

# Whipraffes

[\[The Day After Ragnarok\]](#)

The southern coil of the Serpent slammed down right in the middle of giraffe territories in Africa. The miasmic poisons still rising off of the Serpent's dead hide reliably mutates giraffes into vicious carnivores with snake-like necks; they use their heads as living clubs, stunning prey before the whipraffe eats it alive with razor-sharp teeth. Fortunately, Whipraffes are not poisonous; unfortunately, they hunt in packs (1d4+1).

Some adventurers have reported seeing whipraffes in the Mississippi; presumably they escaped from zoos after the Serpentfall. Add Aquatic (Pace 8), and both Stealth d6 and Swimming d8.

**Attributes:** Agility d10, Smarts d6 (A), Spirit d6, Strength d12+1, Vigor d12

**Skills:** Fighting d8, Guts d8, Notice d10

**Pace:** 8 **Parry:** 6 **Toughness:** 10

**Special abilities:**

- **Armor +2:** Thick hide
- **Bite:** Strength +d6

- **Size +2:** Whipraffes are fairly large creatures.
- **Stun:** Represents the whipraffe's ability to use its head and unnaturally flexible neck as a club.

- Moe Lane

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