

GURPS[®]

Fourth Edition

DUNGEON FANTASY MONSTERSTM 3

BORN OF MYTH & MAGICTM



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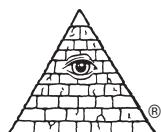
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*If any one unwarily
draws in too close and
hears the singing of
the Sirens, his wife
and children will never
welcome him home again
... There is a great heap
of dead men's bones lying
all around, with the flesh
still rotting off them.*

– Homer, *The Odyssey*

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INTRODUCTION

These monsters might prove useful to GMs who are in a hurry or who need inspiration for their own critters.

— **GURPS Dungeon Fantasy 2: Dungeons**

The more monsters the GM has to draw on, the more variety adventures can have. This volume draws on two points of origin for threats.

Some beasts with mythical origins are especially suited to **GURPS Dungeon Fantasy**, but have been overlooked in previous works. There are strange animals spoken of by ancient historians and tale-tellers, mythical creatures found in European bestiaries, and horrors lurking in old stories. The **Dungeon Fantasy** versions are lethal, nasty, and often twisted from their original myths.

Other menaces spawn from magical mistakes. The wrong “thing” is summoned. Some magical research goes awry. A foolhardy experiment goes exactly *right*. Or magic has lingering, monstrous consequences beyond the expectations of the caster. Others just seem to fit dungeons oh-too-well, as if designed specifically for that purpose by a vengeful being.

This work pulls monsters of both origins together, and turns them into a bestiary for *your* campaign.

PUBLICATION HISTORY

This is the first edition of **GURPS Dungeon Fantasy Monsters 3: Born of Myth and Magic**. Monsters with similar names have appeared in other **GURPS** books, but these versions are all designed specifically for **Dungeon Fantasy**. All creature stats are new to this work.

ABOUT THE AUTHOR

Peter V. Dell’Orto was raised in New Jersey. He started roleplaying in 1981, with **Dungeons & Dragons**, and has played **GURPS** since **Man to Man**. He has been active as a **GURPS** playtester, editor, and contributing author since 1996. Peter is the author of numerous **GURPS** articles for **Pyramid** magazine; author of **GURPS Dungeon Fantasy 12: Ninja**; **GURPS Dungeon Fantasy Denizens: Barbarians**; and co-author of **GURPS Dungeon Fantasy 15: Henchmen**, **GURPS Dungeon Fantasy Monsters 1**, **GURPS Low-Tech**, **GURPS Low-Tech Companion 2: Weapons and Warriors**, **GURPS Martial Arts**, and **GURPS Martial Arts: Gladiators**. He also writes the blog *Dungeon*

Fantastic at dungeonthefantastic.blogspot.com, where many of these critters have made guest appearances in his campaign. Outside of gaming, his hobbies include fitness, studying Japanese, painting monster miniatures, and martial arts (he has fought amateur MMA in the SHOOTO organization in Japan and submission grappling in the United States, and he holds a *shodan* rank in kendo).

ABOUT GURPS

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

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

One look from the head of Medusa can turn all creatures into stone. No matter how huge and powerful.

— *Stygian Witch*, in **Clash of the Titans** (1981)

CHAPTER ONE

THE MONSTERS

Like the creatures in previous volumes in this series, these monsters are presented here without comment as to how appropriate they might be for a given scenario. A fair GM shouldn't place undefeatable foes in a situation where the adventurers must fight them. But it is fair to include threats well beyond the delvers' combat capabilities if the protagonists have other ways to deal with them – and many of the creatures within can be bribed, negotiated with, evaded, or tricked. Wise adventurers never assume combat is the only answer!

Some entries come with suggested numbers – but those are only *suggestions*. The GM can deploy single rot worms or scores of doppelgangers or a throng of medusas. The more monsters the more lethal the threat. (In fact, only a horde will challenge some heroes!) Furthermore, a mix of beings – each covering the weaknesses of the others or playing on each other's strengths – is always a bigger threat than an encounter with a single type of foe.

Treasure is similarly up to the GM. Generally the scariest things have the largest treasure hoards – often extorted from weaker monsters or looted from previous victims. A boss monster that lives far off the beaten path or that wanders about might have little loot, while clever fodder might have a *lot* of goodies by dint of avoiding stronger competition. Weak but rich monsters must have *some* reason that they still hold onto their wealth in the face of stronger monsters and roving delvers – traps, curses, numbers, rough terrain (see *GURPS Dungeon Fantasy 16: Wilderness Adventures*), nearby slime hordes (see *GURPS Dungeon Fantasy Monsters 2: Icky Goo*), or stronger but dumber allies . . . preferably several means of assistance at once.

The GM ultimately picks which creatures to feature, how many appear, and what treasure they guard. These are just the stats!

READING MONSTER STATS

The creatures in *Born of Myth and Magic* use the stats format on p. 21 of *GURPS Dungeon Fantasy 2: Dungeons*. However, their character-point values aren't shown. That's because they aren't intended as Allies or Alternate Forms, and sometimes have abilities that are challenging to replicate with advantages (although the GM *can* do that, if he prefers to spend time crunching numbers instead of running adventures).

ST, DX, IQ, HT, HP, Will, Per, FP, Speed, and Move: The basic attributes and secondary characteristics mean exactly what they do for heroes and every other creature in *GURPS*. Remember that creatures with ST 0 aren't tangible and can't pick up objects, grab or be grabbed, etc., while those with IQ 0 react reflexively and don't use tactics – but are immune to Fright Checks, Influence rolls, and so on because they are mindless!

SM: This affects all rolls to hit the creature. Multiply the energy cost to cast Regular spells on it by $(1 + SM)$. The stats already reflect other effects, such as increased Reach.

Dodge and Parry: These defenses are prefigured from DX, Basic Speed, and combat skills. They *already* include bonuses for Combat Reflexes and Enhanced Defenses – don't add these again.

DR: This is *total* DR from both natural and artificial sources. If a creature isn't noted as wearing armor, it isn't. The GM is free to add more DR if, say, an evil wizard has cast Armor spells on all of his guardian monsters, or clad them in plate bardings.

Attacks: These are listed by attack name. The number in parentheses is effective skill for strikes or grapples. For afflictions, curses, venoms, etc., that number is the resistance roll, which might be a simple attribute roll or a Quick Contest against the victim's score. Damage scores are *final*, and already consider bonuses for the Brawling skill, the Claws or Striker advantage, etc.

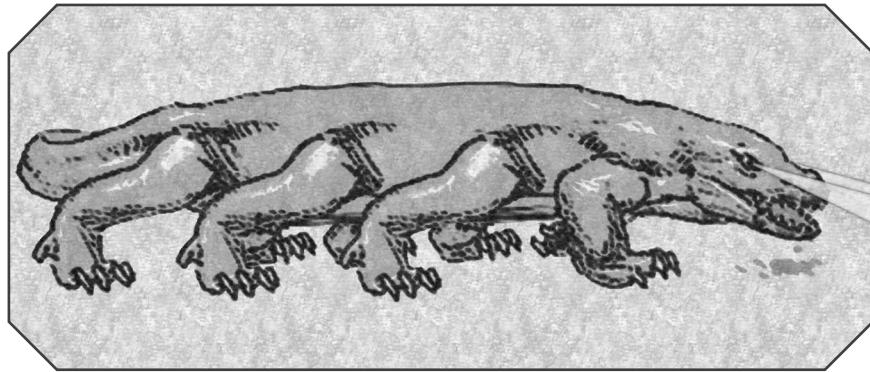
Traits: Advantages or disadvantages important in dungeon fantasy. For the sake of brevity, DR and attacks aren't listed here a second time, and "color" traits don't appear. If it matters that a monster speaks Elvish or suffers from Jealousy, the GM can add this.

Skills: Any skills possessed by all monsters of this type. Exceptional specimens may have different skill lists. Those with IQ 6+ are sapient and capable of learning just about any skill!

Class: *Animal* (*Giant* if huge, *Dire* if mutant; all are affected by Animal Handling and Animal spells), *Construct* (entirely incorruptible), *Demon* (evil, and subject to Banish spell), *Divine Servitor* (treat as demons, but not necessarily evil), *Elder Thing* (insane, and *not* vulnerable to Banish), *Elemental* (affected by Banish and Control Elemental), *Faerie*, *Hybrid* (as Animal, but requires a special subset of Animal spells), *Mundane* (has vital areas), *Plant* (affected by Plant spells), *Slime* (diffuse, and immune to most Animal and Plant spells), or *Undead* (can be turned with True Faith).

Notes: Anything else of importance – including exceptions to its listed stats or these guidelines.

BASILISK



These eight-legged reptiles are occasionally mistaken for large mundane lizards or small slorn (*GURPS Dungeon Fantasy Monsters 1*, p. 26) . . . but not for long. Basilisks project deadly rays from their eyes. Ornery and destructive, they'll sometimes turn their gaze on plants if they lack prey to kill and eat. The area around a basilisk nest – usually a cave or sunken hole in the ground – is barren and lifeless.

Basilisks are fearless and see everything as potential food. They have no natural predators and few unnatural ones. They're sometimes encountered in packs, especially during mating season (when they may be found with 1d eggs). They have complete control over their own death gaze, and they won't use it to attack each other. Young basilisks are born with full adult death-gaze ability.

ST: 13	HP: 13	Speed: 6.00
DX: 12	Will: 11	Move: 7
IQ: 2	Per: 11	
HT: 12	FP: 12	SM: +1
Dodge: 10	Parry: N/A	DR: 3

Bite (14): 1d cutting. Reach C.

Death Gaze: Automatically hits any one target the basilisk looks at. When in doubt as to whether the basilisk can see a victim, roll vs. Per 11, applying modifiers from the *Size and Speed/Range Table* (p. B550) plus another -6 for Bad Sight at distances greater than one yard, but adding +10 for someone in plain sight (which includes anyone in combat with the basilisk!). Dark Vision and See Invisible mean neither darkness nor invisibility penalizes this roll. No defenses are possible except for Reflect Gaze (*GURPS Magic*, p. 168) and, under limited circumstances, block – see below. Even worse, any living thing hit must roll vs. HT. Success means 1d HP of injury. Failure inflicts 1d HP of injury or HP enough to reach the next threshold for death: -HP, -2xHP, and so on – whichever is higher. A mortal victim who goes to -5xHP just dies! These effects ignore DR and Injury Tolerance (all forms), and affect even insubstantial targets. Range 20 yards.

Traits: Combat Reflexes; Bad Sight (Nearsighted); Bad Temper (9); Clinging; Cold-Blooded (50°); Compulsive Killing (9); Dark Vision; Extra Legs (Eight Legs); Nictitating Membrane 3; See Invisible; Unfazeable; Wild Animal.

Skills: Brawling-14.

Class: Dire Animal.

Notes: Animal spells work normally.

Adventurers with mirrors or mirrored shields *can* attempt to reflect the gaze with a block at -2. Failure means the victim is hit as usual. Success lets the defender try to direct the gaze onto any target within 10 yards – including the basilisk itself! – with an immediate DX-4 or Innate Attack (Beam) roll at standard ranged combat penalties. Intact basilisk eyes (they have two) are worth \$1d×50 apiece; unhatched eggs

are worth \$500 each. Some basilisks have Enhanced Tracking, and can target two different targets at a time with their gaze attack. A rare few have DR 6 (Reflection; Own gaze reflected only).

BASILISK VARIANTS

Not all basilisks are the same! Variants typically differ in appearance. Some have rooster-like heads; others, small *human* faces on elongated lizard skulls; and still others vary only in skin color. Not all changes are cosmetic – pick from any of these gaze attacks.

Coma Gaze (20 vs. HT): Victim falls into a coma (p. B429). Range 20.

Paralyzing Gaze (20 vs. HT): Victim is paralyzed (p. B429) for a number of minutes equal to his margin of loss. Range 20.

Stone Gaze (20 vs. HT): A victim who fails to resist is petrified, per Flesh to Stone (*Magic*, p. 51). Range 20.

DEATH BY WEASEL

This is a bog-standard fantasy *gaming* basilisk – the usual way to kill it is with physical damage. However, the basilisks of European myth had a very specific vulnerability: they were slain by contact with (or the scent of, or close proximity to) *fresh weasel urine*. This usually requires a well-hydrated weasel, which often dies in the process. Add Weakness (Weasel urine within 5 yards; 1d/second). If sprinkled with the urine, damage continues until the basilisk dies or immerses itself in water.

Such limitations can be added to other beasts, generally as Weakness (1d to 3d per second), Unkillable limited with Achilles' Heel (fatal blow must be delivered with something made of or dipped in a specific substance), or Vulnerability (x2 injury from something made of or dipped in a specific substance). The fatal flaw is most interesting if acquiring and using the substance is a little tricky; e.g., needing a weasel, or killing a vampire with a stake instead of a sword. Common solutions – such as axe blows or magic – make for a less interesting twist.

COCKATRICE

This hideous bird-like creature has a crested rooster-like head, yellowish body, membranous bat-like wings, and a scaly lizard-like tail. The cockatrice is poisonous – so much so that anything within 16 yards that *looks at the cockatrice* is struck by its toxic attack *every second* automatically. It's not necessary to stare one in the eye (or even been noticed by the cockatrice) for this; just seeing the cockatrice is enough. See *Cockfighting*, below, for more details.

Its toxic attack directly affects the animating forces of living beings. Even the slightest vulnerability to poison means the attack succeeds automatically. However, those with sufficient Chi Talent (or who are immune to poison) can ignore its effects.

Cockatrices are immune to their poison, and can't be killed by showing them a reflection, though looking into a reflection is a safe way to view one. They are extremely easy to provoke into attack and pursuit. They are slow on the ground, but can fly short distances before needing to rest. Their short beaks can occasionally inflict damage, but generally they can only kill with their poisonous appearance.

HANDS OFF!

Some legends say the cockatrice's touch is lethal, too. This variant isn't safe for anyone, except for extremely talented blind martial artists who don't mind being pecked. Add:

Toxic Touch (12): Irresistible 2d toxic attack to anything the cockatrice touches, or that touches the cockatrice. Cosmic, no resistance, ignores all DR – even contact through a *weapon* is enough, as long as the weapon is being held. Chi Talent subtracts 1 point *per die* from damage. Chi Talent 6 renders the martial artist immune!

COCKFIGHTING

The best way to fight a cockatrice is at range. Outside of its 16-yard radius of death, it can be freely viewed and fairly easily killed with ranged weapons. Martial artists with enough Chi Talent are nearly immune to its attacks, and can usually punch, kick, or choke the cockatrice to death.

But cockatrices can be extremely deadly up close, or if encountered by surprise – 2d per second means an average of 7 damage per second, per cockatrice, to everyone within 16 yards who can see them.

Someone merely has to be looking in the cockatrice's general direction (in tactical combat, this means having it in his front arc) to suffer damage. Even a quick glance to establish where the cockatrice is will cause harm – be ruthless about this. Having more than one in the area means taking damage from each one. Luckily, they rarely come in large numbers.



ST: 5	HP: 5	Speed: 6.00
DX: 12	Will: 10	Move: 7 (Air)/4 (Ground)
IQ: 3	Per: 10	
HT: 12	FP: 12	SM: -1
Dodge: 9	Parry: N/A	DR: 1

Looks that Kill: Irresistible 2d toxic attack to anything within 16 yards that looks directly at the cockatrice; mirrors and reflections don't count. Ignores DR, and affects insubstantial targets. Damage is -1 point *per die* (minimum 0) for each level of Chi Talent the victim has.

Tiny Beak (12): 1d-5 crushing. Reach C.

Traits: Bad Temper (6); Flight (Air Move 7; Maximum Duration, 3 seconds; Winged); No Fine Manipulators; Wild Animal.

Class: Dire Animal.

Notes: Best fought without looking at it – see *Fighting with Eyes Averted* (p. 15). Sometimes kept as pets by blind monsters! Poisonous if *eaten* – cockatrice flesh inflicts 3d+3 toxic damage if put in the mouth; this cycles every minute if consumed until it's vomited out (requires something stuck down the throat and a successful HT roll, but costs 1 FP per attempt), or the eater dies. Young cockatrices (and the rare chibatrice) are small, but no less deadly, albeit at a shorter range (ST 2, HP 2, SM -3, toxic attack is out to eight yards; all other stats unchanged).

DOPPELGANGER

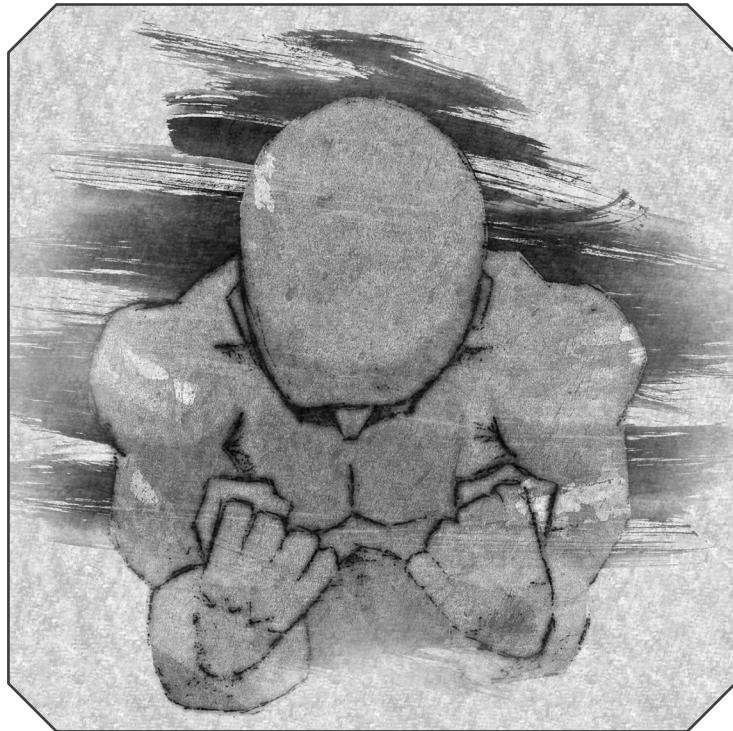
The dreaded doppelgangers are a supernatural race of humanoid shapeshifters. Their “natural” form is small and skinny, blank-eyed and mostly devoid of features, with smooth gray skin. It’s extremely rare to see their true appearance, as they generally remain in another shape until slain. They don’t last long after that, either, first becoming a strange goo (perhaps even a *slime*; *Monsters 2*, pp. 15-16) and then evaporating in a few minutes.

In their natural form, doppelgangers aren’t a big threat – they’re weak and have no natural attacks. But they can shift into almost any humanoid shape, and use *its* powers to attack! See *Shifter* (p. 8).

Doppelgangers love to fool people. They delight in infiltrating groups, replacing members, and causing chaos. They are patient, too – they’re extremely long lived, and are willing to spend time in a form if they think it will lead to some larger, even grander scheme. It’s said that some doppelgangers have replaced kings, queens, and emperors and held the reins until they could bring the entire kingdom down. If they have a weak point, it is that they can be a little too confident in their ability to fool people.

Doppelgangers are found singly, or in small groups, and occasionally are leaders of groups of humanoid creatures who unwittingly serve them. They rarely work together for too long . . . they also like tricking *each other*, and mortals are just pawns in their games with one another.

ST: 12	HP: 12	Speed: 6.00
DX: 12	Will: 12	Move: 6
IQ: 12	Per: 12	
HT: 12	FP: 12	SM: -1
Dodge: 10	Parry: 12	DR: 1 (Tough Skin)



DOPPELGANGER DETECTION

Determining who, or what, is a doppelganger isn’t easy. Doppelgangers are vulnerable to silver, but even non-doppelgangers take poorly to being cut with a silver blade to see if they take extra damage. Or being asked to hold belladonna for a minute or two, for that matter.

Magical approaches work pretty well – Sense Foes, for example, if it can overcome their steep magic resistance. Truthsayer or Compel Truth and clever questioning would work as well, as would a bard’s Empathy. Sense Life excluding non-doppelgangers *does not* work, though.

In addition, their Magic Resistance won’t show up when their aura is viewed. Spells cast on them usually will fail mysteriously, although it will be clear to the caster that there was an inexplicable -10 to cast. Doppelgangers will take steps to ensure they aren’t subject to repeated castings. They can turn off their Magic Resistance when it’s inconvenient as well. They won’t resist benign spells, so unless the PCs are going around casting Sense Foes on every NPC, they may not notice until it’s too late.

Kick (14): 1d crushing. Affects insubstantial beings; DX roll not to fall down on a miss! Reach C, 1.

Punch (16): 1d-1 crushing. Reach C. Affects insubstantial beings.

Traits: Ambidexterity; Callous; Combat Reflexes; Dark Vision; Flexibility; Hard to Kill 2; High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (Homogenous); Immunity to Magical Race Determination; Magic Resistance 10 (Improved; No Signature; Switchable); Morph (see *Shifter*, p. 8); Overconfidence (12); Recovery; Selfish (12); Supernatural Durability (Achilles’ Heel, Silver); Trickster (12); Vulnerability (Silver $\times 3$); Weakness (Belladonna; 1d/minute).

Skills: Acting-12; Brawling-16; Mimicry-12; Wrestling-16.

Class: Faerie.

Notes: Effective ST 14 when grappling due to Wrestling skill. Magic Resistance isn’t detectable by delvers with Magery (see *Doppelganger Detection*, above). Silver-coated weapons do $\times 2$ damage – it takes solid silver for $\times 3$. Some doppelgangers are especially intelligent (IQ 14+); the more intelligent ones are occasionally wizards as well (add Magery 3, and add 10-20 Communication and Empathy IQ/Hard spells at 13 or IQ/Very Hard spells at 12). Powers are faerie in origin and are unaffected by mana or sanctity level. Not evil, but have no regard for non-doppelganger lives. In a campaign with Psi powers (*GURPS Dungeon Fantasy 14: Psi*), they also have Resistant to Psi 10.

Shifter

Doppelgangers have a potent form of Morph. Shifting form takes a Concentrate maneuver. In addition, the doppelganger must have had physical contact with the specific individual it wishes to duplicate – touching clothes, weapons, shields, etc. is sufficient, as long as the object is in contact with the victim. The doppelganger must change into that specific individual within one minute of contact or it must touch (or be touched by) the victim again. Doppelgangers are faerie beings, however, and partly exist in the ethereal realm even as they exist in this one. Because of this, they can touch victims who are insubstantial (like ghosts!), using Ethereal Body, or casting Phase to defend.

Once it has shifted into a form, it can turn back into that shape at any time. Doppelgangers will shift into powerful, memorized bodies when found out or if otherwise threatened with great harm. There is no limit on the number of forms they can memorize; ancient doppelgangers may know

*“Welcome to lunch, little morsel,”
the manticora said, arching its segmented
tail over its back.*

– Piers Anthony,
A Spell for Chameleon

thousands of them. Each body, however, duplicates a specific individual. For example, a doppelganger can turn into a *specific* medusa or Bjorn the barbarian, but not just *a* medusa or a human barbarian.

Doppelgangers gain the physical attributes, secondary characteristics, and physical skills of their victim, if they are superior to the doppelganger's own. A doppelganger touching a rock troll (p. 19) would acquire the rock troll's ST, HT, HP, and DR, but retain its own superior Brawling and

Wrestling. In addition, they get any natural racial traits of their target – a doppelganger elf would have Magery 0 but not any spells, while one mimicking a medusa (p. 15) would score its petrifying gaze and venomous snake hair. A doppelganger mimicking a human wizard wouldn't gain Magery, as that isn't a basic racial trait of humans! They also get any extra limbs native to the duplicate's race – a doppelganger coleopteran would gain the requisite extra arms *and* the skill to use them that any other natural-born coleopteran would have. Where it is unclear if a power is racial, the GM must decide – in general, err on the side of giving the doppelganger the power.

They can mimic any reasonably humanoid-shaped *living* thing from SM -3 up to SM +1. They can't duplicate undead, golems, slimes, or most animals, but they can copy human-shaped plant-creatures (like dryads, p. 9), faerie (such as sword spirits, *Monsters 1*, p. 29), humanoid Elder Things and dark ones, or even semi-upright animals such as flesh-eating apes (*Dungeons*, p. 23). The form trumps the class of the creature, with the exception of constructs and undead.

Doppelgangers cannot shift forms while in contact with silver – they can stay in their current form (even if it's not their own real form) but cannot change into another. Barbed silver-tipped arrows laced with belladonna are an old adventurer's trick for dealing with doppelgangers . . .

THE PROBLEM WITH REPLACING PCs

The classic use of a doppelganger is to have it pick off a straggling, scouting, or sneaking PC. The doppelganger gets the victim alone, kills him, and seamlessly takes over the victim's position in the party.

Aside from the difficulty in engineering such a situation, it's generally not plausible to secretly run a combat between a doppelganger and a delver, then hand off the murderer to the player to run. Not only that, but it spells a dead or incapacitated PC, which isn't terribly fun for the player. No one likes to lose a PC – even temporarily – just to show how sneaky and nasty the foe is.

Alternately, go for an *Invasion of the Body Snatchers* feel. Instead of the doppelganger replacing a PC directly, the threat is that the friend the party knows might secretly be an enemy – and thus, *anyone* can be an enemy, no matter how trusted. Adventurer's Bond (*GURPS Dungeon Fantasy 11: Power-Ups*, p. 16) will keep the closest allies from being swapped without the group's knowledge, but there are other possibilities.

Replace Henchmen. The party can't keep track of their henchmen, hirelings, and camp followers at all times. NPCs sent off to haul water, forage, buy equipment, scout ahead, or guard the rear are especially vulnerable to replacement by doppelgangers. It's generally bad form to kill Allies outright, but hired help are fair game.

Be Henchmen. A poor roll (for the PCs, anyway) on the *Secret Menace Table* (*GURPS Dungeon Fantasy 15: Henchmen*, p. 31) could result in a doppelganger. They sometimes work in groups, so such a henchmen might lure other henchmen into danger to facilitate their replacement.

Replace Fodder. Sometimes the bad guys have been gotten at by the doppelgangers already. One or more of the orcs, dinomen, or bandits the PCs run into might have already been swapped by a doppelganger. Such replacements will be all too eager to surrender and help the party in return for their lives . . .

Replace Friends. The challenge isn't that fellow PCs might be secret enemies, but that otherwise reliable NPC friends back in town are. Such a swap can turn a routine visit to town, base camp, or the trading oasis into *Invasion of the Body Snatchers*.

It's Me! It's Me! A scouting or straggling hero can still be swapped – a doppelganger can duplicate him, forcing his allies to decide on the fly which is the original and which is the doppelganger. The GM should enforce the fog of war in combat, here – be wary of players dragging their feet and plotting every second of combat to ensure they always keep track of who is who.

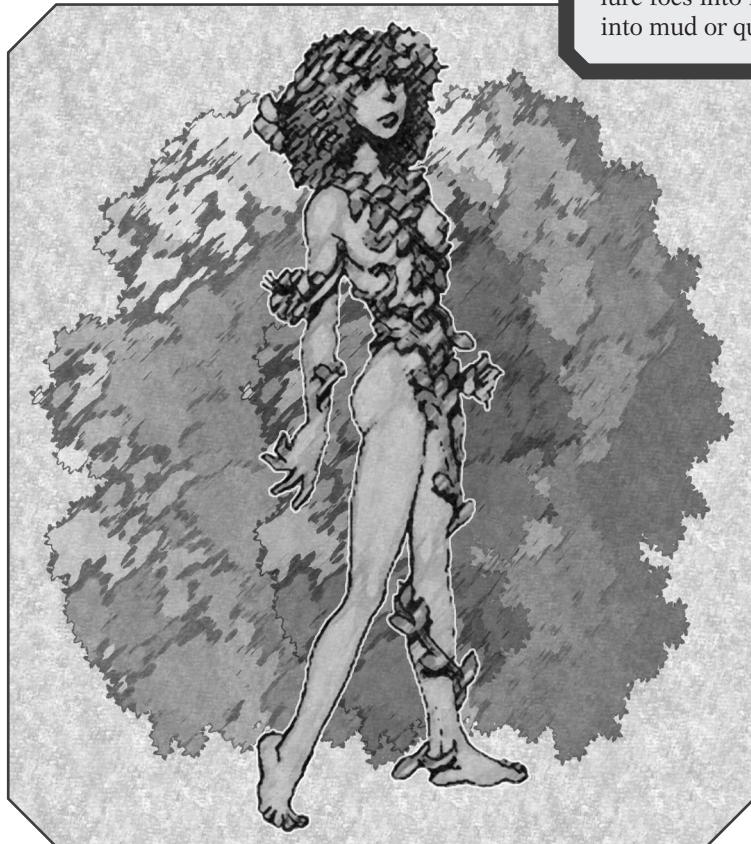
DRYAD

Dryads are beautiful nature spirits – half plant, half faerie. They appear as nude, slender human females, except for their green skin and their green hair that sprouts flowers. Their skin feels soft, but it's as tough as bark. They dwell in groves, which serve as their home and source of life. Dryads are always encountered singly, although occasionally one has an animal pet or a companion.

They are fascinated by mortal males, and especially by bards. A dryad will attempt to charm the most attractive (or, lacking an attractive male, the most outdoosy looking) into staying with her as a champion. They respect druids, however, and won't attempt this on them.

ST: 10	HP: 10	Speed: 6.00
DX: 12	Will: 12	Move: 6
IQ: 10	Per: 10	
HT: 12	FP: 12	SM: 0
Dodge: 9	Parry: N/A	DR: 2

Charming Kiss (18 vs. Will): If the victim loses, he is mind controlled (per pp. B68-69) for one day per point the Contest is lost by. Must touch bare skin or fur (doesn't need to be on the lips). Repeated attempts the same day, or within 24 hours of the charm running out, are at -1. Suffers penalties per druidic spells (*GURPS Dungeon Fantasy 1: Adventurers*, p. 19).



FRIEND OR FOE?

Dryads aren't hostile *per se*, but their way of being friendly isn't conducive to further adventuring. The "easy" solution is to kill them, but only evil or really ruthless delvers would fall back on that option. Disadvantages such as Sense of Duty (Wild Nature) or (Nature), or unwillingness to slaughter beings that aren't directly attacking, can hold back adventurers. Not only that, dryads tend to have more powerful friends such as killer giant trees, octopus blossoms (p. 16), and NPC elves and druids who don't like their friends butchered.

If dealt with peacefully – talked out of charming a guardian, or bribed or aided in some way – dryads can be quite friendly. They can't stray far from their home grove, but their natural abilities can provide extensive information within that area and sometimes information passed on from without (trees are terrible gossips, hence all the whispering leaves). They have trouble staying focused on questioning, though, and may forget important details.

DRYAD TACTICS

Dryads won't attack directly. The vulnerabilities of dryads – plant-affecting spells and fire – mean they need to be cagey. Druids might be reluctant to deploy their plant spells against their groves, but delvers rarely lack fire spells or other ways to start fires quickly. If forced to fight, the faerie try a guerrilla campaign of approaching scouts or stragglers and charming them. If that doesn't work, dryads lure foes into killer plants, along the edge of unstable branches, or into mud or quicksand.

Kick (10): 1d-2 crushing. Reach C, 1.

Punch (12): 1d-3 crushing. Reach C.

Traits: Appearance (Very Beautiful); Absent-Mindedness; Dependency (Her grove; Common; Daily); Green Thumb 4; Injury Tolerance (Homogenous); Intolerance (Despoilers of nature); Lecherousness (9); Mind Control (Druidic; Extended Duration; Melee Attack); Perfect Balance; Permeation (Meld; Wood and plants); Plant Empathy; Power Investiture 2 (Druidic); Sense of Duty (Nature); Shyness (Mild); Speak with Plants; Unhealing (Partial, heals when within her grove); Vulnerability (Fire x2); Weakness (Unnatural environments; 1d per 5 minutes).

Skills: Area Knowledge (Her woods)-18; Herb Lore-14; Stealth-12; Survival (Woodlands)-18.

Spells: Bless Plants-12; Heal Plant-12; Identify Plant-12; Plant Vision-12; Pollen Cloud-12; Seek Plant-12.

Class: Faerie.

Notes: Willing to negotiate. Powers are natural in origin. Typical dryad groves have 10+3d trees; on average they have DR 13*, HP 37, HT 12, and Injury Tolerance (Homogenous). A dryad can meld with any of those trees.

GIANT ANT

Giant ants come in two main varieties – workers and soldiers – with about one soldier for every 20-50 workers. Soldiers and workers are both 5' to 6' in length and are 2' to 3' high. They forage in mixed groups of soldiers and workers. Although workers aren't true combatants, they will defend themselves or their nest. They'll attack anything they perceive as food – delvers qualify!

Ants have no use for valuables, and armor, possessions, and indigestible remains of their victims are scattered around their nest mouth or stacked in trash chambers inside the nest. Rumors persist that ants collect shiny objects – *especially* gold nuggets – and bring them back as offerings to their queen.

ST: 10	HP: 10	Speed: 5.25
DX: 10	Will: 10	Move: 5
IQ: 1	Per: 10	
HT: 11	FP: 11	SM: 0
Dodge: 8	Parry: N/A	DR: 2

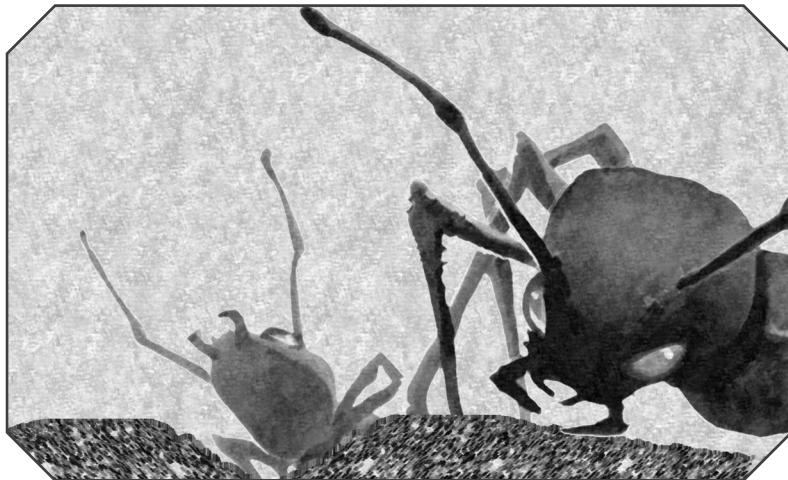
Mandibles (12): 1d-2 cutting. Reach C. Bite counts as a grapple on SM +1 or smaller victims; inflicts damage every turn as a free action on grappled targets.

Traits: Cold-Blooded (50°F); Dull; Extra Legs (6 legs); Horizontal; Lifting Strength 10; No Fine Manipulators; Unfazeable; Wild Animal.

Skills: Brawling-12; Wrestling-12.

Class: Giant Animal.

Notes: Will not negotiate, but workers are distractible with food. ST is 22 for grappling purposes thanks to Lifting ST and Wrestling. Stats above are for a worker; soldiers have ST 12, HP 12, Bloodlust (6), Striking ST 6, Brawling-14, and bite for 1d+2 cutting damage (parried as a weapon). Soldiers have ST 24 for grappling purposes. Each nest has one queen, with SM +3, HP 30, and Move 0; ants within sight of the queen gain the furious prefix (p. 23). If the queen is slain, the nest breaks down in confusion until a new queen is created (generally in 1d+1 days).



MYRMECOLEON AND VARIANT ANTS

There are many variant ants – here are just a few.

Acid Ants: Add a follow-up to their bite: Corrosion Attack 2 points. Add this attack mode: Acid Squirt (10): 1d corrosion, Range 5, once every 5 seconds. Keep track of total damage as DR may corrode over the course of multiple attacks.

Army Ants: Add Bad Temper (9) and use soldier stats for all ants.

Fire Ants: Not actually flaming (for that, see flame ants, below). *These* are venomous. Add a follow-up to their bite: Toxic Attack 1d (Resisted by HT-2; Cyclic, 1 day, 4 cycles; Symptoms, damage over 1/3 of HP causes Severe Pain, p. B428).

Flame Ants: Add a follow-up to their bite: Burning Attack 1d. Tend to leave a trail of scorched material behind them. Eat ashes and carbon.

Myrmecoleon: A lion-headed ant defined by its contradictions and gluttony. Its lion head only craves *living* flesh (not carrion or rations!), but its ant body can't digest meat. Soon after they are born (by means unknown), they die of starvation. Until then, they attack anything

they encounter, then immediately start to gorge themselves on fallen foes unless attacked by another enemy. Add Bad Temper (6); Compulsive Flesh-Eating (6); Gluttony (6); Restricted Diet (Raw flesh); Striking ST 11; Terminally Ill (One Week!); and Brawling-15. Bite does 2d+1 cutting, Reach C.

Zombie Ants: Not undead zombies, these ants have been taken over by a mind-warping fungus. Reduce Will and Per to 8. Add Compulsive Attacking (Living Beings Only) (6), Indomitable, and Infectious Attack. A minute after being injured by zombie ants, the victim must roll 3d vs. HP of injury received. Failure inflicts -2 to DX, -2 to IQ (affects Will and Per), -1 to Move, Cannot Learn, Hidebound, Incurious (6), Indomitable, Infectious Attack, Low Empathy, Compulsive Attacking (Living Beings Only) (6), No Sense of Humor, and Unfazeable until cured with Cure Disease.

ANT TACTICS

Ants aren't clever, but they do show teamwork. Workers mob foes to bear them down, and hang on to keep them from defending against the more lethal soldiers. They never retreat or surrender, but they can sometimes be driven off with smoke or confused with strange scents. Up to three ants can grapple one human-sized target.

HARPY

Harpies are hybrid fiends with a bird-like body and a female human's head. Most harpies are horrifyingly ugly, but some are startlingly beautiful (see *Sirens*). They're cowardly and evil. They use their shrieks first, and then try to pick off isolated victims unable to effectively protect themselves.

Harpies are skilled singers, but their voices are terrible and fearsome. They *hate* bards – and assume anyone who sings or carries a musical instrument (or something too similar to one) is a bard.

Harpies are notorious food thieves. They steal food whenever possible, and their diseased claws befoul any food they can't fly off with.

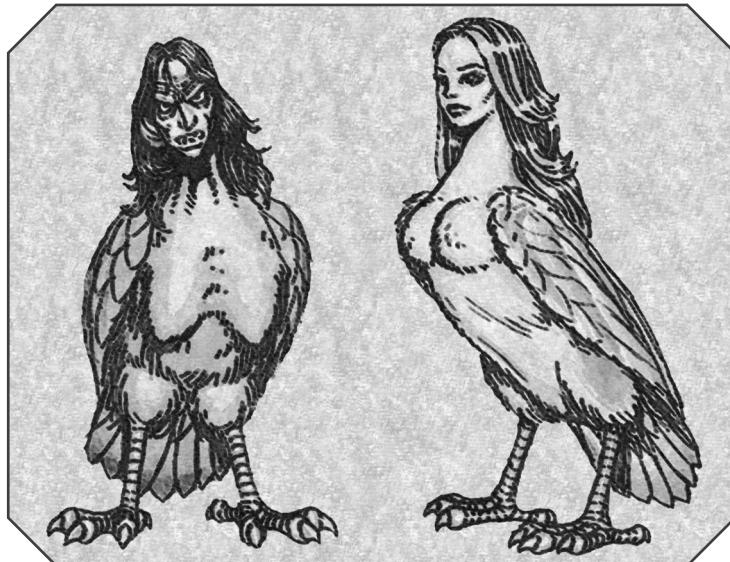
Harpies don't get along with anyone or anything else, with the occasional exception of dire vultures (see *GURPS Dungeon Fantasy Adventure 1: Mirror of the Fire Demon*, p. 46).

ST: 13	HP: 13	Speed: 6.50
DX: 13	Will: 12	Move: 3 (Ground)/13 (Air)
IQ: 9	Per: 12	
HT: 13	FP: 13	SM: +1
Dodge: 9	Parry: N/A	DR: 2

Decaying Touch: A harpy can rot food at a touch. Does not affect living things.

Fearsome Shriek: Anyone in hearing range must roll a Fright Check at -5. Distance mitigates the effect – consult the *Size and Speed Range Table* (p. B550) and add the bonus in the "Size" column to the victim's Will; those who are deaf are immune and any Hearing penalty acts as a bonus to resist the Fright Check, while Acute Hearing gives a penalty equal to its level. Successful resistance conveys immunity to that particular harpy's shriek for 24 hours; otherwise, successive shrieks are resisted at a cumulative +1.

Talons (15): 1d+2 cutting, plus the Harpy Shakes (see below). Reach C.



SIRENS

Not all harpies are ugly, fearsome, and raspy-throated. A few are astoundingly beautiful and have voices mortals would die to hear. These are sometimes called sirens, or siren-harpies by those who claim that still more lovely voiced creatures are out there, luring mortals to their doom. Despite their different appearance, they are no less cruel or evil.

Change appearance from Hideous to Very Beautiful. Replace Disturbing Voice with Voice. Replace Fearsome Shriek with:

Siren Song (15 vs. Will): Apply standard range modifiers to the siren's roll. Victory means the victim is under the effect of Mind Control (p. B68-69) for one minute per point by which he lost the contest. Hearing-based – the siren doesn't need to see the target, but deafness provides immunity.

HARPY TACTICS

Harpies are cowards, but also bullies. They open with their shriek attack, and fight with their talons if they catch someone alone and can badly outnumber him (by at least 3:1). In those cases, they dive in and claw as they fly past. Resolve this as a Move and Attack; the harpies are -4 to hit, but they are expert at such attacks and *don't* suffer a skill cap of 9. They can retreat *up* while flying for +4 to Dodge, but not while doing a Move and Attack.

Given the chance, they fly into a camp, steal some food and befoul the rest with their decaying touch, and then flee. If opposed, they shriek to try and scatter their foes. Their shrieks aren't very effective on the same victim multiple times per day, and not at all if the victim resists. They know this and will come back day after day to harass delvers who stay too close (within a few miles) to a harpy roost.

Traits: Appearance (Hideous); Bully (9); Cowardice (12); Disturbing Voice; Flight (Winged); Odious Racial Habit (Destroy Food); Striking ST 3.

Skills: Brawling-15; Singing-12; Wrestling-13.

Class: Faerie.

Notes: Unwilling to negotiate, but they can be distracted briefly with food (which they'll destroy). Animal spells don't work, because harpies are too smart (use Mind Control magic). Food rotted by a harpy cannot be purified or restored in any way – it's a divine curse! Harpies are foul – anyone wounded must *immediately* make a HT roll to avoid infection with a disease (the Harpy Shakes: -2 ST, DX, and IQ, plus Disturbing Voice, for 1d days; roll each day to get rid of it). Rare magic-using harpies exist; these have IQ 12, Song Magery 2 (they're quite loud while singing) and IQ+1d spell at IQ level, usually from the Mind Control and Communication and Empathy College. Their power origin is divine – they're cursed by the gods, and their powers work anywhere.

LAVA LIZARD



Lava lizards are not actually *lizards* – they are bulky, black, lizard-shaped elemental beings made of lava-like stone. They stretch 9' from nose to tail and span about 3' at their widest. They can be found naturally near lava vents, gates to the elemental planes, or with fire-using creatures such as fire elementals. They can be summoned with a specialized variation of Summon Fire Elemental that *only* summons lava lizards. Occasionally, they turn up by accident when wizards try to summon a more typical elemental.

Lava lizards aren't especially aggressive, but they are stubborn once provoked. They'll bite, hold on, and wait for the target to burn into cinders (which they consume). Horrifying tales are told of delvers with limbs missing who hacked off their own arm or leg to get free of a lava-lizard bite.

ST: 18	HP: 18	Speed: 5.50
DX: 10	Will: 10	Move: 5
IQ: 1	Per: 10	
HT: 12	FP: 12	SM: +1
Dodge: 8	Parry: N/A	DR: 4

Molten Maw (12): 1d+2 crushing plus heat aura. Reach C.

Heat Aura: 1d burning damage/second to anything within one yard of the lava lizard; physical contact does 3d burning damage/second!

Traits: Damage Resistance 40 (Heat/Fire); Fearlessness 5; Immunity to Metabolic Hazards; Injury Tolerance (Homogenous; No Blood); No Fine Manipulators; Quadruped; Stubbornness; Vulnerability (Cold/Ice $\times 2$); Weakness (Temperatures below freezing; 1d/minute); Wild Animal.

Skills: Brawling-12; Wrestling-12.

Class: Elemental.

Notes: Animal spells don't work – use Control Earth Elemental or Control Fire Elemental instead at -5 unless the caster knows both spells, as lava lizards are fiery *and* rocky. Bite counts as a grapple on opponents of SM 0 or smaller. Effective ST 20 when grappling due to Wrestling skill. Not intelligent enough to negotiate but can be distracted with burnable items. Heat aura is so hot that Resist Fire only works at the double cost level.

LAVA LIZARD TACTICS

Lava lizards have simple tactics – they close, bite, and hold on. They will drag smaller or weaker foes around. Otherwise, they simply cling fiercely until slain or until their target has burned down to -10xHP.

FIGHTING MOLTEN ROCK

Lava lizards are tricky to fight – their burning aura and scorching touch inflict damage on incoming weapons and those that hit it – 1d burning is enough to incinerate most arrows before they impact, 3d burning can light clothing on fire with ease, and 10+ points of damage will set wooden weapons on fire (see *Making Things Burn*, p. B433).

They have the obvious weakness against cold. Resist Fire negates their most lethal offensive power *and* lets someone kill it without catching on fire – but the monsters are still fairly tough physical threats against weaker or low-ST foes.

CALL OF THE LIZARD

Summoning and controlling lava lizards requires specialized spells.

Summon Lava Lizard

Special

Allows the caster to summon a lava lizard if one is nearby – which generally requires a source of volcanic activity or magma, or significant amounts of fire *and* stone. The lizard is not entirely under the caster's control, but it remains for one hour unless it is dismissed or slays the caster. Make a reaction roll to see how it reacts to the caster; on a "Good" or better reaction, it will follow *simple* orders from the caster (e.g. "attack those delvers," "protect this door," or "follow me"), though it is IQ 1 and can't speak or understand complex speech.

This is an Earth spell *and* a Fire spell.

Duration: One hour. May not be maintained.

Cost: 4.

Time to cast: 30 seconds. The lava lizard takes up to 2d minutes to appear.

Prerequisites: Magery 1, four Earth spells, and four Fire spells.

Control Lava Lizard

Regular; Resisted by higher of ST and Will

Control all actions of a single lava lizard while the spell continues. The caster must keep the lizard in view for direct control. Otherwise, it follows the last command given . . . if the GM feels that's possible with IQ 1!

This is an Earth spell *and* a Fire spell.

Duration: 1 minute.

Cost: 4 to cast. 2 to maintain.

Time to cast: 2 seconds.

Prerequisite: Summon Lava Lizard.

LIVING PIT

Living pits are strange beings found only in dungeons. When open, they resemble normal pits, three yards per side, though a Per roll can spot (cosmetic) faint red eyes at the bottom if someone specifically looks in. When closed, they're indistinguishable from the floor and effectively undetectable. They live on the fringes of the ethereal world, and can move through solid objects. They lurk in high-traffic hallways or block dead ends, sometimes staying closed until after several delvers have passed . . . Others take advantage of their inability to digest metal to leave loot in their open maws and get adventurers to climb in.

ST: 20	HP: 20	Speed: 6.25
DX: 10	Will: 9	Move: 6 (see Notes)
IQ: 9	Per: 12	
HT: 15	FP: 15	SM: +3
Dodge: 9	Parry: N/A	DR: 4

Open! 1d+2 crushing. Reach C (directly below the victim). *Automatically* hits. Victim may be able to dodge – see *Falling into Monsters*, below; Acrobatics and Catfall reduce falling damage normally.

Shut! If the pit starts its turn with a victim inside it, it can shut. If the victim is capable of getting out of a three-yard-deep pit (by jumping, flying, etc.), he may attempt to defend by dodging *and* retreating. Failure means the pit closes on the victim, who is pinned if of lower SM than the pit, or partly stuck in the pit and grappled if of equal or greater SM. The victim can break free by winning a Quick Contest of ST (allowed only every 10 seconds if pinned); the pit has +10 to ST if pinning or +5 if grappling.

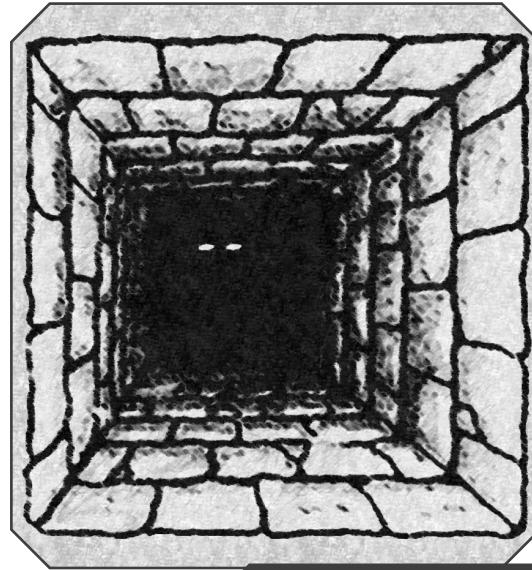
Squeeze! Every turn, roll a Quick Contest between the Pit's effective ST 22 vs. the higher of the victim's ST or HT. Damage is equal to the pit's margin of victory. If the victim is pinned, no air can enter a closed pit, and he will begin to suffocate (p. B436) and lose 1 FP per second.

Traits: Constriction Attack; Detect (Life; Precise); Injury Tolerance (Homogenous; No Blood); Magic Resistance 5; No Manipulators; Silence 3; Universal Digestion (Organic only).

Skills: Stealth-17 (20 when not moving); Wrestling-15.

Class: Elder Thing.

Notes: Generally unwilling to negotiate. Move 1 while holding a victim; a pit can "drop" a victim by spitting it out to the surface as a free action.



Effective ST 22 for grappling due to Wrestling skill. Some living pits grow internal spikes – change Open! damage to impaling. Victims inside a closed pit are in a dimension "outside" space. Larger pits exist; calculate their size by finding their linear dimensions on the *Size Modifier Table* on p. B19, then add two for being cube-shaped. ST (and HP) go up proportionally to size; multiply both by the number in the "Size" column on the *Size and Speed/Range Table* (p. B550) for its linear dimension. Damage for its Open! attack depends on its depth as a pit (*Dungeons*, p. 19). Slain pits become normal pits, occupying whatever space they did when killed. This is why there are so many 10' pits in dungeons.

PIT FIGHTING

Living pits generally move under a victim (using their full Move 6!) and open up to trap him; a victim needs at least Move 3 to attempt a dodge (see *Falling into Monsters*, below). On the next turn, they'll slam closed (Shut!) to pin the victim *and* begin to inflict constriction damage (Squeeze!) *and* potentially suffocation. Delvers inside trying to break free roll against the pit's effective ST 32. If the victim enters the pit on his own turn, the pit can skip Open! and go right to Shut! and Squeeze!

Victims inside are pinned *and* in close combat, and are restricted to *Actions After a Grapple* (p. B370). Friends outside the pit can attempt to kill the pit – which will flee with the victim inside, moving one yard per second. Spells cast on the victim can work, but are at -5 for a subject that can't be touched or seen, and an additional -10 because the victim is in a different dimension! Touching the pit *doesn't* count as touching the victim.

FALLING INTO MONSTERS

Living pits attack in an unusual way – they move under someone, open up, and let the person fall in. Burrowing beasts might try the same trick, especially if they're wide-mouthed enough to simply swallow victims.

Monsters may attempt this if they can both move directly under the target creature *and* have a mouth or opening big enough to grapple or engulf the quarry. Prey with sufficient Move to step completely off of the monster's mouth may attempt to dodge; DB that doesn't affect attacks from below provides no benefit. If the victim lacks sufficient Move, or fails to dodge, he falls into the monster's opening. What happens after that depends on the specific creature.

Levitating, flying, and otherwise three-dimensionally mobile victims only need to be able to stay above the striking range of the monster – *any* height at all versus a living pit, but might be *much* higher versus, say, a dreaded leaping ethereal dungeon shark.

MANTICORE

Manticores are ferocious predators with the face of a man, a mouth full of sharp teeth, the body of a lion, and a scorpion's tail. They have dark blue eyes and tawny to a bright red fur. Dark orange venom drips from their tail stinger. They are found only in the most remote wilderness or deep underground.

Manticores combine a near-human intelligence with a malicious nature. Though they do not use tools, they are not "animals" and cannot be controlled by animal-control spells. They are sapient, but despise all other intelligent beings; they may cooperate if bribed and/or threatened. They are occasionally found serving mad evil wizards and evil clerics, but eventually chafe at external controls.

ST: 20	HP: 20	Speed: 6.25
DX: 13	Will: 11	Move: 6
IQ: 8	Per: 12	
HT: 12	FP: 12	SM: +1
Dodge: 10	Parry: N/A	DR: 1



MANTICORE VARIANTS

The manticore discussed here is only one possibly kind; many variations exist.

Bestial Manticore: Some manticores are simply dumb, hostile brutes. IQ becomes 5; Will becomes 10. Remove Intolerance. Add Wild Animal to traits. Animal spells that affect hybrids will affect these versions.

Meteoric Manticore: Tail stinger is tipped with meteoric iron! Stinger spike is worth \$500.

Winged Manticore: Possesses bat-like (sometimes hawk-like) wings, and can shoot a burst of tail darts at targets. It has a limitless supply of stingers; consider using *Suppression Fire* (p. B409). Add Flight (Air Move 18; Winged) and

MANTICORE TACTICS

Manticores are fearless but cunning. If possible, they use Stealth to sneak up on foes and close with them from behind. Once in close, they use their claws or bite, and their tail to strike. Manticores like best to bite and hang on, and then use their claws and tail to finish off their victim. Once a single victim is down, a manticore moves on to the next one – they prefer to defeat all of their active foes and then chow down on the remains later.

Winged manticores (see below) favor a fly-by tail shower. They have unlimited ammunition, so they zap by at full speed and fire their tail spikes at a net skill 17 (18, +1 for RoF 6, -2 for Move and Attack) plus range penalties. They come within 10 yards to do full damage if possible, and close to melee if foes possess more effective ranged attacks.

Bite (15): 2d cutting. Reach C.

Talons (15): 2d cutting. Reach C, 1.

Tail Sting (15): 2d+3 impaling + follow-up poison (HT to resist). Failure paralyzes the victim for a number of minutes equal to the margin of failure. Reach C, 1.

Traits: Combat Reflexes; Extra Attack 1; Fearlessness 5; Intolerance (Other intelligent beings); Night Vision 5; Odious Racial Habit (Eats Other Sapients); Penetrating Voice; Quadruped; Restricted Diet (Fresh Meat); Sadism (9); Selfish (9).

Skills: Brawling-15; Stealth-13.

Class: Hybrid.

Notes: Animal spells don't work, because the creature is too smart (use Mind Control magic). Willing to negotiate, but is hateful, craves flesh, and is quite egotistical. Venom can be extracted; 1d-3 doses (minimum 1) can be retrieved on a successful Poisons roll.

MEDUSA

A medusa appears as human female from the neck down – but her face is hideous, with red eyes and a mass of venomous snakes for hair. Any living thing that looks at a medusa's face directly turns to stone – treat this as identical to Flesh to Stone (*Magic*, p. 51). The only way to prevent this is to avoid her gaze or look at her face in a mirror – see *Fighting with Eyes Averted*, below. These monsters aren't immune to their own gaze, although they are immune to that of other medusas.

Medusas can't petrify snakes (professional courtesy?), and are often found with them. They sometimes keep blind creatures as pets, or ally with beings immune to their gaze because of their nature – elementals, mostly. Eyes of Death (*Monsters 1*, p. 14) fear medusas, for obvious reasons.

ST: 11	HP: 11	Speed: 6.25
DX: 12	Will: 12	Move: 6
IQ: 12	Per: 12	
HT: 13	FP: 13	SM: 0
Dodge: 9	Parry: 9	DR: 0

Claws (14): 1d-1 cutting, Reach C.

Petrifying Visage: Beings of living flesh (not elementals, golems, undead, and the like) who view a medusa's face directly turn to stone *permanently* – there's no defense or



resistance! Cone, 15 yards terminal width, 100 yards maximum range. Cured by Stone to Flesh or Remove Curse.

Snaky Hair (18) (x4): 2 points impaling + follow-up 1d toxic (HT-1, plus -1 per additional bite, to resist; 5 cycles; 1 minute per cycle. Reach C. Often aimed at a foe's face (-5) or neck (-5), if either is unarmored.

Traits: Appearance (Hideous); Bad Temper (12); Extra Attack 4 (Snaky Hair only); Immunity to Poison; See Invisible; Social Stigma (Monster).

Skills: Brawling-14, Stealth-12.

Class: Mundane.

Notes: Power comes from a divine curse. Intelligent and willing to negotiate. A medusa's petrifying power depends on her *face*, not her eyes – blinding one won't help! Medusa venom can be drained, netting 2d-4 doses. A medusa's head maintains its petrifying power for 1d hours after the medusa is slain; sawing it off without looking at it takes a DX roll, 1d×5 minutes, and a cutting weapon. Alchemists will pay \$1,000 each for medusa heads, even after their powers have faded.

WAIT TILL MY SISTERS GET HERE

Just like in myth, not all medusas are the same. Here are several variations.

Archer: Add Bow-16 and Composite Bow (16): 1d+2 impaling or 1d+2(2) piercing, Acc 3, Range 220/750.

Immortal: Add Unkillable 1 (Dies only at -10×HP; Achilles' Heel, Decapitation). If the medusa is struck by a cutting attack to the neck that would normally trigger a HT roll to avoid death, *she must roll*, with failure meaning permanent death.

Persistent: Victims petrified cannot be cured until the medusa is slain. Even then, the curse resists Stone to Flesh and Remove Curse with an effective skill 15.

Scout: Upgrade of archer to Bow-18 and Composite Bow (18): 1d+4 impaling or 1d+4(2) piercing, Acc 3, Range 300/375. Add Heroic Archer, Striking ST 2, and Strongbow.

Wizard: Raise IQ to 14. Add Mages 3 and 2d+6 IQ/Hard spells at 15 or IQ/Very Hard spells at 14. Popular colleges are Light and Darkness, Illusion and Creation, and Mind Control.

Vermiform: A medusa that is a giant snake from the waist down! SM becomes +1. ST becomes 15 (which raises damage and range for archers and scouts). Raise HP to 20. Add No Legs (Slithers). *Always* either an archer or a scout.

FIGHTING WITH EYES AVERTED

Fighting while looking into a mirror gives -5 to attack and -2 to defend against any opponent someone cannot also see directly – which obviously includes the medusa! Since facing the medusa squarely while looking into a mirror is difficult or impossible, there usually are penalties for attack and defense from the side or rear; see pp. B388-391. Keeping the medusa's face out of view while fighting by focusing on her feet works, too. Treat combatants who do this as if they were crouching. Attacks

on anything but the legs or feet of any foe, including the medusa, are considered Wild Swings (pp. B388-389). All defenses against anything but enemy kicks are at -2, as for *Attack from Above* (p. B402).

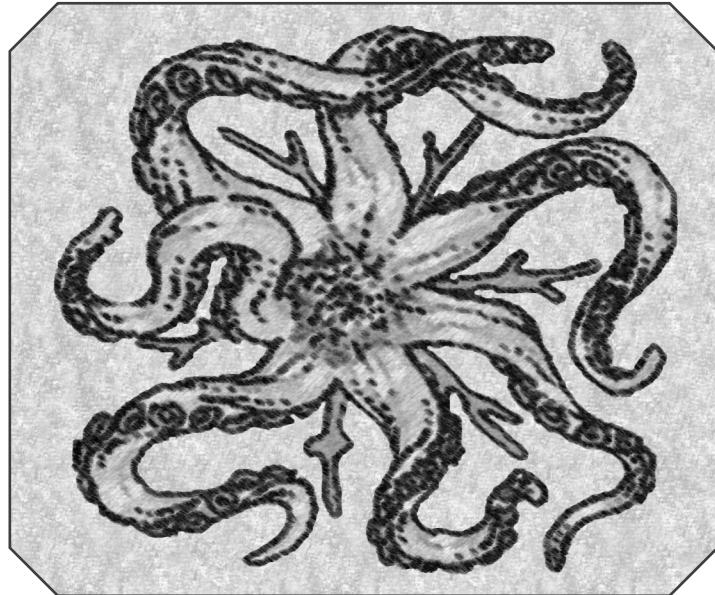
Fighting with eyes shut is the safest, at least from the gaze attack. Treat this as fighting blind (p. B394): -10 to attack and -4 to defend if the person is aware of the enemy attack at all.

Blind Fighting is ideal for battling medusas!

OCTOPUS BLOSSOM

Octopus blossoms are deadly carnivorous plants. They consist of a number of green tentacle-like tendrils covered on one side with sucker-like cups, radiating around a mouth-like opening lined with red crushing grinders. Despite the name, they don't always have eight vines – roll 1d+3 to find out how many they have; the stats below are for an “average” seven-armed specimen. They grapple with their arms, pulling their victims into close combat, and then grinding up prey with their mouth.

Octopus blossoms are semi-mobile. They put down roots for water – they can live for a long time on just water and sunlight. However, they can pull up their roots and move to seek a new place to lurk and catch food. They often are found near game trails, watering holes, supposedly “safe” campsites frequented by delvers, and other similar locations.



KILLER PLANT VARIANTS

There are many kinds of octopus blossom. They are often found in mixed groups of a number of different varieties.

Caustic Blossom: Grinding maw damage becomes corrosion. Add DR 8 (Limited, Corrosion).

Crusher Blossom: Remove grinding maw and add Constriction Attack (+2 to ST for every tentacle after the second). Kills by squeezing its foes to death and then sucks out the juices!

Eros Blossom: Touch causes ecstasy (p. B428) if the victim fails a HT roll. Effect lasts for minutes equal to margin of failure.

Mage-Eater Blossom: As above, but add Mana Damper 2 (Melee Attack). Anything it touches is treated as being in mana two levels below the surrounding area. This doesn't interfere with spells cast *on* the blossom, but it does affect spells cast *on* or by anyone touching it!

Sea Blossom: Aquatic. Swims at Move 1.

Venom Blossom: Grinding maw damage becomes small piercing with a follow-up attack: roll vs. HT to avoid 1d toxic damage.

“Octo” MEANS “GRAPPLE”

Octopus blossoms are ambushers. They wait until victims are close, then grab them and take them. Octopus blossoms attack by grappling their prey with all of their tentacles. They then drag victims in and “bite” them to death. This can be slow and, against heavily armored opponents, futile. Octopus blossoms will hold on until they are slain or their victim is eaten. Friends of the prey are free to attack it, but might hit their friend (see *Striking Into a Close Combat*, p. B392).

Octopus blossoms are neither intelligent nor malign, but that's small comfort to the delvers they've eaten. They seem to have originated as guardians grown by a lost sect of demon-worshipping wizards and druids in the jungles of the far south, but they've since spread far and wide.

ST: 12	HP: 30 (Bulb)	Speed: 1.00
DX: 11	Will: 0	Move: 1 (see Notes)
IQ: 0	Per: 12	
HT: 12	FP: 12	SM: -1
Dodge: N/A	Parry: N/A	DR: 1

Grinding Maw (11): 1d+1 crushing. Can only bite a grappled victim, but a hit lets the plant *worry* (roll maw damage every turn as a free action). Reach C.

Tentacle Grab (11): Roll the plant's effective ST vs. the higher of the victim's ST or HT; victory inflicts crushing damage equal to the margin. For every tentacle after the first two, +2 to hit and ST; a seven-armed blossom grapples at skill 21 and holds with ST 22. Reach C-2.

Traits: Blindness; Chameleon 2; DR 4 (Limited, Crushing); Extra Attack 1; Injury Tolerance (Homogenous; Independent Body Parts); Long Arms; Plant (p. 23); Striking ST 5 (Bite only); Vibration Sense; Weakness (Wither Plant does 3d/casting).

Class: Plant.

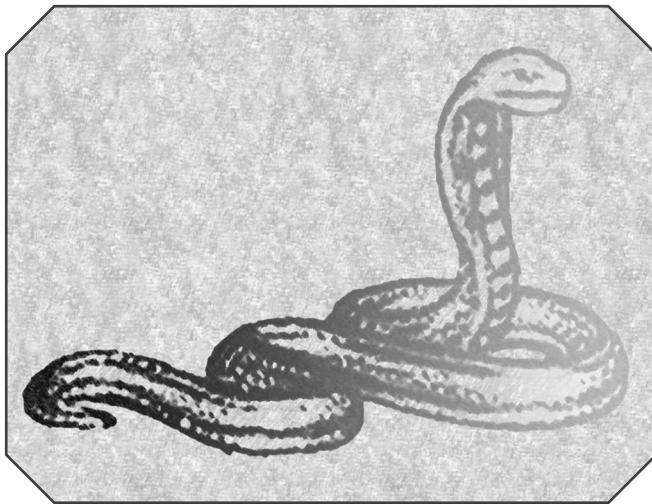
Notes: Plant spells affect them normally. Not intelligent enough to negotiate. Tentacles take 5 HP in a single blow to dismember; injuries to the tentacles do not affect the plant itself. Severed tentacles continue to grapple with ST 12 until destroyed (10 HP total) or until 1d minutes have passed, at which point they “die.” The plant must spend one minute pulling up its roots to move around. It takes about one minute to plant its roots in normal soil or to grab cracks in dungeon floors. If it grapples while not rooted down, victims stronger than it can simply walk around, carrying it (about 100 lbs.) as encumbrance!

PHASE SERPENT

The phase serpent is an “ordinary” giant snake that briefly turns insubstantial to avoid attacks or bypass obstacles. They can do this *repeatedly*, but at increasing difficulty. Phase serpents are deadly predators, and they use their phase ability to its utmost to attack from behind, escape foes, and dodge attacks. They aren’t naturally aggressive toward human-sized targets, preferring to eat vermin and other much easier prey. But they are dangerous if provoked or surprised.

Phase serpents were born of an odd magical experiment by a medusa wizard seeking to perfect teleportation (**Power-Ups**, p. 37) by first applying it to giant snakes. She was executed by the Watchers at the Edge of Time (see **Monsters 1**, p. 34), but her snaky test subjects escaped and multiplied. Rumors say her experiment notes still exist, and other wizards have tried their own experiments – see *Phase Critters*.

Because of their ability, they can be found in unlikely locations – locked rooms, inside security perimeters, and so on. They generally nest in places that can’t be accessed easily (or at all) without phase abilities!



ST: 10 **HP:** 10 **Speed:** 7.00
DX: 14 **Will:** 10 **Move:** 7
IQ: 2 **Per:** 12
HT: 12 **FP:** 12 **SM:** 0

Dodge: 10 **Parry:** N/A **DR:** 2

Bite (16): 1d impaling + follow-up 2d toxic (HT-4 to resist; 1d if resisted; 6 cycles; 1 minute per cycle). Reach C.

Traits: High Pain Threshold; Infravision; Insubstantiality (Magical; see *Phase Abilities*, below); Striking ST 3; Vermiform; Wild Animal.

Skills: Brawling-16; Stealth-14.

Class: Dire Animal.

Notes: Phase serpents are too stupid to negotiate – to control them, use Animal spells instead. Phase serpent brains are useful in certain potions and are worth \$100 each. Phase serpent eggs are worth \$1,000 apiece intact, but are usually stashed in a location difficult (or impossible) to access without teleportation.

PHASE CRITTERS

Experimenting mad wizards (and their GM) don’t need to be limited to snakes. Just about *anything* can be a phase critter. Add this prefix to the base creature.

Phase: Creatures with this prefix can defensively phase and teleport past obstacles; see *Phase Abilities*, below. Add Insubstantiality (Magical).

Don’t feel limited to animals, although they are the most common. Be careful with sapient foes, however. Intelligent creatures with the phase prefix are more than just foes with a trick defense – they’re totally new monsters with greatly enhanced capabilities. Unless the GM wants to inflict a Total Party Kill, keep the number of phase orc assassins to a relatively low number. Such sapient phase creatures are generally hunted down by the Watchers at the End of Time, who leave unintelligent phase animals alone.

PHASE ABILITIES

Phase serpents have one very special trick – they can phase to avoid attacks or bypass barriers (and foes). They have two techniques, both tied to this phase ability. The phase trait depends on magic and will not work in a no-mana zone.

Phase Dodge: They can phase defensively on a 20 or less; success means they dodge the attack automatically. Repeated attempts in one turn are at a cumulative -5. They may *also* attempt to dodge immediately before doing this, in effect giving them two chances to avoid any incoming attack!!

Phase: They can phase for up to 10 seconds at a cost of 1 FP as a free action, allowing them to move through doors, walls, foes, etc. with relatively impunity. They can end this phase at will, also as a free action.

PHASE SERPENT TACTICS

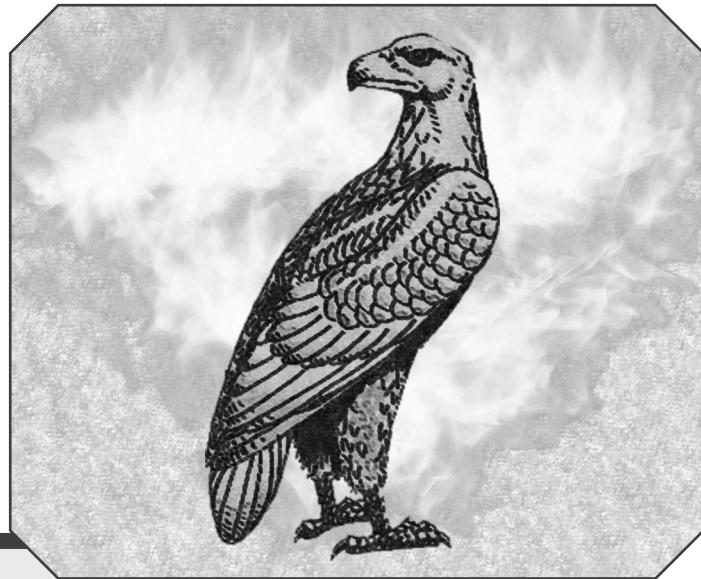
Due to their abilities, phase serpents are effective predators – and they turn up in the most unlikely places. They use their teleportation to attack from behind, escape foes, and defend against attacks. However, against well-armed delvers, in a straight-up fight, they’re basically fodder with a neat trick. They generally avoid direct confrontation unless cornered (which is hard to do). In combat, they use their phase ability to flank a foe (giving -2 to the target’s defenses) or get behind an opponent (*no* defenses the first time; treat as flank attack on subsequent strikes), bite, and then phase to leave. They may return if pursued, if their territory is breached, or if their eggs are threatened.

PHOENIX

In myth, the phoenix is a singular beast, graceful and generally peaceful, which is reborn from its own ashes if killed. *These* phoenix (the plural and singular are the same) are graceful yet hostile, far from unique, and totally aware of their own immortality and willing to use it offensively.

Phoenix attack aggressively, using pecks and wing buffets in close or against airborne foes. If this fails, they use their slam attack to ram into foes at high speed (they fly at 60 mph!), accepting their likely death from the impact in order to inflict damage through their explosive death throes. In minutes, they return anew from the ashes to do a beautiful victory dance over the scorched corpses of their foes.

Phoenix fear nothing, even water, although they maintain a healthy respect for it and avoid it where possible. Water is generally the only way to kill them permanently – but even this varies (see *Killing the Immortal*, below).



OTHER ELEMENTS

The legendary phoenix is a bird of flame. In *Dungeon Fantasy*, there is no reason to restrict yourself to *one* element. Here are some variations:

Acid Phoenix: Change burning damage to corrosion. Reduce damage aura to 1d. Remove Temperature Tolerance. Change DR to (Limited, Corrosion) and add Sealed (Acid-Resistant); the latter negates the other effects of corrosion damage (like reduced DR and potential blinding).

Death Phoenix: A messenger of a death god. Change class to Undead. Change burning damage to toxic (Cosmic, Irresistible attack). Remove Vulnerability. Weakness is to Healing spells (1 point of healing does 1 point of injury to the death phoenix). Achilles' Heel becomes Healing spells. Affected by True Faith and Pentagram.

Frost Phoenix: Add No Incendiary Effect to burning attacks. Change DR to (Limited, Cold/Ice), change Temperature Tolerance to (-135°F to 40°F). Achilles' Heel becomes Essential Fire. Replace Weakness and Vulnerability with Vulnerability (Heat/Fire $\times 3$).

Lightning Phoenix: Add No Incendiary Effect and Surge to burning attacks. Change DR to (Limited, Electricity), but otherwise unchanged – water shorts them out!

KILLING THE IMMORTAL

Traditionally, a phoenix cannot be killed forever. In *Dungeon Fantasy* however, where there is a will to kill there is a way to kill. The GM decides which of the following is effective.

Essential Water: If the final damage done to kill a Phoenix is from Essential Water, the Phoenix will not return. Doesn't work poured on the ashes – the attacker must *kill* the phoenix with it.

Any Water Spell: As above, but any water spell. Use for an easier-to-kill phoenix.

Any Water: As above, but as long as the damage is from water (immersion works), the phoenix will die.

No matter which of these works, it *still* triggers a dying blast!

ST: 5	HP: 5	Speed: 6.25
DX: 13	Will: 18	Move: 30 (Air)
IQ: 5	Per: 12	
HT: 12	FP: 12	SM: -2

Dodge: 10 **Parry:** N/A **DR:** 0

Beak (15): 1d-3 piercing, plus burning aura. Reach C.

Burning Aura: 2d burning to anything in close combat with it.

Dying Blast (15): 3d crushing explosion plus linked 2d burning explosion on dying.

Slam (15): 1d+2 crushing plus burning aura.

Wing Buffet (15): 1d-4 crushing plus burning aura. Reach C.

Traits: Combat Reflexes; Damage Resistance 40 (Limited, Heat/Fire); Fearlessness 10; Magic Resistance 5; Telescopic Vision 2; Temperature Tolerance 10 (80°F to 255°F); Unkillable 3 (Achilles' Heel; see *Killing the Immortal*, above); Vulnerability (Crushing $\times 3$); Vulnerability (Water Spells $\times 2$); Weakness (Water; 1d/second).

Skills: Aerobatics-15; Brawling-15.

Class: Elemental.

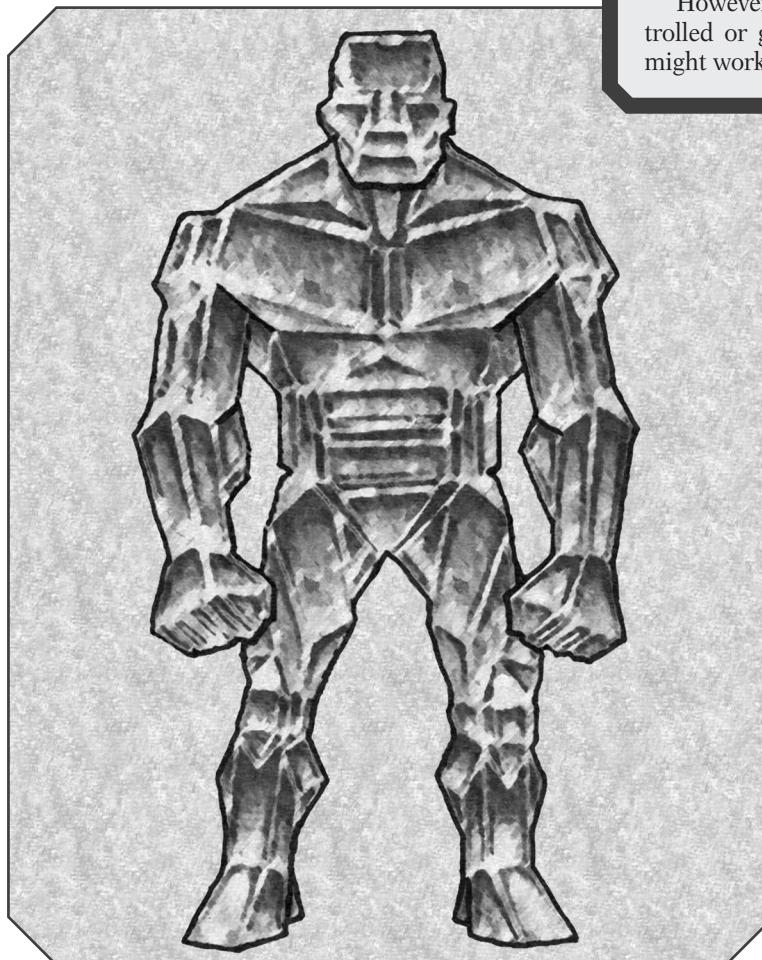
Notes: Unaffected by Animal spells because they are free-willed elementals; use Control Fire Elemental instead. Essential Water triples damage from its Weakness. Phoenix eggs are worth \$1,000 each, but are fragile (DR 1, HP 3, $\times 3$ damage from crushing attacks) and inflict 1d-4 burning damage per second. If the egg is smashed before it hatches, the phoenix is slain. This causes an explosion doing 1d+3 crushing plus 2d burning follow-up.

ROCK TROLL

A human-sized brute of dark gray rock, with glittering glossy eyes of milky glass and teeth of white gemstone. They are called trolls, but they aren't related to either of the fleshy kinds. Rock trolls are born of living rock; they spawn from rock shaped once too often with magic or from critical failures with Earth magic.

Rock trolls don't eat, but enjoy using their powerful jaws to grind gemstones, crystals, and (especially) tempered glass (*GURPS Dungeon Fantasy 8: Treasure Tables*, p. 33) into powder. Rock trolls can communicate by gesture, and they occasionally negotiate for gemstones to consume. They never offer further explanation of their desires, and sometimes do inscrutable things. Although they aren't very smart, they do understand the value that fleshy things ascribe to their preferred snack. Generally, they simply attack those they believe to be holding glass or gems.

ST: 17	HP: 17	Speed: 6.50
DX: 12	Will: 10	Move: 6
IQ: 8	Per: 10	
HT: 14	FP: 14	SM: 0
Dodge: 9	Parry: 10 (x2)	DR: 8



ROCK TROLL TACTICS

Rock trolls can be tough for swashbuckler-and-scout heavy parties due to their Amorphous Stone meta-trait (p. 22), DR 8, and dearth of special weak points. Their tactics are simple – they close in, clubbing with their fists until they are close enough to bite instead. Rock trolls aren't clever, but they're smart enough to work together and gang up on foes. Their Unfazeable nature means they generally fight until destroyed.

Their main weakness is magic. They are smart enough to be vulnerable to Mind Control magic but their Will is fodder-level. They also have an obvious weakness to Earth magic. Hammer-toting dwarves and club-carrying barbarians won't have a hard time battering them to pieces, either.

MALICIOUS ROCKS

Rock trolls aren't evil, but they aren't friendly either. Their natural allies are other rocky beings, such as lava lizards (p. 12) or rock mites (*Monsters 1*, p. 25). They can also be competitors and enemies of the same, if the GM wants a rock versus rock battle for underworld supremacy. They make excellent patsies for evil Earth wizards, too.

However, they can potentially be allies. If magically controlled or given enough bribes of gemstones and glass, they might work with a group of delvers for a time.

Clubbing Fists (15): 1d+3 crushing. Parried as a weapon. Reach C, 1.

Gemstone Maw (15): 1d+3(2) cutting. Parried as a weapon. Reach C.

Traits: Amorphous Stone (p. 22); Compulsive Eating (Glass and gemstones) (12); Doesn't Breathe; Doesn't Eat or Drink; Fragile (Brittle); Immunity to Metabolic Hazards; Injury Tolerance (No Blood); Mute; No Fine Manipulators; Pressure Support 3; Regeneration (Fast, 1 HP/minute; Only in contact with stone or earth); Regrowth (Only in contact with stone or earth); Sealed; Weakness (Shape Stone or Earth to Air inflicts 3d/casting); Unfazeable.

Skills: Brawling-15; Gesture-12.

Class: Elemental.

Notes: The alien mind of rock trolls can't be contacted, read, or otherwise interacted with via Communication and Empathy spells. Willing to negotiate. Affected by Control Earth Elemental. DR is universal – their eyes, etc. are also DR 8. Teeth and eye fragments are worth \$1d×100 per rock troll. Rock giants spawn from large-area Earth magic, and are SM +2, have ST 40, HP 40, IQ 9, Will 11, Per 11, DR 12, and Brawling-18. Rock giant fists do 4d+8 crushing and their bite does 4d+8(2) cutting.

ROT WORM

Rot worms are your normal, garden-variety giant killer meat-eating worms, except they've fed just a little too much on *undead* organic matter. The result is a rot worm. They attack with their toothless sucker mouths (which drip a flesh-eating yellowish ooze), and with their horrid breath. Their breath isn't an attack; it's a continuous stink of fumes and rotting particles that spew out of their mouths at all times.

The consumption of undead flesh has also given rot worms a hunger for rotting flesh and the ability to sense corporeal undead. The living aren't safe, though – while rot worms seem to *prefer* rotting undead matter, they'll eat living flesh if it's more convenient.

Equally, consuming undead flesh has given the rot worms some of the vulnerabilities of their favorite food. Furthermore, but many worms get strangely *warped* by their chosen food. The stats below are for a standard worm, but distorted ones are very common.

NOT YOUR GARDEN VARIETY

Thanks to their strange diet, rot worms are especially prone to mutation. About 1 in 6 have the distorted prefix (*Monsters 1*, p. 37). A further 1 in 6 are *hydra rot worms*, with 1d+1 (average 5) heads; add 3 HP per additional head and Extra Attack 1 for each. About 1 in 36 are *both*. *Giant rot worms* are even bigger, with SM +3 (ST 35; HP 35; breath has three-yard diameter; saliva does 1d+3 corrosion damage) and SM +5 (ST 75; HP 75; breath has five-yard diameter; saliva does 2d+2 corrosion damage) varieties being uncommon but not terribly rare. Legends of truly massive worms (SM +10 or bigger) are not to be trusted, as no delver has ever returned to verify them.

WORM TACTICS

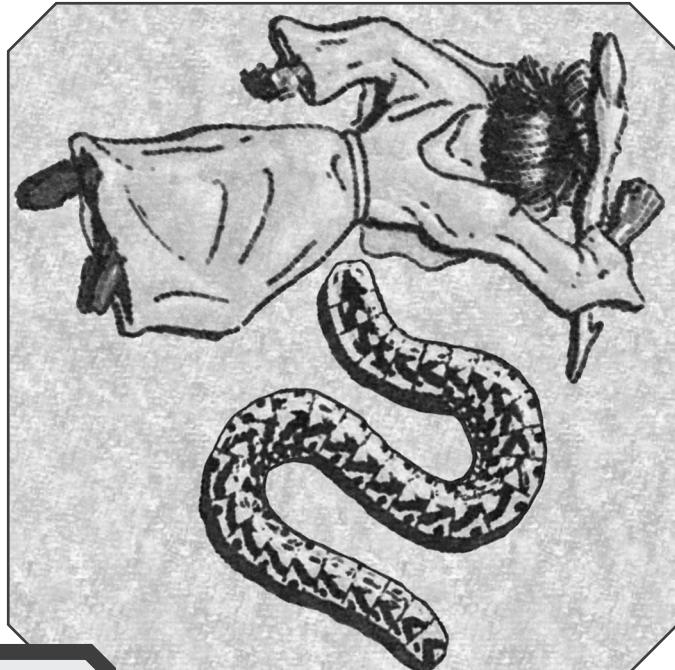
Rot worms are barely intelligent. Their tactics are simply to close with victims, clamp on with their toothless sucker mouths, and start eating the flesh that dissolves from their corrosive saliva. Their breath gives them an edge – victims can be rendered helpless just from coming too close.

Rot worms are most threatening in groups, or in tight quarters, where delvers can't avoid their breath or effectively move away from their bite. In the open, they're generally fodder.

WORM WRANGLING

Not only do rot worms make dangerous foes, but they also can be made into useful allies. They eat undead by preference and can be used to hunt (and eat!) the rotting undead. They strip flesh off corpses entirely, making them an effective, if slow, way of cleaning bones – possibly as preparation for making skeletal undead, which the worms will simply ignore.

Such "rot wormingers" need Animal Handling (Rot Worm), and usually carry a forked, hooked prod (\$10, 3 lbs., Reach 1, thr-1(0.5) crushing) that they use to direct the worms. Successful wormingers typically have No Sense of Smell/Taste or a very high HT score.



ST: 15	HP: 15	Speed: 6.00
DX: 10	Will: 10	Move: 6
IQ: 1	Per: 8	
HT: 14	FP: 14	SM: +1
Dodge: 9	Parry: N/A	DR: 1

Rot Breath (Resisted by HT-2): Smell-based breath attack in a 1-yard diameter cloud in front of the worm. Subjects who don't resist are nauseated (-2 to attribute and skill rolls, -1 to active defenses, and possible vomiting; see p. B428) for minutes equal to margin of failure. On a failure by 5+, the victim is *also* retching (-5 to DX, IQ, and Per, and automatic failure at Concentrate maneuvers) for 1d seconds. No Sense of Smell/Taste provides immunity.

Sucker Bite (10): Grapple with ST 15 + follow-up 1d corrosion/second. Reach C. Lingers for 2d seconds after final contact with the worm's mouth unless washed off with wine or vinegar (water won't do).

Traits: Acute Detect 7 (Sense roll 15); Bad Smell; Detect (Rotting Flesh; Precise); Immunity to Disease; Immunity to Mind Control; Injury Tolerance (No Eyes; No Head; No Vitals); Regeneration (Slow, 1 HP/12 hours); Regrowth; Universal Digestion (Organic only, but not bone); Vermiform; Wild Animal.

Class: Dire Animal.

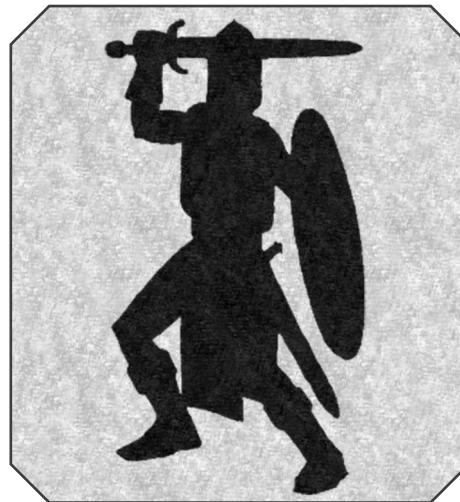
Notes: Animal spells won't work because of its semi-undead immunities. Unable to negotiate, but eats corpses in preference to fighting for living flesh. Digests all but bone. Affected by Turn Zombie (takes half damage, rounded down; flees on a 1 as usual) and by True Faith (turned as if it had Will 15).

SHADOW WARRIOR

Occasionally, the Animate Shadow spell (*Magic*, p. 154) can go horribly wrong. Either through a critical failure by the caster, or perhaps a too-successful critical success, the animate shadow of the subject manages to *kill* its victim and survive permanently, independent and willful.

Shadow warriors cannot last for more than a few seconds in sunlight. As such, they either live underground or stick to well-shaded areas, waiting for nightfall. They roam around, trying to regain their “lost” physical forms by re-enacting the circumstances that created them – murdering a living being. They appear to carry various weapons and sometimes shields, but their “weapons” all do the same damage and their armor is nonfunctional. They are found singly or in groups, but cooperate poorly – each is worried the other will kill the victim they need to “undo” their curse!

Rumors of special variations of Animate Shadow that create these *on purpose* are, of course, totally correct – but are exclusively found in the hands of cackling insane wizards and certain demon-worshipping evil clerics.



ST: 14
DX: 14
IQ: 9
HT: 12

Dodge: 12 **Parry:** N/A

HP: 14
Will: 15
Per: 10
FP: 12

DR: 0

Speed: 8.00
Move: 8 (Ground)/4 (Climbing)
SM: 0

“Weapon” (18): 1d fatigue damage per strike; ignores all DR. Cannot be parried or blocked. Reach C, 1.

Traits: Bloodlust (9); Callous; Combat Reflexes; Delusion (Killing will end my curse); Jealousy; Shadow Being (see *Other Shadows?* below).

Skills: Brawling-18; Stealth-17 (20 if not moving).

Class: Undead.

Notes: Truly evil. Unwilling to negotiate. Powers are magical in nature. The stats above are for a typical animated shadow, created from a human warrior. For nonhumans, adjust the stats and SM by the racial modifiers, as usual, and add any racial abilities. Where the shadow has superior powers, keep them! Exceptional specimens exist – stats and skills can be at almost *any* level. Not affected by True Faith, but *do* count as undead for a holy warrior’s Higher Purpose!

TWO-DIMENSIONAL FOES

Shadow warriors are potentially deadly. Their attacks bypass DR, and once FP hit 0, victims lose HP as well as FP; see p. B426. They can either attack twice (Rapid Strike, -6 to hit, for a net skill 12) or once, usually using Deceptive Attack (-6 to hit, -3 to opponent’s defense, for a net skill 12). They are clever enough to Feint if they feel a foe is vulnerable to it.

Killing shadow warriors is tough. Physical attacks cause half damage, and it takes specific (albeit obvious) spells to finish them off – and damaging light spells do +50% damage. It only takes 28 points of injury to “kill”

one (thanks to Unnatural), but unless the fatal strike is from light or Dispel Magic, they will dissolve into motes of shadow, then return in under 30 minutes (healing 1 HP/minute), thanks to Unkillable 3 in its meta-trait.

Shadow warriors are highly mobile – full Move on the ground, half that on walls and ceilings. Unlike most beings in shadow form, they can travel through three-dimensional space – meaning they can move around normally, as well as slip through places only a two-dimensional being can.

OTHER SHADOWS?

The stats above are for shadow warriors, based on a human fighter-type. But any delver or creature could be victim of this kind of curse. Apply the following meta-trait.

Shadow Being: A usually evil two-dimensional shadow version of the base creature. Add Dark Vision; Dependency (Mana; Constant); Detect (Life; Vague); Doesn’t Breathe; Doesn’t Eat or Drink; Doesn’t Sleep; Fragile (Unnatural); Injury Tolerance (No Blood; No Eyes; No Head; No Neck; No Vitals); Pressure Support 3; Regeneration (Fast, 1 HP/minute; only in shadow); Shadow Form; Silence 3;

Temperature Tolerance 10; Unkillable 3 (Achilles’ Heel, Dispel Magic, light spells*, or sunlight); Weakness (Dispel Magic does 3d/casting); Weakness (Light Jet does 1d/hit); Weakness (Sunlight; 3d/second). Replace all melee attacks with a FP-draining strike that does damage equal to thrust based on ST.

As a feature, shadow beings are immune to “Body of” spells, Flesh to Stone, and similar transmutations, but are destroyed instantly if they fail to resist Remove Shadow.

* Light Jet or Sunbolt.

CHAPTER TWO

MONSTER TRAITS

*Smell the blood of human invaders
Feast on their limbs, bury their helms
– Slough Feg, “Troll Pack”*

The monsters in the previous chapter use two meta-traits not found in the *Basic Set*. They also feature three new prefixes that expand on pp. 36-38 of *Monsters 1*. These traits are not restricted to the monsters in this supplement (or in some cases, to monsters only!).



NEW MONSTER TRAITS

The enhancement below is an important part of the dryad (p. 19) but may fit other foes that rely on Permeation. The two new meta-traits can be applied to *any* creature that they suit.

*Nostrils flaring at the sweet scent
of horse and human meat, it clacked
its teeth in hungry anticipation.*

– Steven Erikson, *Goats of Glory*

“spread thin” if you merge with a large object: scale down damage in proportion to HP (to 1/10 normal, in the above example), and add the difference between the object’s SM and your own to rolls to resist your Afflictions. You can’t control the items you meld with; get Possession for that.

NEW META-TRAITS

These meta-traits follow the usual rules for meta-traits from the *Basic Set*.

Amorphous Stone

40 points

Some stone-based creatures are especially vulnerable to crushing attacks (which shatter their bodies) rather than cutting attacks (as usual for homogenous). This suits objects that are susceptible to crumbling but not to shearing.

Amorphous Stone: Injury Tolerance (Damage Reduction 1.5; Limited, Cutting, -40%) [15]; Injury Tolerance (Homogenous) [40]; Vulnerability (Crushing $\times 1.5$) [-15]. Notes: As Homogenous, except that cutting damage gets a wounding modifier of $\times 1$ while crushing has a wounding modifier of $\times 1.5$.

Things with this meta-trait often have Fragile (Brittle) [-15] as well, but this is not required. Some also have Injury Tolerance (No Blood) [5], while others don’t and ooze tarry blood or other strange ichors when hurt. The amorphous stone meta-trait is especially useful for crystalline and stone creatures vulnerable to crushing blows; the GM may wish to retroactively apply it to suitable monsters from earlier supplement, such as stone golems (*Dungeons*, p. 26) or obsidian jaguars (*Monsters 1*, p. 24). Or he may not – not every construct is designed the same way!

NEW ENHANCEMENT

The following enhancement may be added to Permeation (p. B75).

Meld

+150%

You can become one with the things you permeate. This works only on discrete objects – a tree (not a forest), a mountain (not a planet), etc. Once melded, you can use your senses from or step out of the object at any point along its interior or exterior surfaces, and can breathe if any part of it is touching air. Take a Ready maneuver to shift viewpoints or exit the object. If the object takes damage, it affects you proportionally; e.g., 10 HP of injury to a 100 HP tree results in a 1 HP wound for a 10 HP person. Being part of something larger than you also blunts Afflictions – add the difference between its SM and yours to your resistance roll. If you have attacks that affect those touching or standing near you, like Emanations, they’re

Plant

27 points

Plant creatures share a common pool of traits. This meta-trait suits plant-based monsters that lack sight, hearing, or the ability to speak. Plant-people, plant-animals, and mobile plant-things that can speak are better off without this meta-trait.

Plant: Blindness [-50]; Deafness [-20]; Doesn't Breathe [20]; Injury Tolerance (Homogenous, No Blood, No Eyes, No Head,

No Neck) [62]; Mute [-25]; Regrowth [40]; and the feature Affected by Plant spells.

Plants usually have No Legs (Sessile) [-50], but some fantastic plants are frighteningly mobile. Other common plant traits include No Manipulators [-50], Doesn't Eat or Drink (Requires Sunlight and Water, -50%) [5], and, for dry plants, Fragile (Combustible) [-5]. Most trees and other plants also have IQ 0 and Fixed IQ [0], but this trait is not included here, since it may not fit certain trees in fantasy.

MORE MONSTER PREFIXES

The following prefixes add to the list from *Monsters 1*. Use them on any creature to make them more dangerous.

Flying

Flying creatures are winged versions of their normally land-bound or aquatic relatives. Aquatic creatures given wings mysteriously acquire the ability to breathe air, too. This prefix is very common on cats (housecats, lions, tigers . . .), lizards (ersatz “dragons”), and formerly aquatic animals, such as sharks. *Especially* sharks.

Creatures that already “look” winged, such as manta rays, or which look too ridiculous with wings (such as jellies or oozes) drop “winged” from flight . . . but they can *still* fly.

Statistics: Add Flight (Cannot Hover; Winged). Air Move is Basic Speed $\times 2$; any land Move is unchanged from the base creature. Those that look winged should remove (Winged). Water creatures exchange No Legs (Aquatic) for No Legs (Aerial) and improve Doesn't Breathe (Gills) from a feature to a full-fledged advantage.

Furious

A furious monster is *very* angry and channels that into striking *much* harder.

Statistics: Add Bad Temper (9) and Striking ST 4*.

* Four levels of Striking ST generally give +2 to damage with *thrusting* attacks (including nearly all natural

and unarmed attacks) and +1d with *swinging* attacks. The GM may recalculate damage in detail or just wing it and add +2 or +1d, respectively!

Holy

Most monsters are exactly that – monsters, hostile to delvers and civilization alike. But some Good gods create servitors in the form of monsters, or transform them into divinely powered servants. They are more intelligent, more refined, and (most importantly) more *good* than the basic creature. This prefix is most commonly found on animals (which are usually white, gold, or luminescent), but any sufficiently non-evil creature can have it. Especially holy beings may have multiple levels of Higher Purpose (up to four!), add levels of Holiness, and may have additional holy powers. See *GURPS Dungeon Fantasy 7: Clerics* for inspiration and useful lenses. They aren’t clerics or holy warriors themselves, though, but make great allies for them.

Statistics: Add Higher Purpose (Slay Demons); Higher Purpose (Slay Undead); Pacifism (Cannot Harm Innocents); Sense of Duty (Co-religionists), and Shtick (Foes slain personally can’t rise as undead). Remove any “evil” disadvantages, notably Bully, Megalomania, and Sadism; Appetite involving the blood, life force, etc. of others; and Dread, Revulsion, Susceptible, Vulnerability, or Weakness toward good or holy things (which might be replaced with equivalent flaws concerning *evil* things).

Xykron: “Flying zombies! I can’t believe I never thought of it before.”

Redcloak: “It will revolutionize the industry.”

– The Order of the Stick #193

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