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BEAST FOLIO

VOLUME 1



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 artwork and product name.

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CHAOS OOZE



No. Enc: 1 (0)
Alignment: Neutral
Movement: 60' (20')
Armor Class: Variable (see below)
Hit Dice: 8
Attack: Variable(see below)
Damage: Variable(see below)
Save: F5
Morale: 12
Hoard Class: VIIx2
XP: 3560

Chaos Oozes hail from the Plane of Chaos and spread to the Material Plane through planar breaches. These mindless creatures are an

amalgam of various material consisting of flesh, metals, slimes, debris, etc. They constantly shift from minute to minute creating a random set of circumstances each round in combat. A typically Chaos Ooze are 12' long and can weigh a couple thousand pounds.

They scour dungeons collecting any material they encounter. Whole sections of a dungeon complex have been known to be wiped clean as the Chaos Ooze assimilates furniture, tools, statues, weapons, liquids, etc. The Chaos Ooze will engulf any inanimate material and slowly absorb it to sustain its form and provide nutrients. Chaos Oozes prefer to slay any living prey before feeding off them. Depending on the mass and consistency of the material being consumed it can take anywhere from a couple rounds to a couple of days. A slain Chaos Ooze body can be searched for treasure. During its travels it may have consumed coins, gems, magic items, mundane items etc.

Combat

- **Variable Defense:** The configuration of the Chaos Ooze changes each round. Sometimes plates of metal will cover a substantial part of the ooze while other rounds less durable material will cover a significant portion of the oozes body. Each round roll 1d6 on the fluctuation chart below, that will determine its armor class each round.
- **Variable Attacks:** The Chaos Ooze can attack with up to six pseudopods each round dealing anywhere from 1d4 to 1d20 points of damage. Each round roll two 1d6s to determine number of attacks and damage dealt. See the fluctuation chart below
- **Variable Resistance:** The configuration of the Chaos Oozes body is ever changing. Each round it gains and loses resistances depending on which elements have the most influence.. Roll 1d6 on the fluctuation chart below.
- **Engulf:** The Chaos Ooze can choose to engulf an opponent instead of making any attacks this round. The Chaos Ooze simply needs to move over its opponent to occupy its space. The opponent may make a dexterity check to move out of the way. If a dexterity check is failed then the victim is

engulfed and takes 2d6 points damage as its body begins to be ripped apart and meld into the Chaos Oozes form. Each round a trapped victim may make a strength check to break free.

FLUCTUATION CHART

D6	AC	Attacks	Damage	Resistances
1.	7	1	1d4	Immune to Slashing Damage
2.	5	2	1d6	Immune to Piercing Damage
3.	3	3	1d8	Immune to Blunt Damage
4.	1	4	1d10	Immune to Fire and Acid
5.	-1	5	1d12	Immune to Cold and Electricity
6.	-3	6	1d20	Immune to Spells

For example at the beginning of a round you roll 5d6 to determine the Chaos Oozes current arrangement. It could have an AC of 7, 6 attacks that do 1d10 points of damage and immune to slashing damage. The following round the creature will have a new arrangement.

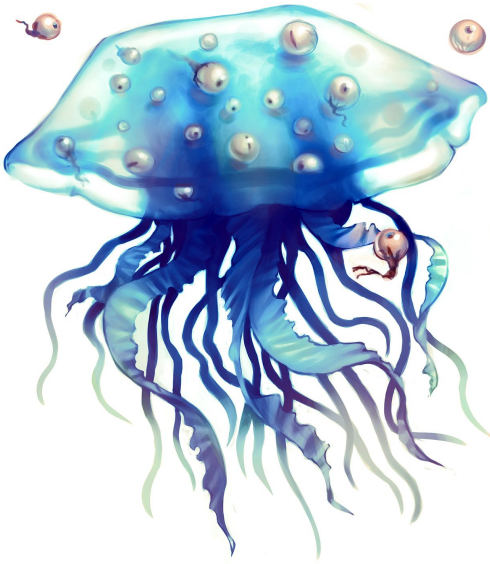
ADVENTURE SEEDS

A planar rift to the Plane of Chaos has recently appeared in the nearby wilderness. The local sage Abigar has created a device to close the rift. He hires the adventuring group to perform this task. Unfortunately a Chaos Ooze lurks outside the breach waiting for any prey to encroach on its new territory.

A wizard hoping to specialize in chaos magic wants the group to capture a Chaos Ooze alive. He wishes to dissect and analyze its highly morphic nature to gather greater insight into the very nature of chaos itself.

A powerful nobleman's son recently went on an exploration in a dark dungeon. Only one person from his party survived. The survivor mentioned they were killed by a mutating ooze. He believes the nobleman's son body was absorbed into the ooze. The nobleman hopes to have his son resurrected, but needs some piece of his body to do so. He is hoping the adventurers can help with this quandary

OCULAR JELLY



No. Enc: 2d4

Alignment: Neutral

Movement: 60' (20')

Fly: 150 (50')

Armor Class: 8

Hit Dice: 2

Attack: 6 (tentacles)

Damage: 1 damage per tentacle

Save: F2

Morale: 6

Hoard Class: None

XP: 47

Ocular Jellies are subterranean scavengers with the appearance of a blue jelly fish with dozens of eyes swarming through its body. The Ocular Jelly searches the underdark for eyeballs of the recently deceased, typically shadowing a larger predator with the intention of ripping out the eyes of a discarded meal.. The specific protein from the collagen fiber of the eye is the only sustenance that the Ocular Jelly can feed upon. An eye that has been assimilated into their body takes one to two weeks to consume. Ocular Jellies tend to avoid combat but when ample food is scarce they will gather together in packs to find a source to sustain them. Ocular Jellies are typically 3' tall and weight 40 lbs.

COMBAT

- Ocular Jellies can attack with six tentacles each round. Each tentacles does 1 point of damage.
- Ocular Jellies have the ability to target a prey and rip their eyes out. A Jelly can focus on one individual and use a form of telekinesis to rip an eye out. The eye is then assimilated into their body to provide nutrients. The eye rip attack has a range of 30' and requires the victim to make a save vs paralyze. A failed save will tear one eye from the victim. The victim needs to make a system shock roll or fall unconscious for 2d4 turns. Regardless of success or failure on the system shock roll all subsequent rolls are made at -2 with the loss of one eye. If a second eye is torn out the victim must make another system shock roll at -20% or fall unconscious for 3d4 turns. If both eyes have been removed the opponent is blinded. A removed eye can be reattached within one week if the correct eye or eyes are found inside the Ocular Jelly and a cure spell is cast while the eye is held in the socket.
- The Ocular Jelly can use all the eyes it is currently consuming to grant it superior vision that allows them the ability to see in the dark and detect invisible opponents. Ocular Jellies cannot be backstabbed, flanked, or surprised.

ADVENTURE SEEDS

1.	As you are travelling through the woods you come across a druid stumbling about. His eyes have been torn out. He recently was exploring a cave system and was attacked by an Ocular Jelly. He pleads for the group to search the cave system and find his eyes.
2.	A magic-user has recently captured an Ocular Jelly. Unfortunately he has digested all of its eyes and is close to dying. He wants the group to find dozens of eyes to feed his beast. He hands them a list of species he wants them to collect from.
3.	The group is tasked with finding a purple worm. A scholar has suggested to follow the migration pattern of the Ocular Jelly. He believe that these creatures shadow the purple worm hoping to pick up remnant of their destruction.

RED-LEGGED SCISSOR-MAN



No. Enc: 1
Alignment: Chaotic Evil
Movement: 150' (50')
Armor Class: 3
Hit Dice: 4
Attack: 2
Damage: 1d12
Save: M4
Morale: 8
Hoard Class: XVII
XP: 300

*The door flew open, in he ran,
The great long Red-Legged Scissor-Man...
Snip! Snap! the scissors go;
And Conrad cries out Oh! oh! oh!
Snip! Snap! Snip! They go so fast,
That both his thumbs are off at last.*

The Red-Legged Scissor-Men also known as the Great Tall Tailors are mischievous fey who delight in fear and terror. They plot their deeds on the outskirts of civilization, waiting for an ample opportunity to sneak into a home under the cover of night and sever a thumb for their delight. The thumbs are collected as trinkets and finding their liar will reveal quite a ghastly sight of collected amputations.

Words and tales spread quickly once a Red-Legged Scissor-Man has committed his atrocious act. Tales and warning permeate the village. Terror is sowed to this fey delight. The Scissor-Man will repeat his nightly attacks until all children are missing their thumbs. Once a village has been totally decimated by the Scissor-Man he will move on to greener pastures where he can continue his terror once again.

Red-Legged Scissor-Men are tall and lean, standing 7' tall and weighing 120 lbs. They wear a dark green coat, with blood red pants, and a ragged top hat. Their arms end in bloody scissors that constantly drip with red ichor.

COMBAT

- Scissor-Men are extremely stealthy. They can hide in shadows and move silently at 90%.
- Scissor-Men are able to cast *invisibility* at will.

- Scissor-Men have 60' Infravision.
- The scissors that are in place of their hands are extremely sharp. They deal 1d12 points of damage and wounds continue to bleed for 1 point of damage each round. A full round is needed to bandage the wounds or a cure spell must be cast to stop the bleeding. The bleed damage is cumulative.
- When a Scissor-Man successfully attacks with an natural attack roll of 19 or 20 they automatically sever their opponents thumb. A second successful attack with another 19 or 20 will sever the other thumb. A person without a thumb cannot hold a weapon properly and will suffer from the disadvantages of being thumbless. A *regeneration* spell is needed to replace missing thumbs.

LAIR TREASURE

Mason jar with a dozen pickled thumbs, clay-pipe doll, 12 silver pieces, 3 gold pieces, scrolls of magic missiles, and a potion of extra-healing.

Hill Giant thumb in a sack, riding stick horse, 6 electrum pieces, 4 platinum pieces, and a yellow sapphire.

Thumb Necklace, bloody silver chalice, teddy bear with missing eyes, and a bag with broken toy soldiers.

ADVENTURE SEEDS

The Baron's daughter was recently cursed by a nasty old witch. Her hair grows uncontrollably and can't be cut even by the sharpest blade. Rumors of a fey with scissor-hands has caught the Barons attention with the hopes the bloody blades are sharp enough to alleviate his daughter's condition.

While travelling through the deep forest you stumble upon a village. You quickly notice every child you come across are missing both thumbs.

The Constable has hired the group to investigate the grisly scene at the Thompson household.

STEAM BEAST



No. Enc: 1 (2d4)
Alignment: Chaotic Evil
Movement: 120' (40')
Armor Class: 6
Hit Dice: 7
Attack: 2 (2 Claws)
Damage: 1d6/1d6
Save: F7
Morale: 10
Hoard Class: VII
XP: 1490

Steam Beast are an amalgam of two minor elementals fused together in a reinforced glass apparatus originating from the Inner Planes. At the heart of this beast are a minor water and fire elemental who has merged into one being with conflicting stability. Steam Beast are rumored to have been created by the Efreet in the City of Brass to be used as guardians but quickly fell out of favor since they have a tendency to attack their owners when combat ensues. They are typically found guarding important places or roaming the Inner Planes in packs.

COMBAT

- Steam Beast attack with 2 claws that do 1d6 damage. If both claws hit they rend for additional 1d6 damage.
- Once every 1d4 rounds the Steam Beast can let loose a concentrated blast of boiling steam in a direct line. The blast damage is equal to the Steam Beast current hit points. A save vs. breath weapon will reduce damage by half. The blast has a range of 60'.
- When slain the Steam Beast will burst into hundreds of shards of heated glass doing 2d6 points of damage in a 30' radius.
- Each round there is a chance that a Steam Beast will lose control of itself and randomly attack anyone within range. At the end of each round total up all damage dealt to the Steam Beast. Roll a percentile dice based on total damage. If rolled under the damage total the Steam Beast enters into a rage and randomly attacks anyone within range including other Steam Beast or allies.
- Steam Beast are immune to fire damage.

ADVENTURE SEEDS

The group needs to acquire a ring of fire resistance. They have a trip to a fiery place up coming. Rumor has it that the creator of the Steam Beast left a ring inside the creature glass chassis.

A Clan of Fire Giants unleashed a pack of Steam Beat on local town to cause havoc and panic before their main assault.

In the Fire Marshes of Abu-tar lies a barrow mound that houses the tomb of a great Efreeti lord. Rumors of great treasures have surfaced. The tomb is currently guarded by 4 Steam Beast who are sworn to protect their master final resting place.

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