

DUNGEON FANTASY™

POWERED BY GURPS®



MONSTERS 2

STEVE JACKSON GAMES

NO SUCH THING AS TOO MANY MONSTERS!

The day will come when the heroes have fought every creature in the *Dungeon Fantasy Roleplaying Game* – or the players have read the book. The solution? More monsters!

Dungeon Fantasy Monsters 2 provides 24 new creatures for the *Dungeon Fantasy Roleplaying Game*. Not all are *necessarily* hostile (though that's the way to bet!), but they're sure to spice up your adventures. Each monster's two-page spread includes:

- *Description*. An essay that delves into origins, mythology, habitat, outlook, capabilities, and tactics – everything you need to use the creature as part of your campaign world.
- *Art*. A picture is worth a thousand words, so each creature appears in full color. The stats were created to go with the art – not vice versa – so these images are genuine *illustrations* you can flash to the players to let them know what they're facing.
- *Statistics*. Every monster has fully detailed stats, with an emphasis on the special abilities and terrifying attacks that make encountering it memorable.
- *Adventure Seeds*. Each monster comes with two mini-scenarios, which serve both to introduce unknown creatures and to inspire side-quests or even entire adventures.
- *Notes*. Variants, new abilities, GMing advice, and more . . . every monster comes with all the details you need to run it in play and keep future encounters fresh.

Whatever your favorite class of monsters, and whether you need fodder or bosses, you're sure to find new friends to use as foes!

Dungeon Fantasy Monsters 2 is a sequel to *Dungeon Fantasy Monsters*. The *Dungeon Fantasy Roleplaying Game* is required in order to use the monster stats in this supplement – but since that game is “Powered by *GURPS*,” *GURPS* fans can use this book, too!



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STEVE JACKSON GAMES



CONTENTS

INTRODUCTION	3	STRIX	42
Recommended Books	3	<i>Dire or Demon?</i>	42
Publication History	3	SUCCUBUS	44
About the Author	3	<i>Succubus Magic</i>	44
<i>Reading Monster Stats</i>	3	TERROR BIRD	46
MONSTERS	4	<i>Tales of Terror</i>	47
ANGEL	4	TOMB BUG	48
BAYANGANAGA	6	<i>Hatchling</i>	48
BLEEDER	8	<i>Juvenile</i>	48
<i>Bleeder Hordes</i>	8	<i>Young Adult</i>	48
BONE GOLEM	10	TRÉTROLD	50
<i>A Variety of Noxious Potions</i>	11	<i>Variant Trétrolde</i>	51
CHIMERA	12	INDEX	52
<i>Some Assembly Required</i>	13		
DEEP BEYONDER	14		
<i>Many IQ-Based Skills</i>	14		
FLY-DRAGON	16		
<i>Dark Faerie</i>	16		
FORGELING	18		
<i>Forgeling Heroes?</i>	19		
GALDURNAUT	20		
<i>Galdurnaut 2.0</i>	20		
GIANT	22		
<i>Rock Giant</i>	22		
<i>Hill Giant</i>	23		
<i>Mountain Giant</i>	23		
<i>Sky Giant</i>	23		
KROA-KROA	24		
<i>Kroa! Kroa!</i>	25		
MANAPLASM	26		
<i>Yes, It's Exactly Like That</i>	26		
MINDHOUND	28		
<i>Being a Legume</i>	28		
NAGA	30		
<i>Naga Magic</i>	31		
<i>Naga Personalities</i>	31		
PETRIGNIS	32		
<i>Two for the Price of One</i>	32		
RAMEX	34		
<i>Step Across</i>	35		
REDTHORN	36		
<i>Redthorn Weapons</i>	36		
RESKINNED	38		
<i>Greater Reskinned</i>	39		
SNĀW WIHT	40		
<i>Frozen Dead</i>	40		

ABOUT THE *DUNGEON FANTASY* ROLEPLAYING GAME

The *Dungeon Fantasy Roleplaying Game* is compatible with *GURPS*. Steve Jackson Games is committed to full support of players of these and all its games. We can be reached by email at info@sjgames.com. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources that we provide include:

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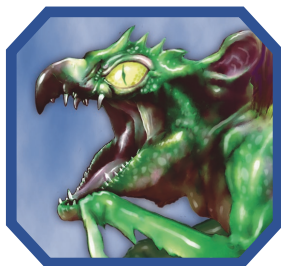
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INTRODUCTION

A fantasy game can never have too many monsters! That's the reasoning behind *Dungeon Fantasy Monsters 2*. It offers the heroes of the *Dungeon Fantasy Roleplaying Game* a horde of new creatures to battle.

This book devotes some space to classics from myth and folklore: the angel, chimera, giant, naga, strix, and succubus. These fill important niches; e.g., fantasy *needs* giants, and in a universe where Good and Evil are tangible forces, the existence of demons implies angels (that's what clerics say, anyway). But most of the monsters here are crazy creations calculated to challenge creature connoisseurs. And *all* offer surprises for gamers who've read *Monsters* or played many hours of the *Dungeon Fantasy RPG*.



RECOMMENDED BOOKS

To understand the rules and traits in *Monsters 2*, you'll want *Dungeon Fantasy Monsters* handy. Without it (and the *Dungeon Fantasy RPG* in general!), you'll be able to use the *ideas* but not the *stats*. *GURPS* fans

should have no trouble interpreting it, though – the games are almost identical.

PUBLICATION HISTORY

While a few monsters in this book share names with creatures previously published for the *Dungeon Fantasy RPG* or *GURPS*, none were borrowed from those sources – this is all-new material!

ABOUT THE AUTHOR

Sean Punch set out to become a particle physicist in 1985 and ended up as *GURPS* Line Editor in 1995. In that capacity, he has written, edited, or contributed to some 150 *GURPS* releases, revised the game into its fourth edition (2004), and been a regular contributor to *Pyramid* magazine. From 2008, he has served as the lead creator of the *GURPS Dungeon Fantasy* series, which led to his design of the *Dungeon Fantasy Roleplaying Game*, released in 2017. Sean has been a gamer since 1979, but devotes most of his spare time to Argentine tango (and occasionally tending bar). He lives in Montréal, Québec.

READING MONSTER STATS

The creatures in this book use a uniform stats format:

ST, DX, IQ, HT, HP, Will, Per, FP, Speed, and Move:

Basic attributes and secondary characteristics mean exactly what they do for heroes. Creatures with ST 0 can't pick up or move objects, or grapple or slam. Those with IQ 6+ can understand language and use tools. Things that list FP as "N/A" can't spend FP and are immune to fatigue damage. Move is *ground* Move except as noted.

SM: Size Modifier affects all rolls to hit the monster. If larger than 0, *Multi-Hex Figures* (*Monsters*, pp. 7-8) applies and the energy cost to use Regular spells on the creature is multiplied by (1 + SM). The monster's stats *already* reflect the effects of long limbs on Move, reach, etc.

Dodge and Parry: Defenses are refigured from DX, Basic Speed, and melee combat skills, and *already* include bonuses for Combat Reflexes and Enhanced Dodge.

DR: Total DR from all sources. Only creatures noted as wearing armor have it (though the GM is free to add that, Armor spells, etc.).

Attacks: Listed by name. No matter how many options appear, a monster can attack once plus one *extra* time per

level of Extra Attack, unless noted otherwise. For strikes and grapples, the number in parentheses is effective skill. For afflictions, curses, venoms, etc., it's the resistance roll, which might be a simple attribute roll or a Quick Contest against the victim's score. The given skill, damage, reach, etc. *already* factor in the effects of the being's other stats (attributes, SM, advantages, skills, etc.).

Traits: Important advantages or disadvantages. For brevity's sake, DR and attacks aren't listed a second time. "Color" traits don't appear at all; the GM can add them as necessary.

Skills: Skills possessed by all monsters of this type. Levels *already* reflect the effects of permanent modifiers from advantages and disadvantages. Exceptional specimens might have different skills. Beings with IQ 6+ can learn almost any skill!

Class: See *Monster Classes* (*Monsters*, p. 14). If two classes apply, see the notes for effects.

Notes: Details of complex traits; whether the monster will negotiate; whether it's truly evil (important for certain abilities and spells); notes on valuable body parts; and any exceptions (to the listed stats or these guidelines).

CHIMERA



A chimera is a hybrid beast with an oversized lion's body and head, *at least* one other front-facing head (most often two), a serpent for a tail (ending in yet *another* head), and a ferocious temper. Most examples sport wings, which may be leathery like a dragon's or – for chimeras that possess a *bird's* head – feathery like an eagle's. Regardless of the combination of heads and wings, a chimera always breathes fire from its lion's head.

A chimera's numerous heads grant it extra control over its many body parts; it has a number of attacks equal to its total head count. The lion's head can bite, breathe fire, *or* initiate a (fore- or hind-) claw attack; other forward-facing heads can bite, gore with any horns they possess, *or* use the claws; and the serpent's head can bite *or* control the hind claws. No body part can attack more than once; e.g., if the lion's head makes a fore-claw attack, the other heads can only bite, butt, *or* use the hind claws. Horned heads can also parry as if they were weapons.

Although a winged chimera can fly, and exploit *Combat at Different Levels* (**Exploits**, p. 47) to get +2 to defend vs. melee attacks and give ground-bound victims -2 to defend, its anatomy makes it an ungainly aerial combatant: All of its attacks have -2 to hit while airborne, and it *cannot* swoop down for extra damage like a gryphon (**Monsters**, p. 35) can. Whenever possible, it prefers to land and fight on the ground, taking to the air only if sorely wounded.

The chimera below is the most common variant, with three front-facing heads – lion, goat, dragon – plus a giant viper for a tail, and leathery dragon's wings.

ST: 23	HP: 23	Speed: 6.50
DX: 14	Will: 13	Move: 10 (Air Move 13)
IQ: 5	Per: 12	
HT: 12	FP: 12	SM: +1
Dodge: 10	Parry: 12 (x2)	DR: 2

Dragon's Head (16): Bite *or* horns, 2d+2 cutting. Horns count as weapon, not as body part, both to attack and parry! Reach C, 1.

Fire Breath (16): 2d+1 burning in a 1-yard-wide × 10-yard-long cone that inflicts large-area injury (**Exploits**, p. 53); see *Area and Spreading Attacks* (**Exploits**, pp. 45-46). Costs 2 FP per use, with no recharge time or limit on uses/day.

Front Claw (16): 2d+2 cutting. Reach C, 1.

Goat's Head (16): Horns, 2d+2 impaling. Treat as weapon, not as body part, both to attack and parry! Reach C, 1.

Hind Claw (14): 2d+3 cutting. Reach C, 1.

Lion's Head (16): Bite, 2d+2 cutting. Reach C, 1.

Serpent's Head (16): Bite (at only ST 18), 1d+2 impaling + follow-up 2d toxic, *or* 1d with a successful HT roll. Reach C, 1.

Traits: 360° Vision; Bad Temper (9); Combat Reflexes; DR 2 vs. heat/fire only; Extra Attack 3; Extra-Flexible; Extra Heads 3; Flight (Winged); Night Vision 5; Penetrating Voice; Quadruped; Temperature Tolerance 2 (Heat); Wild Animal.

Skills: Brawling-16; Innate Attack (Breath)-16.

Class: Hybrid.

SOME ASSEMBLY REQUIRED

Chimeras can vary considerably, with many and varied body parts.

Different Faces, Different Races

All chimeras have a lion's head up front and a serpent for a tail – *those* parts never vary. But the dragon and goat's heads are occasionally replaced by other things. Examples include:

Bull: Replaces the goat's head, and butts and parries in much the same way. Stronger and tougher, with ST 25 (making goring damage 2d+3 impaling) and an *extra* DR 2. On the downside, a chimera with such a head has Berserk (12).

Eagle: Like a gryphon's head, replacing the dragon's head. Attacks using its beak for 2d+2 large piercing damage at reach C, 1. Grants Acute Vision 3, gives the chimera birdlike wings, and eliminates the -2 to airborne attacks (swooping still isn't possible – the monster is too ungainly).

Human: Replaces the goat or dragon's head. Has a useless bite (a mere 1d-2 crushing), but the head still increases the *number* of attacks, and can control the claws. The chimera loses Wild Animal, gains IQ 9-14, may learn IQ-based skills similar to those of dragons (*Monsters*, pp. 21-23), and might even have Magery 1-3 and wizardly spells. If it casts spells, add Compartmentalized Mind 1 to let it do

so while fighting. Unaffected by Animal spells – use Mind Control Magic.

Weirder! Anything is possible. Damage is typically 2d+2; type follows from the creature in question. Special abilities or flaws are mental (tied to the brain inside the head) or related to the head's physical structure (most often a thicker skull or keener senses).

Head Count

A rare few unfortunate chimeras have only *two* heads in front: that of a lion plus that of a bull, dragon, eagle, goat, or human. Lower Extra Attack and Extra Heads levels from 3 to 2.

Even fewer have four or five heads in front! For every Extra Head after the third, add +1 to ST (+2 to ST gives +1 to damage, including fire-breath damage), +1 to HP, and another Extra Attack. There's no specific pattern, but many such chimeras boast exotic heads.

Wingless Wonders

Not all chimeras possess wings – those in ancient depictions lack wings, and breathe fire from a goat's head on their *back*, where the wings would go. For a chimera like this, remove Flight (Winged) and Air Move 13. Since they have no need to fly, they can be bulkier, with *at least* +2 to ST (giving +1 to damage, including fire-breath damage) and +2 to HP.

Notes: Can attack *four times* but can use each natural weapon just once. Per Extra Heads, stunning or knocking out a head affects just that head, not the whole creature; reduce the number of attacks by one for each head currently stunned or unconscious. Dragon and goat heads can parry with their horns independently of one another, like someone with two ready melee weapons. Dragon and serpent heads have Nictitating Membrane 2 to protect their eyes. 360° Vision and Extra-Flexible allow the chimera to attack and defend in any direction without penalty – it has no blind angles!

Chimera Adventure Seeds

One Plus One Plus One Is . . . Four? The heroes receive a classic quest: The Wizards' Guild needs organs harvested from a magical beast, a village wants a man-eating monster slain, or a cloaked stranger tells of fantastic treasure guarded by a fiend. Their target is a creature with lion, goat, and dragon's heads – a chimera. When the adventurers locate it, though, they see their quarry also has a *human* head, and there are no heaps of remains or plunder to suggest it eats people or loots villages. Unless the delvers attack immediately, it will prove intelligent (IQ 14) and civilized (no Bad Temper or Wild

Animal), and try to parley, offering a counter-quest such as informing the world that the Wizards' Guild murdered somebody and used their severed head to create it, hunting the real monster terrorizing the village, or kidnapping the cloaked stranger, who's another monster that used to work with the chimera but then fled with their loot and started sending bounty-hunters after its former ally. The chimera promises to reveal where the *real* bad guy hid the valuables if they succeed.

Not A Chimera; The Chimera! The Chimera of Greek mythology lacked wings and breathed fire from a goat's head on her back; see *Wingless Wonders* (above). She seemed to be about as intelligent as the average human (IQ 10) but thoroughly uncivilized – keep Wild Animal, and consider Bad Temper (6) and/or Intolerance (Civilization) – and was widely considered “invincible.” She was defeated only by the greatest monster-slayer of her age (Bellerophon, who in some versions of the story was the son of a god and in any case powerful enough to aspire to godhood), with the aid of a flying horse (Pegasus) and a dirty trick. Powerful delvers on quests of mythological importance may encounter her without knowing she's *that* Chimera. There are many ways to simulate “invincible,” but Injury Reduction 2-3 (against *all* damage!) and Supernatural Durability permitting death only by suffocation should do the trick.

STRIX

Striges (*strix* is the singular, though there's never just one) are flying horrors that prey on anything that bleeds and can't outrun them. Survivors differ on whether they're more like birds or bats. In folklore, they live in trees, rock crevices, or caves – or under eaves or bridges – like natural animals, yet many a retired delver has told of encountering them in deep places close to the Underworld. In most tales they suck blood, but in a few they carry off small children and disembowel adults. What everybody agrees on is that they're bad news if you're made of flesh.

A strix flies into close combat, grapples its victim using four clawed limbs (a pair of misshapen arms and two short, strong legs), and – unless disposed of quickly – sticks its beak into its prey to drain blood. This proboscis is supernaturally fine, sharp, and *hard*: Divide the victim's DR (natural, armor, or magical) by 10, dropping fractions. Thus, DR up to 9 is ineffective, and DR 10-19 is vulnerable to a lucky shot; even warriors clad in enchanted plate had better dodge. Dodging is difficult, though, as striges are fiendishly agile, slipping past defenses as easily as they pierce armor.

It may seem a trivial matter to dislodge such a small creature, but a strix's size belies its grip (effective ST 16). Given that a strix isn't especially tough, the alternative is to squish it. The person who's grappled attacks it at -4 for being grappled (*Exploits*, p. 41), while allies are subject to -2 for *Striking into Close Combat* (*Exploits*, p. 51). In either case, if the attacker misses or the strix dodges, *its prey* is hit on 9 or less! And the strix is nimble and likely to dodge – its Dodge score is extremely high, and it can use *Acrobatic Dodge* (*Exploits*, p. 48) to get +2 without letting go of its victim.

DIRE OR DEMON?

While striges are “officially” dire animals, the two most common origin stories for them mention demons, they're exploited by black magicians to weave curses and brew death potions, and the Sense Evil spell (*Spells*, p. 26) and Detect Evil ability (*Adventurers*, p. 20) identify them as evil. It *could* be that like many dire animals, they were mutated by magic – just unusually *evil* magic. Or there could be more to it . . .

Demonic striges would belong to the demon monster class, and therefore rate as extradimensional, magical, and not living. They would exchange Wild Animal for the Dependency, Divine Curse, and Immunity traits of hellhounds (*Monsters*, pp. 35-36). Being killed by them would mean having your *soul* slurped out and being beyond resurrection!

Worst of all, there's never just one. Striges attack in flocks, outnumbering their prey by 2:1, 3:1, or more, always swooping down from all sides. For instance, if a group of six delvers faces 18 striges, the striges will arrive along headings almost exactly 20° apart, and each hero will have three striges to deal with, with at least one in a side or back hex.

ST: 5	HP: 5	Speed: 7.00
DX: 16	Will: 10	Move: 2 (Air Move 14)
IQ: 4	Per: 10	
HT: 12	FP: 12	SM: -1
Dodge: 13	Parry: N/A	DR: 0

Bite (18): 1d-4(10) large piercing, minimum 1 point + follow-up 1 HP. This initial bite is *always* made in close combat after a grapple; the only permitted defenses are a dodge at -1 or a close-combat parry at -2, and retreating is impossible. In most cases it's *also* a Deceptive Attack at -4 to hit (effective skill 14), giving *another* -2 to defend. Reach C.

Blood-Draining: A bitten victim *automatically* loses 1 HP per turn after the initial bite, unless the grapple is broken or the strix is slain. Every 3 HP drained (including the 1 HP follow-up to the first bite) heals the strix 1 HP. This drain cannot raise the strix's HP above normal, but it continues regardless.

Grapple (22): Uses arms *and* legs as four “arms,” giving +4 to hit, already figured into effective skill. Typically made as a Deceptive Attack at -8 to hit (effective skill 14), giving -4 to defend. If this works and the victim fails to break free, the strix uses its bite next turn – and once *that* works, blood-draining on later turns. Reach C.

Traits: Cowardice*; Enhanced Dodge 3; Extra Arms 2; Flight (Winged); Infravision; Lifting ST 5; No Fine Manipulators; Uncontrollable Appetite (Blood)*; Wild Animal.

Skills: Acrobatics-16; Brawling-18; Wrestling-18.

Class: Dire Animal.

Notes: Lifting ST, Wrestling skill, and using four limbs to hold on give effective ST 16 for grappling. Strix wings are prized ingredients for numerous potions, while *all* body parts are supernaturally potent and used as ritual components in sinister curses. Wings weigh 2 lbs. and fetch \$35 from alchemists in town; roll versus Survival to chop them off. A whole strix without body parts missing weighs 15 lbs., and is worth \$250 dead or \$500 alive; it *must* be sold on the black market using *Streetwise* (*Exploits*, p. 16), and critical failure means being accused of demon worship, with whatever effects the GM finds amusing. Though “just” animals and not magical creatures, striges emanate supernatural evil and qualify as truly evil. (Leading theories on this are “striges are demon-worshippers turned into monsters as punishment by the gods” and “striges are demon-worshippers rewarded with monster-form by their demonic masters.”)



* These disadvantages work specially for striges. The self-control roll for Cowardice is 6 or less if they're outnumbered at all, 9 or less at even odds (one strix per victim), 12 or less at 2:1 odds, or 15 or less at 3:1 odds or better. Roll once for the entire flock. If the striges *fail*, they won't attack. If they succeed, they will – and they'll automatically suffer from Uncontrollable Appetite (*Monsters*, p. 14), attacking until they or their victims are all dead.

Strix Adventure Seeds

He Ain't Evil, He's My Brother. A man buttonholes the heroes and claims his brother, Agrios, was changed into a mindless dire bat by a black magician, and then flapped off into the moonrise. If the group locates Agrios and brings him back alive, they'll be well rewarded; he's easy to identify, as his signet ring ended up around one ankle, too tight to slip off. If the delvers follow the trail, they'll find Agrios not as a dire bat but as a strix – complete with ring – in a *huge* flock. An Occultism roll at this juncture will suggest that Agrios was almost certainly a

demon-worshiper; adventurers who know that can decide whether it's worth fighting dozens of striges to rescue such a miscreant. If they do and prevail, they'll be rewarded upon returning to town, provided that they ask no questions but "Where's the money?" Agrios' restoration to human form happens out of sight, but once he's himself again, he offers a bounty on the evil sorcerer . . . which should have anyone who made the Occultism roll pondering whether this "sorcerer" is a demon who transformed Agrios as a reward or a divine servitor who did so as punishment.

Trade Re-Strix-Ons. The adventurers learn the Alchemists' Guild needs strix wings pronto; otherwise, the heroes and everybody else in town will have to make do without flight, sleep, and death potions, and – most important – *healing* potions, for months. Each pair of wings is worth its weight (2 lbs.) in coppers: \$100, or about three times the usual bounty. A party member with Occultism or Streetwise (preferably both) *also* learns that the strix shortage spells tough times for practitioners of the dark arts, notably demonologists and necromancers; street price for an intact strix (15 lbs.) is \$1,000, dead or alive. To sweeten the pot, both quest-givers are offering a bonus for a provably steady, secured supply: the alchemists, some potions; the black magicians, one no-questions-asked *resurrection* at a future date. The moral dilemma should be obvious . . . and then there's the question of what "resurrection" means to people whose stock in trade is animating the undead.

INDEX

Adventure seeds, 5, 7, 9, 11, 13, 15, 17, 19, 21, 23, 25, 27, 29, 31, 33, 35, 37, 39, 41, 43, 45, 47, 49, 51.

Agonize, *venom version*, 11.

Alkahest, *venom version*, 11.

Angel, 4-5.

Bayanganaga, 6-7.

Bleeder, 8-9; *hordes*, 8.

Bone golem, 10-11.

Burning Touch, *venom version*, 11.

Cavern croaker, 24-25.

Characters, *new template*, 19; *new traits*, 19; *very low IQ*, 28; *see also Weapons*.

Chimera, 12-13; *mythical Greek*, 13; *variations*, 13.

Clumsiness, *venom version*, 11.

Construct class, *examples*, 10-11, 20-21.

Death potion, *venom version*, 11.

Deep beyonder, 14-15; *intelligence*, 14.

Deep leaper, 24-25.

Demon class, *examples*, 6-9; 42, 44-45.

Dire animal class, *examples*, 42-43, 46-49.

Divine servitor class, *examples*, 4-5, 30-31.

Dungeon Fantasy, 3; *Adventurers*, 5, 11, 14, 18, 19, 36, 20, 47-51; *Exploits*, 4-9, 11, 12, 14-16, 18, 20, 21, 25, 26, 31-33, 35, 36, 42, 44, 48, 49; *Monsters*, 3, 7, 10-15, 19, 31, 32, 36, 38, 42, 43; *Spells*, 5, 8, 17, 25, 31, 32, 37, 40, 42, 47-49.

Elder Thing class, *examples*, 14-15, 34-35.

Elemental class, *examples*, 18-19, 32-33.

Faerie class, *examples*, 16-17, 28-29.

Flesh to Stone, *venom version*, 11.

Fly-dragon, 16-17; *dark versions*, 16.

Forgeling, 18-19; *characters*, 19; *special traits*, 19.

Frailty, *venom version*, 11.

Frozen dead, 40.

Galdurnaut, 20-21; *stable*, 20.

Giants, 22-23; *plant*, 50-51.

Gloom crawler, 24-25.

GURPS, 3.

Hill giant, 23.

Hinder, *venom version*, 11.

Hybrid class, *examples*, 12-13.

IQ, *very low*, 28.

Kroa-kroa, 24-25; *song*, 25.

Liquid ice, *venom version*, 11.

Magebane, *venom version*, 11.

Manaplasm, 26-27; *usage caution*, 26.

Mindhound, 28-29; *effect on victims*, 28.

Mountain giant, 23.

Mundane class, *examples*, 18-19, 22-25.

Naga, 30-31; *magic*, 31; *personalities*, 31.

Petrignis, 32-33; *variations*, 32.

Plant class, *examples*, 36-37, 50-51.

Potions, *as venom*, 11.

Publication history, 3.

Ramex, 34-35; *special movement*, 35.

Reading stats, 3.

Recommended books, 3.

Redthorn, 36-37; *weapons from*, 36.

Reskinned, 38-39; *greater*, 39.

Retch, *venom version*, 11.

Rock giant, 22.

Sky giant, 23.

Sleep potion, *venom version*, 11.

Slime class, *examples*, 26-27.

Sñaw wiht, 40-41; *servitors*, 40.

Strike Blind, *venom version*, 11.

Strix, 42-43; *demon variation*, 42.

Succubus, 44-45; *magic*, 44.

Template, *new racial*, 19.

Terror bird, 46-47; *variations*, 47.

Tomb bug, 48-49; *young versions*, 48.

Total Paralysis, *venom version*, 11.

Trétrold, 50-51; *variations*, 51.

Undead class, *examples*, 8-9, 38-41.

Weaken Will, *venom version*, 11.

Weakness potion, *venom version*, 11.

Weapons, *giant*, 22-23; *redthorn*, 36.

Zombie variation, 38-40.



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