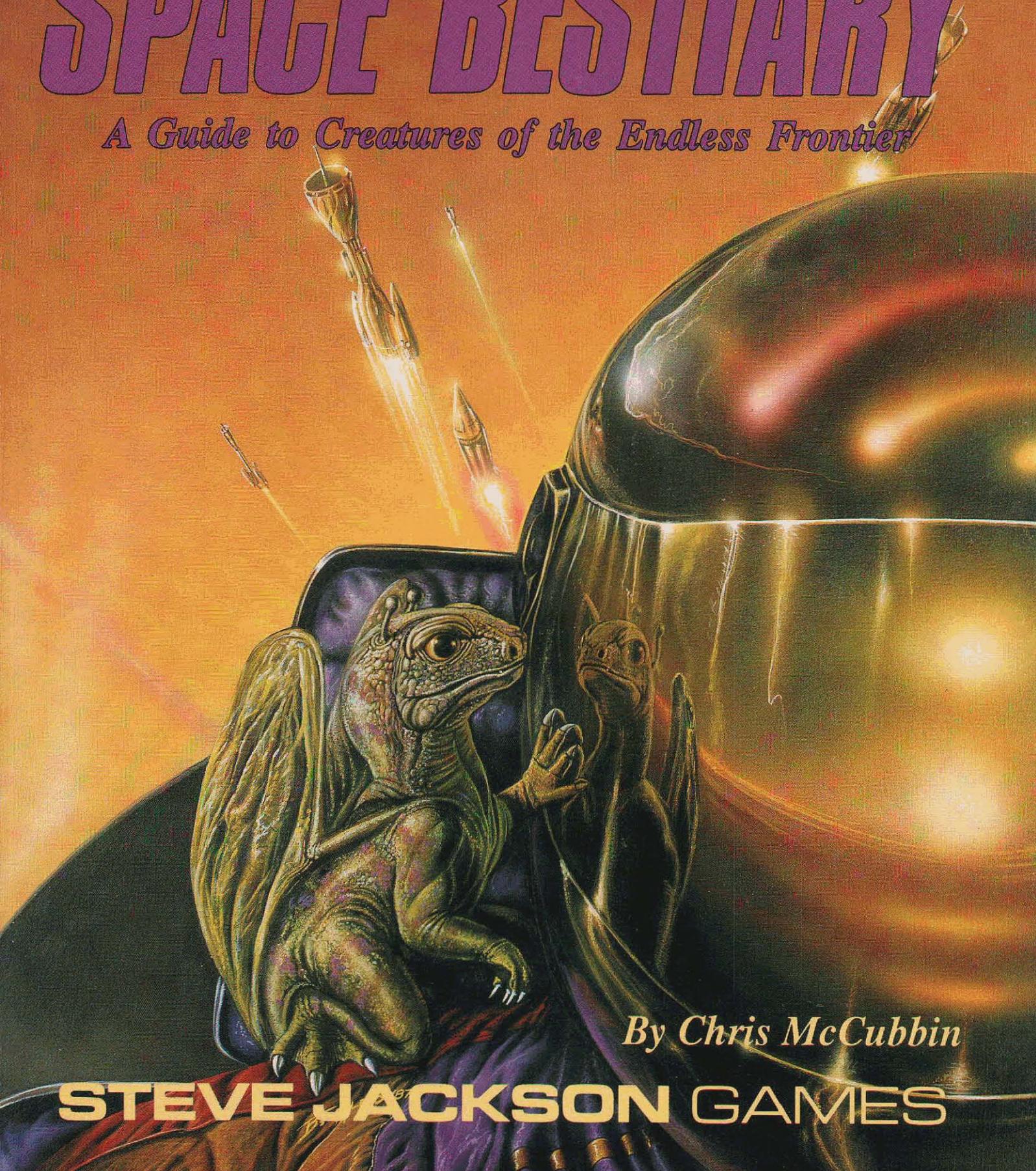


GURPS SPACE BESTIARY

A Guide to Creatures of the Endless Frontier



By Chris McCubbin

STEVE JACKSON GAMES

GURPS® SPACE BESTIARY

A Collection of Creatures from Around the Universe

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HOW TO USE THIS BOOK

About GURPS

Steve Jackson Games is committed to full support of the **GURPS** system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Roleplayer. This bimonthly newsletter includes new rules, variants, new races, beasts, information on upcoming releases, scenario ideas and more. Ask your game retailer, or write for subscription information.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

Errata. Everyone makes mistakes, including us — but we do our best to fix our errors. Up-to-date errata sheets for all **GURPS** releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

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Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

BBS. For those of you who have computers, SJ Games operates a BBS with discussion areas for several games, including **GURPS**. Much of the playtest feedback for new products comes from the BBS. It's up 24 hours a day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call!

Page References

Rules and statistics in this book are for the **GURPS Basic Set**, Third Edition. Any page reference that begins with a B refers to a page in the **Basic Set** — e.g., p. B102 means p. 102 of the **Basic Set**, Third Edition; BY refers to **GURPS Bestiary**.

About the Author

Chris McCubbin is a non-graduate of the University of Nebraska-Lincoln in English. He comes to gaming by way of the comics industry — he was assistant editor of Fantagraphics Books' magazine *The Comics Journal*, and managing editor of *Amazing Heroes*, where he still reviews comics.

McCubbin is employed as a full-time staff writer for Steve Jackson Games.

He and his wife, Lynette Alcorn-McCubbin, live in Austin, Texas.

How to Use This Book

Key to Animal Statistics

ST, DX, IQ, HT. HT will often have two numbers separated by a slash (e.g., 15/35). The first number is the "health" the creature rolls against, the second number is the "hit points." ST and "hit points" usually apply to a large, adult member of the species. GMs should feel free to adjust the number down, to represent smaller or younger creatures, but should rarely adjust these values up.

Speed/Dodge. Except in the case of loaded draft animals, Speed also equals Move. Some creatures will have more than one Speed — flying and ground movement, for example. The listed Speed in this case is for the most common situation, e.g., flying for birds. Speed for other situations is given in the text.

Dodge (an animal's only active defense) is $\frac{1}{2}$ DX or $\frac{1}{2}$ Move, whichever is better, up to a normal maximum of 10.

PD/DR. PD and DR, if any, from a creature's hide or armor, or natural defensive instincts. These usually don't vary much within a particular species.

Damage. Listed damage is that for the creature's most common form of attack; damage for other forms of attack is given in the text description. Listed damage is for an average large member of the species; smaller animals may do less. Abbreviations: imp = impaling, cut = cutting, cr = crushing.

Reach. Most creatures attack by "close combat" — a grapple or slam, followed by an attempt to crush the foe or rip it to pieces. C = close combat; 1, 2, etc. = reach in hexes; R = ranged attack, see description for details.

Size. The animal's size in hexes. Small creatures take up less than a hex; several can fit in the same hex. Large animals occupy 2 or more hexes; see p. B137. Certain colossal creatures have their size given in miles of length and breadth.

Weight. The creature's weight, in pounds or tons.

Habitat. Where the creature is commonly found; the primary habitat is listed first. Habitats are abbreviated as follows:

A = Arctic	J = Jungle	Sub = Subterranean
D = Desert	M = Mountain	SW = Salt-Water Aquatic
Dom = Domestic	P = Plains	V = Vacuum
F = Forest	S = Swamp	X = Exotic
FW = Fresh-Water Aquatic		

Note: D = any dry area, including scrub woodlands and cold tundras.

F = any temperate forest

J = any tropical forest

P = any grasslands, including prairie (largely flat land), steppes (rolling hills) and savannas (dotted with trees)

V = interplanetary or interstellar space

X = any environment inimical to human life, including high-radiation areas, gas giants, asteroid belts, hyper-space, the surface of a sun, and planetary ring systems.

An asterisk (*) means that the ability or attack is unconventional in some way — see the text for details.

A “—” means that the heading does not apply.

1 AQUATIC ANIMALS, FRESH WATER

Acid Weed

See *Aquatic, Salt Water* (p. 11).

Anchor Weed

ST: 200	Speed/Dodge: 7/0	Size: 1/4-1 mile
DX: 9	PD/DR: 6/0	Weight: 100+ tons
IQ: 1	Damage: *	Habitats: FW
HT: 15/200-300		Reach: 3-20

Anchor weed is a carnivorous plant that preys on the large, placid fish that inhabit it's world's broad rivers and lakes. Anchor weed is extremely sticky (though it does not stick to itself). It normally coils at the bottom of the ocean. When prey passes over, the weed reaches up, grabs it and pulls it down to the bottom, where it can be digested. Anchor weed normally ignores human-sized objects, but will grab anything over 6 hexes in size, making it a major obstacle to navigation.

Any boat grabbed by anchor weed must win a contest of ST or be pulled under. For this contest consider the weed's ST to be 20, and the boat's to be (*tons displaced*/10). If the boat wins, the weed will not be able to pull it down, but the weed will not let go either. To free itself the boat must do 200-300 points of damage to the weed *immediately below* it. Depth charges are little use (roll 1 die; on a 1 to 4 the charge will catch near the top of the weed and divide its damage equally between the weed and the boat). Strong defoliants will work, but are illegal for environmental reasons. The best way to defeat anchor weed is to heat the water immediately around the boat to temperatures approaching the boiling point (200°+). This will cause the weed to let go and ignore the boat thereafter.

Bean

See *Swamp* (p. 72).

Bird Snatcher

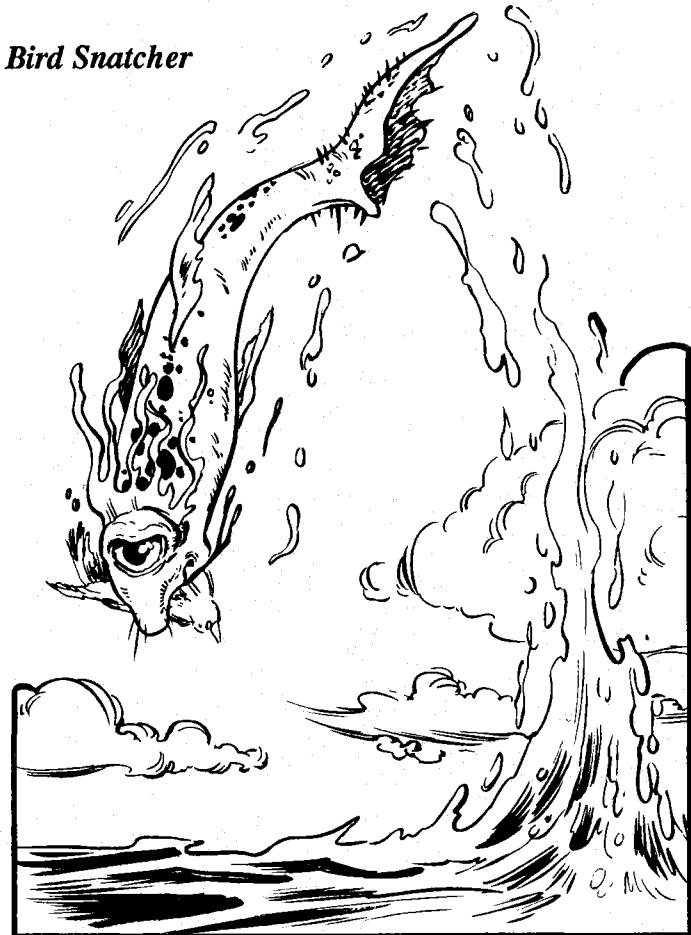
ST: 6	Speed/Dodge: 6/3	Size: 1
DX: 16	PD/DR: 3/1	Weight: 20-40 lbs.
IQ: 3	Damage: 1d-2	Habitats: FW, SW
HT: 14/8	Reach: R, C	

Bird snatchers are representatives of a very small and valuable class of animals — natural teleports. The fish can instantly transport itself to anywhere in its line of sight, up to 100 yards away. It uses this ability to take its prey by surprise — including small sea birds, which it will snatch

from midair. Bird snatchers can teleport once every minute.

Scientific organizations — particularly those which deal in psionic research — are always in the market for bird snatchers to use for research.

Bird Snatcher



Blue Plate

ST: 1	Speed/Dodge: 2/0	Size: 1
DX: 1	PD/DR: 0/0	Weight: 10-20 lbs.
IQ: 1	Damage: none	Habitat: FW
HT: 12/2	Reach: —	

The perfect food fish, most believe the blue plate was genetically engineered in an earlier epoch of history.

Blue plates begin life as small, tadpole-like larvae. They build cocoons around a plant, which will sustain them throughout their metamorphosis. The larvae are highly poisonous and have no natural predators.

When they emerge, they're blue plates — a flat, broad, blue-tinted fish about a yard long. Blue plates are

parthenogenetic females and absolutely genetically stable — each one is exactly like its parent. A blue plate emerges from its cocoon pregnant, lays its eggs immediately, and swims off. Left to itself, it will die in a day or two, but most are eaten within a few hours of emergence.

Blue plates are very slow and easy to catch. They have a very loose bodily structure which allows them to be scaled, gutted and deboned by hand in a few seconds. (The skin tears off easily, the guts fall out and the skeleton pulls out in one piece.) They're tasty and nutritious raw, and can be cooked any number of different ways. Almost any carbon-based life form will be nourished by blue plates — even herbivores. Plus, blue plates are remarkably resistant to parasitic and bacteriological contamination.

Blue plates are farmed all over the galaxy, and are also found wild on many worlds, on any planet with fresh water.

Body Bag

ST: —	Speed/Dodge: 8/7	Size: 6	Speed/Dodge: 4/2	Size: 12
DX: 14	PD/DR: 0/0	Weight: 2 tons	PD/DR: 3/2	Weight: 3-5 tons
IQ: 2	Damage: 1d-2*	Habitats: FW, SW	IQ: 4	Damage: *
HT: 15	Reach: C		HT: 13/50-60	Reach: C

These bizarre predators have no solid form — their bodies are made up entirely of liquids held together by surface tension. Body bags can't survive on land for even a moment — they drain away.

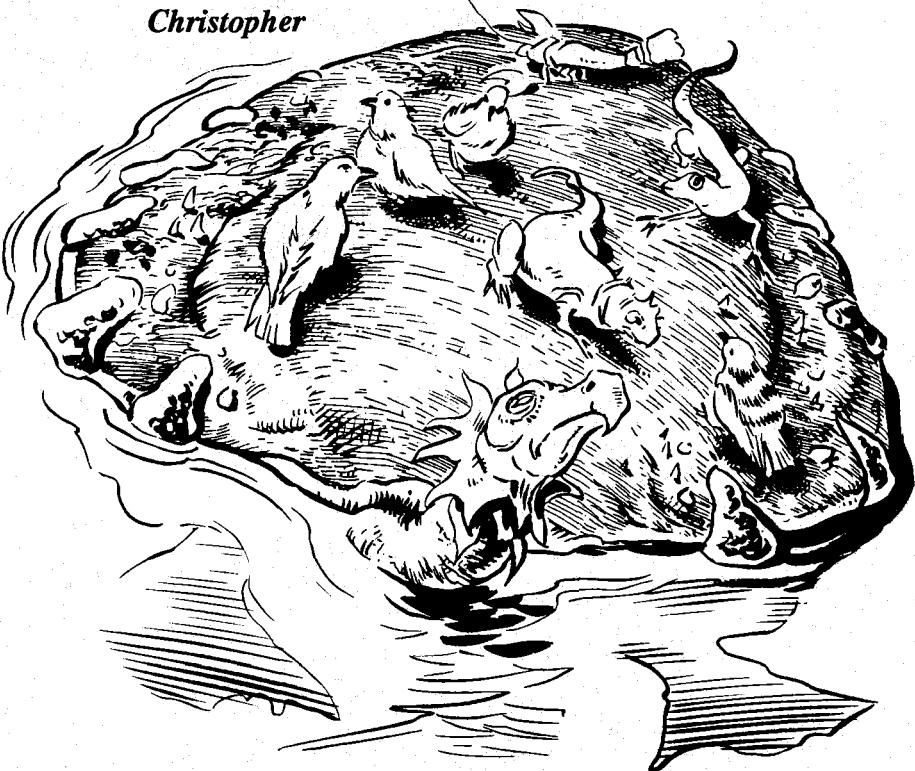
A body bag attacks by overtaking and engulfing its prey. The body bag normally can't be told from the surrounding water — not even by taste. The fluids of its body have a narcotic effect on most solid life forms, rendering them sluggish and eventually putting them to sleep. (The victim loses 1 point of DX and IQ for each second inside the body bag. When either reaches 0, he is asleep. Lost DX and IQ are regained at 1 point each per minute spent out of the body bag.) Then, through a still-mysterious chemical process, the body bag shifts its entire body chemistry so that its form now works as a powerful digestive acid, doing 1d-2 damage to the prey every second until all the usable nutrients have been absorbed.

Crushing weapons do only half normal damage to a body bag. Normal impaling/thrusting/missile attacks do only 1 point of damage. Body bags take normal damage from energy weapons and double damage from heat-based attacks.

Boiler Fish

See *Aquatic, Salt Water* (p. 11).

Christopher



Christopher

ST: 70	Speed/Dodge: 4/2	Size: 12
DX: 4	PD/DR: 3/2	Weight: 3-5 tons
IQ: 4	Damage: *	Habitat: FW
HT: 13/50-60	Reach: C	

The christopher is an air-breathing, aquatic bottom feeder. It grubs along in water shallow enough to allow its breathing hole (and most of its back) to remain in open air. The christopher's solid, flat, broad back is ideal for riding on, and usually bears an assortment of hitchhikers, including insects, birds, lizards and mammals. A christopher can carry 2 tons of passengers at 3 mph.

A christopher has only one means of self defense, used when it's attacked or overloaded, or when its passengers are too rowdy or accidentally cover its air hole. The christopher then moves out into deeper water and rolls over, spilling its riders into the water. If the water is deep the passengers will just get wet (or drown, if they can't swim). If it's barely deep enough for the christopher to roll over, each passenger must roll against DX to avoid 2d crushing damage.

Christophers are migratory, often with a route as long as 3,000 miles up and down a river or around a major lake. Small scientific survey expeditions have successfully established headquarters on christophers.

Clawdaddy

ST: 25	Speed/Dodge: 6/5	Size: 4
DX: 11	PD/DR: 4/6	Weight: 1,000
IQ: 4	Damage: 1d+3 cr	Habitat: FW
HT: 13/30	Reach: C, 1-3	

Clawdaddies are crustaceans about 10 feet long, with sturdy shells and four sets of pinchers like an earthly lobster's. Clawdaddies are very aggressive and will attack anything that enters their territory. Clawdaddies can attack twice in each turn, once with each set of pinchers. They are very slow, however, and will seldom go more than 20 yards from the edge of the water.

Colloth

ST: 18	Speed/Dodge: 7/7	Size: 3
DX: 14	PD/DR: 1/1	Weight: 300-400 lbs.
IQ: 3	Damage: 1d +1 imp	Habitat: FW
HT: 13/10-14	Reach: C	

The colloth is an aggressive, carnivorous fish about the size of an earthly shark. It has poor eyesight and feeds on another fish which (to it, anyway) looks remarkably like a human in diving gear. Consequently, any human who happens into colloth territory will inevitably find himself the center of attention. A school of 3d colloth will be attracted by a swimming human.

Note: The colloth first appeared in *GURPS Space Atlas 3*.

Grapple Bird

ST: 5	Speed/Dodge: 16/8	Size: 1
DX: 16	PD/DR: 0/2	Weight: 20 lbs.
IQ: 4	Damage: 1d-4 imp	Habitats: FW, S
HT: 12/6	Reach: C	



The grapple bird is a fishing bird, native to heavily forested areas. It has only one leg, ending in an inverted claw that it can use as a scoop. The grapple bird flies just above the waterline, and when it spots a fish near the surface, extends its claw and scoops the fish into its beak. The grapple bird cannot move on land. It spends its entire life flying, perching or swimming. It can rest on open water or perch on a branch, but if forced to land on solid ground the grapple bird is helpless. It attacks by raking with its claw or thrusting with its beak.

The grapple bird has been known to snatch food or shiny objects from the decks of boats, from waterside campsites, and even from the hands of boaters, hikers and fishermen.

Gravel Jaw

ST: 40	Speed/Dodge: 4/6	Size: 3
DX: 13	PD/DR: 1/4	Weight: 700 lbs.
IQ: 3	Damage: 2d cut	Habitats: FW, SW
HT: 14/20-30	Reach: C	

The gravel jaw is a buried trapper, inhabiting the shallows of lakes, rivers and oceans. A gravel jaw buries itself up to its mouth in the lake bed. The mouth can open 180°, and, when open, resembles an ordinary, gravel-strewn patch of sand. When the gravel jaw attacks, it snaps its mouth shut on any passing swimmers and waders. A shut gravel-jaw mouth extends 2 feet above the lake bed (i.e. about to a human's knee). If it only gets part of a creature's body, it will slowly engulf the creature — the jaws are constructed to make it much easier for the gravel jaw to pull other creatures in than for the other creatures to pull free (roll against ST-6 to pull free, if successful take 2d damage). A trapped creature will continue to take 1d cutting damage automatically every turn it's in the gravel jaw's grasp. Some individuals have been able to escape gravel jaws by cutting their legs off immediately upon entrapment.

Harpooner

ST: 8	Speed/Dodge: 18/9	Size: 1
DX: 14	PD/DR: 0/0	Weight: 20 lbs.
IQ: 4	Damage: 1d imp	Habitats: FW, P
HT: 12/6	Reach: C	

The harpooner is a diving bird with a very long, sharp upper beak. It flies above the water, and can spot its prey down to a depth of 15 feet. Then the harpooner goes into a power dive, skewering its prey on the end of its beak. On the surface the bird will work the still-skewered fish down its upper beak to the lower, where the fish will be devoured.

A slightly larger (HT 14/8) version of the harpooner operates on dry land, skewering animals up to the size of a large rabbit.

Harpooners are territorial, and will attempt to drive off intruders. A harpooner will usually "buzz" once or twice as a warning, then attack with its beak if the trespasser doesn't flee.



Harpooner

Hitone

See *Aquatic, Salt Water* (p. 13).

Marksman Fish

ST: 10	Speed/Dodge: 5/8	Size: 2
DX: 16	PD/DR: 0/2	Weight: 100 lbs.
IQ: 4	Damage: 1d-4 cut or *	Habitats: FW, J
HT: 12	Reach: R	

The marksman fish is one of the deadliest creatures in the galaxy. It is a predator; its usual prey is small birds, varied with the arboreal creatures that live in trees overhanging bodies of water.

The marksman is able to spit a potent contact nerve toxin up to 25 feet. Human-sized creatures struck by a marksman roll against HT. Failure results in death in 1 to 3 minutes (antivenins are available at TL9+). A successful HT roll means the victim will be in a coma for 1d weeks or until the antivenin is administered.

Marksman fish are somewhat territorial and will attack a noisy or boisterous intruder, who might scare off the marksman's prey.

If attacked underwater, the marksman fish will defend itself with a bite. The fish cannot use its toxin underwater.

Mud-Hider

ST: 60	Speed/Dodge: 5/7	Size: 10
DX: 14	PD/DR: 2/2	Weight: 2 tons
IQ: 4	Damage: 2d cut	Habitats: FW, SW, S
HT: 15/30-40	Reach: C	

A large, aggressive predator, the mud-hider burrows into the mud in the shallows of a river or lake to lie in wait for swimmers or waders. When prey approaches, the creature erupts from its concealment and devours its victim. The mud-hider is quite fearless and will not hesitate to attack human-sized or even larger animals. Mud-hider's have been known to throw the upper half of their bodies on shore to seize creatures standing near the water.

A mud-hider resembles a broad, flat, toothy fish with thick, warty skin.

Mugger Bird

ST: 5	Speed/Dodge: 6/7	Size: 1
DX: 13	PD/DR: 0/1	Weight: 15 lbs.
IQ: 4	Damage: 1d-2 imp	Habitats: FW, P, F, S
HT: 14	Reach: C	

Mugger birds are aggressive scavengers. In addition to preying on fish, rodents and smaller birds, the mugger will scavenge from predator's kills. Unlike most scavengers, however, the mugger will not wait until the predator is done to take its share. It prefers to take its meal out from under the rightful owner's nose, or even drive the predator off. A mugger will cheerfully fight a creature several times its size, flying away only if the combat goes seriously against it. Before fighting it will puff up its feathers and run at the predator, cawing loudly in an attempt to drive him off by bluff.

Muggers are attracted to shiny objects and will not hesitate to attack a human for a button or a scientific instrument.

Noose Fish

See *Aquatic, Salt Water* (p. 14).

Otter Man

ST: 6	Speed/Dodge: 8/6	Size: 1
DX: 13	PD/DR: 0/2	Weight: 80-100 lbs.
IQ: 7	Damage: 1d-2 cut	Habitat: FW
HT: 11	Reach: C	

As their name suggests, otter men resemble anthropomorphic otters. They are about 4 feet tall. They are a pre-sentient race, well on their way to evolving a culture and technology. They have flexible fingers with opposable thumbs; they are already handy with found tools and are beginning to experiment with tool construction. They do

not use weapons, but attack with tooth and nail, typically in a group. Otter men gather in tribes of 10 to 50 individuals.

Otter men are favorite study subjects of anthropologists; they offer a chance to study a race on the very edge of sentience. Though fiercely territorial, an otter band will accept a passive human observer after a while.

Otter men are protected, but a few have been taken and domesticated as part of anthropological experiments. They are adept at mimicking human behavior, and learning simple tasks. They can learn sign language to about the level of a five-year-old. They are affectionate and loyal (though mischievous), and would make exceptional pets. The race and their world have been declared a scientific reserve, with tourism, and especially hunting, forbidden.



Paddle Lily

See *Swamp* (p. 75).

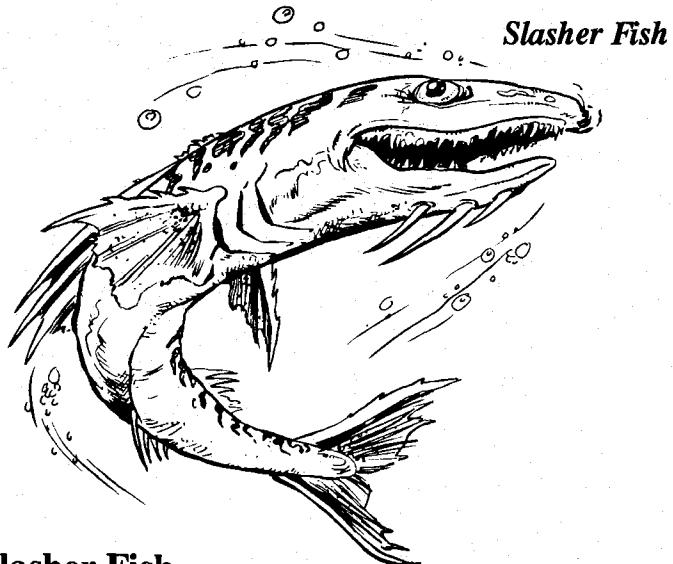
Predator Weed

See *Aquatic, Salt Water* (p. 14).

Skin Algae

ST: —	Speed/Dodge: 0/0	Size: —
DX: —	PD/DR: 2/1	Weight: —
IQ: 1	Damage: *	Habitats: FW, SW, J, S
HT: —	Reach: C	

This highly dangerous strain of plant life has the ability to rapidly metabolize animal matter into more algae. Any one exposed to skin algae must roll against HT. If he succeeds, nothing happens, but if he fails his flesh will begin transforming into algae at the rate of 1d damage/hour. When damage exceeds $-10 \times HT$, there is nothing left of the body but algae, and no tissue remains to be cloned. Antidotes and treatments are available at TL9+; roll against Physician or First Aid-6.



Slasher Fish

ST: 2	Speed/Dodge: 7/7	Size:
DX: 15	PD/DR: 0/0	Weight: 3 lbs.
IQ: 3	Damage: 1d-3 cut	Habitats: FW, SW
HT: 12/4	Reach: C	

Slasher fish are small (8 to 12 inch) carnivorous fish that travel in schools of several hundred individuals. In addition to sharp teeth, each fish's side and back fins are lined with razor-sharp, spiny ridges. Even a casual pass from a slasher will draw blood and possibly remove an extremity. An entire school can skeletonize a large animal in less than a minute.

Treat a school of slashers as a horde (see p. BY78) doing 4d damage to each human sized individual each turn. Base size of the horde is 10 hexes. One hex is dispersed for every 10 hits of damage done to the horde.

Damage is limited by the number of fish that can get at the target in each turn. Larger creatures can take an additional 2d damage per second for each hex of size exposed to the fish. Contrarily, a victim only partially in the water might take less damage per second; 2d for a man with only his legs in the water or 1d for a man with only his hand dangling.

Spitting River Snake

ST: 5	Speed/Dodge: 15/7	Size: 1
DX: 15	PD/DR: 1/1	Weight: 50 lbs.
IQ: 6-8	Damage: * or 1d-4 cr	Habitat: FW
HT: 15/5	Reach: R	

These curious and mischievous predators are proto-sentient. The spitting river snake has two short forelimbs ending in webbed fins. Its tail bifurcates at the end and it has an expandable crest on its head and a line of wave-shaped spines running down the back. Its principal weapon is a highly narcotic, but not physically habituating, venom, in the form of a spray. The snake ejects the spray under pressure.

Spitting river snakes can fire their spray up to 2 hexes away to paralyze small birds and animals. The spitting snake breathes air and can survive short periods away from the water. It will often spray a creature on the riverbank and then crawl laboriously out of the lake to recover its prey. It can even glide for short distances — it builds up to full speed, then porpoises out of the water and spreads its flukes. This allows it to glide for as much as 6 hexes. Spiting snakes have been observed to snatch small birds out of mid-air.

The most intelligent of these creatures show every indication of a primitive sense of humor. They seem to delight in sneaking up on and spraying unsuspecting humans, whether in the water or on the shore, then watching them stagger around drunkenly (roll against HT or lose 6 DX and 3 IQ for 1 to 3 hours).

Spitting snake venom can be used as either an efficient surgical anesthetic, or to brew a powerful hallucinogenic liqueur. The venom *can* be removed without harming the snake, but it is easier to kill one first. Poaching is becoming a serious problem for the species.

Spitting snakes cannot easily be trained, unless they are very young, but they like company and respond affectionately to kindness.

Stomach Trap

See *Swamp* (p. 76).

Tunnel Snake

ST: 35	Speed/Dodge: 9/0	Size: 20
DX: 11	PD/DR: 2/4	Weight: 3 tons
IQ: 3	Damage: 2d cr	Habitat: FW
HT: 12/40	Reach: C	

This giant, aquatic serpent can grow to lengths of 60 feet, with a circumference of 8 feet. A tunnel snake can swallow a human-sized object in one gulp. Anyone successfully attacked by a tunnel snake gets a roll against DX to avoid bite damage. If he makes the roll, he's uninjured, but inside the serpent. If the roll is a critical success, he's unharmed and outside the serpent. If he fails the roll, he takes the indicated damage and is swallowed by the serpent. On a critical failure, the snake gets to bite twice. Persons inside a tunnel snake take 1 point of digestive damage per turn. When being attacked from the inside, the tunnel snake gets no PD or DR.

Tunnel snakes have been known to follow riverboats for several days — longer if the crew throws edible garbage overboard.

Vortex

ST: 80	Speed/Dodge: 0/0	Size: 80
DX: —	PD/DR: 6/8	Weight: 10 lbs.
IQ: 3	Damage: 1*	Habitats: FW, SW
HT: 14/120	Reach: 6	

The largest of the freshwater burrowers, vortices live in lakes and deep rivers. A vortex is basically a subterranean barrel about 30 feet deep. When it wants to eat it just opens its mouth suddenly, and several tons of water (and anything swimming in it) swirl into the creature's gullet. Then the vortex begins to pump out the water, filtering out all the organics as it does. Eventually, all that's left in the stomach is the creature's heavier-than-water digestive fluid, which does 1d acid damage/turn to the vortex's still-living prey. When all of the last meal is digested, it repeats the process. Draining takes 1 to 3 hours and digestion 3 to 6 more hours, so the vortex feeds 3 to 6 times a day. The waters of the vortices' planet are extremely fecund and crowded, ensuring that there will be a meal above it every time the vortex feeds.

Anyone caught above a feeding vortex should roll against ST-8, +1 for each hex distance from the maw. On a critical failure he is caught in the closing maw, taking 4d crushing damage, and becoming entrapped until the next time the creature feeds. The meal can pull free with a successfull roll against ST-10.

Wallower

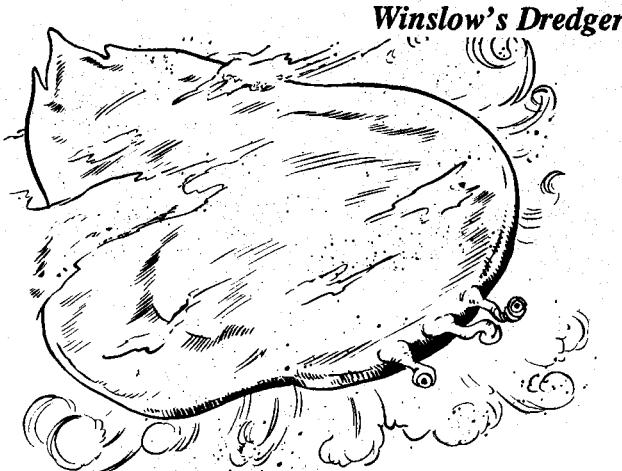
See *Swamp* (p. 77)

Winslow's Dredger

ST: 90	Speed/Dodge: 4/3	Size: 20
DX: 6	PD/DR: 4/8	Weight: 6-8 tons
IQ: 3	Damage: 3 cr	Habitat: FW
HT: 13/100	Reach: C	

A dredger is a large, stupid bottom-feeder, found in the deepest parts of large rivers and lakes. It is normally a slow, placid scavenger, but will attack when provoked. The dredger attacks by rearing up and attempting to ram its target and force it under the dredger's bulk (roll against DX to avoid engulfment). Engulfed beings will be subject to 1d additional turns of damage, as the dredger moves over its victim.

Curiously, the dredger is named, not for the one who discovered it, but for the first one careless enough to be killed by it.



Winslow's Dredger

2 AQUATIC ANIMALS, SALT WATER

Acid Barnacle

ST: —	Speed/Dodge: 0/0	Size: *
DX: —	PD/DR: 2/2	Weight: *
IQ: 1	Damage: *	Habitats: *
HT: 14	Reach: C	

These tiny sessile creatures are almost exactly like earthly barnacles, except that they secrete a strong acid which will eventually dissolve the hull of any ship they attach themselves to. Acid barnacles do 1 point of structural damage/day, and spread at the rate of one hex every week. DR will delay actually damage to the hull one day for each point of DR. At this rate it would take the barnacles 3 months to eat through a heavy steel hull. The barnacles will not spread above the waterline. Acid barnacles can be cleared by doing 12 points of physical or energy damage to each hex they occupy. This must be done carefully, however, as any excess damage is applied to the ship.

Acid Weed

ST: 15	Speed/Dodge: 0/2	Size: 300+
DX: 4	PD/DR: 0/0	Weight: 70-80 tons
IQ: 1	Damage: 2d*	Habitats: SW, FW
HT: 13/30	Reach: 10	

Acid weed is a deadly, carnivorous seaweed. The prey is trapped by the waving fronds (up to 30 feet tall); then the fronds release a powerful acid which does 2d damage/turn until the victim is dissolved. The solution then settles to the bottom, where it nourishes the acid weed. A patch of acid weed is usually 10 hexes or more on a side, but most patches are connected to a single root system. If the root system is killed, the whole patch dies.

Aspirin Fish

ST: 3	Speed/Dodge: 8/4	Size: 1
DX: 9	PD/DR: 0/0	Weight: 15 lbs.
IQ: 3	Damage: —	Habitats: SW, FW
HT: 6	Reach: C	

This innocuous little fish is completely unremarkable except for one thing — from its glandular secretions can be extracted a natural panimmunis. These creatures only thrive in a limited oceanic area of one world, and political and military control of that planet is always hotly disputed.

The raw meat of an aspirin fish will cure almost any viral, bacteriological or parasitic infection (+5 on HT rolls for recovery every day at least 1 ounce of fish is eaten).

Bird Snatcher

See *Aquatic, Fresh Water* (p. 5).

Blimp Ape

ST: 3	Speed/Dodge: 12/9	Size: <1
DX: 18	PD/DR: 0/0	Weight: 5 lbs.
IQ: 5	Damage: 1d-4 cut	Habitat: SW
HT: 13/4	Reach: C	

These monkey-like creatures are the natural symbionts of the sea blimps (see p. 15). Hundreds of apes live on a single blimp, their feet never touching the ground, as they scamper up and down the cilia that hang beneath the blimp. When the blimp wants to feed, it descends until its cilia touch the water, then begins a subsonic call that dazes the area's fish and brings them to the surface. The apes, who are immune to the call (as are most mammals), run down the cilia and scoop up fish. Then the apes carry the fish back up the cilia, where they eat their fill, then throw the remains into the pools of digestive fluid on the blimp's back. This offal nourishes the blimp.

Blimp apes are very territorial, and will scold and throw small objects at any intruders on their blimp. They fight fiercely if cornered.

Body Bag

See *Aquatic, Fresh Water* (p. 6).

Boiler Fish

ST: 6	Speed/Dodge: 8/6	Size: 2
DX: 12	PD/DR: 0/0	Weight: 100 lbs.
IQ: 3	Damage: 3d*	Habitats: SW, FW, A
HT: 12	Reach: R	

These strange predators attack their prey by rapidly heating the waters around them, stunning the larger by shock and boiling the smaller outright. Creatures in any hex adjacent to the boiler fish take 3d heat damage/turn. This reduces to 2d at 2 hexes away and 1d at 3 hexes away. The attack has no effect beyond 3 hexes.

Brok

ST: 25-100	Speed/Dodge: 4/5	Size: 2-12
DX: 10	PD/DR: 1/4-3/12	Weight: 300 lbs.-
IQ: 6	Damage: *	5 tons
HT: 18/25-100	Reach: C 1-6	Habitat: SW

The brok is a solitary, carnivorous sea creature which, from the surface, appears as a large, flat disk — the top of the creature's shell. Spikes and saw-like teeth ring the edge of the shell. The size of the disk varies with age: young broks are about 2 yards across while adult specimens may be 12 yards in diameter. Two dozen long tentacles hang from the bottom side of the disk; reach is half of shell diameter. Broks can be very hostile when approached. They can easily drag swimmers and small ships under and occasionally ram larger vessels, tearing great gashes in their hulls. Broks can bring (1d-1) tentacles against a foe each turn; tentacles can either strike to damage or try to grapple. Broks grapple victims to hold them underwater to drown; tentacles are tough and hard to hack through. Damage depends on type of attack and size of the brok.

Note: Broks first appeared in the *GURPS Space* adventure *Unnight*.



Dart Fish

Dart Fish

ST: 1	Speed/Dodge: 10/7	Size: 1
DX: 14	PD/DR: 0/0	Weight: 1 lb.
IQ: 3	Damage: *	Habitats: SW, FW
HT: 12/1	Reach: C	

These small, poisonous carnivores travel in schools of 20 to 100. A school gathers around a victim, then one dart dashes out, attacks once and retreats. In a minute or so another dart will attack. If the victim attacks the darts, they disperse and then re-surround their prey. The darts continue to attack every 1 to 3 minutes until the prey is dead.

They attack to the last fish. Dart venom attacks the central nervous system, causing paralysis of the involuntary nervous system. The heart and lungs simply stop working. Dart venom does 2d damage; 1d if the prey makes a HT roll. It takes only 1 to 2 minutes for dart venom to take effect. Anti-venin is available at TL9+; CPR will keep a victim breathing until further medical care is available. CPR is very difficult in the water (-8 to First Aid).

Dart venom can be removed and used on weapons, but it loses effectiveness after 1 hour out of water. It takes the poison of at least three dart fish to envenom a single arrow- or knife-sized weapon.

Floe Bird

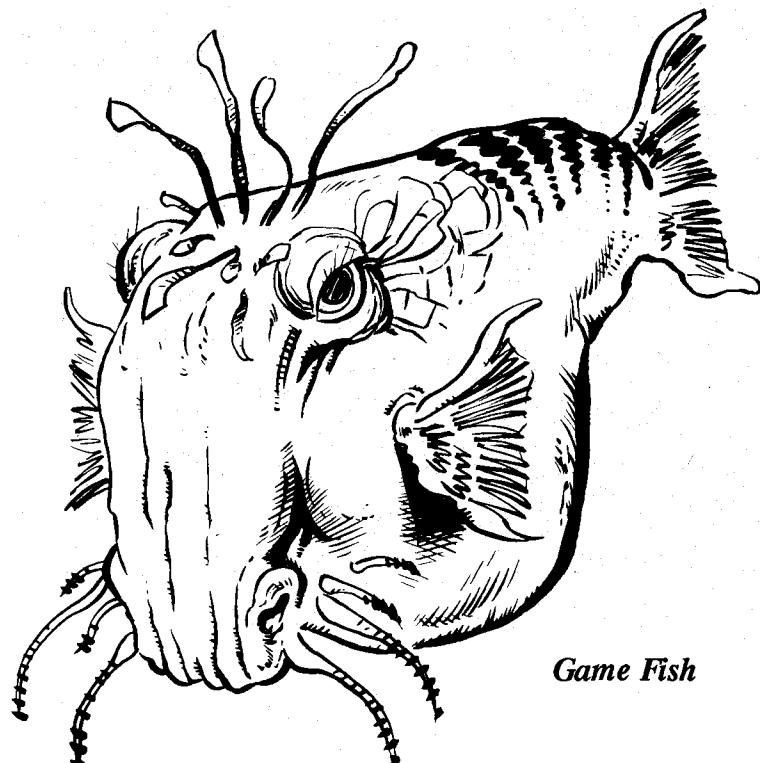
See *Arctic* (p. 17).

Game Fish

ST: 90	Speed/Dodge: 25/12	Size: 35
DX: 15	PD/DR: 2/4	Weight: 3 tons
IQ: 4	Damage: 3d cut	Habitat: SW
HT: 18/50-60	Reach: C	

Sport fishermen have always ventured far into the wilderness in search of a fish with cunning and fight to match wits against. This is an example of the kind of fish that will lure an angler to another planet.

This monster is typically hunted in small, fast cabin cruisers equipped with swivel-mounted rods and monofilament lines of the strongest synthetics. Even with this gear, the fish has at least a 50/50 chance.



Game Fish

Game fish have been known to rush small boats and surface under them to capsize them; they can even swamp dinghies with their wake. Heaven help the poor swimmer that ends up in the water with one of these.

An attempt by the fish to capsize a boat is a Quick Contest of ST. The boat's ST is equivalent to its displacement in thousands of pounds. The usual fishing boat is 50 feet long, with a displacement of about 30 tons, giving it a ST of 60. It's a very sporting proposition.

Grapple Bird See *Aquatic, Fresh Water* (p. 7).

Gravel Jaw See *Aquatic, Fresh Water* (p. 7).

Hitone

ST: 7	Speed/Dodge: 7/6	Size: 2
DX: 12	PD/DR: 0/0	Weight: 150
IQ: 3	Damage: 2d*	Habitats: SW, FW
HT: 11	Reach: R	

As the name suggests, the hitone fish's primary attack is sonic. It can project a damaging shout of sonic vibrations out to 30 hexes. The sound is extremely focused and usually only affects one target at a time, doing 2d. The Hitone is a solitary, territorial fish which will attack any creature getting too close to its lair. The hitone will run away if anyone attempts to close with it.

Icebreaker See *Arctic* (p. 19).

Ice Lurker See *Arctic* (p. 19).

Laser Eel

ST: 6	Speed/Dodge: 7/7	Size: 1
DX: 14	PD/DR: 2/0	Weight: 25 lbs.
IQ: 3	Damage: 1d*	Habitat: SW
HT: 12/8	Reach: R	

This snake-like predator is able to generate a powerful biolaser with a range of up to 30 feet. The eel uses this laser both to hunt and to discourage larger predators. They are sometimes encountered in small schools of 3 to 8 individuals. The laser eel will use its laser on any creature approaching within its range.

The eel's laser is charged by ambient light, therefore the creatures stay near the surface during the day and hide at night. In dim conditions (twilight, very stormy days) the eel will only be able to use its laser every 2 to 4 turns (GM's determination). In the dark (midnight, an undersea cavern) the eel will have only enough energy for a single blast. A laserless eel will flee. If caught, they will bite for 1d-4 cutting.



Leviathan

ST: 1,000+	Speed/Dodge: 20/0	Size: 1 mile long
DX: 6	PD/DR: 10/30	Weight: 2,000 ktons
IQ: 7	Damage: 20d cr or *	
HT: 21/10,000	Reach: C	Habitat: SW

Leviathan is the largest planetary-based organism in the known galaxy. One mile long and over a half mile wide, leviathan is less a creature to fight than a place to visit. Leviathan is basically a fish, though one with multiple eyes and mouths. Its central and largest mouth is able to swallow a high-rise building whole.

Any creature inside leviathan's digestive tract will take 1d damage each minute from the digestive acids. Certain specially-treated armor, however, can resist this effect for several weeks. Leviathan attacks by flailing with its tail or ramming. Smaller annoyances are simply swallowed.

Though leviathan's world is large, it cannot support more than a few hundred of these creatures at a time. Mostly the leviathans stay in the deepest trenches, but once or twice a year, for reasons that remain mysterious, leviathan will surface for as much as several days. During this time, the immense creatures seem nervous and extremely prone to violence, leaving naturalists to suspect that these trips have something to do with mating rituals.

Mammoth Seal



Mammoth Seal

ST: 40	Speed/Dodge: 9/7	Size: 10+
DX: 14	PD/DR: 0/3	Weight: 5 tons
IQ: 5	Damage: 3d cr	Habitats: SW, A
HT: 14/60	Reach: C	

These immense pinnipeds spend their entire lives at sea. They are much too huge and ponderous to ever move on dry land. In the oceans, however, they are swift and graceful hunters. Mammoth seals usually travel in pods of 30 to 150 individuals.

Though not normally aggressive, the bulls are excitable and will ferociously attack any real or perceived threat to the cows and young.

The figures above are for a large bull. Cows are typically about half that size with ST and HT in proportion.

Mammoth seals attack by butting, or slapping with their fins. Their formidable-appearing tusks are used only for grubbing the bottom. If one accidentally stuck someone, it would do 3d impaling damage.

Marksman Fish See *Aquatic, Fresh Water* (p. 8).

Mud-Hider See *Aquatic, Fresh Water* (p. 8).

Noose Fish

ST: 13	Speed/Dodge: 9/7	Size: 3
DX: 14	PD/DR: 2/4	Weight: 70 lbs.
IQ: 3	Damage: 3d cr	Habitats: SW, FW
HT: 12	Reach: C	

The noose fish resembles a sea-going anaconda, but it is, in fact, an eel-like fish. The noose fish is a constrictor that wraps around its prey and strangles it, devouring it at leisure. Noose fish are aggressive predators that will not hesitate to attack a man-sized target.

Predator Weed

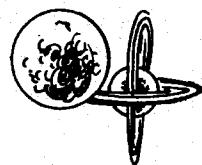
ST: 13	Speed/Dodge: 0/1	Size: 200+
DX: 6	PD/DR: 0/0	Weight: 20 tons
IQ: 1	Damage: 1d cut	Habitats: SW, FW
HT: 13/30	Reach: 6	

This carnivorous seaweed is greatly feared by divers. The predator weed is heat sensitive and will attack any warm, moving object. It keeps its fronds folded until potential prey moves over it, then shoots its sticky, barbed strands up to ensnare the victim. Any prey caught by the weed will take 1d cutting damage every turn it tries to escape, whether it succeeds or not. An unresisting victim will not take any damage, but will be drawn down to the weed bed in 2d turns, where it will be devoured at the rate of 2d acid damage/turn.

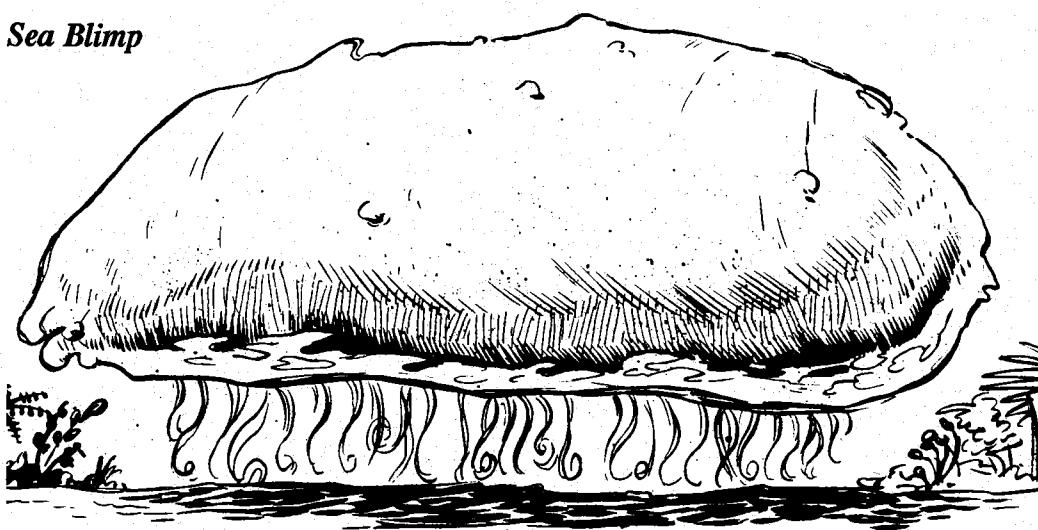
Predator-weed patches share a central root system which has to be destroyed in order to kill the plant.

Predator Weed





Sea Blimp



Sea Blimp

ST: 500	Speed/Dodge: 16/0	Size: 700
DX: 14	PD/DR: 0/3	Weight: 2 tons
IQ: 6	Damage: —	Habitat: SW
HT: 16/17	Reach: —	

These immense, lighter-than-air beings are capable of carrying several tons of cargo. They have no natural attack and no defenses other than sheer size. A sea blimp is shaped like a fat football, with long, ropy tentacles hanging down beneath it. Blimps are dependent on their small symbionts, the blimp apes, (see p. 11) for food.

A blimp's tentacles will each hold 200 lbs, but heavier individuals can climb using two or more tentacles.

A normal, adult blimp is able to carry as many as a dozen human-sized passengers in addition to its complement of apes.

Skin Algae

See *Aquatic, Fresh Water* (p. 9).

Slasher Fish

See *Aquatic, Fresh Water* (p. 9).

Squeezer Fish

ST: 8	Speed/Dodge: 7/3	Size: 1
DX: 6	PD/DR: 6/0	Weight: 50 lbs.
IQ: 5	Damage: 2d cr	Habitat: SW
HT: 13	Reach: R	

These fat, placid, herbivorous fish are specialized natural telekinetics, with the ability to psionically manipulate water pressure in their vicinity. They can increase water pressure enough to do the indicated damage at ranges of up to 50 feet. They also manipulate the pressure of the water immediately around them, making it extremely hard for kinetic attacks to get through (represented by the fish's high PD; the PD is effective against physical attacks and sonics, but not against most energy weapons). Squeezers have no natural attack outside of their pressure manipulation. Their telekinesis does not work out of water. They will attack if a stranger approaches within 20 feet.

Stickler

ST: 4-6	Speed/Dodge: 8/4	Size: 1
DX: 13	PD/DR: 1/1	Weight: 20-30 lbs.
IQ: 3	Damage: 1d-3 imp	Habitat: SW
HT: 10-14	Reach: C	

This creature's back is studded with sharp spines, like a porcupine's, but shorter. Sticklers are amphibian, but will range over several miles in search of the insects they eat. (The above Speed/Dodge is for the stickler in water; halve both figures on land.) This means that anyone traveling along the road anywhere near a body of salt water will probably see several. The sticklers' spines are sharp, and sturdy enough to puncture pneumatic tires. A stickler will not affect a hovercraft.

Note: The stickler first appeared in *GURPS Space Atlas 3*.

Tentack

ST: 16	Speed/Dodge: 5/6	Size: 5-8
DX: 13	PD/DR: 2/2	Weight: 400-800 lbs.
IQ: 3	Damage: 3d cut	Habitat: SW
HT: 12/20-25	Reach: 6-10	

The tentack is a bottom-dweller that haunts the shallows. Its body is round, black and flat, with three eyes and six long tentacles. The tentack attacks by using its tentacles to grapple prey and draw it into its mouth. The victim takes no damage until it's in the tentack's mouth. A victim

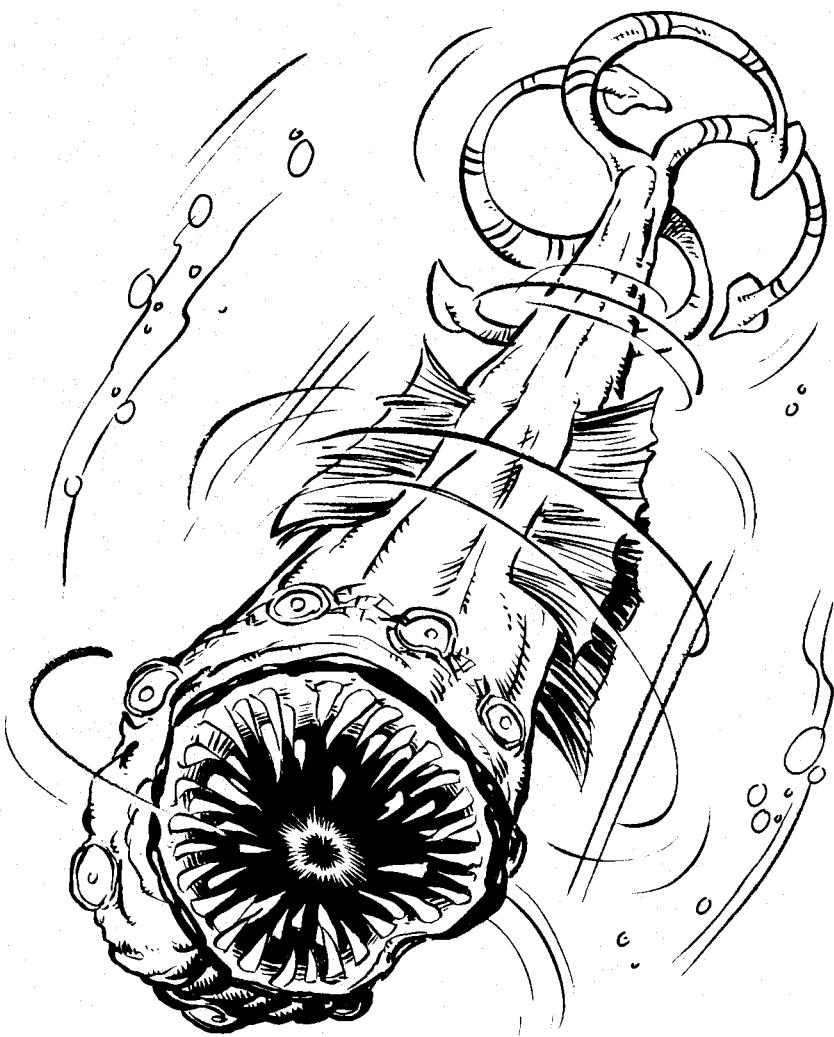
who wins a quick contest of ST breaks free of the tentacles, but must get out of reach or the tentacle will try again in the next turn.

Each tentacle has 12 HT separate from those of the body. Twelve points of cutting damage will sever a tentacle. Impaling does half damage and crushing does only 1 point per successful attack.

The adult tentack is sessile — rooted to the ocean bottom. The creature's Move and Dodge apply to its tentacles (a tentacle cannot dodge and grapple at the same time). Usually a tentack will live close enough to shore that its tentacles can reach prey swimming on the surface. A tentack can regrow a severed tentacle in three weeks.

Turbo Shark

ST: 70	Speed/Dodge: 20/10	Size: 30
DX: 14	PD/DR: 0/4	Weight: 3 tons
IQ: 3	Damage: 4d cut	Habitat: SW
HT: 15/30-40	Reach: C	



Turbo Shark

This feared predator is a living water jet. The turbo shark is shaped like a hollow tube, inside of which thousands of tiny organs whirl and oscillate, forcing water through the shark at great speed. Any unfortunate creatures drawn into a turbo shark's maw will be torn apart by those same organs. It takes a turbo shark several passes to completely consume a man-sized meal. Like their earthly namesakes, turbo sharks are attracted to fresh blood, and anyone wounded by (or wounding!) a turbo shark can expect 1d more to show up in the next 2d seconds. Turbo sharks are attracted to motion and will not normally attack an uninjured, unmoving target.

Vortex

See *Aquatic, Fresh Water* (p. 10).

White Cloud

ST: 8	Speed/Dodge: 8/5	Size: 24
DX: 10	PD/DR: 3/0	Weight: 500 lbs.
IQ: 2	Damage: 1d*	Habitats: SW, FW, S
HT: 14	Reach: C	

The white cloud is an amorphous, semi-solid creature of a milky-white color. It is quite caustic, and engulfs and devours its prey by dissolving it. The most insidious trait of a white cloud is that it functions as a local anesthetic, so the victim does not even feel itself being dissolved (this effect won't work on creatures wearing sealed armor of any sort). A common white cloud tactic is to get under a swimmer, then surface with the swimmer in the middle. Creatures attacked by a white cloud should make IQ or perception rolls (whichever is better) every round to notice themselves dissolving.

A white cloud takes half damage from cutting and impaling attacks, but normal damage from crushing and energy attacks.

White cloud chowder is a gourmet treat when properly prepared. Unfortunately, the properties that make a white cloud caustic also make it a deadly poison to all oxygen-breathing life forms. Proper preparation involves equipment more like an alchemist's laboratory than the usual kitchen. Even so, an occasional slip-up by the chef adds spice to a dish of white cloud chowder.

Preparing white cloud chowder takes a properly equipped kitchen, 4 hours, and a successful roll, by the GM, against the chef's Cooking skill (-4 if this is his first time, -2 if he has a good recipe). A failure produces obviously inedible chowder; a critical failure produces tasty, but deadly chowder. The poison is a digestive agent, doing 6d damage, resisted by HT-4. Survivors are -4 to DX and ST for 2d days.

3 ARCTIC ANIMALS

Blizzard Maker

ST: 6	Speed/Dodge: 5/6	Size: <1
DX: 12	PD/DR: 0/0	Weight: 10 lbs.
IQ: 5	Damage: *	Habitat: A
HT: 9	Reach: 1-50	

Blizzard makers resemble a furry toad with eight legs. Their usual habitat is the perpetual snow fields of the high arctic. They are extremely powerful telekinetics, with the ability to control air movement. When any large creature approaches within 100 feet of the blizzard maker, the creature whips up gale-force winds in a 150-foot radius, producing a savage wind-chill factor and blinding all creatures inside the radius with blowing snow. Anyone who declares *immediately* upon being attacked by a blizzard maker that he's trying to retrace his steps gets an IQ roll to leave the storm. Otherwise, the character will wander lost in the tiny blizzard for 1d minutes. Each time a 6 is rolled, roll the dice again and add the result to 5 for the duration. Anyone in normal, non-heated arctic gear will take 1d-1 cold damage each minute in the storm. Any gear not attached to the body (sledges, gravity sleds, etc.) will be lost in the storm. When all its victims are dead or out of range, the blizzard maker will allow its storm to subside. Any lost items can be clearly seen, (unless they're very small), but any attempt to recover them will reactivate the storm. After 2d hours, the blizzard maker will move on.

Boiler Fish

See *Aquatic, Salt Water* (p. 11).

Crystal Lemur

ST: 3	Speed/Dodge: 15/9	Size: <1
DX: 18	PD/DR: 0/0	Weight: 10 lbs.
IQ: 7	Damage: —	Habitat: A
HT: 13/4	Reach: C	

On the cold homeworld of the crystal lemur, tall, spindly crystalline pseudotrees grow over most of the planet. The lemurs make the tops of these their home. These energetic creatures are constantly in motion, to prevent crystalline structures from forming on their bodies. The pads of their paws also secrete an effective lubricant which causes the predators of the crystal lattice — notably the glisten crab (see p. 18) — to slide helplessly away from their prey (roll every turn at DX-6 to pursue a lemur through the crystals). The lemurs feed on airborne crystals with a high

glucose content. The lemur's delicate hearing is able actually to hear the crystals forming; then they leap high into the air to snatch their breakfast. It's said to be one of the galaxy's most charming sights; the colorful, shimmering crystal lemurs feeding on a cold, sunny morning.

Crystal lemurs never attack — they only run away. When caught, a lemur will scramble to get away and exude lubricant on everything — the catcher must roll against DX-4 every turn to retain his grip on a held lemur. Lemurs have been known to steal small objects from human campsites. Perhaps in reaction to their hard-edged world, they are particularly fond of soft, shapeless things such as stuffed toys.



Crystal Lemur

Dooley

See *Domestic* (p. 32).

Floe Bird

ST: 6	Speed/Dodge: 10/6	Size: 1
DX: 12	PD/DR: 0/0	Weight: 35 lbs.
IQ: 4	Damage: 1d-4 cut, *	Habitats: A, SW
HT: 10/7	Reach: C	

These fat, comical birds have an external body temperature of about 250 degrees. Anyone grasping a floe bird will be burned for 1d-2 damage per turn in addition to the pokes and scrapes from its powerful beak and claws.

There is no more horrible sight to a creature stranded on an ice floe than a flock of floe birds. The flock (typically 100 to 300 birds) alight on the floe and, as it melts from the birds' body temperature, feed on the small animals and vegetation frozen in the ice. In a few hours to a few days the floe will have been reduced to small chunks, leaving any creatures who had been riding the floe bobbing amidst them.

Floe birds can sometimes be driven off by yelling, arm waving and frantic dancing about. If physical circumstances permit these activities, roll a Quick Contest between the strongest Will in the party, +1 for every individual helping, against the flock's Will of 1 per 15 birds.

It takes a flock of 100 floe birds one hour to destroy a one-man ice floe. It takes 4 days to reduce a block the size of an ocean liner.

Fridge

ST: 11	Speed/Dodge: 1/0	Size: 1
DX: 8	PD/DR: 3/9	Weight: 250 lbs.
IQ: 4	Damage: 1d*	Habitat: A
HT: 16	Reach: R	

Like its close relations, the warmer and the volcano beast (see p. 22), the fridge is a silicon life form that attacks by manipulating the temperature of the area around it. Unlike those creatures, however, the fridge decreases, rather than increases, the temperature. When prey is in range, the fridge rapidly lowers the temperature of the surrounding air, doing 1d cold damage per turn. (There is a lively debate among physicists as to what the fridge does with the heat energy; orthodox theory leans toward a hyperspatial rift into another, lower-entropy universe.) Those creatures too large to kill outright are often sent into shock by the cold (roll against HT+2 to avoid shock). Creatures in shock will be unable to move for 1 to 3 seconds, and will be at -3 to IQ, -3 to DX and -6 to HT until they receive first aid.

A fridge looks like a featureless gray rock 2 to 3 feet high. It moves slowly, by undulation, and its mouth is only visible when it's eating.

Glacier Eater

ST: 40	Speed/Dodge: 8/0	Size: 4
DX: 9	PD/DR: 0/3	Weight: 1 ton
IQ: 4	Damage: 2d cr	Habitat: A
HT: 23/20	Reach: C	

Glacier eaters are massive creatures, with two broad, flat tusks protruding from their lower jaws. They use these

to scoop up and shift the detritus pushed ahead of their planet's huge glaciers, or left behind as the glaciers retreat. The glacier eater sifts out the larger chunks of rock and eats everything else, metabolizing only the organic matter.

Glacier eaters are solitary and usually peaceful, but territorial. They will drive off intruders, trampling those who won't be frightened.

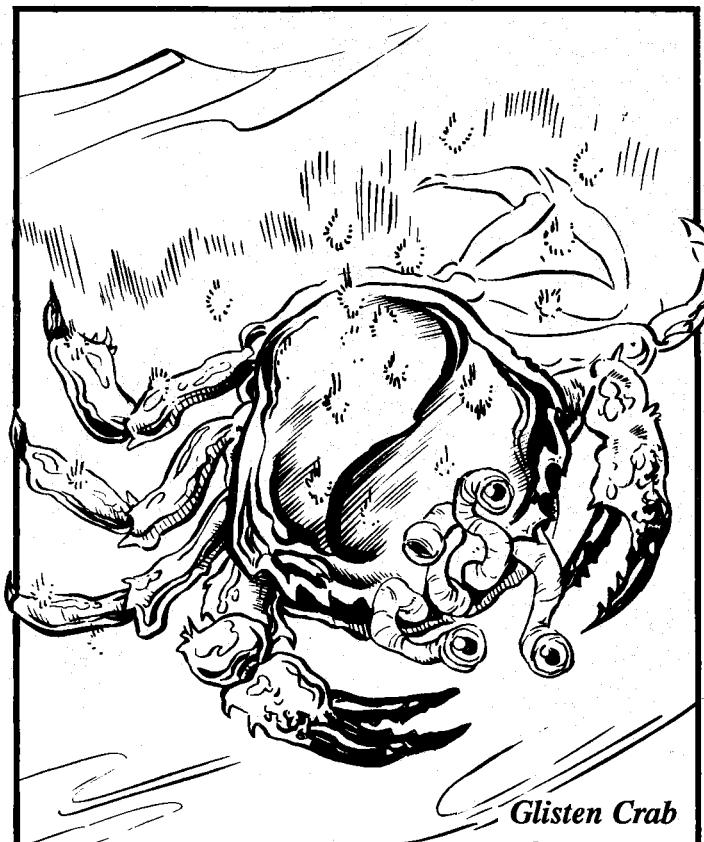
Glacier eaters are squat, with six short legs. Their heads are broad, like a bulldog's, and their shoulders are massively muscled.

Glisten Crab

ST: 22-28	Speed/Dodge: 6/4	Size: 1
DX: 9	PD/DR: 5/5	Weight: 85 lbs.
IQ: 3	Damage: 1d+3 cut	Habitats: A, F, M
HT: 20/35	Reach: C	

The glisten crab, from the same crystalline world as the crystal lemur (p. 17), lives in a symbiotic relationship with the crystal forests of its homeworld. This powerful crustacean uses its pincers to burrow its way through the crystal. The crystal lattice grows with such phenomenal speed that many living creatures are trapped within the crystal — the glisten crab is able to scent these and seek them out for food. As the crab burrows, it clears the crystal forests of undergrowth that would otherwise choke the pseudotrees.

Glisten crabs are aggressive, stupid predators and will attack anything. Their tough carapaces are reflective and will protect even against laser fire.



Icebreaker

ST: 500	Speed/Dodge: 16/0	Size: 100
DX: 12	PD/DR: 6/16	Weight: 2,000 tons
IQ: 4	Damage: 4d cr.	Habitats: A, SW
HT: 14/200	Reach: C	

These immense fish get their name from their habit, when food is scarce, of heaving their bulk up on top of the ice sheet, breaking it beneath them and feeding on frozen plants and animals and dislodged bottom skimmers.

The icebreaker is a territorial and ill-tempered beast, and behaves almost as though personally offended by intrusive artifacts like ships, submarines, campsites and weather stations. When an icebreaker is spotted it is best to either get well away from the water, or commence firing with heavy artillery immediately.

Ice Lurker

ST: 85	Speed/Dodge: 8/0	Size: 12
DX: 9	PD/DR: 0/4	Weight: 700 lbs.
IQ: 3	Damage: 3d cut	Habitats: A, SW
HT: 12/40	Reach: C	

The ice lurker is king below the ice sheet. This huge fish hides in the murky darkness under the icecaps, waiting for its prey to swim into its lair. The ice lurker is an aggressive predator and will attack almost anything. Very warm or fast-moving objects are especially attractive to it.

In spring, when the ice sheet begins to thin, the ice lurker has been known to burst up through it to seize an unsuspecting fisherman or explorer it spotted above. An ice lurker will usually only try that tactic once, giving up and going away if it doesn't succeed in pulling its prey under the ice the first time.

Iceman

ST: 14	Speed/Dodge: 9/5	Size: 1
DX: 10	PD/DR: 0/2	Weight: 300 lbs.
IQ: 4	Damage: 1d + 1	Habitat: A
HT: 16	Reach: C	

On the world of the icemen, the temperature stays below freezing 98% of the time. It's a good thing, too, because all the planet's higher animal life gets a major portion of its body mass from permanently frozen organic fluids, and at temperatures over 40° they start to melt.

The icemen represent the top of the food chain on this world. Actually, they look less like men than like long-legged, dwarf gorillas with no hair and mottled, lumpy flesh.

The icemen are carnivores and pack hunters. They normally don't bother creatures of their own size or larger, but they will attack humans if provoked, or if food supplies are particularly low.

Ice Thrower

ST: 14	Speed/Dodge: 12/6	Size: 2
DX: 12	PD/DR: 0/0	Weight: 400 lbs.
IQ: 5	Damage: 1d*	Habitat: A
HT: 12	Reach: R	

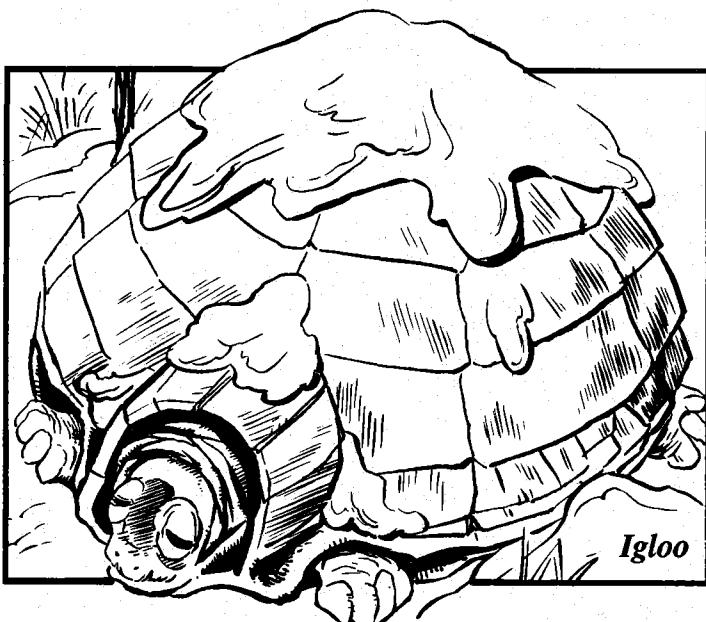
This awkward-looking creature resembles a short-necked, pot-bellied giraffe. It has a reservoir of water in its stomach, kept thawed by body heat. In battle, the ice thrower spews this water at its attacker in a tight stream. Most of the water freezes on contact with the air, forming a fine spray of ice crystals. This water-and-ice spray does 1d freezing damage to exposed or poorly-insulated flesh. The ice thrower can spray out to 10 hexes, but prefers to attack from close range, concentrating on its assailant's eyes (if within 3 hexes of the thrower, roll against DX to avoid being blinded for 1d seconds). An ice thrower can spray up to eight times before needing to refill its reservoir, but usually will spray once and run. Ice throwers travel in herds of 3d individuals.

Igloo

ST: 100	Speed/Dodge: 6/0	Size: 16
DX: 8	PD/DR: 6/12	Weight: 9 tons
IQ: 4	Damage: 1d cr	Habitat: A
HT: 16/60	Reach: C	

The igloo is a heavily-armored herbivore with a distinct resemblance to its namesake. An igloo has a round shell, with a cylindrical extension to protect its head and neck. Igloos are not normally aggressive, but if threatened they will overbear and trample their attacker. Igloos typically roam in herds of 2d individuals.

Igloos can be domesticated if taken young. They are usually ridden with a saddle on the neck-piece or a howdah mounted on the back. And yes, an igloo's shell can be hollowed out and used as a shelter.



Kalithex

ST: 50-70	Speed/Dodge: 6/6	Size: 10
DX: 13	PD/DR: 3/6	Weight: 2 tons
IQ: 4	Damage: 3d+2 cr	Habitats: A, P
HT: 14/40-50	Reach: C	

The kalithex looks, sounds and acts more like a robot tractor than an animal. It is covered in glinting, green armor and has keen senses and a bad temper. When left alone, it spends its time digging up the ground with a plow-like horn and six, clawed feet. But it attacks anything it sees. A kalithex can easily tear a ground car open and eat the passengers — and the seats.

The kalithex is hermaphroditic; any two can breed. Furthermore, a lone kalithex without a mate can reproduce asexually. A pregnant kalithex burrows deep into the ground and dies; when the young hatch, they eat the carcass and emerge, already weighing 50 to 100 pounds, and they grow rapidly! Naturalists speculate about what kind of predators might exist to control the kalithex population.

Note: Kalithex first appeared in *GURPS Space Atlas 2*.

Lemming Worm

ST: —	Speed/Dodge: 4/0	Size: 5
DX: —	PD/DR: 0/0	Weight: —
IQ: 1	Damage: 0	Habitats: A, P
HT: —	Reach: —	

These short, slimy, purple worms emerge from the frozen tundra and head west in immense hordes, devouring all plant life in their way. Lemming worms move obsessively west, changing direction only to avoid impassable obstacles (fire will deter them). Lemming worms have no attack against animals, and will leave anyone they pass over unharmed, though thoroughly slimed. A lemming worm horde is dispersed by 5 hits/hex.

Although potentially catastrophic to farmers, a lemming worm horde is also potentially useful, as they will eat purple crud (see p. 21).

Note: The lemming worms originally appeared in *GURPS Space Atlas 2*.

Mammoth Seal See *Aquatic, Salt Water* (p. 14).

Mandrill

ST: 6-12	Speed/Dodge: 6/7	Size: 1
DX: 14	PD/DR: 1/1	Weight: 65-100 lbs.
IQ: 6	Damage: 1d cut	Habitats: A, P
HT: 8-10	Reach: C	

Mandrills are named after the terrestrial apes they resemble. Mandrills look like six-legged, jewel-eyed apes covered in plastic-foam insulation and colored pink, purple and orange.

They hatch from weird, crystalline cocoons near riverbeds. These cocoons are greatly prized by local prospectors. Mandrills usually travel in packs of 20 to 30 individuals.

A mandrill is somewhat telepathic. Any mandrill knows if any other mandrill within two miles is especially frightened or happy (e.g. finds great food). They can also sense the destruction of their cocoons by crystal hunters. The response in either case is to head toward the situation, and few forces can stand against a horde of angry mandrills.

Mandrills can read human emotions quite well. Anger makes them angry; fear usually makes them hungry. True friendship would excite their curiosity. Anyone who can genuinely accept the mandrills as good/human would be accepted by the mandrills as good/mandrill, and they do not fight among themselves, ever.

A human psi could attempt to communicate with mandrills at -2 (-4 for control). They are naturally cooperative, but the only forms of cooperation they know are "find food together" and "tear dangerous things to shreds." Putting over a new concept is difficult.

Note: Mandrills first appeared in *GURPS Space Atlas 2*.

Purple Crud

ST: —	Speed/Dodge: 0/0	Size: —
DX: —	PD/DR: 0/0	Weight: —
IQ: 1	Damage: *	Habitats: A, P
HT: —	Reach: R	

This destructive tundra weed grows incredibly fast (about 3 feet a week, up to its full height of 5 or 6 feet), blocking roads and tracks, destroying floors and sidewalks. Purple crud is tall, many-leaved, fibrous, and emits a noxious vapor that attracts pollinating insects, many of which are bloodsuckers.

The vapors also have a subtle, psychoactive effect on humans — they generate anger. Humans exposed to purple crud get a HT roll (modified by Strong or Weak Will) to avoid becoming angry. Anyone with Bad Temper, Berserk or Sadism is affected automatically. This leads to the crud's other name — angryweed.

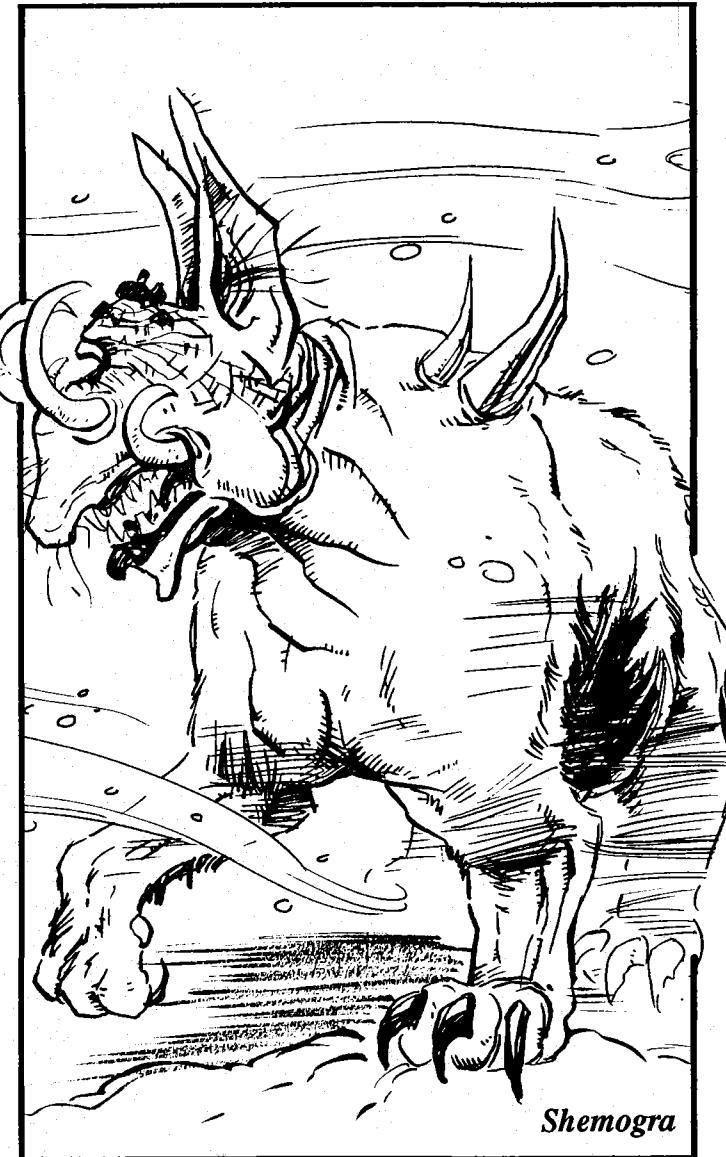
Note: Purple crud originally appeared in *GURPS Space Atlas 2*.

Shemogra

ST: 25-35	Speed/Dodge: 7/6	Size: 3
DX: 13	PD/DR: 2/4	Weight: 650-1,300 lbs.
IQ: 5	Damage: 2d-1 cut	Habitats: A, M, P
HT: 15/17-25	Reach: C	

These large, fierce predators resemble both bears and big cats. As the undisputed top of their local food chain, shemogra have little need for subtlety — they just rush their prey, overtake and devour it.

The shemogra are solitary hunters and fiercely territorial. They stake out their hunting grounds and defend them single-mindedly against all intruders, large and small. Even when mating, the male stays near the female for only the minimum amount of time necessary. The night air frequently rings with the battle roars of a shemogra couple parting on less-than-friendly terms.



Shroud Crystal

ST: —	Speed/Dodge: 0/0	Size: —
DX: —	PD/DR: 0/0	Weight: —
IQ: —	Damage: *	Habitat: A
HT: —	Reach: C	

This virulent form of microscopic pseudo-life is found on several very cold worlds. When shroud crystals come into contact with exposed flesh, they begin to multiply, absorbing their host's body heat as they go. After 2d minutes, the crystals become visible as a frosty sheen on the

flesh. Individuals afflicted with shroud crystals will take 1d cold damage/hour. Anyone touching an affected area will himself be affected. There is no HT roll to stop the spread of shroud crystals — they're attracted to healthier people.

The only cure for shroud crystals is warmth. The crystals die in an environment hotter than 120 degrees. Saunas and steam baths work; total immersion in a hot bath is best. Afflicted individuals must remain in heat for at least 1 hour for every point of damage taken from the shroud crystals in order to be cured. However, the subcutaneous crystals are the last to die, so to those who don't have experience with the crystals, the afflicted individuals will appear to be cured after only half that time. Of course, the victim will begin to take damage again as soon as he leaves the heat. Heat only kills the crystals — hit points must be regained normally.

Snow Ghost

ST: 11	Speed/Dodge: 11/6	Size: 1
DX: 13	PD/DR: 0/0	Weight: 100 lbs.
IQ: 6	Damage: 1d-2 cut	Habitat: A
HT: 12	Reach: C	

Snow ghosts hunt only during the fiercest blizzards (frequent occurrences on their planet). When the sky is clear, they are believed to burrow into the snow and aestivate, though no snow ghost dens have ever been found. There are no reliable reports as to what a snow ghost looks like — the few survivors of their attacks even differ as to whether they have two, four, or more legs.

What is known is that they hunt in packs of at least a dozen individuals, and that they must have extremely sensitive heat-detecting senses. They prey on creatures trapped in the blizzard. Even digging in under a snowdrift is no protection from the snow ghosts; they are able to detect and dig out creatures buried as deep as 10 feet.

There are reports that snow ghosts howl horribly as they hunt. Some zoologists think that the "howls" are only the sounds of the blizzard, amplified in the frightened minds of the survivors.

Snowshoe Beast

ST: 22	Speed/Dodge: 16/8	Size: 2
DX: 12	PD/DR: 0/0	Weight: 350 lbs.
IQ: 5	Damage: 1d-4 cut	Habitat: A
HT: 12/20	Reach: C, 1	

These comical-looking herd animals are able to move across even the deepest snowfields with remarkable speed, due to their broad, flat feet. Snowshoe beasts typically travel in herds of 100 to 300 individuals, but in spring, when the snowfields recede and food becomes more plentiful, they gather into vast herds of tens of thousands of individuals.

During the winter they are timid, and will run from any danger. But in the spring, the males become aggressive and will surround and attack intruders, using their nasty bites.

It may be possible to domesticate the snowshoe beast for use as a riding animal. It would be useful on marshy ground as well as on snow.

Snowshoe Beast



Snow Snake

ST: 3	Speed/Dodge: 6/7	Size: <1
DX: 14	PD/DR: 0/0	Weight: 1 lb.
IQ: 3	Damage: *	Habitats: A,M
HT: 13/5	Reach: C	

This tiny, white, warm-blooded viper is greatly feared for its ability to creep undetected into knapsacks, clothing and sleeping bags, where it will rest, enjoying the warmth. If startled, however, the snow snake will attack, biting to inject its degenerative nerve poison. Anyone bitten by a

snow snake must roll against HT-6 immediately, and again at the beginning of each of the next three days. Failure means the victim takes 3d damage. Critical failure means death. Anyone bitten by a snow snake will be at DX-3 for three days (DX-5 if any of the HT-6 rolls are missed). A TL10 antivenin will nullify all these effects except damage already taken.

Volcano Beast

ST: 13	Speed/Dodge: 1/0	Size: 4
DX: 6	PD/DR: 4/12	Weight: 1,200 lbs.
IQ: 4	Damage: 4d*	Habitat: A
HT: 16/25	Reach: R	

The largest and most dangerous of the silicon temperature manipulators (see *Fridge*, p. 8 and *Warmer*, below), the volcano beast usually radiates a welcoming warmth, which attracts small arctic creatures into its proximity. When the prey is close enough, the volcano beast will emit an intense pulse of concentrated thermal energy which is enough to fry most small creatures outright. The heat pulse does 4d damage out to 3 hexes, 3d for the next 3, 2d for the next 3, and 1d for the final 3, giving it an overall range of 12 hexes. A volcano beast can emit up to 4 pulses in rapid succession, but then must rest for at least an hour.

The volcano beast is conical (which perhaps contributes as much to its name as its attack), and dark, charcoal gray. It can move, very slowly, by undulation. It has no other visible features, except its mouth, which can only be seen when it's feeding.

Warmer

ST: 8	Speed/Dodge: 2/2	Size: 1
DX: 9	PD/DR: 2/6	Weight: 150 lbs.
IQ: 4	Damage: 1d*	Habitat: A
HT: 13	Reach: C	

The smaller, herbivorous cousin of the volcano beast (above), the warmer is a slow, innocuous creature. Its only defenses are its hard skin and the fact that it's very hot to the touch (1d damage per turn of contact). Like its relation, it moves by undulation and looks like a shapeless, grey rock.

The warmer's body heat can be felt out to about 2 hexes. If one of these creatures can be located (and they are quite common on their home world), it is a simple matter to restrain it with a small fence and pitch a tent or a campsite around it.

The warmer melts snow. During the winter it moves along on the ground, creating a trench wherever it goes, eating the ground vegetation that other creatures can't get to. When the snow is particularly deep, the warmer will actually tunnel through it. Other small herbivores tend to congregate around warmers for the warmth.

Wing Mouth

ST: 1-3	Speed/Dodge: 12/6	Size: <1
DX: 13	PD/DR: 0/0	Weight: 1 lb.
IQ: 4	Damage: *	Habitats: A, P, M
HT: 13/5	Reach: C	

Wing mouths resemble tiny, flying manta rays. Their only visible feature is an irregular opening on the under surface, from which hang dozens of rigid, translucent spines, each a little less than an inch long and coated with a powerful digestive enzyme. A wing mouth attacks by sinking its spines into its victim's skin. Partially-digested tissue is then sucked up through the hollow spines. The wing mouth's bite does 1 point of damage each turn, until the creature is dislodged, or until it drops off, gorged (1d seconds). It takes 6 hits to disperse a swarm of wing mouths.

Wing mouths see in the infrared. This makes finding their prey easy against the low-temperature background of their arctic environment.

Wing mouths also carry a disease — a fever which will cause the sufferer to lose $1d + 1$ HT per day for up to three days. The sufferer will also lose 1d each of ST and DX for the duration of the disease. Anyone attacked by a wing mouth will catch the fever within 12 hours unless he makes a HT-2 roll. Preventative vaccines are available at TL9+, but they are difficult to synthesize and have a very short shelf life. They are available on the wing mouth world for \$100 per dose (enough to immunize one human). Off world, wing mouth fever vaccine costs $4d \times \$100$ per dose, if the GM rules that it is available at all.

Wing Mouth



Wullibulli

Wullibulli

ST: 100	Speed/Dodge: 9/1	Size: 20
DX: 10	PD/DR: 3/9	Weight: 6 tons
IQ: 5	Damage: 4d cr	Habitats: A, P
HT: 18/75	Reach: C	

These huge, shaggy beasts roam the tundra in herds of 5 to 30 individuals. Although herbivores, wullibullis are aggressive, and will not tolerate any threat to the herd. A wullibulli attacks by overbearing and trampling its foes with its eight legs.

There has been talk of domesticating wullibullis for their fur and as draft animals. Unfortunately the creatures just plain don't like humans, and are almost impossible to train unless taken at birth. (Getting a wullibulli calf away from its mother is an impressive feat all by itself.)

Zymurgicanth

ST: 6	Speed/Dodge: 8/5	Size: 1
DX: 11	PD/DR: 0/0	Weight: 40 lbs.
IQ: 3	Damage: 1d-3 cut	Habitat: A
HT: 10	Reach: C	

The zymurgicanth lives in the very coldest regions of its planet. It is hunted because its bodily fluids are highly alcoholic - this allows the zymurgicanth to survive at very low temperatures. Although not to everyone's taste (its detractors describe it as "fishy") Zymurgicanth liqueur commands high prices on the galactic liquor market.

Zymurgicanths are placid insectivores, and the species is in very real danger from uncontrolled hunting. Scientists are still working on developing a profitable domestic strain of zymurgicanth.

4 DESERT ANIMALS

Air Raid Worm

ST: 1	Speed/Dodge: 3/6	Size: <1
DX: 12	PD/DR: 0/0	Weight: <1 lb.
IQ: 2	Damage: *	Habitat: D
HT: 9/1	Reach: R	

Air raid worms are 6 to 18 inches long. After dark, for reasons that remain mysterious, the worms come partially out of the ground and howl. Their howl is painfully loud and can be heard for more than a mile. It is impossible to sleep within 300 feet of a howling air raid worm. The worms howl for 1 to 6 hours before they quit. The howl carries a subsonic vibration which triggers a panic reaction in humans. Anyone within 50 feet of an air raid worm must make a Fright Check, or flee in a random direction at top speed for 1d minutes.

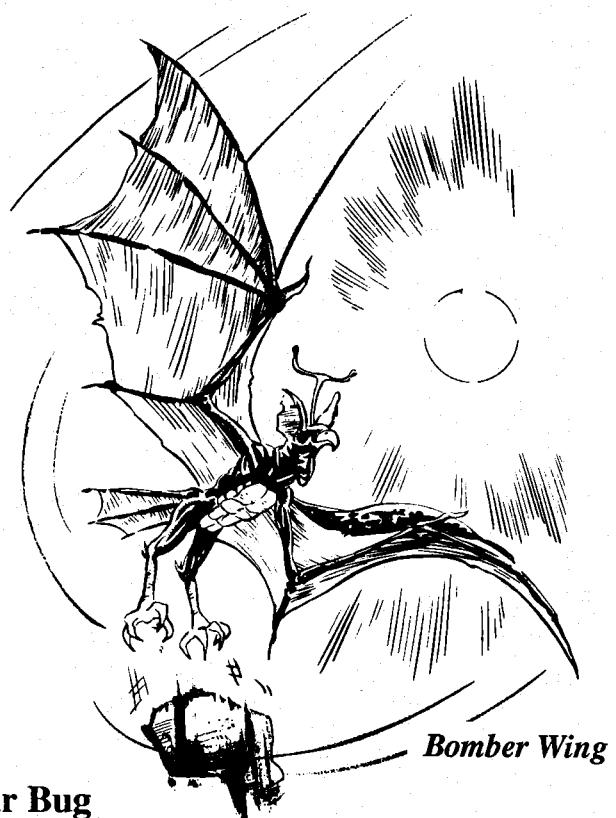
Due to the disorienting effect of the howl, attempts to pinpoint the location of a howling worm are at -4 to normal perception rolls, in addition to whatever minuses the GM deems appropriate for darkness and natural concealment.

Bomber Wing

ST: 9	Speed/Dodge: 18/9	Size: 1
DX: 14	PD/DR: 0/0	Weight: 20 lbs.
IQ: 4	Damage: 10d-15d cr	Habitat: D
HT: 12/8	Reach: R	

These remarkable creatures are in the unenviable position of being predators on a world where almost everything is larger and stronger than they are (see *Hercules Lizard*, p. 26, for a typical example). They've adapted to this by learning to drop rocks on their foes.

Bomber wings typically hunt in small flocks of 5 to 10 individuals. They are powerful fliers, able to carry aloft a rock up to half their own weight. They can accurately target an individual moving at walking speed from as high as 150 feet. They are very good at attacking from behind without being noticed (roll against Survival (Desert), Danger Sense or IQ-6 to notice attacking bomber wings). Even if they are noticed, their payloads are still hard to dodge, since the bombers release them simultaneously in a controlled pattern which blankets 3 to 5 hexes. A bomber rolls against DX to hit an unwary target, and at DX-6 to hit an aware target. If hit by a bomber flock's missiles, roll 1d+9 to see how many dice of damage the victim takes. If the bombers miss, they'll be back to try again in 5 to 10 minutes. Bomber wings will usually get tired and give up after 4 to 6 unsuccessful runs.



Bomber Wing

Cellar Bug

ST: 13	Speed/Dodge: 10/6	Size: 1
DX: 12	PD/DR: 2/4	Weight: 200 lbs.
IQ: 3	Damage: 1d+1 cut	Habitat: D
HT: 15	Reach: C	

This large insectoid is a man-sized analogue to the terrestrial trap-door spider. The cellar bug hollows out a pit about two hexes on a side, then covers it with a thin roof of sand (the bug's back secretes a natural oil that will hold the roof intact for several hours). The bug then hollows out a small niche for itself at the bottom of the pit and waits for prey to drop in. The cellar bug usually constructs its traps on the lee side of sand dunes, where creatures tend to gather for shade during the hottest parts of the day or for shelter from sandstorms. The cellar bug is an excellent leaper, and has been known to jump out of its own trap to attack creatures settled nearby.

Dervish Bird

ST: 8	Speed/Dodge: 7/8	Size: 1
DX: 16	PD/DR: 2/0	Weight: 60 lbs.
IQ: 3	Damage: 1d-3 cut	Habitat: D
HT: 12	Reach: C	

These flightless birds stand about 3 feet tall. They are normally encountered in herds of 3d individuals. Their most notable characteristic is that they "dance" wildly every waking moment.

Scientists are unsure why the birds dance; mating rituals and hunting behavior have been tentatively ruled out. Many naturalists have come to agree with the local folklore, which says the birds dance because the hot sand hurts their feet. It is also true, however, that the vigorous and random movements of the dance make the birds very hard to hit (reflected above by Dodge and PD). The birds rest at night, but they are easily roused (successful Stealth roll is required to avoid rousing the flock for anyone within 30 yards), and will immediately resume their dance until they settle down again (3d minutes if there is no further interruption). When approached by a man-sized creature, the birds will flee 50% of the time, and attack the other half.



Desiccator

ST: 2-4	Speed/Dodge: 1/0	Size: <1
DX: 6	PD/DR: 4/3	Weight: 5-20 lbs.
IQ: 3	Damage: *	Habitats: D, P
HT: 16/3-8	Reach: C	

A desiccator is a spined, quadrupedal lizard. When the wind isn't blowing, the creature is usually dormant, lying unmoving in a shady spot for days. However, when the wind is blowing at more than 10 mph, the desiccator becomes active. It rolls into a ball and inflates air sacs to

increase its size and make it nearly spherical. The wind rolls the desiccator 1 yard/second per 10 mph of windspeed. Thus a 55 mph wind would give the creature a move of 5, straight downwind only. The desiccator can use its normal move of 1 to "sidestep." The desiccator can only stop by deflating. Deflating takes 2 seconds; inflating takes 3 seconds.

Active desiccators will try to slam anything in their path, gaining bonuses of +1 to DX per 20 mph of wind and +1 to ST per 40 mph of wind. A successful hit does 1d-3 impaling damage.

Whenever a desiccator hits something with DR 2 or less, it sticks to it. The 6-inch spines emit a powerful desiccant, which allows the creature to suck its victim's moisture up through the spines. The desiccator's victim loses 1 HT and 1 Fatigue per hour, regardless of whether or not the desiccator is killed. Pulling the desiccator off requires ST 8 and does 1d additional damage. The creature can also be removed surgically, requiring 2 hours and a successful Surgery roll. A failed roll will remove the spines, but inflicts 1 point of additional damage.

The desiccator cannot move until it is detached, or until the flesh of its victim dries to powder, 2d hours after the victim's death.

Desiccators can take moisture from non-living organic materials as well. Objects damaged by the spine lose 1 point of DR permanently. Objects with DR 0 are ruined. The damaged material will disintegrate after (original DR + 1) hours of contact with the spines.

A deflated desiccator will sometimes bury itself in shallow sand with its spines extended. Anyone stepping on the spines takes 1d-4 impaling damage.

The spines, if removed from the creature, can be made into darts. They are excellent carriers for poison.

Dooley

See *Domestic* (p. 32).

Dowser

ST: 8	Speed/Dodge: 12/6	Size: 1
DX: 11	PD/DR: 0/0	Weight: 30 lbs.
IQ: 4	Damage: 1d-4 cut	Habitat: D
HT: 13/7	Reach: C	

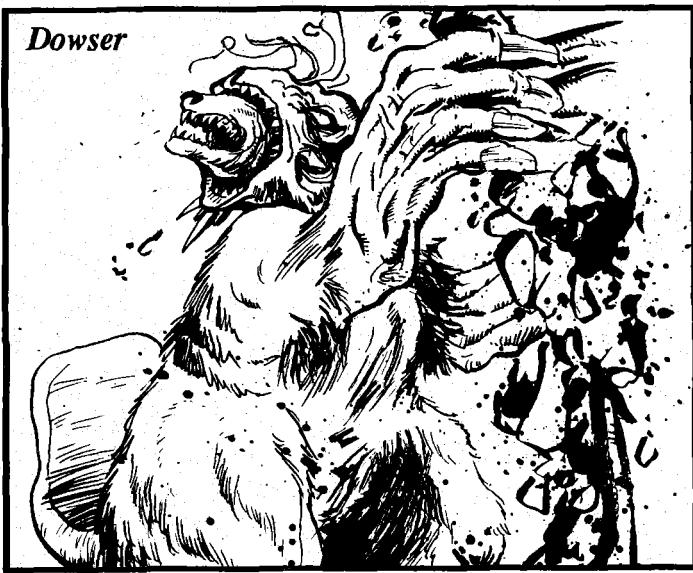
As its name implies, the dowser specializes in finding underground moisture. This little creature is able to sense subterranean water up to a mile away and 30 feet below ground. The dowser is a powerful digger, and will burrow furiously for hours to get to water. It eats plants and insects. A dowser is diurnal — since it spends most of its time burrowing anyway, the sun doesn't bother it much.

A dowser can be followed to water, though often it's not enough to support a human-sized drinker for a day (50% chance). Abandoned dowser tunnels also make good shelter from the sun, though they do collapse easily (5 or less

on 2d, rolled every hour), so it's advisable to stay near the surface.

Dowsers will fight only when cornered. They can be eaten if thoroughly cooked, but have a muddy taste.

Dowser



Hercules Lizard

ST: 30	Speed/Dodge: 16/8	Size: 8
DX: 14	PD/DR: 4/6	Weight: 3-5 tons
IQ: 3	Damage: 2d+2 cut	Habitat: D
HT: 15/25	Reach: C	

These huge lizards are among the most dangerous predators in the galaxy. They usually hunt in packs of 1 to 6 individuals.

A Hercules lizard is muscular and built low to the ground. It creeps up on its prey behind cover and then rushes it unexpectedly — from several different directions, if hunting in a group. Though their instinctive hunting



Hercules Lizard

tactics are impressively efficient, they are rather stupid creatures and will attack anything, regardless of how much larger or better-armored it is.

Liar Grass

ST: —	Speed/Dodge: 0/0	Size: —
DX: —	PD/DR: 0/0	Weight: —
IQ: 1	Damage: 1d-1*	Habitats: D, FW
HT: 12/hex	Reach: C	

Liar grass gets its name from its resemblance to a common water plant that grows around the edges of desert oases on its home world. Liar grass, however, is carnivorous. Beneath the waterline it grows sharp thorns that grip and hold its prey. Then it secretes a digestive enzyme into the water that does 1d-1 damage every turn until the victim is dissolved. To break free from a patch of liar grass requires a successful ST roll. The victim takes 2d cutting damage, whether he succeeds in breaking free or not. Liar grass cannot be harmed by crushing or impaling damage, cutting and energy attacks do normal damage. It takes 12 hits of damage to clear a single hex of liar grass.

Mine

ST: 13	Speed/Dodge: 1/0	Size: 3
DX: 4	PD/DR: 4/4	Weight: 1 ton
IQ: 2	Damage: 2d+3*	Habitat: D
HT: 14	Reach: C	

The mine quite literally explodes under the feet of those who step on it. This ponderous, silicon creature digs into the desert floor. Like the cellar bug (see p. 24), it looks for spots where creatures gather for shade or shelter. Under a thin membrane on the top of its "head," the mine concentrates a gas which reacts explosively when exposed to oxygen. When a creature steps on the membrane it tears, and

the gas is released, causing an explosion. Though the mine can pull itself painfully from its pit to retrieve prey, the explosion is naturally channeled so that the prey is seldom thrown clear. The force is also channeled to avoid harming the mine.

Out of its pit, the mine looks like a pinkish rock. It has no visible features, except the broad mouth which is usually hidden under the membrane. After an explosion it takes the mine 3 to 5 days to grow another membrane and fill it with gas.

Moa

See *Domestic* (p. 34).

Pressure-Scorp (Adult)

ST: 120	Speed/Dodge: 15/7	Size: 12+
DX: 12	PD/DR: 6/15	Weight: 2-6 tons
IQ: 3	Damage: *	Habitat: D
HT: 15/65	Reach: 1-4	

Pressure-Scorp (Hatchling)

ST: 20	Speed/Dodge: 8/6	Size: 1
DX: 13	PD/DR: 4/8	Weight: 200 lbs.
IQ: 3	Damage: *	Habitat: D
HT: 12/20	Reach: 1	

These kings of the desert predators are gigantic, scorpion-like creatures that kill their prey by puncturing it with the huge stingers on their tails. They then suck the bodily fluids out through the stinger, gaining both food and moisture. Their heavily-armored bodies are both water and airtight, to avoid the desiccating effects of their homeworld's super-dry atmosphere, which can totally dehydrate an unprotected human in a few hours.

A pressure-scorp will attack anything that moves except a hatchling pressure-scorp. They have very keen senses (Vision of 14, Hearing of 12). Their claws can attack to the side or front; their stingers can only attack to the front. Victims impaled by a stinger must roll against ST-3 to escape. Claws do 4d-2 crushing damage, stingers do 4d impaling, plus 1d per turn after a successful impale, until the victim dies or is drained.

Hatchling pressure-scoprs cling to the carapace of their parent and scavenge from the leftovers. They will not fight each other, but will attack anything else. Hatchlings do 1d+2 crushing damage with their claws, or 1d impaling with their stinger, plus 1d-4 per turn after a successful impale, until the victim dies or is drained.

There is a 1 in 3 chance that any adult pressure-scorp killed will have 1d little ones who will attack as soon as their parent is dead.

Note: The pressure-scorp first appeared in *GURPS Space Atlas*.

Ram Snake

ST: 17-20	Speed/Dodge: 6/7	Size: 4+
DX: 14	PD/DR: 3/4	Weight: 400 lbs.
IQ: 4	Damage: 1d+2 cr	Habitat: D
HT: 15/15-20	Reach: C, 1-2	

Ram snakes are normally 12 to 15 feet long, but rare individuals have been documented up to 30 feet (double damage from any snake more than 20 feet long). Ram snakes do not bite or constrict to kill their prey, instead they have a unique compressible skeletal structure that allows them to shorten and expand themselves forcibly, bludgeoning their prey to death like a pneumatic hammer.

The ram snake often buries itself in a sand dune to await prey, but it also hunts. It is particularly alert for sleeping or dormant prey, and ram snakes have been known to attack humans in sleeping bags.

Rock Hopper

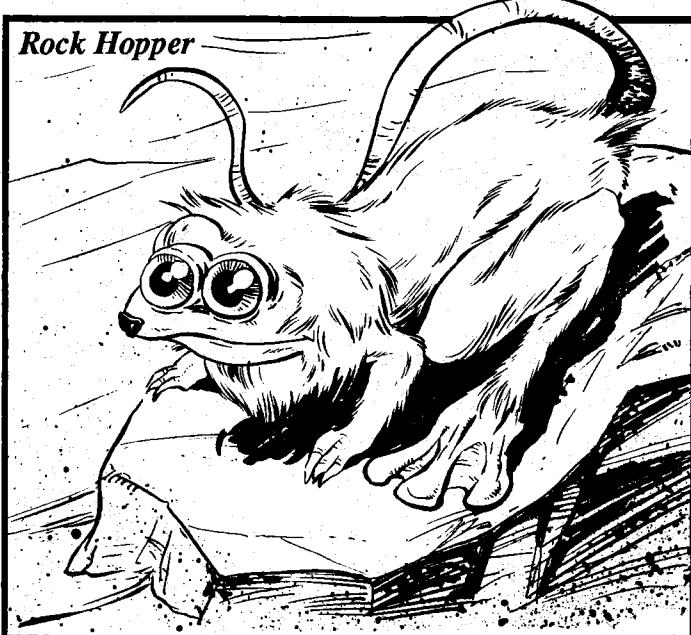
ST: 4	Speed/Dodge: 6/7	Size: <1
DX: 25	PD/DR: 3/0	Weight: <1 lb.
IQ: 7	Damage: 1d-4 cut	Habitat: D
HT: 13/4	Reach: C	

Rock hoppers are charming and intelligent little mammals. They live in colonies of several hundred individuals in the rockier portions of their home planet's deserts. They make their homes in crevices between the rocks or in burrows underneath.

Rock hoppers are nocturnal and intensely curious — many a traveller has been startled to look up at night and see hundreds of tiny eyes reflected in the firelight. They are attracted to shiny things and will steal such objects, as well as all available food and water, with great cunning. Little short of a vacuum-sealed, padlocked, steel locker will keep hoppers out.

They are easily tamed, and will travel happily in a human's backpack or shirt pocket. They can live as long as 40 years. Hoppers are capable of learning any number of complex and amusing tricks.

Rock hoppers can be used as a proto-sentient relative of the Cidi race (see *GURPS Aliens*).



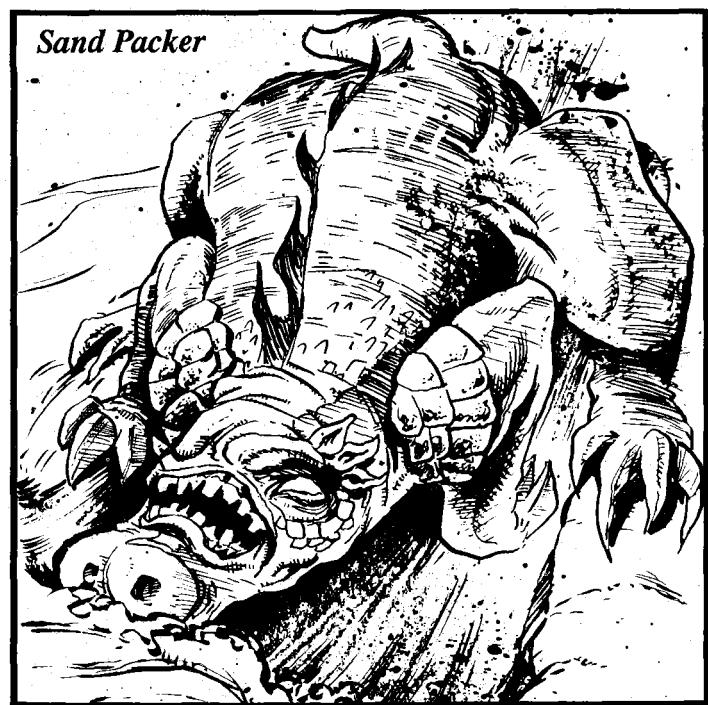
Sand Packer

ST: 13	Speed/Dodge: 7/6	Size: 1
DX: 12	PD/DR: 0/0	Weight: 100 lbs.
IQ: 4	Damage: 1d-2 cut	Habitat: D
HT: 12	Reach: C	

These omnivorous creatures have the unique ability to make sand tunnels into semi-permanent structures. They exude a natural oil that gives the sand surrounding their lair the approximate strength of an inch of concrete. A packer burrow consists of a number of long, low galleries and halls. Although cramped for a human, a packer burrow can provide a shelter from the noonday sun.

Sand packers are not aggressive beasts, but they will defend their burrows from intruders. Sand packers hunt at night, so any attempt to take refuge in a burrow during the daytime is likely to rouse the owner. A roast packer makes an excellent meal.

Some of the largest packer burrows have long passageways descending to underground water supplies. It often takes several hours for humans to reach these hidden wells, crawling painfully on hands and knees. Nonetheless, this may be a welcome alternative to dehydration.



Sand Packer

ST: 1	Speed/Dodge: 4/0	Size: <1
DX: 1	PD/DR: 0/0	Weight: 2 lbs.
IQ: 2	Damage: —	Habitat: D
HT: 10/3	Reach: C	

These harmless, little burrowers are valued as a survival aid. A single sandwich provides enough water and nutrition to support an adult human for a full day.

They are good hiders — it requires a successful Area Knowledge roll and a successful Survival (Desert) roll to locate a sandwich burrow. Once located, however, they are extremely easy to catch. A sandwich can be cooked in many ways, but are best eaten raw, to preserve the moisture content.

A sandwich looks and tastes rather like a normal oyster.

Desert Animals

Sand Wraith

ST: 13	Speed/Dodge: 14/9	Size: 50
DX: 18	PD/DR: 8/0	Weight: —
IQ: 5	Damage: 2d-1	Habitat: D
HT: 16	Reach: C, 1-3	

These eerie, energy creatures take the form of a miniature sandstorm. The sand wraith has the psionic ability to manipulate the winds in its immediate area, whipping them up to hurricane force and driving the sand hard enough to skeletonize a fully-clothed man in minutes.

The sand wraith appears to seek out victims large and small to attack. What benefit the wraith derives from killing material creatures remains a mystery.

Sand wraiths are completely unaffected by physical attacks. They take normal damage, though, from energy attacks, including blasters, lasers, heat and electricity-based attacks.

Skylens

ST: 8	Speed/Dodge: 16/8	Size: 1
DX: 14	PD/DR: 0/0	Weight: 40 lbs.
IQ: 3	Damage: *	Habitat : D
HT: 11	Reach: R	

These insidious predators are transparent, silicon disks about 3 feet in diameter. They fly, apparently by means of psychokinesis. They attack by floating over their prey and focusing the sun's rays on it. Targets take 1d heat damage every 10 minutes; 2d if they're not wearing a reflective (e.g. light-colored) hat, hood or similar protection.

The best defense against the skylens is to travel at night, and remain in the shade during the day. The deserts of the skylenses' native world are rocky, not sandy, so it is hard to dig in for cover. Skylenses are hard to see against a clear desert sky. Anyone trying to target a skylens with a ranged weapon will roll at -2. If a skylens is currently focusing on the shooter the roll will be at -6 due to the glare.

Skylenses usually hunt in groups of 1 to 3. The lenses will never descend until all their targets are dead. Multiple lenses will usually concentrate on a single target. Multiple lenses do multiple damage.

Siphon Beast

ST: 5	Speed/Dodge: 9/6	Size: 1
DX: 13	PD/DR: 0/0	Weight: 40 lbs.
IQ: 4	Damage: 1d-1	Habitat: D
HT: 13/6	Reach: C	

The siphon beast is a moisture vampire. It's a plump insectoid about the size of a raccoon. Its most prominent feature is its needle-thin beak, which secretes a complicated enzyme which acts as a local anesthetic, an anti-coagulant and a desiccant. The siphon beast creeps up on its target while it's resting or sleeping, and inserts its beak into the

victim's body — it doesn't particularly care where. Sleeping victims get a HT-4 roll to wake. Resting but awake victims get an IQ roll and a HT roll, either one of which will alert them to the siphon's presence. The siphon's attack does 1d-1 dehydration damage per second. The beast will never feed for more than three seconds at a time.

Tikittit

The tikittit are a semi-sentient, insectoid hive-mind found on several worlds. Xenologists theorize that the tikittit were once fully sentient, and had even developed space flight, but their rulers — the truly intelligent component of the race — were wiped out somehow, leaving their unintelligent servants to fend for themselves.

Tikittit favor low-density, silicate worlds. They lair underground, constructing elaborate tunnel systems and digging to underground water sources.

Tikittit life is interdependent. The green tikittit gather solar radiation and red fungus and process it into food, and the blue tikittit protect the green and gather the red fungus. There are different varieties of blue tikittit for combat, leadership and planning. There are also huge, immobile queens who lair far underground producing the species' young.

Green Tikittit

ST: 10	Speed/Dodge: 1/0	Size: 10
DX: 5	PD/DR: 1/3	Weight: 5 tons
IQ: 3	Damage: -	Habitat: D
HT: 14/20	Reach: C	

The green tikittit looks like a huge, wingless beetle. Its abdomen is translucent and green. Like all tikittit, its shell is made of sand grains held together with an organic glue. Tikittit never shed their skin — when they need to grow, the shell cracks, glue oozes out, and sand grains settle in the opening. For this reason no two tikittit look very much alike — one might have a triangular body, another an oval, and another might be diamond-shaped.

Blue tikittit feed on the algae which grow inside green tikittit. The greens are driven outside in the daytime, where they metabolize sunlight, then driven back in at night, where the algae can be safely extracted. Greens can receive commands from the blue leaders, but cannot transmit communications.

Blue tikittit get most of their nutrition from green tikittit. Greens have special soft areas in their abdomen where the blues can insert their feeding tubes and suck up the fluid.

Greens outnumber blues about 10 to 1. Blues come in several types, depending on how they are allowed to grow during their larval stage. The blue tikittit come in three castes: warriors, leaders and brains. Warriors are bred for instant, unquestioning obedience. Leaders are capable of

understanding complex orders, and organizing the warriors to carry them out. They cannot plan on their own, however, and must consult with a brain in order to deal with any unexpected circumstance.

Blue Tikittit (Leader)

ST: 15	Speed/Dodge: 6/7	Size: 1
DX: 15	PD/DR: 2/4	Weight: 200 lbs.
IQ: 7	Damage: 1d imp.	Habitats: D, Sub
HT: 15	Reach: C, 1	

This caste is responsible for the care of green tikittit and lower-caste blue tikittit. They are 6 to 8 feet tall, resembling erect beetles, with two legs and four arms. Each hand has one finger and two thumbs on either side, the finger is sharp and can be used to impale.

Blue leaders are the most efficient users of tikittit biolaser communication. Tikittit brains are optical in function, similar to a fiber-optic computer. Blue tikittit can transmit the impulses from their brains outside their bodies, to be received by others, making an efficient medium of communication.

Leader blues have a range of about 40 hexes in clear air. Sandstorms considerably reduce this (down to 0 hexes, depending on the severity of the storm), making them considerable hazards to the tikittit. Biolaser communication can be beamed to an individual or broadcast to all within range.

Blue Tikittit (Brain)

ST: 1	Speed/Dodge: 0/0	Size: 3
DX: 1	PD/DR: 0/1	Weight: 1,400 lbs.
IQ: 8	Damage: —	Habitats: D, Sub
HT: 15	Reach: —	

Brains are almost spherical and 9 to 10 feet in diameter. Useless, vestigial legs hang from the midsection.

The brains' function is to correlate reports from the leaders and alter system responses to deal with outside conditions. They are not capable of any creative thought, but are very good at decision making. In the simple world of the tikittit there is little need for new ways of thinking, anyway.

Brain biolasers have a range of 5 hexes, and no ability to broadcast.

Blue Tikittit (Warrior — "Crusher")

ST: 30	Speed/Dodge: 6/0	Size: 10
DX: 10	PD/DR: 5/11	Weight: 5 tons
IQ: 5	Damage: 2 × 2d+4 cr	Habitat: D
HT: 17/40	Reach: C, 1-2	

These huge, heavily-armored juggernauts form the vanguard of the tikittit forces. Their heavy shells resist attacks, and their pinchers can crush most opponents.

Blue Tikittit (Warrior — “Ripper”)

ST: 40	Speed/Dodge: 8/7	Size: 2
DX: 15	PD/DR: 2/5	Weight: 250 lbs.
IQ: 5	Damage: *	Habitat: D
HT: 15	Reach: 1	

The ripper is a lowslung, quick fighter. Most of its prodigious strength is in its arms. Its tactics in battle are to grapple its opponents and rip their arms off. Anyone grappled by the ripper must roll a quick contest of ST. The victim takes 1 point of damage for every point by which the ripper wins!

Blue Tikittit (Warrior — “Lancer”)

ST: 15	Speed/Dodge: 15/7	Size: 3
DX: 12	PD/DR: 2/5	Weight: 400 lbs.
IQ: 5	Damage: 2d imp	Habitat: D
HT: 16/20	Reach: 2	

The lancer is a horse-sized tikittit with long claws on its front legs which can impale.

The above forms are by no means exhaustive. The warrior caste of the Tikittit is endless in its variety. These are some of the more popular forms.

Tikittit herds generally consist of 50 to 150 greens, with two or three leaders and 3 to 12 warriors guarding and guiding them. Caves where brains and queens reside are generally guarded by four or five leaders with 20 or more large warriors. These warriors are able to hibernate until they are needed, usually only for major battles. One brain directs 10 to 20 herds, and controls an area of up to 100 miles in radius.

Everywhere there are tikittit there is also red fungus. The fungus looks like small water-filled bulbs growing on a thick stalk. Different tikittit bands will fight fiercely for control of the fungus patches. This practice not only serves to control the population, but the fungus actually seems to thrive best in places where a large number of tikittit have died. When a group of tikittit becomes so strong that its fungus patches are no longer attacked, the group either splits into two or more bands, or the fungus patches begin to decline, until starvation has weakened the group enough for attacks to resume.

First encounters with the tikittit will probably be with a herd of greens and their guardians. The leader will attempt to communicate, but even if the party has the sophisticated equipment necessary to receive the biolaser, they will

not be able to decipher tikittit “speech.” The leader will then return to its brain for advice. The brain will probably advise the leaders to ignore explorers unless they threaten the herds or the fungus.

Any attempt to closely approach the herds or fungus patches will result in immediate attacks by ten or more warriors led by two or more leaders. If the tikittit attack is repulsed, the tikittit will henceforth regard the disputed area as belonging to the intruders. If the intruders continue to encroach on tikittit territory over several months, the tikittit community will eventually stage an all-out assault on the interlopers.

Well Beast

ST: 26	Speed/Dodge: 7/0	Size: 6
DX: 8	PD/DR: 0/0	Weight: 4 tons
IQ: 3	Damage: 0	Habitat: D
HT: 13/21	Reach: C	

The well beast migrates between oases. This peaceful herbivore drinks an immense amount of water, eats a tremendous quantity of plants, and then starts out for the next oasis — a trip that can take the better part of a month.

Well beasts are unique, however, in that they share their stored water. Water gathers in a bony ridge that forms a sort of trough around the creature. The water is warm and brackish, but very pure. A single beast will secrete enough water for four humans on a given day. The water beast has no natural enemies — partially because of its unique niche in the desert ecology, but mostly because its meat is extremely poisonous. Anyone eating well beast meat must roll against HT-4 a half hour after eating and once a day for three days thereafter. Every time a roll is missed, the unlucky diner takes 2d damage. He is also at -1d to ST and DX for the three days. Anyone who has his stomach pumped after the first attack will be able to avoid all subsequent HT loss, though he will still lose ST and DX.



Well Beast

5 DOMESTIC ANIMALS

Arm Fish

ST: 11	Speed/Dodge: 8/4	Size: 1
DX: 9	PD/DR: 0/2	Weight: 200 lbs.
IQ: 7	Damage: 1d-3 cr	Habitat: X
HT: 8	Reach: C	

The arm fish are the genetically-designed servants of the Purulu race (see *GURPS Aliens*), incredibly wealthy cephalopods that live in the shallows of their poisonous, radioactive ocean world. The arm fish resemble misbegotten offspring of humans and fish, with a scaly body and fishy tail, but with a curiously human head and muscular, humanoid arms.

Arm fish are dull, single-minded creatures. They can be trained to perform a large number of household tasks, and can understand and use rudimentary Purulu speech. They are not programmed to fight, and if attacked will simply cower in place. Even while being beaten or killed, they won't attack or flee. It would be comparatively simple to design a strain of arm fish that could survive in normal salt or fresh water, to help underwater researchers or colonists. But so far no one's bothered, preferring more intelligent and sociable dolphins.

Blindball

See *Subterranean* (p. 80).

Chorus Bear

ST: 25	Speed/Dodge: 6/6	Size: 1
DX: 12	PD/DR: 1/4	Weight: 500 lbs.
IQ: 5	Damage: 1d + 2 cut	Habitat: Dom.
HT: 12/20	Reach: C	

The chorus bear is a blue ursinoid with abilities similar to an earthly parrot's. However, the chorus bear remembers, not sounds, but tones. Moreover, due to its remarkable breathing apparatus, the bear is able to emit several different tones at once. The net effect of all this is that the bear can sing, complete with harmonies. Chorus bears have a remarkable memory for tones as well, imitating bird and animal calls and instrumental music, if they're exposed to it. It takes several dozen hearings for a chorus bear to remember a melody and harmony, but the creatures are fascinated by music and will listen attentively until they've got it. They cannot do lyrics, and the tempo is occasionally a bit rough, but other than that, their perfor-

mance is perfect. Chorus bears have a particular affinity for barbershop harmonies.

They are expensive and unpredictable pets (GMs should require an Animal Handling roll in any alarming situation to keep the bear from attacking), and are more often found in traveling expositions and menageries than as personal pets.

Closemount

ST: 31-40	Speed/Dodge: 16/8	Size: 3
DX: 10	PD/DR: 1/1	Weight: 1,000-
IQ: 5	Damage: 1d + 3 cr	1,700 lbs.
HT: 12-16	Reach: C,1	Habitat: P

The closemount is a six-legged riding beast with three evenly-spaced eyes and long, thin, curving ears (seen from a distance they resemble horns). It has a split tail and its hooves are three-sectioned. Coloration is white to grey to blue-silver, with solid colors predominating. Closemounts are herbivores.

They possess a natural form of empathy. This helps them to avoid predators — treat it as a Danger Sense advantage that works only against living threats; roll as though the closemount had an IQ of 12. This will also cause them to stay away from people with strong "negative" emotions (they react at -1 to -6). When a rider has been trained with a closemount (taking 1 to 3 months) he gains a +2 to Riding; if the rider has animal empathy the bonus is +5.

A closemount can kick into any front or rear hex for the listed damage, or bite in close combat for 1d-2 crushing damage.

Daggertooth Cat

ST: 16	Speed/Dodge: 9/6	Size: 2
DX: 5	PD/DR: 1/2	Weight: 200 lbs.
IQ: 13	Damage: 1d + 2 imp.	Habitat: Dom.
HT: 15/18	Reach: C	

As an experiment in genetic engineering, a research foundation undertook to reconstruct the DNA matrix of the sabertooth tiger from fossil remains. The experiment was a success, and now sabertoohs and several other formerly extinct species thrive in game preserves and zoos across the galaxy.

Not content with their success, the geneticists began to play with the sabertooth, combining its genes with those of contemporary cats. The result was the daggertooth cat, a more intelligent, miniature version of the sabertooth tiger.

Somewhat to everyone's surprise, the daggertooth proved more tractable than its modern cousins, and quite trainable. They are popular pets of the well-to-do, and they are also often used as security beasts. They are affectionate and well-behaved pets, but a daggertooth trained to attack is a killer. It will recognize its trainer, and perhaps as many as three or four other familiar persons, but anyone else is in great danger (unless accompanied by the trainer).

Daggertoths prowl alone, but any daggertooth who hears another's battle-cry will head for the fight at full speed.

Destrier Deer



Destrier Deer

ST: 40-50	Speed/Dodge: 14/7	Size: 3
DX: 5	PD/DR: 0/0	Weight: 1,500 lbs.
IQ: 15	Damage: 1d+2 cr	Habitats: P, M
HT: 15/21	Reach: C	

This large and noble beast is a favorite steed of colonists, explorers and low-tech civilizations. The destrier deer is about the size of an elk. Bucks have low, fancifully curving horns. They stand more than six feet at the shoulder — they normally kneel to be mounted.

Destrier deer are "one-man" steeds. They prefer to be ridden and cared for by a single individual, to whom they are completely loyal. They will not tolerate a rider with a Riding skill of less than 12, and anyone not their chosen

master will need a Riding skill of at least 16 to control the animal (Animal Empathy is a +4 to skill).

Destrier deer attack by rearing and lashing out at enemies with their hooves. They tend to meet potential enemies aggressively, and a successful Riding roll is needed to prevent a destrier deer from attacking in a conflict situation. If the deer does attack, the rider must make a roll vs. Riding-5 to stay on (the GM may reduce this to -3 for a rider who knows his mount and is experienced in mounted combat).

A destrier deer will never leave a fallen master, and will defend his master to the death against any enemy. They have even been known to bring injured masters edible plants and water held in their mouths. A destrier will not willingly trample a fallen foe, though he can be forced to do so with a successful roll against Riding-4.

Dooley

ST: 30-40	Speed/Dodge: 16/8	Size: 2
DX: 13	PD/DR: 0/0	Weight: 800-
IQ: 5	Damage: 1d-3 cut	1,000 lbs.
HT: 15-20	Reach: C,1	Habitats: D, A, P

The dooley is a docile beast, most often used as a mount. The shape of a dooley is unusual, but well-suited for a rider. The body is round, with three angular legs and a small head atop a long neck. The dooley has a single leg in front and two in back. A dooley is about five feet tall at the shoulder; the neck is about three feet long.



Dooley

The dooley's body seems to be made for a human-sized, humanoid rider. At the base of the neck is a knob of bone covered by a thick layer of soft tissue. The back hips are crowned with a large, firm hump, which forms a comfortable, natural saddle. Humanoid riders subtract half of any normal travel Fatigue while riding a dooley.

The dooley's head can turn 180°, and the legs are double-jointed; this allows the dooley to move backwards for short distances at nearly the same pace and agility as its forward motion.

The dooley's muscle structure and digestive system are perfect for running and long-distance travel. They store food in their humps, allowing them to go up to seven days without water and 12 days without food. They are extremely fast and agile, but are not good heavy-pack beasts (double normal encumbrance penalties for Move). A dooley can sprint, going twice its normal move for 10 turns (riders must make a roll vs. Riding-3 to stay mounted). After each sprint, the dooley must rest for 10 minutes or subtract 5 fatigue.

They are natives of cold deserts, giving them the ability to adapt to extreme temperatures. Subspecies can be found in the arctic (with long, white fur), hot desert (with shorter, light-brown fur), and plains (medium, grey-brown fur). Their fur (of any subspecies) cools them in the hot sun and warms them in cool climes. They can resist the effects of up to 120° or as low as 10°. Any Fatigue or other adverse effects beyond these extremes are halved for a dooley.

Dooleys need only a few hours rest each day. They often graze while half asleep at night. They are omnivores.

The dooley is not a good combat mount. Only an extremely well-trained dooley will strike in combat. It takes a roll vs. Riding-5 to even get the dooley to stand its ground in a threatening situation. Otherwise it will cower or run. If a dooley does attack, it bites for the indicated damage.

A dooley can also be trained to race. If bred and trained from birth, they can reach a speed of 19 or more.

Dooleys have a bizarre craving for power cells. They seem to be able to scent power cells; the bigger the cell, the more likely they'll detect it and try to eat it. Their remarkable digestive system allows them to eat several cells before suffering internal damage. In an hour a dooley can (and will) eat 500 A cells, 20 B cells, 2 C cells, or half of an E cell and still survive. It will, however, be sick, unable to move or defend itself, for 1d+2 hours. For every doubling of this intake, the dooley takes 1d-2 damage and the number of hours the dooley is sick is rolled again.

Drone Cattle

ST: 35	Speed/Dodge: 4/0	Size: 4
DX: 6	PD/DR: 0/0	Weight: 1 ton
IQ: 2	Damage: 1d+2 cr	Habitats: P, D
HT: 7/22	Reach: C	

These huge insectoids have become the staple meat of the galaxy. They produce a sweet, white meat palatable to most carnivorous species. Their greatest advantage, however, is their ability to survive almost anywhere and metabolize almost any food into meat. They are comfortable at temperatures between freezing and 100°, and they will eat almost any plant or animal matter. They are placid, stupid beasts that are happiest crowded together, doing nothing but eating all day. This makes feed lot operations both humane and very profitable. They also grow quickly, reaching full growth in four months.

Drone cattle are immense, bloated creatures, barely supported by 12 spindly legs. They have tiny, insectoid heads with bleary, multifaceted eyes, feelers, and a large, mandibled mouth. They are too stupid to attack a potential threat, but will try to eat an inattentive creature.

Duocorn

See *Plains* (p. 67).

Finger Ape

ST: 1	Speed/Dodge: 3/8	Size: <1
DX: 16	PD/DR: 3/0	Weight: <1 lb.
IQ: 7	Damage: —	Habitat: F
HT: 12/1	Reach: C	

These little simians are about the size of a Terran field mouse. They are greatly favored as terrarium pets. They are extremely intelligent and can be taught all sorts of amusing tricks. They are often trained for professional performance — a whole troop can perform on a tabletop. They are shy, but like people who aren't too boisterous. They do not like to be held or stroked, but can be trained to climb up a human's arm and onto his shoulder or into a breast pocket. Anyone who wants to own a finger ape needs at least two. They become morose and eventually sicken and die without the companionship of their own kind. A finger ape can live as long as 20 years.

They breed rapidly (a female can bear one or two young three or four times a year), and if let loose they will soon infest a building or ship. They are curious and can cause an unbelievable amount of damage for creatures their size, particularly to electrical systems.

Fuzz Ball

ST: 5-8	Speed/Dodge: 10/7	Size: 1
DX: 6	PD/DR: 6/0	Weight: 20 lbs.
IQ: 14	Damage: 1d-3 cut	Habitat: P
HT: 16	Reach: C	

Fuzz balls are round creatures covered with thick, silky, golden fur. They have seven, stalked eyes which are fully retractable, spaced evenly about their bodies. They also have a large mouth, which is completely invisible unless open. They move by rolling, and normally travel at

a "walking" Speed of about 4, extending each of their eyes briefly in turn as it reaches the top of their circumference. At full speed they cannot extend their eyes, but appear to have some rudimentary radar sense or ESP which allows them to avoid obstacles and obvious hazards. This same facility makes them very hard to hit in combat. They can attack with a nasty bite, but prefer to flee danger.

They have some degree of empathy with humans, and are able to project an aura of "good vibes" which is extremely pleasant and relaxing to humans. Being good natured, energetic and almost indestructible, fuzz balls are excellent pets for both small children and adventurers. They'll eat anything a human can eat.

Glow Float

ST: 2	Speed/Dodge: 3/0	Size: 1
DX: 8	PD/DR: 0/0	Weight: —
IQ: 3	Damage: —	Habitat: J
HT: 11/4	Reach: —	

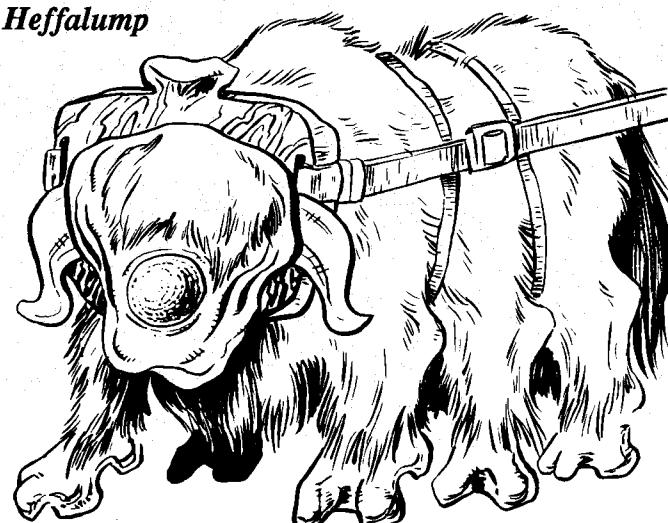
These simple, lighter-than-air creatures glow with a bright radiance. They can illuminate a 30-foot radius. They are placid, unintelligent creatures that do not eat or drink — they appear to derive their nourishment from the atmosphere and ambient energies.

Glow floats range from a foot to 18 inches in diameter. They can be caged to illuminate a room or hallway, or pulled along by a string harness, much like a glowing toy balloon. They live about three years, and twice a year or so a glow float will fission, forming two creatures. They are dull pets, but they require no attention and they do cut down on energy costs.

Heffalump

ST: 60	Speed/Dodge: 12/0	Size: 4
DX: 13	PD/DR: 3/6	Weight: 1 ton
IQ: 5	Damage: 2d cr	Habitat: P
HT: 14/50	Reach: C	

Heffalump



Heffalumps are huge creatures, commonly used as draft animals on colony worlds. They can carry an immense amount of cargo, or pull a huge wagon, sledge or travois. They prefer cool-to-cold climates. They are even-tempered creatures, but will turn on a cruel driver or bolt from a very loud noise (such as a nearby explosion). Heffalumps attack by trampling.

A heffalump can also be used as a riding beast, with a single rider astride the thick neck. Passengers can be carried in a howdah. Up to four persons can fit comfortably on a heffalump's back, with their baggage slung from the sides.

Heffalumps produce excellent meat, though they are too valuable to be butchered except in emergency situations.

Keeilla

ST: —	Speed/Dodge: 0/0	Size: <1
DX: —	PD/DR: 6/6	Weight: 3 lbs.
IQ: 6	Damage: —	Habitat: Dom.
HT: 15	Reach: —	

The keeilla is a semi-sentient, empathic, silicon life-form native to the world of the Liook Sujan, a race of highly-psychic, silicon sentients (see *GURPS Aliens*). The keeilla's name translates as "hard little friend." Looking like reddish pebbles of granite, the keeilla have simple minds . . . and empathetic abilities. They constantly radiate friendship and contentment. In turn, each keeilla picks up the emotions of those around it, and radiates even more joy if it is close to someone who loves it in return. The possessor of a keeilla, once it has become familiar with him, gets a +2 on any IQ or Will roll to resist anger, depression or any other negative emotion, whether from a psionic attack or from within. He gets a +1 on most general reaction rolls made in person, because those within a few yards of the keeilla will simply feel happier!

The keeilla require only sunlight and minerals for nourishment. But they also require friendly minds within mental reach. On the Sujan world, the Liook Sujan themselves provide this, everywhere! Elsewhere, keeilla require several others of their kind, or at least one friendly alien, not far away. Thus, they cannot be carried constantly in a pocket, or they'll starve — and they cannot be locked away in a vault, or they'll quickly pine away! Some Scouts carry a keeilla for companionship, and a good strong sunlamp to keep it fed.

Keeilla are not often encountered, because the Liook Sujan limit their export. Value of a keeilla might be as high as \$20,000.

Moa

ST: 40-50	Speed/Dodge: 12/6	Size: 1
DX: 12	PD/DR: 1/1	Weight: 800-
IQ: 3	Damage: 2d cr	1,000 lbs.
HT: 14/24-32	Reach: C, 1	Habitats: P, D

A genetic reconstruction of a prehistoric Earth creature, the moa is a huge, flightless bird. It is omnivorous; it eats all sorts of vegetable matter, and any small animals it can catch, and turns it all very efficiently into *lots* of white meat. They behave a lot like gigantic chickens (they can be trained to come to food, and scatter madly when frightened). However, they are also likely to attack anyone approaching a nest.

In the wild or on the range, moa wander singly or in small flocks. The beak and claws are both blunt; either does 2d crushing damage. Moas do best on the plains, but a tougher, rangier breed is being developed that can live in badlands or desert. If this succeeds, it will be the largest meat animal that can do well, even in small numbers, in such worthless terrain.

Musicat

ST: 3	Speed/Dodge: 10/7	Size: <1
DX: 14	PD/DR: 0/0	Weight: 5-15 lbs.
IQ: 5	Damage: 1d-4 cut	Habitat: F
HT: 13/3	Reach: C	

Musicats are much like a Terran housecat, with six toes on their front feet and five on their rear feet. Musicats will go feral if left unattended for long.

When held and stroked, a musicat produces pleasant chords reminiscent of a harp or a piano. The music, however, is telepathic in nature — the deaf can also “hear” it. Any mind shield, regardless of power, can block the music. A telepath with a Skill level lower than 15 cannot sense it at all, if his shield is up. Assume the musicat has Telepathy Power 8 for range purposes.

Left to their own devices, musicats merely produce pleasant chords, but it is also possible to “play” one and produce a melody. Scratching and petting a musicat in certain places brings specific notes and chords.

Playing a musicat first requires a successful Animal Handling roll. A failed roll indicates the musicat isn’t in the mood to be played or doesn’t like the player (Animal Empathy will help). Then the musician must roll vs. his rating in Musical Instrument (Musicat), a Mental/Hard skill.

Skilled musicat musicians can make a very good living. Since the music cannot be recorded, the only way to hear one is in concert. Dedicated musicat players will only have one musicat.

Musicats are very expensive, ranging between \$10,000 and \$15,000. They may crossbreed with Terran cats, but the offspring are sterile and cannot be played.

Nanny Dog

ST: 22	Speed/Dodge: 10/7	Size: 3
DX: 14	PD/DR: 2/3	Weight: 1,000 lbs.
IQ: 7	Damage: 1d+2 cut	Habitat: Dom.
HT: 15/25	Reach: C	

Nanny Dog



Nanny dogs are genetically engineered to be the perfect babysitters. These huge creatures weigh half a ton and stand more than five feet at the shoulder, but are soft and cuddly as a teddy bear. They are extremely intelligent, and will watch children in their care tirelessly, constantly on the alert for any sign of danger. They can be trained to keep the child within a certain confined area, and will interpose themselves between the child and any danger. A nanny dog will never harm a child, though it will break up squabbles by pushing between the combatants. Threatening adults and other creatures, however, will be torn savagely apart if they don’t retreat immediately.

Nanny dogs are smart enough to realize when they’re out of their depth, and when they require human help they will send up a piercing howl that can be heard for several hundred yards. Toddlers often wear special harnesses that allow the nanny dogs to pick them up by their backs and carry them to safety.

Nanny dogs cannot effectively deal with more than one child at a time (though they will do their best), but they can be an immense help to teachers and other human supervisors. Many well-off kindergartens and nursery schools have a live-in nanny dog. They are extremely expensive, costing at least \$10,000 fully trained (it is illegal to sell or keep an untrained, adult nanny dog — they’re too large and potentially dangerous).

They also make superior watch dogs and guard dogs, and they are excellent helpers and caretakers for the elderly and the handicapped. But a nanny dog is only truly happy when it’s working with children.

Neobeeef

ST: 60-80	Speed/Dodge: 10/5	Size: 6
DX: 9	PD/DR: 1/2	Weight: 2-3 tons
IQ: 4	Damage: 2d imp	Habitat: P
HT: 14-16	Reach: C, 1	

This is a very big cow, mutated for extra beef production and high-gravity environments. Since they were originally bred on a colony world with dinosaur-sized predators, neobeef are *mean*. They will charge anything they see, and rustlers need heavy weapons or armored vehicles.

Neobeef are found in family-sized groups of 2d adults and 1d half-sized calves. The above damage is for horns. Anyone trampled by an adult neobeef takes 2d crushing damage.

Pack Bird

ST: 20	Speed/Dodge: 12/7	Size: 1
DX: 14	PD/DR: 0/0	Weight: 130 lbs.
IQ: 5	Damage: 1d-2 cut	Habitat: P
HT: 14	Reach: C	

These ostrich-sized, flightless birds are much more intelligent and tractable than Terran birds and are used as light pack beasts by explorers, colonists and low-tech civilizations. They are quite faithful to their owners, and can cross any terrain a human can.

They are brightly-colored creatures, with a high crest of feathers running from their heads down their long necks to their backs. Their most alien feature is their three, stalked eyes. They attack with their viciously sharp beaks.

In addition to use as pack animals, they can pull a rickshaw-like light cart, and can even be ridden by persons weighing less than 125 lbs.

Pining Pigeon

ST: 1	Speed/Dodge: 14/7	Size: <1
DX: 13	PD/DR: 0/0	Weight: 2 lbs.
IQ: 3	Damage: —	Habitat: Dom.
HT: 13/3	Reach: C	

These little birds are similar to homing pigeons, except they home in on their mate, not a place. This allows two parties on the move to communicate. These creatures are often used in warfare, even in high-tech battles, since even the most sophisticated electronic communications will eventually fall prey to ever-more sophisticated interception and jamming techniques.

The pining pigeon mates once and for life. They form an empathic bond with their mate that works over planetary distances. If separated, the pigeon will head for its mate at the first opportunity, flying as much as 20 hours every day until it reaches its goal. They are also homing birds — once a pigeon and its mate are both free they will immediately head for their home coop. In addition to carrying messages, the birds can also be used as direction finders, since they will always fly in a straight line toward mate or home.

If its mate is killed, a pining pigeon will die within 24 hours.

Riding Mollusk

ST: 14	Speed/Dodge: 2/2	Size: 1
DX: 5	PD/DR: 2/4	Weight: 300-400 lbs.
IQ: 3	Damage: 1d cr	Habitat: P
HT: 16	Reach: C	

The riding mollusk resembles a snail, four feet tall at its tallest point, with a flattened, permanently-attached shell, six eyes, and a mouth surrounded by a dozen tendrils. It has a low Move, but can travel continually at that speed for over 72 hours without rest, and it is the only large animal that can survive on its homeworld. To guide the mollusks, the natives use a variation of the carrot-and-stick routine involving lichen.

The mollusk eats a lichen that grows wild in its world's poisonous atmosphere. If it is hungry, it will move toward the nearest source of lichen it can find, even if that lichen is suspended on a stick in front of its nose — and even if there is more abundant lichen, easier to get to, two feet away.

Natives gather enough mollusks to carry their goods and equipment, then drive the mollusks day and night for several weeks, feeding them the minimum necessary to keep them hungry and steerable.

Savant Bird

ST: 4	Speed/Dodge: 11/6	Size: <1
DX: 12	PD/DR: 0/0	Weight: 20 lbs.
IQ: 3	Damage: 1d-4 cut	Habitat: F
HT: 11/6	Reach: C	

Massive genetic infusions of RNA to the Terran mynah bird resulted in the savant bird, a bird that can remember and repeat everything that was ever said in its presence. Of course, the savant bird has no more idea of the meaning behind what it says than any other mimicking bird. They are not popular as pets, because they can repeat anything they've ever heard at any time, with no concept of how embarrassing it might be to those present.

They can be used as a low-tech listening device, but, of course, they are impossible to conceal, and it's also very difficult to get one to repeat a given word or phrase — the only thing to do is keep feeding it probable key words and phrases and hope the bird eventually picks up the thread of the desired conversation. This process can take a very long time (roll against the questioner's IQ-3 once every hour to extract useful information from the savant bird).

Shaper

ST: 9	Speed/Dodge: 8/6	Size: 1
DX: 13	PD/DR: 4/0	Weight: 80 lbs.
IQ: 6	Damage: 1d-3 cut	Habitats: P, F, J, M
HT: 14/8	Reach: C	

Shapers are natural metamorphs. They can take the form of any living creature, though they cannot add to or subtract from their mass. They can take the form of a bird or a fish, but cannot fly or breathe underwater. Their stats never change — in the form of a giant tortoise, for instance, one would not get any extra DR for its "shell."

They have no common natural form. Shapers very often resemble miniature versions of their owners. They are capable of minor distortions of their form, such as elongating an arm to reach a high shelf or thinning a hand to slip it through a small hole. They have no memory of past forms; they must be looking at something to imitate it. They will imitate the clothes, as well as the form, of whoever they're copying. It takes a shaper 1d turns to completely shift form. They do this an average of once an hour if there are plenty of creatures around to copy.

They are clever and mischievous pets, capable of getting into an immense amount of trouble. They are good-natured, but feel no personal loyalty, and they will wander away from their masters if not carefully watched. If forced to defend themselves, they will extend claws and slash at their attacker. They prefer to run from danger. Their high PD is due to their flexible bodies and lack of centralized vital organs.

Snail House

ST: 100	Speed/Dodge: 3/0	Size: 100
DX: 2	PD/DR: 0/12	Weight: 6 tons
IQ: 2	Damage: 3d cr	Habitats: X
HT: 10/120	Reach: C	



Snail House

The snail houses are the traditional homes of the Purulu (see *Arm Fish*, p. 31). The beautiful, fanciful shells of these huge creatures can comfortably house a whole family of Purulu, in addition to providing the original owner with a safe refuge.

Unfortunately, since the Purulu became the galaxy's richest race, they have abandoned the snails for high-tech palaces, and contaminated the delicate chemical balance of their native seas with enough foreign elements that these peaceful creatures are in very real danger of extinction.

Snail houses are solitary by nature. They will not attack per se, but they are unlikely to notice any human-sized obstacles in their path. Anyone overrun by a snail house will take the indicated damage. Snail houses live 400 years or more.

Terror Hound



Terror Hound

ST: 10-13	Speed/Dodge: 6/6	Size: 2
DX: 14	PD/DR: 1/1	Weight: 150-250 lbs.
IQ: 6	Damage: 1d-1 cut	Habitat: Dom.
HT: 14/16-20	Reach: C	

Terror hounds combine the build of a dire wolf, the heavy fur of a chow and the color and disposition of a mishandled Doberman. They are almost never encountered in the wild. They are used by certain government and military agencies for security, espionage, and assassina-

tion. Information about their origin, utilization and training (rumored to require a handler with Antipsi power) is highly classified; penalties for unauthorized knowledge about them range from limited mindwipe to summary execution, depending on the data and organization involved.

The listed damage is the hound's bite, but its main attacks are psionic. It has Telepathy Power 5, Telesend 15, Telereceive 15, Telecontrol 12, Psychokinesis Power 5, and Levitation 14 (Move 1).

The hound uses Telesend to project fear and malice, causing the subject to make a Fright Check. The hound can also "bark" a psionic Shout to stun an opponent.

The hound uses Telereceive to watch the subject's reactions and "tailor" further Telesends for maximum effect. The amount by which the hound makes its roll to enter the subject's mind is applied as a penalty to the subject's Fright Checks, until contact is broken.

It uses Telecontrol to force cooperation, making the subject open doors, turn off alarms, throw away weapons, jump out windows, etc. The hound's intelligence prevents it from instructing controlled persons to do anything too complex for an IQ 6 untrained animal (of course, rumors of the hound's abilities may far exceed this limit).

Terror hounds can be used both singly and in packs. They can be sent to seek and destroy a certain victim, both by scent and psionic brain patterns.

Trundler

ST: 16-20	Speed/Dodge: 8/4	Size: 1
DX: 7	PD/DR: 8/3	Weight: 120-150 lbs.
IQ: 5	Damage: 1d-4 cut	Habitat: P
HT: 16/8-12	Reach: C	



Trundler

Trundlers are well-loved, peaceful animals that serve as a combination pet and piece of furniture.

A trundler is shaped like a giant tortoise with a flat, slightly concave shell. The trundler has a small head and ten short, thick legs that can be pulled into the shell. Trundlers do not have tails. The shell, which is three feet or more in diameter, is made of thick bone covered with a soft layer of even thicker skin. Trundlers come in a variety of colors, from bright yellow and green to blue or black. They are attractive creatures.

Trundlers behave much like Terran dogs — they love their masters and enjoy playing and getting attention. They are seldom found in the wild — nearly all trundlers are domestic pets.

They can support several hundred pounds on their shells. Trundler owners pile soft pillows and even small entertainment consoles or computers on their pet and ride around the house. A trundler can walk or stand for hours on end, but prefers to lie down, drawing the head and legs into the shell until its rider orders it to move. They can be trained to go to the phone when it rings, or carry their riders to the refrigerator with a voice command.

Trundlers are fair watchdogs. While their 1d-4 bite is weak (they have small jaws and eat only plants) they can slam into someone to trip him and knock him down.

Tybor

ST: 5	Speed/Dodge: 2/6	Size: 1
DX: 13	PD/DR: 0/0	Weight: 10-15 lbs.
IQ: 4	Damage: 1d-3 cut	Habitat: J
HT: 15	Reach: C	

The tybor are popular pets. They like people, and will stay near anyone who feeds them and talks to them. This harmless, lizard-like insectivore can mimic any sound, including human speech. Low-tech cultures keep them in and around their bedding, to dispose of insect pests.

Their disconcerting habit of popping up or down into someone's face and speaking in random snatches of human speech is their most dangerous characteristic (Fright Check for unsuspecting outsiders; phobias against reptiles or ghosts will be activated).

Their small forelimbs are not used for walking, but for grasping. They move by slithering. In the wild, the tybor is basically an arboreal creature.

It has an inflatable throat bladder that vibrates to produce its sounds. The tybor's jaws unhinge when it talks, until only a gaping maw, flickering tongue and beady red eyes can be seen. There are two flaps of skin directly behind the head which act as feelers; these flare out when the bladder inflates, making the little creatures appear much more impressive.

Note: Tybor first appeared in the *GURPS Space* adventure *Stardemon*.

Wallu



Wallu

ST: 7	Speed/Dodge: 9/5	Size: 1	Speed/Dodge: 9/6	Size: <1
DX: 11	PD/DR: 0/0	Weight: 100 lbs.	PD/DR: 2/0	Weight: 5-10 lbs.
IQ: 5	Damage: 1d-4 cut	Habitat: P	Damage: 1d-4 cut	Habitat: Dom.
HT: 10	Reach: C		Reach: C	

The wallu are the traditional mounts of the tiny Cidi race (see *GURPS Aliens*). Wallu are bipeds, with a spindly limbs and a head drooping between broad shoulders. Their faces are rather human, with big, droopy eyes and bulbous noses (the Cidi still refer to humans, privately, as the "wallu people"). The Cidi rider rides on the flat space between the Wallu's shoulders, after being lifted there by the wallu's large, splayed hand.

They are reasonably intelligent creatures and very even tempered. They are good climbers, with a natural Climbing skill of 13 (a Cidi rider must make a Riding-6 roll to stay aboard a climbing Wallu, unless strapped in). Their only natural attack is their weak bite. They prefer to run away from danger or climb to safety.

The Cidi are immensely fond of these creatures. In large cities, where it would be difficult to keep wallu, Cidi often ride bipedal robots resembling the wallu, colloquially called wallubots.

Watch Bird

ST: 5	Speed/Dodge: 14/7	Size: 1
DX: 13	PD/DR: 2/0	Weight: 40 lbs.
IQ: 6	Damage: 1d-1 cut	Habitat: M
HT: 13/5	Reach: C	

Watch birds resemble crows the size of a large turkey. Their wings are vestigial; they cannot fly. They are very territorial, but can be domesticated to share "their" territory with a family of sentients. However, they will attempt to drive off any person or creature not accompanied by a member of the family. They will run at the intruder, fear-somely flapping their wings and uttering loud, piercing cries. If the intruder hasn't retreated after 3 to 5 turns of this, the bird will attack with its sharp beak. Watch birds are most common on colony worlds, where they're used to keep large animals away from the homestead. They are not friendly creatures, even to the family that feeds them. They leave the people they live with alone, and expect the same courtesy.

Wing-Cat

See *Mountain* (p. 63).

Wing Wyrm

ST: 4	Speed/Dodge: 9/6	Size: <1
DX: 13	PD/DR: 2/0	Weight: 5-10 lbs.
IQ: 5	Damage: 1d-4 cut	Habitat: Dom.
HT: 14/4	Reach: C	

Wing wyrms are popular pets, especially in confined environments, such as small starships. They are genetic constructs, designed for beauty, charm, loyalty and maximum convenience to their owners. They look like a brightly-colored, story-book dragon, with leathery wings. They have two hind legs, used for perching, and two tiny forelimbs, used for grasping. They are affectionate and intelligent, responding well to positive-reinforcement training. They can be taught a range of tricks; perhaps even more important, they can be taught what not to bother, such as the airlock controls, weapon triggers and main-drive power switches. Wing wyrms are very well-behaved pets; their only drawback is that they want to go everywhere with their masters, and can become morose and ill if left with a stranger for more than a few hours. They tend to become flustered in riotous environments, and are not recommended for children.

Wing wyrms are exothermic, but adaptable to a wide range of temperatures. They are happiest and most active in the human comfort range; as the temperature drops, they tend to become torpid, eventually hibernating if the temperature goes below freezing. They have very efficient metabolisms; their demands for food and water are small and their waste production is limited and cleanly.

6 FOREST ANIMALS

Ant Wolf

See *Subterranean* (p. 79).

Armorsaur (*Pseudosaurus Loricata*)

ST: 80-100	Speed/Dodge: 10/7	Size: 12 +
DX: 15	PD/DR: 4/3	Weight: 3-4 tons
IQ: 4	Damage: 4d + 2 imp	Habitats: F, P
HT: 14-16	Reach: C, 1, 2	

Armorsaurs are from a planet where the local fauna mimics the creatures of Earth's Cretaceous period. The armorsaur resembles a small, armor-plated tyrannosaurus. It's a fast, mean, hard-to-kill carnivore — the armorsaur is popular game for the galaxy's most daring hunters. Those considering bagging an armorsaur should be aware, however, that it's neither the biggest nor the meanest creature on its homeworld.

Note: The armorsaur first appeared in *GURPS Space Atlas*.

Asphyxer

ST: 1	Speed/Dodge: 5/0	Size: <1
DX: 8	PD/DR: 0/3	Weight: <1 lb.
IQ: 2	Damage: *	Habitats: F, J
HT: 12/1	Reach: C	

Asphyxers are bugs about the size and shape of a dried leaf. Individually, they are completely harmless, but they tend to travel in packs of 50 to 300.

Asphyxers live on decayed flesh. In order to get their meals they find a victim and leap on it, clinging tightly. In 2 turns 50 asphyxers can engulf a one-hex creature, sealing off its breathing passages and causing the victim to suffocate (see p. B91 for effects of suffocation). The asphyxer horde can be dispersed with 6 points of damage, until the creatures attach themselves to a host. After that, they have to be dealt with individually.

Removing an asphyxer requires a Quick Contest of ST (the asphyxer has a ST of 13 for this purpose). Only one can be removed this way per person, per turn. When it is removed, the victim takes 1 point of damage. If the asphyxer blocking the victim's mouth or nose is removed, a new one will take its place 1 turn later.

It is possible to drive the asphyxers away with an area effect weapon; however, every point in excess of the one needed to kill the asphyxers affects the victim. A victim does get the benefit of the asphyxers' DR.

Once their victim is dead, the creatures remain in place and wait for the flesh to begin to decay. Their natural DR makes it difficult for scavengers to get at the corpse, and most of the local wildlife habitually avoids asphyxers, lest they become the next course.

Asphyxers are easily avoided if they're seen approaching, but they're rather hard to spot — an asphyxer pack looks rather like a pile of leaves being blown along the ground (-3 to perception rolls, -1 if there's no wind). They usually attack sleeping or injured creatures.

Asphyxers dislike water and will immediately let go if the victim is doused with or immersed in liquid.

Blood Spore

See *Plains* (p. 65).



Boom Spider

Boom Spider

ST: 12	Speed/Dodge: 12/7	Size: 1
DX: 14	PD/DR: 0/2	Weight: 100 lbs.
IQ: 4	Damage: 1d-2 cut	Habitats: F, J, S
HT: 15	Reach: C	

Boom spiders are remarkably aggressive arachnid predators. Instead of waiting for creatures to wander or fly into their webs, boom spiders have the habit of swinging down on their prey from the trees, lifting them up, and throwing them into the web. Treat this as a quick contest of DX. Being thrown into the web causes no damage, but does entangle the victim. It takes 10 minutes and a successful ST roll to extricate oneself from a boom-spider's web. The GM may allow an entangled person to slowly reach down and draw a weapon or communicator without further entanglement. This action will take 2d turns, and the spider will be there in 1d turns to begin munching on its prey.

Breakfast Tree

ST: 25	Speed/Dodge: 0/0	Size: 4
DX: 0	PD/DR: 3/6	Weight: 6 tons
IQ: 1	Damage: —	Habitats: F, J, S
HT: 18	Reach: —	

The breakfast tree is a welcome sight to any forest traveler. It bears a tasty, juicy fruit containing many necessary nutrients, which not only satisfies hunger but quenches thirst as well. More importantly, its bark works as an antivenin against most natural toxins, reducing all HT damage from poison by 1d. Finally, its leaves can be brewed into a pungent tea with medicinal properties — imbibing the tea gives a +1 to all HT rolls against sickness or its symptoms. The tree is hardy and has been successfully transplanted to many different worlds. Some believe that the breakfast tree was genetically engineered by some long-forgotten humanoid race.

Cage Tree

See *Swamp* (p. 72).

Chase Grass

See *Swamp* (p. 72).

Chaser

ST: 7	Speed/Dodge: 14/8	Size: 1
DX: 16	PD/DR: 0/0	Weight: 50 lbs..
IQ: 4	Damage: 1d-3 cut	Habitats: F, J, P
HT: 13/7	Reach: C	

These fierce pack-hunters are bipedal felinoids. They are typically encountered in groups of 4 to 24. Chasers attack any group of humanoid creatures that they outnumber by 4 to 1 or better. Their attacks are coordinated and efficient. They are very good at culling the weakest member from a herd or party.

Chasers have one bizarre quirk that can save the life of their victim — they never attack until their prey flees or attacks them. They become hopelessly confused when a target doesn't flee or fight. They will circle an unmoving opponent for hours, braying horribly. The largest and bravest chasers will even dash out at the intended prey and nip at his heels, but they won't attack. A slow, calm walk is usually not enough to set the chasers off, but complete immobility is best.

Cheeber

ST: 5	Speed/Dodge: 6/6	Size: <1
DX: 14	PD/DR: 0/0	Weight: 5-10 lbs..
IQ: 5(?)	Damage: 1d-3 cut	Habitat: F
HT: 14/6	Reach: C	

Cheebers (so called because of the noise they make), look like a cross between a spider monkey and a squirrel. They live and travel in trees, only coming to ground when

there is no other way to get where they're going. They will eat anything that humans will eat, plus "inedible" native vegetation, but are fondest of fruit.

Little is known about these animals. As a rule, they are shy of humans, gathering food from human-tended orchards only when they think no one is watching. There have been few observations in the wild, almost as though they are smart enough to figure out they're being watched.

In fact, it's possible they *are* that smart. The average IQ of the cheebers is a matter of some debate. Some believe it may be as high as 9, making them pre-technological sentients. They could have a very sophisticated language — most of their vocal range is in the ultrasonic, and nobody's been able to make good ultrasonic recordings of cheeber-talk yet. They can communicate over distances of a mile or more, and can tell each other many things — the nature of a threat, or where to find food.

They can recognize individual humans, and if someone has gained their trust, they will flock to him. They are very curious and love to play; they are fascinated by shiny objects — watches, rings, coins, blasters. If the cheebers see a person they don't like, they will hide and watch from a distance. If they see someone who has mistreated them, they will hide and may throw sticks or other missiles.

The cheebers' diet consists mostly of fruit. Typically, a cheeber will take a few bites out of a piece of fruit — just enough to fill it up — and then move on. This, of course, ruins the fruit for harvest, and once it's bitten, other cheebers won't touch it. Some farmers put up fences and hire guards to keep the cheebers away; others "make a deal" with the cheebers, setting aside stocks of fruit for them so they'll leave the rest of the crop alone. The latter approach seems to work best.

Cheebers don't make good pets. In captivity they usually pine away and die, acting very much like a human in a deep depression. Xenologists have found that a group of a half dozen, in an enclosure with several large trees, is about the minimum size and territory to keep a colony alive. But an occasional cheeber will "adopt" a human family, especially one with small children, and live happily without other cheebers.

Note: Cheebers first appeared in *GURPS Space Atlas 2*.

Clerthick

See *Plains* (p. 65).

Colony Tree

ST: 20	Speed/Dodge: 0/0	Size: 7
DX: 12	PD/DR: 2/6	Weight: 1 ton
IQ: 1	Damage: 2d-1 cr	Habitats: F, P
HT: 17/70	Reach: C, 1-4	

Colony trees are a rather nasty type of "junkwood," (the local name for wood not suitable for building). Living by photosynthesis during the day, at night the tree's limbs

wrap around the trunk and small ports open up. Inside these holes live nocturnal rodents and insects; droppings and dead bodies left in the trunk nourish the tree. A colony tree can be dangerous; if a living creature brushes against it, one of the limbs shoots out and smashes the intruder. Tree-limb bashes do (2d-1) crushing damage; two to four limbs will strike with a skill of 12. A critical hit means the victim is entangled in the branches and is dragged into the air. The tree's symbionts feed on such carrion. The symbionts may be treated as rats or swarms of insects.

Note: The colony tree first appeared in the *GURPS Space* adventure *Unnight*.

Cougar Lily

See *Jungle* (p. 50).

Curler

ST: 18	Speed/Dodge: 4/5	Size: 2
DX: 11	PD/DR: 2/3	Weight: 500 lbs.
IQ: 5	Damage: *	Habitats: F, P
HT: 18/22	Reach: C	

Curlers are squat bipeds that sleep in burrows during the day and forage for shelled creatures at night. They look like obese, hairless bears with tough skin and oversized hands. Curlers use sharpened rocks to stun their sleeping prey and break open shells. If threatened, they drop their weapons and charge. Curlers have been known to sneak into well-guarded camps, crush a sleeper's head, and sneak out undetected dragging the kill. Curler rocks do 2d+1 crushing damage; they are only used on passive prey. Their hands do 1d crushing damage in normal combat; in close combat they do 2d-1 crushing damage. Curlers have a stealth of 12.

Note: The curler first appeared in the *GURPS Space* adventure, *Unnight*.

Dampster

ST: 1	Speed/Dodge: 4/6	Size: <1
DX: 14	PD/DR: 0/0	Weight: 3 lbs.
IQ: 3	Damage: 1d-6 cr	Habitat: F
HT: 15/3	Reach: C	

These furry little rodents have the ability to radiate psionic resistance. Everyone using a psi power within 20' of a dampster has to work against a level 4 psionic resistance, and any psi power used directly against the creature must contend with its personal resistance of level 8. The dampster developed this defense against the several psionic predators of its home world.

Dampsters have three evenly-spaced eyes and large, hairless ears. Coloration varies; green-brown, grey and mottled browns are most common and black is rare. They are herbivores, preferring fruits and nuts.

Duro

ST: 5	Speed/Dodge: 5/6	Size: <1
DX: 13	PD/DR: 0/0	Weight: 5-10 lbs.
IQ: 3	Damage: 1d-3 cut	Habitats: F, P, J
HT: 8	Reach: C	

A duro is the size of a small housecat, with dark fur effectively camouflaging it in the dim light of its home world. The duro will "recognize" anything warm, moving and not a duro as food. Its favorite tactic with humans is to grab a leg with its sharp claws and start biting. The duro will let go and run for cover if it takes half its HT or more in damage; otherwise, it will go on biting a battlesuit or hovercraft until it makes an IQ roll to notice the prey tastes wrong. Against a tastier target, the duro will quit after doing 4 hits of damage. At that point, it's full.

Fifty percent of the time the duro hunts alone — otherwise it's in a pack of 2d hungry predators.

Duro saliva is venomous. Victims roll against HT-6; a failed roll means the victim takes 1d-4 points of damage. Critical failure means death. Anyone taking damage is nauseated and dizzy (-3 to all attribute checks and skill rolls for 1d hours). If the HT-6 roll is made, no points of damage are taken, but the victim still feels sick and disoriented (-3 to attributes and skills) for 3d minutes.

Finger Ape

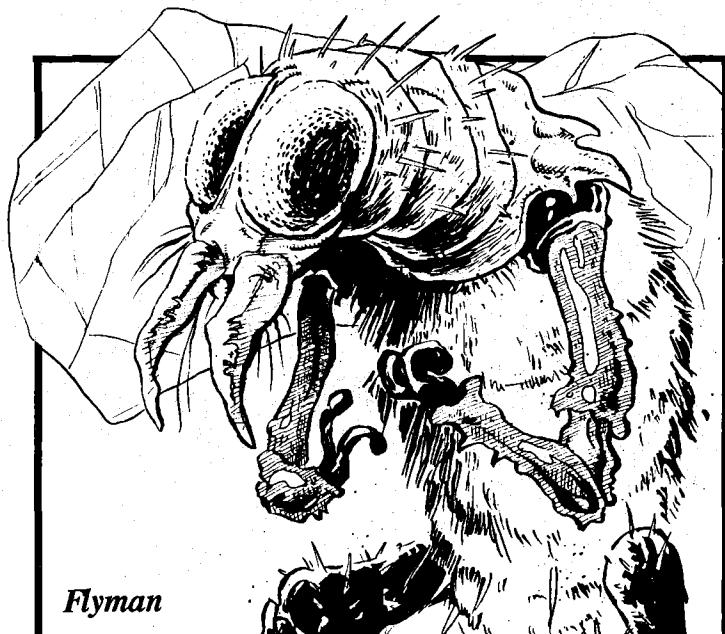
See *Domestic* (p. 33).

Fire Flier

See *Plains* (p. 67).

Flyman

ST: 10	Speed/Dodge: 10/5	Size: 1
DX: 8	PD/DR: 3/2	Weight: 80 lbs.
IQ: 2	Damage: 1d+1 cr	Habitats: F, J, S
HT: 14	Reach: C	



Flymen are large, unintelligent, bipedal insectoids. They are winged, but have only two walking limbs and two manipulating limbs. Their gait and stance on the ground give them a vaguely humanoid look; hence the name. They usually fly just above ground level. On foot a flyman's move is only 4.

Flymen are really just big bees without a sting. They hive in warrens they hollow out of large plants or build from woven twigs. They spend their time gathering fruits and flowers to feed to their queen. They have very poor eyesight and depend mostly on their sense of smell to find what they want (anyone wearing floral perfume will be in for an uncomfortable time of it).

Flymen only attack to defend their hive or a food source. They attack by gripping their opponent and bludgeoning it with their snout.

A hive usually consists of 10 to 15 workers, an active queen, and one or two queens-in-waiting. Food is stored in the queen's tissue. The meat of a flyqueen is tender and very sweet, and considered a delicacy all over the galaxy. A queen is about the size of a two-bedroom apartment. She lays eggs at about the rate of two per day. They hatch five days later.

Flymen have sparse, short hair and are colored black and green. The entire hive, except the queen, dies in the cold season.

Gasser

ST: 12-20	Speed/Dodge: 2*/8	Size: 1
DX: 16	PD/DR: 2/1	Weight: 80 lbs.
IQ: 3	Damage: 2d cut	Habitat: F
HT: 12/25	Reach: C, 1	

The gasser is a ten-limbed, spined floater which inflates itself with gas and emits it explosively, falling atop a victim. A Vision-3 roll is necessary to see it hanging in the forest dimness. If the gasser is undetected, a DX-5 roll will still allow the victim to jump clear of the explosion. The gasser's Move is 2 when inflated, 3 on the ground. It grabs its victim with nine legs and attacks with a single, specialized saber-limb. It is generally necessary to hack a gasser to bits ($-5 \times HT$) to kill it. It will continue to attack with its "saber" as long as the saber is attached to the body; gassers do not go unconscious until they are dead.

If a gasser misses its attack, it will climb a tree and perch on a branch for several hours until it can reinflate its gas bag. The creatures have been known to jump off a branch rather than use their gasbags — a quieter but less accurate attack (DX-3 to dodge if the potential target sees the attack coming, but no chance to dodge otherwise, because there is no warning sound).

Giant Ereback

See *Swamp* (p. 74).



Glimmernaut

ST: 11	Speed/Dodge: 12/7	Size: 1
DX: 15	PD/DR: 0/0	Weight: 40 lbs.
IQ: 4	Damage: 1d-2 cut	Habitats: F, J
HT: 13	Reach: C	

The pelt of the glimmernaut is widely regarded as the galaxy's most beautiful natural fur. Consequently, the creature has been hunted to the brink of extinction. Short, but wonderfully soft, a glimmernaut pelt always has at least two contrasting colors, swirled together in a bold, abstract pattern. The most common sort are jet black and luminescent silver. Some glimmernauts are brightly colored — almost any color is possible, but they're always fluorescent. The rarest and most valuable cats have three or more colors in their coats.

Glimmernauts are solitary hunters by nature, and will attack fiercely if threatened. Normally, however, they simply run away from human-sized foes.

The glimmernaut has been wiped out on its homeworld, but many still survive on several well-patrolled game-preserve worlds. Also, several years ago, an eco-terrorist organization kidnapped several mated pairs and seeded them on about a dozen remote wilderness worlds. Nobody now knows exactly where they were left. Glimmernauts will not breed in captivity.

Apart from their fur, glimmernauts are singularly homely creatures. Their bodies are plump, but sleek. Their faces, however, are rat-like and squinty-eyed. It takes four adult glimmernauts to produce enough fur for a short coat for a human woman. Their pelts are more commonly used for stoles and collars.

Grabber Plant

ST: 18	Speed/Dodge: 0/7	Size: 3
DX: 14	PD/DR: 1/3	Weight: 1 ton
IQ: 2	Damage: *	Habitat: F
HT: 15/25	Reach: C, 1	

The grabber plant is a large and aggressive carnivorous plant that will grab any creature approaching within five feet of it. Fortunately, the plant's digestive enzymes have no effect on most non-local fauna. The plant is far to stupid to realize it's not digesting its prey, however, and it will hold a human forever. The plant devours its prey about four feet at a time, holding it overhead to improve digestion. This results in the rather comical sight of a human a being held upside down, with only his legs sticking out of the grabber. If the victim has any friends with him, it is not difficult for them to pry him loose or destroy the plant. Lone travelers, however, can die of exposure in the grip of a grabber. The initial attack does 1d-4 points of damage.

Harvester

See *Jungle* (p. 51).

Mansion Tree

See *Jungle* (p. 52).

Meinring

See *Jungle* (p. 52).

Mime

See *Jungle* (p. 53).

Nag Bird

See *Swamp* (p. 75).

Nervous Ape

ST: 6	Speed/Dodge: 7/0	Size: 1
DX: 11	PD/DR: 0/0	Weight: 70 lbs.
IQ: 7	Damage: —	Habitat: F
HT: 3	Reach: —	

These ape-like protosentients live on an Edenic forest world, where they have no natural predators. They are perhaps the galaxy's most timid creatures; whenever a nervous ape sees a human being the ape dies — it immediately suffers a massive coronary and keels over dead within 10 seconds. The nervous apes have an early stone-age culture. They use found tools, and build shelters with them, but have not been observed to make tools. (On the other hand, observation of them has been limited.) They have an elaborate social life, involving a great deal of singing and dancing. (Video recordings of nervous-ape socializing are currently a galactic fad and a high price might be paid for any new one.) Anthropologists have several times attempted to infiltrate nervous ape society, using costumes and even bio-mechanical constructs. In every case, within 10 minutes the apes have recognized the impostor and died *en masse*.

The nervous apes' world is presently interdicted. Any-one violating the interdict and bringing about the death of an ape, knowingly or not, is subject to charges of felony presentient slaughter.

Nutcracker

See *Jungle* (p. 53).

Painted Wing

See *Loathsome Crawlers* (p. 94).

Pebb

ST: 4	Speed/Dodge: 2/12	Size: <1
DX: 10	PD/DR: 2/2	Weight: 1-2 lbs.
IQ: 4	Damage: 1d-5 imp	Habitats: F, P, D
HT: 12/2	Reach: C	

A pebb is a small insectivore which weaves a shell of calcium-rich fibers about itself; to the casual observer the shell looks like a small rock. When in its shell, it moves quite slowly by shifting its weight around inside; occasionally it pauses to poke out its head and survey the situation. Trapped pebbs can abandon their shell and run, if seriously threatened. Pebb shells are greatly valued by certain mystics and pseudo-scientific types for their purported alchemical properties. Pebbs rely on camouflage and speed for their protection, but will nip anyone who picks them up.

Note: The pebb first appeared in the *GURPS Space* adventure, *Unnight*.

Phase Ape

See *Jungle* (p. 53).

Phlebotomouse

ST: 2	Speed/Dodge: 4/6	Size: <1
DX: 12	PD/DR: 0/0	Weight: <1 lb.
IQ: 4	Damage: *	Habitat: F
HT: 10/3	Reach: C	

The phlebotomouse drinks blood. They are usually encountered in groups of 3d individuals. They are timid creatures and will only approach humans while they sleep. The mouse crawls into a sleeping bag, cot or hammock and bites. Their teeth are extremely sharp and their bite is almost painless — each one bitten gets one IQ-4 roll to awake for each mouse biting. Each mouse will drain 1 to 3 points worth of blood at a rate of 1 point every two seconds, then go away full. The GM may also use the phlebotomouse as a disease carrier.

Piranhakeet

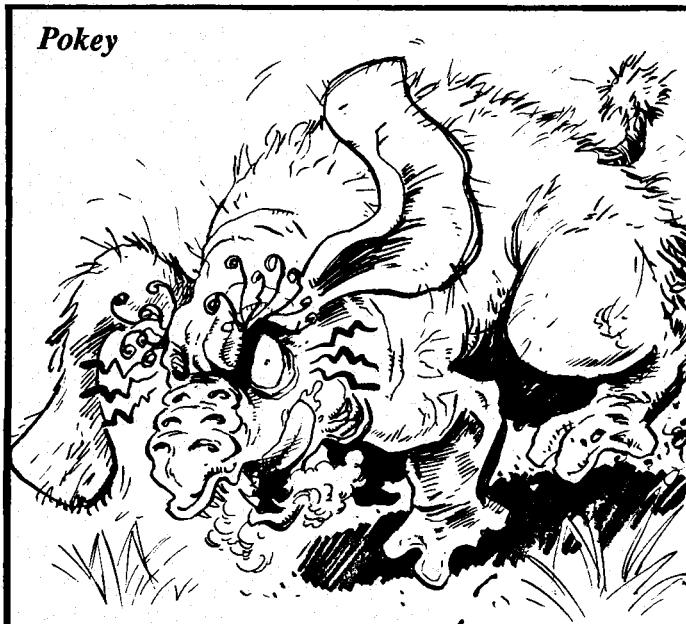
ST: 2	Speed/Dodge: 14/9	Size: <1
DX: 18	PD/DR: 0/0	Weight: 1 lb.
IQ: 3	Damage: 1d-4 cut	Habitats: F, J, P, S
HT: 13/1	Reach: C	

Like their namesakes, these avian reptiles are vicious predators that attack in hordes, reducing their prey to bare bones in minutes. A horde of piranhakeets has a base size of 4 hexes, and does 3d damage per turn. They have a horde Move of 8. One hex of piranhakeets is dispersed by every 6 points of damage done.

Pokey

ST: 7	Speed/Dodge: 10/5	Size: 1
DX: 11	PD/DR: 1/1	Weight: 25
IQ: 4	Damage: 1d-2	Habitats: F, P
HT: 13/6	Reach: C	

Most of the year these fat, little herbivores are completely harmless. They'll fight if cornered, but usually just run away. However, during their mating season they go berserk. For about three weeks out of every year, in the early fall, a pokey will attack literally anything that moves . . . anything! Most of the other creatures on their planet just go to ground when the pokeys are running. Anyone out in the open during pokey season will be attacked by 1d-2 pokeys every hour. Pokeys have excellent hearing and smell, so just being out of sight is no protection. A sheet metal or industrial-strength plastic shelter will keep the marauding pokeys out, but they'll tear right through normal plastic, canvas or anything lighter. In a berserk state a pokey is capable of scrambling over a 10-foot vertical barricade.



Poppy Moss

ST: —	Speed/Dodge: —	Size: —
DX: —	PD/DR: —	Weight: —
IQ: —	Damage: *	Habitats: F, J, S
HT: 4/hex	Reach: C, 1	

This bright-red, soft, sweet-smelling ground moss releases a powerful airborne anesthetic when stepped on. Anyone walking on poppy moss must make a HT roll every turn. On a critical success, the walker will realize the effect the moss is having on him. Those who fail their rolls will simply lie down and go to sleep. GMs may allow those who have detected the moss's anesthetic effect a Will-3 roll each round to stay awake. No one who critically fails his HT roll will get a Will roll.

The only dangers from the moss itself are starvation and exposure. But the moss has several insect- and rodent-like symbiont species that are immune to the anesthetic effect. These little creatures will devour the unconscious victim, doing 2d damage per hour until the prey is skeletonized — while still alive, however, the victim takes an additional 3d per hour bleeding damage until dead. While horrible, the victim's death is completely painless.

A patch of poppy moss can range in size from a few yards (taking 1 or 2 turns to cross) to a mile or more. The soporific effect extends a few feet beyond the edge of the patch. Four points of damage will destroy 1 hex of Poppy moss. The moss does not burn well.

An extremely effective surgical anesthetic is distilled from this plant. Certain rich insomniacs cultivate patches of (vermin free) poppy moss to sleep on. The rest is said to be extremely refreshing, if you have somebody with a respirator to come and wake you up!

Rendervine

See *Jungle* (p. 55).

Roar Bird

ST: 4	Speed/Dodge: 14/7	Size: 1
DX: 12	PD/DR: 0/0	Weight: 10 lbs.
IQ: 3	Damage: 1d-4	Habitats: F, J, S, P, M
HT: 13/8	Reach: C	

This medium-sized bird is no great menace, but it does sound like one. The bird can roar like a very large, remarkably peevish creature. The roar bird's roar sounds like the sort of noise a tyrannosaurus might make after jamming its toe. The birds are nocturnal, and at night the whole forest sounds like a football game where the crowd is all lions.

When it comes face to face with a potential threat, the roar bird simply roars in its face and flies off. Would-be assailants must make an IQ roll or be stunned for 1 turn by sheer volume. The roar bird will peck and scrabble if seized.

Romantic Tree

ST: 35	Speed/Dodge: 0/0	Size: 4
DX: 15	PD/DR: 0/8	Weight: 2 tons
IQ: 2	Damage: *	Habitat: F
HT: 16/30	Reach: 1	

The romantic tree is actually more of a large bush. It has the disconcerting habit of reaching out with its limbs to grasp passing people (normal roll to hit, followed by a Quick Contest of ST to see if the victim can pull loose). It then pulls the victim to its trunk, and will never let go. The victim will be held by 3d limbs. Each limb can be severed with 6 points of cutting damage (ranged projectile and energy weapons can also be used, but all damage over 6 points will affect the victim). There is a rumor that setting a romantic tree on fire will make it let go of its victim. This rumor is false.

The most bizarre trait of the tree is that it seems to be at least semi-empathic, in that it prefers to grab the most likable and attractive victims — the GM makes a reaction roll for each member of the party, modified for physical appearance and Charisma. Any individual with a result of “excellent” or better will be grabbed.

The tree holds its victim securely, and will not harm it in any way, but it will not allow the victim to move, and it will never let go for any reason. To escape, the victim must be cut free.

Savant Bird

See *Domestic* (p. 36).

Searchlight

See *Subterranean* (p. 83).

Shadow Hound

See *Jungle* (p. 55).

Shaper

See *Domestic* (p. 36).

Siryn Toad

See *Jungle* (p. 56).

Sleepy Willow

ST: 60	Speed/Dodge: 8/7	Size: 10
DX: 20	PD/DR: 2/6	Weight: 3,000 lbs.
IQ: 3	Damage: *	Habitat: F
HT: 15/100	Reach: C, 1-5	

The sleepy willow is found in lonely forest clearings. It has a sturdy trunk, four main limbs and a multitude of long, willow-like branches. Close inspection of the branches makes it obvious that this creature is as much animal as it is plant. It is sessile, but carnivorous. Its stats refer to its tendrils/branches, which are both strong and fast. It can throw a human for several yards, but also handle small objects delicately. The tendrils are hollow, and their primary function is to seek the throat of sleeping victims and draw their blood.

The willow puts its prey to sleep with its sweet fruit; its enticing perfume can travel for hundreds of yards through the forest. Victims must make a HT+2 roll every turn they’re in the vicinity of the tree in order to stay awake —

HT-6 if they eat the fruit. The GM may allow victims an IQ roll to realize they’re becoming unnaturally drowsy.

The tree can reach sleeping prey up to 15 feet beyond its normal circumference. It sucks its victim’s blood at a rate of 1d+2 per minute. After the victim is completely drained, the tree drags the corpse into the shelter of its fronds, where a parasitic fungus breaks the body down into its component minerals. This process takes about two weeks for a human-sized body.

The fruit is an effective natural barbiturate, but begins to spoil and stink about one hour after being picked. The active ingredient in the fruit can be distilled, but the process is prohibitively costly and time-consuming.

Slinker

ST: 14	Speed/Dodge: 14/8	Size: 1
DX: 16	PD/DR: 0/0	Weight: 120 lbs.
IQ: 5	Damage: 1d-2	Habitats: F, J, S
HT: 12	Reach: C	

These cunning, predatory, arboreal lizards hunt both alone and in groups of as many as six.

Slinkers usually stay in the trees to stalk prey on the ground. They have a Stealth of 12. Slinkers follow prey for several miles, waiting for the ideal ambush spot, then attack from above from several different directions.

Slinkers usually avoid parties of humans, unless very hungry. They sometimes attack a lone human in packs of four or more. They are a great menace to livestock. Deadly rivalries always develop between slinkers and sheep dogs or their campaign equivalent. Slinkers are afraid of fire and will not approach within 15 hexes of a campfire.

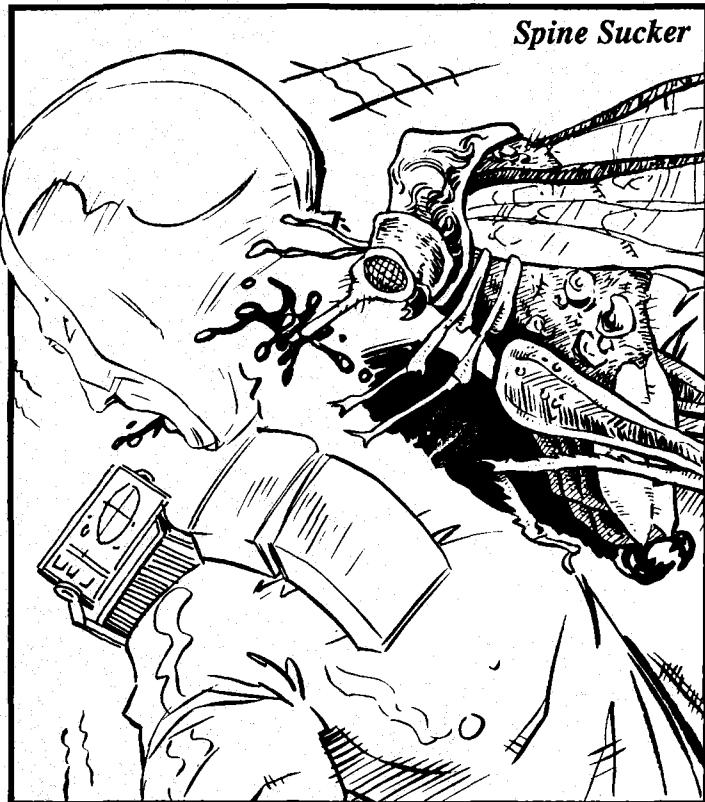
Snagger

ST: 15-30	Speed/Dodge: 0/0	Size: 7
DX: 12	PD/DR: 1/1	Weight: 150-200 lbs.
IQ: 3	Damage: *	Habitats: F, J
HT: 12/20	Reach: C	

Snaggers resemble large bushes, of a sort common to their homeworld, but they are not plants. Snaggers are sessile carnivores, consisting of one radial, three-toed foot planted firmly in the ground; a large, round body covered in extended, leaf-like scales; and three radially-placed, triple-jointed arms, each ending in a single, scimitar-like poison claw. The arms fold into grooves under the scales. A snagger can attack any target within 3 hexes of its center hex with one or two arms. Each claw attack does Thrust-1 impaling damage. If the claw penetrates armor, a very quick-acting blood agent is injected, inflicting 3d, or 1d if the victim makes his HT roll. Effects take 2d seconds to show. Once the victim is incapacitated, the snagger will drag the victim underneath its fronds, and inject it with a digestive substance that breaks down the bones and tissues into a fluid the snagger drinks.

Snatcher Bird

See *Plains* (p. 70).



Spine Sucker

ST: 9	Speed/Dodge: 9/5	Size: 1
DX: 11	PD/DR: 2/0	Weight: 20 lbs.
IQ: 3	Damage: 2d*	Habitats: F, J, S
HT: 13	Reach: C	

This insectoid horror needs the spinal fluids of mammals for nourishment. It drops out of the trees, grasps its prey by the shoulders with its many clawed legs, then plunges its long proboscis in at the spot where the skull joins the spine. If it makes its attack roll, the spine sucker does 1d-3 damage when it grabs its victim, and 1d more when it inserts its proboscis. Thereafter it drains spinal fluid for 2d/turn until it or its victim is dead.

Removing a spine sucker does 2d damage to the victim. If two hours are taken and a successful Surgery roll made, the patient will take no additional damage. A failed Surgery roll will still remove the creature, with 1d-1 additional damage.

Spinner

ST: 8	Speed/Dodge: 13/8	Size: 1
DX: 16	PD/DR: 2/0	Weight: 30 lbs.
IQ: 4	Damage: 1d + 1cut	Habitats: F, P
HT: 15/9	Reach: C	

Each spinner is made up of a central column supported by three strong legs. Midway up the column are nine loose arms, ending in small, but very sharp, hooks. The top of the column supports three eyes. The mouth opens on the vertical surface at the very top of the column. All features are distributed evenly around the entire circumference of the creature.

The spinner moves by spinning. When it attacks, it lets its arms swing up and it literally flays its opponents to death. The spinner is an aggressive predator that will not hesitate to attack creatures much larger than itself. Spinners generally hunt in packs of 2d individuals.

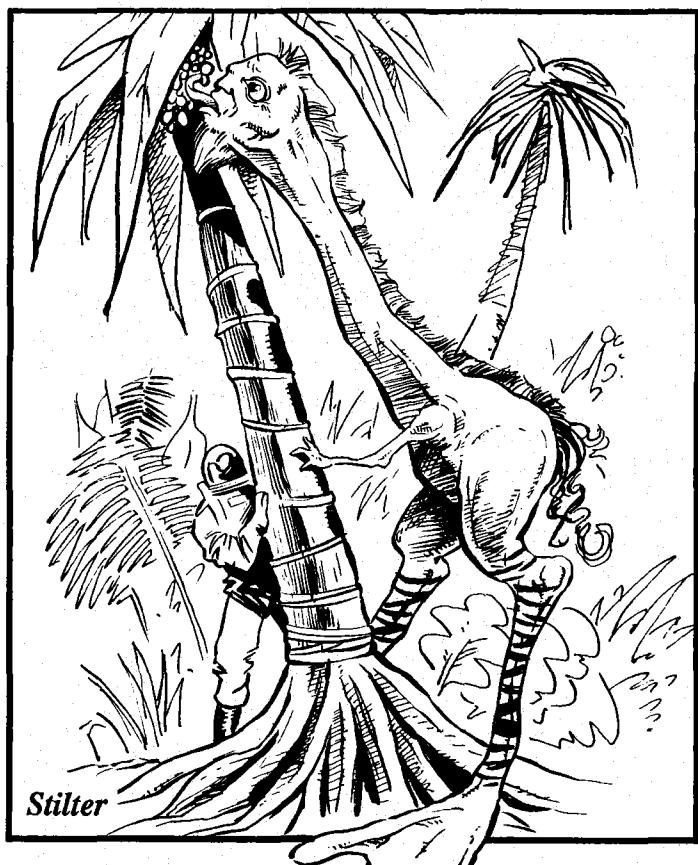
Stalker

See *Jungle* (p. 56).

Stilter

ST: 16	Speed/Dodge: 24/6	Size: 2
DX: 13	PD/DR: 0/0	Weight: 700 lbs.
IQ: 5	Damage: 1d-4 cut	Habitats: F, J
HT: 13/18	Reach: C	

Also called "giraffe-men," these absurd-looking leaf-eaters travel in herds of 5 to 30 individuals. They are bipedal and about 14 feet tall. They travel with a comical strutting gait, but are impressively fast at a full run. Stilters have two short arms which they use only for leaning against limbs or trunks while they devour the leaves. They will fight only if cornered, leaning down and nipping at their assailants. Normally they run at the first sign of danger or any sort of strange activity.



Stomper

ST: 55	Speed/Dodge: 14/7	Size: 7
DX: 13	PD/DR: 0/0	Weight: 2 tons
IQ: 2	Damage: 1d+2 cr	Habitats: F, J, S
HT: 12/75	Reach: C, 1-3	

These gigantic insects resemble earthly centipedes. A fully-grown stomper can reach 20 feet in length. Though strictly herbivores, they are temperamental and territorial. A stomper will not hesitate to attack an intruder. The stomper's normal attack is to charge, overbear and trample its target. It will do this repeatedly, if necessary, until its target is dead or unconscious. Although stupid creatures, they are smart enough to run away if they take more than half HT in damage, or if confronted by more than a couple of enemies. Even when fleeing, however, they will usually go through their foes, trampling one "in passing." Stompers are seldom encountered in groups.

Tootle Bird

See *Swamp* (p. 77).

Traitor

ST: 5	Speed/Dodge: 6/5	Size: <1
DX: 11	PD/DR: 0/0	Weight: 25 lbs.
IQ: 5	Damage: 1d-1 cut	Habitat: F
HT: 11	Reach: C	

The traitor is a plump, felinoid creature with large, luminous eyes and a long, silky coat. They will approach humans boldly, in a friendly manner, rubbing against a human's leg and trying to climb onto his shoulder. They are curious and playful and seem like ideal pets. They will, however, refuse all food offered to them. After three or four days, it will become obvious that the traitor is losing weight. It will not leave its adopted human, however, and any attempt to drive it off forcibly will only cause the creature to cower in place, whining piteously.

After 2d days, however, the traitor will become hungry, and attempt to devour its master, usually attacking when the human is asleep. The traitor will get its first attack free. Thereafter, the victim must make an IQ+2 roll every turn until he succeeds in recovering sufficiently from shock and sleep to effectively resist.

A traitor pelt is potentially valuable in the fur trade.

Tree Grubber

ST: 14	Speed/Dodge: 6/4	Size: 1
DX: 8	PD/DR: 0/0	Weight: 150 lbs.
IQ: 1	Damage: 1d-1*	Habitats: F, J, S
HT: 18	Reach: C	

These disgusting creatures are amorphous, brown slugs that spend their entire lives on the boles, roots and main branches of large trees. The grubbers live in symbiosis

with the trees, eating potentially-damaging animal and vegetable parasites. The grubbers are only a menace to those who stop to rest under or in one of their trees. The grubber will see the resting character as a proper meal, and drop on to him, doing 1d-1 corrosive damage per turn. They are completely mindless and will continue to attack until killed.

Whumbat

See *Subterranean* (p. 84).



Wood Nymph

ST: 8	Speed/Dodge: 12/7	Size: 1
DX: 14	PD/DR: 0/0	Weight: 80 lbs.
IQ: 7	Damage: 1d-1 cut	Habitats: F, J
HT: 13	Reach: C	

These anthropoid creatures seem to be proto-sentient. They are omnivorous hunter-gatherers that live in heavily wooded areas. Though good climbers, they live and hunt on the ground.

From a distance, with their large, luminous eyes and slender, bipedal figures, the nymphs look like beautiful, human children. Seen closer, their sub-human features become more obvious, but they are remarkably beautiful creatures, particularly their long, glossy fur.

Their appearance is deceptive. They are pack hunters, quite vicious and not above a little human meat. A few bands have learned the tactic of using a single female to draw a lone human into an ambush by flitting ahead of him through the bush. Fortunately, they are also quick to learn that it's not necessarily a good idea to hunt creatures with access to combat armor and energy weapons. Usually, tracking the nymphs to their lair and killing a few is enough to get the band to swear off humans. However, they are also accomplished livestock thieves, and such activities often result in the extermination of an entire band.

They are singularly resistant to training or observation, seemingly for no other reason than sheer obstinacy.

7 JUNGLE ANIMALS

Asphyxer

See *Forest* (p. 40).

Bean

See *Swamp* (p. 72).

Blood Spore

See *Plains* (p. 65).

Bomb Bush

See *Swamp* (p. 72).

Boom Spider

See *Forest* (p. 40).



Bull Lizard

Breakfast Tree

See *Forest* (p. 41).

Bull Lizard

ST: 10-13	Speed/Dodge: 7/6	Size: 1
DX: 12	PD/DR: 2/3	Weight: 80 lbs.
IQ: 7	Damage: 1d cut	Habitat: J
HT: 12-15	Reach: C, 1	

Bull lizards are bipedal reptiles, standing up to four feet tall. They walk semi-erect, sometimes using their long arms to help them along in the manner of terrestrial apes. In fact, in terms of both posture and habits, the bull lizard's resemblance to the apes is quite striking. These creatures appear to fill much the same ecological niche.

Bull lizards have blunt tails, and both sexes have bony cranial crests — giving the skull an additional 2 points of DR. The males have the forward-curving horns that give the species its name.

Bull lizards are most at home in the trees. When forced to move along the ground their Speed goes down to 4.

They are omnivores. The most interesting species of bull lizards are the carrion eaters. These creatures live in colonies of 20-30 members. The colony lives in a limited symbiosis with a nearby fisher tree (see p. 50).

When the fisher tree kills a creature too large to be dragged through its aperture, the bull lizards approach within the tree's deadly radius. The tree does not attack the lizards, probably because it recognizes their scent, although research continues on this point. The lizards render the corpse into bits small enough for the tree to swallow, taking plenty of meat for themselves.

The lizards also leave gobbets of rotting meat on the ground, to attract more prey for the tree. There are even reports (possibly tall-tales) of bull lizards stealing personal artifacts from intelligent visitors to their world, then leaving obvious trails to the object, left in plain sight next to a deadly fisher tree.

Cage Tree

See *Swamp* (p. 72).

Chaser

See *Forest* (p. 41).

Constrictor Ape

ST: 18	Speed/Dodge: 11/6	Size: 1
DX: 13	PD/DR: 0/0	Weight: 250 lbs.
IQ: 5	Damage: 2d cr	Habitat: J
HT: 13	Reach: C, 1-3	



Constrictor Ape

These fat, green, one-eyed apes live in the deepest jungles. Their most notable feature is their tentacular arms, which are 10 feet long. The apes perch on sturdy, low tree limbs and dangle their arms, which resemble fat green vines. When likely prey comes along, the ape grabs it and crushes it to death. Constrictor apes usually concentrate on small game, but they will gang up on a man-sized intruder into their territory.

Constrictor apes seldom leave the trees. When they do they are sluggish and awkward, with a ground Move of 4.

Cougar Lily

ST: 23	Speed/Dodge: 13/6	Size: 3
DX: 6	PD/DR: 0/0	Weight: 300 lbs.
IQ: 2	Damage: 1d+2 cut	Habitats: J, F, S
HT: 14/25	Reach: C, 1, 2	

The classic carnivorous plant of human mythology brought to life, the cougar lily has a large (4 hex) flower surrounded by sharp protrusions, on a sturdy, fully-articulated stem, and up to a dozen strong, articulated fronds. The cougar lily exudes a subtle scent which attracts small animals. When prey comes within range, the lily grasps it with its fronds, then thrusts forward its flower to devour its prey. Lilies sometimes camouflage themselves with other plants, hiding behind a bush or curtain of vines.

Dimorph: female

ST: 19	Speed/Dodge: 8/7	Size: 3
DX: 14	PD/DR: 3/3	Weight: 4 tons
IQ: 3	Damage: —	Habitat: J
HT: 12/45	Reach: C, 1-4	

Dimorph: male

ST: 7	Speed/Dodge: 7/6	Size: 1
DX: 13	PD/DR: 0/0	Weight: 40 lbs.
IQ: 4	Damage: 1d-2 cut	Habitat: J
HT: 11	Reach: C	

These creatures received their nickname because they represent an extreme example of sexual dimorphism. The females are sessile and resemble a huge plant. The males are small carnivores, about the size of an earthly raccoon. The female consists of a central hub from which radiate 7 to 12 tendrils up to 10 feet long. They rapidly extend 4 to 6 tentacles to restrain any creature that comes within range. The tentacles can be escaped by winning a Contest of ST with the creature, by doing 12 points of damage to each tentacle holding the captive, or by destroying the central hub. The captive must make a DX roll to free an arm. A critical success means both arms are free.

The male will show up in 3d seconds, and immediately attack anyone restrained by the female. When a victim is

dead, the male eats its fill and drags the carrion back to the central hub of the female, where the rest is devoured.

Duro

See Forest (p. 42).

Echo Bird

ST: 2	Speed/Dodge: 8/6	Size: <1
DX: 12	PD/DR: 6/0	Weight: 2 lbs.
IQ: 4	Damage: —	Habitat: J
HT: 12/2-4	Reach: C	

This annoying little creature is about the size of a small terrestrial parrot, and shares that creature's gift of mimicking human speech. The echo bird, however, is also strongly telepathic, and it is able to mimic the surface thoughts of any sentient it happens to be around. In conversation, this usually has the effect of saying the speaker's next thought an instant before it's spoken. If the person it's "listening" to is silent, the bird will simply recite his surface thoughts.

The echo bird does not understand the words it's saying, but does understand emotions and seems to be able to anticipate attacks. They are almost impossible to kill or capture.

They seem fascinated by the complexity of human thought, and will follow a human around for several hours, reciting thoughts the whole time. Some cultures have attempted to use echo birds as lie detectors, but they are unreliable, as they're just as likely to focus on the interrogators as on the suspect.

Fisher Tree

ST: 22-40	Speed/Dodge: 0/9	Size: 1-3
DX: 12	PD/DR: 2/2	Weight: 700-
IQ: 2	Damage: 2d+2 imp	5,000 lbs.
HT: 16/20-30	Reach: 10-30	Habitat: J

Despite its name, the fisher tree is not a plant at all, but a large, immobile invertebrate. It has a horny, calcareous shell, anchored by an underground network of tough fibers. These "roots" have no purpose other than anchoring the organism.

The shell, or "stump," as it's usually called, is roughly pyramidal, with a slotted opening in one upper face. The shell is usually either bone white or dirty yellow, with recessed pits. Stumps can grow as tall as 10 feet.

The pits in the shell's outer surfaces are covered with fine bristles. These almost-transparent tendrils are extremely sensitive to such exterior variables as air temperature, pressure and movement. When the bristles detect anything moving within range of the grasping tentacle (creatures with a body mass of less than a pound are usually ignored), the upper aperture opens, freeing the tentacle that is normally coiled inside the shell.

The grasping tentacle, or "fishing line," has a reach equal to 10 yards × the shell's size. Its end is a cluster of wicked barbs.

The tentacle attacks with a Speed of 10, zeroing in on its target by microscopic heat-seeing points on its exterior. The tentacle has a Dodge of 9. The tentacle can be severed by taking damage equal to half the creature's total HT.

Against multiple opponents, the fisher tree swings its tentacle in a wide arc, attacking everyone within its reach. As the tentacle is quite flexible, the fisher tree has no rear hexes. Every target will be attacked at random until the vicious hooks at the tentacle's end catch a target — that is, any time that 3 or more points of penetrating damage is done to a victim.

A hooked target must beat the fisher tree in a contest of ST, or be dragged up to the aperture. The aperture has a size equal to half the shell's size — that is, a 1 hex-sized fisher can only swallow victims of $\frac{1}{2}$ hex or less.

Creatures too large to devour will be banged against the shell (2d cr. damage per turn) until dead, then dropped at the stump's base to await the bull lizards (see p. 49).

The stump itself has a PD of 3 and a DR of 10. It gets the normal "to hit" bonuses for an unmoving creature of it's size. The most effective way to dispose of a fisher tree, once the tentacle has been neutralized, is to pump grenades through the open aperture.

Flamethrower Plant

See *Swamp* (p. 73).



Fisher Tree

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Gatherer

See *Swamp* (p. 74).

Glimmercat

See *Forest* (p. 43).

Glow Float

See *Domestic* (p. 34).

Haldon

ST: 18	Speed/Dodge: 0/0	Size: 3
DX: 13	PD/DR: 2/6	Weight: 500 lbs.
IQ: 1	Damage: *	Habitats: J, S
HT: 8/50	Reach: C, 1-3	

The haldon is an immobile plant. It has a central portion 2 yards across, with 10 to 20 vines radiating another 2 yards from the center. The main portion of the plant's weight is in the deep roots.

There is very little about the haldon's central fronds to distinguish it from the surrounding foliage. Careful inspection (Vision-3) will reveal the plant by a faint purplish coloration at the edge of the fronds. Anyone making a Smell-6 roll will be able to discern a faint decaying odor in a 10-yard radius about the haldon.

Anyone coming within 4 yards of the plant will be subjected to grappling attacks from all the vines that can reach it — usually five or six. Victims must win quick contests of DX and of ST to avoid capture. A person with sword or machete in hand will be able to cut his way out of the vines by doing 6 points of damage. A flamer will make the plant let go right away. All other hand weapons do only a single point of damage to the creature. Impaling and crushing attacks do $\frac{1}{2}$ damage. Explosives work normally.

Once the victim is grappled, he is dragged to the central section where fronds encase it. The haldon secretes a tranquilizing mist that delivers 1 Fatigue per turn encased. It will not affect those outside. It will then produce a mild digestive acid which does 1 point of damage every 30 seconds. A haldon will never attack more than one victim at a time.

A "haldon repellent," taken by injection, is easily available at TL7+. It will take the plant 3d seconds to discover that a meal so protected is unpalatable. When it does, it will abruptly unfurl its fronds and deposit a groggy and gooey adventurer at its perimeter, then draw back in distaste. The only lasting ill effects will be to the victim's clothes, which will fall apart in 2d minutes. Plastic body armor will not be affected.

Note: The haldon originally appeared in the *GURPS Space* adventure *Stardemon*.

Harvester

ST: 35	Speed/Dodge: 1/4	Size: 3
DX: 10	PD/DR: 11/5	Weight: 700 lbs.
IQ: 4	Damage: 1d+2 cut	Habitats: J, F, S
HT: 13/30	Reach: C	



Harvester

These huge, insectoid herbivores spend all their time eating. Their lives are spent in wandering through the jungles, cutting their favorite plants with their mouth-mandibles. They are aggressive and will chase or attack any intruders in their current feeding grounds. Harvesters are typically encountered in families of 2 to 7 individuals.

Harvesters resemble purple spotted centipedes, 10 feet long, with yard-wide, razor-sharp mandibles extending from the mouth.

Kalithex

See *Arctic* (p. 20).

Mansion Tree

ST: 400	Speed/Dodge: 2/8	Size: 60
DX: 0	PD/DR: 6/10	Weight: 20 tons
IQ: 1	Damage: —	Habitats: J, F, P
HT: 18/500	Reach: —	

These huge, sturdy, spreading trees have been seeded throughout the galaxy for use as homes for colonists. A mansion tree grows on elevated roots — its trunk begins 9 to 12 feet off the ground, forming the roof of a natural shelter. Furthermore, as the tree matures, several openings, from the size of a closet to the size of a small hotel room, open in the trunk. The branches are sturdy and easily support platforms or shelters.

The tree bears both fruit and nuts. The fruit is in season for three months, the nuts for half a year (this may change on planets with very different seasonal periods).

It takes about a century for a mansion tree to grow large enough to shelter a small human family. The largest ones

can serve as small communities. A mansion tree will live for more than 3,000 years. Survey ships frequently seed a planet considered highly desirable for colonization with one or several mansion groves.

Meinring

ST: 16-20	Speed/Dodge: 10/7	Size: 2
DX: 14	PD/DR: 1/1	Weight: 80-250 lbs..
IQ: 5	Damage: 1d cut	Habitats: J, F
HT: 15/13-19	Reach: C	

This is an arboreal creature, vaguely feline in appearance, with chameleon ability. This ability gives a -8 penalty to Vision rolls to see the meinring when it is motionless among the foliage. Even if a successful roll is made, as long as the "cat" remains motionless, the viewer will see only a brief glimpse of fangs or glowing eyes — apparently bodiless.

The meinring's roar is all out of proportion to its size; it sounds like a dinosaur! Its favorite tactic is to stalk its prey from above, emitting thunderous roars to frighten its intended victim into running. A meinring will goad its victim into exhaustion and disorientation. The meinring will then spring for the neck, attacking with either claws or teeth.

The meinring is an excellent leaper. It can easily cover 6 yards in a single bound, with a maximum leap of more than twice that.

It will not attack people unless provoked. Most meinrings will avoid people altogether, but younger ones have been known to stalk a hunting party for hours — just to make them jumpy.

Note: The meinring originally appeared in the GURPS Space adventure *Stardemon*.





Mime

Mime

ST: 3	Speed/Dodge: 7/8	Size: <1
DX: 16	PD/DR: 0/0	Weight: 15 lbs.
IQ: 6	Damage: 1d-3	Habitats: J, F
HT: 13/5	Reach: C	

These intelligent, bipedal, hairless rodents are best known for their habit of following humans, mimicking their every move and expression with uncanny accuracy. Mimes usually travel in bands of 10 to 30 individuals, and a band will often follow a character or party for days, mimicking their every action. If following more than one person, each mime will pick a favorite and mimic him constantly.

Mimes are clever and curious, and they have an natural Stealth skill of 13. They will creep into a sleeping camp and steal or tear apart everything that isn't locked up and tied down.

Mimes make affectionate pets, and can be trained to carry out any number of simple tasks. They are very mischievous, however, and love to tear things apart.

Mingler

See *Plains* (p. 68).

Nag Bird

See *Swamp* (p. 75).

Nutcracker

ST: 16	Speed/Dodge: 12/7	Size: 20
DX: 14	PD/DR: 3/6	Weight: 700 lbs.
IQ: 4	Damage: 3d cr	Habitats: J, F
HT: 12	Reach: 3-10	

The nutcracker is an extremely bizarre predator. It consists of a central body mass and two outlying masses, all independently mobile and connected to each other by two long, loose, contractile arms. The nutcracker moves by undulation, and can stick to near-vertical surfaces.

When attacking, a nutcracker perches its central mass on a large limb near a water hole or well-travelled path. It situates its outlying masses on two adjacent limbs. When a creature passes underneath the central mass, it releases the outlying masses, crushing the creature between them. If the nutcracker misses or the prey survives, the nutcracker will not attack again, but will merely fully retract its outlying masses, preparatory to swinging them back up into the trees. If it makes its kill, its eating apparatus is in the outlying masses.

The Speed above is the attack speed of the outlying mass. The whole creature has a normal Speed of 3.

Phase Ape

ST: 12	Speed/Dodge: 8/6	Size: 1
DX: 13	PD/DR: 0/0	Weight: 130 lbs.
IQ: 7?	Damage: *	Habitats: J, F, P
HT: 11	Reach: 15	

Phase apes are natural exoteleports. Their IQ of 7 is an extrapolation — some xenologists believe that they are actually a race of singularly unambitious sentients.

These vaguely-anthropoid creatures are peaceful insectivores, normally encountered in groups of 2 to 7. They use their power for self defense. A phase ape can transport a creature weighing up to half a ton a distance of 50 feet at a range of 50 feet. If the intruder is simply wandering closer than the ape likes, he will only find himself transported out to the ape's maximum range, facing away from the ape. If the intruder appears openly hostile, the ape will transport him straight up!

Phase apes have been known to use their powers to bring things closer. This is for such things as to transport a tempting fruit from a high tree, or to get a shiny and potentially entertaining "toy" away from a nearby human.

Piranhakeet

See *Forest* (p. 44).

Poppy Moss

See *Forest* (p. 45).

Projectile Bat

ST: 4	Speed/Dodge: 22/11	Size: <1
DX: 18	PD/DR: 6/0	Weight: 1 lb.
IQ: 3	Damage: 1d cr	Habitats: J, S
HT: 16/6	Reach: C	

Projectile bats resemble winged bullets, in more ways than one. These little creatures are only 4 inches long, but are incredibly tough. They typically travel in swarms of 20 to 50 individuals. These swarms cannot be broken up by generalized damage; each bat must be individually eliminated. Projectile bats attack by hurling themselves at their prey at full speed. If their prey is airborne, they will tumble a few feet after impact, then regain their balance and fly on. If they're attacking a creature on the ground, the bat will fall to the floor, get up, and take off in a couple of seconds. These attacks do not harm the projectile bats, but will do 1d crushing damage each to the prey. Anyone in a swarm of projectile bats will be attacked by 5 to 10 bats/turn. The only really effective defense against projectile bats is powerful area-affect weapons — flamers, sonics, explosions, etc.

Psi Screamer

ST: 3	Speed/Dodge: 8/9	Size: <1
DX: 15	PD/DR: 1/0	Weight: 5-17 lbs.
IQ: 7	Damage: 1d-4 cut	Habitat: J
HT: 14/3-4	Reach: C	

Screamers have some resemblance to terrestrial spider-monkeys. They have three evenly-spaced eyes and large, pointed ears. A pair of furred, bat-like wings grows just below their arms. Each hand and foot has three fingers and a thumb. Common colorations include cream white and pale to dark brown.

Screamers are omnivorous, preferring fruit and insects. They are curious, playful creatures.

When a screamer is attacked, or when a psi power is used within 25 feet, they scream. Their scream is very disorienting to the hearers (-1 to DX, and a Will roll to continue whatever they were doing, unless hearing protection is worn) and the creature also generates powerful psi static (power 13 — radius 10 yards — skill 16; see p. B176). It will keep screaming for 1d seconds after the attack or psi power stops. Disorientation continues for 2 seconds after the scream ends.

The screamer does not actually fly, but it can glide, using its wings, at a speed of 10 for up to 100 feet.

Pungee Pit

ST: —	Speed/Dodge: 0/0	Size: 4
DX: 15	PD/DR: 4/6	Weight: 3 tons
IQ: 2	Damage: 2d imp	Habitats: J, S
HT: 13/45	Reach: C	

Among the most feared of the subterranean trappers, the pungee pit is a sessile carnivore that buries itself in the jungle floor. Its mouth is hinged to swing inward like a trap door. The pungee pit is about 10 feet deep, with many needle-sharp spikes on the bottom. Once a victim is skewered, the pungee pit floods its floor with digestive juices, doing 1d-1 acid damage per minute. Anyone standing on top of a pungee pit gets a DX-6 roll to avoid falling in. Anyone who falls, but takes only 2 or 3 points of damage, is not considered to be impaled, and may climb out, with a successful DX roll, in 1 to 6 minutes, minus 1 minute for every round he made his roll by, or immediately if he has assistance from above. One who is skewered but still alive can make a ST roll and a Will roll. If he succeeds at both he can pull himself free in 1 to 6 minutes, minus 1 minute for every point he made the ST roll by, taking 1d additional impaling damage. Once he's loose he can climb out as above.

Rainbow Bird

ST: 1-2	Speed/Dodge: 12/6	Size: <1
DX: 15	PD/DR: 1/1	Weight: 3-5 lbs.
IQ: 4	Damage: 1d-3 cut	Habitat: J
HT: 12/3-5	Reach: C	

Most races consider the rainbow bird to be one of the most beautiful creatures in the universe. About the size of a large falcon, the rainbow bird is covered with a dazzling array of scintillant plumage. Its feathers have tiny facets of different colors on them, and when the bird shifts position, its feathers change color.

The rainbow bird is a raptor, living on small rodents. It will only attack larger creatures if it, or its nest, is threatened. It is rare on its native world and has not been successfully established anywhere else.

Rainbow bird plumage does not lose its unique effect when the bird is plucked, putting the feathers in great demand in the clothing industry. The plumage from a single bird can be sold for up to \$5,000. The feathers will enhance the value of a garment by \$50 (for a few, small feathers) to \$50,000 (to cover a whole blouse).

Fortunately for the species, the rainbow bird can regenerate. It regains lost HT at the rate of 1 point/hour, and can regrow a complete set of feathers in 24 hours.

Removing the feathers is *extremely* painful to the bird. Responsible hunters will stun or humanely trap the bird, anesthetize it while they remove the feathers, then provide it with food and guard it (in its natural habitat) until it can regenerate and fly away. The bird cannot be domesticated. In captivity it will refuse to eat and die in two or three days.

Rainbow bird harvesting is strictly regulated, and many animal-rights activists would like to see it banned outright. Although legal hunting is humane, there are always poach-

Rendervine



Renderer

See *Swamp* (p. 76).

Rendervine

ST: 18	Speed/Dodge: 16/8	Size: 20
DX: 14	PD/DR: 0/0	Weight: 600 lbs.
IQ: 1	Damage: 1d-1 imp	Habitat: J
HT: 16/10	Reach: 1-20	

These dangerous, predatory plants live parasitically on tall trees. They can reach a length of up to 60 feet. Rendervines have a sharp, woody hook at their tips. They are fully articulated and able to lash about with incredible force and speed. They typically grow in patches. Anyone in range of a rendervine patch will be attacked by 3 to 8 vines. The hooks are porous, and the vines use them to absorb the blood they need to live. An attached rendervine will do only 1 point of damage/turn for 2d turns, then will fall off, satiated. To pull loose, the victim must win a quick contest of ST, taking an additional 2d damage for each rendervine. The rendervines will immediately attack to reattach themselves.

Roar Bird

See *Forest* (p. 45).

Root Beast

ST: 150	Speed/Dodge: 12/0	Size: 30
DX: 14	PD/DR: 3/8	Weight: 12 tons
IQ: 4	Damage: 3d imp	Habitat: J
HT: 16/200	Reach: 2	

The trees grow hundreds of feet tall on the root beasts' homeworld. Many creatures live happily among the branches, few ever see the ground. These colossal omnivores are the reason why. The root beasts live among the elevated roots of the colossal trees, eating moss and whatever bounty falls from above — alive or dead. Root beasts perceive anything that's not a tree or a root beast as food, and will immediately try to devour it. Although solitary, any major hubbub will attract the attention of 1d + 1 additional root beasts in 3d minutes.



Shadow Hound

ST: 13	Speed/Dodge: 14/7	Size: 1
DX: 14	PD/DR: 0/0	Weight: 60 lbs.
IQ: 5	Damage: 1d+1 cut	Habitats: J, F, S
HT: 11	Reach: C	

These nocturnal predators are almost invisible in the night shadows. Shadow hounds have a natural Stealth skill of 14. Shadow hounds typically hunt in small packs of 3 to 5 individuals. They will attack silently, without warning. Those without the Danger Sense advantage must make an

Those without the Danger Sense advantage must make an IQ roll at -8 in order to detect that they are being stalked by shadow hounds. Shadow hounds don't normally attack groups, preferring solitary prey. They have, however, been known to attack up to three humans in times when food supplies are very short.

Shaper

See *Domestic* (p. 36).

Siryn Toad

ST: 2	Speed/Dodge: 0/0	Size: 1
DX: 8	PD/DR: 3/4	Weight: <1 lb.
IQ: 3	Damage: *	Habitats: J, F, S
HT: 10/2	Reach: R	

These tiny amphibians are completely innocuous in themselves. However, they defend themselves with a trilling song which most races with a sense of hearing find intensely hypnotic. Hearers can resist hypnosis if they make an IQ-4 roll. If not, they'll fall into a deep, peaceful sleep. This sleep lasts 1 to 3 hours after the siryn toad moves on, leaving the toad's victims at the mercy of whatever hungry predators wander by.

Some enterprising hunters have taken advantage of the toads' ability, planting sophisticated audio sensors tuned to the toad's song. When a song is detected, the hunter dons ear protection and heads for the spot, taking his pick of the sleeping animals.

Slicer Snake

ST: 14	Speed/Dodge: 6/5	Size: 4
DX: 11	PD/DR: 2/4	Weight: 100 lbs.
IQ: 4	Damage: 2d cut	Habitat: J
HT: 15	Reach: C	

These feared constrictors are completely covered with razor-sharp armored scales. Their mouths do not unhinge to devour their prey like earthly snakes; instead they flay their prey alive, slicing it into bite-sized chunks. A slicer snake can reach a length of more than 12 feet. They are rarely tree climbers, but they can use a pile of fallen leaves as very effective concealment (as Camouflage 14). When attacked by a slicer snake, it is best to counterattack rather than attempt to struggle free — any attempt to resist the constriction will up the damage to 3d cutting every turn. However, the constrictee will free himself, though badly sliced, if he wins a Contest of ST.

Slinker

See *Forest* (p. 46).

Snagger

See *Forest* (p. 46).

Spine Sucker

See *Forest* (p. 47).

Stalker

ST: 45	Speed/Dodge: 12/8	Size: 3
DX: 16	PD/DR: 2/2	Weight: 700 lbs.
IQ: 8	Damage: 3d cut	Habitats: J, M, F
HT: 16/30-40	Reach: C	

These huge, diurnal predators have a natural Stealth of 12. They always hunt alone. A stalker follows his prey for several days, waiting for the perfect ambush. It will roar, and even show itself briefly, to get the victim running and exhausted, then attack when the victim thinks it's given up. Stalkers never attack groups, but they will follow a group, waiting for a straggler.

A stalker is a large and muscular felinoid with six legs. It's usually colored brown with black streaks.

Stilter

See *Forest* (p. 47).

Stomper

See *Forest* (p. 48).

Spritzer

ST: 4	Speed/Dodge: 6/4	Size: 1
DX: 9	PD/DR: 0/0	Weight: 30 lbs.
IQ: 4	Damage: *	Habitat: J
HT: 9/6	Reach: R	

The spritzer is a comical-looking beast, somewhat like a bipedal aardvark with six, stalked eyes. The elongated proboscis, however, is not only used to suck up prey, but also can spray a musk at attackers. Intensely repellent to the local fauna, humans find the scent rather pleasant. There is, however, a significant side effect — the sprayee's skin will be dyed a pale blue, as though tattooed. However, one who is sprayed will be totally repellent to all insects and most predators for 1d days after exposure. The spritzer will spray any creature that approaches within 12 feet, then run. It has no other attacks.

Spritzer dye can be removed quickly and painlessly by TL8+ solvents or painfully and slowly (2 hours for a grown human) with soap and water. It will wear off in 10d days of normal activity.

Tootle Bird

See *Swamp* (p. 77).

Tree Grubber

See *Forest* (p. 48).

Tybor

See *Domestic* (p. 38).

Whumbat

See *Subterranean* (p. 84).

Wood Nymph

See *Forest* (p. 48).

8

MOUNTAIN ANIMALS

Air Manta

See *Plains* (p. 64).

Ambusher

See *Subterranean* (p. 79).

Animator

See *Subterranean* (p. 79).



Androx

ST: 20	Speed/Dodge: 7/6	Size: 2
DX: 12-15	PD/DR: 0/4	Weight: 1,000-
IQ: 8	Damage: 3d-1 cut	1,200 lbs.
HT: 16/20-25	Reach: C, 1	Habitats: M, F

These savage, brutal creatures are seldom found more than a mile from their lair, unless hunting. Hunting parties usually consist of three or four individuals. Androx will attack almost anything, with great cunning. They know how to beat the bushes to panic herd animals over a cliff, and this is one of their favorite tactics. Not even the largest predators will attack a pack of androx.

Androx skin is scaly and rough, and almost entirely covered with thick hair, leaving only the eyes, feet, hands and beak exposed. The beak is serrated and razor-sharp. The three-fingered hands and feet are tipped with knife-like claws.

Blood Spore

See *Plains* (p. 65).

Bridge Troll

ST: 33	Speed/Dodge: 9/6	Size: 3
DX: 12	PD/DR: 4/8	Weight: 1 ton
IQ: 6	Damage: 2d cr	Habitat: M
HT: 15/25	Reach: C, 1	

These massive creatures haunt the high passes. They got their name because they were first encountered lairing beneath a natural stone bridge, but they usually live on the faces of sheer cliffs, digging in just below a well-traveled trail. They are able to cling for hours or even days on a sheer rock face. They lay clever ambushes — two trolls will hang below the trail 30 to 300 feet from each other, then boost themselves simultaneously up when game passes, trapping it between them. A pair of bridge trolls will not hesitate to attack several humans.

Bridge trolls have four spindly, clawed legs and two long, muscular arms with huge, splayed hands. Their "heads" are merely bumps between their shoulders, holding the creatures' eyes. Their mouths are on their backs, and their nostrils are below their mouths.

Brobdingga

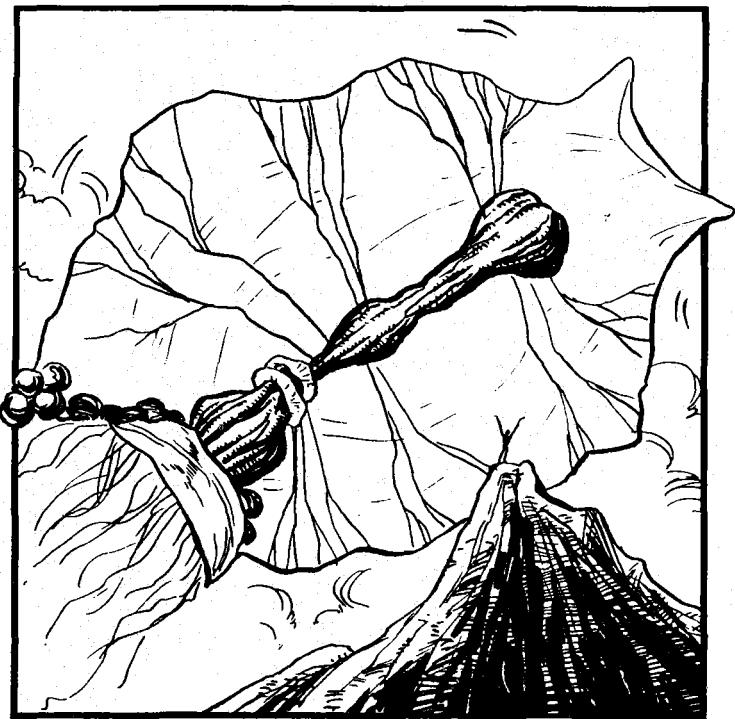
ST: 30	Speed/Dodge: 4/5	Size: 12+
DX: 5	PD/DR: 6/25	Weight: 400 lbs.
IQ: 3	Damage: 2d-1 cr	Habitat: M
HT: 14/60-70	Reach: C	

The brobdingga is a floater. Its body has a central, axial skeleton and a cylindrical digestive tract. Attached to this core framework are tenuous ligaments supporting a very large membrane. The creature fills this with a naturally extracted, lighter-than-air gas. Muscle-controlled vents over the surface of this sac allow the brobdingga to expel gas to control buoyancy and maneuverability. A large anterior vent provides forward thrust.

Behind the "head" is the main body of sensing organs, including a cluster of globular "eyes." The mouth consists of a ring of cilia surrounding a gaping maw. The floater doesn't need lungs; cells in the inner layer of the air sac are oxygenated as the membrane fills.

Although the brobdingga is a grazer, feeding on air plankton and the occasional small airborne mammal, it is

rather reactive (i.e., if it moves, eat it!) and has been known to bother animals and humans on the upper slopes of its homeworld's mountains. It never descends closer to the surface than mountain tops, however. No sentients have ever been reported killed by these creatures, primarily because the brobdinga are so slow. A bothersome brobdinga can be driven off with a reasonable show of force (about 30 points of ranged attack damage, whether it penetrates or not). Brobdinga are made of light, but extremely tough material. Their air sacs are virtually transparent, providing excellent protection from lasers. The sac is also quite tough, in order to discourage local winged predators.



Brobdinga

Catapult

ST: 4	Speed/Dodge: 5/4	Size: <1
DX: 8	PD/DR: 0/0	Weight: 30 lbs.
IQ: 5	Damage: *	Habitat: M
HT: 10/6	Reach: R	

Catapults are powerful natural telekinetics, with a natural TK power of 16. The catapult is capable of moving any object up to 500 lbs. The catapult usually attacks by throwing its victim about 100 feet into the air. They are small predators, with no other attacks or defenses. The creature will normally not attack a casual passerby, only food and those creatures which appear to be actively pursuing it. A catapult resembles a lavender lynx with two tails. Creatures (or vehicles) too large to be affected by the catapults will be pelted with large boulders until they turn tail.

Cave-In Beast

See *Subterranean* (p. 80).

Destrier Deer

See *Domestic* (p. 32).

Doppler Serpent

ST: 12	Speed/Dodge: 7/7	Size: 1 or 2
DX: 16	PD/DR: 0/0	Weight: 150-300 lbs.
IQ: 4	Damage: 1d-1 imp	Habitats: M, any
HT: 14	Reach: C, 1-3	

The doppler serpent is strictly carnivorous. It has the ability to metamorph into any size 1 or 2 creature (between 150 and 300 lbs. weight) it has eaten. It can only imitate physical appearance, not including clothing or equipment. In any shape, it radiates a very bright infrared signature. Once a victim comes within 3 yards of a transformed serpent, the head of the form it has taken peels open, and a tentacle with a toothy mouth at the end lunges out of the torso toward the face of the victim. If the face is hit, the creature will secrete mucus into the victim's breathing orifices and drown the victim (always assuming the victim breathes through its face). It will also do bite damage.

It is an extremely gruesome sight to see a doppler serpent attack. All those who witness it must make a Fright Check (see p. B93).

A bitten individual can escape from the serpent's grasp, if he wins a Quick Contest of ST. This counts as "very active movement" for drowning purposes (see p. B91). Anyone tearing loose from a doppler serpent's grasp will take an additional 2d cutting damage.

If the tentacle is cut, the mouth will go limp and the remainder of the tentacle will retract back into the creature. In 2 turns it will have regenerated a new mouth, and will be able to attack on the third turn. After the prey is devoured, it takes 1d minutes for the creature to assume its new form. The doppler serpent can eat very large or very small creatures without changing form.

Doppler serpents are ambisexual, and any serpent can reproduce with any other. A pregnant serpent cannot shapeshift, but must eat regularly. Usually its mate will hunt for a pregnant doppler serpent. The young (2 to 7 of them) emerge as small versions of whatever the mother last ate.

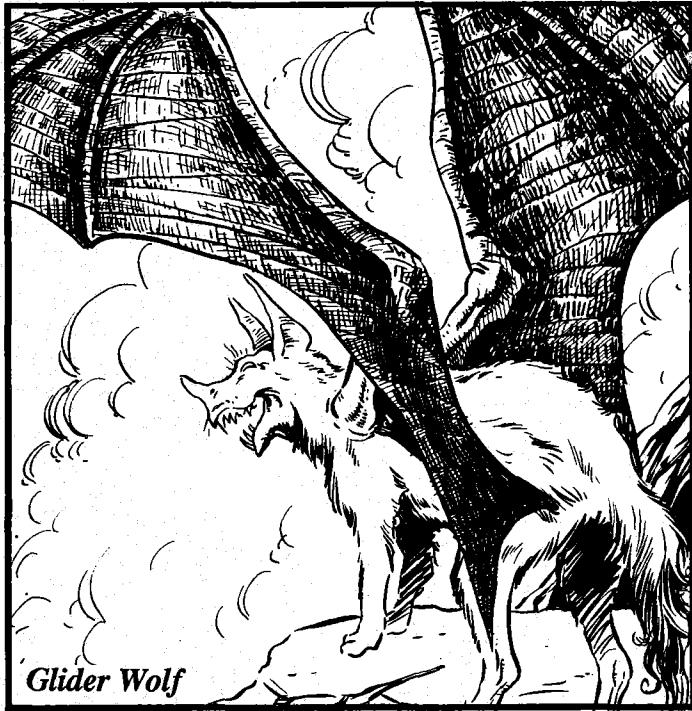
Emerald Eater

See *Subterranean* (p. 80).

Fangdragon

ST: 25	Speed/Dodge: 7/4	Size: 2
DX: 8	PD/DR: 0/2	Weight: 900 lbs.
IQ: 4	Damage: 1d+1*	Habitat: M
HT: 16	Reach: R	

When humanity finally encountered the fire-breathing dragon of legend, it turned out to be a bit of a disappointment. It was just a big lizard, after all. Fangdragons stick to the middle slopes, just above the tree line. They are carnivores, but will flee anything but small game. They appear to be able to use their breath weapon every turn, with no perceptible difference in effectiveness, for as long as several minutes. A fangdragon's breath will reach up to 20 feet away. If taken young they can be trained, after a fashion, and they are popular sideshow attractions.



Glider Wolf

ST: 11	Speed/Dodge: 9/8	Size: 1
DX: 16	PD/DR: 0/0	Weight: 60 lbs.
IQ: 5	Damage: 1d-2	Habitat: M
HT: 13	Reach: C	

Glider wolves are actually biologically closer to earthly bats than to wolves. However, they have a pair of forelegs in addition to their wings, which allows them to run as quickly as they fly.

Glider wolves travel in packs of 7 to 12 individuals. They circle their prey in the air, then land all at once, to converge on the prey in a pack. They seldom attack more than two man-sized creatures at a time. They usually run if they take more than one or two casualties, unless they are very hungry.

The tremendous wingspan needed to support their weight makes them easier targets when in flight (treat as a 7-yard target). On the ground, the wings collapse so completely that early observers frequently mistook grounded glider wolves for a separate, land-bound species.

Glisten Crab

See *Arctic* (p. 18).

Gull-Glider

ST: 4	Speed/Dodge: 6/6	Size: 1
DX: 12	PD/DR: 0/0	Weight: 5-10 lbs.
IQ: 4	Damage: 1d-2 imp	Habitat: M
HT: 11	Reach: C	

The gull-glider is a gliding reptile with a 6-foot "wingspan." It doesn't have wings *per se*, but glides on a flap of skin stretched between its outspread arms, much like a flying squirrel. It takes advantage of the thermal updrafts caused by the planet's surface heat to gain lift, then swoops down upon the insects it feeds upon. Gull-gliders will avoid anything larger than they are, including humans.

Note: Gull-gliders originally appeared in *GURPS Space Atlas 3*.

Hiverdog

See *Plains* (p. 68).

Jewel Lizard

ST: 3	Speed/Dodge: 5/7	Size: <1
DX: 14	PD/DR: 0/0	Weight: 5 lbs.
IQ: 3	Damage: 1d-4	Habitat: M
HT: 14/6	Reach: C	

These tiny, insectivorous lizards are rare and completely harmless. They are only worth noting for one reason — they have jewels in their gullets. Diamonds, rubies, emeralds, sapphires and most other crystalline gemstones have been found inside jewel lizards. The stones are uncut, but highly polished, and are usually set in their natural state. A typical jewel lizard will have \$10 to \$300 in its gullet. There are no great deposits of gemstones in jewel-lizard country — they appear to actually metabolize the stones from base elements, through a complicated biological process that's still under investigation. It may be possible to raise the lizards in captivity — government research has had some success in that direction. However, the lizards are currently protected, pending scientific research on their metabolism. Anyone caught with a breeding pair will face a very serious felony smuggling charge.

Fangdragon



Mountain Animals

Korreath

ST: 10-40	Speed/Dodge: 25/8	Size: 2-5
DX: 15	PD/DR: 4/4	Weight: 40-300 lbs.
IQ: 3	Damage: *	Habitat: M
HT: 15/20-45	Reach: C, 1	

Korreaths are the real-world versions of the legendary phoenix. These large, pterodactyl-like avians can burst into flame at will. The creature's skin is moist and flame retardant. It secretes a flammable "sweat," then ignites the liquid with a spark created by grinding its iron-concentrating beak. The flame burns for up to five minutes and does not harm the korreath in any way. A korreath can set itself on fire up to three times a day.

Korreaths live in the rocky cliffs of steep mountains, preying upon other local animals. A korreath will not hesitate to attack a creature up to half again its size. They attack with their claws and beak for 1d+1 cutting, and also ignite themselves and wrap their flaming wings around the prey, doing an additional 1d-1 fire damage/turn.

Korreaths only use their flame when attacking particularly tough prey (including humans) or to impress the opposite sex during the mating season. Mating season lasts a month; both sexes can set themselves aflame. Any animal attacked by a burning korreath must make a DX-5 roll to escape. Any flammable clothes or equipment on an enveloped character will catch fire.

Leaper

ST: 13	Speed/Dodge: 24/12	Size: 1
DX: 18	PD/DR: 0/0	Weight: 75 lbs.
IQ: 5	Damage: 1d-3 cut	Habitat: M
HT: 15/8	Reach: C	

These mountainside herd animals are easily able to leap 10- or 15-yard chasms. They often take a short-cut down a 50- or 60-foot cliff by simply jumping over the edge. Leapers are difficult to stalk or surprise — they have a natural Alertness of 13. Because of their speed, agility and ability to recognize danger, they're considered one of the galaxy's most challenging game animals by hunters. Leapers are customarily hunted with old-fashioned, medium-caliber, single-shot, projectile hunting rifles. To bag a leaper buck with such an archaic weapon is considered a remarkable feather in a sportsman's cap.

Leapers are found in small herds of 5 to 10 individuals; usually there are several does and a single buck. Young bucks without a harem are also often found roaming alone, while they wait to establish a herd. They are long-legged creatures, completely covered with shaggy green fur. They have three eyes, three nostrils, and triangular, three-lipped mouths. If cornered, a leaper will attack by lashing out with its sharp hooves.

Long Arm

See *Subterranean* (p. 82).



Korreath

Magma Worm

ST: 20	Speed/Dodge: 4/5	Size: 1
DX: 10	PD/DR: 4/4	Weight: 400 lbs.
IQ: 1	Damage: 3d*	Habitats: M, Sub
HT: 12/16	Reach: C, 1-2	

Magma worms are silicon-based creatures that frolic playfully in the lava pools of active volcanoes. After an eruption, their frozen corpses can be found for miles along the paths of the lava flows. Any number of research facilities would love to keep a living worm for research, but the problems of capturing and transporting samples are almost insurmountable. Anyone actually touching a magma worm takes 3d heat damage; damage is 2d out to 3 feet and 1d out to 6 feet. Magma worms normally glow the vivid red of living lava.

Miasma

See *Plains* (p. 68).

Mangler

See *Plains* (p. 68).

Mountain Giant

ST: 200	Speed/Dodge: 4/0	Size: 4
DX: 6	PD/DR: 6/18	Weight: 12 tons
IQ: 3	Damage: 4d cr	Habitat: M
HT: 18/300	Reach: C	

The largest-known, mobile silicon life-forms, mountain giants resemble headless stone colossi 10 feet tall. They are stupid, sluggish rock-eaters, and won't even notice carbon-based creatures, unless they're both powerful and foolish enough to seriously threaten the giant. Mountain giants do like things quiet and peaceful, and any major construction or excavation will eventually drive the local mountain giants into a rage. They are solitary creatures, and normally don't approach within a mile of one another, except when mating. A mountain giant can live more than a millennium.

Mountain Mind

ST: —	Speed/Dodge: 0/0	Size: 100+ sq. miles
DX: —	PD/DR: 6/50	Weight: 1,000,000+
IQ: 4-8	Damage: 12d cr	kilotons
HT: 25/10,000	Reach: C	Habitat: M

The hills are alive . . . on some worlds, anyway. These creatures are extremely rare, but mountains do exist on several worlds with both a rudimentary intelligence and some control over their mass. No world has ever been found with more than two living mountains. Whether the mountain minds on different worlds could somehow all be descended from common evolutionary stock is a matter of hot debate in the scientific community.

Most mountain minds are completely indifferent to smaller lifeforms, but a few are hostile to advanced intelligences on their mass, while others are downright friendly. The intelligences of those mountain minds which have been telepathically contacted vary widely, and fully sentient mountain minds are considered a possibility.

If a mountain mind decides to eliminate a creature on itself, it will attack seismically, causing landslides and opening fissures to trap or drive off its enemies. The only way to kill one of these creatures is to destroy 30% or more of the actual volume of the mountain. (The volume of a mountain varies, but is never less than the height cubed. A 1,000-foot peak contains at least 1,000,000,000 cubic feet of rock, which weighs approximately 150 pounds per cubic foot at 1 G.) Use nukes.

Mountain Giant



Pusher

ST: 30	Speed/Dodge: 13/0	Size: 3
DX: 14	PD/DR: 3/4	Weight: 1,200 lbs.
IQ: 5	Damage: *	Habitat: M
HT: 13/25	Reach: C, 1-4	

These large, quick carnivores have developed a unique and effective way to kill their prey with a minimum of danger to themselves. They hide on a ledge above a cliff, or around the corner on a sheer trail. When prey approaches, the pusher simply lashes out with its long, strong arms and pushes the victim over the edge. The pusher is able to move at full speed down vertical surfaces, or even upside-down, and quickly scrambles down to the dead or seriously-wounded prey and devours it, hopefully before the local scavengers arrive. Pushers are cowardly, and, if their first attack fails, they will usually run away.

Pushers are very advanced insectoids. They have a hard shell and several dozen strong, thin legs, which allow them to cling securely to rock. Their arms are thick, and most of their length is usually kept inside the carapace. They are able to project their arms out to their full 10-foot length with great force.

Anyone hit by a pusher must make a DX-6 roll to avoid going over the edge. If the roll succeeds, the victim still takes 1d + 2 crushing damage from the impact of the blow. If he goes over, he takes impact damage, plus normal falling damage (see p. B131). Pushers have a natural Camouflage skill of 11.

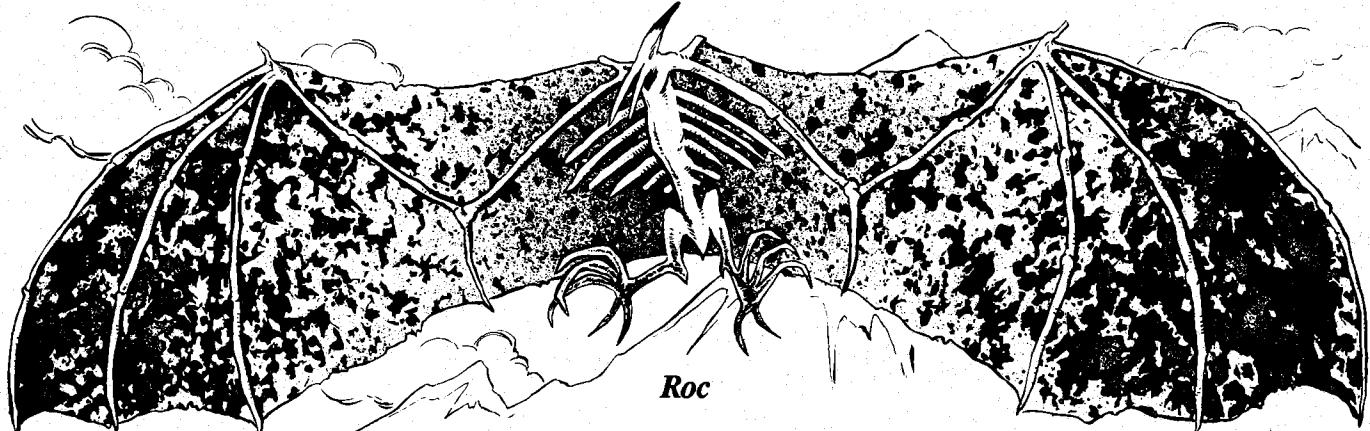
Roar Bird

See Forest (p. 45).

Roc

ST: 70	Speed/Dodge: 18/0	Size: 30
DX: 16	PD/DR: 0/0	Weight: 1,000 lbs.
IQ: 4	Damage: 2d cut	Habitats: M, P
HT: 11/50	Reach: C	

These huge avians have a thin body surrounded by an incredible expanse of wing. They build their nests on mountain tops, but hunt on nearby plains. The roc is able to grasp a 500-pound creature and easily carry it off to its nest. A roc takes off by throwing itself from a cliff or peak; if it can be grounded on a flat surface it will not be able to take off again. It takes 30 points of damage to *one* wing to ground a roc. (Thirty points of damage divided between the wings will not ground it.) Wing damage is counted separately from body damage. The size given (30) is the size of the roc with wings spread. Each wing, targeted separately, is a 15-yard target. The bird as a whole is a 30-yard target, but each attack has a chance of hitting either wing or the body. (Roll 2 dice for each hit; on 2 to 6 the right wing is hit, on 8 through 12 the left wing, on 7 the body.) Hits to the body will only bring the roc down if



Roc

they cause unconsciousness. Because of the multiply-redundant structure of the muscles, nerves and bones of the roc's wing, it can take peculiar advantage of the "blow-through rule." A roc wing can take no more than 5 points of damage from a single bullet, and no more than 10 from a single narrow beam, such as a laser. The rest blows through.

Rock Crawler

ST: 25	Speed/Dodge: 8/8	Size: 3
DX: 16	PD/DR: 0/0	Weight: 300 lbs.
IQ: 3	Damage: 2d cr	Habitat: M
HT: 12/25	Reach: C	

These large but simple creatures spend most of their time grubbing for insects and plant life on sheer cliff faces. They are extremely stupid, however, and will mindlessly attempt to devour any warm or moving object. Rock crawlers are a great hazard on high, narrow trails and passes, and just inside cliffside caves.

A rock crawler is circular, supported by hundreds of short, adhesive legs. Their sensory apparatus appears to be rudimentary heat and motion detectors, generalized throughout each creature's skin. Their mouths are located on their underside, in the center of their body — they have to climb on top of something to eat it. If a single crawler attacks, 1d more will follow, on a 1 or 2 on 1 die, arriving 1d+1 seconds later.

Rock Dropper

ST: 16	Speed/Dodge: 14/8	Size: 1
DX: 17	PD/DR: 1/2	Weight: 200 lbs.
IQ: 5	Damage: *	Habitat: M
HT: 13	Reach: R	

A smaller, but just as cautious and lazy cousin of the pusher (see p. 61), the dropper sets up an ambush high above a trail or stream, building up a small arsenal of stones between 10 and 25 pounds in weight. The creature conceals itself and quietly drops or tosses its rocks on

likely prey below. They have a natural Throwing skill of 16. Like their larger cousins, they have a multitude of legs which can cling to stone, and two strong arms. Their arms do not retract into their shells.

Searchlight

See *Subterranean* (p. 83).

Shaper

See *Domestic* (p. 36).

Shemogra

See *Arctic* (p. 20).

Snatcher Bird

See *Plains* (p. 70).

Snow Snake

See *Arctic* (p. 22).

Stalker

See *Jungle* (p. 56).

Sword-Billed Razorwing

ST: 9-10	Speed/Dodge: 12/6	Size: 1
DX: 15	PD/DR: 1/0	Weight: 40-50 lbs.
IQ: 4	Damage: 1d-1 imp	Habitats: M, P, F
HT: 14/16-20	Reach: 1	

Except for the long, silver-gray beak, sword-billed razorwings look like heavily-muscled giant sparrows with a 7-foot wingspan. The neck is long and very flexible, allowing the bird to use its beak almost like a fencer. Its wing feathers are strong and extremely sharp, and even a glancing blow from the wing will do 1d-3 cutting damage.

Razorwings are normally indifferent to humans, but will attack if they or their nests are threatened. They nest in low trees and high shrubs in areas with abundant open space. They are solitary and diurnal, mostly eating fruit and insects.

A razorwing attacks initially by strafing its target. A razorwing's target will be surprised unless it sees the bird coming or hears the wind whistling through its feathers (Hearing-3). The bird flies straight at the target at top

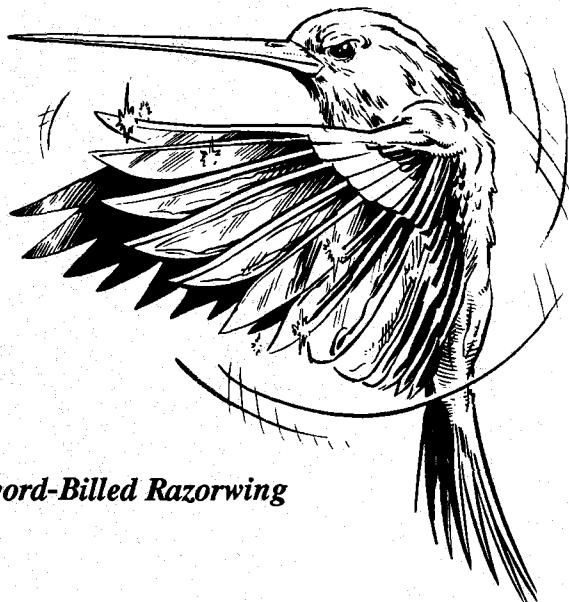
speed, rolling its attack at the first point in its move that the target is within reach. If the bird hits, it ends its turn stuck in the target, and must spend the next turn pulling itself free. Pulling free is automatic, and does one additional hit of damage.

If the razorwing misses or is dodged, it continues to move through the target's hex and beyond, rolling a Wild Swing as it passes; if this hits, a wing slashes the victim. The bird must roll vs. DX-(its damage roll) to avoid tumbling after a wing strike.

A razorwing that tumbles, or is Blocked or Parried, must make a successful DX-5 roll to avoid falling damage.

If its target falls, the razorwing will land and attack with its bill. A razorwing's bill is sharp only at the tip. It can be safely grabbed further up.

A low-tech civilization could use the bird's bill and feathers to construct usable smallswords and knives. It is possible that razorwings can be trained and used as attack birds.



Sword-Billed Razorwing

Vise

ST: 80	Speed/Dodge: 3/0	Size: 25
DX: 9	PD/DR: 6/12	Weight: 10 tons
IQ: 2	Damage: 6d cr	Habitats: M, Sub
HT: 14/120	Reach: C	

These amorphous silicon creatures have a texture and color similar to rough stone. Vises normally mold themselves to the contours of a narrow space such as a cave mouth or the bottom of a narrow pass. When prey walks over the vise, the creature will close itself off first ahead, then behind, and finally above the victim. The vise will crush the victim to death, then secrete digestive fluids and become its own stomach. It takes a vise 2d turns to completely close on a victim and begin doing damage.

Watch Bird

See *Domestic* (p. 39).

Wing-Cat

ST: 6-8	Speed/Dodge: 20/10	Size: <1
DX: 14	PD/DR: 1/0	Weight: 7-17 lbs.
IQ: 6	Damage: 1d-3 cut	Habitats: M, Dom.
HT: 13/4	Reach: C	

The wing-cat is almost identical to an adult Terran gray-and-white housecat, with a white cross extending from the forehead to the tip of the nose, and a tiger-stripe pattern on the back. It also has a pair of sparsely-furred, leathery wings resembling those of a bat, with a total wingspan of more than 4 feet.

Wing-cats are diurnal predators (they lack the night vision of terrestrial cats). They hunt rodents, small birds, and, occasionally, fish.

Wing-cats are best known for their roar, which has been measured at 250 db in some cases. Any creature confronted by this awful noise must make a Fright Check or be unable to move for a number of turns equal the number by which the check was missed. This roar is used for defense, to give the cat a chance to escape from a larger predator.

Wing-cats have a ground Speed of 10 and a Dodge of 7.

Wing-cats can be tamed, and even trained (though only as IQ 4 creatures, due to their independent natures). They are loyal and affectionate pets, though of course they need lots of roaming and flying room.

Wing Mouth

See *Arctic* (p. 23).

Wrong Way

ST: 4	Speed/Dodge: 5/7	Size: <1
DX: 14	PD/DR: 6/0	Weight: 5 lbs.
IQ: 7	Damage: *	Habitat: M
HT: 11/3	Reach: R	

These small, psionic herbivores have developed one of the galaxy's most effective natural defenses. Wrong ways are able to reverse the bend in light rays, making everything on the left appear right and vice versa. Potential predators go chasing a wrong way north, while the creature is actually heading south. This is no great problem in the valleys, but encountering a wrong way in the high passes, where paths bordered on one side by sheer cliffs often turn sharply, could be deadly. The wrong way's power extends about 100 yards. The power is not constantly on, but the wrong way will turn it on whenever anything threatening or unfamiliar approaches.

Wrong ways resemble a shaggy, earless cross between an earthly rabbit and a small badger. They have never been successfully tamed. They are diurnal, since that's when their powers work best.

9 PLAINS ANIMALS



Air Manta

Air Manta

ST: 9	Speed/Dodge: 16/9	Size: 1
DX: 18	PD/DR: 0/0	Weight: 25 lbs.
IQ: 3	Damage: 1d-3 cut	Habitats: P, M
HT: 11	Reach: C	

These avian predators keep aloft primarily through psionic levitation. They use their broad wings only to maneuver. They hunt in packs of 7 to 12. They normally attack in pairs — one from the front and the other from the back. Air mantas will only attack solitary, human-sized creatures. Once they have chosen their prey, they go into a blood frenzy, and attack to the last manta.

Ant Wolf

See *Subterranean* (p. 79).

Armorsaur

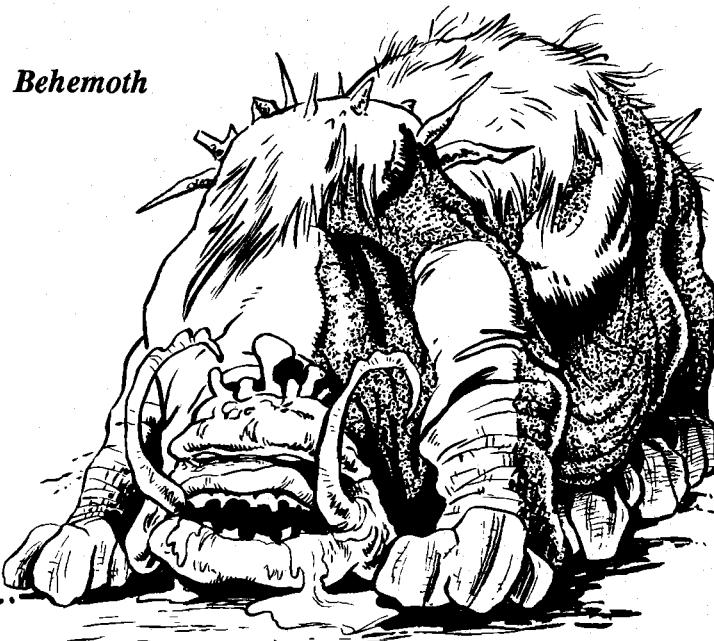
See *Forest* (p. 40).

Behemoth

ST: 450	Speed/Dodge: 18/0	Size: 100
DX: 14	PD/DR: 4/10	Weight: 40 tons
IQ: 7	Damage: 4d cr	Habitat: P
HT: 18/150	Reach: C, 1-6	

Behemoths are the galaxy's largest known land mammals. They are grazing herbivores, up to 30 feet tall and 50 feet long, and travel in herds of 10 to 20. A behemoth combines keen intelligence, awesome strength and a foul temper in a singularly dangerous package. The bulls are

intensely protective of their young and females, and will unhesitatingly attack any creature larger than a dog that approaches the herd. If the intruder flees, the bull will not pursue him out of sight of the rest of the herd. Their fur, tusks and horns all command high prices as floor and wall coverings and furniture. Until the coming of man, healthy, adult behemoths had no natural enemies. Now poaching is a serious danger to the species. Their world is interdicted and poaching is a serious felony. Behemoths are completely untrainable and will never stop trying to escape from captivity. They will remember their captors and will try to kill them if they're ever encountered again. Behemoths live about 300 years.

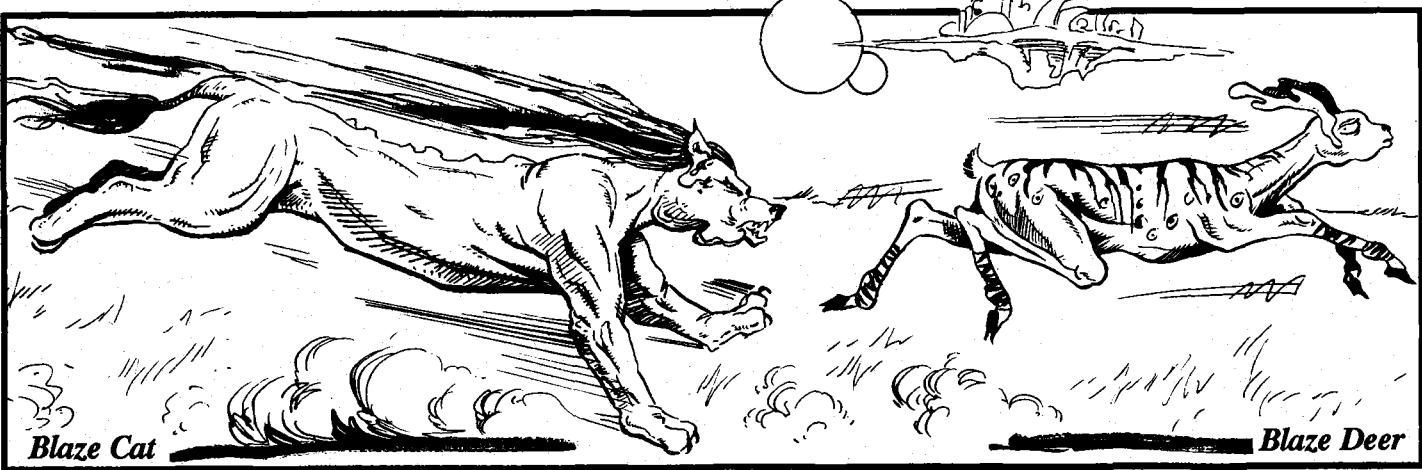


Blaze Cat

ST: 22	Speed/Dodge: 36/10	Size: 2
DX: 16	PD/DR: 0/0	Weight: 300 lbs.
IQ: 6	Damage: 2d cut	Habitat: P
HT: 13	Reach: C	

The galaxy's fastest known land animal, the blaze cat is a huge, bright-red creature. They normally run at speeds between 60 and 80 mph, and they are the only land animal to have ever been clocked running more than 100 mph. They hunt singly or in pairs. Blaze cats are intelligent, and use tactics as well as speed in their hunting. They normally leave humans alone, but have been known to set clever ambushes for tracking human hunters!

If taken very young they can be trained, after a fashion. They do not, however, breed in captivity.



Blaze Deer

ST: 14	Speed/Dodge: 32/12	Size: 2
DX: 19	PD/DR: 4/0	Weight: 130 lbs.
IQ: 5	Damage: 1d-1 cut	Habitat: P
HT: 11/17	Reach: C	

The only predator that can come near these ultra-fast herbivores is the blaze cat (see p. 64). It's an even match. Though the cats are stronger, smarter and slightly faster on the straightaway, the deer are smaller and nimbler, and adapt at dashing into copses and ducking into spaces where the cats can't follow. Most importantly, all blaze deer have the Danger Sense advantage, rolling as though their IQ were 12. This is usually enough to give them the jump on their faster hunters. A pair of blaze cats trying to run down a blaze deer is one of the galaxy's most awe-inspiring conflicts, if the watcher can keep up with the action. Blaze deer travel in small herds of 4 to 6. Like most of the fauna on their planet, they are colored a vivid crimson.

Blaze deer (and blaze cats, for that matter) are favorite quarry for the galaxy's most serious big game hunters. Legal hunting of these creatures is strictly regulated and very expensive.

Blood Spore

ST: —	Speed/Dodge: */0	Size: —
DX: —	PD/DR: 0/0	Weight: —
IQ: 1	Damage: *	Habitats: P, M, S, F, J
HT: —	Reach: C	

Blood spores are the microscopic seeds of an otherwise harmless fungus. The blood spore must incubate for a time in the circulatory fluids of a freshly-dead animal. Blood spores are remarkable in that they have the ability to replicate themselves before they reach maturity. Their only move is to be carried around by the wind.

A character must roll against HT+2 every day he's in an area with blood spores. If that victim has an open wound the roll is at HT-8. Once the victim is infected, death is almost instantaneous, as the spores replicate in his

bloodstream at an enormous rate. The infected person takes 2d-1 points of internal damage every minute. Blood spores are much tougher than most infections. An effective antidote is available at TL8, and a preventative vaccine can be obtained at TL10. Anyone who survives a blood spore attack will be at -6 to ST and DX until he has recovered his full HT.

Chase Grass

See *Swamp* (p. 72).

Chaser

See *Forest* (p. 41).

Chint

ST: 10	Speed/Dodge: 10/7	Size: 1
DX: 14	PD/DR: 1/2	Weight: 30 lbs.
IQ: 5	Damage: 1d-1 imp	Habitats: F, P, D
HT: 12/8	Reach: C	

The chint looks like a cross between an armadillo and a centipede. It sleeps in burrows during the day and hunts for sleeping animals at night. Its retractable proboscis exudes a powerful enzyme that dissolves animal shell at a rate of 1d damage/second. Some chint species suck blood; others pick away at the flesh of their sleeping victim with a nasty, barbed tongue.

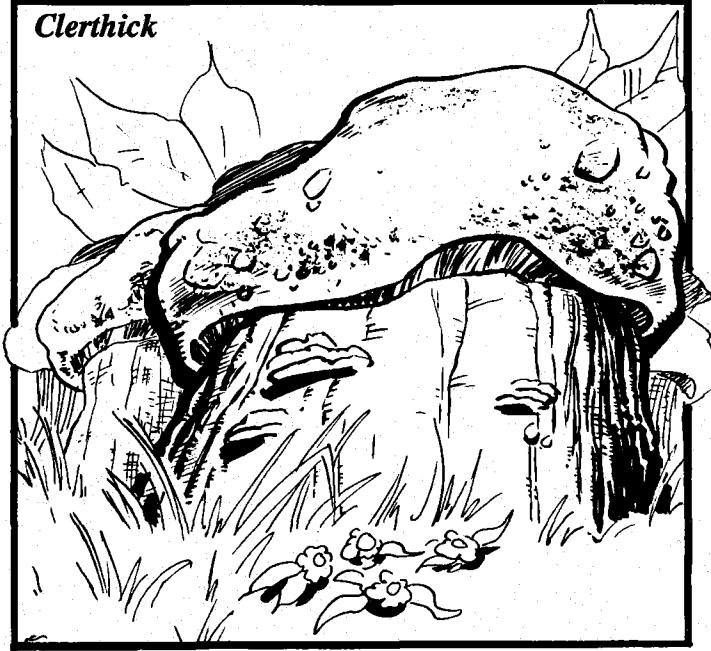
Chints are valued by low-tech cultures for their shells, which make good armor, and their shell-boring enzyme, which is used by "wizard" types for any number of interesting concoctions. Chints prefer running away, curling up to play dead or burrowing to fighting, but if cornered will claw and bite.

Note: The chint first appeared in the *GURPS Space* adventure *Unnight*.

Clerthick

ST: 1	Speed/Dodge: 0/0	Size: 1
DX: —	PD/DR: 4/3	Weight: 50 lbs.
IQ: 1	Damage: —	Habitats: P, F
HT: 10-15	Reach: —	

Clerthick



Clerthicks are mushroom-shaped plants that emit a subsonic, hypnotic pulse to attract an animal protector, which feeds and guards the plant.

Clerthicks are thick and about 3 feet tall. They have tough, fibrous hides of a red-brown color. Their insides are green and gelatinous. They are solitary — no two clerthicks can be found within 400 yards of each other. Clerthicks cannot move.

The clerthick sends out a subsonic pulse which attracts an animal and makes it become the clerthick's guardian. The guardian will stay next to the clerthick and protect it until the animal dies. The animal can have any level of intelligence, from a lizard to a human genius. In fact, bizarrely enough, the clerthick's call is more attractive to more intelligent creatures.

Any animal (including a sentient) approaching within 10 yards of a clerthick must make an IQ roll. If it *makes* the roll, the character becomes the clerthicks' new guardian.

A clerthick never has more than one guardian. Scientists theorize that there must be a psionic component to the clerthick's siren call, because of the complexity of the information conveyed. The guardian immediately knows that it must stay within 30 yards of the clerthick and protect it until the guardian dies. It also knows how and what the clerthick "eats." If the clerthick is killed or the guardian moved out of range, the guardian immediately returns to its senses. Five in six clerthicks encountered will have a guardian. Very large and dangerous guardians will attack any intruder within their range.

The clerthick needs protein from decaying animal matter to survive. The guardian will eat what it needs of its kills, and spread the rest around the clerthick. Clerthicks always grow within 30 yards of open water, so their guardians have enough to drink. Any attempt to physically restrain the guardian or harm the clerthick will cause the guardian to go Berserk (see p. B31).

An intelligent guardian will use all the resources at its disposal (skills, weapons, friends, etc.) to protect and feed the clerthick. The guardian cannot resist the compulsion — he may even understand that he's being hypnotized, but he won't care.

At first a guardian will use only those methods appropriate to his personality — a pacifist won't kill sentients, although he will restrain them from harming the clerthick. However, each day the character is under control, he must make a Will roll. By the time he fails five rolls (not necessarily in succession) he has become thoroughly Paranoid and will stop at nothing to protect his fungus.

Devices to detect and neutralize clerthick ultrasound are available at TL9+ (\$500, 1 lb., 1 AA cell for 6 months).

Colony Tree

See *Forest* (p. 41).

Coagulator Snake

ST: 3	Speed/Dodge: 4/6	Size: <1
DX: 12	PD/DR: 0/0	Weight: 10 lbs.
IQ: 3	Damage: 2d*	Habitat: P
HT: 10/4	Reach: C	

This small viper's venom is a powerful coagulant. Anyone bitten by a coagulator will take 2d damage each turn as his blood rapidly congeals. A successful HT roll will reduce this damage to 1d/turn. If the antidote is administered before the victim dies, he will recover 2/3 of the damage he took. Even if the victim dies, he can be revived at TL 8+, provided he's injected with the antidote within 10 minutes, placed under medical care within one hour, and the attending physician succeeds in a roll vs. Physician-4. The coagulator is shy of large creatures, and will normally only attack if surprised or pursued. Antidote is \$100 per dose.

Creeb

ST: 4-6	Speed/Dodge: 12/6	Size: 1
DX: 12	PD/DR: 1/1	Weight: 40-60 lbs.
IQ: 6	Damage: 1d cut	Habitats: P, any
HT: 15/8	Reach: C	

Creebs (CRE-3B) are genetically designed biological weapons, intended to demoralize an enemy population. They were supposed to carry a tailored virus which would wipe the whole race out after a specified amount of time. The virus didn't work. The creebs worked just fine — in fact, the entire race has full-scale panimmunity. Anything which can kill a creeb is a far worse menace than the creebs themselves.

Creebs are skulking omnivores . . . large, intelligent, rat-like creatures whose forepaws are very like human hands. Their gray-brown, hairless hide is slick and water repellent. They have a pathological hatred of humans, and enjoy manflesh. They just *love* children.

Creebs are rarely encountered just one at a time; they are usually seen by the dozens. They are cautious creatures, and will avoid a man with a weapon, melting away into tunnels, which they build and hide with great skill. Creebs can live anywhere humans can, but seem to prefer warm weather.

Any planet with a creeb infestation is immediately strictly quarantined. There have been unconfirmed reports of tool-using creebs.

Note: Creebs first appeared in *GURPS Space Atlas 3*.

Crystal Lemur

See *Arctic* (p. 17).

Curler

See *Forest* (p. 42).

Desiccator

See *Desert* (p. 25).

Destrier Deer

See *Domestic* (p. 32).

Dooley

See *Domestic* (p. 32).

Duocorn

ST: 30-40	Speed/Dodge: 17/8	Size: 2
DX: 10	PD/DR: 1/1	Weight: 800-
IQ: 5	Damage: 1d+2 imp.	1,100 lbs.
HT: 14/28	Reach: C, 1	Habitats: P, Dom

In its natural state, the duocorn is a cunning and vicious creature. It combines the general build of a horse with the appetite of a wolf. The duocorn has a meat-eater's teeth and claws, and the males have two sharp, slightly-curved horns protruding from their skulls. Duocorns usually roam in packs of 2d individuals.

Duocorn stallions will attack with their horns, doing impaling damage. Mares, and stallions in close quarters, will claw and bite doing 2d-2 cutting damage.

Although willful and difficult to train, they can be used as mounts. They are particularly favored on planets with a number of large predators. Duocorns have very strong pack instincts, and will become sullen and dangerous if traveling without at least one other duocorn.

Duro

See *Forest* (p. 42).

Fire Flier

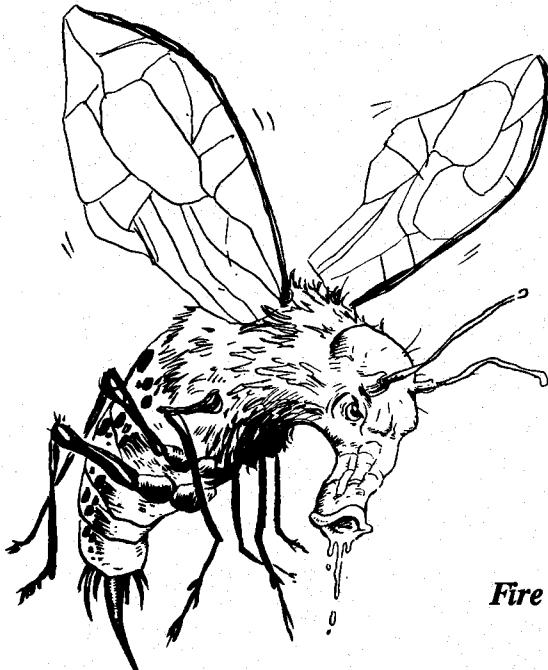
ST: 2	Speed/Dodge: 9/6	Size: <1
DX: 12	PD/DR: 0/0	Weight: 15 lbs.
IQ: 3	Damage: 1d+1*	Habitats: P, F, S
HT: 11/4	Reach: R	

These huge insects are able to drip fire. Fire fliers resemble a foot-long bumblebee with a trumpet for a proboscis. Two separate organs in the proboscis are able to

secrete two chemicals which, when combined with air and each other, burn fiercely. Every year, on their homeworld, fire fliers start global brushfires that are ecologically necessary to renew the soil. Initially, colonists struggled against this phenomenon, until they discovered that it was better to simply coordinate their harvest schedules around the burning season, and make their homes out of fireproof material. Nonetheless, introduction of fire fliers into another ecology could be catastrophic, and the species is firmly quarantined to their own world.

Fire fliers also use their flame-drip for defense. They usually nest in underground hives along riverbanks. If a hive is threatened, the fliers will drop their flame on the intruder. The flame drips are small, but burn very hot. Victims take 1d+1 flame damage every turn they are splashed. Any flammable clothing will be ignited by the flame drop.

Fire fliers eat carbonized animal and plant matter.



Fire Flier

Frisky Bull

ST: 40	Speed/Dodge: 11/5	Size: 4
DX: 11	PD/DR: 3/5	Weight: 1,500 lbs.
IQ: 4	Damage: 1d cr	Habitat: P
HT: 15/35	Reach: C	

The ironically-named frisky bull represents an extremely unfortunate coincidence in sexual dimorphism for humanoid explorers. The frisky bull is a large, heavily-furred bovine. The females are lightly-furred anthropoids about 8 feet tall. The frisky bull is quite nearsighted, and during mating season will charge and assault any humanoid creature it sees, from a chimpanzee to a human to a robot. The victim will take 1d crushing damage each turn, for 5 to 10 turns, after which time the bull loses interest and wanders off. If attacked or threatened any other time, the bull will charge and trample, doing 2d damage each round until its opponent flees or no longer moves.

Fuzz Ball

See *Domestic* (p. 33).

Glisten Crab

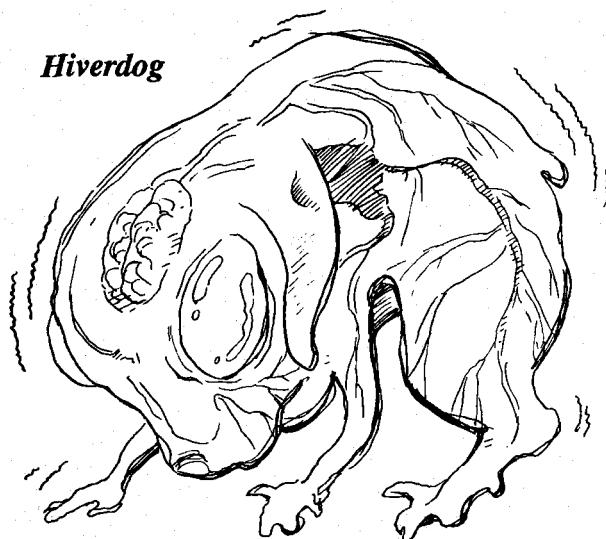
See *Arctic* (p. 18).

Harpooner

See *Fresh Water* (p. 7).

Heffalump

See *Domestic* (p. 34).



Hiverdog

ST: 2	Speed/Dodge: 6/5	Size: <1
DX: 11	PD/DR: 0/0	Weight: 5 lbs.
IQ: 8	Damage: 1d-4	Habitats: P, M
HT: 9/3	Reach: C	

Hiverdogs are one of the galaxy's few known mammalian species with a true hive mind. They are burrowers, and resemble hairless, emaciated prairie dogs with large, staring eyes. Humans find their appearance macabre; they look like undead puppies.

They live in colonies of 500 to 3,000 individuals. Each of these colonies shares a single consciousness. The survival of a single body means nothing to the hiverdogs.

They are extremely intelligent, and fanatically territorial. The hiverdogs protect their colony with cunningly-constructed pitfalls, deadfalls and other traps. If an intruder is presenting a serious menace (shooting many hiverdogs, or excavating the colony) he will be set upon by 100 to 1,000 hiverdogs in a mass suicide attack.

So far, all attempts to establish communications or relations with hiverdog communities have failed. If taken more than 10 miles from its community, a hiverdog goes into a coma and dies within 24 hours.

Holobeast

ST: —	Speed/Dodge: 6/5	Size: 9
DX: 11	PD/DR: 6/0	Weight: —
IQ: 4	Damage: —	Habitat: P
HT: 13	Reach: —	

These harmless energy creatures are gifted mimics. The holobeast is a being of living light, and is capable of producing perfect 3-D reflections of anything in its line of sight. It might follow a single person, producing a photographic reproduction that mimics his every movement, or it might seize on some nearby item or feature and reproduce it at a much larger size. It might reflect everything around it as though it were a mirrored cylinder. Holobeasts are quite common on their worlds, and have made it a popular tourist attraction. Any person who could come up with an efficient, economical system of capturing, transporting and holding holobeasts would be able to make an excellent living in the pet trade. Holobeasts live off light. At night, they can be lured to a bright light source. They need about 200 square feet to live in. For unknown reasons, any attempts to compress the creature's energy into any smaller area will kill it.

Kalithex

See *Arctic* (p. 20).

Lasso Beast

See *Swamp* (p. 74).

Mandrill

See *Arctic* (p. 20).

Mansion Tree

See *Jungle* (p. 52).

Miasma

ST: 11	Speed/Dodge: 6/3	Size: 2
DX: 7	PD/DR: 0/0	Weight: 300 lbs.
IQ: 4	Damage: *	Habitats: P, S, M
HT: 11/15	Reach: R	

The miasma is a slow, fat creature about the size of a large hog. It emits the most unbelievably foul odor. Any creature with a sense of smell within 40 yards of a miasma must make a roll vs. HT every turn or collapse, helplessly choking and retching. Anyone who succumbs will remain helpless until the miasma wanders off. Once the beast is out of range the victim resumes HT rolls. He recovers the first time he makes one. There are no lasting ill effects from exposure to a miasma.

Without its musk, the miasma is completely defenseless. Its meat is repellent, its hide is poor quality, and it has no commercial value.

Mingler

ST: 9-11	Speed/Dodge: 6/6	Size: 1
DX: 15	PD/DR: 1/1	Weight: 150 lbs.
IQ: 5	Damage: 1d-5 cr	Habitats: P, F, J, M, S
HT: 12-14	Reach: C	

Minglers are herbivores resembling large dogs. They are not fighters, nor are they particularly fast. Instead,

they rely on their telepathic ability to blend in with the creatures around them. Size is not a factor; tough minglers tend to seek out groups of animals about their own size.

The mingler has a telepathy power of 10 for range purposes and a special Telesend skill at 16. Any creature within range which sees the mingler is immediately affected.

If the mingler makes its telesend roll, the viewer perceives it as the most desirable animal it knows. The members of a herd of grazers, for example, would perceive one of their own. A pack of carnivores attacking the herd will see the mingler as one of them.

Sentient observers see a mingler as a pet — perhaps a long dead, beloved creature. The mingler's projection also includes appropriate behavior, so the mingler will react exactly as the observer of his pet. Different individuals may simultaneously perceive the mingler as radically different animals.

Psi sense detects the use of psionics in a mingler's presence, and mind shields have their normal effect on the mingler's Telesend. Mind shielders with a high skill perceive the contact as neither friendly or hostile — just contact.

As the mingler's form is purely in the mind of the beholder, photographs or other forms of mechanical imaging reveal its true shape, if they are examined outside the mingler's range. Otherwise, the viewer sees in the picture what he thinks he should see.

Moa

See *Domestic* (p. 34).

Neobeef

See *Domestic* (p. 35).

Pack Bird

See *Domestic* (p. 36).

Pebb

See *Forest* (p. 44).

Piranhakeet

See *Forest* (p. 44).

Phase Ape

See *Jungle* (p. 53).

Plains Loper

ST: 13	Speed/Dodge: 18/9	Size: 2
DX: 15	PD/DR: 0/0	Weight: 180 lbs.
IQ: 6	Damage: 1d + 2 cr	Habitat: P
HT: 12	Reach: C, 1	

Plains lopers are typical herd animals. They are encountered in groups of 4d individuals. They will run away from danger, but when cornered, will attack with kicking hooves. Their meat is tasty and they are popular game. They can be domesticated, if given enough open range.

Pokey

See *Forest* (p. 45).

Popper

ST: 4	Speed/Dodge: 9/6	Size: <1
DX: 13	PD/DR: 0/0	Weight: 1 lb.
IQ: 4	Damage: *	Habitat: P
HT: 11/3	Reach: R	

These furry little creatures are a great menace to parties travelling through grassland. Poppers hide in the tall grass when a larger creature passes, but if it gets too close — intentionally or not — the poppers leap into the air (up to 8 feet) and spray the creature with a contact nerve toxin. The victim gets a roll against DX. If he makes it, he managed to keep the toxin out of his eyes and mucous membranes — the only effect he'll suffer will be slight disorientation (-1 DX) for 24 hours. If the eyes are sprayed the character must make an immediate HT roll or lose 1d-1 HT. This roll must be repeated every morning for the next two days. The victim will be at -3 to both ST and DX for three days thereafter.

Poppers are cute and easy to care for. If caught young and their poison sacs removed, they make good pets for cramped quarters, such as a space ship.

Purple Crud

See *Arctic* (p. 20).

Roar Bird

See *Forest* (p. 45).

Roc

See *Mountain* (p. 61).



Plains Loper

Roller

ST: 12	Speed/Dodge: 7/3	Size: 3-5
DX: 3	PD/DR: 4/12	Weight: 1-3 tons
IQ: 2	Damage: 3d cr	Habitat: P
HT: 15/40	Reach: C	

These limbless, silicon creatures spend every daylight moment in motion, rolling across the prairie in packs of 1d+4 individuals. Why they need to roll is still a mystery — they appear to derive some of their energy from sunlight, since they are dormant at night. Rollers are attracted to motion. The best thing to do if a roller band is approaching is to remain absolutely still. Even if the rollers are heading directly toward an individual, he is best off if he dodges the rollers at the very last moment. A roll against unmodified DX will allow him to dodge. He will have to dodge 2 to 4 rollers to get through the pack. There is only a small chance (a 2 on a roll of 2 dice) that a roller pack will turn to follow a dodger. If he runs, there is a chance (13 or less on 3 dice) that the rollers will "lock on" to his movements, pursuing until he is run down, night falls, or he finds shelter small enough to keep the rollers out and strong enough to withstand them.

Screenmouse

ST: 1	Speed/Dodge: 4/8	Size: <1
DX: 16	PD/DR: 0/0	Weight: 1/4-1/2 lb.
IQ: 5	Damage: 0	Habitats: P, any
HT: 17/1	Reach: C	

This little creature has the psionic ability to appear as a harmless, inedible object to any potential predator. A screenmouse in a toolkit would be seen as another wrench.

Screenmice have six legs, three eyes and large, pointed ears. Their tails are long and forked. They can be colored any combination of black, gray, brown or white.

Screenmice are much more dangerous than the similarly-endowed minglers (see p. 68), as they tend to infest spaceships, stealing food, chewing through vital components, and putting more strain on the life-support system. Anyone who has reason to suspect a screenmouse infestation may get a roll against IQ or Mind Shield skill (whichever is higher) to see the rodent for what it is. The screenmouse's talent is no protection from traps or poisons. The quickest way to deal with a screenmouse infestation in a spaceship is to put on a vacc suit and exhaust the vessel to vacuum.

Shaper

See *Domestic* (p. 36).

Shemogra

See *Arctic* (p. 20).

Sith

ST: 30	Speed/Dodge: 6/5	Size: 2
DX: 11	PD/DR: 2/3	Weight: 200-500 lbs.
IQ: 3	Damage: *	Habitat: P
HT: 14/20	Reach: C	

Plains Animals

The sith is a placid beast. It is squat and thick-limbed, with thick hide and a heavy shell. It is an inoffensive herbivore that relies on its shell for protection. At night or when threatened it tucks head and limbs under its body and hunkers down. When it can, the sith settles in thick mud for the night and breathes through spiracles on its back. Siths with young may charge, ram and trample attackers. A butt does 1d crushing damage, a trample does 1d+2 crushing damage.

Note: The sith first appeared in the *GURPS Space* adventure *Unnight*.

Snatcher Bird

ST: 6	Speed/Dodge: 16/8	Size: 1
DX: 14	PD/DR: 0/0	Weight: 15 lbs.
IQ: 4	Damage: 1d-3 cut	Habitats: P, M, F
HT: 14/4	Reach: C	

These large birds are daring thieves. They are very fast and love shiny objects. A snatcher bird will swoop down on a campsite — sometimes alone and sometimes in flocks of 20 or more — and make off with whatever catches his eye. Snatchers are nothing if not audacious — they'll land on a man's shoulder and tear a button off his chest. They'll get into a "tug of war" with a much larger creature over a desirable geegaw.

Snatchers are not fighters — they'll fly off at the first threat of serious violence. They're so quick, however, that they've usually grabbed the loot and gone before any threat can be offered.

Snatchers nest in low trees. Their nests are well camouflaged (-3 to Vision rolls to spot them). They will only fight to defend their nests if eggs or young are present (1/3 chance). Normally a mated pair shares a nest.

Spiker

ST: 11	Speed/Dodge: 12/6	Size: 1
DX: 12	PD/DR: 0/0	Weight: 50 lbs.
IQ: 5	Damage: 1d + 1 imp	Habitats: F, P, D
HT: 12/10	Reach: C	

The spiker is a shellless predator on a planet where most creatures grow shells. They are about the size of a dog and very fast, with long, thin, muscular legs. Spikers find and occupy abandoned shells, spraying an attractive musk around the area. Once in the shell, the spiker lies on its back and waits for a predator to come snuffling at the seams of its new home. When the time is right, the spiker thrusts its claw-tipped legs out of the shell's natural openings, skewering the inquisitive animal outside. Spikers are active both day and night.

Note: The spiker first appeared in the *GURPS Space* adventure *Unnight*.

Spinner

See *Forest* (p. 47).

Tupec

ST: 50-70	Speed/Dodge: 17/8	Size: 2-3
DX: 12	PD/DR: 1/1	Weight: 1,000-
IQ: 6	Damage: 1d+2 imp	2,000 lbs.
HT: 15-20	Reach: C	Habitat: P

The tupec is a long-horned ruminant, rather like a burly, six-legged antelope with a carapace like an armadillo. The tupec is hunted by the primitive cultures of its homeworld — one animal can feed a normal tribal community for a day or two. It's also popular game among offworld sport hunters. Each offworlder is allowed only one tupec kill per visit. The traditional way to hunt them is from horseback (earthly horses have been imported to the tupec's world and thrive there). Most hunters use beam or missile weapons, but the most intrepid hunt with the lance.

Tupecs are generally considered to be smarter than most animals, and there are stories of tupecs setting traps for human hunters. Their most formidable attack is to stampede over a party of hunters, or to force them over a cliff.

Note: The tupec first appeared in *GURPS Space Atlas 3*.



Twister

ST: 9	Speed/Dodge: 6/6	Size: 7
DX: 13	PD/DR: 4/0	Weight: —
IQ: 2	Damage: 1d-2 cr	Habitat: P
HT: 6/13	Reach: C, 1-4	

These unique creatures are living masses of air. They manifest themselves as small whirlwinds about 20 feet tall. While individually not as destructive as a real tornado, twisters travel in herds of 20 to 30, and can wreak havoc on a field of crops or a campsite.

Twisters are immune to physical attacks, but are affected normally by energy weapons. They are enigmatic creatures — it is not known what they eat or how they reproduce. They appear to wander at random, wreaking unknowing havoc wherever they pass.

Wallu

See *Domestic* (p. 39).

Wogroach

ST: 2-5	Speed/Dodge: 9/8	Size: 1
DX: 10	PD/DR: 1/1	Weight: 1-5 lbs.
IQ: 5	Damage: 1d-3 cut	Habitat: P
HT: 18/8-10	Reach: C	

These large, insect-like creatures are normally found in crowded urban areas. It is unknown whether they are a freak of evolution or the result of misguided genetic experiments, but they are large and vicious, with chitinous armor and nasty pincers. In addition to being deadly in their own right, they carry diseases. If a wogroach bites someone, roll against the victim's HT-3 (make only one roll per day, no matter how many times the victim is bitten). On a failed roll, the victim loses 1d-1 HT, and his ST, DX and IQ (and all skills) are at -2 until he regains all lost HT.

The victim must make a daily roll against basic HT; if it succeeds, he regains one point of HT. Failures simply mean he does not regain a point.

Note: The wogroach first appeared in *GURPS Space Atlas 3*.

Wrecker

ST: 125	Speed/Dodge: 15/0	Size: 12
DX: 11	PD/DR: 3/10	Weight: 3,000 lbs.
IQ: 5	Damage: 3d cr	Habitat: P
HT: 16/90	Reach: C	

These massive herd animals, for reasons of their own, really hate humans and all their works. Wreckers attack by ramming with their massive foreheads. They will attack any humanoid on sight, and will also tear up fields, knock down buildings and overturn vehicles. Attempts to establish human-free preserves for the wreckers have failed — the wreckers will find any fences, destroy them, and go out looking for trouble. It is beginning to appear impossible for humans and wreckers to exist on the same continent, leaving officials with the thorny problem of whether mankind should exterminate the wreckers wholesale, or give up a rich colony world in order to preserve a local animal species.

Wreckers have sparse hair, a broad, bony forehead and no neck.

Wullibulli

See *Arctic* (p. 23).

10 SWAMP ANIMALS

Bean

ST: 4	Speed/Dodge: 6/6	Size: <1
DX: 13	PD/DR: 4/0	Weight: 3 lbs.
IQ: 8	Damage: 1d-4	Habitats: S, J, FW
HT: 11	Reach: C	

These harmless little proto-sentients live happily in the swamps of their homeworld. They are builders and tool users, constructing elaborate cities out of dried mud and using primitive spears and digging-sticks. They are private, shy creatures. They become intensely nervous and eventually morose if captured.

Beans get their name from their appearance — they resemble a bean or peanut, with eyes and mouth on the upper half of the bean. They have two spindly legs, and two spindly arms ending in skeletal, three-fingered hands. They stand 8 to 10 inches tall.

The beans are rumored to produce a natural aphrodisiac. This is untrue, but has resulted in generations of senseless slaughter. They are currently a protected species, but poaching continues at an alarming rate. Xenologists are also keenly interested in studying the beans' cultural development without interfering with or alarming the creatures.

Blood Spore

See *Plains* (p. 65).

Bomb Bush

ST: —	Speed/Dodge: 0/0	Size: 1
DX: —	PD/DR: 4/8	Weight: 70 lbs.
IQ: 1	Damage: 1d-2	Habitats: S, J
HT: 17	Reach: R	

Actually, it's more of a "rocket bush." In the autumn, the bomb bush produces seed pods which, when they're mature, produce chemicals which react violently with the atmosphere, causing the pod to blast off in a random direction, then explode, scattering its seeds over a wide area. Bomb bush pods fly 100 to 600 yards before exploding, unless they encounter some obstacle first. At night the fireworks display is quite spectacular.

The other flora in the bomb bush's swamps are not particularly flammable, but an exploding seed pod can do serious damage to an unprotected human. Anyone traveling through a bomb bush swamp during bomb season will come into range of 3 to 8 explosions per hour. Bomb pods are very fast and cannot be dodged.

Boom Spider

See *Forest* (p. 40).

Breakfast Tree

See *Forest* (p. 41).

Cage Tree

ST: 30	Speed/Dodge: 8/0	Size: 50
DX: 15	PD/DR: 0/4	Weight: 6 tons
IQ: 1	Damage: 2d cr	Habitats: S, J, F
HT: 14/40	Reach: C	

Cage trees are predatory plants about 20 feet tall; they faintly resemble palm trees. The branches radiate from the same point on the tree's length and sweep sharply upward; a system of false "roots" also radiates from the base of the tree. When an unsuspecting creature comes within range of the tree, the branches swoop down and the fake roots sweep up, trapping the victim in a natural cage. The cage slowly contracts, eventually crushing the victim against the trunk. The tree begins doing damage 8 to 18 minutes after the prey enters its radius. Forty points of damage to the trunk or the real roots (buried under ground) will kill the tree. Twenty points done to one area in the branches will create a hole big enough for the victim to escape.

Chase Grass

ST: 1	Speed/Dodge: 4/6	Size: <1
DX: 12	PD/DR: 0/0	Weight: <1 lb.
IQ: 1	Damage: 0	Habitats: S, P, F
HT: 9/1	Reach: —	

Chase grass is composed of tiny, mobile plants, 2 to 4 inches tall. They look remarkably like earthly grass (though purple), but close inspection reveals that their lower bodies bifurcate into two flimsy but functional "legs."

Chase grass seems aware of the world around it on some rudimentary level, and will run from the feet of approaching creatures. These creatures get their energy from photosynthesis. Each blade must spend part of each day in shallow water. When standing still, they are able to extract nutrients from the soil.

The first encounter with chase grass is always an unsettling experience, as the strangers approach a lush lawn only to see it get up and run away. Other than that, chase grass doesn't actually *do* anything (although it might drive a typical grazing animal to the point of neurosis).

Cougar Lily

See *Jungle* (p. 50).

Crowd Toad

ST: 4	Speed/Dodge: 4/3	Size: <1
DX: 7	PD/DR: 0/0	Weight: 5 lbs.
IQ: 4	Damage: 1d-4	Habitat: S
HT: 10/3	Reach: C	

Crowd toads are powerful natural teleports. They are carrion eaters, and they split up to find food. When a member of the group finds something, it emits a mental summons that will call the entire herd in a few minutes. They also call the herd when threatened — for unknown reasons, crowd toads do not teleport away from danger, only towards a summons. If a crowd toad is endangered, it will issue its summons, and 2d toads will arrive every turn for the next 3d turns. They will attack fearlessly until the threat flees. This may seem foolhardy for such a small beast, unless one knows that their largest natural predator is about the size of a rabbit. The crowd toads are unable to recognize the difference between a "big" local threat and a bigger alien threat — like man. And even a party of adventurers can be inconvenienced by 50 or 60 small, aggressive amphibians. Psionic research foundations offer rewards of up to \$200/toad for live specimens to use in research. In order to capture one toad, the party will have to capture the whole crowd, since at full continuous teleport the toads have an effective "ground speed" of over 200 mph. They cannot go off-world, but water is no obstacle, since they're able to reteleport before they sink. Crowd toads never teleport into a solid object.

Effin

ST: —	Speed/Dodge: 3/0	Size: 5
DX: —	PD/DR: 6/0	Weight: —
IQ: 1	Damage: *	Habitat: S
HT: 10/6	Reach: C	

Effins are translucent, spherical, nearly-weightless spores. Their place in the food chain and level of intelligence are comparable to that of the terrestrial garden slug. They are found in swamps, floating along on the surface of the water, absorbing germs and microscopic creatures for food.

In the presence of an animal (including humans) moving faster than a slow crawl (Move 3 or more), effins fly into the air and cling to the animal, then multiply rapidly. This is their defense mechanism, their means of reproduction, and also a source of additional food. When they cling to the animal and multiply, they create a thick cloud that is impossible to breathe, or to see through. The effins will consume any germs and microscopic creatures on the animal, including those attracted to its corpse after it suffocates.

Anyone who approaches within 10 yards of a cloud of effins will easily attract them. If he moves after being attacked, the greater effort will cause the creatures to multiply faster — for every 2 points of the character's Move,

the effin cloud increases by 1 hex. The victim can rid himself of the effins by submerging himself in water, or by remaining absolutely still. One hex of effins will float away from a victim every turn that the victim remains still. The effins can be harmed normally by physical attacks. Six points of damage will disperse 1 hex of effins. However, every point over 6 will affect the effins' victim.

The size of 5 refers to the initial size of the cloud.



Fire Flier

See *Plains* (p. 67).

Fire Tortoise

ST: 3	Speed/Dodge: 3/—	Size: <1 hex
DX: 3	PD/DR: 3/7	Weight: 5 lbs.
IQ: 5	Damage: *	Habitat: S
HT: 12/10	Reach: R	

These small creatures are natural pyrokinetics, able to ignite intense fires with the power of their minds. These fires seldom spread more than a few yards, due to the wet nature of the tortoise's swampy environment. They have a natural power of 10 and a skill of 12; in pyrokinesis only. They are quite aggressive, and will cook any large creature that comes within range (100 yards). They are omnivores, but must carbonize their food before devouring it.

Fire tortoises have a tough shell and a long, flexible neck. They are usually shiny black with occasional red markings.

Flamethrower Plant

ST: —	Speed/Dodge: 0/0	Size: 4
DX: 11	PD/DR: 3/4	Weight: 25 lbs.
IQ: 1	Damage: 1d + 1*	Habitats: S, J
HT: 12	Reach: R	

This plant generates a flammable gas which is released through the blooms. It carbonizes every living thing that approaches within 15 feet. The flamethrower plant seems to be able to sense the size and range of its target. Its flames range from a tiny spark a couple of inches long for a small insect, to a 15-foot jet doing the full 1d + 1 damage for any creature larger than a small dog.

Flamethrower plants are tough, thorny bushes bearing a number of chalky-gray blooms about a foot in diameter. The blooms are partially mobile, and the bush is able to attack creatures in all directions.

Gatherer

ST: 45	Speed/Dodge: 7/0	Size: 22
DX: 8	PD/DR: 5/3	Weight: 1,200 lbs.
IQ: 3	Damage: 3d cut	Habitats: S, J
HT: 13/35	Reach: C, 1-3	

The gatherer is an even larger cousin of the harvester (see p. 51). A gatherer spends its entire life wandering through the swamps or thick rain forests, grabbing and devouring everything in reach — including slow people. Gatherers have a very short attention span, however, and if a potential tidbit can evade them for 3 turns, the gatherer will lose interest and wander off after something else. If attacked, however, they go berserk, and will not stop attacking until either they or their opponents are dead.

Giant Ereback

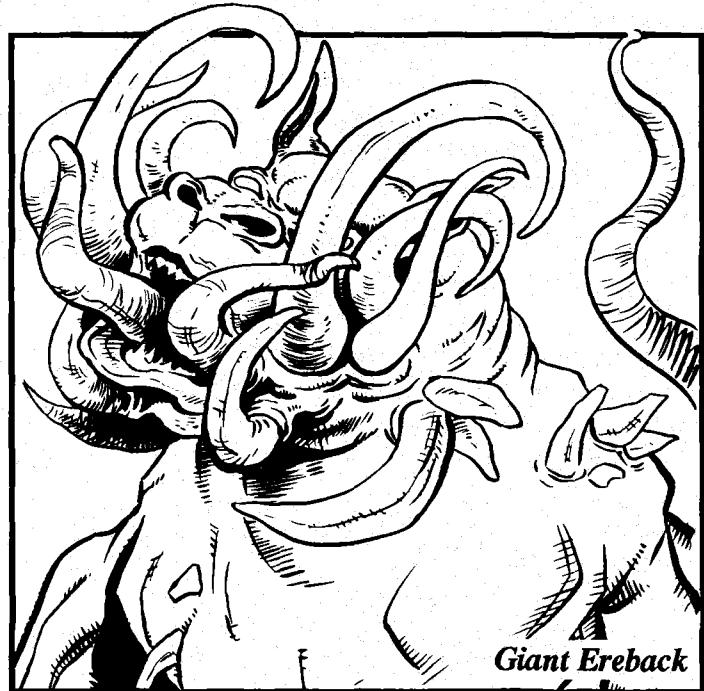
ST: 50-60	Speed/Dodge: 3/0	Size: 18+
DX: 12	PD/DR: 5/5	Weight: 2-4 tons
IQ: 3	Damage: 2d + 1 imp	Habitats: S, F
HT: 14/45-55	Reach: 1	

Giant erebacks prefer temperate climates. They live near bodies of water; like hippopotami, they often wallow in deep pools. They are always found in herds of 10 to 50. Males have deep brown skin; females have brown skin mottled with gray and white patches. They are herbivores, but their defensive habits, huge size and short tempers make them very dangerous to other creatures.

The giant ereback has a wide body and four legs. Its tail is prehensile. Around its mouth grow six, long, curled tusks which prevent it from eating plants directly. Instead, the giant erebacks feed one another. Each animal uproots aquatic plants with its tail and tosses the plants into another giant ereback's mouth. A giant ereback separated from the herd will soon die of starvation. This forces the erebacks to be very protective of each other.

The giant ereback usually attacks by goring with its tusks. The females, however, have a secondary attack — a stream of acidic bile. The giant ereback's digestive juices are extremely corrosive, and females have special throat muscles that allow them to shoot their bile in a short but

powerful stream. This causes 3d + 2 damage and can only be used once per day. A female giant ereback can shoot its bile accurately up to two yards away; at three to five yards the attack is at -4; and at six to seven yards (the maximum) the attack is at -7.



Giant Ereback

Haldon

See Jungle (p. 51).

Harvester

See Jungle (p. 51).

Hyperactivator

ST: 2	Speed/Dodge: 0/0	Size: <1
DX: 3	PD/DR: 0/0	Weight: <1 lb.
IQ: 1	Damage: *	Habitat: S
HT: 16/1	Reach: C	

These are tiny parasites resembling tapeworms. In a human host, they lodge in the digestive tract and grow to a length of several inches. The hyperactivator greatly speeds up its human host's metabolism, adding +2 to the character's DX. However, the host must also *double* its normal intake of food and liquid. If he doesn't get enough to eat or drink, the host takes double the Fatigue and HT loss described on page B128. The parasite is easily cured at TL 7+, but there are further complications — the worm is addictive. Once the parasite is dead the host will suffer withdrawal (see p. B30).

Lasso Beast

ST: 27	Speed/Dodge: 5/7	Size: 4
DX: 15	PD/DR: 0/3	Weight: 900 lbs.
IQ: 4	Damage: 2d cut	Habitats: S, P
HT: 13/20	Reach: 3-10	

This big hunter resembles a bear-centaur with 30-foot tentacles for arms. The lasso beast conceals himself in high vegetation. When prey approaches, the beast rises and throws out its arms, which wrap around the victim. The tentacles hold the captive securely, but do no damage. The lasso beast then drags its prey to its mouth (in 1 to 3 turns) and begins devouring it. Anyone who succeeds at both a ST and a DX roll will be able to free an arm to draw and wield a weapon. The only way for someone to free himself from a tentacle is to win a Quick Contest of ST with the beast. Lasso beasts always hunt alone, and will seldom attack groups of more than three human-sized creatures.

Miasma

See *Plains* (p. 68).

Mingler

See *Plains* (p. 68).

Nag Bird

ST: 3	Speed/Dodge: 13/8	Size: <1
DX: 16	PD/DR: 0/0	Weight: 4 lbs.
IQ: 3	Damage: 1d-5	Habitats: S, J, F
HT: 11/3	Reach: C	

These swamp nuisances keep up a constant stream of shrill, whining chatter. A single nag bird is extremely annoying, but they usually travel in flocks of 30 or more. Nag birds will follow strange creatures for days, making sleep and normal conversation impossible, and surprise out of the question. Nag birds can be driven off with fire, explosions or sonics, but will return as soon as the attack is over. They are very good hiders and anyone trying to shoot a nag bird will be at -3 to hit because of the bird's cover. The only way to get rid of a flock of nag birds is to leave their territory.

Paddle Lily

ST: —	Speed/Dodge: 0/0	Size: 3-10
DX: —	PD/DR: 0/2	Weight: 40-100 lbs.
IQ: 1	Damage: —	Habitats: S, FW
HT: 16	Reach: —	

The paddle lily is a large, free-floating plant, notable for only one thing — it can be used as a small boat. The lily is concave, tough and completely watertight; since it is roughly circular, it handles more like a coracle than a canoe. Lilies range in size from large enough for one person to large enough for three. A single lily will last for a week of routine, daily use as a boat by humans. Bad weather or rough handling shorten the life span.

Piranhakeet

See *Forest* (p. 44).

Poppy Moss

See *Forest* (p. 45).

Porolimot

ST: 48-58	Speed/Dodge: 8/6	Size: 14-17
DX: 13	PD/DR: 3/4	Weight: 1-2 tons
IQ: 3	Damage: 3d-2 cut	Habitat: S
HT: 14-17	Reach: C	

This bog-dweller feasts on unsuspecting waders. It is physically similar to a large crocodile, but injects a paralyzing venom into creatures it bites. The venom reduces HT 1d per second. At HT 0, the victim is conscious but unable to move or speak. Recovery is 1 point every five minutes; paralysis remains until the victim is at HT-5. After that, roll at HT-3 each five minutes; paralysis passes on a successful roll. The porolimot devours most victims on the spot, but may drag one to its nest (a cave above the water line), and inject its eggs into the victim's flesh. Porolimot eggs are easy to spot and remove from the victim, but the nerve-damaging toxin permanently reduces HT by 2 and DX and IQ by 1. This effect is only reversible at TL11+.

Projectile Bat

See *Jungle* (p. 54).

Pungee Pit

See *Jungle* (p. 54).

Quylapse

ST: 30-40	Speed/Dodge: 2/3	Size: 4
DX: 7	PD/DR: 0/2	Weight: 10-12 tons
IQ: 7	Damage: 2d imp	Habitat: S
HT: 10/70-80	Reach: C, 1-4	



Quylapse

Quylapses are huge, bloblike horrors. Their skin is soft and spongy to the touch and slick with reeking oil. Though it feels soft, the skin is extremely tough and resistant to damage. Quylapses have 12 slitted eyes, evenly spaced in a ring around the circumference of their bodies. Each has one huge maw, filled with multiple rows of long, sharp teeth. A long, barbed tail extends from the topmost point of the beast.

A quylapse will initially attack by injecting a paralyzing poison with its tail. The victim must roll against HT-3 or be paralyzed for 1d minutes. The quylapse scoops up the victim and devours him. If the tail is severed (25 points of cutting damage), the creature will die in 1d seconds.

Quylapse are extremely intelligent, and surprisingly good at hiding their bulk (natural Camouflage skill of 10).

Renderer

ST: 33	Speed/Dodge: 5/4	Size: 6
DX: 9	PD/DR: 2/5	Weight: 600 lbs.
IQ: 3	Damage: 2d-1 cut	Habitats: S, J
HT: 14/25	Reach: 1-3	

These low, muscular creatures have eight, short legs and four arms ending in vice-like claws. They attack by latching their claws onto their prey (doing 1d-3 crushing damage each time a claw attaches). When they have a grip on two different parts of the prey, they begin to pull it apart, doing 2d-1 cutting damage every turn. Once the victim is dead the renderer will continue to rip it apart, as these creatures have a very small mouth that cannot accommodate large portions.

Rendervine

See *Jungle* (p. 55).

Roar Bird

See *Forest* (p. 45).

Shadow Hound

See *Jungle* (p. 55).

Siryn Toad

See *Jungle* (p. 56).

Slinker

See *Forest* (p. 46).

Spine Sucker

See *Forest* (p. 47).

Stingsnail

ST: 1-3	Speed/Dodge: 1/0	Size: <1
DX: 12	PD/DR: 2/1	Weight: up to 2 lbs.
IQ: 2	Damage: *	Habitats: S, J, FW
HT: 14/3	Reach: C	

Thousands of different species of stingsnails are found on the creature's homeworld. They range from barely visible to larger than a human head. All are poisonous, and the severity of the poison ranges from unpleasant itch to

quick death. Most snails sting by expelling a single "fang" into the victim; the average species can penetrate clothing of DR 2 or less, but big snails are stronger. A few species can *shoot* their stings for several yards. These flying stings can penetrate only DR 1 clothing, but they're especially deadly. The above snail is a typical example of the non-ranged variety.

Anyone struck by a stingsnail must immediately make a HT-6 roll when injected. A failed roll means the venom does its damage — from 1 point to 2d damage or more, depending on the species. A critical failure means death. Anyone taking damage is nauseated and dizzy — -3 to all Attributes and skills for 1d hours. If the HT-6 roll is made, no damage is taken, but the victim still feels sick for 3d minutes; -3 to all attributes and skills, as above.

Most stingsnails are hunters, scavengers or both. Almost all species will eat dead meat. Many species will use their venom to kill large creatures, which they then cover in their hundreds and eat as the victim rots away. They have no sight, but keen senses of hearing (to find prey) and smell (to find decaying meat).

Note: The stingsnail first appeared in *GURPS Space Atlas*.

Stomach Trap

ST: 17	Speed/Dodge: 0/0	Size: 10
DX: 13	PD/DR: 5/0	Weight: 4 tons
IQ: 2	Damage: 1d-1*	Habitats: S, FW
HT: 12/40	Reach: C	

This sessile trapper lives in shallow, murky water. To the eye, it seems to be merely a hole in the bottom. Waders, and those unfortunate swimmers who happen into its maw, are grabbed by several strong tentacles and pulled down. The bottom of the hole is the creature's "stomach." It contains dense, heavier-than-water stomach fluids in which the prey is bathed. There they take the listed damage (in addition to any appropriate drowning damage). The only way to break free is to win a Quick Contest of ST against the trap.

Stomper

See *Forest* (p. 48).

Strangling Fern

ST: 10	Speed/Dodge: 2/5	Size: 1
DX: 10	PD/DR: 2/3	Weight: 220 lbs.
IQ: 3	Damage: 2d-2 cr	Habitat: S
HT: 6	Reach: C	

The strangling fern is not a plant at all, but more like a cross between a trapdoor spider and a cuttlefish. It spends most of its life underground, in a self-made cavern about the size of a closet, lined with its own mucus. The creature constructs a tube of hardened mucus and undigestible animal material at the entrance. It can sense the footsteps of passing prey, and lunges out of its lair to grab its victim

and drag it back for dinner. On very wet days, the creatures may come out to mate, and the males usually fight. The strongest impregnates all the females. Mating days are the only time the strangling fern can be fully seen. It's a disgusting grayish red, with many visible organs and blood vessels.

Strangling Fern



Swamp Hut

ST: —	Speed/Dodge: 0/0	Size: 10-30
DX: —	PD/DR: 1/3	Weight: 3-5 tons
IQ: 1	Damage: —	Habitat: S
HT: 13/50	Reach: —	

These beneficent plants grow into clean, comfortable, watertight domes — perfect shelter from the savage storms that lash the hut's home planet. Fully 75% of swamp huts have underwater entrances, but the rest can be entered from land. Only 1 in 3 huts has a natural entrance large enough to admit adult humans, but the entrances can easily be enlarged with the simplest tools. Of course, humans aren't the only creatures who find swamp huts comfy, and any hut may already be the home of *something*.

Tootle Bird

ST: 2	Speed/Dodge: 9/7	Size: <1
DX: 15	PD/DR: 0/0	Weight: 1 lb.
IQ: 3	Damage: —	Habitat: S
HT: 11/3	Reach: —	

Tootle birds are the galaxy's most talented song birds. Their warbling has a hypnotic effect on humans that is simultaneously soporific and aphrodisiac. Tootle birds are considered a necessary accoutrement to any pleasure palace of the galaxy's very rich. Unfortunately, they will not breed in captivity — and they must be caught as adults if they are to survive. A healthy tootle bird can command \$5,000 or more wholesale. Tootle birds can live as long as 25 years.

The birds themselves are homely, brown creatures. They are completely harmless, unlike most of the creatures in the noisome swamp they call home. Every year, however, thousands of adventurers brave the perils of that swamp in search of tootle birds.

Tree Grubber

See *Forest* (p. 48).

Vapor

ST: —	Speed/Dodge: 6/0	Size: 3
DX: 8	PD/DR: 6/0	Weight: —
IQ: 6	Damage: *	Habitat: S
HT: 16	Reach: C	

These creatures are semi-sentient masses of noxious gas. The vapor is not poisonous, but it is intensely hallucinogenic, and any human exposed to a vapor must make a HT roll or begin to act strangely. Individuals under the influence of a vapor have been known to perform all sorts of bizarre and humiliating acts. Many have just wandered off into the swamp, never to be seen again.

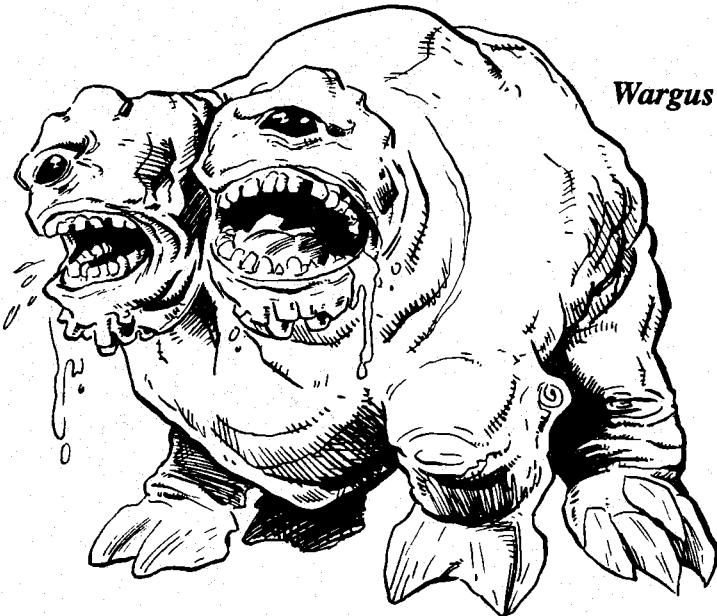
Unfortunately the vapors seem fascinated by this behavior, and will actively seek out parties of humans, dosing as many of them as they can, then watching the antics.

A dose of vapor lasts 1 to 3 hours. Vapors are completely immune to physical attacks, but take normal damage from energy attacks. They can be driven off by a strong wind.

Waller

ST: 35	Speed/Dodge: 6/3	Size: 10
DX: 7	PD/DR: 0/1	Weight: 800 lbs.
IQ: 5	Damage: 1d+2 cr	Habitats: S, FW
HT: 12/27	Reach: C	

These large herbivores wade in the bogs in families of 4 to 12 individuals. They are placid beasts, and will only attack if harmed or directly threatened. Their hide can be tanned into a very fine leather, and for that reason they are hunted. There have been some attempts to ranch wallowers, but they have only been semi-successful, mostly because of the tremendous amount of food they consume, and the difficulty of reproducing the wet, fecund environment the creatures need.



Wargus

Wargus

ST: 150-200	Speed/Dodge: 7/6	Size: 30+
DX: 8	PD/DR: 3/10	Weight: 7-9 tons
IQ: 3	Damage: 8d + 4 cut	Habitats: S, SW
HT: 13/60-90	Reach: C, 1	

The wargus is a huge, stupid reptile with two heads. They are brown and grey, with six thick, short legs and a wide tail. Their heads look like fists, each with a single eye and wide, tooth-filled pink mouth.

They live in and around swampy water, eating bugs, chewing plants and consuming small reptiles. A wargus will attack and eat anything that looks edible. However, they are very slow, and have a hard time snatching really tasty animals.

When a wargus attacks, each head gets a separate roll each turn. If one head is blinded, the wargus loses its depth perception and all attacks are made at -4. A wargus will charge and trample prey if enraged.

Water Cat

ST: 8-12	Speed/Dodge: 7/6	Size: 1
DX: 13	PD/DR: 1/2	Weight: 10-30 lbs.
IQ: 5	Damage: 1d + 1	Habitat: S
HT: 13-16	Reach: C	

The water cat is an amphibian, named for its resemblance to the young of certain Terran cats, most notably the ocelot. With its tan-colored scales, webbed feet and claws, however, it is anything but cuddly. The water cat feeds on the reeds and grasses near shore. It is very territorial, and will attack anything within about 20 yards except a water cat of the opposite sex.

White Cloud

See *Salt Water* (p. 16).

Whumbat

See *Subterranean* (p. 84).

Winged Asp

ST: 3	Speed/Dodge: 14/7	Size: <1
DX: 13	PD/DR: 0/0	Weight: 2 lbs.
IQ: 3	Damage: *	Habitat: S
HT: 11/4	Reach: C	

These small vipers are about 1 foot long and equipped with translucent wings. They seldom land except to perch or eat. Their bite carries a potent nerve toxin. Victims take 4d damage immediately. A successful roll against HT-3 reduces that to 2d damage. Anyone surviving an attack by a winged asp will be unconscious for 3d hours. When he awakes, he will be at -2 to ST and DX until all HT is recovered. The winged asp will attack anything, but will not normally attack a single target more than once. They are beautiful creatures, greatly valued by off-planet zoos.

Xyke

ST: 19-28	Speed/Dodge: 8/8	Size: 2
DX: 16	PD/DR: 3/2	Weight: 350 lbs.
IQ: 4	Damage: 1d imp	Habitats: S, J
HT: 11/21-29	Reach: C	

The xyke is a fearsome predator. It resembles a bald wolverine the size of a small bear, with three pairs of legs and a long, prehensile tail. The xyke's skin alters color to camouflage it in the surrounding foliage, like a chameleon (-6 to Vision rolls). It has several rows of needle-sharp teeth and a seemingly endless appetite.

Xykes are easily provoked, and will attack anything. They are particularly annoyed when surprised by loud noises — the sound of a fired blaster or an explosion will send a xyke into a berserk rage. Xykes use their tail to hang from trees and then drop on their prey.

The xykes' only known weakness is captivity. All captured xykes have immediately gone into a coma, which seems to be self-induced. A comatose xyke will not move or respond to any external stimulus — it dies in about a month.



Xyke

11 SUBTERRANEAN ANIMALS



Ambusher

ST: 18	Speed/Dodge: 3/6	Size: 4
DX: 12	PD/DR: 2/5	Weight: 800 lbs.
IQ: 4	Damage: 2d cr	Habitats: Sub, M
HT: 16	Reach: C, 1-2	

These amorphous, tentacled horrors are very good at concealing themselves in dark niches and corners (natural Camouflage of 12). They can cling to walls and ceilings, and their favorite tactic is to simply fall on unwary prey. They are sometimes found in packs of 2 to 7 individuals. The ambusher attacks by wrapping its tentacles around the victim and constricting until the prey is dead. Once the ambusher has its prey, the only way to stop further damage every turn is to win a Quick Contest of ST against the creature.

Ambushers sometimes crawl out of mountain passes late at night.

Androx

See *Mountain* (p. 57).

Animator

ST: 3	Speed/Dodge: 3/0	Size: <1
DX: 8	PD/DR: 6/0	Weight: 5 lbs.
IQ: 5	Damage: 3d cr	Habitats: Sub, M
HT: 9/4	Reach: R	

These little insectivores are among the galaxy's most powerful natural telekinetics. However, they seem to have a natural affinity for stone. In their subterranean environ-

ment, this means that they can manipulate the rock to throw up barriers between them and their foes, or cause their pursuers to sink helplessly into the stone to be crushed to death. Animators travel by telekinetic burrowing, opening paths through the rock and closing them again behind them. An animator will not attack unless directly threatened. Scientific foundations are always eager to acquire these creatures for research.

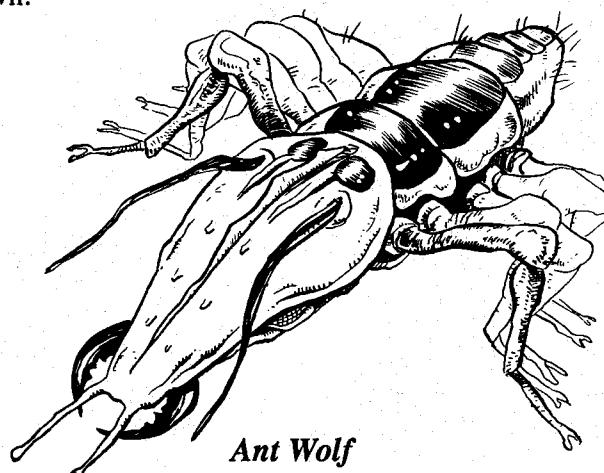
An animator resembles a large, four-eyed, furry toad.

Ant Wolf

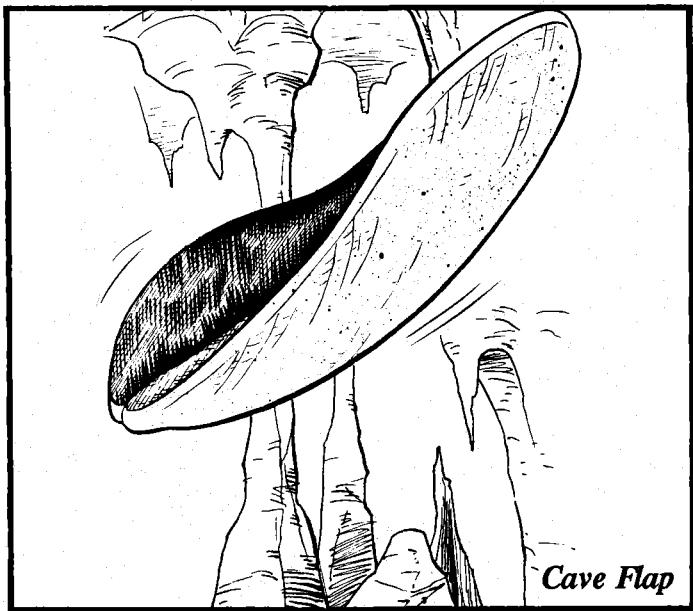
ST: 11	Speed/Dodge: 9/7	Size: 2
DX: 14	PD/DR: 0/2	Weight: 150 lbs.
IQ: 4	Damage: 1d + 1 cr	Habitats: Sub, P, F
HT: 12	Reach: C	

These insectoid predators usually hunt in packs of 10 to 20. They are single-minded and tireless — their keen sense of smell can pick up a trail after days and the adhesive on their feet allows them to follow at full speed over any terrain. Ant wolves are normally nocturnal, but if on a trail will continue to follow it in the daytime.

They live in huge underground cave-complexes holding several thousand individuals. Any intruder into these caverns will soon find himself surrounded by 50 to 100 hungry natives. These passages can stretch for miles, and typically have several entrances, both frequently-used and concealed. Unlike earthly ants, the ant wolves do not have a queen and drones; they are bisexual but with little sexual dimorphism. Only another ant wolf can easily tell male from female. The females lay eggs in a communal hatchery and the young do not leave the nest until they are fully grown.



Ant Wolf



Cave Flap

Cave Flap

ST: 2	Speed/Dodge: 7/5	Size: <1
DX: 11	PD/DR: 0/0	Weight: 4 lbs.
IQ: 2	Damage: —	Habitat: Sub
HT: 10/3	Reach: —	

Cave flaps resemble black-rubber dinner plates. They use their whole body as a wing. They are harmless in themselves, but will swarm around any intruders into their caverns. A typical cave-flap horde is base size 5, and each hex can be dispersed by 10 hits.

Cave flaps do no damage, but they swarm so closely that movement is reduced to 1/4 normal and the party will be effectively blinded. A cave flap horde will disperse if the entire party remains absolutely motionless for 15 to 20 minutes. There is, however, a 4 in 6 chance that the swarm will reactivate each turn after movement resumes. This chance is reduced to 1 in 6 if the party refrains from speaking and moves no more than 2 hexes/turn. A cave flap horde can be dangerous if its caverns contain low overhangs or crevasses. They can also activate several phobias, including fear of crowds, fear of darkness, claustrophobia, fear of reptiles and squeamishness.

Blindball

ST: 3	Speed/Dodge: 30/15	Size: <1
DX: 12	PD/DR: 0/0	Weight: 15-20 lbs.
IQ: 6	Damage: *	Habitats: Sub, any
HT: 14	Reach: *	

At first glance, a blindball seems to be nothing but a round, pink ball of flesh. It has no eyes, ears or manipulative organs. Instead, it relies on its formidable psionic abilities for survival.

A blindball typically has Psychokinesis Power 11, ESP Power 20, and Telepathy Power 9. (Power levels may vary one or two points in any given individual.) It also has the following psionic skills: Telekinesis 16, Levitation 18, PK Shield 18, Clairaudecence 16, Clairvoyance 16, Telesend 18, Telereceive 18, and Telescan 20. Its ESP and Telepathy Skills allow the creature to compensate for its lack of vision and hearing. It uses its Telekinesis and Levitation to move and manipulate objects or defend itself from danger.

Blindballs are omnivores, though they typically exist on plant matter which they absorb directly into their bodies. They can live in almost any environment (including aquatic), are quiet and rather friendly. If they detect hostile intent, they will flee. If cornered, they will fight with Telekinesis and PK shield.

Blindballs are inquisitive and often get into trouble. They are easily domesticated, but they are as difficult to live with as a Terran monkey — they get into everything. When around sentient races for about a month, they begin picking up language, though nothing beyond what a clever toddler might know. Blindballs without language project pictures or general concepts (hunger, fear, weariness, etc.). An effective way to cage a blindball is to set up artificial anti-psi shields around it. The blindball cannot see through the shielded area or fly across it.

Cave-In Beast

ST: 14	Speed/Dodge: 5/3	Size: 1
DX: 6	PD/DR: 0/0	Weight: 175 lbs.
IQ: 5	Damage: *	Habitats: Sub, M
HT: 10	Reach: R	

Cave-in beasts, like animators (see p. 79), have telekinetic power over stone. Their degree of control, however, is not nearly so fine. A cave-in beast can only bring down the roof or walls, or open a fissure on the floor. The cave-in beast will only attack if the threat is very serious (they are smart enough not to casually destroy their own homes). Anyone attacked by a cave-in beast must make a roll against DX. On a critical success the target can choose whether to dodge ahead or behind the obstacle, otherwise he will have to dodge away from the beast. Fissures are typically 10 to 30 feet deep and 10 to 60 feet long, and at least 10 feet wide. Cave-ins do 4d crushing damage and obstruct 2d hexes.

Emerald Eater

ST: 8	Speed/Dodge: 8/6	Size: 1
DX: 13	PD/DR: 3/6	Weight: 60 lbs.
IQ: 4	Damage: 1d-1 cut	Habitats: Sub, M
HT: 15/8	Reach: C	

These silicon-based rock eaters are notable because they need to ingest clear gemstones every few weeks in order to stay alive (they get their name because emeralds are by far the most common precious stones on their planet). They

can sense a vein of gems up to several miles away and eat their way to it. An emerald eater can burrow through as much as a quarter mile of solid rock every day. Emerald eaters are often captured by prospectors and used to find new lodes; however, they cannot be domesticated, and will turn on their "masters" or escape at the first opportunity. They are skittish beasts, and are just as likely to attack as to run if encountered in the wild.

End-Of-The-Line

ST: 48	Speed/Dodge: 8/0	Size: 3
DX: 11	PD/DR: 6/10	Weight: 2 tons
IQ: 2	Damage: 4d cr	Habitat: Sub
HT: 15/30	Reach: C	

These amorphous silicon creatures haunt narrow underground caverns and corridors. Their color and texture are almost indistinguishable from those of stone. Their favorite trick is to expand their bodies to fill the entire width and height of a corridor (up to 40 square feet), usually at the junction of several corridors. There an end-of-the-line looks like just a discolored patch on the wall. When likely prey happens along, the end-of-the-line oozes out of its hiding place and onto the victim, doing 4d crushing damage every round until the prey is dead.

Fferrel's Worm

ST: 1	Speed/Dodge: 2/0	Size: <1
DX: 4	PD/DR: 2/0	Weight: 1/2 lb.
IQ: 1	Damage: —	Habitat: Sub
HT: 14/3	Reach: —	

Fferrel's worms are fist-sized slugs that glow. Their blood is made of a unique chemical that shines with a green, luminous light, even if the blood is removed from the worm. Their skin is transparent, making them easy to locate. They live in subterranean pools and cave walls. They eat lichen, tiny cave creatures and slow cave fish, which are attracted by the glow. They are found in groups of 3 to 30. They are shaped like fat sausages and have no obvious features. They are blind.

The worm's skin is poisonous. Anyone who touches a worm takes 2d+2 damage immediately and 1 hit every hour thereafter until dead or saved by the antidote. On a successful HT-3 roll the initial damage is halved (1d+1), but the hourly loss is the same.

The "blood" of Fferrel's worms can be used to create a green, soft light that glows for a period of years. Half a fluid ounce provides enough light to read by up to 3 feet away; a patch of blood every 10 feet in a subterranean tunnel would provide enough light for safe passage. The blood is not at all poisonous — only the skin.

Primitive cultures use Fferrel's worms to light their villages, for long-distance signaling and in religious cere-

monies, where the worms are carried on the ends of sticks. More advanced races can extract the blood and use it to create light sources, glowing tattoos and other special effects. The blood will fade away after several years if regularly subjected to rain or if applied to skin. If the blood is applied to a dry, sheltered surface it will remain there for several decades.

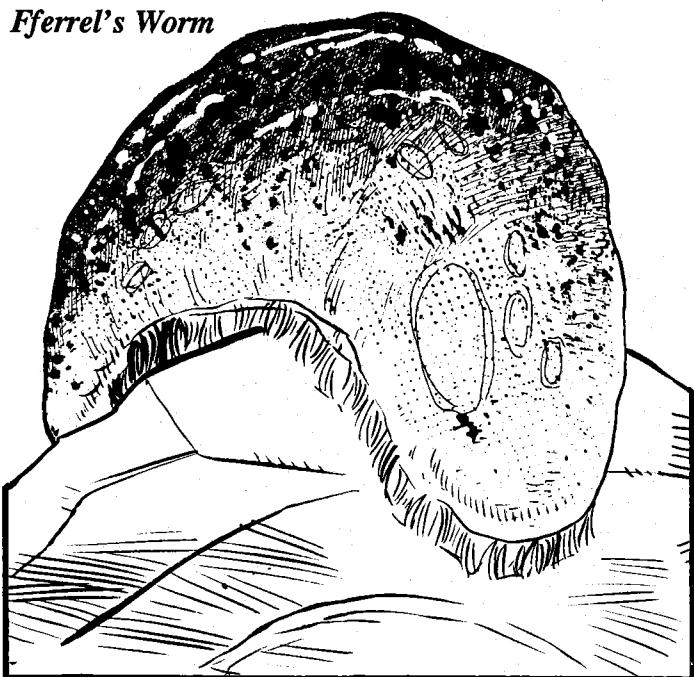
The antidote to the poison can be brewed from natural materials at any tech level. Brewing an antidote requires three hours of work and two successful Poisons or Chemistry rolls, assuming the brewer already knows the recipe.

Light Mine

ST: 1	Speed/Dodge: 1/0	Size: <1
DX: 3	PD/DR: 0/3	Weight: 10 lbs.
IQ: 2	Damage: *	Habitat: Sub
HT: 12	Reach: R	

These small, slug-like creatures have developed a unique defense against the several bio-luminescent predators. If any light whatsoever falls on the light mine, the creature will briefly flare with a several-million candle-power flash. Anyone exposed to the light mine must make an immediate HT roll. On a critical success he will only be blinded for 10 to 60 minutes. On a normal success he will be blinded for 2d hours. Failure indicates blindness for one to six days, and on a critical failure the victim is permanently blind. Eye protection equal to a welder's mask will make all damage one increment less severe, with a critical success resulting only in an annoying afterimage for 2d minutes (-6 to Vision rolls). Nothing short of computerized anti-flare goggles can neutralize the effect of a light mine flash completely. Once the light mine has flashed it will not flash again for at least 10 minutes.

Fferrel's Worm



Long Arm

ST: 28	Speed/Dodge: 9/7	Size: 4
DX: 15	PD/DR: 4/6	Weight: 3,000 lbs.
IQ: 4	Damage: 2d+2 cr	Habitats: Sub, M
HT: 13/35	Reach: 10-40	

Long arms are bloblike creatures, each with 5 to 10 incredibly long, ropy tentacles. A long-arm tentacle can stretch as much as 120 feet. A long arm will usually find a secluded place to hide its central mass, then send its tentacles down any nearby tunnels. Whenever possible, the long arm will send its tentacles down more than one corridor. The creature is omnivorous, and gets about half its nutrition from fungi and bugs ingested through small mouths at the end of each tentacle. The rest it gets from hunting. The tentacles are extremely sensitive to changes in temperature or air pressure, allowing the creature to sense when a large animal approaches a tentacle. When a victim is in range the long arm will snap a tentacle around him and drag him back to the central mass's maw, doing 2d+2 crushing damage every turn until the victim is dead. A tentacle can be severed by 13 points of cutting damage.

The above movement scores are for the tentacles. The central mass can be dragged to a new position at a Move of 4. It can move under its own power to situate itself, but the Move is less than one.

Magma Worm

See *Mountain* (p. 60).

Ore Grabber

ST: 55	Speed/Dodge: 3/0	Size: 7
DX: 4	PD/DR: 6/12	Weight: 3 tons
IQ: 3	Damage: *	Habitat: Sub
HT: 15/60	Reach: 1-5	

Psider



Ore grabbers are amorphous, silicon burrowers. They spend their entire lives underground, and are completely unaware of mankind or his actions. However, ore grabbers live on metals, and they are able to sense concentrations of metal over several miles. Human refined metal artifacts are like a neon "DINER" sign to the ore grabber. In order to get the metals the ore grabber burrows to a point about 10 feet under the desired object, then exudes long pseudopods which dig upwards until the object can be grasped and dragged under. If confronted by a multi-person tent, for instance, the grabber would probably first steal the center pole, then the tent pegs, one by one, pulling the canvass along behind it until it ripped. Between their natural toughness and the 10 feet of earth they customarily keep between themselves and their opponents, grabbers are practically indestructible. Twenty points of damage to a pseudopod will cause it to retract, with or without its quarry, but the creature will try again in 1d turns. Damage to pseudopods only counts 1/4 against the creature itself.

Psider

ST: 2	Speed/Dodge: 5/5	Size: <1
DX: 15	PD/DR: 0/0	Weight: <1 lb.
IQ: 3	Damage: *	Habitats: Sub, any
HT: 11/2	Reach: C	

A psider looks like an oversized tarantula, 6 to 8 inches long, with a hyperdeveloped braincase bulging atop the head.

Psiders have a natural Camouflage skill of 12. They conceal themselves until they spot prey within 4 yards. Prey more than twice the spider's size is attacked with a Psionic Shout (Telepathy Power 5, Telesend 16, can only Shout). The psider then moves in to bite the victim. Psider venom is paralytic; victims must make an immediate roll against HT-3 or be paralyzed for 6 hours. If the roll succeeds, he will only be out for 3d minutes. The victim will also take 1 point of damage every day for the next 1d days.

During the mating season, the female psider lays several hundred microscopic eggs in a paralyzed victim's skin; this has no effect initially. The eggs hatch 3d+4 days later, causing symptoms of a parasitic disease, independent of and cumulative with any lingering effects from the initial attack. 1d+3 days after hatching, a small swarm of tiny baby psiders chews its way out of the victim's skin, in a 1-square-foot area around the original bite, doing an initial 1d+2 damage. (Fright Check for witnesses, Fright Check at -5 for the victim). The swarm does 1 point of damage/turn thereafter, has Move 2, and is dispersed by 6 hits. After being dispersed or completely devouring their victim, the baby psiders turn on each other; 2d days thereafter, 1d-1 adult survivors will be prowling the area. The babies are not venomous.

Puddle Flood

ST: 14	Speed/Dodge: 9/6	Size: 3
DX: 12	PD/DR: 3/0	Weight: 1 ton
IQ: 1	Damage: *	Habitat: Sub
HT: 14	Reach: C	

Puddle floods are unique among the galaxy's lifeforms. They're liquid creatures with such astonishingly high surface tension that they can maintain their shape on land. They can also move — even up grades of up to 15° (when moving uphill the above move is reduced to 3). Puddle floods usually lair at the bottom of gently sloping tunnels. Any creature approaching will be engulfed by the puddle flood, which will attempt to keep it off balance and drown it by keeping its mouth and nose covered. The victim must make a Quick Contest of ST to escape. When game won't come to it, the flood will flow up the tunnel past one or more cross-passages. It can hold itself at the top of a moderate grade for several hours. If any creature approaches within 30 feet on the downhill side, the flood will flow down and attempt to sweep its prey into its lair.

Searchlight

ST: 9	Speed/Dodge: 7/5	Size: 1
DX: 11	PD/DR: 0/0	Weight: 110 lbs.
IQ: 5	Damage: 1d-2*	Habitats: Sub, M, F
HT: 12/8	Reach: R	

Searchlights are six-legged, hairless beasts with a single eye that emits an extremely strong bioluminescence. The 'lights have a range of over 200 feet. Their most impressive ability, however, is their ability to focus their light into a usable offensive laser. A searchlight laser can do damage at 100 yards. Searchlights hunt small animals. They are very short tempered, and will not hesitate to fire at any large intruder into their hunting grounds.

Sleepy Moss

ST: —	Speed/Dodge: 0/0	Size: 10-300
DX: —	PD/DR: 0/0	Weight: —
IQ: 1	Damage: *	Habitat: Sub
HT: 13	Reach: C, 1-3	

This is a mossy plant that covers the walls and floors of underground passages and chambers. Stepping on a patch of this moss with a pressure of more than 20 pounds will release a chemical that is a potent soporific to most mammalian creatures. Anyone exposed to sleepy moss must make an immediate HT-2 roll or collapse into a deep sleep. Victims get an unmodified HT roll every day thereafter to wake up enough to escape from the moss (GM should apply appropriate penalties if the victim tries any other actions, such as helping companions or recovering dropped objects).

Subsider

ST: 35	Speed/Dodge: 3/0	Size: 2
DX: 6	PD/DR: 6/10	Weight: 800 lbs.
IQ: 4	Damage: 2d cut	Habitat: Sub
HT: 17/30	Reach: C	

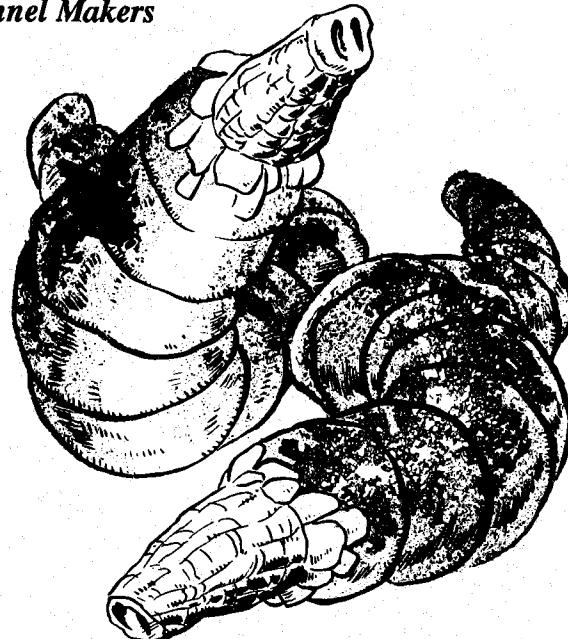
The subsider is a reptilian burrower about the size of a black bear. They are herbivores, feeding on large, underground fungi, which can grow to a height of several yards. These fungi can be located above ground by the mounds their growth pushes above the surrounding swamps. When a subsider finds a fungus it feeds on it for several days. Eventually the creature will have undermined the structural integrity of its meal enough to cause the mound above to collapse. Anyone standing on the mound will suddenly find himself in a 10- to 15-foot-deep depression. Four out of six times the depression will immediately begin to fill with water. The victims can just swim out (assuming they can swim). The rest of the time, it will take them 2d turns (a different time for each) to scramble out. There is a 1 in 6 chance per person per minute that he will annoy the subsider, which will emerge from the ground and attack. If the beast takes more than 10 points of damage, it will retreat back underground, completely disappearing in 2 turns.

Tunnel Maker

ST: 19	Speed/Dodge: 6/4	Size: 3
DX: 6	PD/DR: 4/10	Weight: 1,500 lbs.
IQ: 8	Damage: *	Habitat: Sub
HT: 15/25	Reach: C, 1-2	

These silicon creatures resemble fat worms about six feet long. They have a conical proboscis that they are able to heat up to a temperature of several thousand degrees.

Tunnel Makers



They use these organs to soften the rock ahead as they burrow through. Tunnel makers can burrow at a move of 3.

Telepathic contact reveals that the tunnelers are nearly sentient. They are peaceful creatures who prefer to be left alone, though they can befriend a patient human. Any sentient harming a tunnel maker and not leaving the planet immediately will eventually become the victim of a horrible revenge — 2d tunnel makers will hunt him down and leave nothing behind when they find him. A tunnel maker attack does 1d+1 crushing damage, plus 6d heat damage.

Vise

See *Mountain* (p. 63).

Wall Crawler

ST: 6	Speed/Dodge: 4/4	Size: <1
DX: 8	PD/DR: 0/2	Weight: 25 lbs.
IQ: 1	Damage: 1d-4 cut	Habitat: Sub
HT: 13/7	Reach: C	

These simple creatures live in damp caves and caverns in great numbers. They crawl all over walls, floors and ceilings, grubbing up every stray bit of animal and plant matter. They are never encountered in groups of less than 100. Anyone entering a wall crawler area will soon be accosted by 4 to 6 of the creatures. They will swarm all over him, nibbling at his flesh. Wall crawlers fear heat, and a path can be cleared through them using a flamethrower or heat-producing beam weapon.

World Worm

ST: 30-1,000+	Speed/Dodge: 3/0	Size: *
DX: 9	PD/DR: 6/10-1,000	Weight: *
IQ: 2	Damage: 2d to 20d cr	Habitats: Sub, V
HT: 18/45-10,000+		Reach: C

World worms are among the galaxy's most bizarre and destructive creatures. They come from space, in pods about 15 feet in diameter. Once the pods hit a planet, they split open and thousands of embryonic world worms spill out and immediately burrow into the soil. At this stage they are only a few inches long. The worms begin eating their way to the planetary core. It takes them several centuries to make the trip, but by the time they make it they're over 30' long. Then they start to eat their way out . . .

Eventually (after about 100,000 years) the worms are several miles long, and have the maximum stats listed above. By that point they have severely undermined the structural integrity of the planet, and it begins to disintegrate. The worms float among the resulting asteroid belt. They mate, then die. Eventually the outer shell of each worm disintegrates and tens of thousands of pods spill out. Initially the pods are, in some sense, alive. They instinctively home in on the nearest star likely to have planets, and ignite an internal flammable gas which acts as a jet to allow

them to reach escape velocity. Most miss their target entirely and float on for all eternity. Many more fall into the target sun. Perhaps one in a million will fall into some other luckless planet's gravity well.

Once a world knows it has world worms it's usually too late. There's nothing left to do but evacuate.

Whumbat

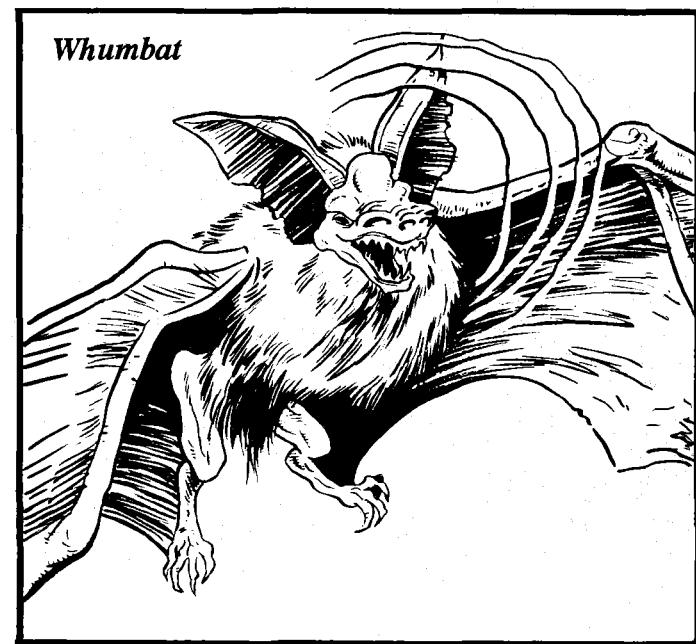
ST: 4-6	Speed/Dodge: 10/5	Size: 1
DX: 12	PD/DR: 0/0	Weight: 3-5 lbs.
IQ: 4	Damage: 1d-4	Habitats: Sub, F, J, S
HT: 14/3-4	Reach: C	

Whumbats are very similar to Terran bats. They have a 1-yard wingspan, a hyperdeveloped barrel chest and an oversized head. They are insectivores, and require a large hunting territory, so they seldom form large colonies. They are often encountered in single mated pairs with 2 to 4 young. They only attack humans if disturbed in their lair.

The listed damage is for the whumbat's bite, but they are noted for their scream. Their huge chest and resonance cavities in the skull give them an effective sonic weapon.

When a whumbat screams, everything in its front hexes, out to 6 yards, must roll HT-3 or fall unconscious for (20-HT) minutes. A whumbat takes one second to fill its lungs before each scream. It cannot scream while flying; if the bat is on the ground rather than hanging, or has lost more than 1 hit point, its range is halved and the targets roll against HT rather than HT-3. A whumbat has a ground Move of 4.

A whumbat will not scream if it can see and hear another whumbat in its area of effect, unless it is cornered. If there are several whumbats in the same hex, only one will scream each turn, while the rest stay back or flee.



12 VACUUM DWELLERS

Antimatter Swarm

ST: 10	Speed/Dodge: -/5	Size: 1
DX: 11	PD/DR: 0/0	Weight: 40 lbs.
IQ: 2	Damage: *	Habitat: V
HT: 13	Reach: C	

The most feared navigational hazards in the galaxy, the antimatter swarms are primitive, sub-light vacuum breathers composed entirely of anti-matter. They are invariably found in packs of 4d individuals. Visually, antimatter swarms resemble phosphorescent boulders, with no outward features. Contact with any antimatter swarm will be enough to utterly annihilate even the largest interstellar ships. Fortunately, these creatures are quite rare and are almost never found inside a stellar system. The patrol offers a bounty of \$200,000 for each confirmed, new sighting of an antimatter swarm. The swarm is then destroyed, using a flight of drones to trigger the matter/antimatter reaction.

Bio-Planetoid

ST: —	Speed/Dodge: 0/0	Size: 10-1,000 miles
DX: —	PD/DR: 6/1,000	Weight: millions of ktons
IQ: 3-9	Damage: —	Habitat: V
HT: 25/100,000+	Reach: —	

Bio-planetoids are the evolutionary step immediately preceding sentient worlds. They present a remarkable range of size and IQ (however, there seems to be no direct correlation between size and intelligence in either direction).

Bio-planetoids live about 10,000 years. They reproduce just once, producing 7 to 12 young. The young are extremely mobile, capable of telekinetically accelerating themselves to just under lightspeed. At birth, bio-planetoid young are spherical, 200 to 300 feet in circumference. After birth, they set off for another system containing bio-planetoids (they seem to possess this knowledge instinctively), going into a state of suspended animation once they reach full acceleration. Once they reach their destination, they mate.

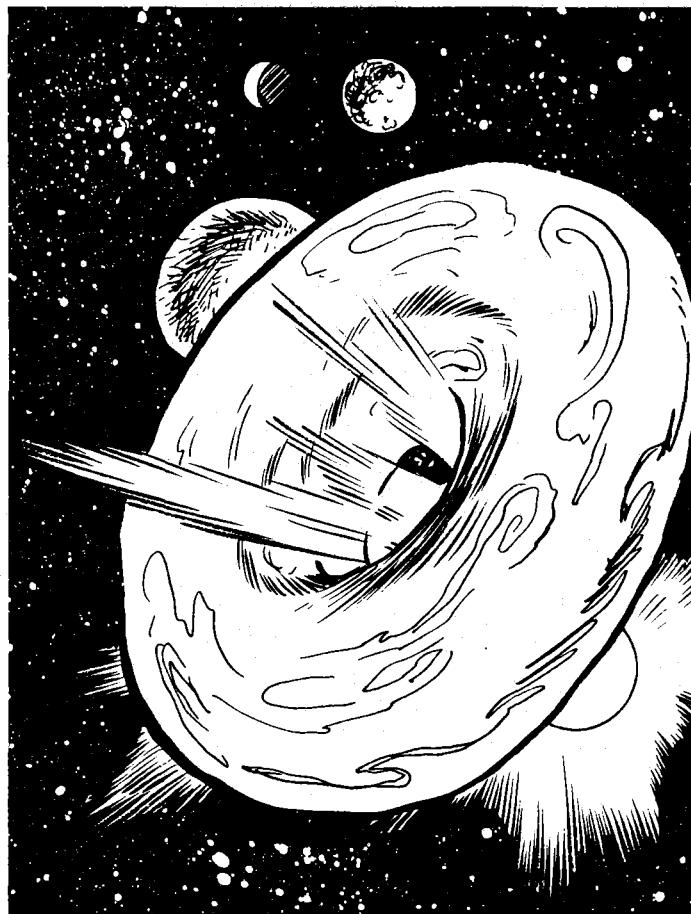
Bio-planetoids are ambisexual, and any two can reproduce. They only mate during early life. They often find other proto-planetoids waiting when they're born, and impregnate these before they start their journey. Once they arrive, they are themselves impregnated by the first non-

sibling proto-planetoid to arrive. Once impregnated, they assume their life-orbit. Over the next century they grow rapidly, losing their capacity for independent movement and assuming a toroidal shape. Sometimes a bio-planetoid (or several) will occupy an empty orbit in the system, but they're most often found orbiting gas giants.

Their young are born after a gestation period of about 3,000 years, at which time the planetoid stops growing. At death the planetoid begins to break up, decaying entirely after about 100,000 years.

They appear to need no sustenance other than stellar radiation and other ambient energies.

Most bio-planetoids are completely indifferent to smaller creatures on their surface, though a few of the more intelligent have evidenced curiosity, particularly when confronted by a powerful telepath. Psionic communication with the planetoids is trying, however, since their minds work exceedingly slowly.



Bio-Planetoid

Bio-Ship

ST: 2,000	Speed/Dodge: -/0	Size: 10,000 +
DX: 25	PD/DR: 6/30	Weight: 5 ktons
IQ: 5	Damage: 25d cr	Habitat: V
HT: 25/500	Reach: C	

So-called because they can be technologically altered to make effective interstellar starships, the bio-ships are shown above in their natural state. In the wild they are usually encountered in herds of 50 to 100 individuals. A bio-ship is 100 to 300 yards long and roughly ovoid in shape. They have a sparse "fur" which is actually an array of several thousand short antennae by which the creature perceives the universe.

A modified, fully-functional bio-ship has several pressurized compartments permanently attached to its body, a neural-computer interface augmenting its intelligence to the point of sentience, and permanently-implanted star-drive and shield systems.

In the wild, the herds migrate, usually between stars of several different spectral types. Scientists theorize that they need the different energies to survive and reproduce. Their maximum speed is about 3/4 lightspeed. Like most sublight vacuum dwellers, they have the ability to hibernate between stars.

Colony Pod

ST: 30	Speed/Dodge: —/0	Size: 100
DX: 15	PD/DR: 4/15	Weight: 1 ton
IQ: 2	Damage: 4d cr	Habitat: V
HT: 14/60	Reach: C	

The colony pods are the simplest of the vacuum dwellers. They travel from star to star in herds of 100 to 600. Each time they reach a new star, they enter a cometary orbit. At perigee, they begin to fission, each colony pod splitting into two. At apogee, the augmented herd splits into two, one heading for one nearby star, the other for a different destination. They appear completely indifferent to any considerations other than moving from one star to the next. A colony swarm approaching perigee is an awe-inspiring display, much like several hundred comets moving in formation.

Colour

ST: —	Speed/Dodge: —/15	Size: 10,000+
DX: 30	PD/DR: 6/0	Weight: —
IQ: 6	Damage: *	Habitat: V
HT: 18	Reach: C	

Colours (customarily spelt with the British "u") are energy creatures that appear as a blazing aurora of light. The feed on stellar radiation. Colours usually stay in a single star-system. No conclusive information has been gathered about their life cycle or reproductive habits. Their maximum speed is the speed of light.

Colours are curious about starships, probes and any artifact. They will seek these out and stay with them for weeks at a time. Unfortunately the colours' energy field has a catastrophic effect on human psyches. Humans must roll vs. (current) IQ each day they're exposed to a colour's

energy field. They will lose a point of IQ each time they fail the roll. A critical failure means an IQ point is permanently lost. Their personalities also become progressively less stable. Each day in the energy field they must make a roll vs. (current) IQ in any conflict situation to avoid flying into a violent rage. Once out of the energy field the colour's victims will regain IQ automatically at 1 point/day.

A colour will lose interest in a ship after 6d days. Any shift to lightspeed will leave the colour behind. Colours are immune to most attack forms. The only energies which have been found to have any effect on colours are x-ray and gamma-ray lasers, which do half normal damage.

Comet Beast

ST: 40	Speed/Dodge: —/0	Size: 1,500
DX: 13	PD/DR: 3/12	Weight: 4 tons
IQ: 4	Damage: 2d + 2 cr	Habitat: V
HT: 14/50	Reach: C	

These strange creatures are found in particularly crowded Oort clouds. They glide from comet to comet, searching for certain minerals necessary to their diet. From time to time a comet beast will accompany a comet on its long fall towards the sun. It is unknown whether this is necessary to the beast's survival, or merely the result of miscalculation on the beast's part.

Comet beasts have been found in several systems, but how they spread from one star to another remains a mystery. Several scientific organizations are actively studying the habits of the comet beasts.

Glider Sail

ST: 16	Speed/Dodge: —/0	Size: 1,000
DX: 18	PD/DR: 0/0	Weight: 1 ton
IQ: 3	Damage: —	Habitat: V
HT: 18	Reach: —	

Glider sails are perhaps the galaxy's most beautiful creatures — they are one immense wing with a threadlike body running down the middle. The wings are actually solar-energy collectors, with the curious property of reflecting light in elaborate and beautiful random colors and patterns. The glider sails have feathery antennae projecting both from their tiny heads and as "tails" on their anterior end. They have a wingspan of about a quarter of a mile.

When they're near a star, with their wings fully open they can accelerate to a speed just short of the speed of light. They will spend a few months or years in one system, then begin the long sail to the next. Their lifespan is measured in centuries.

Glider sails are completely harmless creatures. Their bodies disintegrate if exposed to any gravity or atmosphere whatsoever.

Invader Swarm

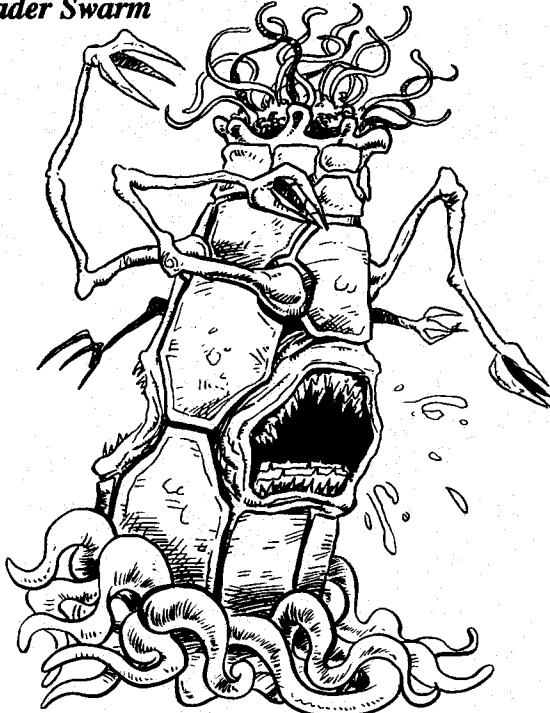
Invader Swarm

ST: 80	Speed/Dodge: 16/0	Size: 49
DX: 14	PD/DR: 6/30	Weight: 30 tons
IQ: 6	Damage: 5d imp	Habitat: V
HT: 20/120	Reach: C, 1-6	

Invader swarms are one of the galaxy's most feared menaces. These huge creatures travel from one living world to another, reducing each to a lifeless ruin. Invader swarms typically make planetfall in groups of 200 to 1,200 individuals, and immediately begin devouring every organic creature they can get their claws on. They also multiply at a fantastic rate. They are capable of doubling their population every four weeks. (The actual increase is limited both by losses and by the available food supply.) They are quite intelligent, and able to coordinate their attacks against organized resistance.

It takes a swarm less than a year to reduce an earth-like planet to a husk. By that time, there are trillions of the creatures. They go into a brief hibernation, metamorphosing into a form that can create a stream jet. They launch into orbit and immediately take off for the next world (they seem to be able to detect living worlds at interstellar distances). They travel in hibernation, at sublight speed.

S.O.P. for worlds attacked by invader swarms is to evacuate all surviving sentients, then begin saturation nuclear bombing from a high orbit. Sometimes it works.



Jammer

ST: 9	Speed/Dodge: -/8	Size: 10
DX: 16	PD/DR: 6/10	Weight: 800 lbs.
IQ: 5	Damage: *	Habitat: V
HT: 15	Reach: R	

These space pests are found in many systems, though they have never been observed migrating between stars. Jammers feed on electromagnetic radiation. They are attracted to emitters of such energies, such as radio-using starships. Unfortunately, jammers set up an interference field which completely disrupts all incoming and outgoing electromagnetic transmissions within 100 miles of the creature. Jammers are usually encountered in swarms of 50 to 100 individuals. Every Jammer within a hundred miles must be found and destroyed before the ship can send or receive any communications. Of course, the scanners will be jammed . . . They eat energy attacks, but can be harmed by physical damage.

Jammers have a maximum speed of about 1/4 lightspeed; they can be outdistanced by most functional ships.

Laser Storm

ST: -	Speed/Dodge: -/0	Size: 100 miles
DX: 14	PD/DR: 6/0	Weight: -
IQ: 1	Damage: 15d*	Habitat: V
HT: 18/300	Reach: C	

This bizarre form of pseudo-life is a serious hazard to navigation. Laser storms are attracted to ships and space stations (possibly by their electromagnetic signatures). As the name suggests, the storm's interior is a seething mass of intense laser pulses. Any object in the storm's interior will take the indicated damage every turn, automatically.



Glider Sail

The storm, in turn, is vulnerable to most energy weapons (except, of course, lasers). Laser storms can move at about $\frac{1}{3}$ light speed, and are easily detected at ranges of several million miles. S.O.P. for most stationary space installations is to send out armed ships to destroy the storm as soon as one is detected. Ships just get out of the way.



Na'sing

ST: 3	Speed/Dodge: 10/8	Size: 1
DX: 16	PD/DR: 2/0	Weight: 10 lbs.
IQ: 5	Damage: 0	Habitat: V
HT: 10	Reach: 0	

Na'sing are silicon-based creatures with the ability to produce matter from energy and to fly through space with no visible means of propulsion. Na'sing are dull gray, with eyes all around and fin-like appendages which provide a sense of sound, touch and temperature.

Na'sing live off all forms of electromagnetic radiation. Any na'sing hit by an attack of that nature, and not killed instantly, will take no damage and divide into one additional na'sing for every 5 points of damage (rounded down), all with the same stats as the original. This habit makes the na'sing the center of some controversy, as it violates several of the more important laws of physics.

Na'sing present no danger whatsoever, except perhaps as minor navigational hazards. Unlike many vacuum dwellers they have no adverse reaction to atmosphere or gravity (up to 2 G) and spacers often take them aboard ship as pets. They never need to be fed, and are quite curious and intelligent.

Parasite Crystal

ST: —	Speed/Dodge: —	Size: —
DX: —	PD/DR: 4/4	Weight: —
IQ: 1	Damage: *	Habitat: V
HT: 17/*	Reach: C	

Also known as "space barnacles," the parasite crystals are a crystalline form of pseudo-life. In their natural state, they are invisible clouds of molecular particles. When they come into contact with a small object, such as a starship or meteor, they begin to bond and multiply, eventually forming a crystalline gloss over the whole surface. They are a hazard to starships, as they can clog engines, disrupt transmitters and foul exterior components. They are no problem to ships with atmospheric capability, as they cannot tolerate gravity of more than about $\frac{1}{10}$ G (the interior artificial gravity of a ship they are infesting does not affect them), but ships that can't enter gravity wells have to clean them off by hand. It takes 5 points of physical or energy damage to clear a single hex of crystals. Each time the crystals are cleared, there is a 1 in 6 chance that they will break out anew in 2d weeks.

Spectre

ST: 3	Speed/Dodge: —/9	Size: 3
DX: 18	PD/DR: 6/0	Weight: 15 lbs.
IQ: 2	Damage: —	Habitat: V
HT: 15/6	Reach: —	

Spectres are enigmatic creatures that have been spotted only a few times, usually right after a ship has left hyperspace. Scientists theorize that they are native to hyperspace, and not to our continuum at all, and that they are somehow "pulled out" by the departing starship.



Spectre

Spectres resemble a black, hooded cloak worn by an invisible humanoid. Their overall appearance is extremely macabre. The few reliable observations that have been made indicate that the creatures are at best semi-solid, and that they are quite stupid. A spectre will float about for a few (2d) hours, then quietly fade away, presumably back to where it came from.

Spectres seem to be completely harmless, though a few crews have been nearly scared to death, coming out of hyper-space to see a hooded, faceless figure floating in the void in front of them.

Star Dragon



Star Dragon

ST: 60	Speed/Dodge: —/15	Size: 1,200
DX: 30	PD/DR: 6/0	Weight: 1 ton
IQ: 6	Damage: 2d cr	Habitat: V
HT: 15/40	Reach: C	

These creatures rival the glider sails (to whom they seem closely related) for sheer beauty. A star dragon is a ribbon of color over 600 feet long, with huge, scintillant wings on either side. The wings are solar collectors, like the glider sails', but the star dragon has another trick — it's one of the handful of species in the galaxy with natural hyperspeed capacity. The dragon can travel at the equivalent of about ten times the speed of light for several weeks before having to stop at a star to "refuel." Dragons will attack if provoked (though one has little chance against a starship), but they prefer to ignore other lifeforms.

Terraformer

ST: —	Speed/Dodge: —/0	Size: 10 mi.
DX: —	PD/DR: 6/300	Weight: 1,000 ktons.
IQ: 8	Damage: *	Habitat: V
HT: 18/400	Reach: C	

Terraformers are unquestionably the most complex life form in the galaxy. Most scientists believe that natural evolution could never have produced such a creature, and that the species must be a living Precursor artifact.

Terraformers are the size of a large asteroid. They travel between the stars at slower-than-light speeds in journeys that can take millions of years. When a terraformer enters a new system, it scans the biozone, looking for the best moon or planet. If it finds a suitable world, the terraformer dives into the gravity well, breaking into hundreds of thousands of pods, ranging in size from an apple to an office building. They open on impact, spilling their contents all over the world, producing catalytic reactions that will produce oxygen, plant life, and eventually animals. Within 2,000 years, a balanced ecosystem will have evolved, with creatures ranging from microbes to IQ 6 mammals.

The terraformers are a threat to any inhabited planet they approach. The terraform ecology will probably not be able to completely overwhelm an earth-like ecology, but there will be catastrophic shifts in natural cycles while the two systems "battle it out." For 50 to 100 years there will be a drastic drop in production at the base of the food chain, resulting in population reductions of 50 to 100% among the higher animals. Eventually, the ecology will re-stabilize, but several species will be extinct and several others will have been added by the terraforming process.

The Patrol charts all known terraformers in transit, and stands ready to redirect or destroy any that come too close to an inhabited world. The Patrol has set a bounty of \$1,000,000 for anyone who spots a previously unknown terraformer.

A terraformed ecology is readily identifiable, and the survey has discovered terraformed planets that were seeded as long as 12 million years ago. No source of terraformer pods has ever been discovered.

Vacuum Cetacean

ST: 550	Speed/Dodge: —/0	Size: 600
DX: 7	PD/DR: 6/40	Weight: 1 kton
IQ: 8	Damage: *	Habitat: V
HT: 18/1,000	Reach: —	

Vacuum cetaceans, or "space whales," look and act much like Terran whales, but they live in deep space. They move through the use of an internal organ that manipulates the gravitational "current" generated by all stellar bodies. It feeds on gases emitted from stars, gas giants and planets.

Space whales are massive — as large as a star cruiser. Their huge bodies cannot survive gravity greater than about .2 G. The average space whale lives 1,000 years. They travel in pods of two to ten, and give birth every century. A few space whales travel alone — these are usually "rogues" outcast from the pod, and are known to be violent.



Vacuum Cetacean

The whales slowly "swim" through space, passing close enough to stars, gas giants or planets to absorb the gasses they need to live. They can ride between stars — their "gravitic drive" can push them up to hyperspeed, traveling a maximum of about three times the speed of light.

Space whales are normally docile. There are tales of astronauts who have touched or ridden a space whale. They are intelligent, and seem to enjoy friendly encounters with other lifeforms. However, if the cetacean is attacked or the mother whale is approached recklessly, they can become violent. Rogues and mothers have been known to crush small craft and ram battlecruisers.

Vacuum Weed

ST: —	Speed/Dodge: 0/0	Size: —
DX: —	PD/DR: 4/0	Weight: —
IQ: 1	Damage: *	Habitat: V
HT: 16	Reach: C	

These space-based parasites are an expensive nuisance to shipping. They are initially microscopic spores, feeding on whatever ambient atoms are available. When they affix themselves to the hull of a spaceship, however, they grow rapidly, feeding on the hull itself. If allowed to grow unchecked, the patches will begin to sprout fernlike crystalline structures, which give the organism its name. Vacuum weed eats through the hull at the rate of 1 point per day (taken first off DR, than off actual structure) and spreads rapidly, at a rate of 1d hexes per day in random directions. Like parasite crystals (see p. 88) vacuum weed can be cleared by entry into an atmosphere, but ships incapable of atmospheric entry must be cleared by hand (and away from other ships). It takes 16 points of damage to clear a hex of vacuum weed. Any excess damage is applied against the hull.

Wake Rider

ST: 20	Speed/Dodge: —/7	Size: 7
DX: 14	PD/DR: 3/6	Weight: 1,000 lbs.
IQ: 3	Damage: —	Habitat: V
HT: 14/30	Reach: —	

Wake riders are the simplest of known light-speed creatures. They normally feed on stellar energy, but appear to be able to get what they need even more efficiently from the ionic wakes of stardrives. A wake rider will follow a starship forever, if allowed. The only way to get rid of them is to destroy them, or completely refrain from using the ship's drive for 1d weeks. Atmosphere-capable ships can also lose wake riders by landing (they burn up on atmospheric entry). Though not overtly damaging, the riders are a nuisance and a hazard to navigation — and they multiply rapidly, as much as once every two or three weeks, if food is plentiful. Therefore, it is strictly illegal to bring riders into busy spacelanes or any spaceport area. Violations of this law, even unwittingly, carry a heavy fine.

Warp Hound

ST: 200	Speed/Dodge: —/8	Size: 10,000
DX: 17	PD/DR: 6/400	Weight: 100 tons
IQ: 5	Damage: 12d imp	Habitat: V
HT: 18/400	Reach: C, 1-30	

These juggernauts are the galaxy's only known vacuum predators, feeding on vacuum cetaceans, colony pods and anything else they can find, as well as asteroids, planetary rings and comets.

Starships appear to throw them into a rage. They will mob any ship that they can perceive. Warp hounds actually look nothing like hounds. They are huge, conical creatures, with a gaping maw on the broad end. A hound attacks with an ultra-hard "stinger" that comes over its head to skewer its prey.

Warp hounds are found in packs of 3d individuals. They have a maximum speed of five times the speed of light, and they seem to have some sort of psionic ability to track prey over interstellar distances. They are able to follow a trail up to three years old. The recommended procedure for dealing with warp hounds is to travel 15 light years in a random direction, then head for the nearest base and tell the Patrol what direction the hounds were heading. Ships forced to lead hounds to an inhabited area are required by law to inform the Patrol immediately, and will probably have to defend in court their decision to head for port.

13

LOATHSOME CRAWLERS

Acid Worm

Damage/Turn: 1d+2 Move: 2 Dispersed by: 4/hex

Acid worms are flat, inch-long crawlers, with three, stalked eyes. They secrete acid, doing the listed damage to any exposed surface. They are attracted to metal, and will swarm over any metal surface if it sits in one place for more than a half hour.



Acid Worms

Bald Mite

Damage/Turn: * Move: * Dispersed by: *

Bald mites are vigorous, microscopic parasites that live on dead animal matter. However, the mites don't confine

their attentions to carrion. A mite infestation will also eat the dead tissue off of a living creature. On humans, this means fingernails and hair. A person with a mite infestation will be completely bald, with no fingernails, in 1d-2 (but always at least 1) days. The loss of hair results in a -2 to Appearance (even for one who was previously bald — the minus is for the loss of eyebrows and lashes), and a -3 to manual dexterity (i.e. any DX roll requiring fine motor skills) until the nails grow back. The mites also destroy any animal-derived garments, including fur, leather and wool. Note that while such infestations are merely an annoyance to humans, they can be crippling to animals — a hoofless horse might as well be dead, and a hairless dog is in only slightly better shape.

Bald mites normally spread by actual physical contact; they live for only seconds away from a food supply and have no independent Move. At TL9+ there is a simple treatment for bald mites; cost is \$100 per dose. At TL10+ there is an effective repellent treatment; cost is \$50 per dose and it must be repeated every three months. Below TL9, the only treatment is hard scrubbing with lots of soap and scalding water. An hour of scrubbing gives a 50% chance of ending an infestation; whether it worked or not will be apparent in 1d days (if fuzz and nail stubs start to grow, it worked).

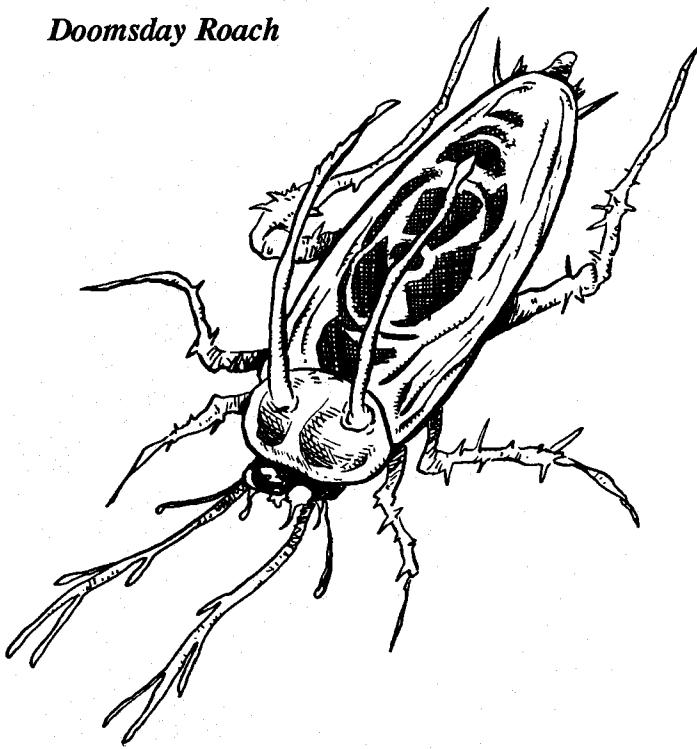
Bald mite infestation is considered a mark of poor personal hygiene; mitey, as an insult, is considerably more forceful than lousy. Spaceman scuttlebutt is full of horrible stories of the treatment of anyone who introduces mite infestation to a starship.

Corrosion Louse

Damage/Turn: * Move: — Dispersed by: —

These microscopic pests are no danger to living creatures, but spell a horrible doom for ferrous metal machinery. Corrosion lice do not swarm on the surface, but infest the interior of metal objects, rusting a tunnel into the inside and feeding on the corrosion they create. Corrosion lice can break down the iron component of even very complex alloys. They can structurally undermine 1 square foot of metal every week. The only way to control a corrosion louse infestation is to expose every piece of affected metal to a powerful acid bath, but by the time the infestation is detected, it's usually too late to do anything but scrap the machinery.

Doomsday Roach



Doomsday Roach

ST: 1	Speed/Dodge: 4/10	Size: <1
DX: 15	PD/DR: 0/0	Weight: <1 lb.
IQ: 2	Damage: —	Habitats: any
HT: 18/8	Reach: —	

They eat *everything*. Most poisons don't even faze them. They and their eggs can lie dormant forever and survive even deep space or hard radiation. To get rid of them requires a roll vs. Professional skill (Exterminator)-5 or any Xenobiology skill-7. If the roll is failed, the roaches will repopulate the area in 2d days. They are composed of whatever they eat. If they go more than 60 days without exposure to any organic matter, they will go dormant until they come into contact with organics once again.

Doomsday roaches cause 1d-2 random systems failures per day in any ship or installation they inhabit.

Doomsday roaches don't swarm — they scatter to cover at the first sign of attack. They work from within, eating adventurers out of house and home.

Dust Thrower

Damage/Turn: * Move: 4 Dispersed by: 3

These tiny insects throw off a paralytic dust which eventually develops into their eggs and young. The cloud of dust thrown off by a swarm covers 6d hexes and persists for 3d minutes. Any creature exposed to dust throwers

must make a HT roll every turn of exposure or succumb to the paralysis. Holding the breath does *not* give protection; the dust works by contact with the mucous membranes of nose and throat. Vacc suits, pressurized armor and gas masks are impervious to the dust; a wet scarf tied over the nose and mouth is +3 to HT.

Paralyzed creatures lie for 2d days, taking normal damage from the elements, hunger, thirst and any passing scavengers. At the end of that time the eggs hatch, doing 2d damage. The victim then awakens (assuming he survived all that). He will be at -5 to ST and DX for 2d more days. Attacking a dust thrower swarm will expose the attacker to the dust. An antidote is available at TL9 which ends the paralysis and kills the eggs (\$200 per dose).

Eelar

Damage/Turn: 1d-1 Move: 2 Dispersed by: 15

Eelar lair in small colonies. These flightless insects resemble praying mantises and usually live underground. Eelar are also capable of stinging, although they generally do not attack unless molested. However, a swarm can be quite dangerous. Swarms do not occur except in tropical areas. These swarms live above ground and will eat anything in their path.

A swarm is about 1,000 eelars. A single eelar will deliver 1 point of damage per turn, until killed.

The GM should make a secret HT roll for each one stung by an eelar. Any result other than a critical failure will produce a mild rash in the area of the sting. This will cause itching and -1 DX for the next 24 hours. The affected person must also make a Will roll any time complete silence is required, to avoid scratching.

On a critical failure, the adventurer is infected by bacteria carried by the sting: the stung body part swells alarmingly and the victim will develop a fever lasting 2d hours. That person will be at -4 DX for the next 36 hours. Genericillin (see p. S68), if the party has any, will reduce the effects to mild swelling and a slight fever; the victim will be at -2 DX for the next 24 hours.

Note: The eelar first appeared in the *GURPS Space* adventure *Stardemon*.

Firefield

Damage/Turn: * Move: 5 Dispersed by: 10

Firefields are a farmer's worst nightmare (and pretty scary for everyone else, too). They look like glowing-red fields of pure, flowing energy, but are in fact made up of insects too small to be seen individually. When the insects are close to one another, they are connected by a field of force which burns whatever is within the field, converting it into energy for the insects. Firefields require a *lot* of fuel to maintain the energy field. If little fuel is available, the

field's glow dims and the insects die. The firefield can die when the GM wants it too; if it is of game importance, he can make a HT roll for the field every day, at -1 for each day without fuel. On any failure, the insects die. A well-fed field has a HT of 2d+10.

Damage from a firefield equals the amount of damage remaining before the field is dispersed, taken at the end of each turn. After 3 turns, the victim is on fire, but fire damage is *not* cumulative with swarm damage.

Giant Psi-Roach

ST: 60	Speed/Dodge: 8/0	Size: 32
DX: 13	PD/DR: 6/40	Weight: 5 tons
IQ: 2	Damage: 3d cut	Habitats: any
HT: 30/200	Reach: C, 1	

This mutant horror originated in a radioactive wasteland, but can survive anywhere. It eats anything, and needs lots of food. Its favorite delicacy, though, is other psis. It has Telepathy at power 9, Psi-Sense 17, and Telecontrol 14. It just commands its victims to move into its gaping mandibles. Anyone seeing the roach should make a Fright Check, modified by how surprising the encounter is.

The telecontrol emanates from two antennae, which can be attacked at -2 (not cumulative with the roach's size modifier) and have no DR. An antenna is crippled by 10 points of damage. Crippling either one will disable the roach's telepathy, blind it and drive it into a berserk frenzy. The roach has all-around armor and no eyes.

Hatcher

ST: 8	Speed/Dodge: 6/4	Size: <1
DX: 3	PD/DR: 0/0	Weight: 5 lbs.
IQ: 9	Damage: 4d imp	Habitats: any
HT: 7	Reach: C	

Hatchers inject their larval young into living prey, doing 1d damage, then die. The young attaches itself to the victim's intestinal tract. The victim takes no further damage, but is in constant pain (-3 to ST and DX, -1 to IQ) and must eat three times more than normal (if the victim fasts both he and the hatcher will die in 1 to 3 days). After a week, the hatcher is visible as a growth on the victim's abdomen. After 16 to 21 days, the fully-grown hatcher bursts out of the victim, doing 4d impaling damage.

An implanted hatcher can be removed with a successful roll vs. Surgery-6. If for some reason the operation must be done without a general anesthetic, the victim will certainly die, because the anesthetic also puts the hatcher to sleep. A conscious hatcher will fight to stay where it is, killing the host and doing 2d cutting damage to the surgeon.

Once they hatch, young hatchers scuttle off immediately to look for a mate and a host for their young.

Itchy Bug

Damage/Turn: * Move: * Dispersed by: *

The itchy bug is a parasite about the size of a flea. They make life hell for their hosts. When an itchy bug bites, the host's whole body becomes wracked with paralyzing itches. The host must make a Will roll to do *anything*, even the most mundane tasks. The itchy bug can be visually located by a second person on a Vision-3 roll (the searcher is allowed a new roll every minute). If the victim is alone, he can still spot the bug, because the bug's location is the only place on his body that *doesn't* itch. In order to locate that spot, however, the victim must first make a Will roll, then make an IQ-3 roll to pinpoint the spot. Once the bug is located, it is easily trapped and killed (roll against DX+2). The itching will subside immediately. If a victim remains infested for more than one day, he will begin to take 2 points of damage per day from his own uncontrollable scratching.

Many people become allergic to the itchy bug. When an individual is infested, he must roll two dice. On a natural 12, he is allergic and, in addition to all the above effects, will take 1d of HT damage every day of the infestation, and be at a further -3 to ST and DX.

Fortunately, itchy bugs are usually found only one to a human-sized host. They usually spread by personal contact, but can move, very slowly (1 foot/second), on their own. They prefer to be well-concealed in body hair and they will select the hairiest available host. Their reproductive pattern is still a mystery, but they definitely lay eggs, which gestate off the host and can apparently lie dormant for a long time. Any cargo from their home world may be infested with itchy bug eggs.

At TL10+ itchy bug repellent is available for \$5 per dose, effective for 1 day. Itchy bug eggs can be killed by a combination of vacuum and radiation; supposedly, all legitimate exports are treated. The traditional preventative and treatment for people is vigorous and frequent bathing with lots of hot water and strong soap. A five-minute scrub has a 50% chance of removing any itchy bug.

Leper Bug

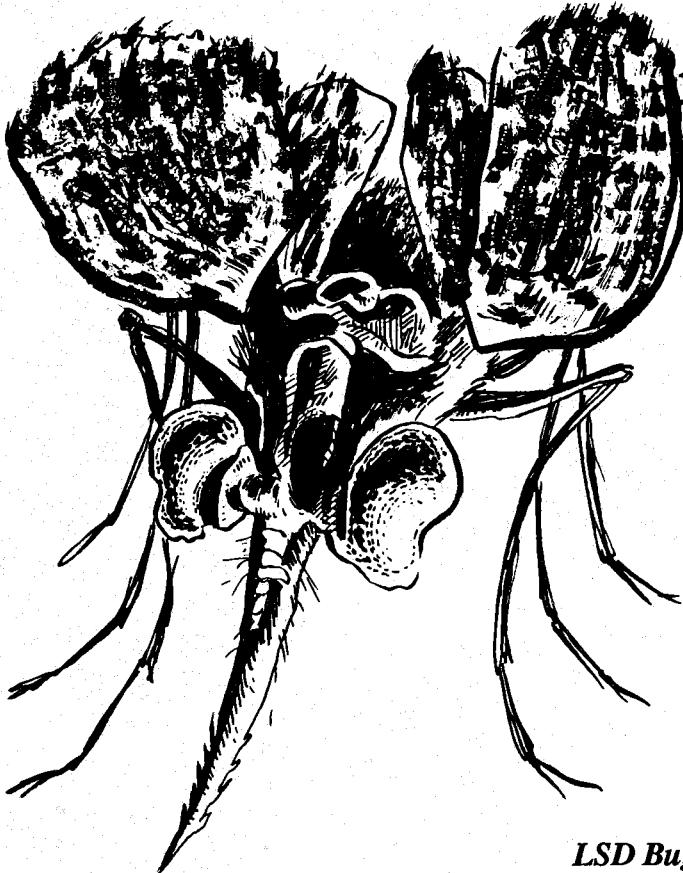
ST: 1	Speed/Dodge: 3/6	Size: <1
DX: 12	PD/DR: 1/1	Weight: <1 lb.
IQ: 2	Damage: *	Habitats: any
HT: 14/2	Reach: C	

These repulsive, long-legged creatures are blood suckers. They leap on a person, or crawl up a leg, and bite, doing 1 point of damage/turn for 2 to 4 turns (anyone who makes an Alertness roll and a DX roll can brush the creature off before it bites, unless it's under clothing).

Any person bitten by a leper bug must make an immediate roll vs. HT-5 or catch the degenerative disease that

gives the bug its name. Individuals with the disease must make a successful roll vs. (current) HT every day or lose 1 physical Attribute point (roll randomly among ST, DX and HT). When any attribute is reduced to 0, the victim is dead.

Medical treatment for leper bug disease is available at TL9+ (roll against Physician; treatment takes 3d days). Preventive inoculations are available at TL10+. Inoculations are temporary in effect at TL12 and below; they require a booster shot every 30 days. Cost is \$500 per dose.



LSD Bug

LSD Bug

Damage/Turn: * **Move:** 5 **Dispersed by:** 3
Hexes Encountered: 1 **Base Size:** —

Anybody bitten by an LSD swarm will immediately acquire a Major Delusion of distinctly psychedelic nature, to be selected by the GM. Examples include: I Can Fly, Trees are Evil and Want to Get Me, I'm Snow White and the Others are the Seven Dwarfs, Purple People-Eaters are Invading, etc. This delusion lasts for 1d hours. The victim suffers no direct damage from the attack.

Netter

ST: 4	Speed/Dodge: 4/5	Size: <1
DX: 11	PD/DR: 0/0	Weight: 15 lbs.
IQ: 8	Damage: 1d-5 cut	Habitats: any
HT: 10/2	Reach: C	

These large insectoids spin webs, like spiders. Netters are proto-sentient, however, and use their nets cunningly. Their simplest trick is to spin a web between trees or high rocks, and garrison it with 2 to 6 netters who release the net over whatever prey passes below. They also make devilishly clever use of pit traps, deadfalls, and snares.

Any creature caught in a netter's net must make a successful roll against DX and win a quick contest of ST vs. the net's ST of 15 to get free. Once a victim is thoroughly trapped, 4 to 24 netters will drop in for dinner in 3d minutes.

Painted Wing

Damage/Turn: * **Move:** 4 **Dispersed by:** 5
Hexes Encountered: 3-18 **Base Size:** 15

Painted wings are flying insects, resembling day-glo fluorescent, psychedelically-patterned butterflies with random wing shapes. Any given group has a common color theme. Some groups (1 in 6) of painted wings can produce a mood-altering dust.

The "mood dust" released by the painted wings is a psychoactive powder. It can enter the body through any exposed skin.

The more common dust (10 or below on 2d) produces an uncontrollable emotion in the victim: i.e. deep depression, poetic melancholy, excited ecstasy, etc. The GM assigns the emotions as he chooses. This effect can be resisted with a successful HT-3 roll. The emotion lasts for 1d hours.

The less common type of dust (11 or 12 on 2d) causes the victims to act out their deepest fantasies for 1d hours (these should be determined by the GM ahead of time).

Both of these effects tend to make the victim wander far away, and that seems to be the point. The dust contains the insects' microscopic eggs, and the victim becomes a host. The eggs hatch harmlessly in 3d days. Any known victim of the painted wings is quarantined in a sealed environment until all the eggs have hatched and the insects have been killed, to prevent the spread of the painted wings to other planets.

Scythe Horde

Damage/Turn: 3d **Move:** * **Dispersed by:** —
Hexes Encountered: * **Base Size:** *

The scythe horde is restricted to a single planet. It is a horde of insects (including several thousand different species) stretching from one arctic circle to the other. The scythe horde occupies 3° of longitude, and travels at the rate of about half a degree per day, making any given point on the planet's surface susceptible to the horde for about one week every year. The scythe horde utterly destroys everything in its path — a human caught unprotected in the

horde would be skeletonized in seconds. The scythe horde cannot be dispersed, even locally and temporarily, by anything less than an atomic explosion. The horde can only be resisted by the equivalent of a hermetically-sealed, underground bunker or a pressurized space ship. The scythe world has been interdicted, out of fear that any transplanted horde species would begin a scythe on whatever world they end up on. There is a permanent scientific installation on the planet to study the horde.

Slime Spitter

ST: 4	Speed/Dodge: 2/4	Size: <1
DX: 8	PD/DR: 0/0	Weight: 2 lbs.
IQ: 3	Damage: 1d-4*	Habitats: any
HT: 3	Reach: R	

These toad-like creatures are able to spit a corrosive slime up to 15 feet away. Slime spitters are intensely territorial and will fire their slime at any intruder. They are almost always encountered in communities of 6d individuals. The slime requires a special solvent (TL8+, \$50 for enough for one adult human) to remove it from skin (clothing will be completely destroyed), otherwise it will remain on the victim's body for 3d weeks. It only does damage once, but it smells terrible, attracts insects and looks disgusting. Appearance is lowered three levels (but never worse than Hideous) until the slime is removed.

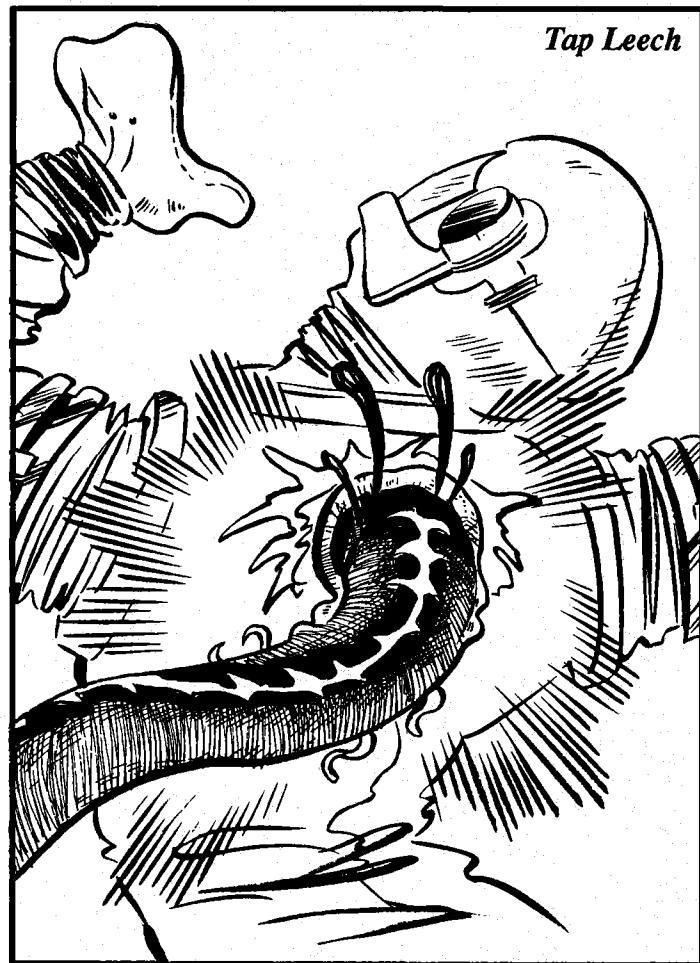
Sniper Bug

ST: 1	Speed/Dodge: 5/6	Size: <1
DX: 13	PD/DR: 4/0	Weight: <1 lb.
IQ: 2	Damage: *	Habitats: any
HT: 9/1	Reach: R	

These little insects are capable of firing a potent nerve toxin at distances of up to ten feet. Anyone hit by a sniper bug will probably never know what hit him.

Victims must make an immediate HT-3 roll or take 2d damage and be paralyzed for 1 to 3 days. They must make HT-3 rolls again on each of those days or take another 2d damage. Those who survive the paralysis will be at -6 to ST and DX for 3d days. Individuals who make their roll will take 1d damage and be at -3 ST and DX for 1 to 3 days.

Any cover or armor and most clothing is proof against sniper bug toxin; at TL9+ an antitoxin costs \$100 per dose. The antitoxin stops the paralysis in 3d minutes with no loss to ST or DX and no damage. Unfortunately, the antitoxin must be kept at temperatures below 40°, which makes it impractical for most first aid kits. Long-life, portable refrigerators are available at TL8+ (\$300, 10 lbs., 1 cubic foot capacity, operates on a C-cell for six months.) One dose of antitoxin takes up three cubic inches.



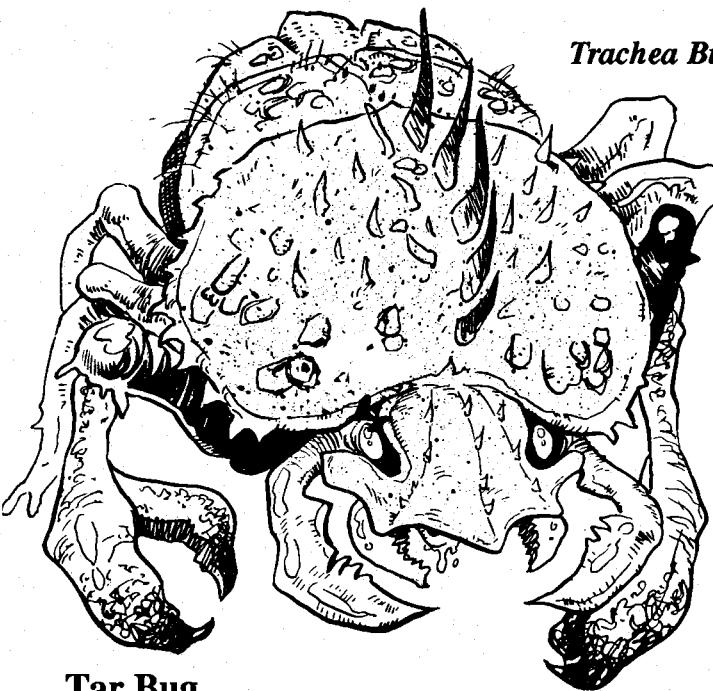
Tap Leech

Tap Leech

ST: 6	Speed/Dodge: 2/5	Size: <1
DX: 10	PD/DR: 0/0	Weight: 3 lbs.
IQ: 3	Damage: 1d-2*	Habitats: any
HT: 13/8	Reach: C	

The tap leech is two feet long. In order to survive, it must periodically feed on blood. In addition, it also enjoys a fresh dose of bone marrow when it can find an unprotected vertebrate. It drops onto a victim, or slithers up to him while resting, and attaches itself to his back, administering a local anesthetic so the prey feels no pain. Then the leech sticks its hollow tongue through the victim's flesh into a vein or the spinal column. The tap leech does the indicated damage each round until the victim is completely drained (and dead). Pulling a tap leech off does an additional 2d damage to the victim. The tap leech can penetrate any clothing without a DR of at least 2.

Trachea Bug



Tar Bug

Damage/Turn: * **Move:** 2 **Dispersed by:** 4

Tar bugs are disgusting, blobby insects that drip a viscous fluid on their prey. The fluid is a powerful adhesive; each round that he is exposed to the bugs, the victim must make a DX roll or find his Move reduced by 1. When the victim is completely immobilized, he can no longer attack and has no chance to break free of the tar. The bugs land on an immobilized victim and begin to tar up his mouth and nose. Suffocation will follow immobilization in 4d minutes, unless the victim receives help from outside (if the victim is within three minutes of death a tracheotomy will be necessary to save his life). Dead victims become food for the swarm and a host for their eggs and maggots. Survivors will regain 1 point of move every 10 minutes, but it takes a special solvent to finally remove the tar. The solvent is available locally on the tar bug planet for \$500/pint; each pint is enough to free one human.



Trachea Bug

ST: 1	Speed/Dodge: 7/4	Size: <1
DX: 9	PD/DR: 4/0	Weight: <1 lb.
IQ: 2	Damage: 2d imp	Habitats: any
HT: 13/3		Reach: C

These burrowing horrors go straight for the throat . . . they will attack a victim's throat and burrow right through to the windpipe, doing the indicated damage every round. After the first round of attack, the bug cannot be attacked without opening the victim.

Once inside, the bug slithers down the windpipe (still doing damage) until it reaches the lungs, in 7 to 12 turns. There it will lay its eggs and die. If the corpse is undisturbed, 3d trachea bugs will emerge in about three weeks.

Wrapper



Wrapper

Damage/Turn: * **Move:** 4 **Dispersed by:** 5

Wrappers are tiny bugs that spin a sticky, silken thread. Wrapper silk is soporific when inhaled, and anyone exposed to the stuff must make a HT-3 roll every turn or fall unconscious. The wrappers will continue to wrap an unconscious victim until it's just a mummy. They lay their eggs in wrapped victims, but the hatchlings only do 1 point of damage to their host. A wrapper's victim will not die, but will remain in a state of suspended animation for 1 to 3 years (of course, some predators know that fresh meat can be found in wrapper cocoons). When the victim wakes up, the cocoon will be so decayed that it no longer restrains him. He will be at -6 to all physical attributes when he emerges. If he can find a source of food and water every day, he will recover 1 point in each attribute per day after his emergence.

Those who don't fall unconscious take 6 turns for every turn of exposure to remove the wrapper silk (the soporific is only effective for 1 turn). Those who are more deeply wrapped can simply be peeled out of their cocoons.

14 EXOTIC ENVIRONMENTS



Aldo Bush

ST: 6	Speed/Dodge: 0/0	Size: 4
DX: —	PD/DR: 0/0	Weight: 100 lbs.
IQ: 1	Damage: *	Habitat: X
HT: 14	Reach: R	

The aldo bush is a low-growing, silvery plant, native to a planet whose sun periodically bathes it in huge amounts of hard radiation. The planet is intensely radioactive for a few years, then quite livable for several more.

The aldo bush produces a dust which causes hallucinations. Anyone who breathes the dust must make a HT roll every 10 minutes to avoid the effects. If the roll fails, he will see giant spiders, lurking aliens and other delusive dangers. The dust commands a high price on the black market, but is quite illegal.

Because of its unusual native environment, the aldo bush is remarkably hardy. On a more normal planet, it will grow at a tremendous rate — growing several feet a day, scattering seed a week after it sprouts, and choking off the native plants. Taking an aldo bush off planet is a very serious crime.

Note: The aldo bush originally appeared in the *GURPS Space Atlas*.

Core Crawler

ST: 200	Speed/Dodge: 1/0	Size: 1
DX: 2	PD/DR: 6/120	Weight: 3 tons
IQ: 3	Damage: 8d cr	Habitat: X
HT: 20/300	Reach: C	

Core crawlers live under the impossible pressures at the solid core of a gas giant. Few researchers have ever seen these unbelievably hardy creatures, which are small amorphous blobs only a few centimeters thick. It has never been done, but scientists theorize that if a core crawler was suddenly transferred to a terrestrial-pressure environment, it would explosively decompress, expanding to at least 100 times its normal size before exploding, doing at least as much damage as a large grenade.

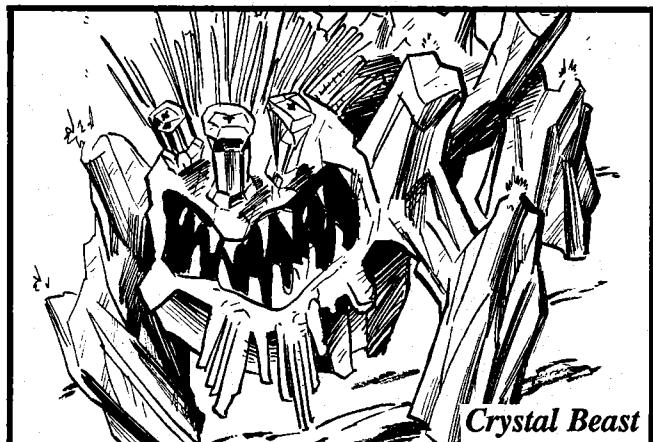
Crystal Beast

ST: 24	Speed/Dodge: 6/0	Size: 2
DX: 8	PD/DR: 0/4	Weight: 800 lbs.
IQ: 4	Damage: 1d-2 cr	Habitat: X
HT: 15	Reach: C	

The crystal beast from a planet where crystalline, silicon-based life produced several rough analogs to carbon-based creatures. This is one of the most advanced creatures, a three-eyed, quadrupedal plains dweller.

Crystal beasts are translucent and extremely beautiful. They are in great demand for the galaxy's largest zoos and certain private menageries of the very wealthy. They are extremely expensive to maintain outside their native environment, however, costing about \$2,000/day in a menagerie, and at least \$10,000/day on shipboard.

Crystal beasts will charge if attacked.



Cybernetic Herd

ST: 40	Speed/Dodge: 14/8	Size: 2
DX: 16	PD/DR: 4/12	Weight: 1,200 lbs.
IQ: 7	Damage: 2d cut	Habitat: X
HT: 16/30	Reach: C	

The planet of the cybernetic herds looks like a pristine park. However, when explorers first landed, they were confronted with numerous enigmas. The plant and animal life — though very earthlike — consisted of extremely complex polymers with little resemblance to organic molecules. Furthermore, the highest lifeform — a species of six-legged, deer-like creatures — was extremely aggressive and very hard to kill. Further research revealed the planet's incredible secret — the whole world was artificial — a synthetic ecology made up of complex, pseudo-organic creatures. The cyber herds typically contain 4d individuals, and they are the guardians of the planet, programmed to ensure that everything stays in its place and that alien elements (including explorers) are removed. A cyber herd will attack any alien creature or artifact on sight, and will not stop until all the herd is destroyed or the alien is utterly annihilated. The herds do not seem to be able to communicate with one another, nor are they equipped with sophisticated sensor equipment — they will ignore an explorer who makes a successful Camouflage roll.

Fluorine Beast

ST: 30	Speed/Dodge: 13/6	Size: 6
DX: 12	PD/DR: 2/8	Weight: 1 ton
IQ: 3	Damage: 2d cut	Habitat: X
HT: 16/45	Reach: C	

These are the largest and most advanced fluorine breathers yet encountered. They are stupid, foul-tempered beasts who will charge anything strange (and most things familiar). Adventurers travelling to their planet would be well advised to wear armored pressure suits, as tears in their suits could prove even more dangerous than the beast. These creatures have no legs, but they do have extremely large, fanged mouths. Their hide is very tough.

Gas Grazer

ST: 100	Speed/Dodge: 4/0	Size: 3,000
DX: 11	PD/DR: 0/10	Weight: 6 tons
IQ: 5	Damage: —	Habitat: X
HT: 16/50	Reach: —	

These gigantic, blimp-like creatures live in the outer atmosphere of a gas giant. They are completely harmless. They are very curious, and will swarm in numbers around probes, bathyspheres and similar devices. They might nuzzle the device or take an exploratory nibble, but can do no serious harm to any machinery designed to withstand the atmospheric pressure.

Gas Swarmer

ST: 90	Speed/Dodge: 7/8	Size: 1
DX: 16	PD/DR: 4/20	Weight: 600 lbs.
IQ: 4	Damage: 1d + 2 cut	Habitat: X
HT: 16/40	Reach: C	

Gas swarmers are the predators of the gas-giant environments, hunting the gas worms and low-floating gas grazers. They usually hunt in packs of 40 to 70. They are voracious, and will not hesitate to attack a probe or exploratory vessel. They look like eels, about six feet long and one foot in diameter, with oversized, powerful jaws. Like most gas-giant dwellers, they are immensely strong, and they will squeeze the hull of a vessel in unison until it staves in.



Gas Vise

ST: *	Speed/Dodge: 4/0	Size: 100+
DX: 6	PD/DR: 6/0	Weight: —
IQ: 1	Damage: *	Habitat: X
HT: 14	Reach: C	

These are not inhabitants of gas giants, but of planets with superdense atmospheres. They manifest as pockets of even higher pressure — at least several thousand atmospheres more than the surrounding gas. If this added pressure is enough to overwhelm an environment suit, the wearer will be killed instantly. Gas vises are totally invisible, but can be detected with scientific instruments. They are immune to physical attacks, but take normal damage from energy weapons.

Gas Worm

ST: 30	Speed/Dodge: 1/0	Size: 1
DX: 3	PD/DR: 3/25	Weight: 750 lbs.
IQ: 2	Damage: —	Habitat: X
HT: 15/50	Reach: —	

Gas worms are by far the most numerous inhabitants of the gas-giant environment, inhabiting the middle regions between the core crawlers and the gas grazers. They are found on many worlds, but they are very simple creatures and this is probably just a case of parallel evolution. They resemble fat worms, four feet long and three in circumference. They have no effective attack. Their only natural defense is that they breed rapidly.

Because they metabolize certain rare trace elements at ultra-high pressures, gas worms produce enzymes that cannot be found anywhere else in the galaxy. Several of these enzymes have become important to medicine and other sciences. For this reason the worms are hunted. They are not hard to catch, but must be carefully decompressed, to avoid explosion. A decompressed worm will expand to many times its former size, making it impossible to catch and process more than one worm at a time in the small, sturdy ships required for worm hunting. Only two or three worms can be processed in a given day. That this is at all a profitable undertaking demonstrates the value of "worm juice." Each processed worm yields about a pint of usable enzyme, worth 6d × \$500.

Gravity Bug

ST: 150	Speed/Dodge: 1/0	Size: 1
DX: 12	PD/DR: 6/20	Weight: 1,200 lbs.
IQ: 4	Damage: 6d cr	Habitat: X
HT: 16/120	Reach: C	

Gravity bugs are at the top of the food chain on a gravitic anomaly — a super-dense planet that has places where the gravity is as high as 200 G. These creatures are sturdy and low to the ground, with several thick legs and an all-over shell. If carefully decompressed, they can survive for a time at lower gravities, but will eventually sicken and die. Roll vs. the creature's HT every day. Each failed roll results in the permanent loss of one HT point.

Gravity Bug



Plasmoid

ST: —	Speed/Dodge: 24/12	Size: 30
DX: 13	PD/DR: 6/0	Weight: —
IQ: 4	Damage: —	Habitat: X
HT: 10	Reach: —	

The final proof that life can evolve *anywhere*, plasmoids are plasma creatures that live in the outer environs of stars. No one has ever actually seen a plasmoid; their existence has been extrapolated from sensor readings taken from several thousand miles away. Scientists are always eager for new information about these most unreachable of life forms.

Pulsar Feeder

ST: —	Speed/Dodge: 0/0	Size: 1-10 miles
DX: —	PD/DR: 6/30	Weight: 1-100 ktons
IQ: 1	Damage: —	Habitat: X
HT: 15/300	Reach: —	

These vacuum breathers are basically living asteroids. They are found only in orbit around pulsars, where they feed on the hard radiation that is poured forth. They have been found in several systems, but seem incapable of moving themselves. Perhaps they are merely something that happens near a pulsar. Like most of the exotic lifeforms, they are intensively studied.

Quicksilver Puddle

ST: 4	Speed/Dodge: 1/0	Size: <1
DX: 5	PD/DR: 0/0	Weight: 25+ lbs.
IQ: 2	Damage: —	Habitat: X
HT: 6	Reach: —	

These simple, metallic creatures inhabit an extremely hot, rockball world. They are amorphous, molten beings, made up entirely of complex alloys of different sorts of metals. The puddles range from a few inches to three feet in diameter. Though they have a surface temperature of thousands of degrees, casual contact with a puddle will cause no additional damage to a person already protected from the harsh surface of their world. The puddles are greatly valued for certain unusual chemical properties they possess, commanding prices in excess of \$200/ounce. In spite of their name, the puddles are not composed of mercury, which would boil away at that temperature. Puddles have been found based on iron, silver, gold, platinum, copper and tin. Harvest of the puddles is strictly taxed and regulated, and puddle smuggling is a felony. They will solidify and die at any temperature at which an unprotected human is capable of surviving.

Ring Runner



Ring Runner

ST: 14	Speed/Dodge: 16/11	Size: 3
DX: 22	PD/DR: 3/6	Weight: 400 lbs.
IQ: 4	Damage: 1d-3 cr	Habitat: X
HT: 18	Reach: 1	

Runners actually manage to live on the ring system of a medium gas giant (it is theorized that they evolved on a small moon of that same planet). Ring runners leap from chunk to chunk of the ring, grubbing for the minerals they feed on and the frozen gasses they "breathe." Even more astonishingly (but coincidentally) their forms are roughly humanoid! At least, they are bipedal, with two arms and two eyes. Ring runners are shy creatures who will run from anything strange. They will fight only if cornered.

Smother Frond

ST: 20	Speed/Dodge: 0/6	Size: 1
DX: 13	PD/DR: 2/0	Weight: 90 lbs.
IQ: 1	Damage: *	Habitat: X
HT: 14/40	Reach: 1-3	

Smother fronds are carnivorous plants from the same world as the aldo bush (see p. 97). Like that plant, they will soon take over any normal planet they travel to.

Anyone approaching within ten feet of a smother frond will be grabbed by 2d fronds. Each frond has a 1 in 6 chance of slapping itself over the victim's nose and mouth, cutting off his breath. A filter mask is no help, but a self-contained breathing system is. A smothering person can survive for HT turns while struggling or HT × 10 turns while waiting quietly for help. After this time, the victim loses 1 Fatigue point per turn, until he falls unconscious. Death follows four minutes later, unless the breathing passage is reopened.

Mere strength cannot pull free of fronds this big. Indi-

vidual fronds can be cut, but it takes 10 seconds to cut a frond loose, and a DX roll is required to cut one without coming in reach of another one. Fronds digest their victims, bones and all, at a rate of 4 hit points/hour. Unless a frond patch has previously caught sentients, whose gear is indigestible, there will rarely be any bones or other warning that a patch is dangerous.

The above are the largest fronds. There are smaller species which can be escaped with a ST roll, and still smaller which are just shoe-grabbing nuisances.

Note: The smother frond originally appeared in *GURPS Space Atlas*.

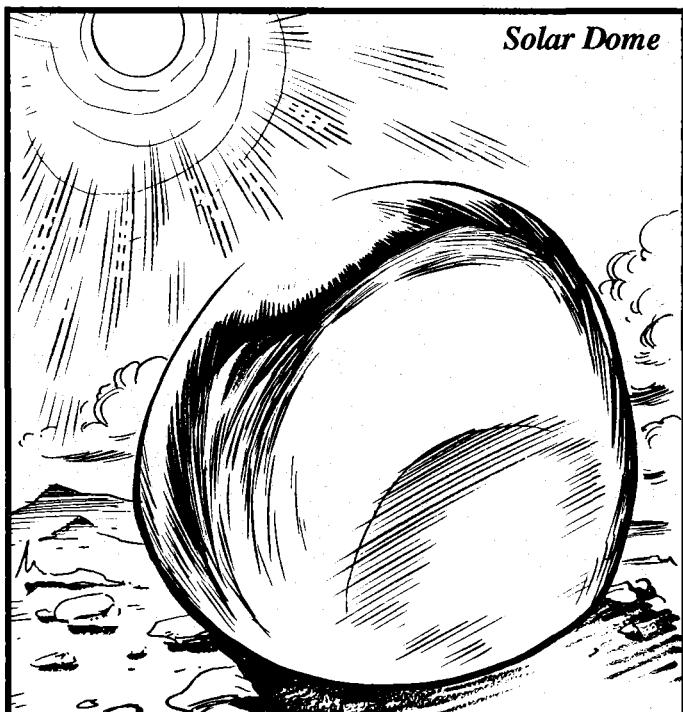
Solar Dome

ST: 40	Speed/Dodge: 1/0	Size: 100+
DX: 3	PD/DR: 6/20	Weight: 20 tons +
IQ: 2	Damage: —	Habitat: X
HT: 14/75	Reach: —	

Solar domes live on rockball worlds close to their planet's sun. They are not only able to stand being so close to the sun, they thrive on it! Domes crawl slowly spinward every moment the sun is up, so as to remain in the light for as long as possible. The above stats are for the smallest domes — they can grow to as much as a half mile across, with several hundred hit points.

Domes metabolize every bit of solar energy they absorb, but the metabolism takes place on the top few inches of the creature; the insides are cool and radiation-free. Certain scientific organizations have hollowed out domes, to make a living solar research station.

Solar domes are much too stupid to notice anything except the sun overhead, and are completely harmless unless the party parks their spaceship in front of one.



Stagrid

ST: —	Speed/Dodge: 0/0	Size: 1 hex wide
DX: —	PD/DR: ?	Weight: ?
IQ: 1	Damage: —	Habitat: X
HT: ?	Reach: —	

One of the strangest natural enigmas of the galaxy, stagrids are shifting patterns of thin, dark lines which have been observed on the surface of certain collapsed stars. The grids shift constantly, at a speed of about 4 mph, and form regular geometric patterns, sometimes quite elaborate. Since no probe or observer has been able to get closer than 1,000 miles to the phenomenon, nobody has any real idea what the grids are. But, after extensive observation, most scientists agree that they are some sort of life or pseudo-life. Whether they're matter or energy, or whether either term has any real meaning under such conditions, remains a topic for debate. Any reliable information about the nature of the grids would be of great value to the scientific community.

Tether Spider

ST: 28	Speed/Dodge: 14/7	Size: 1
DX: 13	PD/DR: 3/6	Weight: 80 lbs.
IQ: 3	Damage: 1d+2 cr	Habitat: X
HT: 18	Reach: C, 1-2	

The tether spider is a spider only in the sense that it has several legs and spins a "web." These silicon beasts live in asteroid belts, where they ingest raw minerals. They do somewhat resemble a daddy-long-legs spider in that they have 12 to 16 long, thin legs radiating from a central body mass.

When a tether spider has exhausted the mineral resources of one rock, he gives a mighty leap, strong enough to allow him to escape from the planetoid's micro-gravity. He spins a web-like tether behind him, attached to the last asteroid. These tethers not only prevent the spider from drifting off forever, they also provide a convenient escape from extra-strong gravity wells. A tether between two asteroids will last a few hours to several months, depending on how well the orbits are synchronized.

Tether spiders are territorial, and will attack any strange creature that approaches.

World Tree

ST: —	Speed/Dodge: 0/0	Size: 100+
DX: —	PD/DR: 2/10	Weight: 10 tons +
IQ: 1	Damage: —	Habitat: X
HT: 20/50	Reach: —	

This silicon, pseudo-life form grows on asteroids. They resemble a thorn bush without the thorns — a complex network of rocky stems and tendrils. Eventually the world tree consumes the entire mass of its asteroid, making it a hollow network of branches five to ten times the asteroid's original size (to give an idea how long this takes, the world tree grows about 1 ton a year). The world tree keeps expanding, becoming larger and more tenuous, until eventually some other asteroid crashes through it, whereupon the tree begins to use its new home. Over a period of millions of years, this process can reduce a normal asteroid belt to a ring of molecular dust. Fortunately for larger worlds, the world tree can't survive at more than .1 G.

The siliceous stems of a world tree frequently display a beautiful, multi-colored grain. Properly treated, they make beautiful furniture, gunstocks and cabinetry. Working with world tree wood is not a simple handicraft; it requires power tools, synthetic-diamond drills and saws, and chemically-complex fixatives. Still, it is often pursued as a second trade by asteroid prospectors.



World Tree

15 DO-IT-YOURSELF CREATURES

This book should contain enough vicious creatures for several years of dedicated *GURPS Space* campaigning, but against the day when this well does run dry . . . or when the GM just can't find *quite* the right creature to send against the PCs, here are a few tips on designing custom space creatures.

The Place of Monsters

Non-intelligent monsters definitely have a place in science fiction gaming — the pulps and the comics are particularly rife with bug-eyed monsters from the stars, and contemporary SF remains fascinated with how life might evolve on other worlds. However, monsters are much less important in SF than they are in fantasy.

The reasons for this are obvious: a big, mean creature is much less of a danger to adventurers with energy weapons and powered combat armor. Even if the beast is six stories high and breathes fire, it would still have little chance of survival if even a small space ship landed on top of it.

Space monsters tend to be the most important in a Survey or colonial campaign (and a few other potential variants, such as big-game hunting). The reasons for this are two-fold. First, such campaigns involve primitive, untamed worlds, where the big beasts heretofore ruled unchallenged. Second, neither Survey Scouts nor colonists commonly go heavily armed. They have other things on their minds than mayhem, such as furthering the cause of science or carving a home out of the wilderness. Both will have weapons and know how to use them, but their arsenal will be of a scale to give the beasts a better chance.

Space beasts pop up in other sorts of campaigns, but usually as subplots, local color or brief encounters. Of course, it is possible to design a sub-sentient race powerful enough to give, not only a party of adventurers, but a whole ultra-tech race a run for their money (see *Invader Swarm* and *Laser Storm*, p. 87, for menaces potent enough to build a whole adventure around).

Making Monsters

Designing monsters is one of the GM's easier tasks. The wonderful thing about monsters is that they do not have to be balanced, in the sense that everything they do and are has a positive or negative point value that has to be juggled to come up with a certain total. The GM just fills in the blanks and, presto! Instant monsters.

They do, however, have to make sense. A big help in designing alien creatures is the sample animals found on p. B141-145, or the *GURPS Bestiary*, which gives hundreds of species from the real world or folklore. An animal's stats will

probably tend to follow certain proportions no matter what planet it's from. A 15 pound creature is unlikely to have a ST of 20+. Of course, the nice thing about fantastic fiction is that anything can happen (the little creature is made out of super-strong organic tungsten for instance). But extremely odd sets of stats need some justification, no matter how pseudo-scientific.

Speaking of science, it does not take a PhD in ecology to design a space monster, but the game will be much more satisfying for the players and the GM if the creature fills a necessary ecological niche in his homeworld, and if the GM knows what that niche is. It does not take much to put a creature in some kind of plausible context — "the tungsten beast is a rock-eater, preferring to dine on stones with a high iron content. It's found in the mountains and in rocky wilderness. It has a very low birth rate, so it needs to be tough enough to defend itself against all would-be predators."

The creature's ecological role will make it much easier to define its "personality" — how it reacts in a given situation — "the tungsten beast is a slow and placid creature. It will often completely ignore something that's trying to eat it, relying on its natural toughness for protection. If it actually takes damage, however, it will go into a berserk rage, mopping the floor with its attacker and anything else unfortunate enough to be in the neighborhood."

Of course, science doesn't know everything, and a truly realistic campaign will pose some riddles that have no answers. Remember, for years all the best engineers *knew* that the bumblebee couldn't fly.

The Shortcut

If the GM needs a completely new creature in a hurry, there is an extremely convenient shortcut, based on the fact that, in *GURPS*, *species is a special effect*. A copy of the *Bestiary* is a great help here.

Here's how it works. Suppose the GM decides the adventure is going too slowly (or too smoothly) for the party, and decides an impromptu animal encounter is what's required to liven things up (or soften up the PCs). He surveys his party's size, experience and armament, and decides that the equivalent of about six sabertooth tigers would serve to slow the party down with little chance of a massacre. The GM turns to the *Sabertooth Tiger* specs in the *Bestiary*, but tells the party they're being jumped by six large, purple lizards. They'll never know the difference.

If the party slaughter their way through the purple lizards with too much dispatch, the GM can try tyrannosauri. If the adventurers are still too facile at monster killing, it is probably time to ring in a variation (see *Space Monster Surprise*, p. 105).

16 GAME MASTERING ALIEN CREATURES

The GM should not try to put together a complete and plausible ecology using only the creatures in this book. The *Space Bestiary* does not contain enough species to completely populate any world. It wasn't even designed to provide a representative sample — most of the creatures in this book represent the very top of the food chain. The rest are either extremely strange (excellent candidates for further scientific investigation), extremely rare and valuable, or (occasionally) merely bizarre bits suitable for "local color." Putting together an ecology made up entirely of creatures from this book would be like asserting that Africa was populated only by lions, elephants, crocodiles, gorillas and duck-billed platypuses.

When the GM is working up a new world, the best use of the *Space Bestiary* is to pick one to four creatures that will represent the most important (to the party) life forms on the planet. This will usually (but not always) mean the most dangerous creatures. The rest of the eco-system can be summed up in a sentence or two. "It's a dry world, without much life visible on the surface. You see nothing bigger than a garter snake all day," or "The world is swampy and fecund. Strange cries and noises are everywhere. Colorful creatures fly overhead, and occasionally, out of the corner of your eye, you catch a glimpse of something larger than yourself slipping into the water. The tiny, flying insects are horrible. Your repellent stops most of them, but a few get close enough to bite, thrust into your clothing by sheer population pressure."

If the party is scientific and exploratory in nature, a little more detail will be called for, but not an incredible lot. It will usually be enough to tell the party exobiologist, "You've had a great day today! You catalogued 33 new species of giant dung-beetles and 17 different varieties of swamp leech." Of course, having said this the GM might well decide to roll to see whether one of those swamp leeches managed to stow away, and, if so, what sort of interesting side effects this might have on the hapless biologist. The GM will find that his worlds will grow as the party explores them.

Significant Creatures

Significant species — those which the GM will want to develop in detail — tend to fall into several different categories.

Predators

What everybody thinks of when they think "vicious beast" — big, tough hunters encountered alone or in small groups. Earthly examples include tigers and tyrannosauri. A single predator should be an even match for at least one lightly-armed human.

Pack Hunters

An alternate, and even more dangerous, form of predator. Pack hunters are medium-sized beasts that hunt in groups of at least a half dozen, usually more. They are instinctively able to coordinate their attacks for maximum effectiveness. The best earthly example is the wolf.

Star Safari

One excuse to involve a disparate group of adventurers with the exotic life of alien planets is the ancient trade of big-game hunting. The hunters might have any one or more of several motives.

Colonists on a primitive world or castaways from a space accident might be hunting for the oldest of motives, to get a meal. At a slightly less pressing level, hunters might be professionals who are after valuable animal products: hides, tusks, bones, organs, fluids, etc. In such cases, they will be after large numbers of kills, and won't be choosy about methods. Traps, poison or stampeding a herd over a cliff are all common techniques in such a situation.

Sport hunters have (or at least pretend to have) a more discriminating code of ethics. This is commonly called the "doctrine of fair chase" and involves restrictions on what tools and techniques can be used. Sport hunters are also often restricted as to seasons, bag limits and the sex, age and physical condition of acceptable kills. Hunters may be after meat, trophies, the simple thrill of the hunt or any combination of the above.

Hunters may deliberately handicap themselves by using equipment considerably less than the best available. Even though blasters and dino-lasers are on the market, dedicated hunters may choose to limit themselves to TL7 or lower guns, bows, spears, throwing sticks or even bare hands. They might choose to hunt with trained animals such as hawks or dogs. They might choose not to kill but limit their hunting to non-lethal weapons or even to camera and recorder.

Amateur hunters are often shepherded by professionals. These may be just local guides or they may be full-scale professional hunters, organizing expeditions on a par with an extended African safari of the 20th century. The professional needs hunting and weapons skills, of course, but Administration, Area Knowledge, Survival and various mechanical and vehicle skills might be just as important. Given the sort of people likely to become safari clients, Diplomacy may be a necessity. Two requirements of the trade make the life of a professional chancy. First, when the client uses low-powered weapons or no weapons at all, the professional stands backup. Second, the code of the hunter says that no

Continued on next page . . .

Star Safari (Continued)

wounded animal is allowed to escape. (This is both to spare the animal unnecessary suffering and to keep from creating a man-killer.) When a client wounds an animal, it is the professional who gets to find and finish it.

There are other sorts of professional hunters besides the market hunter and guide. Zoologists frequently must hunt and trap for specimens. Game wardens and conservationists are required to control animal populations, eliminate marauders and dispose of man-killers. Any of these jobs can be difficult and dangerous.

A particularly dangerous and thrilling kind of hunting is "bring 'em back alive," in the tradition of Frank Buck and the great Howard Hawks movie, *Hatari*. This can involve tools as primitive as pit traps and nets, or as sophisticated as tranquilizing drugs, sonic stunners and paralysis rays. For the characters involved, it means close proximity to very irritated animals who can't be killed if the mission is to succeed.

Another literary motive for hunting might be called the Ahab syndrome; the obsessive search for a particular animal by one who feels wronged or injured. Given the size and range of some of the vacuum dwellers, this could be a long-running crusade.

Some suggested readings about hunting on earth, which might have analogues among the stars, are below.

Hunter by J.A. Hunter

The Heart of the Hunter by Edison Marshall

Use Enough Gun, Horn of the Hunter by Robert Ruark

Ranch Life and the Hunting Trail, African Game Trails by Theodore Roosevelt

Across Mongolian Plains by Roy Chapman Andrews

The Green Hills of Africa by Ernest Hemingway

Death in the Long Grass, Death in the Empty Places, Maneater! by Peter Hathaway Capstick

Man-Eaters of Kumaon by Jim Corbett

Trophy Hunter in Asia by Elgin Gates

Wanderings of an Elephant Hunter by W.D.M. Bell

African Rifles and Cartridges, Pondoro by John Taylor

Several GURPS products contain material that might be useful in a hunting scenario. Among these are: *GURPS Ice Age* (primitive weapons and hunting techniques), *GURPS High-Tech* (equipment and weapons of the gunpowder era), *GURPS Ultra-Tech* (equipment and weapons for space travelers), *GURPS Bestiary* (more creatures, and rules for several kinds of hunting and trapping).

Territorial Omnivores

Just because a creature doesn't want to eat the visitors doesn't mean it's not dangerous. These creatures live on plants and insects or small game, but they're big and mean enough to meet any would-be predators head-to-head. Grizzly bear and wild boar are earthly examples.

Herd Animals

Herd animals tend to be large, and not too bright. The greatest danger from herd animals is a stampede, but they will also attack anyone foolish enough to approach or otherwise threaten the young and the mothers of the herd. Examples include the elephant (an exception to the "not too bright" rule) and the buffalo.

Stingers

In an alien environment, these small creatures with venomous bites and stings actually present a much greater danger than the large beasts, because of their ability to slip in, do their damage and vanish without ever being seen by the victim. From a historical perspective, the greatest danger to settlers and explorers has always been new and deadly diseases spread by tiny creatures. In a science fiction setting, however, it can be reasonably assumed that science has conquered normal disease (making those plagues that manage to break out anyway even more catastrophic).

Swarms

Creatures too tiny to do damage on their own can become a menace in great numbers, with effects anywhere from an annoying itch through minor physical damage to complete annihilation. Earthly examples range from gnats through hornets to piranhas.

Hordes

When several swarms get together they form a horde. Hordes can be miles wide and destroy whole communities. Examples include army ants and locust swarms. In the real world the danger from hordes lies less in what they do to individuals than in what they do to food supplies. Complete rules for hordes are given in the *GURPS Bestiary*.

Traps

Traps are stationary predators that lure their prey to them, camouflaging their true nature. On earth such creatures tend to be very small — the trapdoor spider and the Venus flytrap, for instance. But there's no reason why they couldn't grow much larger on other worlds . . . large enough to prey on humans, or even on starships.

Non-Violent Creatures

Few dumb animals are able to stand up to an experienced party with ultra-tech armor and energy weapons. Natural menaces will not usually be the focus of the outer-space campaign, and when they do become important it will often not be as mere sparring partners for the party. There are several different ways a whole adventure can hang on a new animal species, other than simply to have them jump on the party from behind. But remember, just because these creatures' main use in the campaign is not combat, that doesn't mean that they can't be a danger (physical or otherwise) to a careless or unlucky party.

Scientific Anomalies

These are creatures which just should not exist — or at least should not exist where they're found. Science fiction, in its very name, assumes that humans

have an insatiable curiosity about the way the universe works, and when they find a new problem they'll grab it and worry it until it's solved. Characters might be sent to follow the bizarre migratory pattern of the boojum birds, or to capture a nuke-cow for dissection, so scientists can figure out how it manages to survive those small nuclear explosions it produces whenever a stranger comes within 100 feet.

Mercantile Resources

Adventurers are always out to make a buck, and wild plant and animal byproducts can be worth a bundle in the right place and at the right time. Sometimes the product itself resents being collected, and will resist collection energetically. Others are harmless in themselves, but have aggressive and unwholesome neighbors (not even counting the party's business rivals, who will consider themselves to have exclusive rights to whatever creature's being hunted). In a futuristic campaign the bottoms would tend to fall out of such markets fairly quickly — scientists learn to synthesize the enzyme or breed a domesticated strain of the creature, or they're difficult and expensive to maintain, and go out of fashion in the homes or gardens of the affluent.

An interesting variant on this concept is big-game hunting and sport fishing, where a wealthy sportsman gathers a (handsomely-paid) expedition and goes off looking for a new trophy to hang in the den.

Potential Domestic Beasts

Colonists will be particularly interested in creatures they can work with, or that they can eat without taking the time and trouble to hunt. A profit can also be made on the export of living animals. Of course, it's very expensive to carry large, living creatures off-planet, so domesticated beasts will probably have a profound effect on the economy of their homeworld, until they have been refined through scientific breeding to the point where they can be exported in embryonic form. Still, the PCs can be profitably employed rounding up veems for the first commercial veem ranch on Boogey VII, or looking for an alternate domestic food source once the veem blight wipes out the local food supply.

Presentients

Very intelligent creatures will be of great interest to adventurers, particularly in a Survey campaign. More conventional mercenary parties will take an interest in the most intelligent creatures because they tend to be the most dangerous things on the planet. If the campaign has any sort of central authority, the PCs will be required by law to report any new sentients or suspected sentients. An enlightened government will want to protect such creatures and guide their development, while a more despotic regime will be interested in using them for forced labor or troops. Xenologists will always be interested in any opportunity to get in on the dawn of a new culture, and such individuals will need escorts and transportation.

Curiosities

This is a catch-all category for creatures which are neither particularly dangerous nor particularly valuable, but which the GM might wish to design to give the planet local color. Curiosities can be beautiful, amusing, or frightening but harmless red herrings. A visitor to Earth might find the delicately beautiful butterflies, the color-changing chameleon or the ecologically ambiguous platypus curiosities.

Space Monster Surprise

The natural reaction when anyone encounters a "space monster" is to fight or flee. There are several interesting tricks that a GM can throw in to make a particular encounter memorable.

Where's Fido?

Shortly after the heroic adventurers have finished off a particularly nasty monster or two (a mated pair of wullibullies, p. 23, for instance) they are greeted by a group of aliens that want to know why the dastardly strangers have just killed the aliens' beloved "pet." After all, they were just being frisky (or perhaps doing their duty as guard animals). At any rate, there will be a great deal of explaining to do. The GM should choose a race that is tough enough to keep serious monsters as pets — the Gormelites from *GURPS Aliens*, for instance.

Sentients Don't Bark!

Occasionally an overeager player will devour this book before the GM gets a chance to use it. When a nasty appears, the player will immediately begin listing its full statistics, strengths and vulnerabilities. Rather than incinerating the offending PC on the spot, the GM should just throw him a curve. Choose a beast that the player is sure to recognize, but make a few minor modifications — such as making it sentient!

Great fun will be had by all when the visitors from space are called on the carpet by the local authorities; suddenly the fearless monster killers are up on charges for slaggering a prominent merchant and his daughter, who were merely out for a leisurely stroll through the swamp!

Afoul of the Game Laws

Another ploy to cramp the trigger fingers of killer characters is to place the animals they face under the protection of the game laws. Penalties for poaching can include death, fines, imprisonment or public humiliation. A GM with the right sort of ecologically-sensitive players can produce great outpourings of guilt by having the characters slaughter the last known breeding pair of an endangered species. A quest, imposed as expiation for destruction of protected game, can be the kickoff for an adventure or a whole campaign.

CREATURE TABLE

Page	Creatures	ST	DX	IQ	HT	Speed/Dodge	PD/DR	Damage	Reach	Size
11	Acid Barnacles	—	—	1	14	0/0	2/2	*	C	*
11	Acid Weed	15	4	1	13/30	0/2	0/0	2d*	2-10	300+
91	Acid Worm	—	—	—	—	2/—	—/—	1d-2	—	—
64	Air Manta	9	18	3	11	16/9	0/0	1d-3 cut	C	1
24	Air Raid Worm	1	12	2	9/1	3/6	0/0	*	R	<1
97	Aldo Bush	6	—	1	14	0/0	0/0	*	R	4
79	Ambusher	18	12	4	16	3/6	2/5	2d cr	C, 1-2	4
5	Anchor Weed	200	9	1	15/300	7/0	6/0	*	3-20	1 mile
57	Androx	20	15	8	16/25	7/6	0/4	3d-1 cut	C, 1	2
79	Animator	3	8	5	9/4	3/0	6/0	3d cr	R	<1
85	Antimatter Swarm	10	11	2	13	—/5	0/0	*	C	1
79	Ant Wolf	11	14	4	12	9/7	0/2	1d+1 cr	C	2
31	Arm Fish	11	9	7	8	8/4	0/2	1d-3 cr	C	1
40	Armorsaur	100	15	4	16	10/7	4/3	4d+2 imp	C, 1-2	12+
40	Asphyxer	1	8	2	12/1	5/0	0/3	*	C	<1
11	Aspirin Fish	3	9	3	6	8/4	0/0	—	C	1
91	Bald Mite	—	—	—	—	*/—	—/—	*	—	—
72	Bean	4	13	8	11	6/6	4/0	1d-4	C	<1
64	Behemoth	450	14	7	18/150	18/0	4/10	4d cr	C, 1-6	100
85	Bio-Planetoid	—	—	3-9	25/100,000+	0/0	6/1,000	—	—	10+ miles
85	Bio-Ship	2,000	25	5	25/500	—/0	6/30	25d cr	C	10,000+
5	Bird Snatcher	6	16	3	14/8	6/3	3/1	1d-2	R, C	1
64	Blaze Cat	22	16	6	13	36/10	0/0	2d cut	C	2
65	Blaze Deer	14	19	5	11/17	32/12	4/0	1d-1 cut	C	2
11	Blimp Ape	3	18	5	13/4	12/9	0/0	1d-4 cut	C	<1
80	Blindball	3	12	6	14	30/15	0/0	*	*	<1
17	Blizzard Maker	6	12	5	9	5/6	0/0	*	1-50	<1
65	Blood Spore	—	—	1	—	*/0	0/0	*	C	—
5	Blue Plate	1	1	1	12/2	2/0	0/0	—	—	1
6	Body Bag	—	14	2	15	8/7	0/0	1d-2*	C	6
11	Boiler Fish	6	12	3	12	8/6	0/0	3d*	R	2
72	Bomb Bush	—	—	1	17	0/0	4/8	1d-2	R	1
24	Bomber Wing	9	14	4	12/8	18/9	0/0	10d-15d cr	R	1
40	Boom Spider	12	14	4	15	12/7	0/2	1d-2 cut	C	1
41	Breakfast Tree	25	—	1	18	0/0	3/6	—	—	4
57	Bridge Troll	33	12	6	15/25	9/6	4/8	2d cr	C, 1	3
57	Broddinga	30	5	3	14/70	4/5	6/25	2d-1 cr	C	12+
11	Brok	100	10	6	18/100	4/5	3/12	*	C, 1-6	12
49	Bull Lizard	13	12	7	15	7/6	2/3	1d cut	C, 1	1
72	Cage Tree	30	15	1	14/40	8/0	0/4	2d cr	C	50
58	Catapult	4	8	5	10/6	5/4	0/0	*	R	<1
80	Cave Flap	2	11	2	10/3	7/5	0/0	—	—	<1
80	Cave-In Beast	14	6	5	10	5/3	0/0	*	R	1
24	Cellar Bug	13	12	3	15	10/6	2/4	1d+1 cut	C	1
72	Chase Grass	1	12	1	9/1	4/6	0/0	0	—	<1
41	Chaser	7	16	4	13/7	14/8	0/0	1d-3 cut	C	<1
41	Cheebur	5	14	5	14/6	6/6	0/0	1d-3 cut	C	<1
65	Chint	10	14	5	12/8	10/7	1/2	1d-1 imp	C	1
31	Chorus Bear	25	12	5	12/20	6/6	1/4	1d+2 cut	C	1
6	Christopher	70	4	4	13/60	4/2	3/2	*	C	12
6	Clawdaddy	25	11	4	13/30	6/5	4/6	1d+3 cr	C, 1-3	4
65	Clerthick	1	—	1	10/15	0/0	4/3	—	—	1
31	Closemount	40	10	5	16	16/8	1/1	1d+3 cr	C, 1	3
66	Coagulator Snake	3	12	3	10/4	4/6	0/0	2d*	C	<1
7	Colloth	18	14	3	13/14	7/7	1/1	1d+1 imp	C	3
86	Colony Pod	30	15	2	14/60	—/0	4/15	4d cr	C	100
41	Colony Tree	20	12	1	17/70	0/0	2/6	2d-1 cr	C, 1-4	7

Page	Creatures	ST	DX	IQ	HT	Speed/Dodge	PD/DR	Damage	Reach	Size
86	Colour	—	30	6	18	—/15	6/0	*	C	10,000+
86	Comet Beast	40	13	4	14/50	—/0	3/12	2d+2 cr	C	1,500
49	Constrictor Ape	18	13	5	13	11/6	0/0	2d cr	C, 1-3	1
97	Core Crawler	200	2	3	20/300	1/0	6/120	8d cr	C	1
91	Corrosion Louse	—	—	—	—	—/—	—/—	*	—	—
50	Cougar Lily	23	6	2	14/25	13/6	0/0	1d+2 cut	C, 1-2	3
66	Creeb	6	12	6	15/8	12/6	1/1	1d cut	C	1
73	Crowd Toad	4	7	4	10/3	4/3	0/0	1d-4	C	<1
97	Crystal Beast	24	8	4	15	6/0	0/4	1d-2 cr	C	2
17	Crystal Lemur	3	18	7	13/4	15/9	0/0	—	C	<1
42	Curler	18	11	5	18/22	4/5	2/3	*	C	2
98	Cybernetic Herd	40	16	7	16/30	14/8	4/12	2d cut	C	2
31	Daggetooth Cat	16	5	13	15/18	9/6	1/2	1d+2 imp	C	2
42	Dampster	1	14	3	15/3	4/6	0/0	1d-6 cr	C	<1
12	Dart Fish	1	14	3	12/1	10/7	0/0	*	C	<1
24	Dervish Bird	8	16	3	12	7/8	2/0	1d-3 cut	C	1
25	Desiccator	4	6	3	16/8	1/0	4/3	*	C	<1
32	Destrier Deer	50	5	15	15/21	14/7	0/0	1d+2 cr	C	3
50	Dimorph: Female	19	14	3	12/45	8/7	3/3	—	C, 1-4	3
50	Dimorph: Male	7	13	4	11	7/6	0/0	1d-2 cut	C	1
92	Doomsday Roach	1	15	2	18/8	4/10	0/0	—	—	<1
32	Dooley	40	13	5	20	16/8	0/0	1d-3 cut	C, 1	2
58	Doppler Serpent	12	16	4	14	7/7	0/0	1d-1 imp	C, 1-3	2
25	Dowser	8	11	4	13/7	12/6	0/0	1d-4 cut	C	1
33	Drone Cattle	35	6	2	7/22	4/0	0/0	1d+2 cr	C	4
67	Duocorn	40	10	5	14/28	17/8	1/1	1d+2 imp	C, 1	2
42	Duro	5	13	3	8	5/6	0/0	1d-3 cut	C	<1
92	Dust Thrower	—	—	—	—	4/—	—/—	*	—	—
50	Echo Bird	2	12	4	12/4	8/6	6/0	—	C	<1
92	Elar	—	—	—	—	2/—	—/—	1d-1	—	—
73	Effin	—	—	1	10/6	3/0	6/0	*	C	5
80	Emerald Eater	8	13	4	15/8	8/6	3/6	1d-1 cut	C	1
81	End-of-the-Line	48	11	2	15/30	8/0	6/10	4d cr	C	3
58	Fangdragon	25	8	4	16	7/4	0/2	1d+1*	R	2
81	Fferrel's Worm	1	4	1	14/3	2/0	2/0	*	C	<1
33	Finger Ape	1	16	7	12/1	3/8	3/0	—	C	<1
92	Firefield	—	—	—	—	5/—	—/—	*	—	—
67	Fire Flier	2	12	3	11/4	9/6	0/0	1d+1*	R	<1
73	Fire Tortoise	3	3	5	12/10	3/—	3/7	*	R	<1
50	Fisher Tree	40	12	2	16/30	0/9	2/2	2d+2 imp	10-30	3
73	Flamethrower Plant	—	11	1	12	0/0	3/4	1d+1*	R	4
17	Floe Bird	6	12	4	10/7	10/6	0/0	1d-4 cut,*	C	1
98	Fluorine Beast	30	12	3	16/45	13/6	2/8	2d cut	C	6
42	Flyman	10	8	2	14	10/5	3/2	1d+1 cr	C	1
18	Fridge	11	8	4	16	1/0	3/9	1d*	R	1
67	Frisky Bull	40	11	4	15/35	11/5	3/5	1d cr	C	4
33	Fuzz Ball	8	6	14	16	10/7	6/0	1d-3 cut	C	1
12	Game Fish	90	15	4	18/60	25/12	2/4	3d cut	C	35
98	Gas Grazer	100	11	5	16/50	4/0	0/10	—	—	3,000
43	Gasser	20	16	3	12/25	2*/8	2/1	2d cut	C, 1	1
98	Gas Swarmer	90	16	4	16/40	7/8	4/20	1d+2 cut	C	1
98	Gas Vise	*	6	1	14	4/0	6/0	*	C	100+
99	Gas Worm	30	3	2	15/50	1/0	3/25	—	—	1
74	Gatherer	45	8	3	13/35	7/0	5/3	3d cut	C, 1-3	22
74	Giant Ereback	60	12	3	14/55	3/0	5/5	2d+1 imp	1	18+
93	Giant Psi-Roach	60	13	2	30/200	8/0	6/40	3d cut	C, 1	32
18	Glacier Eater	40	9	4	23/20	8/0	0/3	2d cr	C	4
86	Glider Sail	16	18	3	18	—/0	0/0	—	—	1,000
59	Glider Wolf	11	16	5	13	9/8	0/0	1d-2	C	1
43	Glimmercat	11	15	4	13	12/7	0/0	1d-2 cut	C	1
18	Glisten Crab	28	9	3	20/35	6/4	5/5	1d+3 cut	C	1
34	Glow Float	2	8	3	11/4	3/0	0/0	—	—	1

Page	Creatures	ST	DX	IQ	HT	Speed/Dodge	PD/DR	Damage	Reach	Size
44	Grabber Plant	18	14	2	15/25	0/7	1/3	*	C, 1	3
7	Grapple Bird	5	16	4	12/6	16/8	0/2	1d-4 imp	C	1
7	Gravel Jaw	40	13	3	14/30	4/6	1/4	2d cut	C	3
99	Gravity Bug	150	12	4	16/120	1/0	6/20	6d cr	C	1
59	Gull-Glider	4	12	4	11	6/6	0/0	1d-2 imp	C	1
51	Haldon	18	13	1	8/50	0/0	2/6	*	C, 1-3	3
7	Harpooner	8	14	4	12/6	18/9	0/0	1d imp	C	1
51	Harvester	35	10	4	13/30	1/4	11/5	1d +2 cut	C	3
93	Hatcher	8	3	9	7	6/4	0/0	4d imp	C	<1
34	Heffalump	60	13	5	14/50	12/0	3/6	2d cr	C	4
26	Hercules Lizard	30	14	3	15/25	16/8	4/6	2d +2 cut	C	8
13	Hitone	7	12	3	11	7/6	0/0	2d*	R	2
68	Hiverdog	2	11	8	9/3	6/5	0/0	1d-4	C	<1
68	Holobeast	—	11	4	13	6/5	6/0	—	—	9
74	Hyperactivator	2	3	1	16/1	0/0	0/0	*	C	<1
19	Icebreaker	500	12	4	14/200	16/0	6/16	4d cr	C	100
19	Ice Lurker	85	9	3	12/40	8/0	0/4	3d cut	C	12
19	Iceman	14	10	4	16	9/5	0/2	1d +1	C	1
19	Ice Thrower	14	12	5	12	12/6	0/0	1d*	R	2
19	Igloo	100	8	4	16/60	6/0	6/12	1d cr	C	16
87	Invader Swarm	80	14	6	20/120	16/0	6/30	5d imp	C, 1-6	49
93	Itchy Bug	—	—	—	*/0	—/—	—	*	—	—
87	Jammer	9	16	5	15	—/8	6/10	*	R	10
59	Jewel Lizard	3	14	3	14/6	5/7	0/0	1d-4	C	<1
20	Kalithex	70	13	4	14/50	6/6	3/6	3d +2 cr	C	10
34	Keeilla	—	—	6	15	0/0	6/6	—	—	<1
60	Korreath	40	15	3	15/45	25/8	4/4	*	C, 1	5
13	Laser Eel	6	14	3	12/8	7/7	2/0	1d*	R	1
87	Laser Storm	—	14	1	18/300	—/0	6/0	15d*	C	100 miles
74	Lasso Beast	27	15	4	13/20	5/7	0/3	2d cut	3-10	4
60	Leaper	13	18	5	15/8	24/12	0/0	1d-3 cut	C	1
20	Lemming Worm	—	—	1	—	4/0	0/0	—	—	5
93	Leper Bug	1	12	2	14/2	3/6	1/1	*	C	<1
13	Leviathan	1,000+	6	7	21/10,000	20/0	10/30	20d cr	C	1 mile
26	Liar Grass	—	—	1	—	0/0	0/0	1d-1*	C	—
81	Light Mine	1	3	2	12	1/0	0/3	*	R	<1
82	Long Arm	28	15	4	13/35	9/7	4/6	2d +2 cr	10-40	4
94	LSD Bug	—	—	—	—	5/—	—/—	*	—	—
60	Magma Worm	20	10	1	12/16	4/5	4/4	3d*	C, 1-2	1
14	Mammoth Seal	40	14	5	14/60	9/7	0/3	3d cr	C	10+
20	Mandrill	12	14	6	10	6/7	1/1	1d cut	C	1
52	Mansion Tree	400	0	1	18/500	2/8	6/10	—	—	60
8	Marksman Fish	10	16	4	12	5/8	0/2	*	R	2
52	Meinring	20	14	5	15/19	10/7	1/1	1d cut	C	2
68	Miasma	11	7	4	11/15	6/3	0/0	*	R	2
53	Mime	3	16	6	13/5	7/8	0/0	1d-3	C	<1
26	Mine	13	4	2	14	1/0	4/4	2d +3*	C	3
68	Mingler	11	15	5	14	6/6	1/1	1d-5 cr	C	1
34	Moa	50	12	3	14/32	12/6	1/1	2d cr	C, 1	1
60	Mountain Giant	200	6	3	18/300	4/0	6/18	4d cr	C	4
61	Mountain Mind	—	—	4-8	25/10,000	0/0	6/50	12d cr	C	100+ miles
8	Mud-Hider	60	14	4	15/40	5/7	2/2	2d cut	C	10
8	Mugger Bird	5	13	4	14	6/7	0/1	1d-2 imp	C	1
35	Muscat	3	14	5	13/3	10/7	0/0	1d-4 cut	C	<1
75	Nag Bird	3	16	3	11/3	13/8	0/0	1d-5	C	<1
35	Nanny Dog	22	14	7	15/25	10/7	2/3	1d +2 cut	C	3
88	Na'sing	3	16	5	10	10/8	2/0	—	—	1
35	Neobef	80	9	4	16	10/5	1/2	2d imp	C, 1	6
44	Nervous Ape	6	11	7	3	7/0	0/0	—	—	1
94	Netter	4	11	8	10/2	4/5	0/0	1d-5 cut	C	<1
14	Noose Fish	13	14	3	12	9/7	2/4	3d cr	C	3

Page	Creatures	ST	DX	IQ	HT	Speed/Dodge	PD/DR	Damage	Reach	Size
53	Nutcracker	16	14	4	12	12/7	3/6	3d cr	3-10	20
82	Ore Grabber	55	4	3	15/60	3/0	6/12	*	1-5	7
8	Otter Man	6	13	7	11	8/6	0/2	1d-2 cut	C	1
36	Pack Bird	20	14	5	14	12/7	0/0	1d-2 cut	C	1
75	Paddle Lily	—	—	1	16	0/0	0/2	—	—	3-10
94	Painted Wing	—	—	—	—	4/—	—/—	*	—	—
88	Parasite Crystal	—	—	1	17/*	—/—	4/4	*	C	—
44	Pebb	4	10	4	12/2	2/12	2/2	1d-5 imp	C	<1
53	Phase Ape	12	13	7	11	8/6	0/0	*	15	1
44	Phlebotomouse	2	12	4	10/3	4/6	0/0	*	C	<1
36	Pining Pigeon	1	13	3	13/3	14/7	0/0	—	C	<1
44	Piranhaeet	2	18	3	13/1	14/9	0/0	1d-4 cut	C	<1
69	Plains Loper	13	15	6	12	18/9	0/0	1d+2 cr	C, 1	2
99	Plasmoid	—	13	4	10	24/12	6/0	—	—	30
45	Pokey	7	11	4	13/6	10/5	1/1	1d-2	C	1
69	Popper	4	13	4	11/3	9/6	0/0	*	R	<1
45	Poppy Moss	—	—	—	—	—/—	—/—	*	C, 1	—
75	Porolimot	58	13	3	17	8/6	3/4	3d-2 cut	C	17
14	Predator Weed	13	6	1	13/30	0/1	0/0	1d cut	6	200+
27	Pressure-Scorp (Adult)	120	12	3	15/65	15/7	6/15	*	1-4	12+
27	Pressure-Scorp (Hatchling)	20	13	3	12/20	8/6	4/8	*	1	1
54	Projectile Bat	4	18	3	16/6	22/11	6/0	1d cr	C	<1
82	Psider	2	15	3	11/2	5/5	0/0	*	C	<1
54	Psi Screamer	3	15	7	14/4	8/9	1/0	1d-4 cut	C	<1
83	Puddle Flood	14	12	1	14	9/6	3/0	*	C	3
99	Pulsar Feeder	—	—	1	15/300	0/0	6/30	—	—	10 miles
54	Pungee Pit	—	15	2	13/45	0/0	4/6	2d imp	C	4
20	Purple Crud	—	—	1	—	0/0	0/0	*	R	—
61	Pusher	30	14	5	13/25	13/0	3/4	*	C, 1-4	3
99	Quicksilver Puddle	4	5	2	6	1/0	0/0	—	—	<1
75	Quylapse	40	7	7	10/80	2/3	0/2	2d imp	C, 1-4	4
54	Rainbow Bird	2	15	4	12/5	12/6	1/1	1d-3 cut	C	<1
27	Ram Snake	20	14	4	15/20	6/7	3/4	1d+2 cr	C, 1-2	4+
76	Renderer	33	9	3	14/25	5/4	2/5	2d-1 cut	1-3	6
55	Rendervine	18	14	1	16/10	16/8	0/0	1d-1 imp	1-20	20
36	Riding Mollusk	14	5	3	16	2/2	2/4	1d cr	C	1
100	Ring Runner	14	22	4	18	16/11	3/6	1d-3 cr	1	3
45	Roar Bird	4	12	3	13/8	14/7	0/0	1d-4	C	1
61	Roc	70	16	4	11/50	18/0	0/0	2d cut	C	30
62	Rock Crawler	25	16	3	12/25	8/8	0/0	2d cr	C	3
62	Rock Dropper	16	17	5	13	14/8	1/2	*	R	1
27	Rock Hopper	4	25	7	13/4	6/7	3/0	1d-4 cut	C	<1
70	Roller	12	3	2	15/40	7/3	4/12	3d cr	C	3-5
45	Romantic Tree	35	15	2	16/30	0/0	0/8	*	1	4
55	Root Beast	150	14	4	16/200	12/0	3/8	3d imp	2	30
27	Sand Packer	13	12	4	12	7/6	0/0	1d-2 cut	C	1
28	Sandwich	1	1	2	10/3	4/0	0/0	—	C	<1
28	Sand Wraith	13	18	5	16	14/9	8/0	2d-1	C, 1-3	50
36	Savant Bird	4	12	3	11/6	11/6	0/0	1d-4 cut	C	<1
70	Screenmouse	1	16	5	17/1	4/8	0/0	—	C	<1
94	Scythe Horde	—	—	—	—	*/—	—/—	3d	—	—
15	Sea Blimp	500	14	6	16/17	16/0	0/3	—	—	700
83	Searchlight	9	11	5	12/8	7/5	0/0	1d-2*	R	1
55	Shadow Hound	13	14	5	11	14/7	0/0	1d+1 cut	C	1
36	Shaper	9	13	6	14/8	8/6	4/0	1d-3 cut	C	1
20	Shemogra	35	13	5	15/25	7/6	2/4	2d-1 cut	C	3
21	Shroud Crystal	—	—	—	—	0/0	0/0	*	C	—
28	Skylens	8	14	3	11	16/8	0/0	*	R	1
28	Siphon Beast	5	13	4	13/6	9/6	0/0	1d-1	C	1
56	Siryn Toad	2	8	3	10/2	0/0	3/4	*	R	1
70	Sith	30	11	3	14/20	6/5	2/3	*	C	2

<i>Page</i>	<i>Creatures</i>	<i>ST</i>	<i>DX</i>	<i>IQ</i>	<i>HT</i>	<i>Speed/Dodge</i>	<i>PD/DR</i>	<i>Damage</i>	<i>Reach</i>	<i>Size</i>
9	Skin Algae	—	—	1	—	—/—	2/1	*	C	—
9	Slasher Fish	2	15	3	12/4	7/7	0/0	1d-3 cut	C	<1
83	Sleepy Moss	—	—	1	13	—/—	0/0	*	C, 1-3	10-300
46	Sleepy Willow	60	20	3	15/100	8/7	2/6	*	C, 1-5	10
56	Slicer Snake	14	11	4	15	6/5	2/4	2d cut	C	4
95	Slime Spitter	4	8	3	3	2/4	0/0	1d-4*	R	<1
46	Slinker	14	16	5	12	14/8	0/0	1d-2	C	1
100	Smother Frond	20	13	1	14/40	0/6	2/0	*	1-3	1
46	Snagger	30	12	3	12/20	—/—	1/1	*	C	7
37	Snail House	100	2	2	10/120	3/0	0/12	3d cr	C	100
70	Snatcher Bird	6	14	4	14/4	16/8	0/0	1d-3 cut	C	1
95	Sniper Bug	1	13	2	9/1	5/6	4/0	*	R	<1
21	Snow Ghost	11	13	6	12	11/6	0/0	1d-2 cut	C	1
21	Snowshoe Beast	22	12	5	12/20	16/8	0/0	1d-4 cut	C, 1	2
22	Snow Snake	3	14	3	13/5	6/7	0/0	*	C	<1
100	Solar Dome	40	3	2	14/75	1/0	6/20	—	—	100+
88	Spectre	3	18	2	15/6	—/9	6/0	—	—	3
70	Spiker	11	12	5	12/10	12/6	0/0	1d+1 imp	C	1
47	Spine Sucker	9	11	3	13	9/5	2/0	2d*	C	1
47	Spinner	8	16	4	15/9	13/8	2/0	1d+1 cut	C	1
9	Spitting River Snake	5	15	8	15/5	15/7	1/1	*	R	1
56	Spritzer	4	9	4	9/6	6/4	0/0	*	R	1
15	Squeezers Fish	8	6	5	13	7/3	6/0	2d cr	R	1
56	Stalker	45	16	8	16/40	12/8	2/2	3d cut	C	3
89	Star Dragon	60	30	6	15/40	—/15	6/0	2d cr	C	1,200
101	Stargrid	—	—	1	?	0/0	?	—	—	1 wide
15	Stickler	6	13	3	14	8/4	1/1	1d-3 imp	C	1
47	Stiliter	16	13	5	13/18	24/6	0/0	1d-4 cut	C	2
76	Stingsnail	3	12	2	14/3	1/0	2/1	*	C	<1
76	Stomach Trap	17	13	2	12/40	0/0	5/0	1d-1*	C	10
48	Stomper	55	13	2	12/75	14/7	0/0	1d+2 cr	C, 1-3	7
76	Strangling Fern	10	10	3	6	2/5	2/3	2d-2 cr	C	1
83	Subsider	35	6	4	17/30	3/0	6/10	2d cut	C	2
77	Swamp Hut	—	—	1	13/50	0/0	1/3	—	—	10-30
62	Sword-Billed Razorwing	10	15	4	14/20	12/6	1/0	1d-1 imp	1	1
95	Tap Leech	6	10	3	13/8	2/5	0/0	1d-2*	C	<1
96	Tar Bug	—	—	—	—	2/—	—/—	*	—	—
15	Tentack	16	13	3	12/25	5/6	2/2	3d cut	6-10	8
89	Terraformer	—	—	8	18/400	—/0	6/300	*	C	10 miles
37	Terror Hound	13	14	6	14/20	6/6	1/1	1d-1 cut	C	2
101	Tether Spider	28	13	3	18	14/7	3/6	1d+2 cr	C, 1-2	1
29	Tikittit, Green	10	5	3	14/20	1/0	1/3	—	C	10
29	Tikittit, Blue (Leader)	15	15	7	15	6/7	2/4	1d imp	C, 1	1
29	Tikittit, Blue (Brain)	1	1	8	15	0/0	0/1	—	—	3
29	Tikittit, Blue (Warrior — "Crusher")	30	10	5	17/40	6/0	5/11	2 × 2d+4 cr	C, 1-2	10
30	Tikittit, Blue (Warrior — "Lancer")	15	12	5	16/20	15/7	2/5	2d imp	2	3
30	Tikittit, Blue (Warrior — "Ripper")	40	15	5	15	8/7	2/5	*	1	2
77	Tootle Bird	2	15	3	11/3	9/7	0/0	—	—	<1
96	Trachea Bug	1	9	2	13/3	7/4	4/0	2d imp	C	<1
48	Traitor	5	11	5	11	6/5	0/0	1d-1 cut	C	<1
48	Tree Grubber	14	8	1	18	6/4	0/0	1d-1*	C	1
38	Trundler	20	7	5	16/12	8/4	8/3	1d-4 cut	C	1
83	Tunnel Maker	19	6	8	15/25	6/4	4/10	*	C, 1-2	3
10	Tunnel Snake	35	11	3	12/40	9/0	2/4	2d cr	C	20
71	Tupec	70	12	6	20	17/8	1/1	1d+2 imp	C	3
16	Turbo Shark	70	14	3	15/40	20/10	0/4	4d cut	C	30
71	Twister	9	13	2	6/13	6/6	4/0	1d-2 cr	C, 1-4	7
38	Tybor	5	13	4	15	2/6	0/0	1d-3 cut	C	1

Page	Creatures	ST	DX	IQ	HT	Speed/Dodge	PD/DR	Damage	Reach	Size
89	Vacuum Cetacean	550	7	8	18/1,000	-/0	6/40	*	—	600
90	Vacuum Weed	—	—	1	16	0/0	4/0	*	C	—
77	Vapor	—	8	6	16	6/0	6/0	*	C	3
63	Vise	80	9	2	14/120	3/0	6/12	6d cr	C	25
22	Volcano Beast	13	6	4	16/25	1/0	4/12	4d*	R	4
10	Vortex	80	—	3	14/120	0/0	6/8	1*	6	80
90	Wake Rider	20	14	3	14/30	-/7	3/6	—	—	7
84	Wall Crawler	6	8	1	13/7	4/4	0/2	1d-4 cut	C	<1
77	Wallower	35	7	5	12/27	6/3	0/1	1d+2 cr	C	10
39	Wallu	7	11	5	10	9/5	0/0	1d-4 cut	C	1
78	Wargus	200	8	3	13/90	7/6	3/10	8d+4 cut	C, 1	30+
22	Warmer	8	9	4	13	2/2	2/6	1d*	C	1
90	Warp Hound	200	17	5	18/400	-/8	6/400	12d imp	C, 1-30	10,000
39	Watch Bird	5	13	6	13/5	14/7	2/0	1d-1 cut	C	1
78	Water Cat	12	13	5	16	7/6	1/2	1d+1	C	1
30	Well Beast	26	8	3	13/21	7/0	0/0	—	C	6
16	White Cloud	8	10	2	14	8/5	3/0	1d*	C	24
84	Whumbat	6	12	4	14/4	10/5	0/0	1d-4	C	1
63	Wing Cat	8	14	6	13/4	20/10	1/0	1d-3 cut	C	<1
78	Winged Asp	3	13	3	11/4	14/7	0/0	*	C	<1
23	Wing Mouth	3	13	4	13/5	12/6	0/0	*	C	<1
39	Wing Wyrm	4	13	5	14/4	9/6	2/0	1d-4 cut	C	<1
10	Winslow's Dredger	90	6	3	13/100	4/3	4/8	3 cr	C	20
71	Wogroach	5	10	5	18/10	9/8	1/1	1d-3 cut	C	1
48	Wood Nymph	8	14	7	13	12/7	0/0	1d-1 cut	C	1
101	World Tree	—	—	1	20/50	-/-	2/10	—	—	100+
84	World Worm	1,000+	9	2	18/10,000+	3/0	6/1,000	20d cr	C	*
96	Wrapper	—	—	—	—	4/-	-/-	*	—	—
71	Wrecker	125	11	5	16/90	15/0	3/10	3d cr	C	12
63	Wrong Way	4	14	7	11/3	5/7	6/0	*	R	<1
23	Wullibulli	100	10	5	18/75	9/1	3/9	4d cr	C	20
78	Xyke	28	16	4	11/29	8/8	3/2	1d imp	C	2
23	Zymurgicanth	6	11	3	10	8/5	0/0	1d-3 cut	C	1

SUGGESTED READING

The following is a representative sampling of science fiction works which either present a number of interesting extraterrestrial flora and fauna, or provide excellent examples of plausible alien ecosystems.

Arthur K. Barnes: *Interplanetary Hunter* — Bring 'Em Back Alive from the stars. A pre-golden age classic.

Arthur C. Clarke: *Rendezvous With Rama* — Humans encounter and explore a vast and alien artificial ecosystem, which opens to life from hibernation as they explore it.

Hal Clement: *Mission of Gravity* — an epic odyssey on a very high-gravity world, where the heroes look a lot like cockroaches.

Alan Dean Foster: *Humanx* series. Foster provides a lot of alien creatures, most notably Pip, the minidrag.

David Gerrold: *The War Against the Chorrh* — An alien intelligence sets out to convert the earth to their kind of planet, by replacing the terrestrial ecology with Chorrhian ecology.

Harry Harrison: *Deathworld I-III* — You're not paranoid when everything really is out to get you . . . one of the most hostile planets ever described anchors this trilogy.

Robert A. Heinlein: *Tunnel in the Sky* — human youths struggle for survival on an un-tamed planet. Heinlein knew what ecology meant long before it became a fashionable catchword. See also *Between Planets*, *Red Planet*, *Star Beast* and *Podkayne of Mars*.

Frank Herbert: *Dune* and sequels — perhaps the most exhaustively detailed fictional ecosystem ever written.

Ursula K. LeGuin: *The Word for World is Forest* — A science fictional ecological fable.

Murray Leinster: Leinster was busy creating creatures long before the Golden Age. *Colonial Survey* probably has his best alien beast.

George R. R. Martin: *Tuf Voyaging* — a cat-fancying space trader acquires an ancient ecological-warfare ship, and sets himself up in business as a solver of ecological problems.

Larry Niven: The "Known Space" stories — some of the best hard science fiction ever written, Niven does xenobiology as plausibly as he does everything else.

Larry Niven, Jerry Pournelle and Steven Barnes: *The Legacy of Heorot* — Colonists encounter an alien monster, which fits perfectly

into its own ecology and slips right through the holes in human preconceptions.

H. Beam Piper — *Little Fuzzy* series, an excellent portrait of humanity trying to exploit an alien world without destroying it. See also *Four-Day Planet* for several well-conceived alien beasts.

Robert Reed: *The Leeshore* — A dark tale of political intrigue, set on one of the most detailed and realistic, yet frightening ecologies ever invented for SF, by an author highly educated in the biological sciences.

E.E. "Doc" Smith: *Lensman* and *Skylark of Space* series — Smith was the first modern author to fully realize that life can arise anywhere and look like anything.

A.E. van Vogt: *Voyage of the Space Beagle* — A voyage across the stars with the avowed purpose of finding and investigating new life forms.

Stanley G. Weinbaum: "A Martian Odyssey" — One of the most influential stories in science fiction, this novella has a shipwrecked human struggling to survive on a hostile world. Many of Weinbaum's stories featured excellent alien creatures.

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GLOSSARY

Amorphous — shapeless or without definite form.
 Arboreal — living in trees.
 Barnacles — any of several marine crustaceans that form a hard shell and attach themselves to the hulls of ships; by extension, any life form of similar habits.
 Calcareous — chalky (literally, made of or resembling calcium carbonate, calcium or limestone).
 Carbonized — partially converted to carbon, usually by burning.
 Carnivore — an animal with a diet principally composed of other animals.
 Cephalopod — animals with a soft exterior and prehensile tentacles, such as the octopus.
 Cetacean — a fishlike, aquatic mammal, such as a whale; by extension, whale-like animals.

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Diurnal — an animal having most of its activity during the hours of daylight.
 Estivate — passing the summer, hot season or drought conditions in a state of dormancy; the complement to hibernate (see below).
 Herbivore — an animal with a diet composed mostly of plants.
 Hibernate — to spend the winter or cold season in a state of dormancy; the complement of estivate (see above).
 Nocturnal — an animal having most of its activity during the hours of darkness.
 Omnivore — an animal with a diet composed of both plants and other animals.
 Panimonic — a treatment or medicament that gives immunity to all, or at least most, diseases.
 Parthenogenetic — self-fertilizing; able to reproduce without the necessity of conjunction with another sex.
 Pinniped — an aquatic mammal having finlike flippers, such as a seal; by extension, similar animals.
 Ruminant — a cud-chewing grazer, such as the cow.
 Sessile — a creature that is permanently attached rather than free moving.
 Sexual dimorphism — the degree of physical difference between the sexes of the same species; it can be almost imperceptible or so great that outside observers have difficulty in believing that the sexes are of the same species.
 Siliceous — composed of or based on silicon.
 Spiracle — an aperture or opening for admitting or expelling air.
 Symbiont — one of the organisms in a symbiotic relationship; this is usually a very close relationship from which both parties derive benefit; symbote is a variant form of symbiont.
 Tons displaced — the amount of fluid displaced by a ship when it is afloat; usually quoted as equivalent to the ship's weight.
 Undulation — moving with a wavelike motion.

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