

GURPS[®]

Fourth Edition

DUNGEON FANTASY MONSTERS[™] 3 BORN OF MYTH & MAGIC[™]



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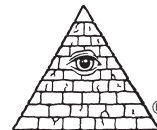
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*If any one unwarily
draws in too close and
hears the singing of
the Sirens, his wife
and children will never
welcome him home again
. . . There is a great heap
of dead men's bones lying
all around, with the flesh
still rotting off them.*

*– 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 dungeonfantastic.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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Bibliographies. Many of our books have extensive bibliographies, and we’re putting them online – with links to let you buy the resources that interest you! Go to each book’s web page and look for the “Bibliography” link.

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)*

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 groups 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.

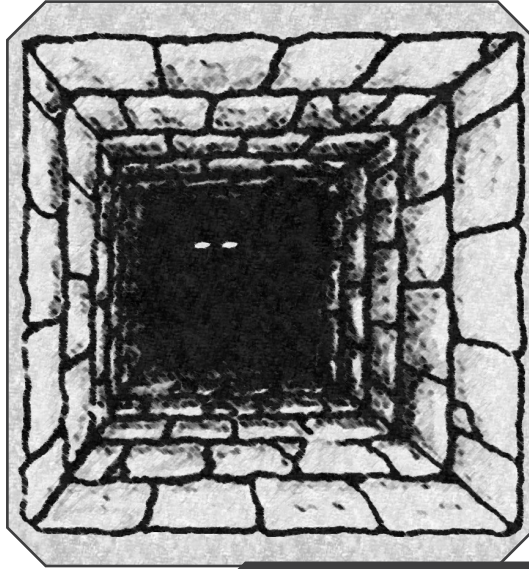
Replace Fodder. Sometimes the bad guys have been gotten at by the doppelgangers already. One or more of the orcs, dinomen, or bandits the PCs run into might have already been swapped by a doppelganger. Such replacements will be all too eager to surrender and help the party in return for their lives .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

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.

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.



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.

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.

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.

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