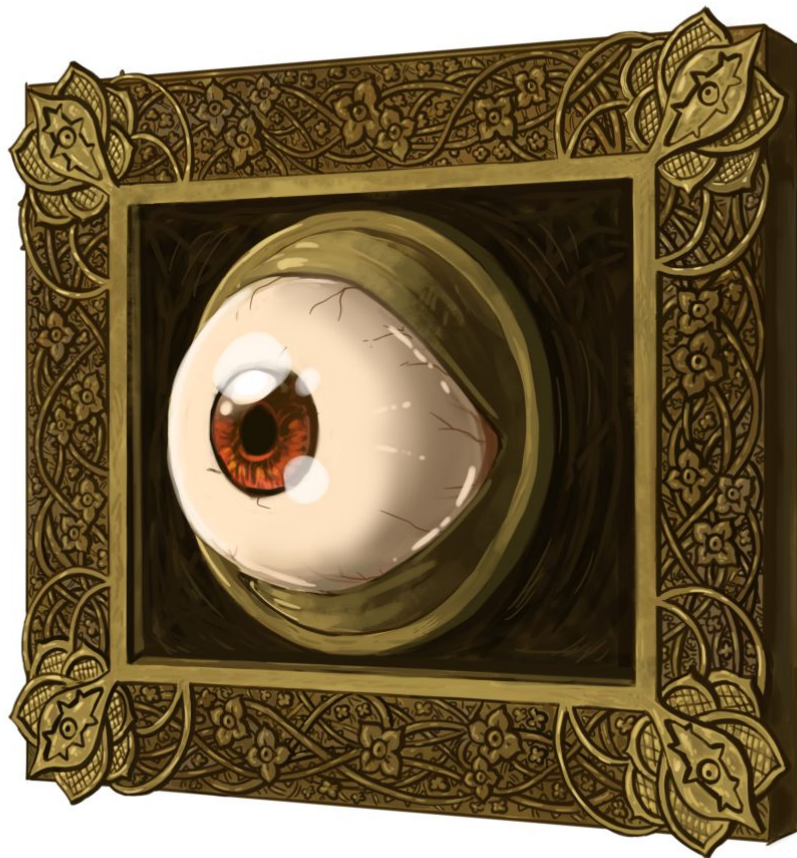


BF3

BEAST FOLIO

VOLUME 3



Labyrinth Lord
Compatible Product

Broken Tower Games

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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

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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.

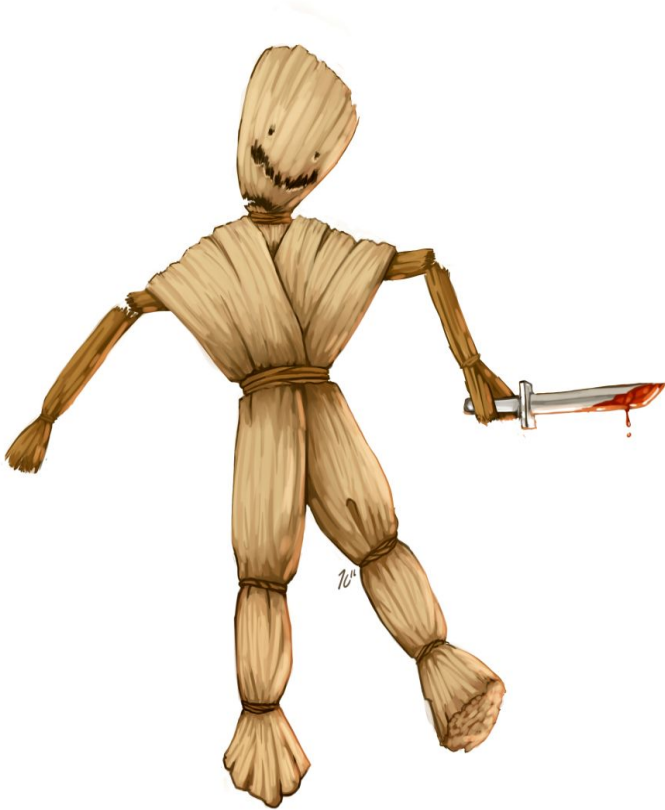
Combat

- 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.

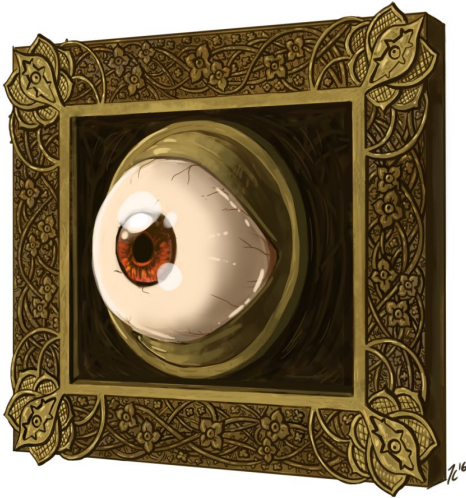
- Id Sphere can release a brain crush attack which erodes the target sanity. The brain crush attack requires a save vs spell or the target loses 2d4 points of wisdom. A target reduce to 0 wisdom is dead and their consciousness absorb into the Id Sphere. Wisdom damage is recovered at 1 point per day. 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 appears 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.

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