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  SM: -10
HT: 12  FP: 12  SM: 0

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**

Vermiform, Wild Animal

ST: 15  HP: 15  Speed: 6.5
DX: 13  Will: 11  Move: 8
IQ: 5  Per: 10  SM: 0
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 Creatures of the Night 4

**Acóatl**

Vermiform, Wild Animal

ST: 92*  HP: 92  Speed: 5.75
DX: 9  Will: 10  Move: 3
IQ: 3  Per: 10  SM: 0
HT: 14  FP: 14  SM: 0

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 Aztecs

**Afanc**

Vermiform, Wild Animal

ST: 92*  HP: 92  Speed: 5.75
DX: 9  Will: 10  Move: 3
IQ: 3  Per: 10  SM: 0
HT: 14  FP: 14  SM: 0

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

**Agropeleter**

Wild Animal

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

**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  SM: 0
HT: 12  FP: 12  SM: 0

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  SM: +4*
HT: 10  FP: 10  SM: +4*

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  SM: +2
HT: 12  FP: 12  SM: +2
**Amarok**, Wild Animal

*Quadruped, Wild Animal*

- **ST**: 21
- **HP**: 21
- **DX**: 12
- **Will**: 10
- **IQ**: 5
- **Per**: 10
- **HT**: 13
- **FP**: 13

**Combat Traits:** Extra Attack

**Bite (8):** 2d-2 cr (Reach C, 1)

**Trample (8):** 2d+1 cr

**Source:** GURPS New Sun

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**Amikiri**, Wild Animal

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

**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

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**Amphisbaena**, Wild Animal

- **ST**: 7
- **HP**: 7
- **DX**: 12
- **Will**: 9
- **IQ**: 2
- **Per**: 9
- **HT**: 13
- **FP**: 13

**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)

**Physical Skills:** Wrestling-18

**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 sapientss 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 female 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**

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<th>ST</th>
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<th>Speed</th>
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**DX**: 13  **Will**: 10  **Move**: 5

**IQ**: 3  **Per**: 10

**HT**: 12  **FP**: 12

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

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

**Source**: GURPS Fantasy Bestiary 3e

### Antelope

**Quadruped, Wild Animal**

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<th>ST</th>
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**DX**: 14  **Will**: 10  **Move**: 7(21)

**IQ**: 3  **Per**: 12

**HT**: 11  **FP**: 15

**SM**: 0

**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

### Arsinother

**Quadruped, Wild Animal**

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**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**

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

**IQ**: 3  **Per**: 10

**HT**: 12  **FP**: 12  **SM**: -2

**Dodge**: 9  **Parry**: 10(7)  **DR**: 1 (Flexible)

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

**Combat Skills**: Wrestling-16

**Source**: GURPS Fantasy Bestiary 3e

### Athol

**Quadruped, Wild Animal**

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**DX**: 13  **Will**: 11  **Move**: G7-A14

**IQ**: 4  **Per**: 10

**HT**: 13  **FP**: 13  **SM**: 0

**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
**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
Dodge: 9 Parry: 9(8) DR: 0
140 lbs.

**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
Dodge: 9 Parry: — DR: 0
250-300 lbs.

**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
Dodge: 8 Parry: 10(7) DR: 0
20-45 lbs. (cub: 1-3 oz.)

**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 Fantasy Bestiary 3e

**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
Dodge: 8 Parry: — DR: 0
30 lbs.

**Baluchiter**
Quadruped, Wild Animal
ST: 47 HP: 47 Speed: 5.75
DX: 10 Will: 10 Move: 9

**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)

**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

**Avuízotl**
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.

**Baluchiter**
Quadruped, Wild Animal
ST: 47 HP: 47 Speed: 5.75
DX: 10 Will: 10 Move: 9

**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
Dodge: 8 Parry: 10(7) DR: 0
20-45 lbs. (cub: 1-3 oz.)

**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
Dodge: 9 Parry: — DR: 0
250-300 lbs.

**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
Dodge: 8 Parry: 10(7) DR: 0
20-45 lbs. (cub: 1-3 oz.)

**Baluchiter**
Quadruped, Wild Animal
ST: 47 HP: 47 Speed: 5.75
DX: 10 Will: 10 Move: 9

**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
Dodge: 8 Parry: 10(7) DR: 0
Claws (15): 1d-2 cr (Reach C)
Magical Traits: Magery 0
Spells: Strike Blind-15
Source: GURPS Fantasy 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 Fantasy 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 Fantasy Bestiary 3e

**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
Dodge: 8 Parry: — DR: 0
30 lbs.

**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.

**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.

**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.

**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.

**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.

**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.

**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.

**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.
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

Dodge: 9  Parry: —  DR: 0
Bite (16): 1d-1 cut (Reach C)
Physical Traits: Acute Vision +2
Source: GURPS Bestiary 3e

BARYLAMDBA
Quadraped, 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

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
Quadraped, 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
Quadraped, 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  SM: +1
HT: 13  FP: 13

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

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

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

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  SM: +1
HT: 13  FP: 13

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  SM: +1
HT: 13  FP: 13  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  SM: +1
HT: 13  FP: 13  1,200 lbs.

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

Magical Traits: Magery 0
Spells: Flash-12

Source: GURPS Fantasy Bestiary 3e (Flash Bear)
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

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

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

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

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, BOMBADIER (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

Dodge: 8 Parry: — DR: 2
Armor:
Resistance:
Immunity: Bombadier 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

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

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, GRAPPLING**
*Flying Insect, Wild Animal*

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

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

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**BEETLE, GRAVE**
*Insect, Wild Animal*

ST: 12  HP: 12  Speed: 5.75
DX: 11  Will: 10  Move: 8
IQ: 2  Per: 10  SM: 0  2 hexes; 60 lbs.
HT: 12  FP: 12

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

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**BIRD SNATCHER**
*Fish, Wild Animal*

ST: 6*  HP: 6  Speed: 7
DX: 10  Will: 10  Move: 6
IQ: 4  Per: 10  SM: -3  20-40 lbs.
HT: 12  FP: 14

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

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**BISON**
*Quadruped, Wild Animal*

ST: 25*  HP: 25  Speed: 5.5
DX: 10  Will: 10  Move: 13
IQ: 4  Per: 10  SM: -3  0.5-1.5 tons
HT: 12  FP: 12

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)

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**BLIMP APE**
*Wild Animal*

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

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  SM: ?
HT: 10  FP: 10

Dodge: —  Parry: —  DR: 0

**Injury Tolerance:** Homogeneous

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

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**BENA (TEMPLATE)**
*Source:* GURPS Dragons 3e/4e (Sea Serpent: Bena)
**Blizzard Maker**

*Arachnoid, Wild Animal*

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<th>ST</th>
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<th>Speed</th>
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<td>4</td>
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**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 (60°F; Area Effect, 32 yards; Cold only; Aura; Linked; Melee Attack)

**Mental Traits:** Loner (12)

**Talents:** Weather Control 1

**Source:** GURPS Space Bestiary 3e

**Bloodbat**

*Source: Pyramid 7/27/07*

**Bloodbeast**

*Wild Animal*

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<th>ST</th>
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<td>18</td>
<td>18</td>
<td>6.75</td>
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**Physical Traits:** Semi-Upright

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

**Source:** GURPS Space 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)

**Source:** Add this template to Large Boar.

**Body Bag**

*Wild Animal*

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<th>ST</th>
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</table>

**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*

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<th>ST</th>
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</table>

**Physical Traits:** Semi-Upright

**Mental Traits:**
- Animal Empathy
- Bad Temper (6)
- Bloodlust
- Empathy

**Source:** GURPS Space Bestiary 3e

**Boneless**

*Vermiform, Wild Animal*

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<th>ST</th>
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<td>15</td>
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<td>6.75</td>
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</table>

**Injury Tolerance:** Homogeneous

**Combat Traits:** Constriction Attack

**Combat Skills:** Brawling-14

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

**Source:** GURPS Fantasy Besiary 3e
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)
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
*B 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)  
*Wild Animal for adult males (bulls); ST range 20-25 depending on weight; only males have horns

**Cat**  
Source: GURPS Space Bestiary 3e (Christopher)

**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)*

**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)*

**Catoblepas**  
Quadruped, Wild Animal  
**ST:** 20  
**HP:** 20  
**Speed:** 5.75  
**DX:** 10  
**Will:** 10  
**Move:** 9  
**IQ:** 4  
**Per:** 10  
**HT:** 13  
**FP:** 13  
**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:** 12  
**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 that 
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  
*The Affliction confers all advantages and disadvantages 
of the Body of Stone meta-trait (p. B262), in addition to 
Paralysis*  
Source: Inspired by Cockatrice, D&D Monster Manual

**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  
*Limited Arc, forward; Weak*  
Source: GURPS Bestiary 3e  
*The Affliction confers all advantages and disadvantages 
of the Body of Stone meta-trait (p. B262), in addition to 
Paralysis*  
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*
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: 4
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
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.

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### CHEST GHOST

**Source:** Pyramid 7/27/07

### CHIMERA

**Quadruped, Wild Animal**

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**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
Dodge: 9  Parry: 9(6)  DR: 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
Dodge: 6  Parry: —  DR: —
Source: GURPS Space Bestiary 3e (Aspirin Fish)

**Cloudhopper**
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: 13  FP: 13  SM: +1
Dodge: 9  Parry: —  DR: 0

Combat Talents: Telepathy +4
Source: GURPS Space Bestiary 3e (Dampster)

**Closemount**
Quadruped, Wild Animal
ST: 22*  HP: 22  Speed: 5
DX: 10  Will: 10  Move: 16
IQ: 5  Per: 10
HT: 10  FP: 10  SM: +1
Dodge: 8  Parry: —  DR: 1 (Tough Skin)
Kick (12): 2d+1 cr (Reach C, R, 1)
Bite (12): 2d-3 cr (Reach C)

**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
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
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
Dodge: 9  Parry: —  DR: 0

Bite (16): 1d-3 cut (Reach C)
Source: GURPS Bestiary 3e

- **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)
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

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

CROCODОLЙ
Reptile, 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

CROCODOTTA
Wild Animal
Source: GURPS Fantasy Bestiary 3e

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

CROCODOTTA
Wild Animal
Source: GURPS Fantasy Bestiary 3e

CROCODILE, GIANT
Reptile, 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

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

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**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

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

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**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

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

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**DEATH SWAN**
Source: Pyramid 1/25/08

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**DEER**
Source: B457

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**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

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

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**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

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 13-16 depending on weight

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**DIDDI**
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

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

**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

**DINICHTHY**

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 (50º); 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: 0

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
- **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
- **IQ:** 3
- **Per:** 10
- **HT:** 13
- **FP:** 13
- **SM:** +8
- **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
- **IQ:** 4
- **Per:** 10
- **HT:** 12
- **FP:** 12
- **SM:** +5
- **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*

**Duoro**

*Quadruped, Wild Animal*

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

**Eagle, Giant**

*Raptor, Wild Animal*

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

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

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

**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
- **IQ:** 4
- **Per:** 10
- **HT:** 10
- **FP:** 10
- **SM:** +1
- **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*  
DX: 9  
IQ: 3  
HT: 12  
Dodge: 8  
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  
DX: 13  
IQ: 3  
HT: 12  
Dodge: 9  
Bite (15): 1d-2 cut (Reach C)  
Combat Skills: Wrestling-16  
Source: GURPS Bestiary 3e

**Eland**  
Quadruped, Wild Animal  
ST: 24*  
DX: 14  
IQ: 4  
HT: 11  
Dodge: 9  
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*  
DX: 9  
IQ: 4  
HT: 13  
Dodge: 8  
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*  
DX: 10  
IQ: 4  
HT: 11  
Dodge: 8  
Antlers (10): 2d+1 imp (Reach 1)  
Trample (10): 2d+1 cr  
Source: Author  
*ST range 16-18

**Elk, Irish**  
Quadruped, Wild Animal  
ST: 20  
DX: 10  
IQ: 4  
HT: 11  
Dodge: 8  
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  
DX: 15  
IQ: 5  
HT: 10  
Dodge: 9  
Bite (17): 1d-5 cr (Reach C)  
Physical Traits: Flexible (Double-Jointed)  
Source: GURPS Bestiary 3e
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<tr>
<th>Name</th>
<th>Type</th>
<th>ST</th>
<th>HP</th>
<th>Speed</th>
<th>DX</th>
<th>Will</th>
<th>Per</th>
<th>IQ</th>
<th>HT</th>
<th>FP</th>
<th>SM</th>
<th>Dodge</th>
<th>Parry</th>
<th>DR</th>
<th>Resistance</th>
<th>Injury Tolerance</th>
<th>Immunity</th>
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<td><strong>Fidel</strong></td>
<td>Wild Animal</td>
<td>11</td>
<td>11</td>
<td>6.5</td>
<td>12</td>
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<td>0</td>
<td>Magic 5</td>
<td>Homogeneous, No Eyes</td>
<td>Cutting, Impaling, Piercing attacks; Animal College spells</td>
<td>GURPS Fantasy Bestiary 3e</td>
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<td><strong>Fossa, Giant</strong></td>
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<td>11*</td>
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<td>0</td>
<td>2 hexes; 100-200 lbs.</td>
<td>Bad Temper (9)</td>
<td>GURPS Fantasy Bestiary 3e</td>
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<tr>
<td><strong>Fir Bird</strong></td>
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<td><strong>Flake Spinner</strong></td>
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<td>Wild Animal</td>
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<tr>
<td><strong>Gila Monster</strong></td>
<td>Reptile, Wild Animal</td>
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<td>5.25</td>
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<td><strong>Fly, Lotus</strong></td>
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<td>Pyramid 7/6/07</td>
</tr>
</tbody>
</table>
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
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

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
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

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
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
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
Dodge: 9  Parry: 10(7)  DR: 0
Talons (14): 1d-5 imp (Reach C)
Physical Traits: One Leg
Source: GURPS Space Bestiary 3e

GREIDER
Source: GURPS Creatures of the Night 1

GRYPHON
Source: B460-461

GUYBERU
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
Dodge: 9  Parry: 10(7)  DR: 1 (Tough Skin; Limited, not vs. fire)
Vulnerability: Fire, x2

GULLY DRAGON
Source: GURPS Creatures of the Night 5

GUMBERU
Quadruped, Wild Animal
ST: 25  HP: 15  Speed: 6
DX: 9  Will: 10  Move: 8
IQ: 4  Per: 10
HT: 12  FP: 12  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
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
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
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

**Hippogriff**
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
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
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, 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 +1
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:
**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  
**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  
**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  
**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 9-11 depending on weight*

**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  
**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’)*  
*Source: GURPS Fantasy Bestiary 3e (Cerberus)*

**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  
**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  
**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  
**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
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

KONABA
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
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
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
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

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
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
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
*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
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
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.*

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**LYNX**

**Quadruped, Wild Animal**

<table>
<thead>
<tr>
<th>ST</th>
<th>HP</th>
<th>Speed</th>
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<tr>
<td>7</td>
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<td>6</td>
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</tbody>
</table>

**DX:** 14  
**Will:** 10  
**Move:** 6(9)

**IQ:** 4  
**Per:** 10  
**SM:** -2

**HT:** 10  
**FP:** 14  
**FP:** 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

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**MAMMOTH**

**Quadruped*, Wild Animal**

<table>
<thead>
<tr>
<th>ST</th>
<th>HP</th>
<th>Speed</th>
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</thead>
<tbody>
<tr>
<td>44</td>
<td>44</td>
<td>5.75</td>
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</tbody>
</table>

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

**IQ:** 4  
**Per:** 10  
**SM:** +2

**HT:** 13  
**FP:** 13  
**SM:** 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

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**MANTIS, GIANT**

**Insect, Wild Animal**

<table>
<thead>
<tr>
<th>ST</th>
<th>HP</th>
<th>Speed</th>
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<tbody>
<tr>
<td>15</td>
<td>15</td>
<td>5.5</td>
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</tbody>
</table>

**DX:** 12  
**Will:** 10  
**Move:** 5

**IQ:** 2  
**Per:** 10  
**SM:** +1

**HT:** 10  
**FP:** 10  
**FP:** 400-600 lbs.

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

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

---

**MARKSMAN FISH**

**Fish, Wild Animal**

<table>
<thead>
<tr>
<th>ST</th>
<th>HP</th>
<th>Speed</th>
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<tr>
<td>9</td>
<td>9</td>
<td>7</td>
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</tbody>
</table>

**DX:** 16  
**Will:** 10  
**Move:** W5

**IQ:** 4  
**Per:** 10  
**SM:** 0

**HT:** 12  
**FP:** 12  
**FP:** 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

---

**MAROOLL**

**Wild Animal**

<table>
<thead>
<tr>
<th>ST</th>
<th>HP</th>
<th>Speed</th>
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<tbody>
<tr>
<td>13</td>
<td>13</td>
<td>6.75</td>
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</tbody>
</table>

**DX:** 14  
**Will:** 10  
**Move:** 6

**IQ:** 3  
**Per:** 10  
**SM:** 0

**HT:** 13  
**FP:** 13  
**FP:** 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**

<table>
<thead>
<tr>
<th>ST</th>
<th>HP</th>
<th>Speed</th>
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<tbody>
<tr>
<td>40</td>
<td>40</td>
<td>5.75</td>
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</tbody>
</table>

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

**IQ:** 4  
**Per:** 10  
**SM:** +2

**HT:** 13  
**FP:** 13  
**FP:** 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
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 (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
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

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
Dodge: 9  Parry: 10(7)  DR: 1 (Flexible)
Combat Traits: Striking ST +4
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
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
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

<table>
<thead>
<tr>
<th>ST</th>
<th>DX</th>
<th>IQ</th>
<th>HT</th>
<th>Dodge</th>
<th>Parry</th>
<th>DR</th>
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<tbody>
<tr>
<td>3</td>
<td>14</td>
<td>4</td>
<td>12</td>
<td>9+1</td>
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</table>

**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

<table>
<thead>
<tr>
<th>ST</th>
<th>DX</th>
<th>IQ</th>
<th>HT</th>
<th>Dodge</th>
<th>Parry</th>
<th>DR</th>
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<td>7</td>
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<td>3</td>
<td>13</td>
<td>9</td>
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</table>

**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

<table>
<thead>
<tr>
<th>ST</th>
<th>DX</th>
<th>IQ</th>
<th>HT</th>
<th>Dodge</th>
<th>Parry</th>
<th>DR</th>
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<tr>
<td>4*</td>
<td>14</td>
<td>5</td>
<td>10</td>
<td>9</td>
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</table>

**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

<table>
<thead>
<tr>
<th>ST</th>
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<th>IQ</th>
<th>HT</th>
<th>Dodge</th>
<th>Parry</th>
<th>DR</th>
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<tbody>
<tr>
<td>6*</td>
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<td>5</td>
<td>10</td>
<td>9</td>
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</table>

**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

<table>
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<tr>
<th>ST</th>
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<th>IQ</th>
<th>HT</th>
<th>Dodge</th>
<th>Parry</th>
<th>DR</th>
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<td>5</td>
<td>10</td>
<td>9</td>
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</table>

**Bite (14):** 1d-5 cr (Reach C)
**Physical Traits:** Extra Arm (Prehensile tail; Extra-Flexible)
**Source:** GURPS Bestiary 3e

### Monkey, Squirrel
Quadruped, Wild Animal

<table>
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<th>IQ</th>
<th>HT</th>
<th>Dodge</th>
<th>Parry</th>
<th>DR</th>
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<tr>
<td>3</td>
<td>14</td>
<td>5</td>
<td>10</td>
<td>9</td>
<td>—</td>
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</tr>
</tbody>
</table>

**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

<table>
<thead>
<tr>
<th>ST</th>
<th>DX</th>
<th>IQ</th>
<th>HT</th>
<th>Dodge</th>
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<tbody>
<tr>
<td>24*</td>
<td>12</td>
<td>4</td>
<td>12</td>
<td>9</td>
<td>9(6)</td>
<td>2</td>
</tr>
</tbody>
</table>

**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)
<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>ST</th>
<th>HP</th>
<th>Speed</th>
<th>DX</th>
<th>Will</th>
<th>Move</th>
<th>IQ</th>
<th>Per</th>
<th>HT</th>
<th>FP</th>
<th>SM</th>
<th>Dodge</th>
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<th>DR</th>
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<tr>
<td>MUD-HIDER</td>
<td>Fish, Wild Animal</td>
<td>32</td>
<td>32</td>
<td>6.75</td>
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<td>10</td>
<td>13</td>
<td>13</td>
<td>+4</td>
<td>9</td>
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<td>Tough Skin</td>
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<tr>
<td>Mugger Bird</td>
<td>Bird, Wild Animal</td>
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<td>13</td>
<td>-3</td>
<td>9</td>
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<td>—</td>
<td>Fearlessness</td>
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<tr>
<td>Octopus, Giant</td>
<td>Wild Animal</td>
<td>11</td>
<td>11</td>
<td>6.5</td>
<td>14</td>
<td>10</td>
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<td>12</td>
<td>+1</td>
<td>9</td>
<td>—</td>
<td>2</td>
<td>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)</td>
</tr>
<tr>
<td>Octopus, Hide</td>
<td>Wild Animal</td>
<td>12</td>
<td>12</td>
<td>6.5</td>
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<td>12</td>
<td>+3</td>
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<td>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)</td>
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<tr>
<td>Ocellot</td>
<td>Quadruped, Wild Animal</td>
<td>6</td>
<td>6</td>
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<td>14</td>
<td>10</td>
<td>10</td>
<td>4</td>
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<td>-1</td>
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<td>Constriction Attack</td>
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<tr>
<td>Nest Mimic</td>
<td>Source: Pyramid 6/1/07</td>
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<td>Nightstalker</td>
<td>Source: GURPS Banestorm</td>
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<tr>
<td>Noosefish</td>
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<td>8</td>
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<td>6.5</td>
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<td>10</td>
<td>W9</td>
<td>3</td>
<td>10</td>
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<td>12</td>
<td>+1</td>
<td>9</td>
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<td>—</td>
<td>Constriction Attack</td>
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<tr>
<td>Source: GURPS Space Bestiary 3e (Noose Fish)</td>
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</tbody>
</table>
### Orthus
**Quadruped, Wild Animal or Domestic Animal**
- **ST**: 12
- **HP**: 12
- **Speed**: 6.25
- **DX**: 12
- **Will**: 10
- **IQ**: 5
- **Per**: 10
- **HT**: 13
- **FP**: 13
- **SM**: 0
- **FP**: 13
- **DR**: —
- **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
- **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
- **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
- **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
- **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
- ***ST 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
- **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
- **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)
- **Physical Traits**: 1d-3 cut (Reach C)
- **Magical Traits**: Magery 0
- **Spells**: Strike Dumb-15
- **Source**: GURPS Fantasy Bestiary 3e (Pangolin)
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

Quadrupe, 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

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

Quadrupe, 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

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

Quadrupe, Wild Animal

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

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

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

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

Quadrupe, 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

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

<table>
<thead>
<tr>
<th>ST</th>
<th>HP</th>
<th>Speed</th>
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</thead>
<tbody>
<tr>
<td>12*</td>
<td>12</td>
<td>5.75</td>
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</tbody>
</table>

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

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

**Pigment Fish**
Source: Pyramid 6/1/07

**Piranha (Piranya)**
Fish, Wild Animal

<table>
<thead>
<tr>
<th>ST</th>
<th>HP</th>
<th>Speed</th>
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</thead>
<tbody>
<tr>
<td>3*</td>
<td>3</td>
<td>6</td>
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</tbody>
</table>

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

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

**Pony**
Source: B460

**Pool Beast**
Source: Creatures of the Night 1

**Porcupine, Hystrix**
Quadruped, Wild Animal

<table>
<thead>
<tr>
<th>ST</th>
<th>HP</th>
<th>Speed</th>
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</thead>
<tbody>
<tr>
<td>9</td>
<td>9</td>
<td>5.5</td>
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</tbody>
</table>

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

**Porcupine, Poisonous**
Source: Pyramid 7/6/07 (Porcu-Pain)

**Porpoise (and Dolphin)**
Marine Mammal, Wild Animal

<table>
<thead>
<tr>
<th>ST</th>
<th>HP</th>
<th>Speed</th>
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<tbody>
<tr>
<td>11*</td>
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</tbody>
</table>

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 Sapients chapter, as a template.
Source: GURPS Bestiary 3e

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

**Prethkin**
Wild Animal

<table>
<thead>
<tr>
<th>ST</th>
<th>HP</th>
<th>Speed</th>
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<td>—</td>
<td>1</td>
<td>6.5</td>
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</tbody>
</table>

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  
**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:* GURPS Bestiary 3e  
*ST range 12-15 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 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)  
*Source:* GURPS Bestiary 3e
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   SM: -6
HT: 10    FP: 10   FP: < 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.

Organisation: 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
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
Dodge: 8   Parry: 10(7) 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)

RAY, ELECTRIC
Fish, Wild Animal
ST: 9*     HP: 9    Speed: 6
DX: 12     Will: 10  Move: 8
IQ: 3      Per: 10  SM: 0
HT: 12     FP: 12  FP: 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  SM: +2*
HT: 10     FP: 10  FP: 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)
**RAZOR BIRD**  
*Source: Pyramid 4/27/07*

**REMORA, GREATER**  
*Fish, Wild Animal*  
**ST:** 2  
**DX:** 12  
**IQ:** 3  
**HT:** 10  
**HP:** 2  
**Will:** 10  
**Per:** 10  
**FP:** 10  
**SM:** -2  
**Dodge:** 8  
**Parry:** —  
**DR:** —  
**Speed:** 5.5  
**IQ:** 3  
**Per:** 10  
**HT:** 13  
**FP:** 10  
**SM:** -2  

*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*

**ROBBER FLY, GIANT**  
*Flying Insect, Wild Animal*  
**ST:** 11  
**DX:** 14  
**IQ:** 2  
**HT:** 13  
**HP:** 11  
**Will:** 9  
**Per:** 10  
**FP:** 13  
**SM:** 0  
**Dodge:** 9  
**Parry:** —  
**DR:** —  
**Speed:** 6.75  
**Move:** A15  
**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)*

**RHINOCEROS**  
*Quadruped, Wild Animal*  
**ST:** 29*  
**DX:** 9  
**IQ:** 4  
**HT:** 13  
**HP:** 29  
**Will:** 10  
**Per:** 10  
**FP:** 13  
**SM:** +2  
**Dodge:** 8  
**Parry:** 8(5)  
**DR:** 4 (Tough Skin)  
**Speed:** 5.5  
**Move:** 14  
**HT:** 12  
**FP:** 12  
**SM:** +1  

**Horns (10):** 3d+3 imp (Reach 1)  
**Trample (10):** 3d cr (Reach C)  

*Source: GURPS Bestiary 3e*  

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

**SAND WRAITH**  
*Quadruped, Wild Animal*  
**ST:** 10  
**DX:** 16  
**IQ:** 5  
**HT:** 14  
**HP:** 13  
**Will:** 10  
**Per:** 10  
**FP:** 14  
**SM:** +5  
**Dodge:** 10  
**Parry:** —  
**DR:** —  
**Speed:** 7.5  
**Move:** 14  

**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  
**DX:** 12  
**IQ:** 5  
**HT:** 12  
**HP:** 15  
**Will:** 10  
**Per:** 10  
**FP:** 12  
**SM:** +1  
**Dodge:** 9  
**Parry:** —  
**DR:** 2 (Tough Skin)  
**Speed:** 6  
**Move:** 11  

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

**Mental Traits:** Cowardice  

*Source: GURPS Fantasy Bestiary 3e*
**Scarcab, 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

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**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)

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

**Physical Traits:** Doesn’t Breathe (Aquatic)

**Source:** GURPS Fantasy Bestiary 3e

---

**Scorbitis**

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

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**Scorpion, Blink**

Source: Pyramid 5/11/07

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**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
Source: GURPS Space Bestiary 3e
*ST range 17-22

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

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

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

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

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: 7  HP: 7  Speed: 6.25
DX: 14  Will: 10  Move: A14
IQ: 3  Per: 10
HT: 11  FP: 11  SM: -2

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

Dodge: 9  Parry: —  DR: —
Bite (Swarm): 1d-5 cut (Reach C)

Source: GURPS Fantasy 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

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

**Silver Cat**
Quadruped, Wild Animal

<table>
<thead>
<tr>
<th>ST</th>
<th>HP</th>
<th>Speed</th>
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<td>13</td>
<td>13</td>
<td>6</td>
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</table>

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

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<thead>
<tr>
<th>ST</th>
<th>HP</th>
<th>Speed</th>
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<tr>
<td>9*</td>
<td>9</td>
<td>1</td>
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</table>

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 Bestiary 3e

**Snagger**
Wild Animal

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<tr>
<th>ST</th>
<th>HP</th>
<th>Speed</th>
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<td>11*</td>
<td>11</td>
<td>6</td>
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</table>

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

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<tr>
<th>ST</th>
<th>HP</th>
<th>Speed</th>
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<td>10*</td>
<td>10</td>
<td>6</td>
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</table>

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

<table>
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<th>ST</th>
<th>HP</th>
<th>Speed</th>
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<tr>
<td>2</td>
<td>3</td>
<td>6</td>
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</table>

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

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<tr>
<th>ST</th>
<th>HP</th>
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<td>4*</td>
<td>4</td>
<td>6</td>
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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**

<table>
<thead>
<tr>
<th>ST</th>
<th>DX</th>
<th>IQ</th>
<th>HT</th>
<th>FP</th>
<th>SM</th>
<th>Dodge</th>
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<td>5</td>
<td>14</td>
<td>4</td>
<td>10</td>
<td>10</td>
<td>0</td>
<td>9+1</td>
<td>—</td>
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</table>

**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)

**Source:** GURPS Fantasy Bestiary 3e (Snow Snake)

*Although a reptile, the snow snake tolerates low temperatures, so it lacks Cold-Blooded.

### Snow Ghost

**Quadruped?**

<table>
<thead>
<tr>
<th>ST</th>
<th>DX</th>
<th>IQ</th>
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<th>SM</th>
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<td>10</td>
<td>0</td>
<td>9</td>
<td>10</td>
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</table>

**Combat Traits:** Striking ST +2

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

**Physical Traits:** Infravision

**Source:** GURPS Space Bestiary 3e

*Unknown morphology, see text.

### Snow Wasset

**Vermiform, Wild Animal**

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<tr>
<th>ST</th>
<th>DX</th>
<th>IQ</th>
<th>HT</th>
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<td>0</td>
<td>8+1</td>
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</table>

**Combat Traits:** Combat Reflexes

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

**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**

<table>
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<td>10</td>
<td>14</td>
<td>4</td>
<td>10</td>
<td>10</td>
<td>0</td>
<td>9</td>
<td>—</td>
<td>1</td>
</tr>
</tbody>
</table>

**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

### Snake, Tunnel

**Vermiform Reptile, Wild Animal**

<table>
<thead>
<tr>
<th>ST</th>
<th>DX</th>
<th>IQ</th>
<th>HT</th>
<th>FP</th>
<th>SM</th>
<th>Dodge</th>
<th>Parry</th>
<th>DR</th>
</tr>
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<tbody>
<tr>
<td>36</td>
<td>11</td>
<td>3</td>
<td>10</td>
<td>10</td>
<td>0</td>
<td>8</td>
<td>—</td>
<td>1</td>
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</tbody>
</table>

**Bite (13):** 4d+2 cr (Reach C, 1-7)

**Combat Skills:** Wrestling-13

**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*  

<table>
<thead>
<tr>
<th>Trait</th>
<th>Value</th>
<th>Value</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>ST</td>
<td>16</td>
<td>HP: 16</td>
<td>Speed: 6</td>
</tr>
<tr>
<td>DX</td>
<td>14</td>
<td>Will: 10</td>
<td>Move: 6</td>
</tr>
<tr>
<td>IQ</td>
<td>2</td>
<td>Per: 10</td>
<td></td>
</tr>
<tr>
<td>HT</td>
<td>10</td>
<td>FP: 10</td>
<td>SM: +1*</td>
</tr>
</tbody>
</table>

*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*  

<table>
<thead>
<tr>
<th>Trait</th>
<th>Value</th>
<th>Value</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>ST</td>
<td>16</td>
<td>HP: 16</td>
<td>Speed: 6</td>
</tr>
<tr>
<td>DX</td>
<td>14</td>
<td>Will: 10</td>
<td>Move: 6</td>
</tr>
<tr>
<td>IQ</td>
<td>2</td>
<td>Per: 10</td>
<td></td>
</tr>
<tr>
<td>HT</td>
<td>10</td>
<td>FP: 10</td>
<td>SM: +1*</td>
</tr>
</tbody>
</table>

*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*  

<table>
<thead>
<tr>
<th>Trait</th>
<th>Value</th>
<th>Value</th>
<th>Value</th>
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</thead>
<tbody>
<tr>
<td>ST</td>
<td>16</td>
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<tr>
<td>DX</td>
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<td>Move: 6</td>
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<tr>
<td>IQ</td>
<td>2</td>
<td>Per: 10</td>
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<tr>
<td>HT</td>
<td>10</td>
<td>FP: 10</td>
<td>SM: +1*</td>
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</table>

*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*  

<table>
<thead>
<tr>
<th>Trait</th>
<th>Value</th>
<th>Value</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>ST</td>
<td>16</td>
<td>HP: 16</td>
<td>Speed: 6</td>
</tr>
<tr>
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<td>Move: 6</td>
</tr>
<tr>
<td>IQ</td>
<td>2</td>
<td>Per: 10</td>
<td></td>
</tr>
<tr>
<td>HT</td>
<td>10</td>
<td>FP: 10</td>
<td>SM: +1*</td>
</tr>
</tbody>
</table>

*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*  

<table>
<thead>
<tr>
<th>Trait</th>
<th>Value</th>
<th>Value</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>ST</td>
<td>16</td>
<td>HP: 16</td>
<td>Speed: 6</td>
</tr>
<tr>
<td>DX</td>
<td>14</td>
<td>Will: 10</td>
<td>Move: 6</td>
</tr>
<tr>
<td>IQ</td>
<td>2</td>
<td>Per: 10</td>
<td></td>
</tr>
<tr>
<td>HT</td>
<td>10</td>
<td>FP: 10</td>
<td>SM: +1*</td>
</tr>
</tbody>
</table>

*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
### Quadruped, Wild Animal

<table>
<thead>
<tr>
<th>ST</th>
<th>HP</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>14</td>
<td>10</td>
<td>6.5</td>
</tr>
</tbody>
</table>

**DX: 14**  
**Will: 10**  
**IQ: 5**  
**Per: 10**  
**HT: 12**  
**FP: 12**  
**SM: -5**

**Dodge: 9**  
**Parry: —**  
**Bite (Swarm): 1d-6 cut**

**Physical Traits:** Restricted Diet (Frustration)  
**Source:** GURPS Restricted Diet (Frustration)

### SqueezeR Fish

**Fish, Wild Animal**

<table>
<thead>
<tr>
<th>ST</th>
<th>HP</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>7</td>
<td>4</td>
</tr>
</tbody>
</table>

**DX: 6**  
**Will: 10**  
**IQ: 5**  
**Per: 10**  
**HT: 10**  
**FP: 10**  
**SM: -2**

**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 2d4 (Accessibility, underwater only; Jet; Reduced Range x10)

**Talents:** PK Talent 4  
**Source:** GURPS Talent 4

### Stickler

**Wild Animal**

<table>
<thead>
<tr>
<th>ST</th>
<th>HP</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>5*</td>
<td>5</td>
<td>5.75</td>
</tr>
</tbody>
</table>

**DX: 13**  
**Will: 10**  
**IQ: 3**  
**Per: 10**  
**HT: 10**  
**FP: 10**  
**SM: -3**

**Dodge: 8**  
**Parry: —**  
**DR: —**

**Spines (D): 1d-2 imp (Reach C)**  
**Physical Traits:** Doesn’t Breathe (Gills and Lungs)  
**Source:** GURPS Doesn’t Breathe (Gills and Lungs)

### Storm Knocker

**Source:** Pyramid 5/11/07

### Striker

**Source:** GURPS Creatures of the Night 2

### Strix

**Notes:** The strix on B461 is missing Sharp Beak.  
**Source:** B461

### Su

**Quadruped, Wild Animal**

<table>
<thead>
<tr>
<th>ST</th>
<th>HP</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>14</td>
<td>14</td>
<td>6</td>
</tr>
</tbody>
</table>

**DX: 14**  
**Will: 10**  
**IQ: 4**  
**Per: 10**  
**HT: 10**  
**FP: 10**  
**SM: 0**

**Dodge: 9**  
**Parry: —**  
**DR: 1** (Tough Skin)  
**Bite (16): 1d cut (Reach C)**

**Source:** GURPS Cut (Reach C)

### Syphon

**Insect**

<table>
<thead>
<tr>
<th>ST</th>
<th>HP</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>7</td>
<td>6.25</td>
</tr>
</tbody>
</table>

**DX: 13**  
**Will: 10**  
**IQ: 4**  
**Per: 10**  
**HT: 12**  
**FP: 12**  
**SM: -2**

**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 Stealth-15

*GURPS separates pain numbness into Numb and High Pain Threshold, but the latter is inappropriate for this attack

### Swamp Ghost

**Quadruped, Wild Animal**

<table>
<thead>
<tr>
<th>ST</th>
<th>HP</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>11</td>
<td>11</td>
<td>6</td>
</tr>
</tbody>
</table>

**DX: 14**  
**Will: 10**  
**IQ: 5**  
**Per: 12**  
**HT: 10**  
**FP: 10**  
**SM: 0**

**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 Swimming-16

---

*ST range 5-6; biologically speaking this creature is amphibious, but does not have the Amphibious advantage due to its different Moves
**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: 6'6'; broad: 30'); Temperature Tolerance 1  
Skills: Stealth-13; Swimming-13  
Source: B456 and GURPS Bestiary 3e  
*ST range 12-17 depending on weight

---

**Tiger, Saber-toothed (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
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
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*
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
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
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
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  
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**

**Quadruled, 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  
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  
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  
Dodge: 9  Parry: —  DR: —  

2 hexes; 60-85 lbs.

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

2 hexes; 125-150 lbs.

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

**Combat Skills:** Wrestling-14

**Source:** GURPS Fantasy Bestiary 3e

---

**WEASEL**

**Quadrupled, Wild Animal**

ST: 2  HP: 2  Speed: 6  
DX: 14  Will: 10  Move: 9  
IQ: 5  Per: 10  
HT: 10  FP: 10  SM: -5*  
Dodge: 9  Parry: —  DR: —  

2-9 lbs.

**Bite (16):** 1d-6 cut (Reach C, R)

**Physical Traits:** Double-Jointed

**Source:** GURPS Arabian Nights

*SM range -6 to -4.

---

**WEASEL, GIANT**

**Quadrupled, 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  
Dodge: 9  Parry: —  DR: —  

2 hexes; 700-1,500 lbs.

**Bite (16):** 2d+1 cut (Reach C, R)

**Source:** GURPS Fantasy Bestiary 3e

*ST range 18-23
**Well Beast**

<table>
<thead>
<tr>
<th>Attribute</th>
<th>ST</th>
<th>HP</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
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<td>10</td>
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</tr>
<tr>
<td>IQ</td>
<td>3</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>HT</td>
<td>10</td>
<td>FP</td>
<td></td>
</tr>
<tr>
<td>Dodge</td>
<td>—</td>
<td>Parry</td>
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<td>Poisonous Meat (D):</td>
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**Whale**

**Marine Mammal, Wild Animal**

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<td>Mental Traits:</td>
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**Whale, Killer**

**Marine Mammal, Wild Animal**

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**White Lasher**

**Quadruped, Wild Animal**

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<td>Magical Traits:</td>
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**Wild Dolem**

Source: Pyramid 8/24/07

**Wing Mouth**

**Wild Animal**

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<td>Physical Traits:</td>
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**Wolf, Coursing**

Source: Pyramid 2/23/07

**Wolf, Historical Dire**

**Quadruped, Wild Animal**

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<th>Attribute</th>
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<td>Physical Traits:</td>
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**Wolf, Fantasy Dire**

Source: GURPS Dungeon Fantasy 2

**Wolf, Lava**

Source: Pyramid 3/14/08
**Wolf, Maned**

Quadruped, Wild Animal

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<tr>
<th>ST</th>
<th>HP</th>
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<td>7</td>
<td>7</td>
<td>6.25</td>
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</table>

**DX:** 14  
**Will:** 10 
**IQ:** 5  
**Per:** 10 
**HT:** 11  
**FP:** 11 
Dodge: 9  
Parry: — 

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

Source: GURPS New Sun

---

**Wolf, Timber**

Source: B458

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**Wollig**

Source: GURPS Creatures of the Night 3

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**Wolverine**

Quadruped, Wild Animal

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<tr>
<td>8</td>
<td>8</td>
<td>5.5</td>
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</table>

**DX:** 12  
**Will:** 10 
**IQ:** 5  
**Per:** 10 
**HT:** 10  
**FP:** 10 
Dodge: 8  
Parry: 10(7) 

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

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**Wolverine, Ice Age**

Quadruped, Wild Animal

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<th>ST</th>
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<tr>
<td>9*</td>
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</table>

**DX:** 12  
**Will:** 10 
**IQ:** 5  
**Per:** 10 
**HT:** 11  
**FP:** 11 
Dodge: 8  
Parry: 10(7) 

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

---

**Worm, Ice**

Vermiform, Wild Animal

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<th>ST</th>
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<td>26</td>
<td>26</td>
<td>5.5</td>
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</table>

**DX:** 10  
**Will:** 10 
**IQ:** 2  
**Per:** 10 
**HT:** 12  
**FP:** 12 
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 100º 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 (-68º to 32º)

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 Wyrm: Giant Wyrm)

---

**Wyrm, Flying (Template)**

Source: GURPS Dragons 3e/4e (Crawling Wyrm: Flying Serpent)
**Wyvern**  
*Source: GURPS Banestorm or GURPS Dragons 3e/4e*

**Zimurgicanth**  
*Quadruped, Wild Animal*  

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**Physical Traits:** Temperature Tolerance 5 (-45ºF to 60ºF)  
*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 sapients 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 by 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**
Quadrupeled, Wild Animal

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**DX:** 12  
**Will:** 10  
**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 (Sapients); 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

**Notes:** Pretty much impossible to model, as far as I can tell.

**Source:** GURPS Creatures of the Night 3e

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**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

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**DOOMCHILD**

**Source:** GURPS Dungeon Fantasy 2

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**DRYAD**

**Nymph**

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**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.

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**Epona**

**Soul Guide**

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**DX:** 11  
**Will:** 10  
**Move:** 5

**IQ:** 11  
**Per:** 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

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**Eurynomus**

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**DX:** 12  
**Will:** 10  
**Move:** 7

**IQ:** 6  
**Per:** 10  
**FP:** 12  
**SM:** 0

**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:** 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]

**Move:** 7

**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

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**Harriad**

**Source:** GURPS Creatures of the Night 1

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**Hell Hound**

**Quadruped, Wild Animal**

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**DX:** 12  
**Will:** 10  
**Move:** 7

**IQ:** 5  
**Per:** 10  
**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.

---

**KELPIE**

**Quadruped**

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<th>Speed</th>
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</thead>
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<tr>
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<th>FP</th>
<th>SM</th>
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</thead>
<tbody>
<tr>
<td>12</td>
<td>12</td>
<td>+2</td>
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</tbody>
</table>

**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

---

**LEPRECHAUN (TEMPLATE)**

**Source:** GURPS Dungeon Fantasy 3

---

**MINDWARP**

**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

<table>
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<td>Parry:</td>
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<tr>
<td>DR:</td>
<td>—</td>
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<td>-3</td>
</tr>
<tr>
<td>FP:</td>
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<tr>
<td>Weight:</td>
<td>5-10 lbs.</td>
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<tr>
<td>Immunity:</td>
<td>Fire</td>
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<tr>
<td>Vulnerability:</td>
<td>Cold-based Attacks (x2)</td>
</tr>
<tr>
<td>Heat Sink (A, Elemental: Fire): Temperature Control (Always On; Aura; Cold Only; Melee Attack)</td>
<td></td>
</tr>
<tr>
<td>Heat Leech (Brawling-13, Elemental: Fire): Fatigue Attack 1d (Hazard: Freezing; Melee Attack)</td>
<td></td>
</tr>
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</table>

**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

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**Shirker**
Quadruped, Wild Animal

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<td>9</td>
</tr>
<tr>
<td>Parry:</td>
<td>10(7)</td>
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<td>DR:</td>
<td>—</td>
</tr>
<tr>
<td>SM:</td>
<td>+1</td>
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<td>FP:</td>
<td>12</td>
</tr>
<tr>
<td>Weight:</td>
<td>350 lbs.</td>
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</table>

**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 (Sapients); 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

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**Sirussh**
Reptile, Wild Animal

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<td>IQ:</td>
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<td>HT:</td>
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<tr>
<td>HP:</td>
<td>21</td>
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<tr>
<td>Speed:</td>
<td>6</td>
</tr>
<tr>
<td>Dodge:</td>
<td>9</td>
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<tr>
<td>Parry:</td>
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</tr>
<tr>
<td>DR:</td>
<td>2 (Flexible)</td>
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<td>12</td>
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<tr>
<td>Weight:</td>
<td>1,000-1,200 lbs.</td>
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**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

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**Taddarita, Demonic**
Quadruped, Wild Animal

<table>
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<tr>
<td>DR:</td>
<td>—</td>
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<td>SM:</td>
<td>-3</td>
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<tr>
<td>FP:</td>
<td>10</td>
</tr>
<tr>
<td>Weight:</td>
<td>1 oz.</td>
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**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
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
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

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 150ºF)
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 100ºF)
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**

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<td>FP</td>
<td>SM</td>
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<tr>
<td>10</td>
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**Dodge:** 7  
**Parry:** 8  
**DR:** —

**Thrust (10):** 1d-2  
**Swing (10):** 1d

**Hive Mind (Psionic):** Telesend (Broadcast; Defilers only)  
*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

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**Flaming Skull**

**Source:** GURPS Dungeon Fantasy 2

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**Ghost (Template/Lens)**

**Source:** F113

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**Hound, Brackish**

**Rotting Undead, Quadruped, Wild Animal**

<table>
<thead>
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<th>HP</th>
<th>Speed</th>
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<tbody>
<tr>
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<td>IQ</td>
<td>Per</td>
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<td>HT</td>
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<td>SM</td>
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<tr>
<td>10</td>
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<td>-1</td>
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</table>

**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

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**Ghoul, Sand**

**Intact Undead**

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<th>ST</th>
<th>HP</th>
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<td>HT</td>
<td>FP</td>
<td>SM</td>
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<tr>
<td>10</td>
<td>10</td>
<td>-1</td>
</tr>
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</table>

**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

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**Larva (Template)**

**Source:** F213

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**Lich (Template/Lens)**

**Source:** F113

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**Moon Guire**

**Source:** GURPS Creatures of the Night 5

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**Mummy (Template)**

**Notes:** Use the Mummified Undead template.

**Source:** F134

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**Revenant (Template)**

**Source:** F38

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**Shadowblade**

<table>
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<tr>
<th>ST</th>
<th>HP</th>
<th>Speed</th>
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<tr>
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<tr>
<td>HT</td>
<td>FP</td>
<td>SM</td>
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<tr>
<td>10</td>
<td>10</td>
<td>0</td>
</tr>
</tbody>
</table>

**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 cowled 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
Sapients

ANUBIS BEAST
ST: 12  HP: 12  Speed: 6
DX: 12  Will: 10  Move: 6
IQ: 10  Per: 10
HT: 12  FP: 12  SM: 0

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

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

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

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

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

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

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

COELOPTERAN (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.

Source: GURPS Dungeon Fantasy 3
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 (Tien 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 (P’an 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: Ghasts 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: Ghasts 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  
DX: 10  
IQ: 7  
HT: 10  

HP: 12  
Will: 10  
Per: 10  
FP: 10  

Speed: 5  
Move: 5  

Dodge: 8  
Parry: 8  
SM: 0  

80-100 lbs.

**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 ghilan’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

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**Gnoll**

ST: 13  
DX: 13  
IQ: 8  
HT: 10  

HP: 13  
Will: 10  
Per: 10  
FP: 12  

Speed: 5.75  
Move: 5(10)  

Dodge: 8  
Parry: DR: —

**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.

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**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
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 sapients 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.

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
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]


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).

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**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

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

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**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

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

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 |
| Dodge: 8 | Parry: — |

**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 |
| Dodge: 9 | Parry: 11(8) |
| 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

**Martyakahuar**  
*Quadruped*  

| ST: 20* | HP: 20 | Speed: 6 |
| DX: 12 | Will: 10 | Move: 6 |
| IQ: 8 | Per: 10 |
| HT: 12 | FP: 12 | SM: +1 |
| Dodge: 9 | Parry: 10(7) |
| 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 martyakahuar 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.

**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 |

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 |

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**

| 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**

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**Stats:**
- **Hit Points:** 16
- **Speed:** 6.5
- **DX:** 16
- **Will:** 10
- **Move:** G7-A9
- **IQ:** 9
- **Per:** 10
- **HT:** 10
- **FP:** 10
- **SM:** 0

**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

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**Satyr**

**Source:** F212

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**Scorpion, Girtab**

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**Stats:**
- **Hit Points:** 29
- **Speed:** 6
- **DX:** 41
- **Will:** 10
- **Move:** 9
- **IQ:** 9
- **Per:** 10
- **HT:** 10
- **FP:** 10
- **SM:** +4

**Physical Traits:** Extra Legs (total 8; uses 2 as arms when grappling); No Fine Manipulators; Peripheral Vision; Semi-Upright

**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

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

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**Ranyar**

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**Stats:**
- **Hit Points:** 8
- **Speed:** 6.5
- **DX:** 13
- **Will:** 10
- **Move:** 6
- **IQ:** 9
- **Per:** 11
- **HT:** 10
- **FP:** 10
- **SM:** -1
- **Mass:** 60 lbs.

**Dodge:** 9

**Parry:** 10(7)

**DR:** 1 (Tough Skin)

**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

---

**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

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**Senmurv**

**Bird**

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**Stats:**
- **Hit Points:** 10
- **Speed:** 6
- **DX:** 12
- **Will:** 13
- **Move:** 14
- **IQ:** 13
- **Per:** 13
- **HT:** 12
- **FP:** 12
- **SM:** 0

**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

---

**Rock Brain**

**Source:** Pyramid 7/6/07
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)

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
Quadraped, 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

TIKITITIT, 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.
TIKTITIT, BLUE LEADER
ST: 12    HP: 12    Speed: 6.5
DX: 14    Will: 10   Move: 6
IQ: 7     Per: 10
HT: 12    FP: 10     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.

TIKTITIT, 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

TIKTITIT, 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

TIKTITIT, 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

TIKTITIT, 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
*Listed here to keep with Blue Tikittits
Source: GURPS Space Bestiary 3e

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: —
*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.
*ST range 20-27

Killer Whales (Orca)
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)

WHALE, SKY
Source: Pyramid 6/1/07

WILDMAN
Source: GURPS Dungeon Fantasy 3

W OODLAND 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

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Dodge: —  Parry: —  DR: —

**•Frond Acid (A):** Corrosion Attack 2d (Aura; Melee Attack; Underwater)

Source: GURPS Space Bestiary 3e

*ST range 104-109

**ANCHOR WEED**

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Dodge: —  Parry: —  DR: —

**•Grapple (A):** Binding 20 (Aura; Melee Attack)

Combat Skills: Wrestling-12

Physical Traits: Acute Vibration Sense +15; Temperature Tolerance 7 (35º–195º) 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**

\[ST: 10\]  \[HP: 107\]  \[Speed: —\]

\[DX: 4\]  \[Will: 3\]  \[Move: —\]

\[IQ: 1\]  \[Per: 3\]

\[HT: 10\]  \[FP: 10\]  \[SM: +6\]

Dodge: —  Parry: —  DR: —

10x10x10 hexes; 70-80 tons

**POPPI MOSS**

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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**

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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 (50º); 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:  
IQ: 1  Per:  
HT: 10  FP:  
SM: 0  

**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

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<tr>
<th>ST</th>
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<tbody>
<tr>
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<table>
<thead>
<tr>
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<table>
<thead>
<tr>
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<th>FP</th>
<th>250 lbs. maximum</th>
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**Physical Traits:**
- 360° Vision
- Acute Touch +1
- Catfall
- Night Vision 3
- Regeneration (Slow)

**Description:** To most sapients 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)

---

**Oozewing**

Amorph-Ooze

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<table>
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<tr>
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**Dodge:** 8

**Parry:** —

**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, 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.

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**Slime, Glowing**

Amorph-Slime

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<table>
<thead>
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**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

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**Skin Algae**

Amorph

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<table>
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<th>Per</th>
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<table>
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**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

**MECHANICAL DRAGON (TEMPLATE)**

**Source:** GURPS Dragons 3e/4e

**MECHANICAL DRAGON, AWAKENED (TEMPLATE)**

**Source:** GURPS Dragons 3e/4e

**GOLEM, STONE**

**Source:** GURPS Dungeon Fantasy 2

**GOLEM-ARMOR SWORDSMAN**

**Source:** GURPS Dungeon Fantasy 2
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.

**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

---

**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

**W**e**R**e-cReatu**R**e: diMo**R**h**i**c

**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

**W**e**R**e-cReatu**R**e: trIMo**R**h**i**c

**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.

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<tr>
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<td>Mirror Lark</td>
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<tr>
<td>Owl, Guardian</td>
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<td>Parcher</td>
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<tr>
<td>Snake, Constrictor</td>
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<tr>
<td>Snake, Poisonous</td>
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<td>Tumbler</td>
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<tr>
<td>Whale, Sky</td>
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<tr>
<td>Arctic</td>
<td>Amarok, Bear, Ice, Bear, Polar, Blizzard Maker, Boiler Fish, Caribou</td>
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<td>Chiller, Crab, Glisten</td>
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<tr>
<td></td>
<td>Crab, Ice, Crystal Lemur</td>
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<td></td>
<td>Falcon, Large, Flake Spinner</td>
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<td></td>
<td>Floe Bird, Glacier Eater</td>
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<td></td>
<td>Glimmer Moth, Icebreaker</td>
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<td></td>
<td>Ice Lurker, Iceman, Ice Thrower</td>
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<td></td>
<td>Mammoth, Mandryl, Mole, Arctic, Penguin, Emperor</td>
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<tr>
<td></td>
<td>Rabbit, Rhinoceros, Woolly</td>
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<tr>
<td></td>
<td>Shemogra, Skoffin (both)</td>
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<tr>
<td></td>
<td>Snake, Frost, Snake, Snow</td>
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<tr>
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<td>Snow Ghost, Snow Wasset</td>
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<tr>
<td>Civilization</td>
<td>Bloodbat, Breeder, Cat, Daggertooth, Cat-Folk, Cattle, Centaur</td>
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<tr>
<td></td>
<td>Clockwork (all), Coleopteran, Corpse-Eater, Defiler, Dark One, Darkrider</td>
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<tr>
<td></td>
<td>Djinni, Dragon, Dragon-Blooded, Dwarf, Eagle, Iron, Elf, Eyesot, Gargoyle</td>
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<tr>
<td></td>
<td>Ghoul, Gnoll, Gnome, Goblin, Golem (all), Halfling/Mindai</td>
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</tbody>
</table>
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
Bushwol
Camel
Caracal
Cerastes
Cockatrice
Coyote
Echidna, Giant
Fox
Gila Monster
Ghoul, Sand
Gnoll
Howler Worm
Hyena
Jackal
Jaguar
Jaguar, Flying
Kangaroo

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
Crocuta
Crushroom
Curler
Cushna
Deer
Dinohyus
Dryad
Duro
Eagle
Echidna, Giant

DOMESTIC
Cat
Closemount
Dog, Bloodhound
Dog, Guard
Donkey
Horse (all)
Mule (all)
Ox
Pig
Pony
Sheep
Terror Hound
Woolen

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
Megalogryphon
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
Rat, Giant
Reek (all)
Robber Fly, Giant
Santer
Satyr
Scitalis
Scorpion, Giant
Senmurv
Shika
Shrew, Giant
Skunk
Slake Hound
Sleepy Willow
Slinker
Sliver Cat
Sloth
Sloth, Giant
Snagger
Snake, Sword
Spider, Banestorm
Spider, Boom
Spider, Flat
Spider, Jumping
Spider, Mind
Spider, Scytodes
Spider, Trap-Door
Spider, Web-Spinning
Storm Knocker
Sylvan Starfish
Taddarita
Taniwha
Tasmanian Devil
Tiger
Tiger, Sabertoothed
Tommoraki, Forest
Triger
Troll-Kin
Turtle, Flying
Unicorn
Waira
Wasp, Giant
Weasel
Weasel, Giant
White Lasher
Wildman
Wolf, Historical Dire
Wolf, Maned
Wolf, Timber
Wolverine
Wolverine, Ice Age
Woodland Oracle
Pigment Fish
Piranha
Predator Weed
Raksha
Raksha, Sorcerer
Skin Algae
Slasher Fish
Snake, Spitting River
Snake, Tunnel
Snake, Water
Taniwha
Tanguru
Turtle, Giant Land
Turtle, Giant Snapping
Uroth
Vortex
Water Bug, Giant
Weasel
Weasel, Giant
White Cloud
MOUNTAINS
Antelope
Avukett
Barmanu
Bear, Arctother
Bear, Black
Bear, Brown
Bear, Ghoul
Bear, Grizzly
Bear, Kodiak
Bloodbeast
Calchona
Cape Hunting Dog
Cat, Scimitar
Coyote
Crab, Glisten
Crocutta
Delgeth
Eagle
Eagle, Giant
Echidna, Giant
Falcon, Large
Fox
Glashan
Gorilla
Gryphon
Gryphon, Greater
Harpy
Hippogriff
Hound, Brackish
Hsing-hsing
Humbaba
Jaguar
Jaguar, Flying
Kangaroo
Kuchedra
Leopard (Standard Panther)
Lion
Lion, Cave
Llama
Manticore
Megalogryphon
Moose
Owl
Owl, Gigantic
Panther, Greater
Pegasid
Peryton
Puma/Cougar/Mountain
Lion
Petty Drake
Qata
Qiqirn
Ravener
Robber Fly, Giant
Scitalis
Senmurv
Set Beast
Shika
Skoffin (both)
Sliver Cat
Sphinx
Srikeworm (both)
Su
Taddarita
Taniwha
Tasmanian Devil
Taniwha
Tasmanian Devil
Tazelwurm
Tiger
Tiger
Tiger
Troll-Kin
Turtle, Flying
Unicorn
Waira
Wasp, Giant
Weasel
Weasel, Giant
White Lasher
Wildman
Wolf, Historical Dire
Wolf, Maned
Wolf, Timber
Wolverine
Wolverine, Ice Age
Wyvern
Yeti
**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
Caucatix
Cerastes
Chaser
Cheetah
Chimera
Closemount
Coyote
Creodont
Croccota
Curler
Cushna
Delgeth
Dhole
Diatryma
Dingo
Dundubhis
Duro
Echidna, Giant
Eland
Elasmotherium
Elephant
Ferret
Fir Bird
Fox
Glyptodont
Gnoll
Gully Dragon
Harpooner
Horse 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, Saber-toothed
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
Bear, Flash
Beetle, Angler
Beetle, Grappling
Centipede, Giant
Centipede, Lesser Giant
Coleopteran
Crab, Pellucidus
Crushroom
Cryptling
Dardik
Death Eater
Djinni
Dread Stalker
Erupting Slime
Flesh Mound
Ghast
Ghoul
Golem, Stone
Greider
Lich
Minotaur
Mummy
Myrmidon
Nerloch
Oozewing
Pendulum Ghoul
Quiver Beast
Ranyar
Rat, Corpse
Rat, Giant
Reek (all)
Scavenger Worm
Scorpion, Giant
Siege Beast
Skeleton
Slake Hound
Snake, Sword
Spider, Acid
Spider, Conch
Spider, Flat
Spider, Giant
Spider, Jumping
Spider, Mind
Spider, Scytodes
Spider, Trap-Door
Spider, Web-Spinning
Spoiler
Tadarita
Urimander

SWAMP
Alkien (Acid Slug)
Alligator
Antelope
Auizotl
Bat (some varieties)
Bear, Brown
Bear, Nandi
Beetle, Bombadier
Bloodbeast
Catoblepas
Caustigus
Centipede, Cloud
Centipede, Giant
Crocodile
Crocodile, Giant
Dundubhis
Holarch
 Horde Bird
Hydra
Leech
Leech, Hirudo
Lizard Man
Mantis, Giant
Monitor Lizard
Moose
Mud-Hider
Mugger Bird
Ocelot
Peccary
Poppy Moss
Pretkin
Puma/Cougar/Mountain
Lion
Ombrotroph
Rat, Giant
Robber Fly, Giant
Santer
Skin Algae
Slake Hound
Slime, Glowing
Slinker
Spider, Boom
Spider, Jumping
Spider, Mind
Spider, Scytodes
Spider, Trap-Door
Spider, Web-Spinning
Swamp Ghost
Wasp, Giant
White Cloud
Woundwart

TROPICAL
FOREST (JUNGLE)
Ant, Giant
Antelope
Assassin Bug, Giant
Avukett
Baboon
Baboon, Hamadryas
Bat (some varieties)
Bear-Dog, Giant
Bear, Nandi
Bear, Sun
Beetle, Bombadier
Buffalo, Cape
Buffalo, Water
Catoblepas
Centipede, Cloud
Centipede, Giant
Chaser
Chimpanzee
Coyote
Crocutta
Cushna
Dhole
Didi
Dundubhis
Duro
Echidna, Giant
Elephant
Elk, Irish
Fossa, Giant
Glimmercat
Gorilla
Gorilla, Fire
Horde Bird
Hsing-hsing
Hyena
Ikonkola
Jaculus
Jackal
Jaguar
Jaguar, Flying
Komodo Dragon
Lau
Leopard (Standard Pan-
ther)
Lion
Manticore
Mantis, Giant
Marksman Fish
Megatherium
Mngwa
Mongoose
Monitor Lizard
Monkey, Capuchin
Monkey, Rhesus
Monkey, Spider
Monkey, Squirrel
Ocelot
Otter, Iemisch
Pangolin
Parandrus
Peripatus, Giant
Poppy Moss
Pretkin
Puma/Cougar/Mountain
Lion
Python
Reek, Giant
Reek (all)
Robber Fly, Giant
Shrew, Giant
Skin Algae
Slinker
Sloth
Snagger
Snake, Flying
Spider, Boom
Spider, Jumping
Spider, Mind
Spider, Scytodes
Spider, Trap-Door
Spider, Web-Spinning
Taniwha
Tiger
Triger
Tunguru
Waira
Wasp, Giant

OUTSIDERS
Barghest
Doomchild
Eurynomus
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