

# Lusus Naturae I

By Thom Wilson



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## Introduction

Welcome to the *Lusus Naturae I*, a guide to freaks of nature, monsters and beasts. This guide is meant to be used with the Throwigames Simple Roleplaying System (TSRS). This first monster guide is a basic, starting guide to the more common monsters and beasts found within the TSRS world. Additional guides detail further bizarre and unique foes.

As with all TSRS guides, the rules and statistics found within are only *suggestions* for the GM. The difficulty, number and rewards of each foe can be adjusted in any way needed. Each creature has been designed with the premise that the game world is an extremely harsh place and material rewards are few and far between.

This guide does not provide extensive descriptions of each and every monster. It is assumed that the GM has used or seen similar monsters in other game systems. Unique monsters to this system will be given as much detail as possible.

*Lusus Naturae I* is set up in two sections. The main part of this guide provides details about each creature listed in alphabetical order. An appendix provides tables of creatures by PR and page number.

Enjoy!

*Thom Wilson*

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## Monster Stat Card

Each creature has a statistics card that details its abilities. This stat card provides details about the monster's power rating (PR), difficulty rating (DR), special abilities and damage points (DP). An example stat card is shown below.

<b>Creature Name:</b>		Goblin			
<b>Size:</b>	Small	<b>PR:</b>	A 11	<b>DR:</b>	B Easy, 2
<b>Initiative:</b>	3	<b>To-Hit:</b>	+/-	<b>Damage:</b>	1
<b>Specialization(s):</b> missile (Co), stealth (Th) - rare melee (Co)					
<b>Special Abilities:</b> poison arrows (DR Easy, 2)					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
2	1	3	3	1	1
Roll (2)	location	DP	Roll (3)	Location	DP
	l. hand	1		r. hand	1
Roll (4)	location	DP	Roll (5)	Location	DP
	l. arm	1		r. arm	1
Roll (6)	location	DP	Roll (7)	Location	DP
	head	1		Chest	1
Roll (8)	location	DP	Roll (9)	Location	DP
	stomach	1		r. leg	1
Roll (10)	location	DP	Roll (11)	Location	DP
	l. leg	1		r. foot	1
Roll (12)	location	DP	<i>Other Notes:</i> goblins may be found with leather armor.		
	l. foot	1			
<b># Found:</b>	Lair:	10d6	Other:	1d6 (or more)	
<b>Treasure:</b>	Lair:	6d6 sp	Single:	none	

Goblin Example

**A (Power Rating):** This is the power of the creature. This is used as a guide for gauging the relative strength of the monster.

**B (Difficulty Rating):** This is the monster's defense roll or difficulty to hit or effect. This rating is *approximately* the PR divided by 6 (rolling up).

**C (Specializations and Special Abilities):** If the monster has any specializations or special abilities, they are listed here.

**D (Attributes):** Creatures have the same attributes as adventurers. Generally, the total of the attributes (and the DP) will equal the Power Rating. Luck is not listed and is used at the discretion of the GM.

**E (Damage Points):** The number in the parentheses represents the roll on 2d6 for hit location, and the DP value is how much damage that location can take. Not all creatures have the eleven humanoid body locations.

**F (# Found):** This is the number found of these creatures in certain situations.

Now, on to the monsters!

## Ant, Giant

The giant ant resembles the common insect in every way except in size. Giant ants tend to average a foot to 18 inches in length and can be almost any color (although commonly black and red). They are very strong and can do severe damage if their mandibles latch on to an appendage.

A giant ant can be encountered by itself but are more commonly found in larger numbers. If a single ant is found there is a good chance that several more are not far away. Lairs of the giant ant are an especially dangerous place; two other giant ant variants are almost always found: the Giant Ant Soldier and the Giant Ant Queen (found in a different guide).

<b>Creature Name:</b>		Ant, Giant			
<b>Size:</b>	small	<b>PR:</b>	10	<b>DR:</b>	Easy, 2
<b>Initiative:</b>	2	<b>To-Hit:</b>	+/-	<b>Damage:</b>	1
<b>Specialization(s):</b> melee (Co)					
<b>Special Abilities:</b> n/a					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
1	0	2	3	1	3
Roll (2)	location	DP	Roll (3)	Location	DP
	left foreleg	1		right foreleg	1
Roll (4)	location	DP	Roll (5)	Location	DP
	left mid leg	1		right mid leg	1
Roll (6)	location	DP	Roll (7-8)	Location	DP
	head	1		thorax	1
Roll (9)	location	DP	Roll (10)	Location	DP
	abdomen	1		mandible	1
Roll (11)	location	DP	Roll (12)	Location	DP
	left back leg	1		right back leg	1
<b># Found:</b>	Lair:	6d6	Other:	2d6 (or more)	
<b>Treasure:</b>	Lair:	2d6 sp	Single:	none	

## Bat, Giant

Giant bats are found in caves, old castles or in any location with little sunlight. They resemble the common bat in shape and form but can grow up to a foot in size with a six foot wingspan.

Giant bats may carry one or more diseases (used as a special weapon). Adventurers bit by an infected giant bat must save versus a moderate disease (GM discretion).

<b>Creature Name:</b>		Bat, Giant			
<b>Size:</b>	small	<b>PR:</b>	9	<b>DR:</b>	Easy, 2
<b>Initiative:</b>	3	<b>To-Hit:</b>	+/-	<b>Damage:</b>	1
<b>Specialization(s):</b> melee (Co), stealth (Th)					
<b>Special Abilities:</b> backstab (surprise attack), disease (DR Mod, 3)					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
1	0	3	3	1	1
Roll (2-3)	location	DP	Roll (4-5)	Location	DP
	l leg	1		l. wing	2
Roll (6)	location	DP	Roll (7-8)	Location	DP
	head	1		torso	2
Roll (9-10)	location	DP	Roll (11-12)	Location	DP
	r. wing	2		r. leg	1
<b># Found:</b>	Lair:	266	Other:	1d6	
<b>Treasure:</b>	Lair:	none	Single:	none	

## Bee, Giant

Giant bees are found in holes in the ground and hives in trees and old buildings. When provoked, they swarm and sting until their foes are dead or gone. Giant bees come in different types and colors and are much larger than their distant insect cousins. They can grow up to eight inches in length and have a dangerous poison.

Every hive will contain two additional types of giant bees: the Soldier and Queen (much like the Giant Ant). These additional bee types are found in another guide.

<b>Creature Name:</b>		Bee, Giant			
<b>Size:</b>	small	<b>PR:</b>	6	<b>DR:</b>	Easy, 1
<b>Initiative:</b>	2	<b>To-Hit:</b>	-1	<b>Damage:</b>	1
<b>Specialization(s):</b> melee (Co)					
<b>Special Abilities:</b> poison sting (DR Moderate, 3)					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
1	0	3	2	0	0
Roll (2)	location	DP	Roll (3-6)	Location	DP
	stinger	1		wings	1
Roll (7)	location	DP	Roll (8-10)	Location	DP
	head	1		thorax	1
Roll (11-12)	location	DP	<i>Other notes:</i> giant bees swarm one opponent at a time.		
	abdomen	1			
<b># Found:</b>	Lair:	6d6	Other:	Swarming 2d6	
<b>Treasure:</b>	Lair:	Honey	Single:	none	

## Dog, Feral

Packs of wild dogs roam the countryside wreaking havoc on common villagers and travelers. Some may have been domestic pets that have reverted back to their wild state or have been born to an existing pack. Either way, they are a vicious foe when found in groups.

Feral dogs are quick to attack but also quickly flee if defeat seems imminent. They will generally attack if threatened or if extremely hungry. The strongest feral dog is the pack leader - statistics for this dog can be adjusted from the common dog as needed.

Occasionally, feral dogs are infected with rabies, a debilitating and eventually fatal disease. Adventurers bit by a rabid dog must make a resistance check (DR Moderate, 3) or end up infected as well.

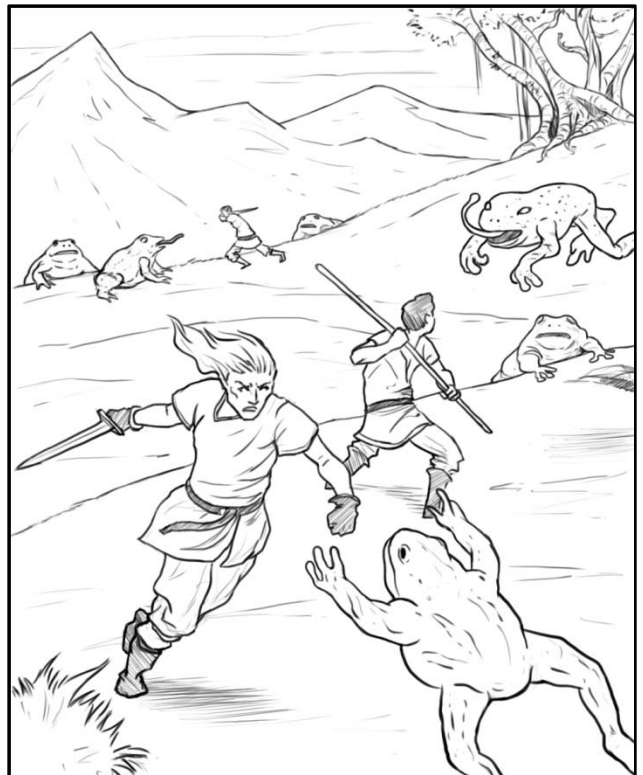
<b>Creature Name:</b>		Dog, Feral			
<b>Size:</b>	small	<b>PR:</b>	9	<b>DR:</b>	Easy, 2
<b>Initiative:</b>	2	<b>To-Hit:</b>	-1	<b>Damage:</b>	1
<b>Specialization(s):</b> melee (Co), stealth (Th)					
<b>Special Abilities:</b> backstab (surprise attack)					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
2	0	3	2	1	1
Roll (2-3)	location	DP	Roll (4-5)	Location	DP
	l. front leg	1		r. front leg	1
Roll (6-7)	location	DP	Roll (8-9)	Location	DP
	head	1		torso	1
Roll (10)	location	DP	Roll (11)	Location	DP
	r. back leg	1		l. back leg	1
Roll (12)	location	DP	<i>Other notes: rabies is fatal within 4-8 weeks.</i>		
	tail	1			
<b># Found:</b>	Lair:	2d6+4	Other:	1d6+2	
<b>Treasure:</b>	Lair:	none	Single:	None	

## Frog, Giant

The giant creatures can be found in large swamps or bogs. Curiously large (three to four feet in length), giant frogs are not easy foes. Their jump can distance over 25 feet and their tongues can knock weapons from hands or bind an opponent.

Occasionally, giant frogs are known to have venom on their tongues and skin which causes weakness in prey when contact with the frog has been made. Preys affected by this venom are unable to fight back and are made in to a quick meal. Adventurers must make a resistance check (DR: Moderate, 4) to avoid the weakness penalty (-1 to all actions, DP). The weakness generally lasts 24 hours.

<b>Creature Name:</b>		Frog, Giant			
<b>Size:</b>	small	<b>PR:</b>	9	<b>DR:</b>	Easy, 2
<b>Initiative:</b>	2	<b>To-Hit:</b>	+/-	<b>Damage:</b>	1
<b>Specialization(s):</b> melee (Co), missile (Co) - tongue					
<b>Special Abilities:</b> jump attack (+1 initiative), poison (DR: Mod, 4) (jump may also be used to flee - DR is modified to DR 3)					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
1	0	2	3	1	2
Roll (2)	location	DP	Roll (3)	Location	DP
	l. front leg	1		r. front leg	1
Roll (4-5)	location	DP	Roll (6-10)	Location	DP
	head	1		torso	2
Roll (11)	location	DP	Roll (12)	Location	DP
	r. back leg	2		l. back leg	2
<b># Found:</b>	Lair:	1d6	Other:	1d3	
<b>Treasure:</b>	Lair:	1d6	Single:	none	



## Goblin

The goblin is the much smaller and distant cousin of the orc. Although weak and often afraid when found in small numbers, a lair full of goblins is a dangerous place. It has been rumored that hundreds of goblins can be found in a single lair.

Short (around three to four feet tall) and wiry, these creatures inflict little damage with their own strength. They have been known to use poison with their missile weapons to make up for their inability to cause significant melee damage. It is also rumored that some goblins can harness blessed or arcane magic. All goblin lairs are led by a great goblin chieftain (found in a different guide).

<b>Creature Name:</b>		Goblin			
<b>Size:</b>	small	<b>PR:</b>	11	<b>DR:</b>	Easy, 2
<b>Initiative:</b>	3	<b>To-Hit:</b>	+/-	<b>Damage:</b>	1
<b>Specialization(s):</b> missile (Co), stealth (Th) - others are found rarely					
<b>Special Abilities:</b> poison arrows (DR Easy, 2)					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
2	1	3	3	1	1
Roll (2)	location	DP	Roll (3)	Location	DP
	l. hand	1		r. hand	1
Roll (4)	location	DP	Roll (5)	Location	DP
	l. arm	1		r. arm	1
Roll (6)	location	DP	Roll (7)	Location	DP
	head	1		Chest	1
Roll (8)	location	DP	Roll (9)	Location	DP
	stomach	1		r. leg	1
Roll (10)	location	DP	Roll (11)	Location	DP
	l. leg	1		r. foot	1
Roll (12)	location	DP	<i>Other Notes:</i> goblins may be found with leather armor.		
	l. foot	1			
<b># Found:</b>	Lair:	10d6	Other:	1d6 (or more)	
<b>Treasure:</b>	Lair:	6d6 sp	Single:	none	

## Lizard, Giant

Over four feet in body length and almost nine feet in total, the giant lizard is a fearsome looking creature. Thick scales cover its entire body and its long tail can knock a human over fairly easily (Coordination check required). Giant lizards are found in many different colors and have strong jaws that lock on limbs.

Although sturdy, the giant lizard is a slow creature. It will attack mainly by biting whatever it can but will attack anything behind it with its powerful tail.



<b>Creature Name:</b>		Lizard, Giant			
<b>Size:</b>	small	<b>PR:</b>	11	<b>DR:</b>	Easy, 2
<b>Initiative:</b>	1	<b>To-Hit:</b>	+/-	<b>Damage:</b>	1
<b>Specialization(s):</b> melee (Co)					
<b>Special Abilities:</b> Knockdown (successful hit may knockdown foe)					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
2	0	1	3	2	3
Roll (2)	location	DP	Roll (3)	Location	DP
	l. front leg	1		r. front leg	1
Roll (4-5)	location	DP	Roll (6-8)	Location	DP
	head	2		torso	3
Roll (9-10)	location	DP	Roll (11)	Location	DP
	tail	2		l. back leg	1
Roll (12)	location	DP	<i>Other notes:</i> knockdown occurs when foe fails CO check.		
	r. back leg	1			
<b># Found:</b>	Lair:	1d3	Other:	1	
<b>Treasure:</b>	Lair:	none	Single:	none	

## Rat, Giant

Common rats are a nuisance but the giant rat is downright nasty. This two foot long, disease-carrying beast attacks in large groups and is fearless. Huge teeth gnaw through leather and skin with ease. Their jaws are powerful enough to snap bone and wood.

Most rats carry some form of disease; adventurers bit will likely suffer from a debilitating sickness (flu-like symptoms) that reduces their movement and combat abilities. The symptoms of this disease last until cured or healed.

<b>Creature Name:</b>		Rat, Giant			
<b>Size:</b>	small	<b>PR:</b>	8	<b>DR:</b>	Easy, 2
<b>Initiative:</b>	3	<b>To-Hit:</b>	-1	<b>Damage:</b>	1
<b>Specialization(s):</b> melee (Co), stealth (Th)					
<b>Special Abilities:</b> Disease (DR: Moderate, 3), backstab					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
1	0	4	2	0	1
Roll (2)	location	DP	Roll (3)	Location	DP
	l. front leg	1		r. front leg	1
Roll (4-5)	location	DP	Roll (6-9)	Location	DP
	head	1		torso	2
Roll (10)	location	DP	Roll (11)	Location	DP
	tail	1		l. back leg	1
Roll (12)	location	DP	<i>Other notes:</i> disease sickness penalizes foes -1 to all actions.		
	r. back leg	1			
<b># Found:</b>	Lair:	4d6+6	Other:	1d6	
<b>Treasure:</b>	Lair:	1d6 sp	Single:	none	

## Rot Larvae

Dead remains are unpleasant enough but when infested with rot larva, they are downright dangerous. These 6 inch long larvae are constantly consuming flesh and have endless appetites. They prefer living flesh if they can get it but will happily consume anything that has been left behind.

It is believed that the rot larvae are the spawn of a giant insect of some sort but no one has ever seen them mature. Their voracious appetites will cause them to turn on each other once their meal is gone.

An adventurer bit by a rot larva must kill it quickly or it will begin to burrow deep in to the body. Along with the painful burrowing, the rot larva carries a rotting flesh disease that can kill a human in less than a day.

<b>Creature Name:</b>		Rot Larvae			
<b>Size:</b>	small	<b>PR:</b>	1	<b>DR:</b>	Easy, 1
<b>Initiative:</b>	0	<b>To-Hit:</b>	-3	<b>Damage:</b>	0
<b>Specialization(s):</b> melee (Co)					
<b>Special Abilities:</b> rot disease (DR Moderate, 4) from burrowing					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
1	0	0	0	0	0
Roll (2-12)	location larvae	DP 1	<i>Other notes:</i> rot larvae burrow into their foe spreading disease		
<b># Found:</b>	Lair:	host, 3d6	Other:	n/a	
<b>Treasure:</b>	Lair:	none	Single:	none	

## Skeleton

Followers of evil gods are sometimes given dark magic that allow them to animate the long dead. The most ancient of the risen are only comprised of bones and shreds of clothing or armor. Skeletons are created for a purpose but if their creator perishes, some exist to continue wreaking havoc and causing fear wherever they go.

Skeletons are slow and do little damage when they strike. They will use weapons if they are in-hand; otherwise they attack with their bony fingers (or whatever is left of their arms). The feel no pain and can continue to attack even after their bony limbs have been severed.

Additional details about skeleton creation can be found in the TSRS Advanced Guide.



<b>Creature Name:</b>		Skeleton			
<b>Size:</b>	medium	<b>PR:</b>	8	<b>DR:</b>	Easy, 2
<b>Initiative:</b>	2	<b>To-Hit:</b>	+/-	<b>Damage:</b>	1
<b>Specialization(s):</b> melee (Co)					
<b>Special Abilities:</b> n/a					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
0	0	2	3	0	3
Roll (2)	location l. hand	DP 0-1	Roll (3)	Location r. hand	DP 0-1
Roll (4)	location l. arm	DP 0-1	Roll (5)	Location r. arm	DP 0-1
Roll (6)	location head	DP 0-1	Roll (7)	Location Chest	DP 0-1
Roll (8)	location stomach	DP 0-1	Roll (9)	Location r. leg	DP 0-1
Roll (10)	location l. leg	DP 0-1	Roll (11)	Location r. foot	DP 0-1
Roll (12)	location l. foot	DP 0-1	<i>Other Notes:</i> skeletons do not always have all body parts.		
<b># Found:</b>	Lair:	1d6+1	Other:	1	
<b>Treasure:</b>	Lair:	varies	Single:	none	

## Snake, Giant

Very few things are as scary as a giant snake. Moving quickly, these creatures attack, coil and consume their prey whole. Although it has been rumored that some giant snakes grow over 30 feet in length, the common variant of the giant snake averages around 20 feet long.

Some variants of the giant snake carry a poison that paralyzes their foe. Any snake bite should be considered fatal unless the snake is known to be the non-venomous variety. Other giant snakes will coil around their prey and crush them before consuming them whole.

<b>Creature Name:</b>		Snake, Giant			
<b>Size:</b>	Large	<b>PR:</b>	12	<b>DR:</b>	Easy, 2
<b>Initiative:</b>	5	<b>To-Hit:</b>	+/-	<b>Damage:</b>	1
<b>Specialization(s):</b> melee (Co), stealth (Th)					
<b>Special Abilities:</b> backstab (surprise attack), venom (DR Mod, 4)					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
2	0	5	3	1	1
Roll (2-3)	location head	DP 3	Roll (4-11)	Location torso	DP 7
Roll (12)	location tail	DP 2	<i>Other notes:</i> different snakes have different types of venom.		
<b># Found:</b>	Lair:	266	Other:	1d6	
<b>Treasure:</b>	Lair:	none	Single:	none	

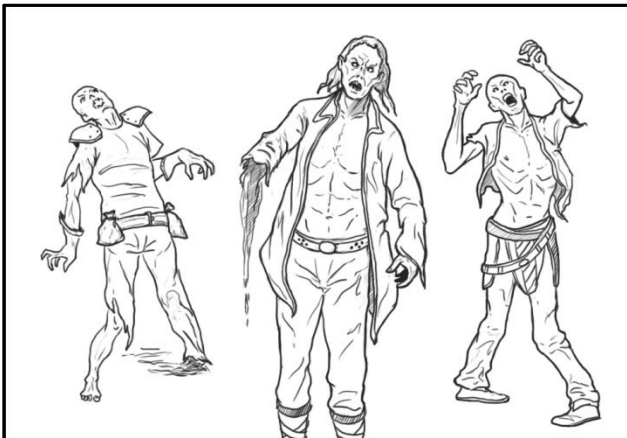
## Zombie

Like the skeleton, the zombie is raised from the dead by a practitioner of dark magic. Zombies are generally created from the recently deceased. Zombies move at the same rate as skeletons but are stronger and more agile.

It is rumored that some zombies are created from a host who died from a rare infection. This infection can be passed on to anyone who is bit.

There have been stories describing large groups of zombies migrating across the countryside. These have not been confirmed. Additional details about zombie creation can be found in the TSRS Advanced Guide.

<b>Creature Name:</b>		Zombie			
<b>Size:</b>	medium	<b>PR:</b>	10	<b>DR:</b>	Easy, 2
<b>Initiative:</b>	2	<b>To-Hit:</b>	+/-	<b>Damage:</b>	1
<b>Specialization(s):</b> melee (Co)					
<b>Special Abilities:</b> in some cases, disease (DR: Moderate, 3)					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
0	0	2	4	0	4
Roll (2)	location	DP	Roll (3)	Location	DP
	l. hand	0-1		r. hand	0-1
Roll (4)	location	DP	Roll (5)	Location	DP
	l. arm	0-1		r. arm	0-1
Roll (6)	location	DP	Roll (7)	Location	DP
	head	0-1		Chest	0-1
Roll (8)	location	DP	Roll (9)	Location	DP
	stomach	0-1		r. leg	0-1
Roll (10)	location	DP	Roll (11)	Location	DP
	l. leg	0-1		r. foot	0-1
Roll (12)	location	DP	<i>Other Notes:</i> zombies do not always have all body parts.		
	l. foot	0-1			
<b># Found:</b>	Lair:	1d6+1	Other:	1 (rare herds: 6d6)	
<b>Treasure:</b>	Lair:	none	Single:	none	



## Appendix

### Blank Monster Stat Card

Two blank monster stat cards have been added for GMs who may wish to create their own monsters. Use and/or modify as needed.

<b>Creature Name:</b>					
<b>Size:</b>		<b>PR:</b>		<b>DR:</b>	
<b>Initiative:</b>		<b>To-Hit:</b>		<b>Damage:</b>	
<b>Specialization(s):</b>					
<b>Special Abilities:</b>					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
Roll ()	location	DP	Roll ()	Location	DP
Roll ()	location	DP	Roll ()	Location	DP
Roll ()	location	DP	Roll ()	Location	DP
Roll ()	location	DP	Roll ()	Location	DP
Roll ()	location	DP	Roll ()	Location	DP
Roll ()	location	DP	<i>Other Notes:</i>		
<b># Found:</b>	Lair:		Other:		
<b>Treasure:</b>	Lair:		Single:		

<b>Creature Name:</b>					
<b>Size:</b>		<b>PR:</b>		<b>DR:</b>	
<b>Initiative:</b>		<b>To-Hit:</b>		<b>Damage:</b>	
<b>Specialization(s):</b>					
<b>Special Abilities:</b>					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
Roll ()	location	DP	Roll ()	Location	DP
Roll ()	location	DP	Roll ()	Location	DP
Roll ()	location	DP	Roll ()	Location	DP
Roll ()	location	DP	Roll ()	Location	DP
Roll ()	location	DP	Roll ()	Location	DP
Roll ()	location	DP	<i>Other Notes:</i>		
<b># Found:</b>	Lair:		Other:		
<b>Treasure:</b>	Lair:		Single:		



## Creature Tables (by PR)

Creature	PR	Page
Rot Larvae	1	5
Bee, Giant	6	2
Rat, Giant	8	4
Skeleton	8	5
Bat, Giant	9	2
Dog, Feral	9	3
Frog, Giant	9	3
Ant, Giant	10	2
Zombie	10	6
Goblin	11	4
Lizard, Giant	11	4
Snake, Giant	12	5

## Creature Table (Base Stats)

Creature	Page	PR	Init.	To Hit	DP dmg	DR
Ant, Giant	2	10	2	+/-	1	2
Bat, Giant	2	9	3	+/-	1	2
Bee, Giant	2	6	2	-1	1	1
Dog, Feral	3	9	3	-1	1	2
Frog, Giant	3	9	2	+/-	1	2
Goblin	4	11	3	+/-	1	2
Lizard, Giant	4	11	1	+/-	1	2
Rat, Giant	4	8	3	-1	1	2
Rot Larvae	5	1	0	-3	1	1
Skeleton	5	8	2	+/-	1	2
Snake, Giant	5	12	5	+/-	1	2
Zombie	6	10	2	+/-	1	2

Throwigames Simple Roleplaying System  
 Lusus Naturae I  
 Version 1.04  
 By Thom Wilson  
 TSRS 1101



## Bringing Your Brain Back to the Game

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