

**GURPS**

Fourth Edition

# DUNGEON FANTASY MONSTERS<sup>TM</sup> 1



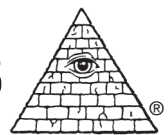
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# INTRODUCTION

A “monster” is any fantastic or unnatural creature – either sapient, like a dragon, or nonsapient, like a flesh-eating slime – that lacks a civilization.

– *GURPS Basic Set*

*GURPS Dungeon Fantasy* is about killing monsters and taking their stuff. For that to work, you need monsters – lots of monsters! There are already many such critters lurking where you might not expect them:

- *Dungeon Fantasy 2: Dungeons* offers 19 creatures that exist to mangle, poison, and burn treasure-hunters.
- Many nonhuman races in *Dungeon Fantasy 3: The Next Level* are “civilized” on a technicality, becoming monsters when armed and placed in the heroes’ path. Corpse-eaters, ogres, reptilians, and trolls actually have Social Stigma (Monster). Then there’s orcs . . .
- Encountered in a dungeon, the entities in *Dungeon Fantasy 5: Allies* would serve delvers for lunch before serving them as doting pets. The 13 druidic allies and 10 animal familiars would be savage beasts in most contexts. The nine fantastic familiars are lesser supernatural monsters, some of them evil. And divine servitors would be called demons, Elder Things, or undead if unbound – especially if they have the Horrific or

Unholy lens, and/or embody such elements as Chaos, Darkness, Death, Deception, Disease, Evil, Fear, Fire, and War.

- *Dungeon Fantasy 6: 40 Artifacts* offers two evil spirits that lurk in treasure instead of guarding it.
- Everything in *Dungeon Fantasy 9: Summoners* – but especially the demons and undead – is as likely to be summoned to fight adventurers as to assist them.
- Even *Dungeon Fantasy 10: Taverns* gets in on the act, presenting a wyrm and rats of unusual size (and hinting at stats for killer bunny rabbits).

But you can never have too many monsters!

The *Dungeon Fantasy Monsters* supplements – starting with this one – give the GM entirely new threats with which to challenge cocky heroes who are no longer afraid of as-Sharak, demonic clouds, and hellhounds (or whose players have read too many *Dungeon Fantasy* books!).

## ABOUT THE AUTHORS

Peter V. Dell’Orto was born and raised in New Jersey. He started roleplaying in 1981, with *Dungeons & Dragons*, and has played *GURPS* since *Man to Man*. Active as a *GURPS* playtester, editor, and writer since 1996, he’s the author of numerous *GURPS* articles for *Pyramid* magazine and several e23 items (including *GURPS Dungeon Fantasy 12: Ninja*), and a coauthor of *GURPS Martial Arts* and *GURPS Low-Tech*. Peter loves to invent fantasy monsters, so these pages include a few choice beasties unleashed on his hapless players over the years. He’s also an enthusiastic martial artist, and has fought amateur MMA in the SHOOTO organization in Japan and in submission grappling in the U.S. He currently trains Kachin Bando and holds a *shodan* rank in Kendo. His other hobbies include reading, strength training, painting miniatures, and studying Japanese.

Sean “Dr. Kromm” Punch set out to become a particle physicist in 1985, ended up the *GURPS* Line Editor in 1995, and has engineered rules for almost every *GURPS* product since. He developed, edited, or wrote dozens of *GURPS Third Edition* projects between 1995 and 2002. In 2004, he produced the *GURPS Basic Set, Fourth Edition* with David Pulver. Since then, he has created *GURPS Powers* (with Phil Masters), *GURPS Martial Arts* (with Peter Dell’Orto), and the *GURPS Action, GURPS Dungeon Fantasy*, and *GURPS Power-Ups* series . . . and the list keeps growing. Sean has been a gamer since 1979. His non-gaming interests include cinema, cooking, and wine. He lives in Montréal, Québec with his wife, Bonnie, and their two cats, Banshee and Zephyra.

## About GURPS

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Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

# DEMON OF OLD

These demons date to time out of memory. The gods supposedly banished them from the mortal sphere, but they still lurk in places that escaped divine wrath, such as ruined primeval cities and ancient dungeons. They look like demons are “supposed” to look: muscular red brutes with horns, claws, barbed tails, and eyes like molten lava. Contrary to popular myth, however, they prefer hooked chains to tridents. The only sure way to defeat one is to run it through the heart – make a Hidden Lore (Demons) roll to locate this.

<b>ST:</b> 20	<b>HP:</b> 20	<b>Speed:</b> 7.00
<b>DX:</b> 12	<b>Will:</b> 16	<b>Move:</b> 7
<b>IQ:</b> 10	<b>Per:</b> 10	
<b>HT:</b> 12	<b>FP:</b> 12	<b>SM:</b> +1
<b>Dodge:</b> 11	<b>Parry:</b> 12 (hand)/10 (chain)	<b>DR:</b> 4



## Oldies but Baddies

Demons of Old lack strange powers – they’re tough *physical* opponents. With 20 HP *and* Unkillable, a party without Hidden Lore (Demons) may have to deliver 220 HP of injury to beat one down to -10xHP and defeat it, all without the benefit of wounding multipliers for neck, skull, or (conventional) vitals. A demon at 0 HP or below *might* be dispelled (“fall unconscious”) sooner, but HT 12 makes this unlikely.

These demons have many attacks capable of killing lightly armored heroes. And they *do* fight to kill – Bloodlust and Sadism aren’t just suggestions. If a PC goes down, every demon standing will give him an extra whack unless his allies intervene.

Fortunately, while the demons are immune to mortal weaknesses like poison and asphyxiation, they can be kept more than a chain’s length away by a boldly presented holy object. Of course, they’ll use All-Out Defense (Increased Dodge) to duck missiles at effective Dodge 13 until somebody comes to fight them.

## Old Demon Chain Tricks

Combat options besides those on p. B406 include:

**Grapple:** The demon grasps the chain by the ends – a Ready maneuver. After that, a chain grapple is an attack at -2; Reach is C-2. The grapple counts as two-handed, giving the demon +5 to ST against attempts to break free (p. B371). On later turns, the demon can choke (p. B370) at +2 to ST for the chain, attempt a takedown (p. B370), or reel in its quarry (roll as for a takedown, but victory hauls the victim a yard closer).

**Return Strike:** At -5 to skill, the demon can strike the back of someone *closer* than the chain’s current Reach. Treat this as an attack from the side – giving -2 to defend on top of the defense penalties vs. a chain – and apply the DR on the victim’s *back*.

**Snap:** To avoid ready times – one turn at Reach 2, two at Reach 3-4 – the demon can snap his chain end-first. Damage becomes *thrust* (2d-1 crushing).

**Barbed Tail or Horns (16):** 2d+3 impaling. Reach C, 1.

**Chain (16):** 3d+4 crushing. Reach 1-4. Parried at -4, blocked at -2, and may entangle or disarm if parried. Treat as a kusari (p. B406).

**Foot Talons (14):** 2d+1 cutting *or* impaling. Reach C, 1.

**Hand Talons (16):** 2d cutting *or* impaling. Reach C, 1.

**Traits:** Bloodlust (12); Callous; Combat Reflexes; Detect (Life); Doesn’t Breathe; Doesn’t Eat or Drink; Doesn’t Sleep; Dread (Holy objects; 5 yards); High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Infravision; Injury Tolerance (No Blood, No Brain, No Neck); Lifebane; Sadism (12); Temperature Tolerance 10 (40°F to 215°F); Unkillable 1 (Dies only at -10xHP; Achilles Heel, Blow to vitals).

**Skills:** Brawling-16; Kusari-16; Wrestling-16.

**Class:** Demon.

**Notes:** Effective ST when grappling is 22, thanks to Wrestling; apply SM difference to attack rolls when grappling (+1 vs. SM 0 humans). Some use a chain of *meteoric iron* (*Adventurers*, p. 27), worth \$1,400! Unwilling to negotiate. Truly evil.

1 – The creature proves to have Fragile (Explosive), too, and explodes immediately.

2-5 – The creature dissolves into a murky pool of liquid chaos that dissipates after 1d minutes. Treat contact with this as a 1d attack. Roll 1d for damage type: 1-2 is burning, 3-4 is toxic, and 5-6 is corrosive.

6 – The creature has Unkillable 2. It dissolves into a murky pool, as on 2-5, before reforming and springing back to life. If slain a second (or third . . .) time, reroll on this table and apply the new effect one *instead* of the old one.

## Determined

Some creatures are simply hard to put down and *keep* down. While neither berserkers (p. 36) nor unstoppable, uncanny psycho killers (p. 38), they share a similar refusal to quit. They also hit a bit harder, in their relentless determination to win. This prefix is especially common on monster leaders and champions.

*Statistics:* Add +2 or 20% to HP (round down), whichever is higher; Hard to Subdue 1; and Striking ST 2.\*

\* Two levels of Striking ST generally give +1 to damage with *thrusting* attacks (including nearly all natural and unarmed attacks) and +2 with *swinging* attacks. The GM may recalculate damage in detail or just wing it and add +1 or +2!

## Distorted

A distorted monster has been *warped* in some way – most often by exposure to Elder Things, but occasionally as a result of living in an alchemical toxic waste dump or being subjected to a mad wizard's experiments.

*Statistics:* This depends in part on the creature's supernatural weaknesses. If it has an exploitable flaw – especially Dread, Fragile, Magic Susceptibility, Nocturnal, Revulsion, Susceptible, Vulnerability, or Weakness – then *replace* this with an uncanny but hard-to-exploit feature like Disturbing Voice, Frightens Animals, Lifebane, Noisy, Supernatural Features, or Weirdness Magnet. If it has several weaknesses, swap *at least* one, perhaps rolling dice for each. If it lacks suitable weaknesses, it simply acquires a single uncanny trait. Regardless, it gains a total of 1d body parts chosen from among Extra Arms, Extra Heads, Extra Legs, and/or Extra Mouths (note that Extra Arms or Extra Legs change No Manipulators to No Fine Manipulators); the GM chooses or rolls randomly. Finally, the monster's class changes to Elder Thing, meaning that it's unaffected by control spells, Banish, True Faith, etc. Elder Things retain their class and gain 2d extra body parts.

## Elemental

Certain creatures have acquired “elemental” powers.

*Statistics:* Damage *type* changes for all of the monster's attacks. Simply replace the usual type (burning, crushing, cutting, etc.) with the new one. Damage *amount* doesn't change

unless the unmodified monster already inflicts the selected elemental damage type; in that case, damage is +1 per die, minimum +1. There are six main types:

*Acid Elemental:* Type becomes *corrosion*.

*Cold Elemental:* Type becomes *burning with no incendiary effect*. Victims must roll vs. HT at -1 per 2 points of penetrating damage or be paralyzed (roll vs. HT at same penalty every turn to recover). This is “freezer burn,” not flame, so cold resistance works but fire resistance is useless.

*Electricity Elemental:* Type becomes *burning with no incendiary effect*. Victims must roll vs. HT at -1 per 2 points of penetrating damage or be stunned (roll vs. HT at same penalty every turn to recover). This is lightning, not flame, so electrical resistance works but fire resistance is useless.

*Energy Drain Elemental:* Type becomes *fatigue*.

*Fire Elemental:* Type becomes *burning* (the usual sort that starts fires).

*Poison Elemental:* Type becomes *toxic*.

As well, if the baseline creature has DR, the elemental version gains that much *extra* DR against its element only. If it has DR 0, it gains DR 1 against its element.

## Theme Dungeons

Players of computer RPGs will be familiar with the concept of “theme areas.” The Jungle Vastness is *always* populated by anacondas, dire apes, horde pygmies, and trigers. The Crevice of Hell *always* contains as-Sharak, Demons of Old, and peshkali. And so on. But the monsters aren't all “plain vanilla” versions – they come in different (often color-coded) variations, differentiated largely by prefixes.

The GM can use the same idea in *Dungeon Fantasy*. Pick three to five thematically linked monsters (e.g., demons, or jungle-dwellers, or midgets with SM -1) *and* three to five recurring variations – created using one or more prefixes – that apply to all of them. For instance, a dungeon might contain three kinds of monsters with five variations apiece, for 15 distinct monster types, plus any bosses or special individuals (see *Boss Monsters*, p. 38). Don't worry if the prefixes don't suit, or stack sensibly on, every monster. This *is* dungeon fantasy, after all, so the occasional berserker horrid skull or acid elemental flame lord won't be too out of place.

To be extra-faithful to the theme-dungeon concept, match traps, treasures, etc. to the theme as well. For instance, a jungle-themed dungeon that features five sorts of dart-shooting horde pygmies and makes liberal use of the elemental poison prefix should have plenty of traps that involve darts and/or poison, and weapons found there ought to have an excellent chance of being made from poisonwood (*Treasure Tables*, p. 33).

## Ghostly

This is a spirit-form variant of the creature – usually one that was slain and is back for vengeance! Ghostly monsters know that revenge is a dish best served indiscriminately; they're intolerant of *everything*.

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With rare exceptions, *monsters* are *not* listed in this index. Instead, they have their own index (see below).

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*They got grubby little fingers, and dirty little minds.  
 They're gonna get you every time.*

*– Randy Newman, Short People*

## MONSTER INDEX

For quick reference, here's a combined listing of all the monsters in this work and in *Dungeon Fantasy 1-12*.

**Monster:** The monster's name, with base type placed before any qualifier; e.g., the acid spider and giant spider appear as "spider, acid" and "spider, giant" so that all the spiders nest in one place.

**Reference:** The *Dungeon Fantasy* publication where the monster appears, along with the page number; e.g., "*Dungeons*, p. 21" for that acid spider.

**Class:** The type of monster; see *Reading Monster Stats* (p. 4). *Dungeon Fantasy 5: Allies* adds a new class, Servitor of Good (the opposite of Demon), generalized here as Divine Servitor. And *Dungeon Fantasy 9: Summoners* introduces the Spirit class.

Monster	Reference	Class
Anaconda	<i>Allies</i> , p. 6	Animal
Angelic Emissary	<i>Summoners</i> , p. 35	Divine Servitor
Ape, Flesh-Eating	<i>Dungeons</i> , p. 23	Dire Animal
Ape, Giant	p. 16	Giant Animal
Ape, Gladiator	p. 17	Dire Animal
as-Sharak	<i>Dungeons</i> , p. 21	Demon
Bat	<i>Allies</i> , p. 21	Animal
Bat, Foul (Batchala)	<i>Dungeons</i> , p. 23	Dire Animal
Bear	<i>Allies</i> , p. 6	Animal
Boar	<i>Allies</i> , p. 6	Animal
Bugbear	p. 6	Mundane
Cat	<i>Allies</i> , p. 22	Animal
Cat, Great	<i>Allies</i> , p. 7	Animal

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