

# Creature Catalog

*A D&D goes GURPS 4th Edition Sourcebook by Pythagoras*

## Introduction

This netbook is a collection of fantasy creatures based on the D&D Monster Manual, the Creature Collection 2, and the D&D Miniatures Game (as well as some new creatures). I have tried to replicate the abilities as faithfully as possible but the difference between the systems makes some creatures more powerful than before due to the value of certain "abilities" in GURPS such as being unliving etc.

The current version is relatively small but I hope to add new stuff over time. For now, enjoy what is there.

## Entries

Each intelligent monster is given a short fluff description but details can usually filled in from the appropriate D&D source books. Next, the racial template is given. To make the monsters immediately usable, one or more example NPCs are provided. The warrior NPC corresponds to the warrior entry in the D&D Monster Manual, the rest is more creative, not directly based on any D&D classes.

Unintelligent monsters or constructs are given a less detailed treatment. They are represented by a single entry, possibly with some variants.

Since I feel that the point value does not necessarily represent the lethality in battle, each NPC is rated in skulls. One skull represents a monster that even beginning characters eat for breakfast. The rating goes up to 10 skulls but those are creatures you do not wish to meet.

## About This Document

This document was created by Pythagoras. More GURPS material by him can be downloaded at:

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## Monster Categories

D&D monsters are grouped into certain categories, an idea I am actually quite fond of. They translate into several new metatraits that will be used in the monster descriptions.

- **Aberration [0]:** These creatures differ greatly from the local fauna in both anatomy and mindset but are also not outsiders. Being an aberration does not incur any special disadvantages (other than not being served at most taverns) but means that certain magical items will work for or against you.

- **Construct [110]:** Besides indicating the membership in a specific group, the construct metatrait encompasses: Injury Tolerance (No Brain) [5], Injury Tolerance (No Vitals) [5], Resistant (Metabolic Hazards, Immunity) [30], Resistant (Mind Control, Immunity) [15], Resistant (Necromantic Magic, Immunity) [10], Doesn't Sleep [20], Doesn't Breathe [20], Sealed [15], Unhealing [-30], Doesn't Eat or Drink [15], Hard to Subdue [5]
- **Dragon [0]:** Another category that merely serves to identify a specific monster for magic purposes.
- **Elemental [25]:** Resistant (Metabolic Hazards, Immunity) [30], Doesn't Breathe [20], Sealed [15], Hard to Subdue [5], Injury Tolerance (No Vitals) [5], Fragile (Unnatural) [-50]
- **Fey/Spirit [0]:** These are spirits of nature.
- **Giant [0]:** Taboo Trait SM 0 or less.
- **Ooze [175]:** Resistant (Metabolic Hazards, Immunity) [30], Doesn't Breathe [20], Sealed [15], Hard to Subdue [5], Injury Tolerance (No Vitals) [5], Injury Tolerance (Diffuse) [100]
- **Outsider [-50]:** A non-elemental creature from another plane. An outsider is always Fragile (Unnatural) [-50] when on another plane than his home. An outsider must chose at least one type such as Good, Evil, Chaos, Law.
- **Plant [70]:** Besides indicating the membership in a specific group, the plant metatrait encompasses: Injury Tolerance (Unliving) [20], Resistant (Poison, Immunity) [15], Resistant (Mind Control, Immunity) [15], Doesn't Sleep [20]
- **Shapechanger [0]:** Being a shape-changer does not incur any special advantages but means that certain

magical items will work for or against you.

- **Undead [110]:** Undead are affected by many special spells. Injury Tolerance (No Vitals) [5], Resistant (Metabolic Hazards, Immunity) [30], Resistant (Mind Control, Immunity) [15], Doesn't Sleep [20], Doesn't Breathe [20], Doesn't Eat or Drink [15], Hard to Subdue [5]
- **Vermin [0]:** Non-vertebrate animals and such.



## Size Categories

The size categories of D&D are translated to SM in the following way.

Size Category	SM
Fine	-10 to -7
Diminutive	-6 to -5
Tiny	-4 to -3
Small	-2 to -1
Medium	0
Large	1 to 2
Huge	3 to 4
Gargantuan	5 to 6
Colossal	7

# Assassin Vine

This murderous plant is but one example for deadly vegetation. Mindless and hungry, it tries to strangle creatures passing it by. There are several variants of this plant, which are also described.

## Large Vine [4] ☠

**Attributes:** Str 20 [80 due to size], Dex 10 [0], Int 1 [-180], HT 14 [40]

**Secondary Characteristics:** Damage thrust 2d-1, swing 3d+2, HP 20 [0], Will 1 [0], Per 10 [45], FP 14 [0], Speed 5 [-20], Move 0 [-25], SM +2

**Advantages:** Plant [70], Unfazeable [15], Constriction Attack [15], Vibration Sense [10], Binding (Area effect 2 yards +50%, Persistent +40%, Extended Duration (100 seconds) +40%) 10 [46], Damage Resistance (Fire, Ice & Electricity only -20%) 6 [24]

**Disadvantages:** Wild Animal [-30], Blindness [-50], Deafness [-20]

**Features:** none

**Skills:** Brawling (DX/E) 13 [8], Stealth (DX/A) 14 [16]

**Secondary Characteristics:** Damage thrust 2d+1, swing 4d+1, HP 23 [0], Will 1 [0], Per 10 [45], FP 14 [0], Speed 5 [-20], Move 0 [-25], SM +4

**Advantages:** Plant [70], Unfazeable [15], Constriction Attack [15], Vibration Sense [10], Binding (Area effect 2 yards +50%, Persistent +40%, Extended Duration (100 seconds) +40%) 10 [46], Damage Resistance (Fire, Ice & Electricity only -20%) 6 [24]

**Disadvantages:** Wild Animal [-30], Blindness [-50], Deafness [-20]

**Features:** none

**Skills:** Brawling (DX/E) 14 [12], Stealth (DX/A) 14 [16]

## Vampirical Vine [+10]

This nasty version of the Assassin Vine not only gapples its victims but also sucks their blood through hollow thorns. This variant is sometimes called "Vampire Rose" due to its white flowers that turn red when it is full of blood.

Add: Innate Attack (1d6 piercing, follow-up (initial grapple), cyclic 1 second +100% (ends when escaping from grapple)) [10]

## Huge Vine [6] ☠ ☠

**Attributes:** Str 23 [78 due to size], Dex 10 [0], Int 1 [-180], HT 14 [40]

Name	Attack	Damage	Parry/Dodge/Block	DR	Notes
Large	grapple 13 (reach 1)	none*	9(unarmed)/8/NA	6 (vs. fire, ice and electricity)	*after a successful grapple, roll ST vs. victims ST or HT to inflict or damage. Damage to neck is x1.5 and also causes 1 FP suffocation damage.
Huge	grapple 14 (reach 3)	none*	10(unarmed)/8/NA	6 (vs. fire, ice and electricity)	*see above.

# Chuul

These bizarre monsters are swamp dwellers of surprising intelligence that were originally the guardians of a remote island. Unfortunately, they were imported to the civilized lands by a group of foolhardy adventurers.

*Further reading: Dragon #330 - Ecology of the Chuul.*

## Adult Chuul [377] ☠ ☠ ☠

**Attributes:** Str 20 [80 due to size], Dex 14 [80], Int 10 [0], HT 16 [60]

**Secondary Characteristics:** Damage thrust 2d-1, swing 3d+2, HP 20 [0], Will 15 [25], Per 15 [25], FP 16 [0], Speed 5 [-20], Move 5 [0], SM +2

**Advantages:** Ambidexterity [5], Amphibious [10], Constriction Attack [15], Damage Resistance 6 [30], Extra Attack 1 [25], Claws (long talons) [11], Affliction (s. sidebar) [39], Skill Bonus Stealth (Underwater only -20%) 4 [16], Doesn't Breathe (Oxygen Absorbtion) [15]

**Disadvantages:** Horrific Appearance [-24], Social Stigma (Monster) [-15], Intolerance (Humanoids) [-10], Ham-Fisted [-10]

**Quirks:** Collects trophies from its victims [-1] , Likes to feast on Lizard-folk [-1]

**Features:** Aberration [0]

**Skills:** Brawling (DX/E) 17 [8], Stealth (DX/A) 17/21\* [8], Jumping (DX/E) 15 [2], Observation (Per/A) 16 [4],

\*Underwater

## Paralysis Attack

A Chuul can use his mouth tentacles to paralyze a victim it is currently grappling.

The victim must make a HT-2 save, modified by DR of the head. If the roll is failed by 5 or more, the victim is paralyzed.

The victim is stunned and can try to recover each round by making an unmodified HT-2 check.

*In game terms: Affliction 3 [30], secondary paralysis +30%, Follow Up (grappling attack) +0%*

## Variant: Underground Chuul [+25]

Add Darkvision [25]

Name	Attack	Damage	Parry/Ddge/Blck	DR	Notes
Chuul	2 claws 17	2d+1 cut or imp	11(unarmed)/8/NA	6	Affliction applies during grapple.

# Demon, Dretch

These creatures are the lowest of the low in the Abyss and primarily serve as shock troops or as quick snacks for their betters.

## Dretch [142] ☠

**Attributes:** Str 10 [0], Dex 10 [0], Int 7 [-60], HT 10 [0]

**Secondary Characteristics:** Damage thrust 1d-2, swing 1d, HP 10 [0], Will 11 [20], Per 9 [10], FP 10 [0], Speed 5 [0], Move 4 [-5], SM -1

**Advantages:** DR 5 [25], DR 5 (against all weapons not made of cold iron or empowered by good -20%) [20], Damage Resistance 15 (Electricity only -40%) [45], Damage Resistance 10 (burning and corrosion -20%) [40], Magic Resistance 2 (Improved +150%) [10], Resistant (Poison, Immunity) [15], Terror (once per day -40%) [18], Ally (another dretch, available on 6 or less -50%, summonable +100%) [7], Stinking Cloud [21], Claws (Sharp) [5], Teeth (Sharp) [1], Telesend [30], Mind Reading (Telecommunication -20%) [24], Telekinesis 6 (10 meters) [30]

**Disadvantages:** Horrific Appearance [-24], Social Stigma (Monster) [-15], Outsider (Evil, Chaos) [-50], Confused (self-control 15 or less) [-5], Cowardice (self-control 12 or less) [-10], Hunchback [-10]

**Features:** none

**Skills:** Brawling (DX/E) 12 [4]

## Stinking Cloud [21]

This special attack allows a dretch to create a stinking cloud around itself once per day. The cloud has a radius of 8 meters. Those unfortunate enough to breathe in the yellowish gas and fail a HT save are nauseated for one minute per amount of failure (-2 to all skill and attribute rolls, -1 on active defenses).

*Affliction [10], Nauseated +30%, Area Effect 8 yards +150%, Enamation -20%, Respiratory Agent +50%*

Name	Attack	Damage	Parry/Ddge/Blck	DR	Notes
Dretch	Claw 12	1d cut	9U/8/NA	norm. 10, 5 vs. cold iron or good, 20 elec., 15 brn and cor	Stinking Cloud, Terror, Telekinesis, Dretch Ally



# Devil, Imp

These creatures are minor devils that are often sent to the prime material plane to corrupt magic users. It has a short barbed tail that delivers a nasty poison.

Imp [444] ☠ ☠

**Attributes:** Str 10 [0], Dex 16 [120], Int 10 [0], HT 10 [0]

**Secondary Characteristics:** Damage thrust 1d-2, swing 1d, HP 10 [0], Will 11 [5], Per 11 [5], FP 10 [0], Speed 6.5 [0], Move 3 [-15] (Air: 10 [8]), SM -4

**Advantages:** DR 5 [25], DR 5 (against all weapons not made of cold iron or empowered by good -20%) [20], Damage Resistance 15 (burn -40%) [45], Magic Resistance 2 (Improved +150%) [10], Resistant (Poison, Immunity) [15], Darkvision [25], Regeneration (1/sec., all damage except that dealt by acid or holy weapons -20%) [80], Morph (Cosmetic -50%) [50], Detect (Outsider (Good)) [10], Detect (Magic) [10], Invisibility (Switchable) [44], Striker (1d-1 pi damage, reach C) [5], Imp Poison [16], Flight (small wings -10%) [36]

**Disadvantages:** Horrific Appearance [-24], Social Stigma (Monster) [-15], Outsider (Evil, Law) [-50], Code of Honour (Devil's) [-5], Cowardice (self-control 15 or less) [-5]

**Features:** none

**Skills:** Brawling (DX/E) 16 [1], Observation (Per/A) 12 [4], Occultism (IQ/A) 12 [8], Thaumatology (IQ/VH) 12 [16]

## Familiar Effects

A magic user who makes a deal with an imp gains special abilities as well as a rather unreliable ally. When using GURPS hardpoint's simple magic rules, the caster gets +2 levels in his talent plus he can choose whether a spell originates from him or the Imp. Finally, he can use the Imp's FP to power his spells (but never get the imp below 3 FP).

## Imp Poison

An Imp's poison is not deadly but causes nausea (-2 to all skill and attribute rolls, -1 on active defences) if a HT check if failed. If the check is failed by 5 or more, the victim is paralyzed. Both effects lasts for 1 minute per margin of failure. The poison is delivered by the Imp's stinger.

*Affliction* [10], *Follow-Up* +0%, *Nauseated* +30%, *Secondary damage: Paralysis* +30%

## Devil's Code of Honour

The Devil's code of honour is not very restrictive but is followed to the letter (as befits a devil). It encompasses the following rules: Never break your word (but only in letter, not in spirit), follow the orders of your superiors (with the

Name	Attack	Damage	Parry/Dodge/Blck	DR	Notes
Imp	Stinger 16	1d-1 + poison	11/9/NA	10, 5 vs. cold iron or good, 20 vs. fire	Invisibility, Cosmetic Morph, Flight

# Dragon Lizard

A dragon lizard is a creature that is distantly related to dragons and shares some of their properties. These creatures are usually man-sized and are of limited intelligence. A Salamander (not to be confused with the elemental creature of the same name) is a more powerful variant of the Dragon Lizard.

## Dragon Lizard [43+col] ☠

**Attributes:** Str 13 [30], Dex 11 [20], Int 6 [-80], HT 12 [20]

**Secondary Characteristics:** Damage thrust 1d, swing 2d-1, HP 13 [0], Will 8 [10], Per 6 [0], FP 12 [0], Speed 5.75 [0], Move 5 [0]

**Advantages:** Darkvision [25], DR 3 [15], Colour Advantages [varies], Claws (Talons) [8]

**Disadvantages:** Wild Animal [-30]

**Features:** Dragon [0]

**Skills:** Brawling (DX/E) 13 [8], Stealth (DX/A) 14 [16], Climbing (DX/A) 10 [1]

## Salamander [73+col] ☠

**Attributes:** Str 15 [50], Dex 11 [20], Int 6 [-80], HT 12 [20]

**Secondary Characteristics:** Damage thrust 1d+1, swing 2d+1, HP 15 [0], Will 8 [10], Per 6 [0], FP 12 [0], Speed 5.75 [0], Move 5 [0]

**Advantages:** Darkvision [25], DR 5 [25], Colour Advantages [varies], Claws (Talons) [8]

**Disadvantages:** Wild Animal [-30]

**Features:** Dragon [0]

## Colour Advantages

There are several different Dragon Lizard races that have different advantages:

**Black Lizard [25]:** Doesn't Breathe (Gills) [10], DR 5 (corrosion only -40%) [15]

**Blue Lizard [45]:** Tunneling 2 (sand only -25%) [30], DR 5 (electricity only -40%) [15]

**Green Lizard [25]:** Doesn't Breathe (Gills) [10], DR 5 (corrosion only -40%) [15]

**Red Lizard [20]:** DR 10 (burn damage only -40%) [30], Vulnerability (Hypothermia, x2, FP only) [-12], Perk: Produce Small Flame [1], Obscure Smoke 1 (always on) [1]

**White Lizard [12]:** DR 10 (cold damage only - 40%) [30], Vulnerability (burn, x2) [-30], Clinging (Ice, -60%) [12]

**Gold Lizard [28]:** DR 10 (burn damage only -40%) [30], Vulnerability (Hypothermia, x2, FP only) [-12], Doesn't Breathe (Gills) [10]

**Crystal Lizard [30]:** DR 10 (cold damage only - 40%) [30]

**Shadow Lizard [35]:** Chameleon 5 (in shadows only -20%) [20], DR 5 (cold damage only - 40%) [15]

**Skills:** Brawling (DX/E) 14 [12], Stealth (DX/A) 14 [16], Climbing (DX/A) 10 [1]

Name	Attack	Damage	Parry/Dodge/Block	DR	Notes
Lizard	claws 13	1d cut or imp	9(unarmed)/8/NA	3 (+ col)	
Salamander	claws 14	1d+1 cut or imp	10(unarmed)/8/NA	5 (+col)	

# Ethengarian

Noble nomads of the Steppe, Ethengarians excel at riding and horse archery. Being very religious people, these humans worship many spirits, which are grouped into three categories; spirits of law, neutral spirits, and spirits of chaos.

## Racial Template [-15]

**Attribute Modifiers:** none

**Secondary Characteristics Modifiers:** none

**Advantages:** none

**Disadvantages:** Social Stigma (Minority Group) [-10], Low Tech Level (3, 2 for weapons and armour) [-5]

**Features:** none

## Typical Specimens

### Warrior [55] ☠

The warriors of Ethengar are well-trained with both bow and scimitar. They are also expert riders, being able to perform impressive stunts.

**Attributes:** Str 12 [20], Dex 11 [20], Int 9 [-20], HT 10 [0]

**Secondary Characteristics:** Damage thrust 1d-1, swing 1d+2, HP 12 [0], Will 10 [5], Per 10 [5], FP 10 [0], Speed 5.25 [0], Move 5 [0]

**Advantages:** none

**Disadvantages:** Social Stigma (Minority Group), Low Tech Level (3, 2 for weapons and armour)

**Features:** none

**Skills:** Bow (DX/A) 12 [4], Brawling (DX/E) 13 [4], Knife (DX/E) 12 [2], Observation (Per/A) 10 [2], Riding (Horse) (DX/A) 13 [8], Stealth (DX/A) 10 [1], Broadsword (DX/A) 12 [4], Horse Archery 12 [5]

**Typical Equipment:** Longbow, Scimitar (treat as Broadsword), Scale Mail, Mail Coif, Steppe Horse

### Chaos Acolyte [75] ☠

The Chaos Acolyte is a cleric new to the cult of the chaos spirits.

**Attributes:** Str 12 [20], Dex 11 [20], Int 10, HT 10 [0]

**Secondary Characteristics:** Damage thrust 1d-1, swing 1d+2, HP 12 [0], Will 10 [5], Per 10 [0], FP 10 [0], Speed 5.25 [0], Move 5 [0]

**Advantages:** Fire Dart [7] (Acc +0, 1/2D 10, Max 100, RoF 1, Recoil 1, Damage 2d burn, fatigue 1).

**Disadvantages:** Social Stigma (Minority Group), Low Tech Level (3, 2 for weapons and armour), Disciplines of Faith (Ritualism) [-5]

**Features:** none

**Skills:** Fire Dart (DX/E) 13 [4], Brawling (DX/E) 13 [4], Knife (DX/E) 12 [2], Observation (Per/A) 10 [2], Riding (Horse) (DX/A) 13 [8], Stealth (DX/A) 10 [1], Axe/Mace (DX/A) 12 [4], Theology (IQ/H) 10 [4], Religious Ritual (IQ/H) 10 [4]

**Typical Equipment:** Mace, Scale Mail, Mail Coif, Steppe Horse.

Name	Attack	Damage	Parry/Dodge/Block	DR	Notes
Warrior	Scimitar 12	1d+3 cut or 1d cr	9/8/NA	torso 3, limbs 4, head 4/2*	* DR 2 vs. crush
	Longbow 12 (15 w/acc)	1d+1 imp			
Chaos Acolyte	Mace 12	1d+5 cr	9/8/NA	torso 3, limbs 4, head 4/2*	* DR 2 vs. crush * costs 1 FP
	Fire Dart	2d burn**			



# Ettin

These two-headed giants sometimes lead orc and goblin tribes. While not overly bright, these creatures can be quite intimidating. Due to their two brains, they can fight with two weapons simultaneously. The ettin language is a mixture of the languages of giants, orcs, and goblins, and those fluent in at least one of these languages can communicate on broken level with an ettin.

## Racial Template [140]

**Attribute Modifiers:** Str +10 [80 due to size], Dex -1 [-20], HT +3 [30], Int -2 [-40]

**Secondary Characteristics Modifiers:** Per +1 [5], SM +2, Move +2 yards [10]

**Advantages:** Dark Vision [25], Extra Attack [25], Ambidexterity [5], Extra Head [15], Compartmentalized Mind [50], Damage Resistance 2 (-40% tough skin) [6]

**Disadvantages:** Bad Smell [-10], Callous [-5], Bloodlust (12 or less) [-10], Appearance Hideous [-16], Ham-Fisted (-3 on DX) [-5]

**Features:** Giant [0]

Variant: Two-Headed Troll [230]

While the two-headed troll is not related to the ettin in any way, it does share most of its properties. Apply the following changes to the template above:

**Advantages:** Regeneration (1 HP/second, -20% does not apply to damage caused by acid or fire) [80], Regrowth [40]

**Disadvantages:** Uncontrollable Appetite (Humanoid Flesh, 6 or less) [-30]

## Typical Specimens

Warrior [156] ☠ ☠ ☠

This is a relatively inexperienced ettin, which will have trouble to strike his enemies but is quite deadly once he does.

**Attributes:** Str 20 [0], Dex 9 [0], Int 8 [0], HT 13 [0]

**Secondary Characteristics:** Damage thrust 2d-1, swing 3d+2, HP 20 [0], Will 8 [0], Per 9 [0], FP 13 [0], Speed 5.5 [0], Move 7 [0]

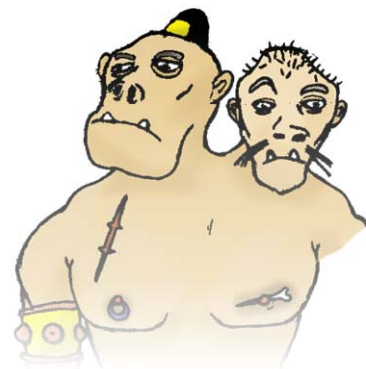
**Advantages:** Dark Vision, Extra Attack, Ambidexterity, Extra Head, Compartmentalized Mind, Damage Resistance 2 (tough skin)

**Disadvantages:** Bad Smell, Callous, Bloodlust (12 or less), Appearance Hideous, Ham-Fisted (-3 on DX)

**Features:** Giant [0]

**Skills:** Brawling (DX/E) 12 [8], Axe/Mace (DX/A) 11 [8]

**Typical Equipment:** Great Club (=Mace), Leather Armour w/o Cap.



Name	Attack	Damage	Parry/Ddge/Blck	DR	Notes
Warrior	2 x Club 11	3d+5 cr	8U/8/NA	torso 2+2, limbs 2+2, head 2	

# Gelatinous Cube

The Gelatinous Cube is a bizarre creature that looks like a huge semi-transparent block of jelly that slowly slithers through underground tunnels. The creature is a mindless eating machine and paralyzes those it engulfs and then slowly dissolves them. Since the cube is almost transparent, it is hard to see when it is not moving.

## Gelatinous Cube [-3] ☠ ☠

**Attributes:** Str 10 [0], Dex 3 [-140], Int 1 [-180], HT 16 [60]

**Secondary Characteristics:** Damage thrust 1d-2, swing 1d, HP 20 [12], Will 1 [0], Per 10 [45], FP 16 [0], Speed 4.75 [0], Move 3 [-5], SM +4

**Advantages:** Ooze [130], Unfazeable [15], Vibration Sense [10], Transparency (Chameleon 3, i.e., +3/+6 to Stealth) [15], Damage Resistance (Electricity only -40%) 20 [60], Engulfing Attack [47]

**Disadvantages:** Wild Animal [-30], Blindness [-50], Deafness [-20]

**Features:** none

**Skills:** Stealth (A) 10 [28].

## Crystal Cube [7] ☠ ☠

The crystal cube is even less visible than the normal Gelatinous Cube, because it is as transparent as the purest mountain crystals.

**Attributes:** Str 10 [0], Dex 3 [-140], Int 1 [-180], HT 16 [60]

**Secondary Characteristics:** Damage thrust 1d-2, swing 1d, HP 20 [12], Will 1 [0], Per 10 [45], FP 16 [0], Speed 4.75 [0], Move 3 [-5], SM +4

**Advantages:** Ooze [130], Unfazeable [15], Vibration Sense [10], Transparency (Chameleon 5, i.e., +5/+10 to Stealth) [25], Damage Resistance (Electricity only -40%) 20 [60], Engulfing Attack [47]

## Engulfing Attack [47]

Anybody who enters the diffuse mass of the Gelatinous Cube is automatically subject to the corrosive and paralyzing effect of the creature. The nasty attack is represented by the following innate attack:

Corrosion 1d6 [10], emanation -20%, always on -20%, Area Effect (4 yards, the interior of the cube) +100%, contact agent +150%, side effects (quadriplegic at 1/2 HP) +160%

The freezing attack is similar but deals 1d6 FP [5] with the hypothermia modifier (+20%). [25]

**Disadvantages:** Wild Animal [-30], Blindness [-50], Deafness [-20]

**Features:** none

**Skills:** Stealth (A) 10 [28].

## Ice Cube [-25] ☠ ☠

This arctic variant of the Gelatinous Cube has a frosty white look and freezes its victims to death.

**Attributes:** Str 10 [0], Dex 3 [-140], Int 1 [-180], HT 16 [60]

**Secondary Characteristics:** Damage thrust 1d-2, swing 1d, HP 20 [12], Will 1 [0], Per 10 [45], FP 16 [0], Speed 4.75 [0], Move 3 [-5], SM +4

**Advantages:** Ooze [130], Unfazeable [15], Vibration Sense [10], Transparency (Chameleon 3, i.e., +3/+6 to Stealth) [15], Damage Resistance (Electricity only -40%) 20 [60], Freezing Engulfing Attack [25]

**Disadvantages:** Wild Animal [-30], Blindness [-50], Deafness [-20]

**Features:** none

**Skills:** Stealth (A) 10 [28].

# Goblin

Goblins are small, wicked humanoids, who often serve Orcs or other more powerful races as cannon fodder. Some goblins ride large wolves into battle.

## Racial Template [10]

**Attribute Modifiers:** Str -1 [-10], Dex +1 [20]

**Secondary Characteristics Modifiers:** HP -2 [-4], SM -1

**Advantages:** Dark Vision [25], Silence 1 [5]

**Disadvantages:** Bad Smell [-10], Callous [-5], Cowardice (self control 15 or less) [-5], Appearance Hideous [-16]

**Features:** none

**Attributes:** Str 9 [0], Dex 11 [0], Int 10 [0], HT 10 [0]

**Secondary Characteristics:** Damage thrust 1d-2, swing 1d-1, HP 7 [0], Will 10 [0], Per 10 [0], FP 10 [0], Speed 5.25 [0], Move 5 [0]

**Advantages:** Dark Vision , Silence 1

**Disadvantages:** Bad Smell, Callous, Cowardice (self control 15 or less), Appearance Hideous

**Features:** none

**Skills:** Brawling (DX/E) 13 [4], Observation (Per/A) 11 [4], Riding (Wolf) (DX/A) 11 [2], Stealth (DX/A) 10 (+2/+1 due to silence) [2], Shortsword (DX/A) 11 [2], Shortbow (DX/A) 12 [4]

**Typical Equipment:** Shortsword, Studded Leather Armour, Short Bow.

## Typical Specimens

Warrior [30] ☠

Almost every tribe member is a warrior though many have additional skills that represent a more peaceful occupation. Goblins are not really good fighters, though, especially as they are cowards at heart.



Name	Attack	Damage	Parry/Ddge/Blck	DR	Notes
Warrior	Sword 11	1d-1 cut or 1d-2 imp	8/8/NA	torso 2, limbs 2, head 2	
	Bow 12 (13 w/ acc)	1d-1 imp			
Sneak	Sword 12	1d-1 cut or 1d-2 imp	9/8/NA	torso 2, limbs 2, head 2	* must be used from behind on unaware target, -5 to target neck. +3 on opposed ST roll, damage is cutting.
	Garrote 14*				
Wolf Knight	Sword 14	1d cut or 1d-2 imp	10(12)/8(10)/9(11)	torso 5, limbs 3, head 4/2*	* 2 against crushing.
	Lance 13	1d+1 imp			

### Sneak [60] ☠ ☠

Goblin sneaks are the scouts of the tribe. Excellent at stealth and deception, these loners focus on reconnaissance as opposed to attacking but when circumstance demands it these vile creatures make decent assassins as well.

**Attributes:** Str 9 [0], Dex 12 [20], Int 10 [0], HT 10 [0]

**Secondary Characteristics:** Damage thrust 1d-2, swing 1d-1, HP 7 [0], Will 10 [0], Per 11 [5], FP 11 [3], Speed 5.5 [0], Move 6 [5]

**Advantages:** Dark Vision, Silence 1

**Disadvantages:** Bad Smell, Callous, Cowardice (self control 15 or less), Appearance Hideous

**Features:** none

**Skills:** Brawling (DX/E) 14 [4], Observation (Per/A) 13 [8], Riding (Wolf) (DX/A) 11 [1], Stealth (DX/A) 12 (+2/+1 due to silence) [4], Shortsword (DX/A) 12 [2], Steel Wire Garrote (DX/E) 14 [4], Sneak Attack (Shortsword) 12 [4]

**Typical Equipment:** Shortsword, Studded Leather Armour, Garrote.

### Wolf Knight [30] ☠ ☠ ☠

The self-styled Wolf Knights are the elite fighting force of the goblin tribes. Emulating the knights of humanity, these creatures live under the delusion of being noble warriors. Since they are quite good fighters when compared to the average goblin, the rest of the tribe refrains from pointing out their mistake.

**Attributes:** Str 10 [10], Dex 12 [20], Int 10 [0], HT 11 [10]

**Secondary Characteristics:** Damage thrust 1d-2, swing 1d, HP 9 [2], Will 10 [0], Per 10 [0], FP 10 [0], Speed 5.0 [-5], Move 5 [0]

**Advantages:** Dark Vision, Silence 1

**Disadvantages:** Bad Smell, Callous, Delusions (Minor, Shiny Knight) [-5], Cowardice (self control 15 or less),

Code of Honour (Pirate's) [-5], Appearance Hideous

**Features:** none

**Skills:** Brawling (DX/E) 14 [4], Observation (Per/A) 11 [4], Riding (Wolf) (DX/A) 14 [8], Stealth (DX/A) 10 (+2/+1 due to silence) [2], Shortsword (DX/A) 14 [8], Lance (DX/A) 13 [4], Shield (DX/E) 12 [1]

**Typical Equipment:** Shortsword, Bronze Corselet, Bronze Armbands, Bronze Greaves, Mail Coif, Lance, Medium Shield, Riding Wolf.

#### Sneak Attack

Hard Technique

Default: prerequisite-3

Prerequisite: Any melee skill that uses a piercing or impaling weapon.

The character is trained in targeting the vital parts of an enemy and can use this technique (which cannot exceed the prerequisite) to do so without penalty.



# Halfling

*The halfling described here is very loosely based on the D&D 3e Halflings, which I do not particularly like.*

Halflings are small, stout creatures, who immensely enjoy food, smoking, and have a rather fuzzy concept of personal property.

## Racial Template [20]

**Attribute Modifiers:** Str -1 [-10], Dex +1 [20]

**Secondary Characteristics Modifiers:** SM -1

**Advantages:** Accute Hearing 2 [4], Silence 1 [5], Luck [15]

**Disadvantages:** Gluttony (self-control 12 or less) [-5], Increased Consumption 1 (6 meals a day) [-10], Overweight [-1], Nosy (Quirk) [-1]

**Racially Learned Skills:** Throwing (DX/A)-1 [1], Connoisseur (IQ/A) [2]

**Features:** none



## Typical Specimens

Warrior (Militia) [31] ☠

Halfling militia is not the most effective fighting force but those who underestimate them are in for a rude surprise.

**Attribute Modifiers:** Str 9 [0], Dex 11 [0], Int 10 [0], HT 10 [0]

**Secondary Characteristics:** Damage thrust 1d-2, swing 1d-1, HP 10 [0], Will 10 [0], Per 10 [0], FP 10 [0], Speed 5.25 [0], Move 5 [0], SM -1

**Advantages:** Accute Hearing 2 [0], Silence 1 [0], Luck [0]

**Disadvantages:** Gluttony (self-control 12 or less) [0], Increased Consumption 1 (6 meals a day) [0], Overweight [0], Nosy (Quirk) [0]

**Features:** none

**Skills:** Throwing (DX/A) 12 [3], Connoisseur (IQ/A) 10 [0], Observation (Per/A) 11 [4], Stealth (DX/A) 10 (+2/+1 due to silence) [2], Shortsword (DX/A) 11 [2]

**Typical Equipment:** Shortsword, Studded Leather Armour, Bag of Stones

Rogue [90]

While some feel that all halflings are rogues, there are some that are even more "roguish" than the average halfling. The halfling rogue concentrates on discretion rather than combat, lacking a "sneak attack" ability employed by creatures such as goblin sneaks.

**Attribute Modifiers:** Str 9 [0], Dex 12 [20], Int 11 [20], HT 10 [0]

Name	Attack	Damage	Parry/Dodge/Blk	DR	Notes
Warrior	sword 11	1d-1 cut or 1d-2 imp	8/8/NA	torso 2, limbs 2, head 2	
	stones 12	1d-1 cr			
Rogue	dagger 13	1d-3 imp	9/9 (11 vs. traps)* /NA	torso 2, arms 2	* Uncanny Dodge and Uncanny Trap Dodge
	stones 14	1d-1 cr			



**Secondary Characteristics:** Damage thrust 1d-2, swing 1d-1, HP 10 [0], Will 10 [0], Per 11 [0], FP 10 [0], Speed 5.5 [0], Move 5 [0], SM -1

**Advantages:** Accute Hearing 2 [0], Silence 1 [0], Luck [0], Uncanny Dodge [15], Uncanny Trap Dodge [15]

**Disadvantages:** Gluttony (self-control 12 or less) [0], Increased Consumption 1 (6 meals a day) [0], Overweight [0], Nosy (Quirk) [0]

**Features:** none

**Skills:** Disguise IQ/A 11 (-1 due to overweight) [2] Throwing (DX/A) 14 [7], Connoisseur (IQ/A) 10 [0], Observation (Per/A) 12 [4], Stealth (DX/A) 12 (+2/+1 due to silence) [4], Knife (DX/E) 13 [2], Pickpocket (DX/H) 10 [1]

**Typical Equipment:** Dagger, Leather Armour, Bag of Stones

#### *Uncanny Dodge [15]*

This version of uncanny dodge helps in combat. It is in effect enhanced dodge and does not stack with that ability. The only reason to take this ability is that it is a prerequisite for Uncanny Trap Dodge.

#### *Uncanny Trap Dodge [15]*

The rogue has a sixth sense for traps, allowing him to avoid being hurt once a trap springs. The Uncanny Trap Dodge grants +2 on dodge rolls vs. traps.

# Hobgoblin

The taller cousins of the goblin race share many of their superficial features but are far more militaristic and organized. They often sell their services as mercenaries and are preferred by some to the unreliable orcs.

## Racial Template [24]

**Attribute Modifiers:** Dex +1 [20], HT+1 [10]

**Secondary Characteristics Modifiers:** none

**Advantages:** Dark Vision [25], Silence 1 [5]

**Disadvantages:** Bad Smell [-10], Callous [-5], Code of Honour (Pirate's) [5], Appearance Hideous [-16]

**Features:** none

## Typical Specimens

### Warrior [50] ☠

Hobgoblins greatly value martial prowess and learn little else beyond fighting, using goblins and other slaves to take care of the more mundane tasks.

**Attributes:** Str 10 [0], Dex 11 [0], Int 10 [0], HT 11 [0]

**Secondary Characteristics:** Damage thrust 1d-2, swing 1d, HP 10 [0], Will 10 [0], Per 10 [0], FP 10 [0], Speed 5.5 [0], Move 5 [0]

**Advantages:** Dark Vision, Silence 1

**Disadvantages:** Bad Smell, Callous, Code of Honour (Pirate's), Appearance Hideous

**Features:** none

**Skills:** Brawling (DX/E) 13 [4], Observation (Per/A) 11 [4], Riding (Wolf) (DX/A) 11 [2], Stealth (DX/A) 10 (+2/+1 due to silence) [2], Broadsword (DX/A) 13 [8], Shortbow (DX/A) 12 [4], Shield (DX/E) 12 [2]

**Typical Equipment:** Thrusting Broadsword, Studded Leather Armour, Short Bow, Medium Shield .

### Veteran Warrior [73] ☠ ☠

**Attributes:** Str 10 [0], Dex 11 [0], Int 10 [0], HT 11 [0]

**Secondary Characteristics:** Damage thrust 1d-2, swing 1d, HP 12 [4], Will 10 [0], Per 10 [0], FP 10 [0], Speed 5.75 [5], Move 5 [0]

**Advantages:** Dark Vision, Silence 1

**Disadvantages:** Bad Smell, Callous, Code of Honour (Pirate's), Appearance Hideous

**Features:** none

**Skills:** Brawling (DX/E) 13 [4], Observation (Per/A) 11 [4], Riding (Wolf) (DX/A) 12 [4], Stealth (DX/A) 11 (+2/+1 due to silence) [4], Broadsword (DX/A) 14 [12], Shortbow (DX/A) 12 [4], Shield (DX/E) 14 [8]

**Typical Equipment:** Thrusting Broadsword, Scale Mail, Bronze Pot Helm, Short Bow, Medium Shield .

Name	Attack	Damage	Parry/Ddge/Blck	DR	Notes
Warrior	Sword 13	1d+1 cut or 1d imp	9(11)/8(10)/11*	torso 2, limbs 2, head 2	* values in brackets reflect shield bonus
	Bow 12 (13 w/ acc)	1d-1 imp			
Veteran Warrior	Sword 14	1d+1 cut or 1d imp	9(11)/8(10)/12*	torso 3, limbs 4, head 3	* values in brackets reflect shield bonus
	Bow 12 (13 w/ acc)	1d-1 imp			

# Human

This vile monster comes in many forms and sizes. Described here are the most typical forms of humans, i.e., a warrior, an apprentice mage, and a street thug.

## Typical Specimens

### Human Warrior [26] ☠

This human warrior is trained to fight in line with others, preferring pole arms.

**Attributes:** Str 10 [0], Dex 10 [0], Int 10 [0], HT 10 [0]

**Secondary Characteristics:** Damage thrust 1d-2, swing 1d, HP 10 [0], Will 10 [0], Per 10 [0], FP 10 [0], Speed 5.0 [0], Move 5 [0]

**Advantages:** none

**Disadvantages:** none

**Features:** none

**Skills:** Brawling (DX/E) 12 [4], Observation (Per/A) 11 [4], Broadsword (DX/A) 12 [8], Polearm (DX/A) 12 [8], Shield (DX/E) 11 [2]

**Typical Equipment:** Thrusting Broadsword and Medium Shield or Glaive, Chain Mail.

Name	Attack	Damage	Parry/Ddge/Blck	DR	Notes
Warrior	Broadsword 12	1d+1 cut <i>or</i> 1d imp	9/8/8	all 4/2 vs. cr	* reach 2 or 3 # weapon becomes unready due to ST
	Glaive 12*#	1d+3 cut	9U/8/NA		

# Iron Maiden

*Note: This creature is based on the Mistress of Dungeon Keeper.*

Half undead creature, half construct, this sadistic creature enjoys inflicting pain on others. While theoretically under the control of its master, the Iron Maiden tries to twist her orders when this allows her to cause physical discomfort to others.

Iron Maiden [303] ☠☠☠

**Attributes:** Str 16 [60], Dex 13 [60], Int 7 [-60], HT 12 [20]

**Secondary Characteristics:** Damage thrust 1d+1, swing 2d+2, HP 19 [6], Will 10 [15], Per 7 [0], FP 12 [0], Speed 6.25 [0], Move 6 [0]

**Advantages:** Construct [110], Fearlessness 3 [6], Terror [30], Claws (Long Talons) [11], Appearance Beautiful [12], Damage Reduction 4 [20], Injury Tolerance (Unliving) [20]

**Disadvantages:** Sadism (self-control 12 or less) [-15], Reprogrammable [-10]

**Features:** Undead [0]

**Skills:** Brawling (DX/E) 16 [8], Stealth (DX/A) 13 [2], Intimidate (Will/A) 12 [8]

**Typical Equipment:** none

Name	Attack	Damage	Parry/Dodge/Block	DR	Notes
Iron Maiden	Claws 16	1d+1 imp	11/9/NA	all 4	unliving

# Kuo-Toa

These fishmen are members of a race in decline, almost forsaken by their goddess and often haunted by insanity.

## Racial Template [192]

**Attribute Modifiers:** ST +1 [10], HT +1 [10], IQ +1 [20]

**Secondary Characteristics Modifiers:** Per +1 [5]

**Advantages:** Amphibious [10], Acute Sight 5 [10], See Invisible (moving only -20%) [12], Poison Immunity [15], Paralysis Immunity [10], Illusion Immunity [15], Amphibious [20], Enhanced Move (Water) 1 [20], Doesn't Breathe (Gills) [10], Dark Vision [25], DR 5 [25], DR 5 (electricity only -40%) [15], Slippery 10 [20], Sharp Teeth [1]

**Disadvantages:** Bad Smell [-10], Callous [-5], Appearance Hideous [-16]

**Features:** Night Vision 3 [0]

## Typical Specimens

### Kuo-Toa Warrior ☠

**Attributes:** Str 11 [10], Dex 10 [0], Int 10 [0], HT 11 [10]

**Secondary Characteristics:** Damage thrust 1d-1, swing 1d+1, HP 11 [0], Will 10 [0], Per 11 [5], FP 10 [0], Speed 5.25 [0], Move 5 [0]

**Advantages:** Amphibious [10], Acute Sight 5 [10], See Invisible (moving only -20%) [12], Poison Immunity [15], Paralysis Immunity [10], Illusion Immunity [15], Amphibious [20], Enhanced Move (Water) 1 [20], Doesn't Breathe (Gills) [10], Dark Vision [25],

## Pincer Staff

The pincer staff is a polearm that ends in a metallic pincer. Its impact deals crushing damage but on a good hit (2 or more successes) to a limb or the neck, the pincer will lock around it dealing 1d+2 piercing damage until removed. Removing the pincer requires a successful ST-2 check.

*Polearm, Damage: sw+2 cr, Reach: 2,3, Parry: 0U, Cost: 200, ST 11*

DR 5 [25], DR 5 (electricity only -40%) [15], Slippery 10 [20], Sharp Teeth [1]

**Disadvantages:** Bad Smell [-10], Callous [-5], Appearance Hideous [-16]

**Features:** Night Vision 3 [0]

**Skills:** Brawling (DX/E) 12 [4], Observation (Per/A) 12 [4], Broadsword (DX/A) 12 [8], Polearm (DX/A) 12 [8], Shield (DX/E) 11 [2]

**Typical Equipment:** Broadsword and Medium Shield or Pincer Staff.

### Kuo-Toa Monitor ☠

Monitors are the martial artists of Kuo-Toa society. They are expert unarmed fighters and have the duty of sorting out those members of their race that have fallen prey to insanity.

**Attributes:** Str 12 [20], Dex 11 [10], Int 10 [0], HT 11 [10]

**Secondary Characteristics:** Damage thrust 1d-1, swing 1d+2, HP 11 [0], Will 11 [5], Per 12 [10], FP 10 [0], Speed 6 [10], Move 6 [0]

**Advantages:** Amphibious [10], Acute Sight 5 [10], See Invisible (moving only -20%) [12], Poison Immunity [15], Paralysis Immunity [10], Illusion

Name	Attack	Damage	Parry/Ddge/Blck	DR	Notes
Warrior	Broadsword 12	1d+2 cut	9/8/8	5	* reach 2 or 3 # weapon becomes unready due to ST
	Pincer Staff 12*#	1d+3 cr	9U/8/NA		
Monitor	Claws 15	1d-1 cut	7*/9/NA	5	*unarmed



Immunity [15], Amphibious [20],  
Enhanced Move (Water) 1 [20], Doesn't  
Breathe (Gills) [10], Dark Vision [25],  
DR 5 [25], DR 5 (electricity only -40%)  
[15], Slippery 10 [20], Sharp Teeth [1]  
**Disadvantages:** Bad Smell [-10],  
Callous [-5], Appearance Hideous [-16]  
**Features:** Night Vision 3 [0]  
**Skills:** Brawling (DX/E) 15 [12], Obser-  
vation (Per/A) 13 [4], Climbing (DX/E)  
**Typical Equipment:** none.

# Orc

Orcs are vile, green-skinned creatures living underground. Stronger than the average human, these foul-tempered beasts make a living raiding human and elven settlements. While their inferior intellect denies them elaborate planning, their ferocity often makes up for this fault.

The main weakness of orcs, however, is their mean temper. Easily insulted and provoked, they tend to forget instructions and plans quickly under such circumstances.



## Racial Template [-15]

**Attribute Modifiers:** Str +4 [40], Int -2 [40]

**Secondary Characteristics Modifiers:** none

**Advantages:** Fearlessness 2 [4], Dark Vision [25]

**Disadvantages:** Bad Smell [-10], Bad Temper (self-control 12 or less) [-10], Callous [-5], Appearance Hideous [-16]

**Features:** Night Vision 2 [0]

## Typical Specimens

### Warrior [11] ☠

Almost every tribe member is a warrior though many have additional skills that represent a more peaceful occupation. However, warfare is the only thing that orcs really excel at.

**Attributes:** Str 14 [0], Dex 10 [0], Int 8 [0], HT 10 [0]

**Secondary Characteristics:** Damage thrust 1d, swing 2d, HP 14 [0], Will 8 [0], Per 8 [0], FP 10 [0], Speed 5 [0], Move 5 [0]

**Advantages:** Fearlessness 2, Dark Vision

**Disadvantages:** Bad Smell, Bad Temper (self-control 12 or less), Callous, Appearance Hideous

**Features:** Night Vision 2

**Skills:** Brawling (DX/E) 13 [8], Knife (DX/E) 12 [4], Observation (Per/A) 8 [2], Riding (Boar) (DX/A) 10 [2], Stealth (DX/A) 10 [2], Two-Handed Axe/Mace (DX/A) 12 [8],

**Typical Equipment:** Great Axe, Scale Mail, Bronze Pot Helm

### Headhunter [85] ☠☠

Orc veterans are called headhunters. These vicious fighters collect the skulls of their slain enemies, sometimes accumulating an impressive collection.

**Attributes:** Str 14 [0], Dex 11 [20], Int 8 [0], HT 11 [10]

**Secondary Characteristics:** Damage thrust 1d, swing 2d, HP 16 [4], Will 10 [10], Per 10 [10], FP 11 [0], Speed 5.5 [0], Move 5 [0]

Name	Attack	Damage	Parry/Ddge/Blck	DR	Notes
Warrior	Axe 12	2d+3 cut	9U/8/NA	torso 4, limbs 4, head 3	
Head-hunter	Axe 14	2d+3 cut	10U/8/NA	torso 4, limbs 4, head 3	

**Advantages:** Fearlessness 2, Dark Vision

**Disadvantages:** Bad Smell, Bad Temper (self-control 12 or less), Callous, Appearance Hideous

**Features:** Night Vision 2 [0]

**Skills:** Brawling (DX/E) 14 [8], Knife (DX/E) 13 [4], Observation (Per/A) 11 [4], Riding (Boar) (DX/A) 12 [4], Stealth (DX/A) 12 [4], Two-Handed Axe/Mace (DX/A) 14 [12]

**Typical Equipment:** Great Axe, Scale Mail, Bronze Pot Helm, 2d skulls on belt.



# Spider, Monstrous

A monstrous spider is an arachnid that is hige compared to its real-world relatives. Even a "small" monstrous spider is the size of a dog. There are many variants of this creature, only some of which are decribed here.

## Small Spider [-17] ☠

**Attributes:** Str 9 [-10], Dex 13 [60], Int 1 [-180], HT 10 [0]

**Secondary Characteristics:** Damage thrust 1d-2, swing 1d, HP 6 [-6], Will 8 [35], Per 8 [35], FP 10 [0], Speed 6 [5], Move 6 [0], SM -2

**Advantages:** Unfazeable [15], Sharp Teeth [1] (1d-1 cut), DR 3 [15], 8 Legs [15]

**Disadvantages:** No Fine Manip. [-30]

**Features:** Wild Animal, Vermin

**Skills:** Brawling (DX/E) 14 [2], Observation (Per/A) 8 [2], Stealth (DX/A) 13 [2]

### Poisonous Spider [+9]

**Advantages:** Poison (Innate Attack, 2d, follow-up (teeth) +0%, cyclic (1 minute) +40%, onset (1 minute) -10%, resistible (HT-2) -20%) [9]

### Jumping Spider [+10]

**Advantages:** Super Jump 1 [10]

## Medium Spider [18] ☠ ☠

**Attributes:** Str 12 [20], Dex 13 [60], Int 1 [-180], HT 10 [0]

**Secondary Characteristics:** Damage thrust 1d-1, swing 1d+2, HP 12 [0], Will 8 [35], Per 8 [35], FP 10 [0], Speed 6 [5], Move 6 [0]

**Advantages:** Unfazeable [15], Sharp Teeth [1] (1d cut), DR 4 [20], 8 Legs [15]

**Disadvantages:** No Fine Manip. [-30]

**Features:** Wild Animal, Vermin

**Skills:** Brawling (DX/E) 14 [2], Observation (Per/A) 8 [2], Stealth (DX/A) 13 [2]

### Poisonous Spider [+9]

**Advantages:** Poison (Innate Attack, 3d, follow-up (teeth) +0%, cyclic (1 minute) +40%, onset (1 minute) -10%, resistible (HT-2) -20%) [13]

### Jumping Spider [+10]

**Advantages:** Super Jump 1 [10]

## Large Spider [56] ☠ ☠ ☠

**Attributes:** Str 14 [36], Dex 12 [40], Int 1 [-180], HT 10 [0]

**Secondary Characteristics:** Damage thrust 1d, swing 2d, HP 20 [32], Will 8 [35], Per 8 [35], FP 10 [0], Speed 6 [5], Move 6 [0], SM+1

**Advantages:** Unfazeable [15], Sharp Teeth [1] (1d+1 cut), DR 6 [30], 8 Legs [15]

**Disadvantages:** No Fine Manip. [-30]

**Features:** Wild Animal, Vermin

**Skills:** Brawling (DX/E) 13 [2], Observation (Per/A) 8 [2], Stealth (DX/A) 11 (due to size) [2]

### Poisonous Spider [+9]

**Advantages:** Poison (Innate Attack, 3d, follow-up (teeth) +0%, cyclic (1 minute) +40%, onset (1 minute) -10%, resistible (HT-2) -20%) [13]

### Jumping Spider [+10]

**Advantages:** Super Jump 1 [10]

Name	Attack	Damage	Parry/Ddge/Blck	DR	Notes
Small	Bite 14	1d-1 cut	-/9/-	all 3	SM-2, poison ?
Medium	Bite 14	1d cut	-/9/-	all 4	poison ?
Large	Bite 13	1d+1 cut	-/9/-	all 6	SM+1, poison ?

# Skeleton

Skeletons are weak undead creatures, often used as pawns by necromancers or evil priests. They are weak but due to their state of undeath resistant to many magical attacks such as cold.

*Skeleton is a lense which can be applied to any other race.*

## Racial Template [34]

**Attribute Modifiers:** DX+1 [20]

**Secondary Characteristics Modifiers:** Speed +0.5 [10]

**Advantages:** Undead [110], Injury Tolerance (Homogenous) [40]

**Disadvantages:** Automaton [-85] Appearance Hideous [-16], Unhealing [-30], Fragile (Brittle) [-15]

**Features:** none



## Typical Specimens

Orc Warrior Skeleton [42] ☠ ☠

Orcs often serve evil wizards as henchmen. Some of them do so even after death.

**Attributes:** Str 14 [0], Dex 11 [0], Int 8 [0], HT 10 [0]

**Secondary Characteristics:** Damage thrust 1d, swing 2d, HP 14 [0], Will 8 [0], Per 8 [0], FP 10 [0], Speed 5.5 [0], Move 5 [0]

**Advantages:** Undead [110], Injury Tolerance (Homogenous) [40], remove Fearlessness 2 [-4]

**Disadvantages:** remove Bad Smell, Bad Temper (self-control 12 or less), Callous, Appearance Hideous [+41]

**Features:** Night Vision 2

**Skills:** Brawling (DX/E) 14 [8], Knife (DX/E) 13 [4], Observation (Per/A) 8 [2], Riding (Undead Boar) (DX/A) 11 [2], Stealth (DX/A) 11 [2], Two-Handed Axe/Mace (DX/A) 13 [8],

**Typical Equipment:** Great Axe, Scale Mail, Bronze Pot Helm.

Human Warrior Skeleton [45] ☠ ☠

This human warrior was trained to fight in line with others, preferring pole arms. With death, his discipline has even improved further from conformist to automaton.

**Attributes:** Str 10 [0], Dex 11 [0], Int 10 [0], HT 10 [0]

**Secondary Characteristics:** Damage thrust 1d-2, swing 1d, HP 10 [0], Will 10 [0], Per 10 [0], FP 10 [0], Speed 5.5 [10], Move 5 [0]

**Advantages:** Undead [110], Injury Tolerance (Homogenous) [40]

Name	Attack	Damage	Parry/Ddge/Blck	DR	Notes
Orc Warrior Skeleton	Axe 13	2d+3 cut	9U/8/NA	torso 4, limbs 4, head 3	homogenous, brittle
Human Warrior Skeleton	Broadsword 13	1d+1 cut or 1d imp	9/9/8	all 4/2 vs. cr	homogenous, brittle * reach 2 or 3 # weapon becomes unready due to ST
	Glaive 13*#	1d+3 cut	9U/8/NA		



**Disadvantages:** Automaton [-85]  
Appearance Hideous [-16], Unhealing  
[-30], Fragile (Brittle) [-15]

**Features:** none

**Skills:** Brawling (DX/E) 13 [4], Observation (Per/A) 11 [4], Broadsword (DX/A) 13 [8], Polearm (DX/A) 13 [8], Shield (DX/E) 12 [2]

**Typical Equipment:** Thrusting Broadsword and Medium Shield or Glaive, Chain Mail.

# Wererat

Wererats are humanoids that have been infected with a specific strain of lycanthropy that allows (and sometimes forces) them to turn into giant ratmen. Wererats are typically seen as greedy and dirty, a stereotype that is true quite often.

*Wererat is a template that can be added to other creatures. Use the following rules:*

- Use the DR 2 advantage or the original race DR, whichever is higher.
- All other leveled boni stack with original racial template
- Determine the cost of the main form by adding the cost of the racial template and the original template, if this cost is lower than that of the rat forms you pay 15+ 90% of the difference for each of your shapechanging abilities, otherwise you pay 15 per form.

## Variant Bloodlines

As the well-known Dietmar Van Richter writes in his voluminous body of works, there are many variants of wererats that share the basic traits of the common wererats but have additional abilities or alternate weaknesses.

**Harbour Rat Bloodline:** These wererats are more attuned to the life near water. They add Amphibious to their rat form. Also, their compulsive shapechanging is not tied to the moon but to the daily tide of the sea.

**Deep Rat Bloodline:** These wererats' history has a strong tie to a strange monolith residing in a hidden cave far below the surface of the world. They have Darkvision in all forms and are not affected by silver. Instead, they suffer the same effects from cold-wrought iron.

**Other Variants:** Some wererats dread certain herbs or scents. Other carry diseases other than Filth Fever.

## Filth Fever

A disease commonly spread by dire rats as well as the animal forms of wererats. Filth fever is transmitted by bite. Each bite that penetrates DR requires a HT check to avoid infection. If a victim is infected, the fever will start after 1 to 3 days and will cause retching. The disease will last until a HT-2 check is passed (one attempt per day).

Affliction 1 (follow-up (bite) -0%, incapacitation retching +50%, onset 1-3 days -30%, permanent +150%)

## Racial Template [25 + Shapechange]

**Attribute Modifiers:** DX+1 [20]

**Secondary Characteristics Modifiers:**

Speed +0.5 [10]

**Advantages:** DR 2 [10], DR 8 (against all attacks save silver weapons -20%) [32] Animal Empathy (Rats only -40%) [3], Shapechange (Ratman Form) [see above], Shapechange (Rat Form) [see above]

**Disadvantages:** Infectious Attack [-5], Vulnerability (Silver x4) [-40], Compulsive Shapechanging (self control 6 or less, -50% only on full moons) [-5]

**Features:** Shapechanger [0]

## Ratman Form [90]

**Attribute Modifiers:** ST -2 [-20], DX +3 [60]

**Secondary Characteristics Modifiers:** Per +1 [5], Speed +0.5 [10]

**Advantages:** DR 2 [10], DR 8 (against all attacks save silver weapons -20%) [32] Animal Empathy (Rats only -40%) [3], Sharp Claws (cutting damage) [5], Sharp Teeth (thrust-1 cut) [1], Discriminatory Smell [15], Affliction (Filth Fever) [32], Silence 1 [5]

**Disadvantages:** Infectious Attack [-5], Vulnerability (Silver x4) [-40],

Appearance Monstrous [-20], Unnatural  
Features 3 [-3]  
**Features:** none

## Rat Form [80]

**Attribute Modifiers:** ST -2 [-20], DX +3 [60]

**Secondary Characteristics Modifiers:**  
Per +1 [5], Speed +0.75 [15], SM -1

**Advantages:** DR 2 [10], DR 8 (against all attacks save silver weapons -20%) [32] Animal Empathy (Rats only -40%) [3], Sharp Claws (cutting damage) [5], Sharp Teeth (thrust-1 cut) [1], Discriminatory Smell [15], Affliction (Filth Fever) [32], Skill Bonus (Climb) 2 [10], Silence 3 [15]

**Disadvantages:** Infectious Attack [-5], Vulnerability (Silver x4) [-40], Appearance Monstrous [-20], Unnatural Features 3 [-3], Cannot Speak [-15], Horizontal [-10], Ham-Fisted [-10]

**Features:** none

## Typical Specimens

Human Warrior Wererat [241] ☠ ☠

This human wererat has some military training but prefers to use its hybrid form, combining weapon attacks with the occasional infectious bite.

## Human Form

**Attributes:** Str 10 [0], Dex 11 [20], Int 10 [0], HT 10 [0]

**Secondary Characteristics:** Damage thrust 1d-2, swing 1d, HP 10 [0], Will 10 [0], Per 10 [0], FP 10 [0], Speed 5.5 [10], Move 5 [0]

**Advantages:** DR 2 [10], DR 8 (against all attacks save silver weapons -20%) [32] Animal Empathy (Rats only -40%) [3], Shapechange (Ratman Form) [73], Shapechange (Rat Form) [65]

**Disadvantages:** Infectious Attack [-5], Vulnerability (Silver x4) [-40], Compulsive Shapechanging (self control 6 or less, -50% only on full moons) [-5]

**Features:** none

**Skills:** Brawling (DX/E) 13 [4], Observation (Per/A) 11 [4], Broadsword (DX/A) 13 [8], Stealth (DX/A) 13 [8], Shield (DX/E) 12 [2]

**Typical Equipment:** Thrusting Broadsword and Medium Shield.

## Ratman Form

**Attributes:** Str 8 [-20], Dex 13 [60], Int 10 [0], HT 10 [0]

**Secondary Characteristics:** Damage thrust 1d-3, swing 1d-2, HP 8 [0], Will 10 [0], Per 11 [5], FP 10 [0], Speed 5.5 [10], Move 5 [0]

**Advantages:** DR 2 [10], DR 8 (against all attacks save silver weapons -20%) [32] Animal Empathy (Rats only -40%)

Name	Attack	Damage	Parry/Ddge/Blck	DR	Notes
Human Warrior Wererat (Human Form)	Brdswd 13	1d+1 cut or 1d imp	9/8/11	10, 2 vs. silver	
Human Warrior (Ratman Form)	Brdswd 14	1d-1 cut or 1d-1 imp	10/8/11	10, 2 vs. silver	* Filth Fever and possibly lycantrophy
	Claws or Bite 14	1d-4 cut*			
Human Warrior (Rat Form)	Claws or Bite	1d-4 cut*	10/8/11	10, 2 vs. silver	* Filth Fever and possibly lycantrophy SM-1

[3], Sharp Claws (cutting damage) [5], Sharp Teeth (thrust-1 cut) [1], Discriminatory Smell [15], Affliction (Filth Fever) [32], Silence 1 [5]

**Disadvantages:** Infectious Attack [-5], Vulnerability (Silver x4) [-40], Appearance Monstrous [-20], Unnatural Features 3 [-3]

**Features:** Shapechanger [0]

**Skills:** Brawling (DX/E) 14 [4], Observation (Per/A) 12 [4], Broadsword (DX/A) 14 [8], Stealth (DX/A) 15 (16 w/ silence, 17 when standing still) [8], Shield (DX/E) 13 [2]

#### Rat Form

**Attributes:** Str 8 [-20], Dex 13 [60], Int 10 [0], HT 10 [0]

**Secondary Characteristics:** Damage thrust 1d-3, swing 1d-2, HP 8 [0], Will 10 [0], Per 11 [5], FP 10 [0], Speed 5.75 [15], Move 5 [0], SM -1

**Advantages:** DR 2 [10], DR 8 (against all attacks save silver weapons -20%) [32] Animal Empathy (Rats only -40%) [3], Sharp Claws (cutting damage) [5], Sharp Teeth (thrust-1 cut) [1], Discriminatory Smell [15], Affliction (Filth Fever) [32], Skill Bonus (Climb) 2 [10], Silence 3 [15]

**Disadvantages:** Infectious Attack [-5], Vulnerability (Silver x4) [-40]

**Features:** none

**Skills:** Brawling (DX/E) 14 [4], Climb (at default) 4 (6 w/ skill bonus), Observation (Per/A) 12 [4], Broadsword (DX/A) 14 [8], Stealth (DX/A) 15 (18 w/ silence, 21 when standing still) [8], Shield (DX/E) 13 [2]

#### Goblin Wererat Sneak ☠ ☠ ☠

Goblin sneaks are the scouts of the tribe. A Goblin sneak infected with rat lycanthropy is even more powerful than his mundane brothers and a tribe that contains one can count itself lucky.

#### Goblin Form

**Attributes:** Str 9 [-10], Dex 13 [60], Int 10 [0], HT 10 [0]

**Secondary Characteristics:** Damage thrust 1d-2, swing 1d-1, HP 7 [0], Will 10 [0], Per 11 [5], FP 11 [3], Speed 6 [10], Move 7 [5]

**Advantages:** Dark Vision, Silence 1, DR 2 [10], DR 8 (against all attacks save silver weapons -20%) [32] Animal Empathy (Rats only -40%) [3], Shapechange (Ratman Form) [65], Shapechange (Rat Form) [56]

**Disadvantages:** Bad Smell, Callous, Cowardice (self control 15 or less), Appearance Hideous, Infectious Attack [-5], Vulnerability (Silver x4) [-40], Compulsive Shapechanging (self control 6 or less, -50% only on full moons) [-5]

**Features:** Shapechanger [0]

**Skills:** Brawling (DX/E) 15 [4], Observation (Per/A) 13 [8], Riding (Wolf) (DX/A) 12 [1], Stealth (DX/A) 13 (+2/+1 due to silence) [4], Shortsword (DX/A) 13 [2], Steel Wire Garrote (DX/E) 15 [4], Sneak Attack (Short Sword) 13 [4]

**Typical Equipment:** Shortsword, Studded Leather Armour, Garrote.

#### Ratman Form

**Attributes:** Str 7 [-30], Dex 15 [100], Int 10 [0], HT 10 [0]

**Secondary Characteristics:** Damage thrust 1d-3, swing 1d-2, HP 5 [0], Will 10 [0], Per 12 [10], FP 11 [3], Speed 6.25 [15], Move 7 [5]

**Advantages:** Dark Vision [25], DR 2 [10], DR 8 (against all attacks save silver weapons -20%) [32] Animal Empathy (Rats only -40%) [3], Sharp Claws (cutting damage) [5], Sharp Teeth (thrust-1 cut) [1], Discriminatory Smell [15], Affliction (Filth Fever) [32], Silence 2 [10]

**Disadvantages:** Bad Smell, Callous, Cowardice (self control 15 or less), Infectious Attack [-5], Vulnerability

(Silver x4) [-40], Appearance Monstrous [-20], Unnatural Features 3 [-3]

**Features:** none

**Skills:** Brawling (DX/E) 17 [4], Observation (Per/A) 14 [8], Riding (Wolf) (DX/A) 16 [1], Stealth (DX/A) 15 (+4/+2 due to silence) [4], Shortsword (DX/A) 15 [2], Steel Wire Garrote (DX/E) 17 [4], Sneak Attack (Short Sword) 15 [4]

#### Rat Form

**Attributes:** Str 7 [-30], Dex 15 [100], Int 10 [0], HT 10 [0]

**Secondary Characteristics:** Damage thrust 1d-3, swing 1d-2, HP 5 [0], Will 10 [0], Per 12 [10], FP 11 [3], Speed 6.5 [20], Move 7 [5]

**Advantages:** Dark Vision [25], DR 2 [10], DR 8 (against all attacks save silver weapons -20%) [32] Animal Empathy (Rats only -40%) [3], Sharp Claws (cutting damage) [5], Sharp Teeth (thrust-1 cut) [1], Discriminatory Smell [15], Affliction (Filth Fever) [32], Skill Bonus (Climb) 2 [10], Silence 4 [15]

**Disadvantages:** Bad Smell, Callous, Cowardice (self control 15 or less), Infectious Attack [-5], Vulnerability (Silver x4) [-40], Appearance Monstrous [-20], Unnatural Features 3 [-3], Cannot Speak [-15], Horizontal [-10], Ham-Fisted [-10]

**Features:** none

**Skills:** Brawling (DX/E) 17 [4], Observation (Per/A) 14 [8], Riding (Wolf) (DX/A) 16 [1], Stealth (DX/A) 15 (+8/+4 due to silence) [4], Shortsword (DX/A) 15 [2], Steel Wire Garrote (DX/E) 17 [4], Sneak Attack (Short Sword) 15 [4]

**Typical Equipment:** Shortsword, Studded Leather Armour, Garrote.

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# Wight

A Wight is an undead haunting barrow-mounds and similar sites of burial. They have a nasty attack that drains the life force of its victims.

*Wight is a lense which can be applied to any other race.*

## Racial Template [285]

**Attribute Modifiers:** ST+1 [10] DX+1 [20]

**Secondary Characteristics Modifiers:** Will+1 [5] Per+2 [10]

**Advantages:** Undead [110], Injury Tolerance (Unliving) [20], DR 3 [15], Racial Bonus to Stealth +5 [25], Acute Vision 2 [4], Acute Hearing 2 [4], Energy Drain [58], Dominance (only if victim is slain) [20]

**Disadvantages:** Appearance Hideous [-16]

**Features:** none

## Typical Specimens

### Human Warrior Wight [281] ☠☠

Human warriors of ages past are the archetypical wights.

**Attributes:** Str 11 [10], Dex 11 [20], Int 10 [0], HT 10 [0]

**Secondary Characteristics:** Damage thrust 1d-1, swing 1d+1, HP 10 [0], Will 11 [5], Per 12 [10], FP 10 [0], Speed 5.0 [0], Move 5 [0]

**Advantages:** Undead [110], Injury Tolerance (Unliving) [20], DR 3 [15], Racial Bonus to Stealth +5 [25], Acute Vision 2 [4], Acute Hearing 2 [4], Energy Drain [58], Dominance (only if victim is slain) [20]

**Disadvantages:** Appearance Hideous [-16]

**Features:** none

**Skills:** Brawling (DX/E) 13 [4], Observation (Per/A) 13 [4], Broadsword

## Energy Drain [58]

Converting the level drain of D&D is practically impossible as GURPS has no levels. The approach taken here is to inflict a cumulative attribute penalty with extended duration.

Affliction 1 [10]: -1 ST, -1 IQ and -1 DX (+25%), cumulative +400%, follow-up (unarmed attack +0%), extended duration (permanent until healed using expensive herbs worth 100 ducats per "level" drained) +150%

(DX/A) 13 [8], Polearm (DX/A) 13 [8], Shield (DX/E) 12 [2]

**Typical Equipment:** none

### Wight Spider ☠☠☠

This large spider has been touched by the undead curse, which has turned it into a rather bizarre creature. As this creature has a low intelligence and is bestial, its orders to any creatures it dominates will be rather rudimentary at best.

**Attributes:** Str 15 [45], Dex 13 [60], Int 1 [-180], HT 10 [0]

**Secondary Characteristics:** Damage thrust 1d+1, swing 2d+1, HP 21 [33], Will 9 [40], Per 10 [45], FP 10 [0], Speed 6 [5], Move 6 [0], SM+1

**Advantages:** Unfazeable [15], Sharp Teeth [1] (1d+1 cut), DR 9 [45], 8 Legs [15], Undead [110], Injury Tolerance (Unliving) [20], Racial Bonus to Stealth +5 [25], Acute Vision 2 [4], Acute Hearing 2 [4], Energy Drain [58], Dominance (only if victim is slain) [20]

**Disadvantages:** No Fine Manip. [-30], Appearance Hideous [-16]

**Features:** Wild Animal

**Skills:** Brawling (DX/E) 13 [2], Observation (Per/A) 8 [2], Stealth (DX/A) 11 (due to size) [2]