

GURPS[®]

Fourth Edition

CREATURES OF THE NIGHT

VOL. 3



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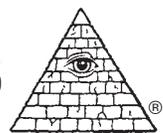
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CONTENTS

INTRODUCTION	2	CHRONOCHAOTIC SPIDER	3	WOLLIG	7
<i>About GURPS</i>	2	COWS FROM SPACE	5	WOODLAND ORACLE	9

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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 books that interest you! Go to the book's web page and look for the "Bibliography" link.

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.

INTRODUCTION

Beings of motion, born to move. These creatures can't be still, will not rest. In the sea, the pets of mermaids surround a boat and pull it to pieces. In the forest, a green guru slips from place to place. On the plains, super-intelligent cows stand placidly, chewing their cud, and then vanish, to reappear a continent away. In the shadows, giant spiders spin webs that drag their attackers through time.

In this installment of *Creatures of the Night*, a variety of imaginary animals and dream-spun villains share the common thread of *movement*. This collection will suit any campaign world, from time travel to fantasy, from science fiction to modern day horror investigations. Each creature is fully described with stats and traits, combat options, a list of useful skills during encounters, and adventure ideas.

About the Authors

Scott Maykrantz lives in epic splendor in Eugene, Oregon. For over 20 years, he has avoided the real world by staying home, typing strange ideas into his computer, and selling those ideas to people. This is called "freelance roleplaying game design."

Jason Levine, better known to most as "Reverend Pee Kitty," has been a gamer for most of his life and a die-hard *GURPS* fan since the release of Third Edition. He enjoys making music, collecting Transformers, and praying to "Bob" for eternal salvation through alien intervention.

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CHRONOCHAOTIC SPIDER

The threads of time are taut and straight, tightropes stretched between possibilities. But nothing is perfect. Disruptions in the temporal flow can create a tangle of threads. Inside such time-knots, chronochaotic spiders are born.

A chronochaotic spider is approximately two feet tall; its legs span over six feet. It is pale and translucent, like colorless wax, and its abdomen bears a vague clock-face symbol.

A giant arachnid with the power to alter the flow of time.

The spider rests in its web, preying on animals and humans. It wraps its victims in silk, saving them for later. The web is located in a dark and hidden location, such as a castle or cellar.

If left alone, the spider has no effect on the world around it, and could be mistaken for an ordinary giant arachnid. But when the chronochaotic spider is agitated (chased, trapped, hurt, etc.), the flow of time shifts around it, like a hurricane spinning around its eye. While this sudden movement of time is usually obvious (the sun rising and setting, weather changes, etc.), individuals in an enclosed environment (dungeon, room without windows, etc.) may not notice any time change until they venture outside or peer out a window.

Time Travel Destinations

The direction of the time-shift is based on how recently the spider has fed. To determine this randomly, roll one die. On a 1-3, the spider is hungry and moves into the future; on a 4-6, it is satiated and moves into the past.

The amount of time shift is determined by the number of seconds during which the spider is agitated. After the encounter is over, roll 1d and consult the table below. Add +1 if the encounter lasted seven seconds or more, +2 if it lasted 15 seconds or more, +3 for 30 seconds or more, +4 for one minute or more, and +5 for two minutes or more.

Roll	Time Shift
1-4	One day
5	One week
6	One month
7	One year
8	One decade
9+	One century

If several chronochaotic spiders are encountered, make one time-travel direction roll and apply it to all the creatures, multiplying the length of time by the number of spiders. For example, if the GM rolled a 6 after a fight with three hungry spiders, time moved three months into the future. If some of the spiders escape or are killed partway through the

encounter, the overall time traveled will be reduced. The GM can work out the actual calculations, or adjust the final result as he sees fit.

Note that the spider has no control over the time shift . . . it does not direct its power like a time-altering spell.

Chronolocation

To notice the world has changed, each time traveler makes a Perception roll. Modify the result for the length of time.

One day (Per-5). The differences are subtle. Yesterday and tomorrow look a lot like today. Checking the date helps, but may also cause confusion.

One week (Per-2). People have vanished, having left days ago or arriving soon. Active construction projects show signs of sudden progress or setback. Travelers are in the past will relive the same seven days of weather.

One month (Per+1). Changes are quite obvious. Crops and seasons show significant changes. If the travelers are in the future, the locals wonder where they've been ("We haven't seen you for a month! What happened?").

One year or more (Automatic success). Birthdays and holidays have been skipped or will be repeated. Familiar people might be noticeably older or younger, maybe even dead or unborn. The land and cities may be significantly altered.

In Combat

Chronochaotic spiders are agile, cunning combatants that strike with blinding speed and easily dodge blows by hand weapons. Their poisonous bite does 1d impaling damage. After any successful attack, the victim must roll HT. If he fails, he acquires Bad Sight (Nearsighted) lasting 30 minutes for every point the roll failed. Further successful attacks extend the duration cumulatively.



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