

# Lusus Naturae IV

By Thom Wilson



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## Introduction

Welcome to the *Lusus Naturae IV*, a guide to freaks of nature, monsters and beasts. This guide is meant to be used with the Throwigames Simple Roleplaying System (TSRS). This fourth monster guide completes the initial series – it contains the most difficult monsters and beasts found within the TSRS world, ranging from PR43 and beyond. 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.

*LususNaturae IV* 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!

## Demon

Demons rarely move about the material plane without reason. Generally, they have been called forth to perform an action for a powerful wizard or entered the world through a failed ritual. Regardless of the reason, these creatures are to be avoided. They are evil and extremely deadly.

Demons come in almost any shape or size and rarely take the same form twice. They can be classified in two categories: the lesser and greater demon. Lesser demons are minions of the greater demons and although rare, will be more likely found within the material plane. They usually do not use impressive magic and rely on their immense strength to destroy their foes. Greater demons are extremely dangerous. They have powers beyond imagination; they use magic at will and can destroy living creatures with a blink of an eye.

All demons, including the lesser variety, have a unique name that can be used for control or in a banishment ritual. Demons will not give their name willingly to any other creature.

Additional guides detail unique demons (and devils).

### Lesser Demon

Lesser demons typically come in the form of mutated or mashed up creatures. They can take the shape of a hideous combination of multiple creatures. For example, one story mentions a lesser demon emerging from a magical portal looking like part chicken, part dwarf, part slime, and part dog.

Lesser demons rarely use arcane or blessed magic. They are generally strong, quick and vicious. Damage points are spread across whatever body part locations they spawn with (note to the GM: when creating the lesser demon, determine hit locations). They do not have treasure; the only reward they seek is advancement to greater demon status.

These vile creatures prefer melee combat to missile, and will surprise attack when possible. All lesser demons are able to use the Torment ability as if they had the Destruction specialization (see Core Guidelines, Magical Attacks for Blessed Arts - Destruction).

|  |           |                |  |                |           |
|--|-----------|----------------|--|----------------|-----------|
| <b>Creature Name:</b>                              |           | Lesser Demon   |  |                |           |
| <b>Size:</b>                                       | varies    | <b>PR:</b>     | 45   | <b>DR:</b>     | VD, 8     |
| <b>Initiative:</b>                                 | 10        | <b>To-Hit:</b> | + 3  | <b>Damage:</b> | 4         |
| <b>Specialization(s):</b> melee (Co), Stealth (Th) |           |                |  |                |           |
| <b>Special Abilities:</b> Torment, MP averages 10  |           |                |  |                |           |
| <b>MS</b>  | <b>IN</b> | <b>QU</b>      | <b>CO</b>  | <b>HE</b>      | <b>PS</b> |
| 7  | 7         | 7              | 8  | 8              | 8         |
| Roll (2-12)  | location  | DP             | <i>Other Notes:</i> Armor is unlikely, no treasure at all. |                |           |
|  | varies    | 45             |  |                |           |
| <b># Found:</b>                                    | Lair:     | special        | Other:   | 1              |           |
| <b>Treasure:</b>                                   | Lair:     | none           | Single:  | none           |           |

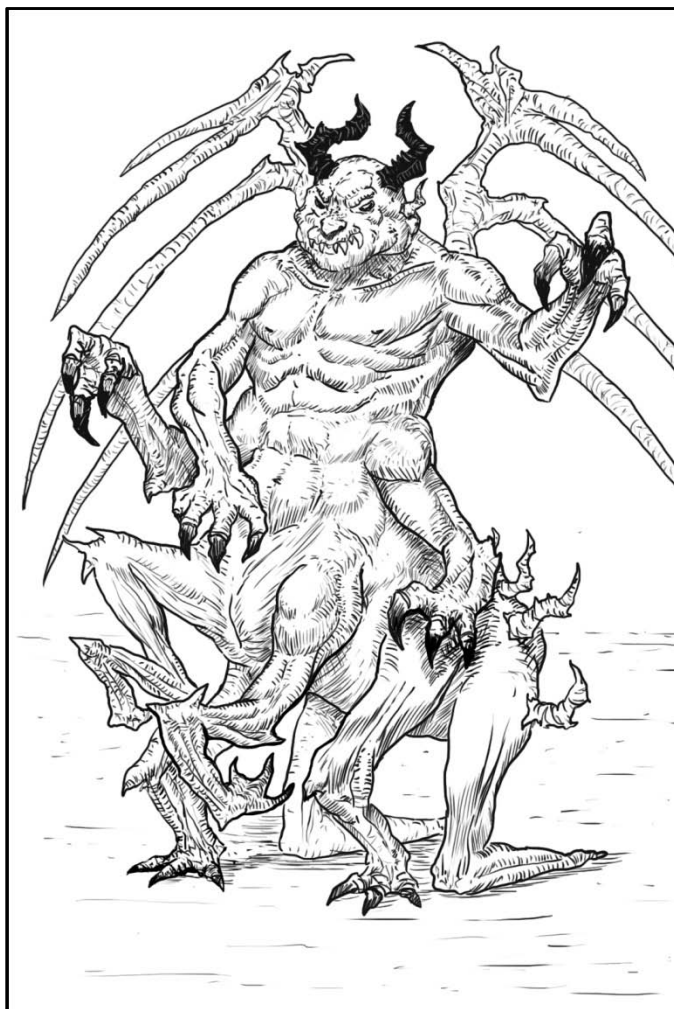
### Greater Demon

Greater demons rarely travel beyond their plane of existence. Only the most powerful of wizards can call a greater demon to the material plane and those that do rarely live to tell about it. Greater demons are nearly impossible to control. Using both their magical and physical powers, they can wreak nearly cataclysmic devastation. Legends speak of a single greater demon laying waste to several cities before

returning to their plane. Like lesser demons, they can change their shape - they come in many different sizes but generally prefer to be quite large.

All greater demons can use both arcane and blessed magic (all forms). They will sometimes wield magical weapons as well. They do 4 DP with claw or other body part, but if using a weapon, do 5 DP. They rarely use physical combat, preferring to control and destroy everything with their powerful magical knowledge. They have a natural Magical Point multiplier (x2) when manifested on the material plane.

|  |           |                |  |                |           |
|--|-----------|----------------|--|----------------|-----------|
| <b>Creature Name:</b>                                    |           | Greater Demon  |  |                |           |
| <b>Size:</b>   | varies    | <b>PR:</b>     | 60   | <b>DR:</b>     | NI, 10    |
| <b>Initiative:</b>                                       | 14        | <b>To-Hit:</b> | + 4  | <b>Damage:</b> | 5         |
| <b>Specialization(s):</b> all (Ma), all (Ba), melee (Co) |           |                |  |                |           |
| <b>Special Abilities:</b> MP averages (14 x2 = 28)       |           |                |  |                |           |
| <b>MS</b>  | <b>IN</b> | <b>QU</b>      | <b>CO</b>  | <b>HE</b>      | <b>PS</b> |
| 10   | 10        | 10             | 10   | 10             | 10        |
| Roll (2-12)  | location  | DP             | <i>Other Notes:</i> Armor is unlikely, no treasure at all. |                |           |
|  | varies    | 60             |  |                |           |
| <b># Found:</b>  | Lair:     | special        | Other:   | 1              |           |
| <b>Treasure:</b>   | Lair:     | none           | Single:  | none           |           |



## Dragon

One of the most horrific and feared creatures of the known world, dragons are huge, winged lizards that live in mountain ranges well beyond human borders. Legends say that not all dragons breathe fire - some have no breath weapon at all, while others can breathe cold, gas, acid or other elements.

Dragons can range from 25 feet in length to around 75 feet long. They are categorized in 3 groups. Young dragons are small and are only 30 to 100 years old. They are inexperienced and tend to be overly confident. Old dragons are 100 to 250 years old and although still very active, tend to stay in their lair more than travel about looking for trouble. Ancient dragons (250+ years old) are rarely found outside their lairs except to eat, and are more likely to talk first, breathe second.

Although not widely supported, some say that there are a few dragons that aren't evil. The truth to this statement is unknown.

### Young Dragon

The young dragon is active and wreaks havoc on the surrounding area just to see what happens. They hunt continuously (their appetites are immense at this age) and are just starting to build their hoard. They welcome enemies; they are always looking for a good fight.

Young dragons can use arcane magic but may have not mastered it yet. They like to use their breath weapon (if they have one) right away to maximize damage to foes. They rarely will flee if losing, their pride does not allow them to give up.

Although young, this dragon is extremely dangerous. The youngest of the dragons deals a tremendous amount of damage quickly. If the dragon has a breath weapon, it can breathe its current Health Score in damage three times per day. Its claws and bite do 5 DP each.

A young dragon's treasure hoard will generally have the following breakdown: 2,000d6 sp, 500d6 gp, 100d6 sb, 25d6 gb, 10d6 pieces of jewelry, 125d6 gems, d6+1 magical weapons (half minor, half major), d3+1 magical armor (half minor, half major), and d2+1 miscellaneous magic items.

|   |           |                |           |                |           |
|---|-----------|----------------|-----------|----------------|-----------|
| <b>Creature Name:</b>                                       |           | Young Dragon   |           |                |           |
| <b>Size:</b>  | huge      | <b>PR:</b>     | 55        | <b>DR:</b>     | NI, 10    |
| <b>Initiative:</b>  | 13        | <b>To-Hit:</b> | +3        | <b>Damage:</b> | 5         |
| <b>Specialization(s):</b> melee (Co), all (Ma)              |           |                |           |                |           |
| <b>Special Abilities:</b> Breath Weapon (3x per day, HE DP) |           |                |           |                |           |
| <b>MS</b>   | <b>IN</b> | <b>QU</b>      | <b>CO</b> | <b>HE</b>      | <b>PS</b> |
| 8   | 10        | 10             | 8         | 9              | 10        |
| Roll (2)  | location  | DP             | Roll (3)  | Location       | DP        |
|   | l. f. leg | 5              |           | r. f. leg      | 5         |
| Roll (4)  | location  | DP             | Roll (5)  | Location       | DP        |
|   | l. wing   | 3              |           | head           | 7         |
| Roll (6-7)  | location  | DP             | Roll (8)  | Location       | DP        |
|   | torso     | 12             |           | neck           | 7         |
| Roll (9)  | location  | DP             | Roll (10) | Location       | DP        |
|   | r. wing   | 3              |           | l. b. leg      | 5         |
| Roll (11)   | location  | DP             | Roll (12) | Location       | DP        |
|   | r. b. leg | 5              |           | tail           | 3         |
| <b># Found:</b>   | Lair:     | 1              | Other:    | 1 (hunting)    |           |
| <b>Treasure:</b>  | Lair:     | See Notes      | Single:   | none           |           |

### Old Dragon

The old dragon has been around for awhile and now knows its place in the world (this could still be awful for any surrounding towns - its place could be malicious and evil). The old dragon is still acquiring wealth but is less likely to take any unnecessary risks to do so.

All old dragons can use arcane magic and will attempt to use it before exhausting its other options (e.g. breath weapon). Due to their high intellect, old dragons can do interesting things with their arcane abilities (GMs: read creativity here). The old dragon is in the peak of its life.

If the old dragon has a breath weapon, it can breathe its current Health Score in damage two times per day. Its claws and bite do 7 DP each.

An old dragon's treasure hoard will generally have the following breakdown: 5,000d6 sp, 1,000d6 gp, 250d6 sb, 50d6 gb, 25d6 pieces of jewelry, 250d6 gems, 2d6 magical weapons (half minor, half major), d6 magical armor (half minor, half major), and d6 miscellaneous magic items.

|   |           |                |           |                |           |
|---|-----------|----------------|-----------|----------------|-----------|
| <b>Creature Name:</b>                                       |           | Old Dragon     |           |                |           |
| <b>Size:</b>  | huge      | <b>PR:</b>     | 65        | <b>DR:</b>     | G, 11     |
| <b>Initiative:</b>  | 14        | <b>To-Hit:</b> | +4        | <b>Damage:</b> | 7         |
| <b>Specialization(s):</b> melee (Co), all (Ma)              |           |                |           |                |           |
| <b>Special Abilities:</b> Breath Weapon (2x per day, HE DP) |           |                |           |                |           |
| <b>MS</b>   | <b>IN</b> | <b>QU</b>      | <b>CO</b> | <b>HE</b>      | <b>PS</b> |
| 10  | 11        | 10             | 10        | 12             | 12        |
| Roll (2)  | location  | DP             | Roll (3)  | Location       | DP        |
|   | l. f. leg | 6              |           | r. f. leg      | 6         |
| Roll (4)  | location  | DP             | Roll (5)  | Location       | DP        |
|   | l. wing   | 4              |           | head           | 8         |
| Roll (6-7)  | location  | DP             | Roll (8)  | Location       | DP        |
|   | torso     | 13             |           | neck           | 8         |
| Roll (9)  | location  | DP             | Roll (10) | Location       | DP        |
|   | r. wing   | 4              |           | l. b. leg      | 6         |
| Roll (11)   | location  | DP             | Roll (12) | Location       | DP        |
|   | r. b. leg | 6              |           | tail           | 4         |
| <b># Found:</b>   | Lair:     | 1              | Other:    | 1 (hunting)    |           |
| <b>Treasure:</b>  | Lair:     | See Notes      | Single:   | none           |           |



## Ancient Dragon

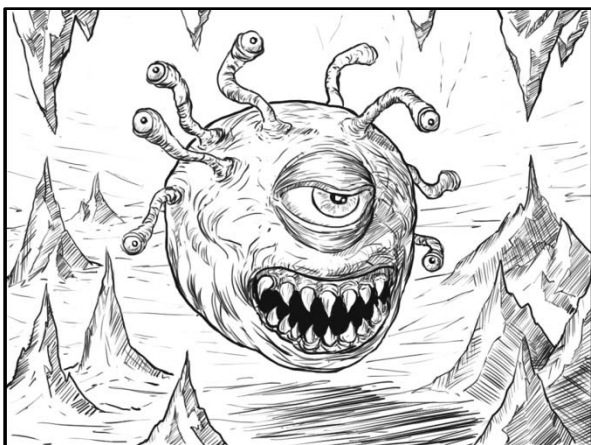
Nearing the end of its life, the ancient dragon rests easy with its treasure hoard, doing plenty of sleeping. The ancient dragon rarely leaves its lair; it only needs to feed once per week at this stage of its life. Do not confuse ancient with decrepit, as this dragon can deal a tremendous amount of damage if the need arises.

Mastering arcane magic, the ancient dragon is a deadly magic wielder. GMs should utilize every possible arcane option to thwart foes. The ancient dragon can only breathe once per day, wreaking its Health Score in DP. Its bite and claws do 7 DP each.

The treasure hoard of the ancient dragon is one that few every see. There is enough gold and silver to fuel a small kingdom for years, and enough magical weaponry and armor from fallen heroes to fortify a small army. The ancient dragon spends most of its waking hours counting and inventorying its treasure. If a coin or item goes missing, the dragon will know.

An ancient dragon's treasure hoard will generally have the following breakdown: 10,000d6 sp, 2,000d6 gp, 500d6 sb, 100d6 gb, 50d6 pieces of jewelry, 500d6 gems, 3d6+3 magical weapons (half minor, half major), 2d6+1 magical armor (half minor, half major), and d6+3 miscellaneous magic items.

|   |           |                |           |                |           |
|---|-----------|----------------|-----------|----------------|-----------|
| <b>Creature Name:</b>                                       |           | Ancient Dragon |           |                |           |
| <b>Size:</b>  | huge      | <b>PR:</b>     | 75        | <b>DR:</b>     | G, 13     |
| <b>Initiative:</b>  | 18        | <b>To-Hit:</b> | +6        | <b>Damage:</b> | 7         |
| <b>Specialization(s):</b> melee (Co), all (Ma)              |           |                |           |                |           |
| <b>Special Abilities:</b> Breath Weapon (1x per day, HE DP) |           |                |           |                |           |
| <b>MS</b>   | <b>IN</b> | <b>QU</b>      | <b>CO</b> | <b>HE</b>      | <b>PS</b> |
| 13  | 14        | 12             | 12        | 12             | 12        |
| Roll (2)  | location  | DP             | Roll (3)  | Location       | DP        |
|   | l. f. leg | 6              |           | r. f. leg      | 6         |
| Roll (4)  | location  | DP             | Roll (5)  | Location       | DP        |
|   | l. wing   | 4              |           | head           | 8         |
| Roll (6-7)  | location  | DP             | Roll (8)  | Location       | DP        |
|   | torso     | 13             |           | neck           | 8         |
| Roll (9)  | location  | DP             | Roll (10) | Location       | DP        |
|   | r. wing   | 4              |           | l. b. leg      | 6         |
| Roll (11)   | location  | DP             | Roll (12) | Location       | DP        |
|   | r. b. leg | 6              |           | tail           | 4         |
| <b># Found:</b>   | Lair:     | 1              | Other:    | 1 (hunting)    |           |
| <b>Treasure:</b>  | Lair:     | See Notes      | Single:   | none           |           |



## Floating Eye

Deep in the lowest levels of ancient caverns and dungeons lives the floating eye, a hideous creature of extreme evil. This floating monster has multiple eyes that each performs a different task. The floating eye is a five to six foot sphere with one large eye in the center of its front side with several eye stalks on top. A large mouth (presumably for eating, although no one has lived to find out) is under the large eye.

The floating eye will have between three and eight eye stalks sprouting from the top of the sphere (d6+2). Stories tell of larger spheres with several more eye stalks but no proof has been given to support those tales. The main eye and eye stalks each have bizarre powers that can destroy foes quickly. At least one eye will have the power of petrification, (DR: difficult, 6). Other eyes may have charming, disintegration, or other unknown powers. Each eye has its own DP and MP (see chart below). The floating eye can bite for 3 DP damage if necessary; the victim must be very close to the sphere.

| # of Eye Stalks | Main Eye DP | Sphere DP | 'To-Hit' Sphere Location | Eye Stalk DP / MP | 'To-Hit' Eye Stalk Location |
|-----------------|-------------|-----------|--------------------------|-------------------|-----------------------------|
| 3               | 10          | 14        | 2d6: 2-9                 | 8                 | 2d6: 10,11,12               |
| 4               | 9           | 11        | 2d6: 2-8                 | 7                 | 2d6: 9,10,11,12             |
| 5               | 8           | 10        | 2d6: 2-7                 | 6                 | 2d6: 8,9,10,11,12           |
| 6               | 7           | 11        | 2d6: 2-6                 | 5                 | 2d6: 7,8,9,10,11,12         |
| 7               | 6           | 14        | 2d6: 2-5                 | 4                 | 2d6: 6,7,8,9,10,11,12       |
| 8               | 5           | 19        | 2d6: 2-4                 | 3                 | 2d6: 5,6,7,8,9,10,11,12     |

Each eye stalk can use the MP assigned to it independently of the other eyes, including the main eye. Each stalk also has its own DP; when the DP for an eye stalk reaches a negative value, it has been severed from the sphere and no longer functions. It will however, grow back in d6 weeks. An eye stalk reduced to 0 DP remains attached but no longer functions. The main eye never regenerates once destroyed.

|   |           |                |  |                |           |
|---|-----------|----------------|--|----------------|-----------|
| <b>Creature Name:</b>   |           | Floating Eye   |  |                |           |
| <b>Size:</b>  | medium    | <b>PR:</b>     | 48   | <b>DR:</b>     | VD, 8     |
| <b>Initiative:</b>  | 5         | <b>To-Hit:</b> | +2   | <b>Damage:</b> | 3         |
| <b>Specialization(s):</b> none                                |           |                |  |                |           |
| <b>Special Abilities:</b> eye stalks each have special powers |           |                |  |                |           |
| <b>MS</b>   | <b>IN</b> | <b>QU</b>      | <b>CO</b>  | <b>HE</b>      | <b>PS</b> |
| 11  | 8         | 3              | 6  | 12             | 8         |
| Roll (2-12)   | location  | DP             | <i>Other Notes:</i> Armor is unlikely, no treasure at all. |                |           |
|   | varies    | 60             |  |                |           |
| <b># Found:</b>   | Lair:     | special        | Other:   | 1              |           |
| <b>Treasure:</b>  | Lair:     | none           | Single:  | none           |           |

## Giant

It is said that giants were created to guard the mountain palaces of the gods. These gargantuan humanoid, ranging in height from twenty to forty five feet tall, are the largest bipedal creatures in the known world. They live in many different and unusual places and take on many of the characteristics of their surroundings. Giants that live in fiery volcanoes are resistant to heat and those dwelling in the snowy caps of mountains resist the cold. Others simply move about forests and hills, doing whatever they please.

Generally solitary creatures, giants roam their surroundings minding their own business. Very few are looking to start trouble; they are usually just searching for food or shelter. They will usually avoid populated settlements. Most giants will ignore provocation but if bothered enough, may anger.

An angered giant is a terrible sight. They wield large clubs or makeshift axes that when swung, deliver destruction beyond comprehension. Most on the receiving end of a giant attack are crushed to pulp. These weapons are so large that they are considered two handed, even when wielded with one hand.

Although most believe the giant to be a dumb creature, some have been encountered that demonstrate surprising intelligence. It may even be possible to reason with a giant. Occasionally, humans have even befriended giants for mutual benefits.

Rumor has it that two very rare giant variants have been seen. A singled-eye version some call a 'Cyclops' has been found on islands far to the west. Another giant, nearly one hundred feet tall, was said to be seen in the northern most parts of the continent.

The GM can use the partial cover rules for hit locations when adventurers attack a giant. Medium sized creatures are unlikely to hit a giant anywhere beyond the waist when attacking with melee weapons.

Giants don't generally care for treasure although some may occasionally be found with simple trinkets like necklaces or earrings.

|   |           |                |                     |                |           |
|---|-----------|----------------|---------------------|----------------|-----------|
| <b>Creature Name:</b>                                     |           | Giant          |                     |                |           |
| <b>Size:</b>  | huge      | <b>PR:</b>     | 55                  | <b>DR:</b>     | NI, 10    |
| <b>Initiative:</b>  | 11        | <b>To-Hit:</b> | + 3                 | <b>Damage:</b> | 9         |
| <b>Specialization(s):</b> Melee (Co)                      |           |                |                     |                |           |
| <b>Special Abilities:</b> varies depending on where found |           |                |                     |                |           |
| <b>MS</b>   | <b>IN</b> | <b>QU</b>      | <b>CO</b>           | <b>HE</b>      | <b>PS</b> |
| 6   | 3         | 8              | 8                   | 15             | 15        |
| Roll (2)  | location  | DP             | Roll (3)            | Location       | DP        |
|   | l. hand   | 4              |                     | r. hand        | 4         |
| Roll (4)  | location  | DP             | Roll (5)            | Location       | DP        |
|   | l. arm    | 4              |                     | r. arm         | 4         |
| Roll (6)  | location  | DP             | Roll (7)            | Location       | DP        |
|   | head      | 8              |                     | Chest          | 8         |
| Roll (8)  | location  | DP             | Roll (9)            | Location       | DP        |
|   | stomach   | 7              |                     | r. leg         | 4         |
| Roll (10)   | location  | DP             | Roll (11)           | Location       | DP        |
|   | l. leg    | 4              |                     | r. foot        | 4         |
| Roll (12)   | location  | DP             | <i>Other Notes:</i> |                |           |
|   | l. foot   | 4              |                     |                |           |
| <b># Found:</b>   | Lair:     | 1              | Other:              | 1              |           |
| <b>Treasure:</b>  | Lair:     | none           | Single:             | none           |           |

## Lich

Most powerful and terrifying of the undead, the lich is a creature best avoided by even the most stalwart of heroes. Retaining much of its magical prowess as a powerful wizard before death, a lich can destroy a group of adventurers with a wave of its bony hand.

The lich prefers to use its magical abilities to melee in combat. Most liches have all three Magical Arts specializations as well as the Blessed Arts Destruction ability. If forced in to melee combat, a single touch from the lich can cause Mental Strength loss (DR: Very Difficult, 8). Each successful strike and failed resistance check results in a permanent Mental Strength score loss of one point.

The lich will usually be found guarding its greatest of treasures, normally magical items of great power. There will almost always be a unique artifact of great power (wand, staff, rod or crown), and several minor and major rings, necklaces and other items. It is likely that the lich will use one or more of these magical items against any intruders or foes. Other simple treasures such as coins, jewels, and gems are almost certainly found in the liches horde.

|  |           |                |                     |                |           |
|--|-----------|----------------|---------------------|----------------|-----------|
| <b>Creature Name:</b>  |           | Lich           |                     |                |           |
| <b>Size:</b>   | medium    | <b>PR:</b>     | 48                  | <b>DR:</b>     | VD, 8     |
| <b>Initiative:</b>   | 9         | <b>To-Hit:</b> | + 3                 | <b>Damage:</b> | 3         |
| <b>Specialization(s):</b> Elemental, Creation, Illusion (Ma), Melee (Co) |           |                |                     |                |           |
| <b>Special Abilities:</b> MP = 15 base + magic item bonuses              |           |                |                     |                |           |
| <b>MS</b>  | <b>IN</b> | <b>QU</b>      | <b>CO</b>           | <b>HE</b>      | <b>PS</b> |
| 8  | 12        | 6              | 8                   | 8              | 6         |
| Roll (2)   | location  | DP             | Roll (3)            | Location       | DP        |
|  | l. hand   | 3              |                     | r. hand        | 3         |
| Roll (4)   | location  | DP             | Roll (5)            | Location       | DP        |
|  | l. arm    | 4              |                     | r. arm         | 4         |
| Roll (6)   | location  | DP             | Roll (7)            | Location       | DP        |
|  | head      | 7              |                     | Chest          | 10        |
| Roll (8)   | location  | DP             | Roll (9)            | Location       | DP        |
|  | stomach   | 5              |                     | r. leg         | 4         |
| Roll (10)  | location  | DP             | Roll (11)           | Location       | DP        |
|  | l. leg    | 4              |                     | r. foot        | 2         |
| Roll (12)  | location  | DP             | <i>Other Notes:</i> |                |           |
|  | l. foot   | 2              |                     |                |           |
| <b># Found:</b>  | Lair:     | 1              | Other:              | none           |           |
| <b>Treasure:</b>   | Lair:     | See notes      | Single:             | See notes      |           |



## Creature Tables (by PR)

| Creature        | PR | Page |
|-----------------|----|------|
| Demon, Lesser   | 45 | 2    |
| Floating Eye    | 48 | 4    |
| Lich            | 48 | 5    |
| Dragon, Young   | 55 | 3    |
| Giant           | 55 | 5    |
| Demon, Greater  | 60 | 2    |
| Dragon, Old     | 65 | 3    |
| Dragon, Ancient | 75 | 4    |

## Alphabetical Creature Table (Base Stats)

| Creature        | Page | PR | Init. | To Hit | DP dmg | DR     |
|-----------------|------|----|-------|--------|--------|--------|
| Demon, Lesser   | 2    | 45 | 10    | +3     | 4      | VD, 8  |
| Demon, Greater  | 2    | 60 | 14    | +4     | 5      | NI, 10 |
| Dragon, Young   | 3    | 55 | 13    | +3     | 5      | NI, 10 |
| Dragon, Old     | 3    | 65 | 14    | +4     | 7      | G, 11  |
| Dragon, Ancient | 4    | 75 | 18    | +6     | 7      | G, 13  |
| Floating Eye    | 4    | 48 | 5     | +2     | 3      | VD, 8  |
| Giant           | 5    | 55 | 11    | +3     | 9      | NI, 10 |
| Lich            | 5    | 48 | 9     | +3     | 3      | VD, 8  |

Throwigames Simple Roleplaying System  
 LususNaturae IV  
 Version 1.01  
 By Thom Wilson  
 TSRS 1104

## Empty Monster Cards for GM Design

Dragon Name:

|                           |           |                |           |            |           |
|---------------------------|-----------|----------------|-----------|------------|-----------|
| <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 (2)                  | location  | DP             | Roll (3)  | Location   | DP        |
|                           | l. f. leg |                |           | r. f. leg  |           |
| Roll (4)                  | location  | DP             | Roll (5)  | Location   | DP        |
|                           | l. wing   |                |           | head       |           |
| Roll (6-7)                | location  | DP             | Roll (8)  | Location   | DP        |
|                           | torso     |                |           | neck       |           |
| Roll (9)                  | location  | DP             | Roll (10) | Location   | DP        |
|                           | r. wing   |                |           | l. b. leg  |           |
| Roll (11)                 | location  | DP             | Roll (12) | Location   | DP        |
|                           | r. b. leg |                |           | tail       |           |
| <b># Found:</b>           | Lair:     |                | Other:    |            |           |
| <b>Treasure:</b>          | Lair:     |                | Single:   |            |           |

Notes:

Demon Name:

|                           |           |                |                     |            |           |
|---------------------------|-----------|----------------|---------------------|------------|-----------|
| <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 (2)                  | location  | DP             | Roll (3)            | Location   | DP        |
| Roll (4)                  | location  | DP             | Roll (5)            | Location   | DP        |
| Roll (6)                  | location  | DP             | Roll (7)            | Location   | DP        |
| Roll (8)                  | location  | DP             | Roll (9)            | Location   | DP        |
| Roll (10)                 | location  | DP             | Roll (11)           | Location   | DP        |
| Roll (12)                 | location  | DP             | <i>Other Notes:</i> |            |           |
| <b># Found:</b>           | Lair:     |                | Other:              |            |           |
| <b>Treasure:</b>          | Lair:     |                | Single:             |            |           |

Notes:



## Notes



## Bringing Your Brain Back to the Game

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