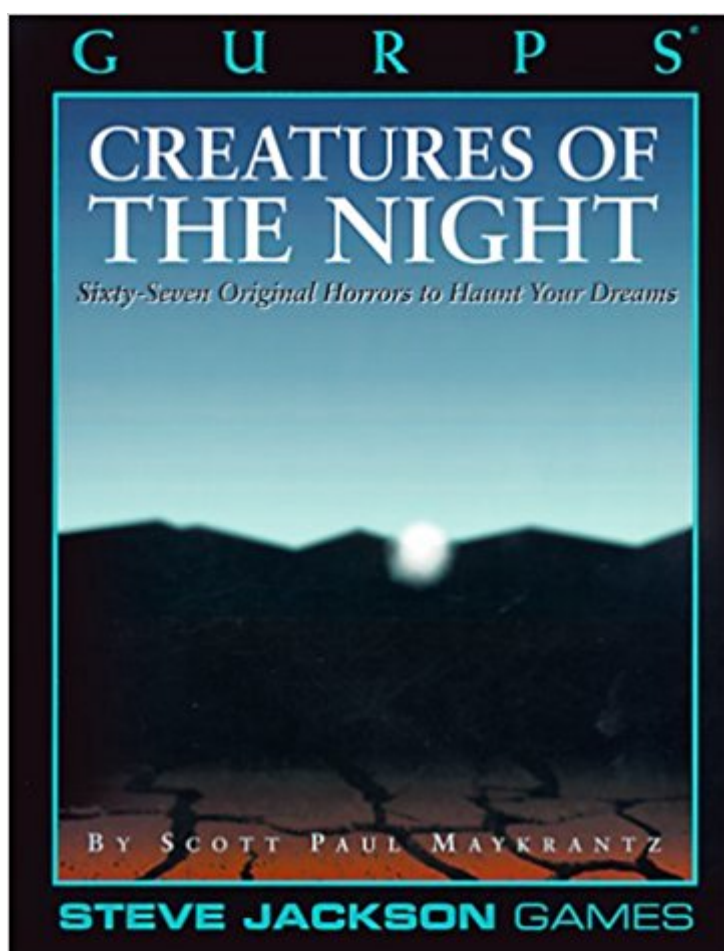


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# Gurps: Creatures Of The Night



## Synopsis

Terror In The Darkness. Huge buildings that eavesdrop on unsuspecting guests. Hideous fish whose songs drive villages insane. Obscene voices whispering madness through the Net. Gruesome gardens full of living human organs. Crystalline creatures floating between our atmosphere and the starry depths of outer space. And things that look like vampires - but aren't . . . This book describes a host of the most macabre, chilling and downright disgusting creatures that ever peered from the shadows or lurked just out of sight - or right in front of you. Some are microscopic, others too large to imagine. All will haunt your dreams. Each creature includes: Complete information on attributes, size, habitats and alternative names. Descriptions of motivations, feeding habits and social patterns. The creature's origins - and what it takes to get rid of it. Ideas for introducing it into a campaign, and adventure seeds - lots of ideas for storylines. You'll never feel safe again, anywhere. From the worlds of high fantasy to those of high tech, these creatures will make your skin crawl - literally . . . The GURPS Basic Set is required to use this book in a GURPS campaign.

## Book Information

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Average Customer Review: 4.7 out of 5 starsÂ Â See all reviewsÂ (3 customer reviews)

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## Customer Reviews

Many people have complained that GURPS is too generic. That the GM and players have to work to breath life into a campaign. This wonderful little book addresses that issue quite nicely. The author has created 67 detailed nasty critters; their characteristics, their goals, their methods, and their environments. Then he provides 2-3 "adventure seeds" for each monster that the GM can flesh out quickly and easily to create adventures of varying degrees of complexity and challenge. These "adventure seeds" are extremely well done and GMs might want to buy the book just for all the

adventuring ideas put forth there. The creatures span all manner of time and space and could be used in a science fiction, fantasy, historical, or even a super-hero campaign with little effort. My only complaint is that there's no way to index the creatures power against the strength of the party. It might well take some experience and possibly some GM intervention to avoid accidentally killing the party. There is an index in the back that provides a thumbnail sketch of all the critters but some sort of power rating would have made the book perfect instead of extremely good. The descriptions are wonderfully macabre and the artwork does a great job of further setting the tone. There's no question that the author really enjoyed creating this book. There's still some lingering questions about the type of personality that would come up with some of these monsters, but that's not your problem. Just go out and buy the book and enjoy how it pumps up your campaign without any extra effort on your part.

I read this book at night and was so scared that I didn't want to get out of bed to pee. It brought back some wonderful memories of my childhood but cleaning it up was a pain. Also, my wife was pretty upset. I was almost successful blaming it on her but the center of the stain gave me away. I have used a lot of these creatures in my space/fantasy/old west campaign. The creatures are very creative and the outstanding artwork alone is reason enough to buy this book. I didn't really wet my bed. But I thought about it. Maybe tonight...

I haven't played RPGs in years, and I never played GURPS when I did. But I absolutely loved this book. This wasn't just your typical, bland collection of stats to throw against player characters. Each of the many creatures detailed in this book had real ideas behind them, and they were written in such a way to encourage adapting them to whatever theme, style and setting you gamed in. A few ended up being real duds that just didn't seem like they could be taken seriously in any plot I'd ever run, but then I'm sure for someone else they would have been perfect. Several years back I sold off something like 95% of my RPG books, but I held onto this one, and it's the only one I still read through from time to time.

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