

Since there seems to be a least a little interest in this, here are the conversions of AD&D monsters that I have done so far. This is purely a conversion of stats; habitat, appearance, etc. remains as for the AD&D description (though I will eventually change some of this as well). Comments and suggestions are more than welcome, as I am relatively new to GURPS. I have been adjusting the monsters so that they fit more of what I think they should be. I have been using the Bestiary (which I own), and some hints in the Basic Set.

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Basilisk

ST: 20

DX: 13

IQ: 2

HT: 15/20-25

Move/Dodge: 6/4

PD/DR: 2/4

Damage: 1d cut

Size: 1

-petrification; HT check on eye contact

-can be petrified by its own reflected gaze

Basilisk, Greater

ST: 35

DX: 13

IQ: 3

HT: 16/35-40

Move/Dodge: 7/7

PD/DR: 2/4

Damage: 2d-1 cut

Size: 1

-petrification; HT check on eye contact

-poison bite/claws; HT check at +3

-poison breath; HT check at +2

-poison bite does 1d+1 damage in 1-3 minutes, breath does 1d-2 immediately, with another save needed every 5 seconds

-can be petrified by own gaze, but reflection must be within 10'

Bugbear

ST: 13

DX: 12

IQ: 9

HT: 12/15

Move/Dodge: 6/6; Parry: 7

PD/DR: 2/2

Damage: Axe (2d+1 cut, reach 1, 2; 1 turn to ready); Warhammer (2d+1 imp; reach 1, 2; 1 turn to ready; may get stuck); Spear (1d+3 imp, reach 1, 2)

Size: 1

Armor: leather armor (PD2/DR2)

Infravision, Bloodlust, Bad Temper

Great Axe/Warhammer/Spear 15, Knife 12, Camouflage 10, Stealth 13

Carrion Crawler

ST: 20

DX: 14

IQ: 2

HT: 13/17

Move/Dodge: 6/7

PD/DR: 2/3 on head, 1/1 other

Damage: 1d-3 cr + special

Size: 1

-paralysis on hit; HT check at +3 or paralyzed for 2-12 minutes

-8 attacks per turn, all at the same target

Chimera

ST: 25

DX: 14

IQ: 4

HT: 15/27

Move/Dodge: 4, Fl 9/7

PD/DR: special

Damage: 1d/1d+2/2d-2

Size: 1

-armor is 2/5 (flank), 1/2 (front), 1/1 (rear)

-three independent attacks; goat head (cr), lion head (cut), and dragon head (cut)

-dragon head breaths fire (skill-14) for 1d+2

Cockatrice

ST: 5-7

DX: 13

IQ: 2

HT: 13

Move/Dodge: 4, Fl 7/6

PD/DR: 0/0

Damage: 1d-4 cr + special

Size: <1

-petrification; HT check on hit to avoid; does not work through metal armor (will strike for exposed flesh), but PD of other armor does not protect

Dog, Blink

ST: 10

DX: 13

IQ: 9

HT: 14

Move/Dodge: 9/6

PD/DR: 1/1

Damage: 1d-1 cut

Size: <1

-blink at will (body sense-16)

Dryad

ST: 8

DX: 13

IQ: 12

HT: 12

Move/Dodge: 6/6

PD/DR: 0/0

Damage: 1d-4 imp, 1d-5 cut (knife)

Size: 1

-Magic Resistance (5 levels)

-Enslave (20) 3/day

-Teleport (at will) from a tree to home oak tree

-Plant Speech (at will)

Eagle, Giant

ST: 25

DX: 13

IQ: 10

HT: 13/18

Move/Dodge: 3, Fl 16/5 or 8

PD/DR: 1/1

Damage: 1d+2 cr

Size: 1

→+3 to attack roll and 2d+2 damage if diving from 50'+

-alertness +3

Ettin

ST: 25

DX: 12

IQ: 7
HT: 15/23
Move/Dodge: 6/6
PD/DR: 1/3
Damage: 2d+2 cr (club)/2d-2 cr
Size: 2
-two independent attacks
-club (14 and 12)
-infravision, alertness +2

Giant, Cloud

ST: 65
DX: 13
IQ: 11
HT: 16/50
Move/Dodge: 7/7
PD/DR: 3/5
Damage: 9d sw
Reach: 4
Size: 4
Weight:
-mace (12-15) sw+4 cr (1 turn to ready)

Giant, Fire

ST: 50
DX: 12
IQ: 8
HT: 16/40
Move/Dodge: 7/6
PD/DR: 2/3
Damage: 5d+2 th, 8d-1 sw
Reach: 3
Size: 4
Weight:
-two handed sword (11-14) sw+3 cut, thr+2 cr
-mail armor (3/4; as scale armor)
-permanent Resist Fire (half damage from magical fire; immune to fiery breath weapons)

Giant, Frost

ST: 40
DX: 12
IQ: 8
HT: 16/35

Move/Dodge: 7/6

PD/DR: 2/3

Damage: 4d+1 th, 6d+1 sw

Reach: 3

Size: 4

Weight:

-armor (3/4; as scale armor)

-two handed battle axe (11-14) sw+3 cut (one turn to ready)

-permanent Resist Cold

Giant, Hill

ST: 25

DX: 11

IQ: 6

HT: 15/20

Move/Dodge: 6/5

PD/DR: 1/2

Damage: 5d-1 sw

Reach: 1

Size: 3

Weight:

-armor (1/1; light leather)

-club (10-13) sw+2 cr (1 turn to ready)

Giant, Stone

ST: 30

DX: 12

IQ: 10

HT: 16/30

Move/Dodge: 7/7

PD/DR: 3/5

Damage: 5d+2 sw

Reach: 3

Size: 3

Weight: 9,000#

-club (11-14) sw+2 cr (1 turn to ready)

Giant, Storm

ST: 80

DX: 13

IQ: 14

HT: 17/60

Move/Dodge: 7/7

PD/DR: 2/3

Damage: 9d th, 11d sw

Reach: 4

Size: 4

Weight: 15,000#

-two handed sword (12-16) sw+3 cut, thr+3 imp

-great bow (12-16) thr+3 imp (4d+2), SS 14, Acc 3, 1/2 Dam 1200, Max 1500

-armor (light plate 4/6)

-immune to lightning/electricity

-Lightning (4/day, 3d)

-breathe water

-move/fight underwater normally

-Levitation (2/day; 16; 20 minutes)

-Windstorm (2/day; 15; 5 minutes)

-Storm (3/day; 14; 2 hours)

Goblin

ST: 9

DX: 12

IQ: 9

HT: 8

Move/Dodge: 5/5; Parry/Block: 6/6

PD/DR: 2 or 4/2

-Damage: short sword (cut 1d-1; imp 1d-2) 12; short bow (imp 1d-1) 11

-Armor: leather armor (PD2/DR2), small shield (PD2)

-Infravision, Intolerance (-10), Weak Will -2

-Bow 10, Broadsword 12, Knife 11, Shield 12

Orc

ST: 12

DX: 10

IQ: 7

HT: 12

Move/Dodge: 5.5/5; Parry/Block: 6/6

PD/DR: 2 or 4/2

-Damage: broadsword (cut 1d+3; cr 1d) 12; short bow (imp 1d-1) 11

-Armor: leather armor (PD2/DR2), small shield (PD2)

-Infravision, Bully, Intolerance (-10), Sadism

-Running 11, Bow 10, Broadsword 13, Knife 11, Shield 12

Skeleton

ST: 10

DX: 12

IQ: 8

HT: 11

Move/Dodge: 6 (5.75)/6, Parry: 7

PD/DR: 0/0

Damage: 1d-1 cr, 1d+1 cut

Size: 1

Weapon skill: 15 (broadsword)

- missile/impaling does -2 damage and no bonus damage
- crushing blow damage that gets through armor is doubled
- never stunned, feels no pain
- continues to fight if crippled
- spell is broken at HT 0, and skeleton is destroyed

Zombie

ST: 13

DX: 11

IQ: 8

HT: 15

Move/Dodge: 5 (5.25)/5, Parry: 7

PD/DR: 0/0

Damage: 1d+1 cr, 2d cut (brdswd)

Size: 1

- Weapon skill (broadsword, spear): 14
- never stunned, feels no pain
- continues to fight if crippled
- spell is broken at HT 0, and zombie is destroyed