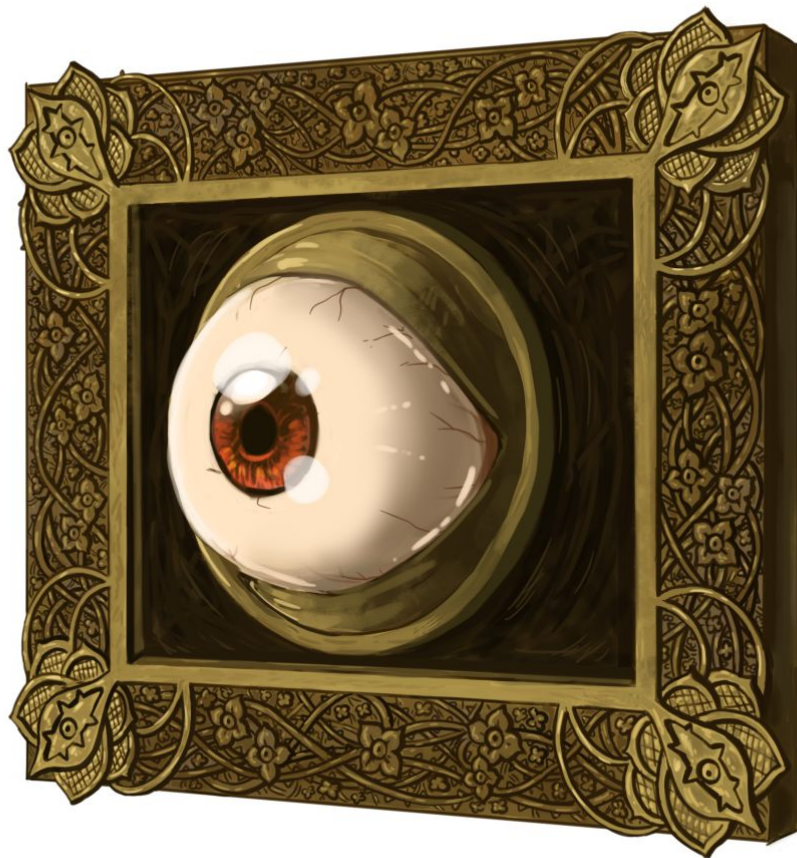


BF3

BEAST FOLIO

VOLUME 3



Labyrinth Lord
Compatible Product

Broken Tower Games

Beast Folio Volume 3
Published by Broken Tower Games

Written by Steven Marella
Art by Joanna Ballendorf
Additional Artwork from Public Domain Clip Art

This is a collection of four monsters that originally appeared on my blog. Some of them have been updated and rewritten.

The Lair
<http://creaturespotlight.blogspot.com>

Any questions or comments e-mail me at lastgrasp@yahoo.com

All material is open content with the exception of the monster artwork and product name.

Table of Content

1. Ferocity Dummy
2. Husk Doll
3. Id Sphere
4. Sentry Plaque

This book is published pursuant to a License from Goblinoid Games. Labyrinth Lord™ is Copyright © 2007-2015, Daniel Proctor. Labyrinth Lord™, Advanced Labyrinth Lord™, and Realms of Crawling Chaos™ are trademarks of Daniel Proctor. All Rights Reserved. These trademarks are used under the Labyrinth Lord Trademark License 1.2, available at www.goblinoidgames.com

FEROCITY DUMMY



No. Enc: 2d4

Alignment: Chaotic Evil

Movement: Fly: 180' (60')

Armor Class: 7

Hit Dice: 4 + 2

Attack: 2 (weapon)

Damage: 1d8/1d8 (weapon)

Save: F4

Morale: 12

Hoard Class: None

XP: 365

Ferocity Dummies are sword practice targets who have awakened with vengeful anger after decades of bashes, slashes, and pokes. The accumulated hatred leaves residual psychic anger that manifest into sentient beings with the

sole purpose of murder and mayhem. A Ferocity Dummy is made of wood, canvas, and straw with a blade in each hand. They have torn themselves from their base and fly through crumbling dungeons with murderous intent.

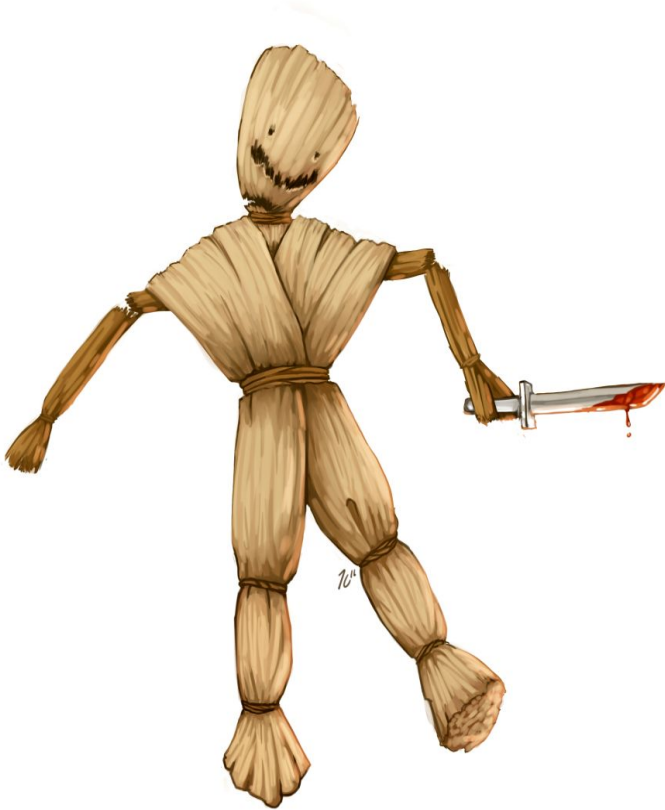
Combat

- Ferocity Dummies feed off hatred, each successful hit against the dummy fuels its anger. For each hit the Ferocity Dummy gains a +1 bonus to damage. The damage is cumulative. If the dummy is hit four times in a round, it receives a +4 to damage on its next attacks. The damage bonus resets to zero if a round passes and dummy is not damaged.
- Once per round the Ferocity Dummy can perform a counter attack on its opponents turn. If successfully attacked, the dummy can immediately strike back with one attack.
- Ferocity Dummies are immune to mind-affecting spells.

Adventure Seed

The Sacred Flame Monastery has gone quiet. The martial monks years of practice has awakened dreadful anger from their mundane targets.

HUSK DOLL



No. Enc: 4d6
Alignment: Chaotic Evil
Movement: 60'(20')
Armor Class: 7
Hit Dice: 1-1
Attack: 1
Damage: 1
Save: F1
Morale: 10
Hoard Class: None
XP: 7

Husk Doll are created by witches, witch-doctors, and shaman. They are blessed with sentient life from the evil spirits of forlorn places. Created from the husk of corn cob, these Husk Dolls are created in large batches with the purpose of swarming larger foes with their miniature knives. Husk Doll stand no more then 1' tall and weigh

roughly a 1 lb.

Combat

- Husk Dolls attack with their knives which do 1 point of damage. Each successful hit also causes wounds to bleed for an additional 1 point of damage each subsequent round. Bleed damage can be stop by spending a round bandaging wounds or any curative magic. Bleed damage from multiple Husk Dolls are cumulative.
- Husk Dolls can forgo their individual attacks to gang up on a target. The Husk Dolls will swarm the victim from all sides and the attack, damage, and bleed value will be based on one attack with increased potency. The table below represent the number of Husk Dolls attacking in unison, what HD creature they attack as, damage done, and ongoing bleed damage.

# Attacking	Attack Hit Die	Damage	Bleed
2 - 6	3	1d8	2
7 - 12	5	1d10	4
12 - 18	6	1d12	6
19 +	8	3d6	8

Adventure Seeds

1.	The village is celebrating summer solstice. A mysterious benefactor has gifted the village with large decorated crate to mark the occasion. During the height of the festivities the crate burst open and dozens of Husk Doll go on a murdering rampage.
2.	You are hired to investigate the attic in an old manor. Recently servants have been found stabbed to death while going about their duty. The attic is home to a collection of dolls from the family deceased aunt.



Id Sphere



No. Enc: 1
Alignment: Neutral
Movement: 60' (20')
Fly: 180' (60')
Armor Class: 3
Hit Dice: 6
Attack: special
Damage: special
Save: M6
Morale: 12
Hoard Class: None
XP: 1320

An Id Sphere is created when a crystal ball has witnessed mass murder of unprecedented proportions. As the psychic residue of death and agony fill the area, the

crystal ball is granted sentience as it absorbs those fractured minds. The crystal ball then swells in size and begins to break apart. An invisible field of mental energy keeps the sphere in place. An Id Sphere is now fully formed with the sole function of being a psychic vampire, constantly seeking to erode and absorb sanity. A Id Sphere is a 3' diameter broken glass orb transmitting images of mental anguish as it hovers through the air.

Combat

- Id Sphere constantly radiate an aura of insanity in a 30' radius. Those who enter the aura must make a save vs spell or be under the effect of the *confusion* spell. A save is required each round if within the aura.
- The Id Sphere can suppress mental functions with a psychic assault to close portions of the mind. This suppression attack has a range of 60' and requires a save vs spell to resist. Upon failure a portion of the victim brain is shut down. The GM will determine what ability is lost. This could be anything from losing the ability to cast spells, turn undead, movement, attacking, etc. That ability is suppressed for 1 turn.

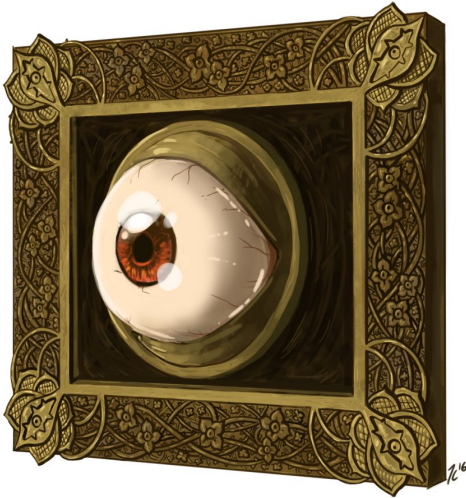
- Id Sphere can release a brain crush attack which erodes the target sanity. The brain crush attack requires a save vs spell or the target loses 2d4 points of wisdom. A target reduce to 0 wisdom is dead and their consciousness absorb into the Id Sphere. Wisdom damage is recovered at 1 point per day. Those killed by Id Sphere cannot be raised from the dead unless the Id Sphere is destroyed and their consciousness released.
- Id Sphere is immune to mind-affecting abilities. Spells or abilities that target the Id Sphere mind will backlash upon the caster. The backlash will causes 1d4 points of wisdom damage. Wisdom Damage is recovered at 1 point per day.
- Any target reduce to below 3 wisdom and not killed has a 20% chance of gaining a random insanity.

Adventure Seeds

1.	The Wizards Academy has been the scene of a mass murder. Every student and teacher slain. Now 4 Id Spheres stalk its hallways as the town has quarantined the building. They have reach out to adventurers to investigate and secure the scene.
2.	A Mad Astrologer has hired the group to capture an Id Sphere. He believe the Id Sphere components can be crafted into a lens to fit his massive telescope. His plans to shoot psychic death rays into the stars now nears completion.



SENTRY PLAQUE



No. Enc: 1d4
Alignment: Neutral
Movement: Special
Armor Class: 2
Hit Dice: 3
Attack: 1
Damage: 1d6, special
Save: M3
Morale: 12
Hoard Class: None
XP: 110

Sentry Plaques are guardians of ancient lore and text. Created by powerful wizards or clerics to protect their vast libraries of arcane lore or scriptures of their sacred patron. A Sentry Plaque appear as ornamental tablets made of wood, metal, or porcelain with an elaborate frame. The center of the plaque has a flesh like texture where a central eye observes. Sentry Plaques are able to follow simple commands and seamlessly blend in their environment.

Combat

- **Translocate:** The Sentry Plaque doesn't have a standard movement action, it can teleport to any surface it has line of sight. This movement action doesn't provoke any attacks.
- **Acidic Tears:** Sentry Plaque can generate an acidic tear that can be used as a ranged attack within 90'. Damage is 1d6 acid and continues to burn for one additional round for 1d6.
- **Disguise:** When the Sentry Plaque closes its eye it can appear as an ordinary plaque. While disguised the Sentry Plaque cannot translocate or attack. A disguised Sentry Plaque surprises on 1-4 on a d6 roll.
- **Vision:** Sentry Plaques can see in darkness and see invisible creatures.

DESIGNATION OF PRODUCT IDENTITY The name Beast Folio is product identity. All monster art is product identity.

DESIGNATION OF OPEN GAME CONTENT The entire content of this book, with the exception of material specifically excluded in the declaration of product identity, is open game content.

OPEN GAME LICENSE Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved. 1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License. 3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License. 4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive

contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License. 6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute. 7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity. 8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content. 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License. 10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute. 11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so. 12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected. 13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License. 14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable. 15. COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathon Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson. System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson. Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!,

license with the exact terms of this License to Use, the Open Game Content. 5. Representation of Authority to Contribute: If You are

Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker. Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden. Cave Cricket from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gyga. Crab, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga. Fly, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga. Golem, Wood from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger. Kamadan from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth. Rot Grub from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gyga Labyrinth Lord TM Copyright 2007-2009, Daniel Proctor. Author Daniel Proctor. Darwin's World Copyright 2002, RPGObjects; Authors Dominic Covey and Chris Davis. Mutant Future TM Copyright 2008, Daniel Proctor and Ryan Denison. Authors Daniel Proctor and Ryan Denison. Aerial Servant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gyga. Axe Beak from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gyga. Beetle, Giant Boring from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gyga. Beetle, Giant Rhinoceros from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gyga. Brownie from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gyga. Crayfish, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gyga. Demon: Jubilex „The Faceless Lord” (Demon Lord) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gyga. Demon: Orcus (Demon Prince of Undead) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gyga. Devil: Amon (Duke of Hell) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gyga. Devil: Bael (Duke of Hell) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gyga. Devil: Geryon (Arch-Devil) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gyga. Ear Seeker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Erica Balsley, based on original material by Gary Gyga. Eel, Electric from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene.

Eye of the Deep from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gyga. Floating Eye from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gyga. Frog, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gyga. Frog, Monstrous Killer from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gyga. Frog, Monstrous Poisonous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gyga. Gas Spore from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gyga. Gorbelt from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Andrew Key. Groaning Spirit from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gyga. Hippocampus from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Erica Balsey, based on original material by Gary Gyga. Jackalwere from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene based on original material by Gary Gyga. Leprechaun from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene based on original material by Gary Gyga. Lurker Above from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gyga. Piercer from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gyga. Slithering Tracker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gyga. Slug, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gyga. Strangle Weed from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gyga. Tick, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gyga. Trapper from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gyga, Turtle, Giant Snapping from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Green, based on original material by Gary Gyga. Wind Walker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gyga, Yeti from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Green, based on original material by Gary Gyga. Advanced Edition Companion, Copyright 2009-2010, Daniel Proctor. Author Daniel Proctor. Beast Folio Volume 3, Copyright 2016, Steven Marella
END OF LICENSE

