

Humanoids

It would be nice if every monster could be classified as either good or evil. If this were true, whenever a party of adventurers came across a group of Higmoni, they could attack them in good conscience knowing that the creatures were up to no good. However, in the *Forge: Out of Chaos* role-playing system that is not the case. There is no such distinction between good and evil in living creatures. As in reality, morality always exists in shades of gray. It is usually wise for adventurers to speak with the humanoids they encounter instead of just drawing swords and rushing into battle. By speaking first, it may be possible to avoid combat and keep both armor and weapons intact. In fact, it is even possible that the humanoids are friendly and will agree to aid the party with information or supplies.

While individual creatures always have their own distinct attitudes and personalities, the majority follow the racial characteristics that are described in the following monster descriptions. Therefore, while it is possible to find a Higmoni warrior living peacefully in a Human village, the majority of the race is violent and pugnacious.

Undead

The term Undead refers to an abomination created from the decomposing remains of a humanoid. These creatures are usually mindless, show no mercy toward their victims, and attack without hesitation. They are created through the magical spells of Necromancers or other horrid monsters that tamper with the forces of life and death. These unholy creatures serve their creator until they are destroyed. They do not require sustenance, sleep, or air. They have Undead Vision that allows them to see in complete darkness. In addition, certain types gain immunities to non-magical weapons or suffer less damage from sharp or blunt ones (e.g. Giant Skeletons, Skeletons, and Zombies).

Even though undead creatures gain several benefits, they are unable to enter direct sunlight without suffering damage or other harmful effects. When exposed to direct sunlight, the undead suffer damage equal to 1 Hit Point per minute. Since undead are no longer living creatures, their wounds do not heal. Once they reach 0 Hit Points they are instantly destroyed. The only way an undead creature's Hit Points can be restored is through the magical spell *Repair Undead*.

Catalogue of Monsters

Hit Points - Like characters, monsters have Hit Points that determine how much damage they may sustain before they die. This category displays the monster's Hit Point range.

Armor Rating - illustrates the creature's natural Defensive Values when attacked from the front, side, or behind.

Attack Value - displays the creature's regular Attack Value. While humanoid Attack Values which may change from weapon to weapon, the Attack Value of animals and undead usually remain constant.

No. of Attacks - shows the number of attacks per minute available to the monster.

Weapon Type - virtually every creature has some sort of attack mode to cause damage, either physically or mentally. This category informs the Referee of what type of attack modes the monster uses in combat (e.g. weapon, bite, or claw).

Damage - determined by the monster's weapon type and potentially enhanced by the creature's Strength. This category illustrates which damage dice are rolled for any given attack. When dealing with multiple attacks or various attack modes, the damage dice are displayed for each type of attack. It is important for the Referee to remember that the monster inflicts 1 point of actual damage for each damage die rolled. For example, a wolf bites a character and inflicts 2d4 points of damage. Despite the result, 2 points must be deducted from the victim's Hit Points, while the rest may be absorbed by its armor (if applicable).

Saving Throws - this category displays the creature's innate Saving Throw vs. harmful attacks. The Saving Throw is the same for any of the following: Death, Disease, Fear, Magic, Mind, and Poison. The number shown reflects the lowest number on a d20 that the creature needs for a successful roll. For example, a creature with an 8+ Saving Throw needs to roll an 8 or better on its d20 to successfully make its save. If the number rolled is 7 or below, the creature failed and is subject to the full effects of the attack.

Speed - this value represents the creature's physical movement rate, whether running, swimming and/or flying. Some monsters have two separate speed values. This displays the movement rate for each movement type available. For example, a Harpy has a 2 / 6 speed that represents a movement rate of 2 (running) and 6 (flying).

SPEED	MOVEMENT RATE	SPEED	MOVEMENT RATE
13	2800 yds/min	6	440 yds/min
12	2400 yds/min	5	340 yds/min
11	2000 yds/min	4	260 yds/min
10	1600 yds/min	3	180 yds/min
9	1300 yds/min	2	120 yds/min
8	1000 yds/min	1	60 yds/min
7	700 yds/min	0	no mvmt possible

Avecki

Avecki are odd-looking creatures that resemble frogs or toads of unusual size. These creatures stand almost two feet tall at the shoulder and squat down on four legs in a crouched position. They have several layers of thick skin that cover their body, giving them the equivalent to a 3 AR. The heads of these creatures are much narrower than a normal frog and have three separate eyes that allow them to see 360 degrees. They move about by hopping and may leap a distance of 20'.

Avecki are carnivorous creatures. They possess the ability to spit a digestive fluid on potential prey that are within melee combat. This attack requires it to strike a DV 0 on its d20 roll. If successful, the victim suffers 2d4 points of actual damage, as this form of acid is harmful only to living tissue. The fluid also affects the visual organs of the victim and forces him to make a Saving Throw vs. Poison or else become blind. The poison is very weak and grants the character a +4 Saving Throw. If failed, the affliction lasts 1d4 days. In some cases (25%) the blindness is permanent and can only be healed through the use of spells or magical items.

Once potential prey is killed, Avecki absorb the victim's blood and plasma. Avecki inhabit lakes, swamps and other watery areas. Possessing a Speed of only 2 on land, their webbed feet enable them to move about quickly in water. This gives them a Speed of 5 when submerged. Avecki tend to gather in small groups and are generally encountered in numbers ranging from one to three.

Basilisk

HIT POINTS	110 + 3d6
ARMOR RATING	10
ATTACK VALUE	8
NO. OF ATTACKS	1
WEAPON TYPE	Bite
DAMAGE	1d6
SAVING THROWS	5+
SPEED	3 / 7

These horrific creatures are greatly feared by all humanoid races. They resemble huge snakes with a large heads, huge fangs, and 8' long, coiled bodies. Their scales are often green to light brown and the coloration is blotchy. Half-way down their scaly hide protrude large bat-like wings that allow them movement through the air at a Speed of 7, as opposed to their Speed of 3 when slithering on the ground. Its thick scales grant the Basilisk an AR of 10.

Basilisks attack with their venomous bite. Their razor sharp teeth allow them to easily penetrate armor. When the d6 is rolled to determine damage, only 1 point is deducted from the victim's armor. The remainder of the damage is subtracted directly from the victim's Hit Points. Its venom is so deadly that each successful bite requires a Saving Throw vs. Poison (at -2) or the opponent dies instantly. Even if the Saving Throw is successful, the victim still suffers 2d8 points of actual damage.

Once engaged with a potential prey, Basilisks seldom flee. They inhabit desolate countrysides and wastelands. Since no one has ever witnessed a Basilisk reproduce (and live to tell the tale), sages are unsure of its mating cycle.



Bear, Grizzly

HIT POINTS	50 +1d6
ARMOR RATING	7
ATTACK VALUE	7
NO. OF ATTACKS	2
WEAPON TYPE	Claw / Claw
DAMAGE	2d4 +3 / 2d4 +3
SAVING THROWS	13+
SPEED	5

Grizzly Bears reach a height of more than 12 feet when standing on their hind legs. When encountered, there is an 80% chance that these animals will simply pass by and leave travelers alone. Once injured, however, these creatures become aggressive and attack until slain.

Grizzly Bears possess an Attack Value of 7 and attack with two clawed paws each combat minute. Both of these weapons must be focused on the same combatant. Each successful hit inflicts 2d4+3 points of damage. In addition to their high AV, these animals have a natural Armor Rating of 7 due to their thick hides.

Bears can move surprisingly fast for such large animals. Although they move with a Speed of 5, they are unable to maintain such a movement rate for more than 10 minutes. After such a sprint, Grizzlies become tired and must stop running. The hides of these animals are worth a great deal of money in humanoid communities, the average pelt selling for 80 gold coins.

Bloodril

HIT POINTS	1d4
ARMOR RATING	4
ATTACK VALUE	2
NO. OF ATTACKS	1
WEAPON TYPE	Bite
DAMAGE	1 + draining
SAVING THROWS	18+
SPEED	1

These arthropods resemble crabs with no pincers. Their six legs end in small hooks that help them attach themselves to almost any surface. The outer shell of these animals are extremely hard and gives them a natural Armor Rating. They also grow a fungus over their exterior which is used as camouflage.

Bloodrils are normally found hanging from ceilings. Since their camouflage makes them appear to be patches of moss or similar vegetation, they gain surprise 70% of the time. When a warm-blooded victim passes beneath them, the arthropods drop on their prey and attack. A d20 must be rolled to determine if the Bloodril successfully hits. When attacking, these creatures have an Attack Value of 2 and are only required to strike the victim's DV2. If successful, the monster grabs hold of the victim with its hook-like appendages and attacks with a sucker mouth located underneath its shell. The bite inflicts 1 point of damage and continues to drain 1 additional Hit Point of damage each minute that it remains attached. Although they typically drop on prey, Bloodrils can jump for short distances and may easily attack creatures from the ground.

The only way to remove a Bloodril is to kill it. If weapons are employed against the creature while it is attached, the host victim suffers 1/4 of the damage from the attack. Although physical attacks are possible, the most effective way of killing the creature is with fire. The body chemistry of this monster is very susceptible to this form of attack. Applying a torch or other open flame inflicts 1d4 points of damage to the creature each minute. The victim does not suffer any damage from this attack.

Victims slain by Bloodrils are slowly digested over a period of several days. Since these creatures cannot digest metal, wood, or cloth items and weapons will be left intact. They are known to inhabit underground caverns, tunnels, and dungeons.

Boar, Giant

HIT POINTS	15 +1d6
ARMOR RATING	4
ATTACK VALUE	4
NO. OF ATTACKS	1 or 1
WEAPON TYPE	Charge or Tusks
DAMAGE	4d4 or 2d4
SAVING THROWS	14+
SPEED	4

These animals reach a height of 3' at the shoulder and weigh in excess of 150 pounds. Two large tusks protrude from their jaws. Giant Boars use these weapons to inflict damage in melee combat. Boars are aggressive hunters and attack 75% of the time. Due to their thick hides, they possess a natural Armor Rating of 4.

When entering combat from a distance of at least 20', a Giant Boar can charge and trample opponents. This method of attack allows it to inflict 4d4 points of damage. Although most of this damage may be absorbed by armor, 4 points must be deducted directly from the Hit Points of the victim. When engaged in melee combat, the Giant Boar flails about with its tusks. A successful hit inflicts 2d4 points of damage. Worse still, this animal automatically gores any victim that falls unconscious. This attack is similar to the *Final Blow* skill and instantly kills the victim.

The Giant Boar is a fearless aggressor. It is generally found in forests, but has also been encountered in hills and plains.

HIT POINTS	10 +1d6
ARMOR RATING	2
ATTACK VALUE	2
NO. OF ATTACKS	3
WEAPON TYPE	Claw / Claw / Bite
DAMAGE	1d4 / 1d4 / 1d2
SAVING THROWS	14+
SPEED	5

Bren

Bren stand almost 3 feet high and weigh less than 60 pounds. Although these monsters resemble monkeys, they are covered from head to tail with scales. These scales grant these animals a natural Armor Rating of 2. They are proficient climbers and have a 100% chance of success. Bren are carnivorous by nature and hunt in packs of 3 to 6.

When attacking, Bren use their two small, clawed hands and pointy fangs. The former attacks inflict 1d4 points of damage per claw, while the latter inflicts 1d2. Cowardly by nature, they will retreat if engaged with a superior enemy, often climbing trees or other surfaces to escape.

These creatures have their own language and communicate through a form of chattering and grunting. Bren make their lairs in tangled woodlands and dense forests, often building small structures high up in the trees.

HIT POINTS	15 + 1d6
ARMOR RATING	2
ATTACK VALUE	1
NO. OF ATTACKS	1
WEAPON TYPE	Beak
DAMAGE	1d4
SAVING THROWS	15 +
SPEED	4

Brysha

These large, flightless birds are commonly found in stagnant marshes. They stand almost 7' tall and weigh between 50 to 100 pounds. Brysha generally feed on fish and small frogs but have been known to attack humanoids when threatened or provoked.

When attacking in melee combat, the Brysha uses its beak to inflict 1d4 points of damage. Its large legs and long strides give it a Speed of 4. Brysha travel in groups ranging from seven to 12. Once agitated, these creatures will follow fleeing prey, hissing and spitting.

Brysha generally nest on muddy shores. When its eggs are endangered, the creature inflicts +2 damage due to its fierce, aggressive response. Brysha eggs can be sold on the open market for 25 gold coins apiece as this animal can be trained to serve as a guardian. A typical nest will hold 1d4 eggs.

HIT POINTS	25 + 1d6
ARMOR RATING	4
ATTACK VALUE	3
NO. OF ATTACKS	2
WEAPON TYPE	Claw / Claw
DAMAGE	2d4 / 2d4
SAVING THROWS	8 +
SPEED	4

Cavasha

Cavasha are creatures of gruesome appearance. The lower portion of their body is a collection of four tentacles. Looking at its eyes, one can see only large, white globes, which possess no pupils. Although blind, their hearing and sense of smell is exceptional and grants the Cavasha the equivalent to Undead Vision with 30' range. In addition, they possess iron-like claws that they use to attack. The skin color of a Cavasha is light brown to gray. Their upper torso is thin and leathery, granting them a natural 4 Armor Rating.

When engaged in melee combat, these creatures use their claws. Each successful hit inflicts 2d4 points of damage. Although these weapons are formidable, Cavasha possess an even more deadly attack. When engaged with a melee opponent, the creature's eyes produce a flash of light. This flash occurs every combat minute and each time the victim is exposed, he must make a Saving Throw vs. Death or else become permanently blind. A blinded character instantly suffers all Attack Value and defensive penalties associated to the affliction. There is no means of protecting against this attack mode except by averting one's gaze or by using the *Gaze Evasion* skill. The flash only affects the Prime Opponent of the Cavasha.

These monsters are carnivorous and extremely aggressive. They are most often encountered in groups of one to four. These creatures live in dark caverns, swamps and subterranean lairs.