

# Lusus Naturae II

By Thom Wilson



# Contents

Introduction	1
Monster Stat Card	1
Monsters	2
Ant Queen, Giant	2
Ant Soldier, Giant	2
Bandit	3
Bee Queen, Giant	3
Bee Soldier, Giant	3
Commoner (Villager)	4
Dwarf	4
Elf	4
Ghost	5
Gnome	5
Goblin Chieftain	6
Halfling	6
Hobgoblin	6
Hobgoblin Chieftain	7
Lion	7
Lizardman	8
Lizardman Chieftain	8
Orc	8
Orc Chieftain	9
Scorpion, Giant	9
Slime	9
Spider, Giant	10
Tiger	10
Wolf	10
Appendix	11
Creature Tables (by PR)	11
Creature Tables (Base Stats)	11

## Illustrations

Giant Soldier Ant and Queen	2
Materializing Ghost	5
Hobgoblin Chieftain	7
Lizardmen	8
Giant Scorpion	9
Giant Spider	10

All Illustrations by Artist Lucas Pandolfelli

Artist Website: [lucaspandolfelli.blogspot.com](http://lucaspandolfelli.blogspot.com)

## Introduction

Welcome to the *Lusus Naturae II*, a guide to freaks of nature, monsters and beasts. This guide is meant to be used with the Throwigames Simple Roleplaying System (TSRS). This second monster guide continues where the first guide left off - it contains more difficult monsters and beasts found within the TSRS world, ranging from PR13 to PR25. 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 II* 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*

## Legal and Notice

Copyright © 2012 by Thomas R. Wilson, throwigames.com. All rights reserved worldwide. May not be copied or distributed without prior written permission with the exception of personal roleplaying use.

TSRS1102, 1<sup>st</sup> Printing, November 2012

## 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 Queen, Giant

Every hive of giant ants has one queen (and several soldiers, found later in this guide). The Giant Ant Queen controls the hive and acts as a central point of communication. Every giant ant will follow the queen to their death if necessary.

The queen is generally about three times as big as the giant ant (three to four feet in length) and will match the color of her hive inhabitants. The queen can summon nearby giant ants on command.

Strange variants of the Giant Ant Queen have been rumored to exist. These variants have greater mental capacity and supposedly shoot hardened hair projectiles from their antennae or head.

<b>Creature Name:</b>		Ant Queen, Giant			
<b>Size:</b>	small	<b>PR:</b>	17	<b>DR:</b>	Mod, 3
<b>Initiative:</b>	3	<b>To-Hit:</b>	+/-	<b>Damage:</b>	1
<b>Specialization(s):</b> melee (Co), missile (Co) for variants					
<b>Special Abilities:</b> Communicate with nearby ants					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
2	1	3	3	5	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	2		thorax	2
Roll (9)	location	DP	Roll (10)	Location	DP
	abdomen	5		mandible	2
Roll (11)	location	DP	Roll (12)	Location	DP
	left back leg	1		right back leg	1
<b># Found:</b>	Lair:	1	Other:	1	
<b>Treasure:</b>	Lair:	2d6 sp	Single:	none	

## Ant Soldier, Giant

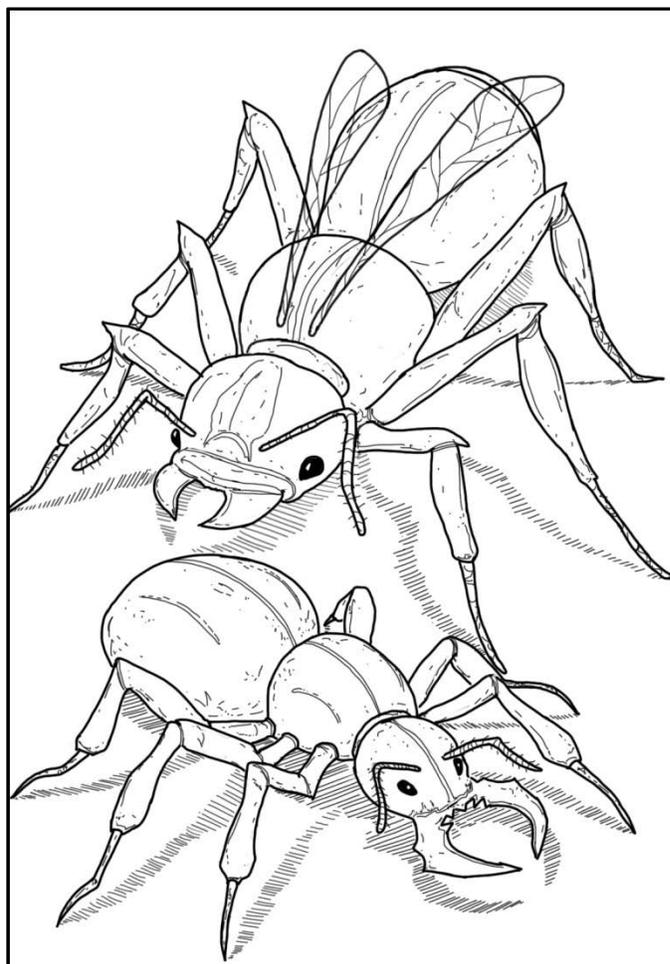
The giant ant hive is protected by soldier ants who rarely venture far from the queen. These vicious creatures are about twice the size of worker ants, from two to three feet long and have very strong mandibles capable of tearing an adventurer in two.

When the queen is in danger, these soldiers will attack recklessly and without surrender or retreat. Their frenzied attacks will make worker ants scatter. Their frenzy increases initiative and attack bonuses (+1 to each). The frenzy will last until the queen is safe or the threat is neutralized.

Giant Soldier Ants will protect the lair beyond the nest of the queen only if the queen wills it or she is safe. Their protection of worker ants and the lair is secondary to the queen.

The common or worker ant statistics are found in the Lusus Naturae I.

<b>Creature Name:</b>		Ant Soldier, Giant			
<b>Size:</b>	small	<b>PR:</b>	13	<b>DR:</b>	Mod, 3
<b>Initiative:</b>	2	<b>To-Hit:</b>	+/-	<b>Damage:</b>	2
<b>Specialization(s):</b> melee (Co)					
<b>Special Abilities:</b> Frenzy adds +1 to-hit and +1 to initiative					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
1	0	2	3	2	5
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	2		thorax	1
Roll (9)	location	DP	Roll (10)	Location	DP
	abdomen	2		mandible	2
Roll (11)	location	DP	Roll (12)	Location	DP
	left back leg	1		right back leg	1
<b># Found:</b>	Lair:	d3	Other:	none	
<b>Treasure:</b>	Lair:	none	Single:	none	



## Bandit

Common outlaws or bandits roam the countryside and roads looking for villagers to rob. Often on horseback, these human predators will attempt to rob or even kill any solitary traveler or small group. As long as the number in their group is greater than their foe, it's a sure bet these thieves will attack. Most bandits will only be looking to steal what they can but a few will try to leave no one alive. A group of adventurers carrying weapons and armor may be left alone - the risk of injury may be too great for these cowards.

Bandits will carry clubs, daggers and short bows, and may have leather armor. Rarely, the bandit leader may a magical item. Additional treasure can be found at the bandit's lair.

These common outlaws are generally an untrained bunch. The average bandit will have one of the specializations listed below. Occasionally, an experienced ruffian or bandit leader will have two specializations. Treat these bandits as PR 24 with appropriate bonuses in attributes and body locations.

<b>Creature Name:</b>		Bandit			
<b>Size:</b>	medium	<b>PR:</b>	18	<b>DR:</b>	Mod, 3
<b>Initiative:</b>	3	<b>To-Hit:</b>	+/-	<b>Damage:</b>	1
<b>Specialization(s):</b> missile (Co), stealth (Th), melee (Co)					
<b>Special Abilities:</b> none normally					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
3	1	3	3	4	4
Roll (2)	location	DP	Roll (3)	Location	DP
	l. hand	1		r. hand	1
Roll (4)	location	DP	Roll (5)	Location	DP
	l. arm	2		r. arm	2
Roll (6)	location	DP	Roll (7)	Location	DP
	head	2		Chest	2
Roll (8)	location	DP	Roll (9)	Location	DP
	stomach	2		r. leg	2
Roll (10)	location	DP	Roll (11)	Location	DP
	l. leg	2		r. foot	1
Roll (12)	location	DP	<i>Other Notes:</i> Leather armor adds DP to covered areas.		
	l. foot	1			
<b># Found:</b>	Lair:	2d6+1	Other:	d6+1	
<b>Treasure:</b>	Lair:	4d6 sp +	Single:	d6 sp	

## Bee Queen, Giant

Every giant bee hive is run by a queen who commands the workers and soldiers in daily tasks and combat. She can be nearly two feet in length and possesses a venomous sting (DR: moderate, 4). She is capable of summoning soldiers and workers to her as needed.

The Giant Bee Queen can produce up to 200 bee eggs per day. These mature in two to three weeks (2 weeks for workers, three weeks for soldiers). The queen bee can live up to 5 years, a length of time far greater than the common worker (30 to 60 days) or the soldier (6 months).

A rare food fed to queens in their larvae stage called royal jelly, is quite valuable and sought by merchants and royalty. A few ounces have been known to be worth gold to some.

<b>Creature Name:</b>		Bee Queen, Giant			
<b>Size:</b>	small	<b>PR:</b>	15	<b>DR:</b>	Mod, 3
<b>Initiative:</b>	3	<b>To-Hit:</b>	+/-	<b>Damage:</b>	1
<b>Specialization(s):</b> melee (Co)					
<b>Special Abilities:</b> poison sting (DR Moderate, 4)					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
2	1	3	3	3	3
Roll (2)	location	DP	Roll (3-6)	Location	DP
	stinger	2		wings	4
Roll (7)	location	DP	Roll (8-10)	Location	DP
	head	2		thorax	2
Roll (11-12)	location	DP	<i>Other notes:</i> giant bees swarm one opponent at a time.		
	abdomen	5			
<b># Found:</b>	Lair:	1	Other:	none	
<b>Treasure:</b>	Lair:	Royal Jelly	Single:	none	

## Bee Soldier, Giant

Giant bee hives are well protected by these vicious soldiers. They are known to attack quickly and will do anything they can to stop intruders and protect their queen. They are up to 18 inches in length and possess deadly venom in their sting.

Giant bee soldiers tend to attack a single foe at once, even when other intruders are nearby. Their venom is a DR moderate 4. An unsuccessful Health check versus the venom results in temporary paralysis and eventually, death. Unlike the common bee, these soldiers can sting multiple times effectively.

The common or worker bee statistics are found in *Lusus Naturae I*.

<b>Creature Name:</b>		Bee Soldier, Giant			
<b>Size:</b>	small	<b>PR:</b>	12	<b>DR:</b>	Easy, 2
<b>Initiative:</b>	3	<b>To-Hit:</b>	+/-	<b>Damage:</b>	1
<b>Specialization(s):</b> melee (Co)					
<b>Special Abilities:</b> poison sting (DR Moderate, 4)					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
1	0	3	3	2	3
Roll (2)	location	DP	Roll (3-6)	Location	DP
	stinger	2		wings	2
Roll (7)	location	DP	Roll (8-10)	Location	DP
	head	2		thorax	2
Roll (11-12)	location	DP	<i>Other notes:</i> giant bees swarm one opponent at a time.		
	abdomen	4			
<b># Found:</b>	Lair:	d3	Other:	none	
<b>Treasure:</b>	Lair:	none	Single:	none	

## Commoner (Villager)

The common villager represents the vast majority of people within small villages, towns and cities. Hard working folk, these villagers are just trying to scratch out a living in a harsh world. When the need arises, they can gather to defend a village or hunt a roaming beast. Most will use shovels, picks, axes and bows as weapons.

Villagers with actual professions (blacksmiths, town guard, etc.) will have a higher PR and appropriate bonuses (GM to change as needed). Most villagers have enough experience in a single specialization within a training area. For example, a local town guard may have Melee (Co) or a hunter may have Missile (Co).

<b>Creature Name:</b>		Commoner (Villager)			
<b>Size:</b>	medium	<b>PR:</b>	15	<b>DR:</b>	Mod, 3
<b>Initiative:</b>	3	<b>To-Hit:</b>	+/-	<b>Damage:</b>	1
<b>Specialization(s):</b> any single Combat, Thievery or Blessed Art spec					
<b>Special Abilities:</b> none normally					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
2	1	3	3	3	4
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	2		Chest	2
Roll (8)	location	DP	Roll (9)	Location	DP
	stomach	1		r. leg	2
Roll (10)	location	DP	Roll (11)	Location	DP
	l. leg	2		r. foot	1
Roll (12)	location	DP	<i>Other Notes:</i> Leather armor adds DP to covered areas.		
	l. foot	1			
<b># Found:</b>	Home:	d6 + 2	Other:	d6	
<b>Treasure:</b>	Home:	d2sp	Single:	none	

## Dwarf

The hill or mountain dwarves of the TSRS world are a hearty bunch. They love mining and digging for silver and gold. Most often found in great numbers in their mines and deep halls, a few can be encountered traveling between locations above ground.

Between four and five feet tall and stout, these strong-backed humanoids are more focused on finding treasure than causing trouble amongst the other races. Although they have an intense hatred of all the goblinoid races, they tend to mind to themselves unless provoked.

Proficient with axes, hammers and crossbows, the dwarf is a formidable foe. They are capable of dealing a great amount of damage with their raw strength. They favor steel armor and will often have full suits and shields when in battle.

Dwarves mine for silver, gold or gems. A mountain with good veins of these materials will generally have several dwarven clans that are usually related but in some cases, are feuding or rival clans. Each clan will normally work dozens of mines at once.

The GM may allow a player to have a dwarf adventurer. It is up to the GM to determine the starting PR for the adventurer (the dwarf in this guide starts with a PR22; the GM may allow the normal starting PR of 24).

<b>Creature Name:</b>		Dwarf			
<b>Size:</b>	medium	<b>PR:</b>	22	<b>DR:</b>	Mod, 4
<b>Initiative:</b>	3	<b>To-Hit:</b>	+/-	<b>Damage:</b>	2
<b>Specialization(s):</b> any but most commonly Melee (Co)					
<b>Special Abilities:</b> excellent vision in limited light					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
4	2	3	4	4	5
Roll (2)	location	DP	Roll (3)	Location	DP
	l. hand	1		r. hand	1
Roll (4)	location	DP	Roll (5)	Location	DP
	l. arm	2		r. arm	2
Roll (6)	location	DP	Roll (7)	Location	DP
	head	3		Chest	3
Roll (8)	location	DP	Roll (9)	Location	DP
	stomach	3		r. leg	2
Roll (10)	location	DP	Roll (11)	Location	DP
	l. leg	2		r. foot	1
Roll (12)	location	DP	<i>Other Notes:</i> Steel armor adds DP to covered areas.		
	l. foot	1			
<b># Found:</b>	Lair:	10d6	Other:	d6	
<b>Treasure:</b>	Lair:	50d6 sp +	Single:	2d6 sp	

A mixed race of human and dwarf is rumored to exist in regions far beyond the settled areas. The GM should use a blend of each race's characteristics and specializations to determine their attributes. As with the dwarf, the GM can allow players to design an adventurer with this mixture of both races.

## Elf

This woodland race is a mysterious and enchanted folk. Focused on preserving nature and the study of magic, they can seem flighty or aloof. In reality, the elves are essential to the survival of the earthly elements. They hunt and destroy all that seek to ruin living beings.

The elves study of magic is legendary; the greatest magicians and seers have been from the elven race. Most foes retreat from the elf at the first sign of magic.

Elves are between five and six feet tall and have a very slight build. There have been exceptionally tall elves although these are rarely seen. Elves are very proficient with the long bow, spear and long sword. They very rarely wear steel armor and favor leather shirts and pants.

Elves are capable elemental and creations casters. Many elves also have the ability to imbue simple objects with powerful magic. Occasionally, an elf can be hired to infuse an item with power. They usually accept an equally magical item as payment (although they also will take gems and/or jewelry instead). Additional information on magic imbue can be found in the Advanced Guide (TSRS1002).

The GM may allow a player to have an elf adventurer. It is up to the GM to determine the starting PR for the adventurer (the elf in this guide starts with a PR22; the GM may allow the normal starting PR of 24).

Less commonly found, the half elf is a mixture of elf and human. They generally favor the elf in appearance and specializations although their attributes can be a mixture of both races. As with the elf, the GM may allow players the option of designing a half elf adventurer.

<b>Creature Name:</b>		Elf			
<b>Size:</b>	medium	<b>PR:</b>	22	<b>DR:</b>	Mod, 4
<b>Initiative:</b> 6 <b>To-Hit:</b> +1 <b>Damage:</b> 1					
<b>Specialization(s):</b> any but most commonly Missile (Co)					
<b>Special Abilities:</b> excellent vision in limited light					
<b>MS</b> <b>IN</b> <b>QU</b> <b>CO</b> <b>HE</b> <b>PS</b>					
3            4            5            5            3            2					
Roll (2)	location	DP	Roll (3)	Location	DP
	l. hand	2		r. hand	2
Roll (4)	location	DP	Roll (5)	Location	DP
	l. arm	2		r. arm	2
Roll (6)	location	DP	Roll (7)	Location	DP
	head	2		Chest	2
Roll (8)	location	DP	Roll (9)	Location	DP
	stomach	2		r. leg	2
Roll (10)	location	DP	Roll (11)	Location	DP
	l. leg	2		r. foot	2
Roll (12)	location	DP	<i>Other Notes:</i> Leather armor adds DP to covered areas.		
	l. foot	2			
<b># Found:</b>	Lair:	10d6	Other:	d6	
<b>Treasure:</b>	Lair:	10d6 sp +	Single:	d6 sp	

## Ghost

The dead that have not yet departed to the beyond may linger behind as ghosts. These solitary entities usually have unfinished business and may "haunt" an area until given passage to their final destination. However, not all ghosts are evil.

Ghosts cannot be harmed by normal weapons or fooled by illusions. Silvered and magical weapons can be used to damage a ghost. The easiest way to get rid of a ghost is with Blessed Magic (namely, the destroy specialization). Elemental and creation magic can also damage a ghost. The ghost has a Chilling touch (DR: moderate, 4) that temporarily robs an adventurer of an attribute point for every successful hit by the ghost. This point returns in 24 hours of rest.

Many ghosts have some remaining intelligence; it is possible in some cases to communicate with a ghost. Some ghosts protect an item or location from others. Not all items are magical; ghosts have been known to guard over the simplest of trinkets.

<b>Creature Name:</b>		Ghost			
<b>Size:</b>	medium	<b>PR:</b>	13	<b>DR:</b>	Mod, 3
<b>Initiative:</b> 0 <b>To-Hit:</b> -1 <b>Damage:</b> 1					
<b>Specialization(s):</b> melee (Co)					
<b>Special Abilities:</b> Chill touch (DR Moderate, 4)- drains 1 point					
<b>MS</b> <b>IN</b> <b>QU</b> <b>CO</b> <b>HE</b> <b>PS</b>					
3            3            1            2            0            4					
Roll (2-12)	location	DP	<i>Other notes:</i> cannot be damaged by non-magical items		
	ghost	13			
<b># Found:</b>	Lair:	1	Other:	none	
<b>Treasure:</b>	Lair:	1 item	Single:	none	

## Gnome

The gnome is an underground or tree dwelling creature that is fascinated with magic and mechanical things. Very short (between one and two feet tall), these creatures burrow in to tight places in rocks, trees or hills. They are very curious and will adventure out in search of things to pilfer.

Gnomes can use daggers, darts and small clubs when needed but will generally prefer to flee from combat. Gnomes have been known to use the magical arts, specifically Illusion magic.

The GM may allow a player to have a gnome adventurer. It is up to the GM to determine the starting PR for the adventurer (the gnome in this guide starts with a PR16; the GM may allow the normal starting PR of 24).

<b>Creature Name:</b>		Gnome			
<b>Size:</b>	Small	<b>PR:</b>	16	<b>DR:</b>	Mod, 3
<b>Initiative:</b> 5 <b>To-Hit:</b> +/- <b>Damage:</b> 1					
<b>Specialization(s):</b> any but most commonly Illusion (Ma)					
<b>Special Abilities:</b> excellent vision in limited light					
<b>MS</b> <b>IN</b> <b>QU</b> <b>CO</b> <b>HE</b> <b>PS</b>					
2            4            5            3            1            1					
Roll (2)	location	DP	Roll (3)	Location	DP
	l. hand	2		r. hand	2
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	2
Roll (8)	location	DP	Roll (9)	Location	DP
	stomach	2		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> Steel armor adds DP to covered areas.		
	l. foot	1			
<b># Found:</b>	Lair:	10d6	Other:	d6	
<b>Treasure:</b>	Lair:	10d6 sp +	Single:	d6 sp	



## Goblin Chieftain

The biggest, meanest and strongest of the goblins in a tribe becomes chieftain at some point. These vicious leaders are merciless, cruel and have been known to eat their own kind.

The Goblin Chieftain is a challenging foe. They wildly attack and can deal damage with their favored weapon: the two handed axe. These wild attacks are of the aggressive nature (bonus to to-hit, initiative; no body location die used).

Goblin Chieftains have been known to wear some armor (stolen from dead adventurers). They usually surround themselves with trusted guards and occasionally, Feral Dogs or Wolves.

<b>Creature Name:</b>		Goblin Chieftain			
<b>Size:</b>	Medium	<b>PR:</b>	15	<b>DR:</b>	Mod, 3
<b>Initiative:</b>	3	<b>To-Hit:</b>	+/-	<b>Damage:</b>	2
<b>Specialization(s):</b> Melee (Co)					
<b>Special Abilities:</b> Wild Attack (adds +1 initiative, to-hit)					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
2	1	3	4	1	4
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	3		Chest	2
Roll (8)	location	DP	Roll (9)	Location	DP
	stomach	2		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> Armor adds DP to covered areas.		
	l. foot	1			
<b># Found:</b>	Lair:	1	Other:	1 (rare)	
<b>Treasure:</b>	Lair:	None	Single:	2d6 sp	

## Halfling

These gentle, good-natured folk reside in the rolling hills and fields of the countryside and generally enjoy peace and quiet. Halflings prefer to live a simple life, work the land and have large families; rarely do they seek adventure or danger.

They tend to be between two to three feet tall and are a bit stout. They have incredibly large appetites for food and drink, enjoy storytelling and singing, and have a fondness for maps and history. They almost never wear shoes as the soles of their feet are quite tough and leathery.

Although peaceful, the Halfling can protect itself when needed. In defense, they can use short bows, slings and daggers. They are well known for their quickness and sling prowess.

Halfling villages are much like those of the human variety. All the common village professions are represented in Halfling towns; farmers, blacksmiths, leather workers, sling makers, millers and cobblers make up the average village.

<b>Creature Name:</b>		Halfling			
<b>Size:</b>	Small	<b>PR:</b>	18	<b>DR:</b>	Mod, 3
<b>Initiative:</b>	5	<b>To-Hit:</b>	+/-	<b>Damage:</b>	1
<b>Specialization(s):</b> Missile (Co)					
<b>Special Abilities:</b> excellent vision in limited light					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
2	2	5	3	3	3
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	2		Chest	2
Roll (8)	location	DP	Roll (9)	Location	DP
	stomach	2		r. leg	2
Roll (10)	location	DP	Roll (11)	Location	DP
	l. leg	2		r. foot	2
Roll (12)	location	DP	<i>Other Notes:</i> Great with sling, may wear leather armor.		
	l. foot	2			
<b># Found:</b>	Home:	d6+1	Other:	d3	
<b>Treasure:</b>	Home:	d6 sp	Single:	d2sp	

## Hobgoblin

The hobgoblin is the nasty and larger cousin of the goblin. Although related, the two races do not like each other much. The hobgoblin will sometimes use goblins for slaves. Only the toughest of goblin chieftains can best a hobgoblin.

The hobgoblin is closer to five feet tall and heavier in weight than the goblin. They prefer to use wicked swords and maces, use shields and will often wear leather armor. Unlike the goblin, they prefer melee to missile combat.

<b>Creature Name:</b>		Hobgoblin			
<b>Size:</b>	Medium	<b>PR:</b>	14	<b>DR:</b>	Mod, 3
<b>Initiative:</b>	3	<b>To-Hit:</b>	+/-	<b>Damage:</b>	1
<b>Specialization(s):</b> Melee (Co)					
<b>Special Abilities:</b> none known					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
2	1	3	4	1	3
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	2		Chest	2
Roll (8)	location	DP	Roll (9)	Location	DP
	stomach	2		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> Armor adds DP to covered areas.		
	l. foot	1			
<b># Found:</b>	Lair:	6d6	Other:	d6 or 4d6	
<b>Treasure:</b>	Lair:	4d6 sp +	Single:	d3 sp	

## Hobgoblin Chieftain

Each and every hobgoblin clan is led by a single chieftain. Like the goblin chieftain, only the meanest of hobgoblins make it the boss. Unlike goblins, the hobgoblin chieftain is unusually cunning. This makes for a challenging foe indeed!

Hobgoblin chieftains usually surround themselves with two to four hobgoblin bodyguards; these bodyguards aren't different from regular hobgoblins except that they are extremely loyal to the chieftain. These guards and the Hobgoblin Chieftain will all wear armor and use shields in addition to their swords and maces.

<b>Creature Name:</b> Hobgoblin Chieftain					
<b>Size:</b>	Medium	<b>PR:</b>	18	<b>DR:</b>	Mod, 3
<b>Initiative:</b>	3	<b>To-Hit:</b>	+/-	<b>Damage:</b>	1
<b>Specialization(s):</b> Melee (Co)					
<b>Special Abilities:</b> Cunning (+1 to DR challenges)					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
4	1	3	4	2	4
Roll (2)	location	DP	Roll (3)	Location	DP
	l. hand	1		r. hand	1
Roll (4)	location	DP	Roll (5)	Location	DP
	l. arm	2		r. arm	2
Roll (6)	location	DP	Roll (7)	Location	DP
	head	2		Chest	2
Roll (8)	location	DP	Roll (9)	Location	DP
	stomach	2		r. leg	2
Roll (10)	location	DP	Roll (11)	Location	DP
	l. leg	2		r. foot	1
Roll (12)	location	DP	<i>Other Notes:</i> Armor adds DP to covered areas.		
	l. foot	1			
<b># Found:</b>	Lair:	1	Other:	none	
<b>Treasure:</b>	Lair:	None	Single:	2d6 sp	

## Lion

This large feline predator prefers the warm climates of deserts and lowlands. Lions will generally attack only when hungry or provoked. Only the strongest of humans can battle a lion and survive.

These large cats are very strong and can tear a limb off a man quite easily. Lions are usually found with four to six lionesses (of similar strength and size, PR of 18) in their lair but hunt alone. They hunt primarily at night and sleep during the day.

The lion has a special leap attack that is similar to a Thievery Backstab. Lions tend to target the head and neck of their foe when leap attacking. Although lions do not collect treasures, some may be found with the remains of dead prey.

Legends claim that lions have somehow merged with humans, creating a mystical creature that is capable of speech and spell-casting.

<b>Creature Name:</b>		Lion			
<b>Size:</b>	Medium	<b>PR:</b>	22	<b>DR:</b>	Mod, 4
<b>Initiative:</b>	6	<b>To-Hit:</b>	+1	<b>Damage:</b>	2
<b>Specialization(s):</b> melee (Co), stealth (Th)					
<b>Special Abilities:</b> Leap Attack (treat as Backstab)					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
4	0	5	5	3	5
Roll (2-3)	location	DP	Roll (4-5)	Location	DP
	l. front leg	2		r. front leg	2
Roll (6-7)	location	DP	Roll (8-9)	Location	DP
	head	4		torso	7
Roll (10)	location	DP	Roll (11)	Location	DP
	r. back leg	3		l. back leg	3
Roll (12)	location	DP	<i>Other notes:</i> Leap attack focused on a single foe.		
	tail	1			
<b># Found:</b>	Lair:	d6+1	Other:	1	
<b>Treasure:</b>	Lair:	none	Single:	None	



## Lizardman

Man-sized reptilian creatures, the Lizardmen inhabit swamps and bogs. They despise men and will attack them on sight. Lizardmen prefer to use spears, blowguns and large clubs.

A lizardman can grow to over six feet tall and weigh slightly more than a man of similar height. They are extremely aggressive and have been known to use poison (DR: Mod, 4) on their blowgun darts. They shun armor as their scaly skin is quite tough, withstanding most blows. All lizardmen can use their tails to attack when necessary.

Rumor has it that some lizardmen are able to use Blessed Magic. Lizardmen worship strange and foul gods that surely must be avoided.

<b>Creature Name:</b>		Lizardman			
<b>Size:</b>	medium	<b>PR:</b>	17	<b>DR:</b>	Mod, 3
<b>Initiative:</b>	3	<b>To-Hit:</b>	+/-	<b>Damage:</b>	1
<b>Specialization(s):</b> melee (Co), missile (Co) for blowguns					
<b>Special Abilities:</b> Poison for blowgun darts (DR: Mod, 4)					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
3	1	3	3	3	4
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 (7-8)	Location	DP
	head	2		chest	2
Roll (9)	location	DP	Roll (10)	Location	DP
	Stomach	2		L.leg	2
Roll (11)	location	DP	Roll (12)	Location	DP
	r. leg	2		Tail	3
<b># Found:</b>	Lair:	4d6	Other:	2d6	
<b>Treasure:</b>	Lair:	d6 gems	Single:	none	

## Lizardman Chieftain

Small villages of lizardmen are organized and led by a tribal chieftain. This lizardman has final say in all decisions. The struggle for village control is ever present - leadership of a tribe can change a few times in a single day.

Lizardmen tribes are constantly at war. The chieftains must be smart and powerful to lead their tribes in war and to survive in the tough jungle climate. Occasionally, lizardman chieftains will work together to attack a human village or defend a swamp from invaders. Once the threat is gone, they return to warring against each other.

Lizardman chieftains are very fond of gems and jewelry. They have been known to take payment in the form of precious stones for loaning out lizardmen for mercenary work.



<b>Creature Name:</b>		Lizardman Chieftain			
<b>Size:</b>	medium	<b>PR:</b>	21	<b>DR:</b>	Mod, 4
<b>Initiative:</b>	3	<b>To-Hit:</b>	+/-	<b>Damage:</b>	1
<b>Specialization(s):</b> melee (Co), missile (Co) for blowguns					
<b>Special Abilities:</b> Poison for blowgun darts (DR: Mod, 4)					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
4	2	3	4	4	4
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 (7-8)	Location	DP
	head	4		chest	3
Roll (9)	location	DP	Roll (10)	Location	DP
	Stomach	3		L.leg	2
Roll (11)	location	DP	Roll (12)	Location	DP
	r. leg	2		Tail	3
<b># Found:</b>	Lair:	4d6	Other:	2d6	
<b>Treasure:</b>	Lair:	2d6 gems	Single:	d6 gems	

## Orc

Legend says that the gods made an orc from an elf as a cruel joke. Regardless of where this race comes from, the orc is an evil, mean creature bent on the destruction of all that lives. It prefers to kill whenever it can, taking great pleasure in doing so. Orcs rarely retreat. They are bent on slaying all in their path.

Orcs can range from four to six feet in height and have a wiry build. They like jagged weapons such as scimitars and axes but will occasionally use two handed weapons like spears and swords. Few orcs wear anything beyond leather shirts and helmets.

<b>Creature Name:</b>		Orc			
<b>Size:</b>	Medium	<b>PR:</b>	18	<b>DR:</b>	Mod, 3
<b>Initiative:</b>	3	<b>To-Hit:</b>	+/-	<b>Damage:</b>	1
<b>Specialization(s):</b> Melee (Co), occasionally Missile (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>
3	1	3	4	4	3
Roll (2)	location	DP	Roll (3)	Location	DP
	l. hand	1		r. hand	1
Roll (4)	location	DP	Roll (5)	Location	DP
	l. arm	2		r. arm	2
Roll (6)	location	DP	Roll (7)	Location	DP
	head	2		Chest	2
Roll (8)	location	DP	Roll (9)	Location	DP
	stomach	2		r. leg	2
Roll (10)	location	DP	Roll (11)	Location	DP
	l. leg	2		r. foot	1
Roll (12)	location	DP	<i>Other Notes:</i> Armor adds DP to covered areas.		
	l. foot	1			
<b># Found:</b>	Lair:	6d6	Other:	3d6	
<b>Treasure:</b>	Lair:	2d6 sp	Single:	d2 sp	

## Orc Chieftain

Orc tribes rely on a single chieftain to lead them in war. The chieftain is smarter, stronger and even crueler than the regular orc. Orc chieftains prefer two handed swords or axes and have been seen wearing armor (either leather or steel). The chieftain will have several bodyguards nearby.

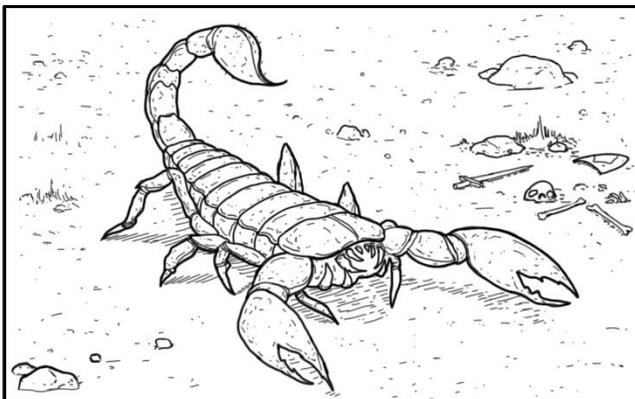
Like the goblin chieftain, the Orc Chieftain can use the wild attack to gain advantage over his foes. These wild attacks are of the aggressive nature (bonus to to-hit, initiative; no body location die used).

<b>Creature Name:</b>		Orc Chieftain			
<b>Size:</b>	Medium	<b>PR:</b>	22	<b>DR:</b>	Mod, 4
<b>Initiative:</b>	4	<b>To-Hit:</b>	+1	<b>Damage:</b>	2
<b>Specialization(s):</b> Melee (Co)					
<b>Special Abilities:</b> Wild Attack (+1 bonus to initiative, to-hit)					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
4	2	4	4	4	4
Roll (2)	location	DP	Roll (3)	Location	DP
	l. hand	1		r. hand	1
Roll (4)	location	DP	Roll (5)	Location	DP
	l. arm	2		r. arm	2
Roll (6)	location	DP	Roll (7)	Location	DP
	head	4		Chest	3
Roll (8)	location	DP	Roll (9)	Location	DP
	stomach	3		r. leg	2
Roll (10)	location	DP	Roll (11)	Location	DP
	l. leg	2		r. foot	1
Roll (12)	location	DP	<i>Other Notes:</i> Armor adds DP to covered areas.		
	l. foot	1			
<b># Found:</b>	Lair:	1	Other:	1	
<b>Treasure:</b>	Lair:	n/a	Single:	2d6 sp	

## Scorpion, Giant

Over six feet in length, the giant scorpion is an extremely frightening sight. They possess a massive stinger and huge claws that can tear a man in half. Giant Scorpions are found in earth colors that match their surroundings, for example tan, brown and red.

These massive arachnids are related to the spider. They move quickly and are hard hit. Giant Scorpions have exterior shell plating that is difficult to pierce. Some variants have a deadly poison that can kill a human in minutes (DR: Difficult, 5).



<b>Creature Name:</b>		Scorpion, Giant			
<b>Size:</b>	Medium	<b>PR:</b>	22	<b>DR:</b>	Mod, 4
<b>Initiative:</b>	5	<b>To-Hit:</b>	+/-	<b>Damage:</b>	3
<b>Specialization(s):</b> melee (Co)					
<b>Special Abilities:</b> Poison (DR: Difficult, 5)					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
2	0	5	4	5	6
Roll (2)	location	DP	Roll (3)	Location	DP
	left claw	2		right claw	2
Roll (4)	location	DP	Roll (5)	Location	DP
	l. forelegs	1		r. forelegs	1
Roll (6)	location	DP	Roll (7-8)	Location	DP
	head	3		thorax	3
Roll (9)	location	DP	Roll (10)	Location	DP
	abdomen	4		l. backlegs	1
Roll (11)	location	DP	Roll (12)	Location	DP
	r. backlegs	1		Tail / stinger	4
<b># Found:</b>	Lair:	d3	Other:	d3	
<b>Treasure:</b>	Lair:	none	Single:	none	

## Slime

Not all foes encountered resemble living creatures. The slime is a gelatinous substance of any color (or mix of colors) that oozes about caves, castles and dungeons searching for living things to dissolve and consume. It secretes an oily, slimy solution that dissolves flesh on contact.

Although not a speedy creature, the slime can move faster than one would think. Great caution should be taken when encountering the slime. Once it gets on skin, it will eat right through flesh and bone quickly. The acidic slime is difficult to remove (DR: Difficult, 5).

Fire and most magic can damage slime; all other weapons merely move it around and are generally useless against it. Once destroyed, several items can be found within its mass.

<b>Creature Name:</b>		Slime			
<b>Size:</b>	medium	<b>PR:</b>	13	<b>DR:</b>	Mod, 3
<b>Initiative:</b>	0	<b>To-Hit:</b>	-2	<b>Damage:</b>	1
<b>Specialization(s):</b> melee (Co)					
<b>Special Abilities:</b> Slime Acid (DR: Difficult, 5)					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
1	0	1	1	8	2
Roll (2-12)	location	DP	<i>Other notes:</i> cannot be damaged by normal items (must use fire or magic)		
	Slimy mass	13			
<b># Found:</b>	Lair:	n/a	Other:	1	
<b>Treasure:</b>	Lair:	n/a	Single:	d3 items	

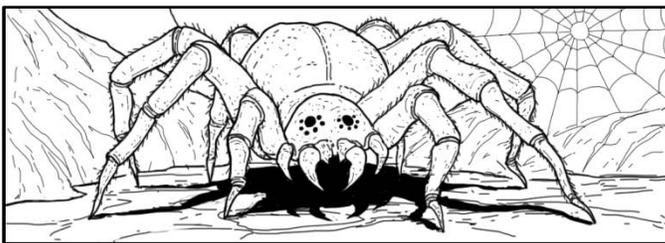
## Spider, Giant

The giant spider is a much larger version of the common household arachnid. Most giant spiders are four to six feet in length although legends speak of massive spiders over twelve feet in length.

These creatures are fast, agile and have a deadly poison that can paralyze or kill a man in minutes (DR: Difficult, 6). The powerful jaws on the giant spider must be avoided at all costs.

Fortunately, most giant spiders are solitary creatures although they are sometimes found in groups in especially foul places. Lairs of giant spiders will have several dead prey; many coins and items may be found amongst the remains.

<b>Creature Name:</b>		Spider, Giant			
<b>Size:</b>	Medium	<b>PR:</b>	24	<b>DR:</b>	Mod, 4
<b>Initiative:</b>	6	<b>To-Hit:</b>	+1	<b>Damage:</b>	3
<b>Specialization(s):</b> melee (Co)					
<b>Special Abilities:</b> Poison (DR: Difficult, 6)					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
3	0	5	5	5	6
Roll (2)	location	DP	Roll (3)	Location	DP
	left 2 forelegs	2		right 2 forelegs	2
Roll (4)	location	DP	Roll (5)	Location	DP
	Left 2 backlegs	2		Right 2 backlegs	2
Roll (6)	location	DP	Roll (7-8)	Location	DP
	jaws	2		head	2
Roll (9-10)	location	DP	Roll (11)	Location	DP
	abdomen	6		thorax	4
Roll (12)	location	DP			
	spinners	2			
<b># Found:</b>	Lair:	d3	Other:	1	
<b>Treasure:</b>	Lair:	special	Single:	none	



## Tiger

This creature can be found in woods, mountains or desert. Nearly six feet in length, these large cats can move quicker than most creatures its size. Large teeth and razor claws make the tiger a formidable foe.

Tigers hunt in packs; it's very rare to find just one. When a group of tigers attack, they generally focus on one, weak foe. Once the foe has been dropped, all other prey are ignored unless they retaliate.

Like lions, tigers have stealth capabilities. They can use their leap attack as a Backstab on their foe.

<b>Creature Name:</b>		Tiger			
<b>Size:</b>	Medium	<b>PR:</b>	20	<b>DR:</b>	Mod, 4
<b>Initiative:</b>	6	<b>To-Hit:</b>	+/-	<b>Damage:</b>	1
<b>Specialization(s):</b> melee (Co), stealth (Th)					
<b>Special Abilities:</b> Leap Attack (treat as Backstab)					
<b>MS</b>	<b>IN</b>	<b>QU</b>	<b>CO</b>	<b>HE</b>	<b>PS</b>
3	0	6	4	3	4
Roll (2-3)	location	DP	Roll (4-5)	Location	DP
	l. front leg	2		r. front leg	2
Roll (6-7)	location	DP	Roll (8-9)	Location	DP
	head	3		torso	6
Roll (10)	location	DP	Roll (11)	Location	DP
	r. back leg	3		l. back leg	3
Roll (12)	location	DP	<i>Other notes:</i> Leap attacks are focused on a single foe.		
	tail	1			
<b># Found:</b>	Lair:	d6+1	Other:	d3+1	
<b>Treasure:</b>	Lair:	none	Single:	None	

## Wolf

The common wolf hunts the countryside seeking weak prey. Wolves hunt in packs and will only attack humans if food is scarce or are threatened. Averaging three to four feet in length and heavier than the feral dog, these beasts have strong jaws that can snap bone in two with ease.

The wolf's coat can be found in white, brown or black with the darker colors being very rare. Legends say that some wolves can change in to human form.

<b>Creature Name:</b>		Wolf			
<b>Size:</b>	Medium	<b>PR:</b>	16	<b>DR:</b>	Mod, 3
<b>Initiative:</b>	4	<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>
2	0	4	4	3	3
Roll (2-3)	location	DP	Roll (4-5)	Location	DP
	l. front leg	2		r. front leg	2
Roll (6-7)	location	DP	Roll (8-9)	Location	DP
	head	2		torso	5
Roll (10)	location	DP	Roll (11)	Location	DP
	r. back leg	2		l. back leg	2
Roll (12)	location	DP	<i>Other notes:</i> Group focuses on single, weak prey.		
	tail	1			
<b># Found:</b>	Lair:	d6+1	Other:	d6+1	
<b>Treasure:</b>	Lair:	none	Single:	none	

## Creature Tables (by PR)

Creature	PR	Page
Bee Soldier, Giant	12	3
Ant Soldier, Giant	13	2
Ghost	13	5
Slime	13	9
Hobgoblin	14	6
Bee Queen, Giant	15	3
Common Villager	15	4
Goblin Chieftain	15	6
Gnome	16	5
Wolf	16	10
Ant Queen, Giant	17	2
Lizardman	17	8
Bandit	18	3
Halfling	18	6
Hobgoblin Chieftain	18	7
Orc	18	8
Tiger	20	10
Lizardman Chieftain	21	8
Dwarf	22	4
Elf	22	4
Lion	22	7
Orc Chieftain	22	9
Scorpion, Giant	22	9
Spider, Giant	24	10

## Alphabetical Creature Table (Base Stats)

Creature	Page	PR	Init.	To Hit	DP dmg	DR
Ant Queen, Giant	2	17	2	+/-	1	M,3
Ant Soldier, Giant	2	13	2	+/-	2	M,3
Bandit	3	18	3	+/-	1	M,3
Bee Queen, Giant	3	15	3	+/-	1	M,3
Bee Soldier, Giant	3	12	3	+/-	1	E,2
Commoner	4	15	3	+/-	1	M,3
Dwarf	4	22	3	+/-	2	M,4
Elf	4	22	6	+1	1	M,4
Ghost	5	13	0	-1	1	M,3
Gnome	5	16	5	+/-	1	M,3
Goblin Chieftain	6	15	3	+/-	2	M,3
Halfling	6	18	5	+/-	1	M,3
Hobgoblin	6	14	3	+/-	1	M,3
Hobgoblin Chieftain	7	18	3	+/-	1	M,3
Lion	7	22	6	+1	2	M,4
Lizardman	8	17	3	+/-	1	M,3
Lizardman Chieftain	8	21	3	+/-	1	M,4
Orc	8	18	3	+/-	1	M,3
Orc Chieftain	9	22	4	+1	2	M,4
Scorpion, Giant	9	22	5	+/-	3	M,4
Slime	9	13	0	-2	1	M,3
Spider, Giant	10	24	6	+1	3	M,4
Tiger	10	20	6	+/-	1	M,4
Wolf	10	16	4	+/-	1	M,3

Throwigames Simple Roleplaying System  
 LususNaturae II  
 Version 1.02 (art)  
 By Thom Wilson  
 TSRS 1102



## Bringing Your Brain Back to the Game

[Throwigames.com](http://Throwigames.com)