

BF2

BEAST FOLIO

VOLUME 2



Labyrinth Lord
Compatible Product

Broken Tower Games

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

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

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CINDER HAG



No. Enc: 1
Alignment: Chaotic Evil
Movement: 90' (30')
Armor Class: 2
Hit Dice: 6
Attack: 3 (2 claws, 1 bite)
Damage: 1d4/1d4/1d6
Save: C6
Morale: 8
Hoard Class: XIV
XP: 1070

Sometimes when you burn a witch the witch burns you. A Cinder Hag is created when a witch has been hunted down and burnt at the stake. During the burning ceremonial it is believed that some malevolent fire spirit intervenes and merges with the witch. The Cinder Hag immediately uproots her stake and seeks retribution against those who have wronged her. Cinder Hags revel in fiery deaths and the burning of the world around her.

A Cinder Hag appears as a burnt human female with scorched ropes tied around a cinderling wooden stake. The Cinder Hag is constantly burning with fire and following her trail is an easy task.

Combat

- **Burning Touch:** The Cinder Hag attacks with 2 Claws and a Bite. Any successful hit will set their opponents on fire. Each round they will take 1d6 points of fire damage unless they spend a round to make dexterity check to put out the flames. Referees may have those burning to also make items saving throws to see if possessions are destroyed in the process.
- **Immolation Blast:** A Cinder Hag may spend a round to plant her cinderling stake in the ground. During that time she forfeits her attacks as she increases the intensity of the flames. For each round

planted she gather up 2d6 points of fire damage up to maximum of 6d6. During any of those three rounds she may release a blast of fire in a 30' radius.(round 1 2d6, round 2 4d6, round 3 6d6)

- Spell Abilities: Can cast *Heat Metal* and *Pyrotechnics* 3/day.
- Fire Immunity: Cinder Hag are immune to fire.
- Water Vulnerability: A gallon of water will deal 1d6 points of damage to the Cinder Hag. Any water based or ice based spell deals double damage.

Adventure Seeds

1.	You are hired by a Merchant to transport goods to a rural village. Upon arrival all that remains are charred buildings and burnt bodies. A trail of burnt grass leads into the forest.
2.	You are approached by a Coven of Witches. They ask for help with the recent disappearance of their kind. A Cinder Hag has been kidnapping and burning witches, hoping to replicate her creation process.
3.	The local woods are burning. A Cinder Hag has recruited a band of fire mephits with clear intention to watch the world burn.



GULA



No. Enc: 1d4

Alignment: Chaotic Evil

Movement: 90' (30')

Armor Class: 2

Hit Dice: 5

Attack: 1

Damage: 1d6, special

Save: F5

Morale: 10

Hoard Class: XXI

XP: 650

A Gula is a gluttonous undead who has an insatiable hunger for all living beings. From rats to humans the Gula is constantly on the move to feed its appetite. The Gula has an emaciated frame with a bloated abdomen. Its skin is sickly yellow with jagged rotting teeth. A Gula is born when someone dies from starvation, from simply being a poor peasant slowly diminishing away to a criminal locked in a dungeon cell.

For reasons unknown the starved return from death seeking everything and anything to consume. The Gula is able convert recently consumed flesh into energy to power an array of supernatural abilities.

Combat

- Gula primary attack is their bite, which does 1d6 points of damage and 1d3 points of constitution damage. For each point of constitution lost the Gula gains 1 essence point, which can be used to fuel various abilities. Constitution lose is healed at 1 point per day.
- Gula has an essence pool that can used to fuel various abilities, as indicated on the chart below. Using points to fuel an ability is a free action. A Gula can have no more then their HD in essence points. Unused essence points fade away at 1 point per turn. Gulas typically start combat with zero points in their essence pool.
- Gulas are immune to mind-affecting abilities like sleep and charm.

Essence Abilities

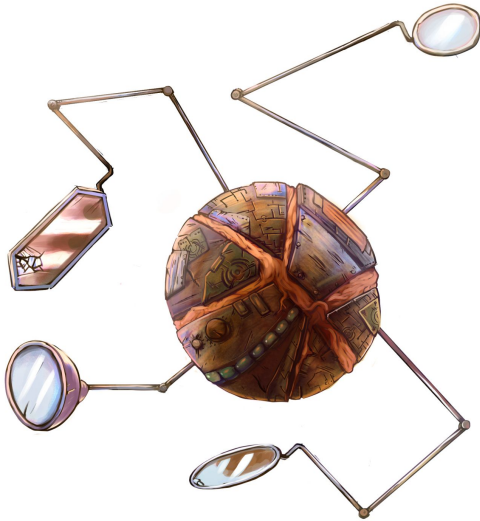
1 Point	Gains a +1 to attack and damage rolls for 1 round
2 Points	Next round automatically win initiative
2 Points	Gains an additional attack
2 Points	If affected by Turn Undead can negate a successful turn result
3 Points	Automatically makes a saving throw

Adventure Seeds

1.	A Necromancer has been kidnapping people across the realm. They are held in abandoned prison, where the prisoners are slowly starving to death. He is hoping this experiment will yield a pack of Gulas.
2.	Desolate farms surround a distant village. Their farmers and livestock devoured. A plea for help has gone out.



OBSERVER ORB



No. Enc: 1
Alignment: Neutral
Movement: 60 (20')
Fly: 150 (50')
Armor Class: 0
Hit Dice: 3
Attack: See Below
Damage: none
Save: F3
Morale: 6
Hoard Class: None
XP: 205

Observer Orbs were originally created by the Hourglass Mage as his personal spies. Hundreds of them would monitor the City of Silence collecting information. At the end of his reign he passed the knowledge of their creation to a cabal of Cybermancer. Eventually that lore found its way onto the Prime Material Plane and can be found in a rare formula book that holds the blueprints of their creation.

Observer Orbs are 2' in diameter, made of metal plates of various colors and hues. Inside it's metallic frame is a collection of brain matter that stores information. Four appendages with lenses at their ends are attached to the main body. The Observer Orb main purpose is to record visual imagery for their creators. One lens is used to record visual data, while the other three are used for defensive purposes. The Observer Orb houses years of recorded visuals that can be playback in a holographic scene. Only its creator can access the stored imagery.

There are rumors of psychically endowed individual who possess the ability to hack into the Observer Orbs memory bank. Observer Orbs go to great lengths to avoid combat.

Combat

- Observer Orbs are immune to mind-affecting abilities like sleep and charm spells.
- Observer Orbs have infravision 60', can see invisible creatures, can't be flanked, immune to back stabs, and cannot be surprised.
- Any spell that targets an Observer Orb has 50% chance of being reflected back at the caster.

- Observer Orbs has four appendages that end in lenses. One lens is used to record visual data. The other three have defensive purposes. The Observer Orb can use all three defensive lenses during its turn. The range on the lenses is 60'. Listed below the effects of the lenses.

Observer Orb Lenses

Lens 1	Used to record visual data. It can record decades of imagery. Can create a miniature holographic video of a scene or event.
Lens 2	This lens fires a beam of white light directly into eyes of its opponent. Save vs. petrify or be blinded for 1d4+1 rounds.
Lens 3	This lens fire a beam of red energy towards an opponent. Save vs. paralyze or be stunned for 1d4+1 rounds.
Lens 4	This lens fire a beam of violet energy towards an opponent. Save vs. spell or be confused as per the spell for 1d4+1 rounds.

Adventure Seeds

1.	The group is travelling through a large town and begin to notice these strange orbs following their every movement. Any attempt to confront them has the Observer Orbs quickly retreat only to reappear again from a distance away.
2.	A great event took place years ago. It was documented by an Observer Orb. You are hired to find a psychic and that particular Observer Orb to unravel the mysteries of that day.
3.	The City of Silence is located on a demiplane. The sky is always black and the city is a cold fortress of steel and iron. Speech is outlawed and thousands of Observer Orbs patrol the streets waiting to report the breaking of the law.

ZOMBIE, RADIATION



No. Enc: 2d4

Alignment: Chaotic Evil

Movement: 120' (40')

Armor Class: 8

Hit Dice: 2

Attack: 1

Damage: 1d8, radiation damage

Save: F1

Morale: 12

Hoard Class: None

XP: 38

Radiation Zombies are created when a human is exposed to highly radioactive material. Depending on the level of radiation it will either kill them outright or slowly poison them over a period of time. A small number of those slain by radiation will return to life as a Radiation Zombie. These mindless undead possess all the traits of a typical zombie but also deal radiation damage and the potential to poison those who come in contact with

them.

Combat

- **Radiation:** On a successful attack their opponent must save vs poison. Failure deals an additional 1d6 points of radiation damage and also give them 1 level of radiation sickness. A level of radiation sickness reduces all attribute by -1. There are five levels of radiation sickness with each level dealing an additional -1 to all attributes. A sixth failure results in death. Attributes are recovered at a rate of 1 per week. *Delay poison* cuts that time in half, *neutralize poison* eliminates 1 level of radiation poisoning, and *restoration* cures all. Those killed by radiation poisoning have a 10% chance to return as a Radiation Zombie.
- **Slow:** Acts last during initiative.
- **Immunity:** Immune to mind-affecting spells.

Adventure Seeds

1.	The river tribes call it sky poison. A recent meteor strike has poisoned the rivers. The unsuspecting tribes are being exposed to radiation and their dead are returning from the grave.
2.	A distant fort in a desolate mountain range has fallen under siege. Zombies carrying the sickness surround and harass the fort. A wizard has compiled a ritual to teleport the group into the heart of the Fortress hoping they can figure out what is going on.
3.	A spaceship has crash landed and its reactor is leaking. The original crew has risen as Radiation Zombies and slowly spreading their disease. The only way to end this Zombie Apocalypse is by disabling the reactor.



APPENDIX: RADIATION RULES

Radiation damage is another damage type like fire, cold, acid, etc. For each die of radiation damage you take you must make a save vs poison. Upon failure you gain a point of radiation sickness. Radiation sickness goes from levels 1 to 5. For each point of radiation sickness you take a -1 to all your attributes. Each point of radiation sickness is cumulative. When you reach level 5 you are at -5 to all your attributes and you must make a save vs poison 1/day or die. If you go beyond level 5 you die.

Radiation sickness goes away at 1 point per week. If a *delayed poison* spell is cast it cuts the time in half. A casting of *neutralize poison* removes 1 level of radiation sickness. A *restoration* spell removes all levels of radiation sickness.

Another option is at each level of radiation sickness you might develop another symptom like hair loss, brain cell damage, sloughing of skin, etc. For each level you roll a 1d6 and each level of radiation sickness increases your odds of getting an additional symptom. For example level 2 radiation sickness you might gain additional symptom on a roll 1-2 on a d6. Level 5 radiation sickness you develop one on roll 1-5 on a d6. Some of the symptom are flavor elements, while other might have mechanical penalty to them.

Radiation Sickness Levels

Level	Effect	D6 Symptom
1.	-1 to all attributes	1/D6
2.	-2 to all attributes	1-2/D6
3.	-3 to all attributes	1-3/D6
4.	-4 to all attributes	1-4/D6
5.	-5 to all attributes	1-5/D6

Symptom Chart

1.	Hair Loss	Clumps of hair fall out.
2.	Severe Fatigue	You are wrack by severe fatigue and must make a con check each day or be bedridden.
3.	Sluggish	You go last in all initiative rounds.
4.	Brain Cell Loss	Additional 1 point of intelligence damage and if you are a spell caster you lose one spell slot randomly.
5.	Spontaneous Bleeding	Once per day their a 50% chance you begin bleeding. You take 1d4 points of damage and 1 point each round until mended or cured.
6.	Hampered Immune System	Saves vs disease, poison, etc are done at -2.
7.	Shortened Lifespan	Your character will die at the elderly stage instead of the venerable stage. This is cumulative, each time you roll this result it reduces life stage by another step. If it matches your current life stage your character dies.
8.	Teeth Loss	1d4 teeth are lost each day
9.	Infertility	You become infertile
10.	Appetite Loss	You have no desire to eat.

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