

Lusus Naturae III

By Thom Wilson



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Artist Website: lucaspandolfelli.blogspot.com

Introduction

Welcome to the LususNaturae III, a guide to freaks of nature, monsters and beasts. This guide is meant to be used with the Throwigames Simple Roleplaying System (TSRS). This third monster guide continues the series – it contains more difficult monsters and beasts found within the TSRS world, ranging from PR26 to PR42. 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 III 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.

Creature Name:		Goblin			
Size:	Small	PR:	A 11	DR:	B Easy, 2
Initiative:	3	To-Hit:	+/-	Damage:	1
Specialization(s): missile (Co), stealth (Th) – rare melee (Co)					
Special Abilities: poison arrows (DR Easy, 2)					
MS	IN	QU	CO	HE	PS
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			
# Found:	Lair:	10d6	Other:	1d6 (or more)	
Treasure:	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!

Ape, Giant

These hairy mammals look like their smaller, distant cousins except that they are much larger and significantly more aggressive. They range from eight to fifteen feet tall and can weigh as much as 750 pounds. Giant Apes are fiercely protective of their own kind and will attack anything within sensory range. Apes are fairly cunning and can use small items as tools when needed.

Most males are immensely strong and can rage when in danger or wounded. They can continue to attack when one or more non-critical body parts reach negative or 0 DP. Although the raging does not give the giant ape any additional attack or defense bonuses, it does make it hard to defeat.

Giant apes are found in small groups in their habitat. Typically one large male, a few females and several young make up a family group. Occasionally, a lone male can be found hunting and gathering for the group.

Variants of the giant ape are found in nearly all climates. Normally, the giant ape is found in jungles or forests. The rarer and even larger snow ape and cave ape variants have been seen in the snowy mountains and deep caves respectively. Some legends use the names 'Yeti' or 'Abominable Snowman' for the giant snow ape.

Creature Name:		Ape, Giant			
Size:	Large	PR:	30	DR:	Diff, 5
Initiative:	4	To-Hit:	+/-	Damage:	5
Specialization(s): melee (Co)					
Special Abilities: Rage (continues fighting when extremely injured)					
MS	IN	QU	CO	HE	PS
5	0	4	4	8	9
Roll (2)	location	DP	Roll (3)	Location	DP
	left hand	2		right hand	2
Roll (4)	location	DP	Roll (5)	Location	DP
	Left arm	3		Right arm	3
Roll (6)	location	DP	Roll (7)	Location	DP
	head	4		chest	6
Roll (8)	location	DP	Roll (9)	Location	DP
	stomach	4		Right leg	2
Roll (10)	location	DP	Roll (11)	Location	DP
	left leg	2		right foot	1
Roll (12)	location	DP	<i>Other Notes:</i> Rage continues until the ape or foe is dead.		
	left foot	1			
# Found:	Lair:	d6	Other:	d3	
Treasure:	Lair:	none	Single:	none	

Basilisk

Very similar in anatomical shape to a giant lizard, the basilisk can be easily confused with its less dangerous cousin; it differs in that it has large cloudy eyes and a short stubby tail. They are between ten and eighteen feet in length and stand nearly five feet tall at the shoulder.

One look in the eyes of a basilisk can petrify the gazer. A very difficult resistance check must be made if the eyes are viewed (DR: very difficult 8). Combatants are penalized a DR value point for the indirect eye contact required in combat. Typically, there are dozens of petrified victims near the lair of a basilisk.

Creature Name:		Basilisk			
Size:	Large	PR:	35	DR:	VD, 7
Initiative:	4	To-Hit:	+/-	Damage:	4
Specialization(s): melee (Co)					
Special Abilities: Petrification Gaze (DR: VD, 8)					
MS	IN	QU	CO	HE	PS
7	2	4	4	10	8
Roll (2-3)	location	DP	Roll (4-5)	Location	DP
	l. front leg	4		r. front leg	4
Roll (6-7)	location	DP	Roll (8-9)	Location	DP
	head	6		torso	10
Roll (10)	location	DP	Roll (11)	Location	DP
	r. back leg	4		l. back leg	4
Roll (12)	location	DP	<i>Other notes:</i> Health check vs. petrification.		
	tail	3			
# Found:	Lair:	1	Other:	1	
Treasure:	Lair:	1 item	Single:	none	

Bugbear

Legends say that a bugbear is a cross between an ogre and hobgoblin but no one really knows for sure. They are eight to nine feet tall and usually appear wiry or portly, but never muscular. Regardless of their shape, they are very strong and do vicious damage with their two handed weapons (preferring axes or clubs to all others).

Bugbears prefer small groups; normally only a few are found together. They are intelligent enough to work as a group. Most generally wear leather vests, shirts, or pants as armor, but some have been found wearing steel caps or steel shirts.

Creature Name:		Bugbear			
Size:	medium	PR:	26	DR:	Diff,5
Initiative:	4	To-Hit:	+/-	Damage:	4
Specialization(s): melee (Co)					
Special Abilities:					
MS	IN	QU	CO	HE	PS
3	1	4	4	7	7
Roll (2)	location	DP	Roll (3)	Location	DP
	l. hand	1		r. hand	1
Roll (4)	location	DP	Roll (5)	Location	DP
	l. arm	3		r. arm	3
Roll (6)	location	DP	Roll (7)	Location	DP
	head	3		Chest	4
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	2
Roll (12)	location	DP	<i>Other Notes:</i> May wear leather or steel armor.		
	l. foot	2			
# Found:	Lair:	d3	Other:	1	
Treasure:	Lair:	4d6 sp +	Single:	d6 sp	

Cave Bear

The distant cousin of the grizzly, the cave bear lives exclusively in deep caverns and prefers the dark to sunlight. Often their coats are white or silver and they grow to an amazing fourteen or fifteen feet tall. Their eyes have adjusted to the dark and see fairly well in complete darkness. They will occasionally venture out in to the outdoors to hunt or chase prey but will never do so during daylight hours.

Most cave bears reside near underground water sources and enjoy eating fish and crabs. They have been known to eat warm blooded prey such as goblins and lost adventurers.

Occasionally, cave bears are found in mated pairs. Although the cave bear does not collect treasure, sometimes items such as weapons and armor are left behind by the their prey.

Creature Name:		Cave Bear			
Size:	large	PR:	30	DR:	Diff, 6
Initiative: 6 To-Hit: +1 Damage: 4					
Specialization(s): melee (Co)					
Special Abilities: none					
MS	IN	QU	CO	HE	PS
4	0	5	5	8	8
Roll (2-3)	location	DP	Roll (4-5)	Location	DP
	l. front leg	5		r. front leg	5
Roll (6-7)	location	DP	Roll (8-9)	Location	DP
	head	4		torso	8
Roll (10)	location	DP	Roll (11)	Location	DP
	r. back leg	4		l. back leg	4
# Found:	Lair:	d2	Other:	1	
Treasure:	Lair:	2 items	Single:	none	

Cave Worm

Deep caverns contain strange creatures and the cave worm is no exception. This twenty to twenty-five foot worm burrows through soft stone or dirt searching for warm blooded prey. They create large tunnels wherever they go and are always hungry. Cave worms are found in almost any color but the most common are usually black, brown, dark gray or purple.

The cave worm's mouth and throat is large enough to swallow a medium sized creature whole. When three consecutive bites (to-hit rolls) are made on the same creature, it has been swallowed. The victim has a couple of minutes to cut themselves out before suffocating.

Considerable treasure can be found in the belly and piles of excrement of the cave worm. When hapless victims are swallowed, all flesh, bone and soft materials like cloth and leather are digested. Metal items such as coins, armor, and weapons are either excreted out or pile up in the stomach of the worm. Adventurers lucky enough to defeat a cave worm will find d2 metal items and several dozen coins within its carcass. There is a small chance that a pile of excrement from the cave worm may contain an item or a few coins.

Creature Name:		Cave Worm			
Size:	large	PR:	30	DR:	Diff, 6
Initiative: 4 To-Hit: +/- Damage: 5					
Specialization(s): melee (Co)					
Special Abilities: Swallow Whole (death in minutes)					
MS	IN	QU	CO	HE	PS
2	0	4	4	11	9
Roll (2-4)	location	DP	Roll (5-12)	Location	DP
	head	8		Body	22
# Found:	Lair:	1	Other:	1	
Treasure:	Lair:	none	Single:	See Notes	

Medusa

The legend of the medusa is one told to frighten youngsters and the faint of heart. Stories say this accursed woman had her hair turned to living snakes and her lower torso and legs replaced with a snake's body. Some stories also say that her stare can turn a man to stone. Very few have ever seen a medusa and survived to tell the tale.

The medusa prefers ranged combat with her short bow but never shies away from up close and personal combat with her daggers. If a foe gets too close, her hair-snakes can attack (1-6 attacks, 1 DP each). When she tires of combat or is in danger of great harm, she will attempt to turn her foe to stone. Direct eye contact with a medusa requires a resistance check (DR: very difficult, 8) or the victim is petrified.

Medusas will sometimes wear leather vests or shirts. Their short bows, arrows and daggers are usually exceptional in quality and value. Victims, before turned to stone, may drop valuable items. Searching the medusa's lair near petrified prey is likely to turn up 1-3 items of good or even magical quality.

Creature Name:		Medusa			
Size:	medium	PR:	38	DR:	VD, 7
Initiative: 8 To-Hit: +2 Damage: 1 or 3					
Specialization(s): missile (Co), melee (Co)					
Special Abilities: Turn to Stone (DR: VD, 8)					
MS	IN	QU	CO	HE	PS
6	6	6	6	8	6
Roll (2)	location	DP	Roll (3)	Location	DP
	l. hand	2		r. hand	2
Roll (4)	location	DP	Roll (5)	Location	DP
	l. arm	3		r. arm	3
Roll (6)	location	DP	Roll (7)	Location	DP
	head	6		chest	6
Roll (8)	location	DP	Roll (9)	Location	DP
	stomach	5		upper tail	5
Roll (12)	location	DP	<i>Other Notes:</i> Medusas may wear leather vests or shirts.		
	lower tail	6			
# Found:	Lair:	1	Other:	none	
Treasure:	Lair:	See Notes	Single:	none	

Minotaur

A cross between a human and a bull, the Minotaur is a fierce and frightening creature to behold. Over nine feet tall and generally wielding two battle axes, this creature thoroughly enjoys killing. An encounter with a Minotaur should not be taken lightly. They are strong enough to chop a man in half with one swing.

Minotaurs are found in deep caverns or ancient castles, preferring labyrinths and mazes most of all. They enjoy catching lost and confused adventurers unaware, generally attacking with surprise. Like the Giant Ape, the Minotaur can enter a rage in combat. The can continue fighting with a zero or negative value DP in a non-critical body location.

Most Minotaurs are found lurking within their mazes; their actual lair is rarely found. Minotaurs prefer weapons and armor as treasure. They will usually discard anything that they can't use in combat.

Creature Name:		Minotaur			
Size:	large	PR:	30	DR:	Diff, 5
Initiative:	4	To-Hit:	+/-	Damage:	5
Specialization(s): Melee (Co)					
Special Abilities: Rage (continues fighting when extremely injured)					
MS	IN	QU	CO	HE	PS
5	2	4	4	6	9
Roll (2)	location	DP	Roll (3)	Location	DP
	l. hand	2		r. hand	2
Roll (4)	location	DP	Roll (5)	Location	DP
	l. arm	3		r. arm	3
Roll (6)	location	DP	Roll (7)	Location	DP
	head	5		Chest	4
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	2
Roll (12)	location	DP	<i>Other Notes:</i> Steel armor adds DP to covered areas.		
	l. foot	2			
# Found:	Lair:	d2	Other:	1	
Treasure:	Lair:	2 items	Single:	none	

Mummy

Legends say that wealthy princes and kings try to bargain with the gods, seeking longer life. These unholy pacts rarely turn out the way they seem. Once dead, these proud men are raised as mummies, haunting their tombs and burial chambers for all eternity.

Mummies will often retain some memories of their past lives; most are intelligent and some can still use the arcane magic they possessed in life. Additionally, the mummy usually carries a rotting disease that can be transmitted to any living creature when touched. This disease progresses from the affected area toward the heart of the victim; it continues to eat away at flesh at a rate of 1 DP per day until cured or burned out (DR: difficult, 6).

Even in death, they are very protective of their burial treasures. Most mummies were extremely wealthy and were buried with numerous weapons, armor, magical trinkets, and money. It is likely that d6 magical items and several hundred silver and gold coins will be found in their tombs.

Creature Name:		Mummy			
Size:	medium	PR:	34	DR:	Diff, 6
Initiative:	5	To-Hit:	+2	Damage:	3
Specialization(s): Melee (Co), Creation, Illusion (Ma)					
Special Abilities: Rotting Disease					
MS	IN	QU	CO	HE	PS
7	6	3	6	4	8
Roll (2)	location	DP	Roll (3)	Location	DP
	l. hand	2		r. hand	2
Roll (4)	location	DP	Roll (5)	Location	DP
	l. arm	3		r. arm	3
Roll (6)	location	DP	Roll (7)	Location	DP
	head	4		Chest	6
Roll (8)	location	DP	Roll (9)	Location	DP
	stomach	6		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>		
	l. foot	2			
# Found:	Lair:	1	Other:	none	
Treasure:	Lair:	See notes	Single:	d6 sp	

Ogre

These strong but dimwitted brutes seek to destroy anything and everything for sheer pleasure. Generally a solitary creature, the Ogre makes its home in underground holes, caves, or abandoned castles. An ogre can be as tall as twelve feet.

Slow and uncoordinated, the ogre relies on doing great damage to survive. Taking a direct hit from its massive club or fist is enough to kill most men. Ogres can wear simple leather armors for protection.

Creature Name:		Ogre			
Size:	large	PR:	27	DR:	Diff, 5
Initiative:	2	To-Hit:	+/-	Damage:	5
Specialization(s): Melee (Co)					
Special Abilities: none					
MS	IN	QU	CO	HE	PS
2	0	2	3	10	10
Roll (2)	location	DP	Roll (3)	Location	DP
	l. hand	2		r. hand	2
Roll (4)	location	DP	Roll (5)	Location	DP
	l. arm	3		r. arm	3
Roll (6)	location	DP	Roll (7)	Location	DP
	head	4		Chest	4
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> Might have leather armor (shirts, pants, vests)		
	l. foot	1			
# Found:	Lair:	1	Other:	1 (w/ ogres)	
Treasure:	Lair:	2d6 sp	Single:	2d6 sp	

Ogre Chieftain

Although very rare in occurrence, ogres will come together for a single purpose. Sometimes, they seek revenge on a nearby town or have a common enemy to eliminate. One ogre, smarter than the rest, is elected as Ogre Chieftain to lead them in their cause. The ogre chieftain may even be able to use a bit of arcane magic as well.

Not as strong as the regular ogre, the chieftain is elected to head the group because of its higher intellect. Facing an entire group of ogres led by one of these brutes is enough to cause most villagers to abandon their homes and flee for their lives. If the ogre chieftain is slain, it is likely the ogre horde will disband unless another ogre chieftain emerges or is found.

The ogre chieftain loves shiny trinkets and will often have an excessive amount of jewelry on its person. Occasionally, one or more of the necklaces, rings, or bracelets is actually of good quality and worth several hundred silver pieces.

Creature Name:		Ogre Chieftain			
Size:	large	PR:	31	DR:	Diff, 6
Initiative:	5	To-Hit:	+/-	Damage:	4
Specialization(s): Melee (Co), Elemental (Ma) - rare					
Special Abilities: none					
MS	IN	QU	CO	HE	PS
4	4	2	3	10	8
Roll (2)	location	DP	Roll (3)	Location	DP
	l. hand	2		r. hand	2
Roll (4)	location	DP	Roll (5)	Location	DP
	l. arm	3		r. arm	3
Roll (6)	location	DP	Roll (7)	Location	DP
	head	5		Chest	4
Roll (8)	location	DP	Roll (9)	Location	DP
	stomach	4		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> Steel armor adds DP to covered areas.		
	l. foot	2			
# Found:	Lair:	1	Other:	1	
Treasure:	Lair:	4d6 sp	Single:	4d6 sp + jewels	

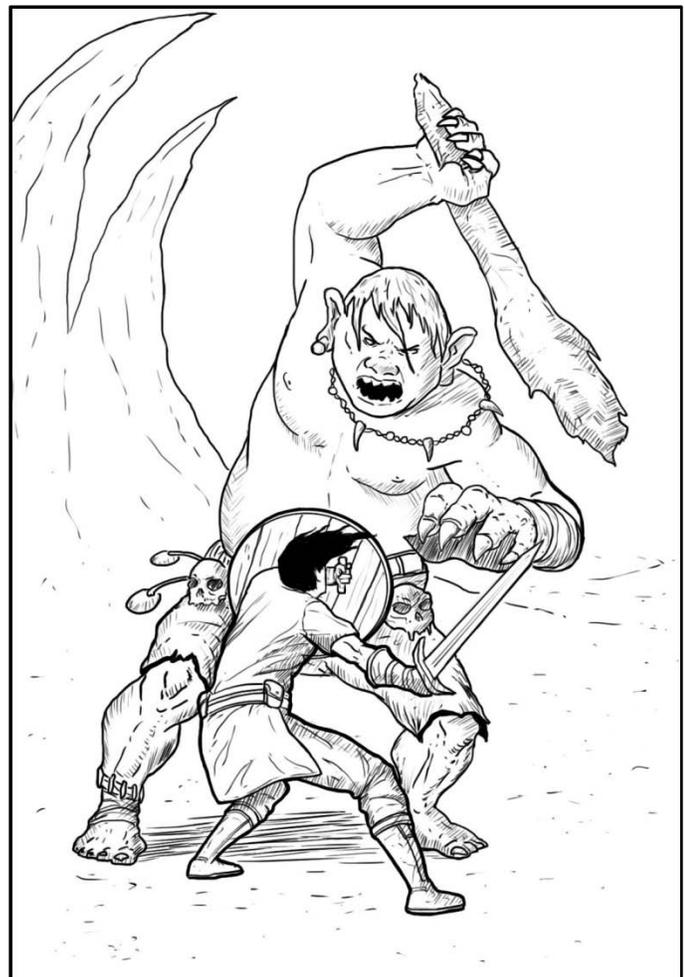
Owlbear

In days long forgotten, inventive mages conducted experiments on creatures, joining them in ways unnatural. Although those mages are gone, their failures remain today, plaguing forests, mountains and dungeons. The owlbear is one of those failed experiments. The union of a common brown bear and some unknown beaked creature (presumably an owl or axebeak) has created the owlbear. It has brown fur, wing-like arms with bear paws, and a huge beak on its face.

A very rare and solitary creature, the owlbear lives in caves and dark forests. Although they look menacing, they will flee if frightened. The owlbear will fight viciously when cornered.

Like most unintelligent creatures, the owlbear does not hoard treasure. Any treasure found in its lair is likely to be what was dropped by its prey. A few coins and the occasional piece of armor might be found.

Creature Name:		Owlbear			
Size:	large	PR:	28	DR:	Diff, 5
Initiative:	4	To-Hit:	+/-	Damage:	3
Specialization(s): Melee (Co)					
Special Abilities: none					
MS	IN	QU	CO	HE	PS
4	0	4	4	8	8
Roll (2)	location	DP	Roll (3)	Location	DP
	l. claw	2		r. claw	2
Roll (4)	location	DP	Roll (5)	Location	DP
	l. wing	2		r. wing	2
Roll (6)	location	DP	Roll (7)	Location	DP
	head	3		Chest	5
Roll (8)	location	DP	Roll (9)	Location	DP
	stomach	4		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>		
	l. foot	2			
# Found:	Lair:	1	Other:	1 (rare)	
Treasure:	Lair:	2d6 sp	Single:	2d6 sp	



Troll

One of the most wicked and evil creatures found far from inhabited areas are the lonesome troll. Tall (over ten feet) and wiry, this nasty creature seeks to kill anything it does not like - and it likes almost nothing. It loves human flesh and will eat it raw when it can find it. They use clubs or axes when they don't feel like using their claws.

Killing a troll is a very difficult task as it has regenerative powers. Injuries heal at 1 DP per round (total 1 DP, not each body part). Any limb removed can reattach to the main body of a troll. Trolls 'killed' must be burned or they will heal and return to life. There have been rumors that a decapitated troll reattached its own head.

Some legends state that direct sunlight turns trolls to stone. It is likely that some troll strains avoid the sun for this reason although some types have been seen during daylight hours. It is not wise or safe to assume that they all have this same disability.

The troll prefers good meat to treasure. Any items or coins found in its lair are coincidental. There are likely to be a few dozen coins and an item or two found amongst the rubbish and refuse in the lair.

Creature Name:		Troll			
Size:	Large	PR:	32	DR:	Diff, 6
Initiative:	5	To-Hit:	+ 1	Damage:	4
Specialization(s): Melee (Co)					
Special Abilities: Regeneration (1 DP per round)					
MS	IN	QU	CO	HE	PS
4	0	4	5	11	8
Roll (2)	location	DP	Roll (3)	Location	DP
	l. hand	2		r. hand	2
Roll (4)	location	DP	Roll (5)	Location	DP
	l. arm	3		r. arm	3
Roll (6)	location	DP	Roll (7)	Location	DP
	head	4		Chest	5
Roll (8)	location	DP	Roll (9)	Location	DP
	stomach	5		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> If using a club or axe, add 1 DP.		
	l. foot	2			
# Found:	Lair:	1	Other:	1	
Treasure:	Lair:	See notes	Single:	none	

Troll Chieftain

Like the Ogre, trolls will often band together in a common cause. From the group, one troll is elected chieftain. This troll is generally smarter and stronger than the rest, and wins the position as leader through combat challenges and trickery.

The troll chieftain will lead other trolls in battle by being out front doing the first damage to foes. If the chieftain falls, it is likely the rest of the trolls will flee.

Unlike their lesser counterparts, the chieftain fancies small trinkets like earrings, bracelets and necklaces. Although most are gaudy and worthless, the troll chieftain may actually have one or more items of decent value. They have no use for coins of any type.

Creature Name:		Troll Chieftain			
Size:	Large	PR:	36	DR:	Diff, 6
Initiative:	6	To-Hit:	+ 1	Damage:	5
Specialization(s): Melee (Co)					
Special Abilities: Regeneration (1 DP per round)					
MS	IN	QU	CO	HE	PS
4	1	5	5	12	9
Roll (2)	location	DP	Roll (3)	Location	DP
	l. hand	2		r. hand	2
Roll (4)	location	DP	Roll (5)	Location	DP
	l. arm	3		r. arm	3
Roll (6)	location	DP	Roll (7)	Location	DP
	head	5		Chest	6
Roll (8)	location	DP	Roll (9)	Location	DP
	stomach	5		r. leg	3
Roll (10)	location	DP	Roll (11)	Location	DP
	l. leg	3		r. foot	2
Roll (12)	location	DP	<i>Other Notes:</i>		
	l. foot	2			
# Found:	Lair:	1	Other:	1 (w/ trolls)	
Treasure:	Lair:	jewelry	Single:	jewelry	



Vampire

Second only to the fearsome Lich, the most dangerous of the undying is the vampire. The vampire hungers for the blood of mammals, preferring the human variety best. Exceptionally strong, these hunters have no fear and will attack almost any number of foes. Using its high physical strength, the vampire attacks with vicious claws first. If the victim is unfortunate to be too close, the vampire will attempt a bite.

A single bite by a vampire can cause the bitten to turn in to vampire unless a resistance check is made (DR: very difficult, 8). Vampires will generally prefer to drain a foe of its blood until it dies; it rarely seeks to turn a victim to a vampire.

Most vampires look like well to do humans. They shun daylight as it can kill them in seconds. They are generally very smart and can often use magic. A vampire may try to charm its victim with its intense stare. If the victim fails a resistance check (DR: Very Difficult, 8), he or she may be unable to attack the vampire. If they fail by more than two points, they may be charmed in to helping the vampire.

Rumors claim that the only way to kill a vampire for good is to drive a stake or silver rod through its heart. Holy water and sunlight are also stated in rumors as damaging to a vampire.

They can change form to a bat at will to flee if necessary. He or she will do this only if victory is impossible. The vampire bat statistics are also listed below.

Most vampires have lived quite long and have amassed considerable wealth. The lair or home of the vampire is often large and furnished with expensive items. Several items, some magical in nature, and several hundred silver and gold coins and bars are usually found near or around its coffin.

Creature Name:		Vampire			
Size:	Medium	PR:	40	DR:	VD, 7
Initiative:	9	To-Hit:	+2	Damage:	4
Specialization(s): Melee (Co)					
Special Abilities: Vampire Bite (death or turn victim), Charm					
MS	IN	QU	CO	HE	PS
7	8	7	6	5	7
Roll (2)	location	DP	Roll (3)	Location	DP
	l. hand	2		r. hand	2
Roll (4)	location	DP	Roll (5)	Location	DP
	l. arm	4		r. arm	4
Roll (6)	location	DP	Roll (7)	Location	DP
	head	5		Chest	6
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> see Bat statistics below.		
	l. foot	2			
# Found:	Lair:	1	Other:	1	
Treasure:	Lair:	See notes	Single:	3d6 sp, 2d6 gp	

Creature Name:		Vampire Bat			
Size:	small	PR:	25	DR:	Mod, 4
Initiative:	3	To-Hit:	+/-	Damage:	1
Specialization(s): melee (Co)					
Special Abilities: Swallow Whole					
MS	IN	QU	CO	HE	PS
7	8	3	3	2	2
Roll (2-4)	location	DP	Roll (5-7)	Location	DP
	l. wing	7		torso	6
Roll (8-9)	Location	DP	Roll (10-12)	Location	DP
	Head	5		r. wing	7
# Found:	Lair:	none	Other:	1	
Treasure:	Lair:	none	Single:	none	

Wight

A being that dies with an immense amount of hatred may rise after death as a wight. These creatures stalk their burial grounds seeking vengeance or the destruction of life. They are protective of their burial site and will attack anything that gets close to it.

Some wights were very powerful when alive and retain some of that power after death. Legend says that a claw strike or bite from a wight can cause a man to lose health. Enough strikes will cause the victim to die once their health is completely gone. To avoid any health loss, the victim must pass a resistance check (DR: very difficult, 7) each time struck by a wight.

A wight's burial location is usually very rich with its own treasures as well as those items dropped by those fallen victim to the wight. Several weapons, pieces of armor, and other equipment, all of various quality and conditions, will be found in the lair.

Creature Name:		Wight			
Size:	Medium	PR:	26	DR:	Diff, 5
Initiative:	6	To-Hit:	+1	Damage:	3
Specialization(s): Melee (Co)					
Special Abilities: Health Drain					
MS	IN	QU	CO	HE	PS
4	1	5	5	4	7
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	3		Chest	4
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	2
Roll (12)	location	DP	<i>Other Notes:</i> Lair treasure: d6+3 items, 20d6 sp, 10d6 gp		
	l. foot	2			
# Found:	Lair:	1	Other:	1	
Treasure:	Lair:	See notes	Single:	none	



Creature Tables (by PR)

Creature	PR	Page
(Vampire Bat)	25	7
Bugbear	26	2
Wight	26	7
Ogre	27	4
Owlbear	28	5
Ape, Giant	30	2
Cave Bear	30	3
Cave Worm	30	3
Minotaur	30	4
Ogre Chieftain	31	5
Troll	32	6
Mummy	34	4
Basilisk	35	2
Troll Chieftain	36	6
Medusa	38	3
Vampire	40	6-7

Empty Monster Cards for GM Design

Creature Name:					
Size:		PR:		DR:	
Initiative:					
To-Hit:		Damage:			
Specialization(s):					
Special Abilities:					
MS	IN	QU	CO	HE	PS
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>		
# Found:	Lair:		Other:		
Treasure:	Lair:		Single:		

Notes:

Alphabetical Creature Table (Base Stats)

Creature	Page	PR	Init.	To Hit	DP dmg	DR
Ape, Giant	2	30	4	+/-	5	D, 5
Basilisk	2	35	4	+/-	4	VD, 7
Bugbear	2	26	4	+/-	4	D, 5
Cave Bear	3	30	6	+1	4	D, 6
Cave Worm	3	30	4	+/-	5	D, 6
Medusa	3	38	8	+2	1 or 3	VD, 7
Minotaur	4	30	4	+/-	5	D, 5
Mummy	4	34	5	+2	3	D, 6
Ogre	4	27	2	+/-	5	D, 5
Ogre Chieftain	5	31	5	+/-	4	D, 6
Owlbear	5	28	4	+/-	3	D, 5
Troll	6	32	5	+1	4	D, 6
Troll Chieftain	6	36	6	+1	5	D, 6
Vampire	6	40	9	+2	4	VD, 7
(Vampire Bat)	7	25	3	+/-	1	M, 4
Wight	7	26	6	+1	3	D, 5

Creature Name:					
Size:		PR:		DR:	
Initiative:					
To-Hit:		Damage:			
Specialization(s):					
Special Abilities:					
MS	IN	QU	CO	HE	PS
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>		
# Found:	Lair:		Other:		
Treasure:	Lair:		Single:		

Notes:

Notes



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