    **Weight:** 300-400 lbs.  
**IQ:** 5    **Damage:** 1d cr    **Origin:** ML (India)  
**HT:** 15    **Reach:** C    **Habitat:** FW

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

Ghormuhas do not attack humans, and will avoid a fight if they can. If unable to flee, though, they bite for 1d crushing with their huge horse teeth. In the water, they can also kick to the rear for 1d crushing. They do not use weapons.



While not intelligent, a ghormuha has an inherent ability to cast the Lesser Geas spell (p. 106) at skill 15 with a very limited command. This spell cost the ghormuha 10 fatigue, and is cast on anyone who comes within 2 yards of one (one person per turn, resisted by IQ). The geas is to drop what is being held in both hands and to go away (at least 100 yards). Rings worn on the fingers, swords in sheaths, pouches on belts, or packs carried on the back are *not* affected, but *anything* carried in the hands is. Anyone who fails the resistance roll must obey. The ghormuha then sorts through the belongings, takes food, colorful items and metal objects, and dives into the water, not resurfacing that day.

Anyone returning from the 100-yard trot must make another resistance roll to approach the ghormuha again, even if empty-handed (though it probably won't still be there). Anyone who successfully resists will be immune to that particular ghormuha forever – though they are often encountered in groups of up to ten at a time.

If the PCs feel the need to retrieve whatever has been stolen, it will be quite an adventure. The caves are all underwater, and may be some miles from where the ghormuha was seen. Air will definitely be a problem. If they finally find the submarine grottoes, they will be full of rusted swords, rotted maps, bright gems, painted shields – and dozens or scores of ghormuhas, who resent intrusions, and who will wish them to go away . . .

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

*Rumor:* It is said that the ghormuhas are an intelligent race, in which case they would use tridents as weapons (treat as spears) and may have trained fish or other lake creatures as warriors. See *GURPS Fantasy Folk* for treatment of fantasy races.

---

## Girtab

**ST:** 40    **Move/Dodge:** 9/8    **Size:** 8 hexes  
**DX:** 15    **PD/DR:** 5/6    **Weight:** 1½ tons  
**IQ:** 9    **Damage:** \*    **Origin:** ML (Akkadia)  
**HT:** 14/40    **Reach:** C-2    **Habitats:** D, P

---

## Girtab's Children

**ST:** 12-14    **Move/Dodge:** 8/7    **Size:** 2 hexes  
**DX:** 15    **PD/DR:** 3/4    **Weight:** 75-100 lbs.  
**IQ:** 2    **Damage:** \*    **Origin:** ML (Akkadia)  
**HT:** 13-16    **Reach:** C, 1    **Habitats:** D, P

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

Girtab is enormous, but her children (the “girtabi”) are much smaller, and not nearly as smart. They will sometimes be encountered in groups, but more often on their own, and never with her – she would eat them! Both Girtab and her children attack in the same manner, but for different amounts of damage.

The initial attack is with the pincers, into any front hex (2-hex reach for Girtab). Treat this as a grapple – quick Contest of DX – that does 2d crushing damage if the victim loses the Contest (1d-1 crushing damage for the children). After grappling her prey, the scorpion uses her stinger to inject a type C venom that does 2d+2 damage (1d+2 for the children). The stinger itself does 1d-1 impaling damage in all cases. It must penetrate all DR and do at least 1 hit to inject the poison.

After stinging its victim, the scorpion will bite for 1d-1 cutting damage, stinging again if the victim is still squirming. Breaking free of the pincers requires a Contest of ST. If a pincer is crippled (½ HT in damage), halve the effective ST for breaking a grapple.





# CHAPTER THREE FABULOUS PLANTS

The plants in this book are mostly unintelligent, and therefore cannot be affected by negotiation, intimidation, or Mind Control spells. Exceptions are noted.

Since they have no central nervous system, those that grapple with vines and roots do so independently, usually triggered by an external stimulus. Treat this as full coordination: the plant may attack with as many limbs in a given turn as can reach the target.

Most plants are active at all times, and can sense vibrations, both through the ground and the air. Give the plant a Sensing roll of 14 when in doubt. Some plants can sense emotions, also, and are affected by them.

Noticing plants is done with Vision rolls, often at a penalty (noted when applicable). If a plant is natural to the terrain, a Survival roll will also notice it. Even a half-point in Botany gives a +2 to notice plants, and Botany skill 20+ gives a +4. Likewise, a half-point in Naturalist gives a +1 to spot a plant, and Naturalist at 20 gives a +2.

Identifying plants is done with a Botany or Naturalist roll, with modifiers specified for certain plants. Survival skill will also identify a plant that is natural to the terrain.

Plants never suffer from shock and cannot be stunned.

Impaling damage is not doubled against plants. Cutting weapons are most effective, especially against soft vines.

Most plants are very susceptible to fire, especially in a drought. It may take a while for a fire to get going, but once it does, it bypasses plant DR!

For guidelines on creating new fantastic plants, or plant-animal hybrids, see p. 117.

## Bloodvines

<b>ST:</b> 13-16	<b>Move/Dodge:</b> 0/0	<b>Size:</b> 2-3 hexes
<b>DX:</b> 11	<b>PD/DR:</b> 0/1	<b>Weight:</b> 10-20 lbs.
<b>IQ:</b> 1	<b>Damage:</b> 1d imp	<b>Origin:</b> F
<b>HT:</b> 13/15	<b>Reach:</b> C, 1	<b>Habitats:</b> F, J

This plant lives on the blood of men and animals alike – it is not fussy. The bloodvine has as many as six branches from a single root, and each twines its way up trees to a height of six to ten feet. The last four feet or so are loosely connected to the tree, ready to detach at a moment's notice.

They grow only in dense forest or jungle, with many other species of vines and trailing plants. If someone is looking specifically for them, they are at Vision-2 to spot – otherwise, only a Botanist would notice them.

A bloodvine senses prey from about five yards, and attempts to grapple a passing victim, usually about the head (quick contest of DX). Once it has grappled, it sticks a number of hollow thorns into the prey's skin. Armor protects for a number of turns equal to its DR, then the plant finds the openings. The implantation of the thorns is automatically successful with no chance to defend, if the vine is still grappling the victim.

When they strike, the thorns do a total of 1d impaling damage. Each turn after that, the bloodvine will suck 1 HT worth of blood. Its appetite is insatiable; it will not let go until there is no more blood or the plant dies. The thorns can be pulled out (and the vine off of the victim) by winning a contest of ST.

Each vine has the listed ST – if more than one are grappling the same individual, add +2 to the vines' ST.

Three hits of cutting damage will cut through each vine.

## Calabash

<b>ST:</b> –	<b>Move/Dodge:</b> –	<b>Size:</b> <1 hex
<b>DX:</b> –	<b>PD/DR:</b> –	<b>Weight:</b> 5 lbs.
<b>IQ:</b> –	<b>Damage:</b> –	<b>Origin:</b> ML (Africa & Orient)
<b>HT:</b> –	<b>Reach:</b> –	<b>Habitats:</b> J, F, P

The calabash plant, a gourd growing on a trailing vine, is considered magical all over Africa and the Orient. The GM may allow such a plant to have magical properties if desired. Magical calabashes are rarer than the mundane variety.

The following powers have all been attributed to the calabash by various tribes, though rarely more than one property to a single gourd. Most of the uses are one-time only – exceptions are noted. The possessor of a calabash can:

- 1) Cast the Invisibility spell three times per calabash for no fatigue. The spell lasts until the caster goes to sleep, or wishes to be visible again.
- 2) Be awakened instantly if danger approaches within 10 yards. This type of calabash lasts for a month.
- 3) Know the whereabouts of any one named person at all times. This power expires when the calabash next comes into the presence of the person.
- 4) Change the results of any one die-roll just after the roll is made.
- 5) Cut the gourd open to reveal a rich feast – enough to feed six people.
- 6) Cut the gourd open to reveal gold, worth anywhere from \$100 to \$10,000!
- 7) Cut the gourd open to summon a leather-armored, broadsword-wielding soldier. He does the calabash owner's bidding for ten minutes, then disappears. He has ST 13, DX 14, IQ 10, HT 12, Broadsword skill 15, Combat Reflexes and the High Pain Threshold advantage.
- 8) Cut the gourd open to summon an ordinary riding horse. It can be ridden as far as possible in one riding, but disappears when the rider dismounts.
- 9) Cast up to four Air college spells with no fatigue (pp. B157-158 and pp. M30-32).
- 10) The calabash will answer three yes-or-no questions honestly. It has magical access to *most* answers, but the GM may veto any particular question!



## Giant Animals

This is the easiest type of fabulous animal to create; any creature can be made gigantic. In this book, examples of a giant animal include the wu kung ching, the qiern, and many others.

In general, IQ and DX will not change regardless of size. ST and HT (the second HT number, not the first) will get larger in a giant version of an animal. PD and DR will also go up, but more slowly than ST and HT, and will only rarely exceed 6.

To make it easy to figure the stats of a giant version of a creature, refer to an animal that is roughly the same size as the new beast will be. Something the size of a wolf will have ST of 10 to 20, and HT in the same area, for example. Something the size of a tiger will have ST and HT 30 to 40, and so on. Thus, a giant praying mantis could be wolf-sized, tiger-sized, elephant-sized, etc.

Move does not have to increase. Some large animals get slower because of increased weight, others move just as fast or even faster due to increased stride. The GM should decide each case individually.

Damage is related to ST, of course – use the chart on p. B140. If an animal gets so large that its teeth and claws become the size of knives, it usually does impaling damage instead of cutting.

Reach may or may not increase. An animal that uses teeth exclusively to attack still needs to get into close combat to strike. Animals which use forepaws to attack, such as bears, may increase their reach as they become larger.

## Hybrid Animals

In this book, the gryphon, chemosit, paluc cat and others are examples of hybrid animals.

The GM must decide which characteristics of the “parent” creatures are carried over to the new form. In the gryphon, for instance, the eagle part allows flight and grasping while the lion contributes strength and size. The paluc cat can gore like a boar; it claws, bites and climbs like a cat.

## Unnatural Power of Flight

Pegasus, the jaculus and the dajoji are good examples of animals that shouldn't be able to fly, but can. If the GM uses the mana organ rules on p. 113, most of these animals should have a mana organ to enable them to fly.

Most fabulous flying creatures have wings, but a few, such as the ku, don't. Wings can get in the way in confined spaces, but can also be used as strikers to do crushing damage. Hitting a rapidly beating wing straight on is difficult – the GM may assign a penalty of up to -3 to hit.

Flying animals with wings may also raise dust – see the sidebar.

Running such animals is very easy – simply use the Flight rules on p. B139. Remember that tamable, rideable creatures can unbalance a campaign if the party gets hold of them unexpectedly! On the other hand, such an innovation can create an epic quality in a campaign.

## Animals with Multiple or Unusual Heads

Hydra, Cerberus, the amphisbaena – nearly every mythology includes monsters with more than one head.

The GM must make some choices when introducing a multiple-headed or multiple-limbed creature. Does the animal have Full Coordination, as defined below? Is there a penalty to hit with an “off” head or limb? Can it All-Out Attack and still have a defense roll? Or does it simply do extra damage?

## RAISING DUST

Simply by hovering and beating its wings, a flying animal can raise a cloud of dust. Its distance from the ground must be less than or equal to its size in hexes. (Example: A 10-hex dragon must be within 10 hexes of the ground.) The *radius* of the dust-cloud is equal to the creature's size; it is centered (as closely as possible) on the creature. Any DX-based skill roll is at -2 if made by someone, or against a target, within this cloud.

Note that some animals may have small wings, relying on a mana organ to fly effectively. These creatures raise dust based on the size of their wings. E.g., a 2-hex creature with wings that would normally be found on a 1-hex creature raises dust as if it were a 1-hex creature.

## TUPILAT

A tupilat (the proper plural is “tupilat”) is an artificial hybrid animal from Eskimo folklore. Tupilat are created by a sorcerer for the express purpose of killing an enemy. A tupilat is built from the parts of up to four different types of animals, and can change into the complete shape of *any* of the animals that went into it. However, it usually appears in a hybrid form. Most tupilat are not clearly defined, but there are stories of bear/seal/wolf creations as well as a reindeer/bear combination.

Tupilat are created by the Tupilak spell – see p. 110.

Each tupilat can only be controlled by its creator, and even his actual control is limited to pointing out enemies. There are stories of tupilat made with a specific enemy in mind, while others seem to be made to kill anyone the sorcerer points out after it is created. Exiled, vengeful sorcerers have been known to create one or more tupilat “programmed” to kill everyone they meet.

A tupilat starts to deteriorate immediately after its creator dies. It loses 1 HT and 1 ST per hour until it reaches 0 HT, at which point it falls apart into rotting flesh.

If a tupilat receives enough wounds to reduce it to 0 HT, roll vs HT each second. When it fails, it dies, as above. If its HT falls to -3×HT, it dies instantly.

A tupilat has no magical powers – it does not regenerate, it can be stunned, it suffers from shock (unless it's a berserker: part bear), etc.

*Continued on next page . . .*



# INDEX

This index does not list the names of individual creatures described in this book, except in cases where a creature is known by more than one name, or where there is an important cross-reference. For an alphabetical list of all creatures, see p. 119.

- Acid, 15, 30, 46.  
Africa & Orient, 95.  
Africa, 18, 21, 36, 38, 46, 62, 91.  
Akkadia, 26.  
Albania, 39.  
Algonquin, 91.  
Albania, 39.  
Algonquin, 91.  
Americas, 61-62.  
Andaman Islands, 41.  
Anglo-Saxon, 78.  
Ants, 9, 45, 101.  
Apache, 12.  
Arabic, 24, 36, 56, 60, 68, 93.  
Arboreal, 4.  
Armenia, 7, 47.  
Assyria, 34.  
Australian Aborigine, 13, 23, 27, 47, 48.  
Aztec, 6.  
Babylon, 68, 91.  
Bahamas, 43.  
Basque, 87.  
Bat, 11, 73.  
Beaver, 6.  
Biome, 4.  
Blindness, 78.  
Botany skill, 95.  
Campaign styles, 5.  
Canaan, 89.  
Carnivore, 4; *unnaturally carnivorous creatures*, 21, 32, 115.  
Celtic, 24, 37, 44, 47, 50.  
Charts, 119-127.  
China, 10, 18, 32-33, 38, 54, 76, 82, 88-89, 93.  
Curses, 114.  
Czech, 36.  
Damage statistic, 5.  
Darkness, 105.  
Demonic creatures, 19, 23, 43, 51, 61, 65, 67, 69, 76, 117.  
Disease, 17, 21, 30, 38, 51, 54, 57, 65, 98; *Immunity to Disease*, 93, 107.  
Diurnal, 4.  
Dragons, 76, 83-94; *Chinese*, 89-90; *combat*, 85; *magic*, 84.  
Dust, 109.  
Egypt, 8-9, 18, 61.  
Elephant, 43, 60.  
Endangered species, 3.  
Eskimos, 7, 35, 40, 56, 92, 109.  
Europe, 10-11, 15-17, 19-20, 27-28, 30, 34, 36, 38, 41-46, 51, 53, 59, 61, 63, 73, 77, 82, 93-94, 99-100.  
Finland, 86.  
Fire, 34; *fire resistance*, 61-62; *see also Flame Jets*.  
Flame jets/breath, 24, 37, 85, 114.  
France, 40.  
Germany, 81.  
Goat, 43.  
Gorgon, 45.  
Greece, 17-18, 23, 29, 32, 34, 40, 45-47, 49, 52, 63, 70, 73, 88, 98-99.  
Gregarious, 4.  
Habitat, 4, 5; *chart*, 123.  
Hawaii, 29, 39.  
Healing, 98.  
Hebrew, 42-43, 65, 93.  
Herbivore, 4.  
Horse, 21, 32, 43, 74, 88, 115.  
Hottentot, 7.  
Humans, 3.  
Hungary, 74, 98, 101.  
Hybrids, 109, 118.  
Iceland, 12, 69.  
India, 20, 22, 26, 36, 43, 50, 94.  
Indonesia, 11, 37.  
Information, 3.  
Invisibility, 105.  
Invulnerability, 111.  
Ireland, 55, 62, 92, 97-98.  
Iroquois, 11, 37.  
Island Turtle, 10.  
Italy, 75.  
Japan, 8, 48-49, 75-76, 79, 98, 100.  
Lithuania, 86.  
Luck, 113-114.  
Magic resistance, 105.  
Magic spells, 104-107.  
Malay, 87.  
Mana organs, 113.  
Maori, 74, 100.  
Mineral creatures, 115-116.  
Mirrors, 105.  
Mongolia, 91.  
Motifs, 4, 108-118.  
Move/Dodge statistic, 5.  
Music, 67, 68, 115.  
Names of creatures, 5.  
Naturalist skill, 4, 42, 95.  
Nocturnal, 4.  
Nordic, 25.  
North American Indian, 21, 46, 78, 92.  
Octopus, 60.  
Omnivore, 4.  
Orcs, 42, 74, 100.  
Origin of creatures, 5.  
Patron advantage, 74.  
PD/DR statistic, 5.  
Persia, 67, 86-87.  
Plants, 95-101, 117.  
Poison, *see* Venom.  
Polynesia, 60.  
Rabies, 21.  
Reach, 5.  
Regeneration, 111.  
Research skill, 4.  
Riding and riding animals, 12, 28, 30, 32, 52, 54, 74, 94, 109, 116.  
Romany, 55.  
Rome, 72.  
Russia, 42, 49, 64, 79.  
Scotland, 13.  
Sicily, 73.  
Size, 5.  
Solitary creatures, 4.  
Souls, 41, 53, 65.  
South American Indian, 14, 16, 19, 30, 35, 77.  
Sumer, 51.  
Survival skill, 4, 95.  
Switzerland, 75.  
Tail sweep/strike, 85.  
Talking animals, 117.  
Technical terms, 4.  
Tiger, 43.  
Treasure, 6, 7, 26, 46, 50, 54, 59, 60, 68, 72, 84, 85, 86, 90, 92, 116.  
Tupilak, 68, 109-110.  
Unicorn, 54, 56, 77-78.  
Unique creatures, 4.  
USA, 14, 31, 54, 69.  
Venom, 102-103, 114, 118; *neutralizing*, 77-78, 90.  
Venomous creatures and plants, 11, 12, 17, 18, 20, 23, 24, 26, 32, 35, 36, 39, 41, 44, 46, 48, 51, 56, 63, 65, 67, 69, 70, 71-72, 75, 76, 80, 82, 85, 87, 88, 91, 92, 94, 96, 97, 101, 103.  
Wales, 6, 80.  
Webs, 51, 53, 71-72.  
Weight, 5.  
Whale, 10, 53.  
Yrth, 15.  
Zoology skill, 4.

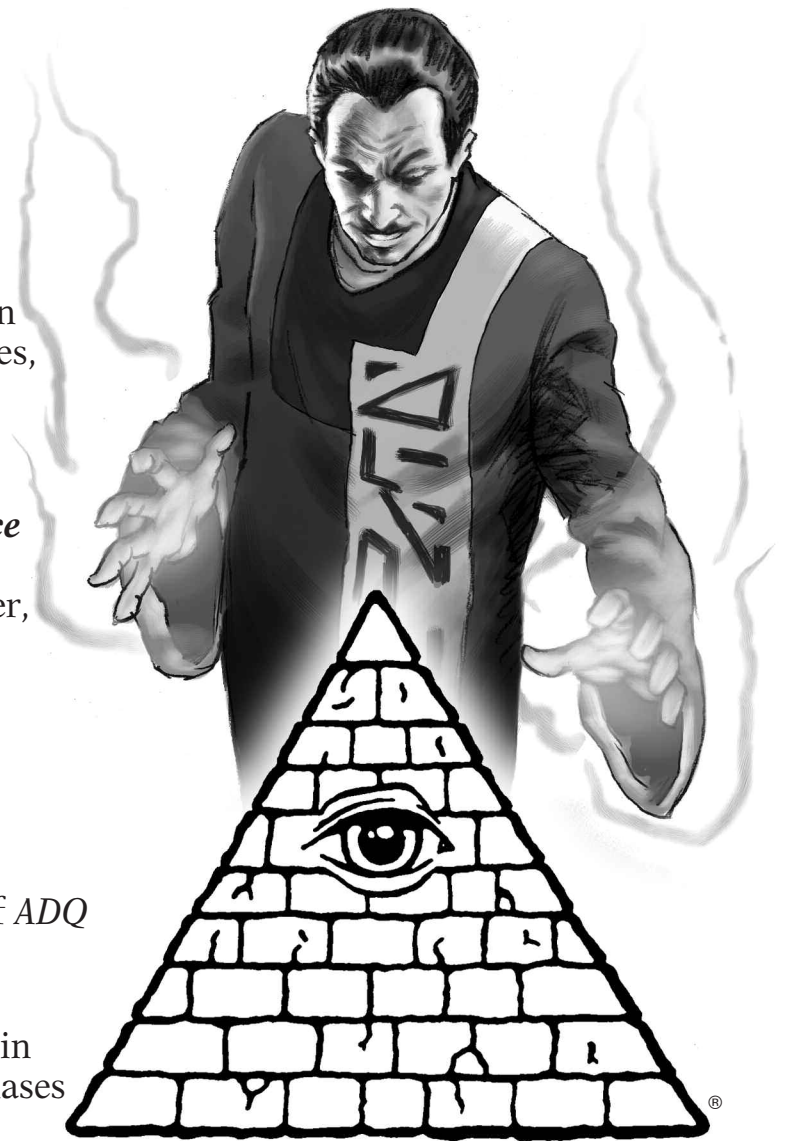


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