

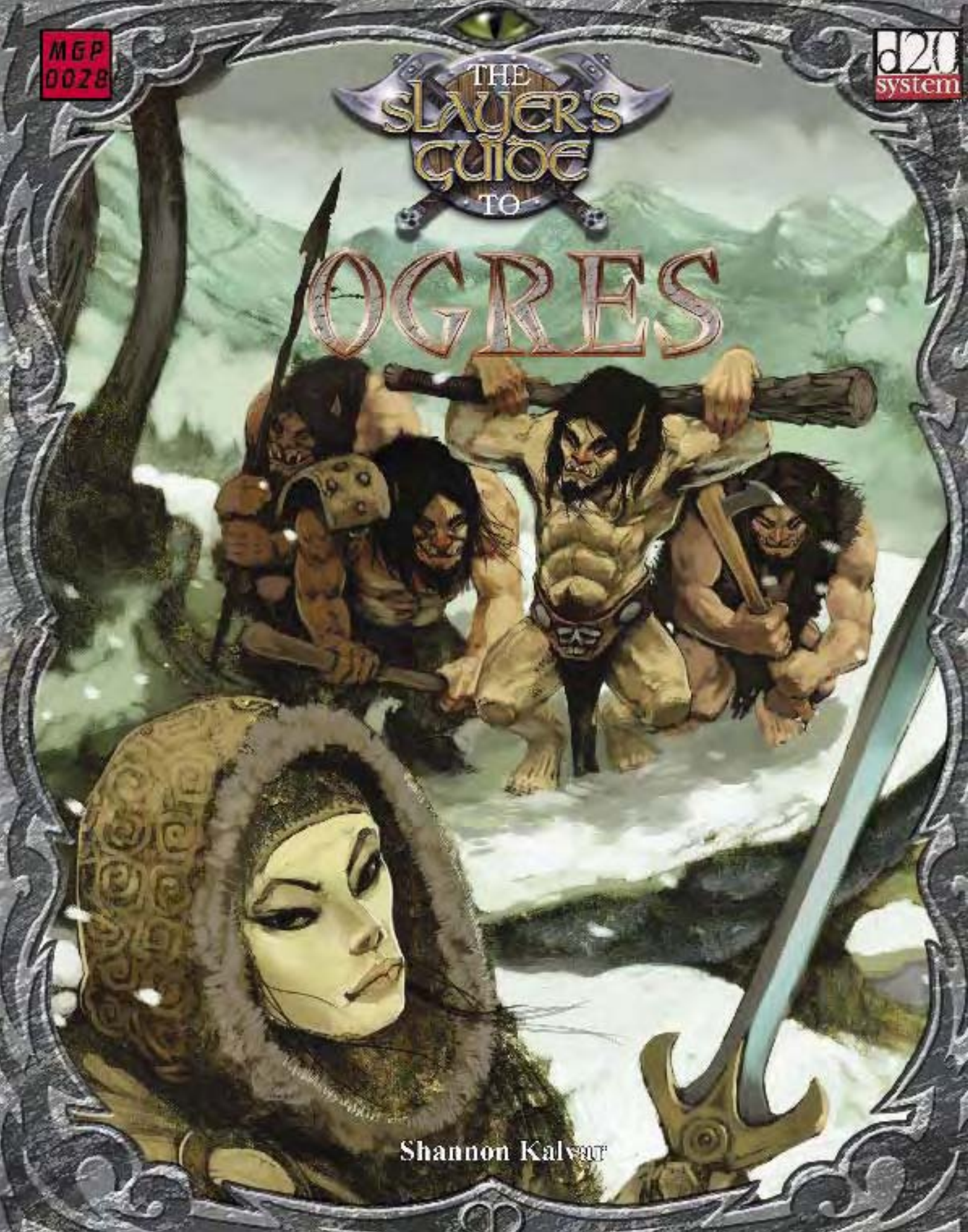
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THE
SLAYER'S
GUIDE
TO

OGRES

Shannon Kalvert





OGRŌ



Lateral
Skull
Profile



Mandible Incisor



Frontal

Skeletal
And
Muscle
Structure



Medial



Merrom Gill Pattern
(Male)

The Slayer's Guide To Ogres

Shannon Kalvar

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INTRODUCTION

Welcome to the *Slayer's Guide to Ogres*, the latest instalment in the long running '*Slayer's Guide*' series. Each book in the series focuses on a single monster or monstrous race from the pages of *Core Rulebook III*. This allows us to explore the monster in depth, providing details about its history, culture and physical presence that might not be immediately obvious.

This book, and the others in the series, seeks to provide the reader with a 'ready to use' monster template that both entertains and intimidates the players. For Games Masters it needs to provide a sufficiently setting neutral yet detail rich description to be easily applied to any campaign. For players, it should provide sufficient information to both entice the player to make a character of the race and bring a level of believability to hostile encounters with them.

WHY OGRES?

The most difficult question this book must address, more complex than anything to do with fictional physiology or subcultures, finds its clearest expression in the simple question: Why ogres? Why do players want to create ogre characters? Why do Games Masters want to use ogres as villains, minions, or setting elements? What about them attracts attention? What about them makes them the laughable buffoons encountered in song and story?

The basic image of ogres, of monstrous stupid men who can sweep cattle up in their arms, reoccurs in the folklore of hundreds of cultures. Every single time the ogre appears, a clever human or god appears right behind it, tricking the mighty creature to its death. Despite its strength and cannibalistic ways the ogre stands no chance against the tricky mind of an alert human being.

WHAT WE KNOW

From the *Core Rulebook III* we know that ogres are large, vicious and extremely lazy. They do not work well together, nor do they believe in bathing. Although they use some basic tactics most ogre encounters involve running away from foes.

The same source describes two (or possibly three) races of ogre. The common ogre stands nine to ten feet tall, smells like a dung heap and avoids direct confrontations. The merrow resemble their land-bound cousins but breath water and swim like fish. Finally we have the ogre mage, a creature somehow related to the common ogre but remarkably different; although they share a similar physical appearance the ogre mage represents a much greater threat than an ogre.

These three races represent an amalgamation of three basic folklore creatures: the ogre (large, strong, dumb), the merrow (a rather ugly merman from Irish legends) and the Japanese oni (literally ogre, demon, or fierce god). Ogres belong to all cultures. Merrow, as a specific type of relatively friendly merman, really only appear in Irish folklore. Oni come in many shapes but the *Core Rulebook III* limits ogre magi to relatively mundane forms.

Although it is tempting to discard the folklore as irrelevant to a gaming supplement, that lore also provides some clues to the solutions we seek. Specifically, it points towards several particulars that can be woven together to form a coherent narrative. These particulars form the framework of this book. By picking and choosing which elements fit in a specific setting the Games Master can easily add depth to his ogres. Similarly players can create interesting ogre characters from all three racial strains.

ORGANISATION OF ELEMENTS

Rather than stating a single 'truth' about ogres, the *Slayer's Guide to Ogres* outlines a variety of possible connections along common themes. These connections and origins are all mutually interchangeable; although some represent rather extreme versions of the ideas presented they all work together. These elements are backed up with rules designed to assist players and Games Masters in portraying ogres in a specific light.

Welcome to the world of ogres. Do not fail to pay attention, or someone may eat you.

Quinlan Gray's teeth cracked together as his back impacted against the rough pit wall. The handle of his throwing axe bit into his hip. 'Right. Keep your teeth closed when fighting.' He spat a wad of blood and white shards onto the moss covered stones. 'Lovely. Tall, strong, and it smells bad.'

Footsteps echoed around him like a hail of thunderclaps. Quinlan slid sideways, slipping between the wall and what he hoped was a large rock. The buzzing of flies and general stench suggested that his shelter might be something else entirely.

'Who said these things could see in the dark?' Faint rays of light illuminated the pit floor, the sun having touched the western sky when he started his descent. Locals claimed the creature went out to feed during the afternoon hours. It should be out there somewhere, eating a cow.

The footsteps faded. For a moment the fly's buzz filled the space. Then, from somewhere to his left, Quinlan heard a great sniff, followed by an almost human exhale and another sniff. He leaned forward onto the wet, loose stone. It gave under his weight, but held enough for him to lift his head up.

The great beast stood in the last rays of the dying sun. Ruddy light cast shadows along his skin, accenting the heavy muscles and long torso. Its comically short legs looked almost normal, bathed in shadows that revealed the depth of their strength. With its head thrown back like that, sucking air into its snout, Quinlan could not see its black eyes. Which was just as well.

He turned around, sliding on his back down the heap. 'Even better. It's sniffing for me.' He groped around for his sword. 'Maybe I can kill it while it is distracted.' His fingers found the cool hilt of the blade he had liberated from a goblin chieftain that summer. He took a deep breath, driving strength into his bones.

Quinlan allowed the explosion of his breath to carry him up, past the pile and the place where the creature first hit him. He stopped instantly, his studded leather and chain jingling like tiny bells, when he saw the creature's eyes on him. It reached down to its feet and picked up the log it used as a club.

The warrior shifted his weight from foot to foot. His ankles shook as they took his weight. 'Well. Not much chance of dodging in this shape.' He looked at his straight sword then back at the battle-scarred log the creature held. It roared, and echoes multiplied the sound a thousand fold. As the last reverberation ceased, Quinlan seized his axe and tossed it. The runes in the head cut circles of light in the dark air before it buried itself in the thing's chest.

The creature roared again. Its irises flared with unholy power. 'Gods. Strong, fast, tough and magical...is there anything this thing isn't?' Quinlan lifted his sword back to the centreline. The creature, blooded for the first time, bellowed once more then charged.

Quinlan rolled the creature's swing, lashing out at its belly as he dove past. He felt a rush of heat across his hands, then landed face first in a pile not unlike the one he just leapt away from. Behind him, the creature roared again. Then again, and again, each roar weaker than the last.

The mighty warrior dragged himself out of the heap, spitting foulness out past his broken teeth. He looked around while shaking muck off his hands. The creature shuddered on the floor, loops of intestines and blood flooding the space around it.

'Well, good. Strong, fast, tough, magical and rock stupid. That I can live with.'

One of the bits of muck rang against the stone floor. Bending down, Quinlan picked up a hard round metallic disk. His agile fingers found embossing on it, although he could not make out the design.



PHYSIOLOGY AND PSYCHOLOGY

The earliest depictions of ogres show them as large, degenerate human beings. They may also possess animalistic qualities, twisted human features or even radical deformities like useless limbs or extra eyes. Although later stories and sightings elaborate on these original themes, they remain true to them.

ORIGINS OF THE OGRES

Myths and legends suggest many possible origins for all three strains of ogre. Which, if any, of these origins holds the truth may remain an eternal mystery. Some scholars feel that they all are true, or at least ring true on a psychological level.

Fallen Humans

The most commonly accepted origin story for ogres holds that the three common types stem from a single human or near human culture that fell to evil. The reason given for this fall varies: some claim it was a curse, other's a punishment for moral transgressions. Hubris and vanity usually play a strong part in such tales.

In either event this origin places ogres firmly in the human family tree. Their immense size and strength, along with their remarkable stupidity, therefore represent exaggerations of the base stock. It also helps to explain why ogres cannot seem to overcome the lesser folk despite their obvious physical advantage. A race cursed to failure will always fail, at least until the curse is finally lifted.

According to this origin merrow and ogre magi represent aberrations in the race's overall downward spiral. Merrow somehow tap into their ancestral magic to adapt to underwater life. Ogre magi serve as focal points for the race's latent power. The hope of the race lies with these crude and dangerous creatures that may not even know their destiny.

Support for this theory comes from three sources: ogres' ability to interbreed with humans, the innately lawful nature of ogre magi and the superficial resemblance between humans and ogres.

This origin possibility does not require any modification to the ogre, merrow or ogre magi racial descriptions.

Fallen Fey

Another common explanation for the origin of ogres lies in their close association (often violent) with various kinds

of spiritual creatures. They appear as place guardians and obstacles of a particularly brutish nature, distinguishable from other nature spirits mostly for their rock-like stupidity. Indeed many stories about ogres mention a single, specific magical trick the creatures perform in their own defence.

According to this explanation common ogres are magical spirits who have lost or been somehow deprived of the majority of their powers. Merrow retain some small element of those powers, as witnessed by their aquatic nature. Ogre magi represent the 'original' ogres, magical creatures who fulfil a villain's role in the cosmic cycle of hero myths.

Support for this theory comes from several sources: tales of ogres' magical abilities and the innate magical power of the ogre magi standing foremost among these arguments. However, ogres are generally not vulnerable to the same things that trouble the fey. Indeed, they seem almost too mundane to be the descendants of spirits. Even the magically powerful ogre magi do not seem especially fazed by cold iron or other traditional tools.

This origin makes the most sense in worlds where the heroic cycle exists not as a theoretical construct but as a functional part of the cosmology. In such places the role of minor obstacle and thug carries a specific context and weight best filled by a weak fey. More importantly, the dim-witted yet physically imposing nature of the ogre makes it an excellent early obstacle for heroes who need to solve problems by their wits alone (a common motif in mythic worlds).

This origin does not strictly require any changes to the ogre, merrow or ogre magi race descriptions as presented. The Games Master may wish to give ogres access to one or more 0-level druid spells as a spell-like ability to their latent connection with the raw power of nature.

Fallen Giants

The most common explanation provided by ogres for their own origin, the so-called 'fallen giant' theory, states that the ogre races were once full giants. Indeed, they strode the land as the most powerful and magically adept giants of all time. Through either a mischance or more likely the envious machinations of the 'good' giants, the ogres were deprived of their rightful place. Although the ogres retain some vestige of their physical strength, most no longer wield the power that is rightfully theirs. This origin story helps to explain the bitterness and underlying rage that make up such a large part of ogre psychology.

In terms of evidence, the fallen giant theory certainly has the most support. Ogres are clearly descended from giant stock: their size, disproportionate strength and durability attest to that. Furthermore ogres of all three sorts constantly consort with more recognisable giants.

This origin does not require any changes to the ogre, merrow, or ogre magi race descriptions.

Tainted Demons

One of the more radical explanations for ogres holds that they are, in fact, the children of demons that somehow found themselves trapped on the mortal plane. Over time these demons devolved, their supernatural powers slipping through their fingers as they interbred with the giant races. The current form of ogres and merrow represent the common state of their people; ogre magi are throwbacks to a more glorious past.

This argument rests entirely on the physical appearance and magical characteristics of ogre magi. Their blue-skinned, horned appearance and strong innate magical ability certainly gives them the appearance of otherworldly creatures. Although some would argue that their native ability to turn into gaseous form points to a close relationship with vampires, there does not seem to be any evidence connecting ogres generally with negative energy.

This origin works best if all ogres have the half-fiend inherit template. However, applying the half-fiend template generically increases the challenge rating of ogre encounters. This side effect makes the origin less desirable in low-level campaigns. Alternately, the Games Master could apply the half-fiend template to ogres later in the campaign, giving the players time to encounter the 'little cousins' before the main event.

Tainted Humans

Similar to the 'fallen human' hypothesis, the tainted human school argues that ogres are essentially just really, really big human beings. However, rather than supposing that the ogre race is a cursed offshoot, this school holds that ogres are a mixing of human and some other racial stock. Some scholars speak of unthinkable races from beyond space and time; others more prosaically point to common animals.

This particular theory has both historical precedent and common ogre features on its side. There are massive human babies, some of whom grow to be almost ogre size. Additionally ogres look like distorted humans, and the occasional 'animal birth' of a human child with similarly bestial features does not help matters. The Ogre's current existence as a separate, viable species simply indicates that at some point in the past these monstrous births were considerably more common than they are today.

This origin does not require any changes to the ogre racial descriptions. It does, however, imply that some human-human pairings could result in viable ogre births. The rate of such births might be fairly low, or could be as high as 1% of all live births in a specific region. This could create some interesting interdependencies between the human and ogre populations, especially if the two do not completely separate over time.

OGRE PHYSIOLOGY

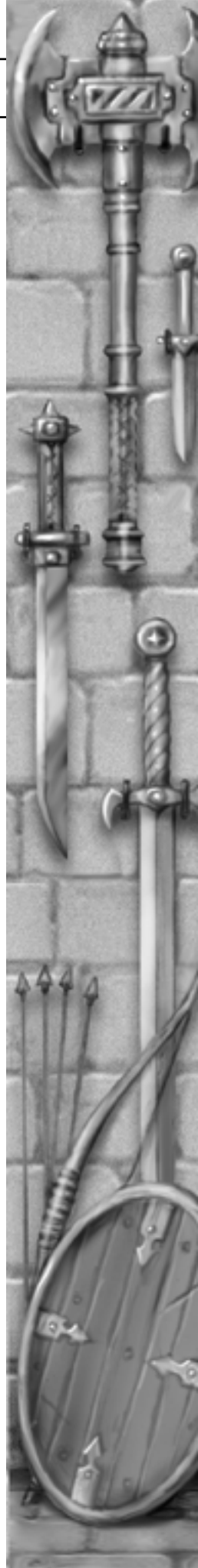
Ogres of all three sorts generally resemble large, physically powerful humans. Like other humanoid species they have a modest amount of sexual dimorphism, but not to the point where males and females superficially look like separate species.

Beautiful Ogres?

Of course, there is nothing to say that ogre sexual dimorphism could not be fairly radical. Imagine a race of ogres where the women were physically attractive and the men the ugly brutes pictured in *Core Rule Book III*...

Common Ogres

Common ogres stand between nine and ten feet tall and weigh upwards of 650 pounds. Their skin tone ranges from dull yellow to dull brown. The common ogre species has brown, black, or dirty blonde hair in a large mass of dreadlocks, although their skin is almost hairless. Most have a single skin tone, but a few display piebald coloration. Piebald ogres



PHYSIOLOGY AND PSYCHOLOGY

typically have a darker brown 'base' colour with dull yellow or ivory splotches.

In terms of physique and stature, common ogres look quite a bit like giants. They carry a massive amount of lean muscle mass, combined with disproportionately strong outer limbs. Like other giants they have a wide build and very broad pelvis so as to better support their weight. Some humans, unused to seeing males with a wide, low hip may well mistake male ogres for females. Similarly, many first time observers notice that an ogre's legs strongly resemble squat tree trunks. This structure represents an adaptation to their massive weight; although they have human-like torsos ogre legs are short and broad to provide enough support for rapid locomotion.

Many scholars dismiss the claims of the ogre's 'naturally repellent odour' as a simple example of bad hygiene or poor clothing maintenance. However, in reality ogres do, in fact, smell rather foul to non-ogres. Even baby ogres give off this distinctive stench. The smell seems to originate from their sweat glands. When ogres perspire they ooze a somewhat viscous, foul smelling liquid that clings to their skin and hair. When exposed to air this liquid quickly begins to reek like rotting meat.

Other than darkvision most Ogres do not have any unusually acute senses. They see, hear and smell roughly as well as a human. This is not to say that individual ogres might not have unusual abilities; but the average 'run of the mill' ogre has enough trouble processing the information provided by the standard five senses. He does not need any additional input.

Common ogre facial features vary from mostly human-like to rather bestial. Most common ogres are difficult to distinguish from extremely ugly, large humans. However a few have muzzles, pronounced pointed teeth or other unusual features. For more information on these features please refer to the *Uncommon Traits* section below.

Descriptive Keys: Common Ogre

- † Long torso, short legs
- † Shaggy head hair, hairless everywhere else
- † Rapid, heavy footsteps
- † Common voice descriptions: rumbling, deep, bestial snarl
- † Powerfully built chest/back, no fat
- † Strong scent, enough to leave most non-scavengers slightly ill

Merrow

Merrow dwell in large freshwater lakes and rivers. Like their land-bound cousins they stand between nine and ten feet tall. Their skin colours tend towards pale yellow, very pale blue and occasionally mud brown. Merrow hair (which is usually braided) varies from black to a kind of yellowish green not unlike some kinds of aquatic weed.

Unlike common ogres, merrow look more like humans than giants. They have muscular, sleek bodies with legs that are almost as long as their torsos. This allows them to move quickly through the water, using their legs for propulsion. Merrow also carry a great deal more fat around their back and chest than the common ogre. This fat gives them some modest protection from the cold associated with the depths that they prefer as dwelling places.

The aquatic merrow have a large, gill structure along the sides of their neck. This gill extends down into their chest cavity. This allows them to 'hold their breath' for a short time while above water. Severe damage to the chest can damage the gill, which in turn causes them to suffocate even if they can return to their watery abode. Underwater, this arrangement allows them to speak normally. When speaking above water the merrow must expel the water in its gills and then deliver its statement. This immediately begins the process of 'drowning' for the merrow. Most merrow simply refuse to speak to surface dwellers, not being willing to take the risk of dying for the sake of a few words.

Merrow, like common ogres, do not possess any unusual senses beyond their darkvision. Unlike common ogres, however, the merrow have come to rely fairly heavily on this special sense. The cold, murky underwater world contains even less light than the temperate hill caves favoured by their cousins. Darkvision gives merrow an advantage both in hunting and on the rare occasions that they find themselves engaged in open warfare for their aquatic homes.

The merrow's secondary features diverge from the human norm slightly more than common ogres. Their eyes are especially large and dome-like. They have a significant amount of webbing between their fingers and toes. Merrow that come from a particularly old bloodline may have elongated hands and feet.

There are persistent rumours that merrow can 'hibernate' in very cold water or even ice. Although there are several frogs capable of this feat, this remains a tall tale told by various adventurers. When their watery homes become too cold merrow migrate to warmer climates.

Descriptive Keys: Merrow

- † Human proportions, but very tall
- † Braided head hair, otherwise hairless
- † Heavy, clumsy footsteps. Very graceful in the water.
- † Common voice descriptions: whistling, reedy, thin.
- † Chunky build. Some fat on chest and back
- † Smells like rotten fish if out of the water for more than one round

Ogre Magi

Ogre magi bear some resemblance to their more common ogre cousins. In particular they share the same build, physical structure and hair. Unlike their ogre cousins the ogre magi

do not wear dreadlocks, preferring to keep their hair in neater braids or cut short as the situation dictates.

The most immediately apparent difference in appearance between ogres and ogre magi is the variation in their skin tone. Where common ogres generally display earth tones, ogre magi skin varies from pale green to sky blue. Many have 'mystical' symbols tattooed onto their arms and back in order to further accentuate the differences.

Ogre magi have far more human looking features than either the common ogres or the merrow. They have broad human facial features, usually with horns or tusks (and occasionally both). If these were removed the ogre magi, other than being 10 feet tall and light green, would fit well in with most human societies. A handful of ogre magi have distinctive marks indicating fiendish heritage, and a handful have the more bestial features of common ogres.

In order to answer the question of where ogre magi come from, the Games Master must first answer whether ogre magi are a separate species or part of the overall ogre race. In all of the origins described above common ogres and merrow can, and occasionally do, give birth to ogre magi children. Two ogre magi can, in turn, give birth either to another ogre mage or less commonly to a common ogre or merrow.

Descriptive Keys: Ogre Mage

- † Long torso, short legs
- † Neatly cut head hair, generally hairless
- † Rapid, heavy footsteps
- † Common voice descriptions: commanding, cultivated, strong, rich
- † Powerfully built chest/back, no fat
- † Strong scent, enough to leave most non-scavengers slightly ill

Uncommon Traits

In addition to the common traits listed above, many ogres (common, merrow and magi) suffer from various mutations. These mutations are, for the most part, cosmetic. However a few have enough impact to warrant further examination.

Animal Features

Some common ogres and a few merrow display physical traits obviously derived from some other animal. Examples include: long dog-like muzzles, conical cat ears, sharp talons coming from the finger tips like a bird of prey and eyes like an eagle's. If these changes have more than a cosmetic effect the ogre loses one of his starting feats and gains an ability as follows:

Cat Ears (Ex): The ogre's ears stand up and out from his head. They can swivel independently. These ears give the ogre a +2 bonus on Listen and Sense Motive checks. Cat ears also makes the ogre more vulnerable to sonic attacks; he has a -2 penalty to saves against spells or other effects with the sonic descriptor.

Dog Muzzle (Ex): A jutting, dog-like muzzle massively distorts the ogre's human-like features. This prevents the ogre from speaking, but he gains a natural weapon (bite) capable of inflicting 1d8 damage. If this ogre also has the Talon's feature the talons are the primary weapon and the bite secondary.

Eagle Eyes (Ex): The ogre's eyes have slitted golden pupils. He gains low-light vision out to 240 feet and a +2 bonus to Spot and Search rolls. The ogre can only eat meat.

Talons (Ex): The ogre has two-inch long black or white talons tearing though his fingertips. These natural weapons allow him to make two claw attacks a round when unarmed. Each talon does 1d6 damage. Ogres with talons have trouble using weapons and so receive a -1 penalty to attack rolls when making an armed attack. Furthermore they receive a -2 penalty to any skill check requiring fine motor control (i.e. Forgery or Sleight of Hand).

Black-Eyed Ogres

Some ogres, a handful of merrow and many ogre magi have black eyes with white irises. This unusual coloration does not damage the creature's ability to see.

Black-eyed ogres of all sorts display unusual prowess with arcane magic. They gain a +2 bonus to their Charisma for the purpose of determining the number of spells they can cast per day.

Stony Hide

A handful of ogres, many merrow, and a few ogre magi have what appear to be large warts or extremely thick layers of pebbles embedded in their skin. In reality these features are the expressions of a massive fungal infection that simultaneously protects the ogre and makes him less mobile. Some ogres actively seek out this infection; others contract it through close physical contact with an infected ogre. Most eventually come to accept it as part of the misery that the universe heaps upon them.

An ogre with the stony hide infection loses 10 feet from his land and swimming movement rates, but gains +2 natural armour. Non-ogres generally cannot contract this fungus, as it feeds off of the ogres' unique physiology and blood.

OGRE PSYCHOLOGY

Ogres, like all races, have a unique psychology that informs their decisions. This psychology is based in part on their immense physical presence, their ability to simply take what they like and largely on their innate stupidity.

Agreed upon Aspects

All ogres demonstrate the following psychologically aspects:

Distractible: Ogres lack the mental discipline to focus on anything for more than a few minutes at a time. This leads them





to be easily confused or distracted. It also prevents them from building anything but the crudest of structures or crafted items. Anything that takes more than a half-hour or so to complete lies beyond the scope of even the most focused ogre.

Lazy: In addition to being distractible most ogres demonstrate extreme laziness. Once an ogre secures his immediate objective (i.e. gets food, drives off an attacker, or satisfies his thirst) he rarely pursues the matter further. Ogres take the shortest possible path to solve every problem, even if that path is fraught with danger. They reason that the sooner a thing is completed, the sooner they can return to their customary indolence.

Rage: Ogres of every sort constantly seethe with unchecked anger. Every time they encounter an obstacle or interact with another creature this rage suggests simple, very direct ways to solve the problem. This almost insane fury should not be confused with the occasional berserker moods of more civilised folk. Ogres are almost pathologically angry, and have almost no inclination to either control or reduce this rage. Venting their anger on others does not seem to lessen it, not even when the ogre descends into the madness of total bloodlust.

Slow: When extremely pressed ogres can demonstrate the reasoning skills the gods gave to most intelligent creatures. However, ogres generally come to conclusions and realisations much slower than other folk. Even the wisest cannot tell whether this slowness results from natural inability or simply a decay of the ogre's mental abilities as they pass out of early childhood.

These four aspects of an ogre's personality work together to produce the chaotic and often evil behaviour noted by other species. For example, when an ogre encounters a group of travellers his first question is not: 'Who are these people', but rather 'Am I hungry?' He sees the creatures he meets as being instrumental in fulfilling his own needs. If it turns out that he is hungry he probably just attacks without further consideration. If not, he may well just walk away. After all, interacting with the travellers would take energy. If he is hungry and the travellers run away he is not likely to give chase.

Additional Aspects of the Ogre Mage

Just as an ogre mage wields remarkable (for an ogre anyway) magical powers, he also has unusual mental equipment that makes him able to maximise his potential. Although scholars and philosophers debate as to the true nature of thought, those who have encountered ogre magi describe this ability with one word: focus.

An ogre mage is not less distractible or even any faster than his lesser brethren. However, something in his spirit allows him to achieve a frightening level of focus that makes such petty issues fade away. The ogre mage can sustain this focus for hours, days, or even years at a time. So long as he has something to focus on the petty troubles of his baser nature do not bother him. Once he achieves whatever he focused on, he must either develop a new goal or spend a time lazing about like a regular ogre.

To some extent this ability to focus accounts for the extreme behaviour witnesses report in regard to ogre magi. Many of these creatures seem to focus on the achievement of wealth, using this goal as the means by which they beat back their internal weaknesses. Unfortunately this drive to run away from themselves through accomplishment forces them to constantly acquire more and more, until finally they overreach.

Optional Aspects

In addition to the aforementioned psychological aspects, individual ogres may display their own personality quirks. These quirks rarely exert a strong enough influence to overcome the ogre's basic psychology, but sometimes they taint it sufficiently to create odd behaviours. Common optional aspects include:

Curiosity: The ogre displays an intense curiosity about the tools of other races.

Greed: The ogre's appreciation of wealth evolves beyond the utilitarian stage into a desire for riches for the sake of having riches.

Humour: The ogre somehow acquired an abiding sense of the absurdity of mortal existence. Although he has inherited the murderous rage of his forbears, this ogre is more inclined to laugh than smite.

Lust: The ogre desires the pleasures of the flesh. He will relieve this need with whatever creature he can dominate.

HABITAT

Ever since the early days of adventuring, ogres have dwelt in cave hovels, occasionally associated with less powerful creatures but usually alone or with a handful of other ogres. Occasionally an ogre mage will rise above this poverty to dwell in a palatial mansion carved out of a cave complex or sewer.

These stereotypes carry a strong ring of truth. Although ogres can easily acquire other accommodation, most in fact live in squalor. They favour areas of the world where easy shelter and relatively mild weather allow them to live lives of indolence. This tendency means that ogres cluster most thickly in the temperate hill and lower mountain zones.

COMMON OGRES

Most creatures with normal olfactory ability can detect the stench of an ogre's lair from several hundred yards. A brisk wind can carry this unique smell for several miles. Animals quickly learn to recognise and avoid this odour, and even strong men sometimes shudder when they catch a particularly strong whiff.

This odour emanates from the open piles of waste and garbage that pile up near the entrance of an ogre shelter. How long it takes for this distinctive scent to develop depends on the number of ogres present. One ogre can foul an area in a month, while a band of the creatures can generate a plant-wilting stench in less than a week. These refuse piles contain biological waste, broken items, half-eaten carcasses, decayed clothing and other such materials. If other creatures (like kobolds or goblins) share living space with the ogres they will try to keep ahead of the garbage production.

Once an observer can manage to suppress his sense of smell, he has the opportunity to appreciate the other unique aspect of ogre architecture. Specifically, they do not have any. Ogres do not build for themselves; they make no effort to improve the area they choose to call home, or even to personalise it. Close examination of any 'ogre lair' simply shows the signs of wear caused by massive bodies engaged in the general acts of living.

This lack of interest in one of the basic aspects of civilisation leads ogres to live in conditions that would make a goblin blush with shame. These 'lairs' generally fall into four distinct categories: open camps, naturally occurring shelters, ruined shelters and tribute shelters. Regardless of the particulars, ogres take just enough interest in their homes to ensure that biological waste finds its way into the outside middens.

Open camps occur when an ogre or a group of ogres throws down their blankets and material goods in a convenient open space. This spot may have some unique natural feature, a

spring or large overhanging trees. After creating a fire-pit the ogres laze about their open camp, stirring only when they must to secure food, fuel, or water. Ogres remain in these camps until they strip the local area of all easily available resources, then move on.

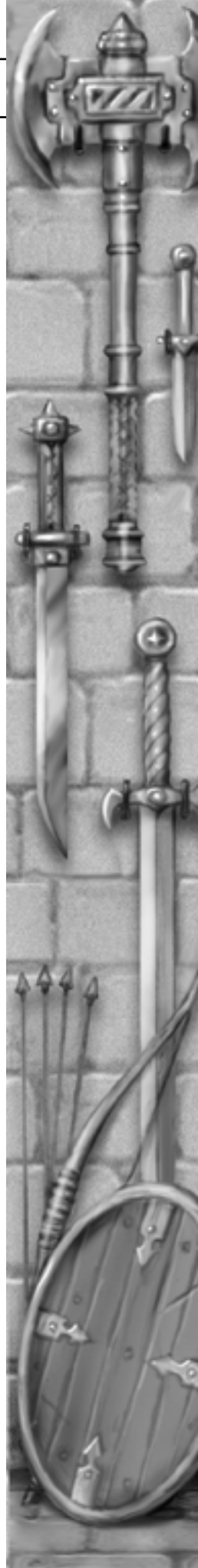
Naturally occurring shelters include great trees with openings in their base, open caves, and dry narrow streambeds with overarching bushes. These locations provide more protection from the elements than open camps. Ogres who chance upon such places dwell there until they deplete the local resources, then move on. Although they make no effort to maintain the shelter, ogres also will generally not try to destroy it unless enraged. This means that shelters made of naturally durable materials (like limestone caves) will generally endure their occupation. Wooden or earthen shelters typically sustain considerable damage if the ogres live within them for more than a week.

Ruined shelters occur either where the ogres appropriate an existing ruin or create one from a once thriving settlement created by another species. If the ruin retains enough walls each ogre will take a separate 'sleeping space', decorated with whatever worked goods still exist. These goods invariably become foul and rotted, thanks to the lack of care they receive. Ogres that find and secure a ruin generally settle down for a period of several years (or even decades), exploiting the local region to the utmost. When possible they will demand tribute from other, weaker species to supplement their good fortune.

The final kind of ogre habitation is the so called 'tribute shelter'. Other races construct these shelters to give the ogre somewhere to live. Typically they do this in an effort to convince the ogres not to kill them out of hand. The builders may also wish to harness the ogres' ferocity and strength for their own defence. In either case, these shelters will be as well constructed as the host race can manage. The host race will often supply the ogres with food, servants and cleaning services in order to keep the stink down. Races that commonly build tribute shelters include gnomes, goblins, halflings, hobgoblins and kobolds. A group forced to build a shelter for ogres is unlikely to assist in its defence. One that intentionally attracted the ogres will probably use whatever means they can to assist, although they allow the ogres to bear the brunt of any assault.

Regardless of the type of shelter involved, all ogre camps contain only the bare essentials for survival. Each ogre carries a set of filthy blankets, what tools they may need, and their supply of inexpertly prepared food. They lash the blankets together with barely cured hides. The rest goes into filthy bags not unlike the giant's bags of legend.

Common ogres that take service in mercenary armies or with stronger giants typically dwell with their employers. If they are isolated into 'ogre quarters' these quarters will quickly take on the aspects of a typical ogre lair. Otherwise the location looks and smells more like that of the host race.



HABITAT

Ogre refuse pile effects

If the Games Master's chooses an ogre's refuse pile can have one or more of the following effects: Ogres may ignore these effects. Each pit covers at least a 5 ft. square.

Filthy: The refuse pile contains the *shakes* (contact, DC 13, 1 day, 1d8 Dex) or *cackle fever* (inhaled, DC 16, 1 day, 1d6 Wis). In either case moving through the pile exposes the character to the disease.

Impediment: The refuse pile represents broken terrain. Anyone moving through it uses two squares of movement rather than one. Furthermore walking through the pit requires a Balance check (DC 15). Charging or running through the pit requires a Balance check (DC 20). Failure indicates that the character falls prone.

Nauseating: The refuse pile reeks of things best left unmentioned. Characters approaching within a 10 ft. radius of the pile must make a Fortitude save (DC 14) or become nauseated for 1d4 rounds. For every 5 ft. square the pile occupies increase the stench's radius by 10 ft. Therefore a pile covering a 20 ft. area has a 40 ft. effect radius. Once a character succeeds on his saving throw he is immune to the stench for one day.



MERROW

Like their land-bound cousins merrow lack even the most basic appreciation of cleanliness or hygiene. Unlike their cousins, merrow live in a constantly moving and changing environment. This carries the worst of their filth away before it gets a chance to accumulate to dangerous proportions. Furthermore the merrow's aquatic existence protects them from the worst of the weather, allowing them to establish long-term lairs in the murky depths.

Rather than dealing with constant shifts in weather and resources, merrow face the unique challenges created by living underwater. These challenges alter merrow lairs from the pattern exhibited by the common ogres. However, the same psychological factors come into play.

Merrow typically select out of the way parts of the water bottom for their homes. Alternately, if the shore possesses sufficient integrity, they try to find underwater crevices or caves to live in. Underwater ruins and the wrecks of freshwater boats also provide these creatures with ample shelter. In any case merrow rarely make any structural changes to whatever shelter they find.

Unlike common ogres, merrow happily gather whatever flotsam they can scavenge. Indeed, merrow lairs usually bristle with pieces of discarded junk and the remains of wrecked ships. The closer merrow live to an active river or lake city, the more junk they gather. The lair of merrow living under the docks of a great river city will be completely packed. A similar lair of a merrow band living out in the middle of nowhere is comparatively sparse.

As mentioned above, merrow tend to create more lasting shelters than common ogres. Rivers and lakes have a considerably higher density of resources than even lush forests and hills. Merrow only move if forced to by calamity, the change of seasons, pollution, or some stronger force. Some particularly wise river folk regard the movement of merrow as a sure presaging of danger or at least the coming of winter.

OGRE MAGI

Of all the ogre people, only ogre magi have sufficient discipline and intelligence to appreciate things of beauty. They also possess enough strategic and tactical awareness to realise that if your enemies can smell you before you smell them it is generally a bad thing. What each individual ogre mage does about this depends on his personal circumstances.

When first acquiring a lair, most ogre magi make defensibility a primary concern. Faced with an utter lack of building ability on the part of their common ogre brethren, they look to local ruins and weakly defended, fundamentally sound fortifications. After driving out the current inhabitants the ogre mage will use his own magical powers to help repair the place to the best of his ability. Common initial locations for ogre mage fortifications include abandoned mines, cave complexes held by weaker species, out of the way sewers, ruined keeps or towns, or old tombs.

If the ogre mage has ogre followers, he must spend a considerable amount of his personal energy preventing them from damaging the shelter. If he instead binds other races into his service, he is most likely to select those who have some native talent for building (i.e. gnomes or kobolds). In either case the ogre mage, uniquely among ogres, spends energy on creating a fortification worth living in.

At first this building will be strictly utilitarian, leading to a very Spartan interior and a forbidding exterior. Over time the ogre mage will add elaborate, gaudy decorations to both. These

decorations are inevitably expensive relative to the creature's absolute income. However, the display shows the world that he has 'come into his own' and 'risen above the common lot'. The longer that an ogre mage holds a particular location the less defensible it becomes, until finally it takes on the appearance of a somewhat ratty palace.

Ogre magi will happily assault other creatures to gather their babbles. Similarly an alert creature that can display on one hand items that the ogre mage wants, and on the other hand sufficient strength to make simply taking the items dangerous can also easily buy them off.

On rare occasions an ogre mage will achieve sufficient wealth and local control to force his servants to build him a custom-made fortification. These baroque monstrosities bear only a superficial resemblance to defensible fortresses. For example, their thick walls rise high into the air, but the expensive (and soft) stones used for them cannot withstand steady bombardment. Every aspect of the fortress shows a similar concern for show over utility.



SOCIETY

Although it may not look like it from the outside, ogres do in fact have a relatively stable and complex culture. The lackadaisical way in which they pursue it, along with its lack of material output, make this culture difficult to track. But its fundamental rituals and rules inform every decision made by ogres, ogre bands and even the ogre magi who seek to rise above the common lot of their people.

Like all social phenomena this 'ogre culture' results from people's myths, psychology, circumstances, prejudices and sometimes simply blind chance. This process leads to the juxtaposition of seemingly paradoxical elements; for example, although ogres do not produce much in the way of material culture they do have a few artistic traditions. Within the context of history these paradoxes are revealed as simple remembrances of other times and places; it is only within the present context that they seem out of place.

PRINCIPLES OF OGRE CULTURE

The principles by which ogre culture organises and perpetuates itself help to support their role as archetypal thugs. They also point to a grander, older time when the ogre people had some kind of purpose. These cultural principles assume that the Games Master selected one of the ogre origins described in the Physiology chapter, and can easily be changed to fit a specific implementation. For example, the 'principle of the other' specifies humans as the target. If the Games Master chooses he can easily insert gnomes, elves, or some other species as the 'cultural perpetrators'.

The principles of ogre culture are:

Everything dies: Ogres believe that everything, from the greatest god to the very roots of the mountains will eventually come to an end. Nothing is permanent; nothing can last forever. In some cultures this produces art; in ogres it created a dedication to not investing in anything that cannot be easily replaced.

Freedom comes from not caring: If everything dies, it logically follows that eventually everything that a person cares about will vanish into dust. The easiest way to get around this is simply not to care about anything at all. Since ogres are a wrathful people this leads them to expressing their rage towards everything around them as a visible sign of just how little they care.

Might makes right: Ogre ethical thought has not advanced appreciably in however long the campaign world has existed. They firmly believe that the strongest individual, as demonstrated by their capacity to inflict violence, is in fact correct. This belief expresses itself in their family structures,

what passes for justice among them, and the rules by which they live. Ogre magi and evil warlords find this tenet of ogre culture particularly easy to manipulate. All they need to do is demonstrate their innate strength and ogres will quickly fall into line.

The other is dangerous: All cultures have a degree of xenophobia built into them. Ogres carry this innate xenophobia, this fear of anything that is not from their own culture, to an extreme. Everything not an ogre, and most ogres for that matter, are innately dangerous. Harsh measures and absolute strength are the only possible solutions to this problem. It is only by keeping the 'other' down that ogres feel at all safe. Ogres select one race, often humans, to be the 'primary' manifestation of this fear; interactions with that race are automatically hostile and generally end in violent conflict.

MANIFESTATIONS OF OGRE CULTURE

The following aspects of the ogre culture represent manifestations of the above principles. Some of these manifestations contain 'survivals'; customs or ideas left over from previous cultural incarnations.

Arts and Crafts

Ogres lack a strong artistic or craft tradition. What little they know about the creation of material goods individual ogres have learned or stolen from other peoples. Ogre weapons and armour are either revoltingly crude or made by someone else. Their clothes, survival gear and tools all display a similar dichotomy.

Despite this general lack of artistic tradition, ogres do have two outlets for their limited creative spirit: their shoulder bags and wooden figurines. Whether they adopted these two traditions as a result of recent exposure or as a long standing cultural survival remains a topic open to debate by scholars.

Many ogres have adopted the giant custom of carrying a large leather shoulder bag into which they stuff the majority of their possessions. Unlike giants, ogres have also taken to decorating these bags with whatever pretty objects they can find. A young ogre's bag will be almost unadorned. The older an ogre becomes, and the more he wanders about, the more trinkets he hangs from it. These gewgaws range from bits of oddly shaped bone to ancient coins the ogre has dug up from some dead adventurer's belt pouch. Ogres affix these items to their bags with short leather cords and bone needles. Some ogres obsessively rearrange their bag's adornments, striving to create a pleasing visual and auditory effect.

Ogres also retain a modest tradition of woodcarving. This tradition mostly encompasses what other races call whittling; ogres lack the patience to create anything larger than their own fists. As with bag adornment most ogres at least try their hand at

this activity, but only a few have the discipline to spend hours at it. This results in most ogres having a small collection of crudely carved figures in their shoulder bags, with a few possessing figures that even the most negative critics admit have artistic merit.

Common subjects depicted in these figurines include ogres, natural objects (i.e. trees and rocks), beasts, and occasionally other races. Even the most sophisticated carvings utilise a very minimalistic style; realism is discarded for evocative features. A figurine of a tree might look on first inspection like a small wooden mushroom with thin lines carved over it. Only on closer inspection would the viewer realise that the 'lines' were in fact abstract depictions of branches and leaves.

Ogre magi make up for this lack of artistic tradition by stealing every work of art they can lay their hands on.

Birth and Death

Like all mortal people, birth and death form the greatest transitions in ogre life. Birth represents the beginning of an ogre's struggle against the world; death is his final gesture. As such, ogres place great importance on the quality of a child's birth and of a warrior's death respectively.

Ogre females typically carry two to four children at a time. Pregnancy lasts for between six and eight months, depending on the amount of food that the female ogre receives during gestation. A large food supply allows for more rapid child growth, while a limited food supply leads to longer pregnancies and in extreme cases termination due to lack of resources.

Roughly half of ogre children are stillborn. The other half come into the world helpless. They grow quickly and can walk on their own within two months. During this period they consume a vast amount of meat.

If the child survives to his walking days the ogre band takes a single day to celebrate. During this celebration (mostly marked by gorging) the young ogre receives his given name from his mother. His father presents him with his shoulder bag and potentially with his first decoration. After this 'ceremony' he is considered a full, if weak, member of the band.

An ogre's death receives similar attention. Three days after the ogre's death the band takes a full day off to consume whatever foodstuffs they can find. If the ogre died in battle then they also consume his body and the bodies of whatever enemies he killed. If he died due to natural causes they instead gather food from the area around where he died. No ogre really knows where these customs come from, but they recognise them as being significant for some obscure reason.



Notes on Ogre Mage births and deaths

How ogres handle the birth of an ogre mage depends on how common these births are. If ogre magi commonly appear, then the ogres probably do not treat them any differently than their other children. If such births are extremely rare, the newborn may be exposed at birth. This would create a society of ogre mage outcasts, each one angry and bitter at his parent race. Assuming that the exposed infant somehow survived...which means that some agency would have to intervene. Devils, evil gods and other ogre magi make excellent rescuing forces, although each presents its own story opportunities.

Given their regenerative powers an ogre mage may well be practically immortal. In this case the population of ogre magi slowly rises relative to the number of common ogres and merrow. This may point to a day when ogres become extinct, leaving the 'great' race of ogre magi in their place.

Diet

Ogres can eat nearly anything; tough old roots and decayed meat present no serious challenge to their digestive systems. However, given their size and energy requirements they prefer



to eat meat whenever possible. They are not overly picky about the meat's condition; carrion is just as good as the best cut from a prime bull.

The truth is that, like many other large predators, ogres are both lazy and perfectly willing to steal a kill. If they come across a supply of meat, fresh or otherwise, they will not pass it up. It is only when they cannot find easy meat that they resort to the energy intensive activities of hunting and gathering. They do not keep dogs or other animals.

Many ogres suffer from constant hunger. They can and will eat until the food runs out. This reality gives many races a bargaining edge when they deal with ogres; most will do almost anything for a steady supply of meat. Indeed, most tributes offered by lesser creatures include food.

Ogres are not overly particular about the kinds of meat that they eat. Although they do not go out of their way to consume the flesh of other intelligent races, nor will they turn their noses up at a fresh supply of food. This leads to ogres happily gorging themselves on the field of battle, stuffing the steaming flesh of their enemies into their open maws.

In times of great environmental stress ogres will turn to eating whatever plant life they can stuff in their mouths. They generally avoid poisonous plants, but anything else is fair game. It is theorised that a band of ogres trapped in an area for some reason would strip it bare of plant life, much like a pack of goats. Of course this has never been tested; anyone sufficiently powerful to exert that much influence over a sufficiently large group of ogres has better things to do.

Ogres do not generally cook their food. They are not adverse to eating food cooked by other people. It is just that the amount of time required to cook most foods is longer than most ogres can maintain their focus. They will most likely wander away from a cook-fire with meat on it, resulting in a burnt mess.

Ogre magi will have their slaves and servants cook their food for them. They regard cooked food as yet another sign of their superior status.

Merrow, being aquatic, have a much easier time of acquiring food than either of the land-bound ogre races. Rivers and lakes have abundant supplies of fish and edible weeds. Even the laziest merrow can gather enough food for a week in a matter of hours. This bounty contributes to the merrow's stout appearance.

Names

Ogre names are typically simple, abstract sounds. They have only one given name, although an ogre may acquire descriptive names or phrases during the course of his life. These 'secondary names' may be jokes, descriptions of the creature's greatest deeds or just something that the ogre thought made him sound more impressive. They always answer to their given name, even if they would rather be called something else.

Ogre magi, if not exposed at birth, adopt elaborate names from the dominant local culture. Like other ogres they still answer to their original given name. When they do so they become enraged. This weak spot makes for an easy target when goading the ogre mage; all the adventurer has to do is learn his original ogre name to almost instantly spark homicidal rage. Mechanically this gives a character that knows the ogre mage's original name a +2 circumstance bonus to Taunt and Intimidate skill checks targeting that specific ogre mage.

Others

Ogres have a deep-seated fear of anyone and anything not of their own kind. They predictably respond to this fear with absolute, unthinking rage. In turn this behaviour accounts for their inability to form anything resembling long lasting alliances with other peoples; they rarely pause long enough to engage in intelligent conversation before attacking.

Their firm belief that 'might makes right' helps to temper this behaviour. If an ogre suffers defeat in battle he tends to bow his head and become relatively subservient. Of course, such

a servant presents numerous problems. The ogre remains constantly vigilant for any opportunity to prove that he is, in fact, the stronger party. Any moment of weakness is exploited, even if such exploitation could lead to the collapse of long held objectives.

This combination of murderous rage and obedience to the stronger party helps to explain ogres' associations with the greater giants. Ogres recognise that the great giants are stronger than they are. After a brief display of power the great giant can press an ogre or ogre band into relatively loyal service. Of course, the ogres' lack of anything remotely resembling useful skills mostly relegates them to the role of sword-fodder.

Similarly the combination helps to explain why ogres dominate weaker races, and more importantly why the other races put up with it. It is easier for a tribe of kobolds or goblins to offer up occasional tribute than it is for them to kill the ogres. For the ogres' part receiving a constant influx of food/goods certainly make their brutal lives a little bit easier.

Religion and Rituals

If ogres worship anything, they worship power. They recognise power in the gods, certainly, but they also offer up what little extra they have to impressive natural features, particularly powerful monsters (i.e. dragons), and anything else that intrudes upon their world.

Many scholars mistake these offerings as evidence of a superstitious belief in spirits. In reality, it is simple pragmatism. Ogres hope that their offerings will appease the more powerful force enough for it to leave them alone. Given the option they would never give anything they possess away.

One of the key differences between this pragmatic approach and a more spiritual one lies in the timing of the offerings. A more spiritual approach would somehow tie the evolution of the seasons into an offering cycle, potentially to powers that are not immediately present. Ogres, however, make offerings only when they encounter the object/force/creature that impresses them. They certainly do not make offerings to abstract concepts, or to things that might potentially happen in the future.

Some canny dark gods use this pragmatic approach to religious expression to their own advantage. They send petty servants, armed with some flashy powers, to gain offerings from the simple ogres. With a bit of patience these gods can bind whole legions of ogres to their cause, all without the ogres ever really understanding the bigger picture.

Relationships

As a general rule ogres do not maintain anything more than the most remedial of family relationships. They recognise their fathers, mothers and siblings. A few recognise that they have some kinship with their parent's siblings, but that is really as far as it goes. Dominance within the family unit is established as it is in every other aspect of ogre society; by pure physical

power. Fortunately for the parents the parent-child relationship mostly dissolves by the time ogres reach adulthood.

Once the ogre passes beyond his familial bonds he enters into the wider world of ogre relationships. These relationships come in two basic structures: dominant/servant, and peer/peer. The primary difference between the two is that while peers share activities, servants are expected to do what they are told by their master. In either case the ogre will constantly contest his position, striving to change the roles in a dominant/servant relationship or to dominate his peer. Friendships as other races understand them are virtually unknown to ogres.

Sexual contact (both heterosexual and homosexual) is a common part of ogre relationships. Ogres consider it a method for establishing dominance, not a means of gaining or giving pleasure. If pregnancy results from such contact both ogres become responsible for the offspring until it becomes strong enough to fend for itself. This can lead to situations where a single ogre male or female has a 'family unit' including more than one member of the opposite sex.

Tribute and Slaves

One of the key manifestations in an ogre's approach to the world is the idea that it is right and proper to offer up tributes to things that are stronger than you. This manifestation comes from purely mundane origins; ogres try to buy off things that could harm them. It also has very practical ramifications; if they can gather tribute from weaker creatures they can live quite a bit better than they can as scavengers.

This tradition of tribute giving can lead to some very odd circumstances. For example, ogres working for a more dominant giant may well give the giant 'employer' gifts as a way to avert his wrath. Similarly ogres who protect a kobold village may have little to do with the creatures except when the kobolds offer up their tribute.

It should be noted that ogres do not put any great thought or effort into their own tributes. They just offer up whatever happens to be handy and not immediately useful to them. Occasionally, if they are very impressed, they may offer up something that they could personally use.

Some scholars hold that this tribute giving is a primitive form of social organisation. Others, pointing out that it is at odds with the current ogre culture, claim that it represents a hold over from the distant past. In either case it provides an interesting counterpoint to their more usual smash and grab behaviour.

Ogre magi, being self-consciously capable of extended symbolic thought, have evolved this concept of tribute into a system of slavery. They hold that the strongest individuals (obviously themselves) can accept another person's life as tribute. This 'life tribute' theoretically establishes a permanent dominant/servant relationship between the ogre mage and the lesser being. Ogre magi typically become enraged when their slaves rebel, seeing such action as a violation of the fundamental rules of civilised behaviour.



METHODS OF WARFARE

Descriptions of ogre methods of warfare provide the able scholar with several conflicting accounts. Ogres are described as being too brutish to use more than the crudest weapons and tactics, yet 'soften their opponents up from a distance' and flee direct combat. At the same time they are berserker warriors of incredible personal strength and savagery. This confusion grows even greater when we consider the tactics of merrow and ogre magi, and how these three might interrelate.

As with many things the truth of ogrish warfare depends entirely on the circumstances. Ogres left to their own devices are one thing; ogres in a band are quite another. Ogres organised into an army by a giant may well demonstrate a grasp of tactics that would astound adventurers used to dealing with the blind flailing of their more feral cousins.

Whatever the circumstances, ogres always try to achieve the maximum result for the least amount of effort. Before their rage kicks in they would rather frighten a target into submission, since it usually requires less energy than fighting. Once they become enraged they attack without hesitation or consideration for their own safety. When the encounter breaks off they may give chase but a distraction will quickly crop up, limiting the chance of a lengthy pursuit.

THE LONE OGRE

A solitary ogre generally avoids conflict with any group that looks like it might be stronger than him. The simplest rule of thumb ogres use is numeric superiority; a pair is likely to be stronger than one ogre. On the other hand, they also realise that they are quite powerful and may be able to fight with one or more opponents without significant risk.

If given the opportunity to initiate a conflict, a solitary ogre will usually reveal himself in some impressive fashion. He may also launch a few, powerful, ranged attacks (usually rocks or javelins) to demonstrate his destructive power. Assuming that he does not take any damage during this process the ogre then steps back to demand tribute from his targets. If they fail to comply, or damage him, the ogre typically flies into a rage and attacks.

If the ogre finds itself in a situation where the other party initiated the target, it is likely to flee if it has not yet suffered damage. When it takes damage or suffers sufficient insult the ogre flies into a rage and attacks.

An ogre's typical tactics are limited to wading in and bashing. They will use their reach to their advantage, and tend to attack then move, forcing smaller opponents to constantly close (thus

provoking an attack of opportunity). A lone ogre does not display great sophistication in target acquisition; he attacks the most powerful looking target first. It continues to bash at its target until the victim either collapses or a better target presents itself.

Once seriously injured (at ½ or fewer hit points) most solitary ogres will initiate a retreat. Ogres retreating into a constructed lair may have a bolthole. Otherwise they simply pick the nearest horizon and head for it at top speed. Given their rather remarkable personal speed they can quickly out-distance most normal foes. If their opponents have ranged attacks most ogres have enough presence of mind to seek concealment while running.

If cornered and allowed to live the ogre may offer up tribute to its vanquishers. Accepting this tribute initiates the constant cycle of conflict inherent in the ogre's dominant/servant relationship. Although the ogre may serve the vanquisher for a short period of time, it will inevitably turn when the opportunity arises.

Should an ogre defeat his opponents he will most likely leave most of them alive, finishing them off only if he is particularly hungry. Alternately, if his opponents wish to surrender the ogre is likely to accept, assuming that he is not in the middle of a blind rage. In either case the ogre will strip the defeated of all of their useable goods and coin.

If his opponents run the ogre will give brief pursuit. This chase will likely end in less than a minute, especially if it does not appear that the ogre will catch up quickly. A canny opponent can use this tendency to his own advantage, retreating and coming back later when the odds are more in his own favour.

Lone Ogre Key Tactics

When running an encounter with a lone ogre, the following information may be of assistance:

- † Ogres receive a +4 bonus to their Intimidate check against Medium-sized opponents (i.e. dwarves, elves, humans) and a +8 against Small opponents (i.e. gnomes and halflings). Use an Intimidate check early in the encounter (either before or after the initial ranged attack) to break one or more target's morale.
- † If the targets obviously have several ready ranged attacks the ogre will try to start the encounter within melee range. Opening with a ranged attack is only good if he can inflict more damage on the targets than they can inflict on him.
- † Ogres use their tremendous size and strength to their own advantage. If faced with a single, smaller opponent they quickly go into a grapple. This allows them to use their greater size and weight while neutralising the target's advantages.
- † Ogres generally attack and move back. If the target does not immediately close with them after the move, the ogre follows the move back with a charge.
- † Once the ogre is injured (50% or less hit points) he will try to run.

OGRE GROUPS

Ogre gangs (3 to 4 ogres) and bands (5 to 8 ogres) appear considerably braver than a lone ogre. They rarely retreat from battle, sometimes concentrating their strength against a single foe, and sometimes even attacking groups that display numerical superiority.

As with a lone ogre encounter, encounters with a gang or band typically start out with a display of force. The ogres scream, beat their chests and launch javelins at their potential target. They hope to intimidate the opposing group into submission; if the targets do not immediately surrender the ogres follow the display with a sudden and ferocious assault.

Ogres do not appreciably alter their tactics when they fight in groups. Each ogre chooses a separate opponent and charges. They strike and then move, hoping to lure their targets into provoking attacks of opportunity. However, they rarely display the presence of mind to layer their threatened areas or engage in baiting tactics. Nor, fortunately, do they tend to bulrush or grab smaller opponents to push them though other ogres threatened areas. This lack of co-ordination means that they spread their damage out rather than quickly crippling a single target. This in turn leads to the target group being able to apply significantly more of their abilities, over a longer period of the conflict than would be true if the ogres actually co-ordinated their attacks.

During the assault the first difference between a single and a group ogre encounter manifests itself. Ogres in a group do not back down from combat. They fight with almost amazing zeal, slaughtering and being slaughtered without regard for their own lives. This happens in part because rage is infectious; as each ogre gets angry the other ogres around him become even more enflamed. Ogre culture plays an equally large part in this change of behaviour. Ogres do not want to appear weak before one another, as doing so could throw their social relationships out of balance. Therefore they refuse to back down from a situation that, alone, they would happily run away from.

Ogre groups will generally not exhibit enough coherence to accept surrender after they engage. They also tend to kill everyone they knock down. After all, great battles deserve great feasts.

Fortunately ogre groups do not demonstrate any great dedication in pursuit. Much as with a single ogre encounter, the group will break off the chase as soon as it becomes apparent they will not immediately catch their prey.

If the group is defeated and allowed to live, each individual ogre will try to make what tribute it can. It is possible, although extremely dangerous, to take an entire band of ogres into service this way. Doing so opens up the master's constant struggle of maintaining dominance over not just one ogre, but over however many survived.

Ogre Group Key Tactics

Ogres in groups use the following tactics:

- † So long as there are more targets than ogres, each ogre will attack a separate target.
- † If there are fewer targets than ogres, ogres spread their attacks around as evenly as possible.
- † Ogres in a group do not flee from combat. The last ogre standing may attempt to flee if he still retains a significant number of his hit points.
- † Ogres do not generally aid another when making Intimidate checks.
- † Ogres do not position themselves to maximise 'drag through' attacks of opportunity.

OGRES IN SERVICE

Ogres in service to a stronger creature do not suddenly develop a better sense of tactics or strategy. They are just as vain, disorganised and personally unwilling to co-operate as ever. However, they do follow orders when it looks like failing to do so will result in even greater punishment later on.

When the battle is going reasonably well and the ogres' master remains reasonably undamaged the ogres will follow whatever order of battle the master established. This order of battle can include ambushes, tactical withdrawals and even co-operative battle tactics. Furthermore the ogres will obey direct orders without hesitation.

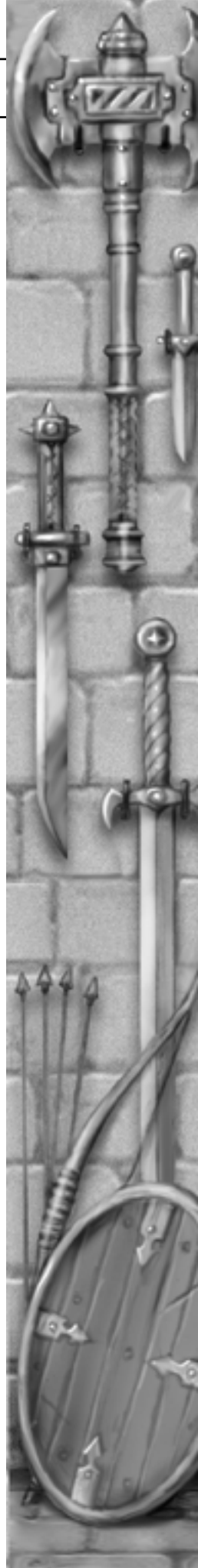
If the tide of battle turns against the ogre's master but the master remains unharmed, the ogres will continue to obey orders. Once the master becomes embattled, however, the ogres begin to look at him for signs of weakness. When it becomes clear that the 'master' will go down in defeat any servant ogres will immediately attempt to flee. They only hesitate if it they see an obvious opportunity to bring the 'master' down.

MERROW ADAPTATIONS

Merrow share most of the cultural and psychological traits of their common ogre cousins. Therefore the cousins share many common tactics and prejudices in personal combat. However, the merrow's aquatic nature grants them access to a number of discrete tactics that common ogres simply cannot duplicate.

Being aquatic, merrow do not directly engage surface dwellers. If they attack a boat they are far more likely to just pull out the bottom than to climb into the open air and fight the crew. When they attack a swimmer they grapple and pull the target underwater, allowing their weight and the water to finish the opponent off.

When merrow launch attacks on the surface for some reason their first priority is to drag or carry a target into the water. Much like a human fighting underwater, merrow do not try to remain in a hostile environment for long. Unless magically



METHODS OF WARFARE

compelled they will not move far from their 'safe' body of water. When hard pressed they immediately retreat back underwater.

Merrow believe they are relatively safe underwater. Should they face aquatic opponents most merrow will immediately try to flee. If cornered they fight with considerable frenzy but only limited tactical skill. They display even less finesse than their common ogre cousins, laying about with their long spears and hoping for the best.

OGRE MAGI AS WARRIORS

Ogre magi use completely different tactics than their brutish cousins. Not only do they have access to spells and superior weapons, but they also understand their own strengths. Furthermore they keep a much tighter reign on their emotions. This allows them to fight with their minds, not their hearts, which makes them that much more dangerous.

In encounters they initiate, ogre magi rarely display themselves before attacking. Against targets obviously not capable of significant ranged damage they use invisibility and flight to manoeuvre into a concealed spot, then begin to rain spells and arrows down on their targets. Typical spots for an ogre mage to start an encounter from include from behind boulders, from within a crack on a cliff face, and in what looks like an impenetrable thicket of thorns.

If the targets seem to be or prove themselves capable of significant ranged attack ogre magi become invisible and close. They fly down next to the 'softest' target, as defined by a lack of armour, and unleash a *cone of cold*. When possible they try to put as many 'soft' targets in their threatened range as possible, hoping to use attacks of opportunity against spell casters.

In melee combat ogre magi use their natural size, strength and flight ability to their advantage. In areas with sufficient space (and they try to fight in spaces with enough space) they fly 10 feet above the ground, using their reach to strike down at their targets. Although it is amusing to think of ogre magi fighting upside down to strike at their opponents, the results can be devastating. If faced with a swarm of melee opponents most ogre magi take a round to cast *darkness* for concealment.

If significantly pressed ogre magi combat cast *gaseous form* and make a hasty retreat. They do not fight to the death. If knocked down by relatively tough foes they will 'play dead' while waiting for their regeneration to repair the damage.



In encounters they do not initiate (i.e. ambushes or lair invasions) ogre magi rely on scripted battle plans. They immediately retreat to a place of strength, regroup and then attempt to take the initiative. They will not fight on someone else's terms unless cornered or otherwise forced to it.

Ogre magi also understand the use of attrition. This means that they rarely engage in pitched battles. They would much rather hit their opponent's then move to a new position of safety, slowly bleeding out the target's resources until they can initiate a final encounter.

When acquiring a target an ogre mage selects magicians and other 'soft' targets first in order to maximise his damage. He takes a position where he can maximise his attacks of opportunity, thereby multiplying his potential damage. Once he renders his first target non-functional he moves on to the next available soft target.

Ogre Magi Key Tactics

Ogre magi use the following tactics:

- † Intelligent target acquisition. They attack soft targets first, and refuse to be 'drawn' into bad situations.
- † Flee as soon as the combat begins to turn against them. They have unlimited access to healing (through their regeneration 5) where their targets will generally have to expend spells and potions.
- † Select the moment of the engagement for maximum effect. Ogre magi demonstrate sufficient patience to wait for the right opportunity, or even create a three-way conflict.
- † Open with spell-like abilities or ranged attacks. If the target group has obvious ranged superiority open with an invisible first strike attacking as many soft targets as possible.

interior doors, and a fourth archery force hidden on the top of main keep tower. As the invaders move forward the ogre magi pull their forces back in successive waves, each one supported by the next. These waves draw the invaders into pre-set traps and killing fields.

Ogre magi also apply the Conservation of Force principle. They try to minimise their own casualties while maximising their target's losses. They do not do this out of any great sense of a need to preserve life, but instead out of a desire to preserve their investments. Followers and soldiers take time to gather; every death represents a serious loss of resources.

On the offensive these cruel creatures carefully conduct comprehensive campaigns of terror. Before engaging with the enemy they spend months destroying food stores, poisoning wells, blighting crops and making caches of weapons useless. Their goal is to consistently reduce their target's logistical capacity, thereby causing them to collapse when the final strike arrives. They also use their minions to isolate and destroy outlying villages or forces, causing the target to retreat to a concentrated position.

OGRE MAGI AS LEADERS

Ogre magi present a radically different encounter profile from that of common ogres. This difference extends beyond just the obvious use of spells and superior weapons. Ogre magi are intelligent enough, and driven enough, to develop a solid understanding of strategy as well as tactics. This means that, unlike common ogres or merrow, they tend to carefully stage encounters to maximise their strengths and minimise their opponent's abilities. More importantly, they take the time to develop resources, escape routes and fortifications.

In practical terms, this means that ogre magi spend time studying the resources of the local enemies. They stay aware of the surrounding area, have good intelligence about the movement of troops and keep an eye on world events that might affect them. Many ogre magi develop elaborate 'eyes and ears' networks, or direct their servant creatures to do so.

Unless invaders (i.e. an adventuring party) make a deliberate effort to approach the fortification undetected, the resident ogre magi will know about the incursion as soon as it sets out. They will spend whatever time they have preparing to the best of their ability. If need be they will also sacrifice a number of troops on probing attacks designed to determine the capabilities of the attacking force. These attacks also attempt to draw the invading force away from the main fortification.

Once the invaders reach the fortification, the ogre mage may choose to simply close up and wait out the attack. More often they opt for 'defence in depth', using successive layers of defensive measures and forces supporting one another. For example, ogre magi in a fortress may opt to divide their forces into four parts: a wall guard that has orders to hold the wall for one sally then retreat, a gate guard that hides in the gate house to hit the opponents from behind when they come through the gate or over the walls, a keep guard (usually made of ogres) that holds the



SCENARIO HOOKS

Ogres are almost as common in adventures as *gauntlets of ogre power* used to be. However, adventures mostly use them as thugs or as heavies in an otherwise weak encounter. Ogre centred or initiated plots are few and far between. This section tries to address this imbalance.

In a break from the traditional Scenario Hooks section, these hooks will provide single encounter, adventure and campaign hooks in the same description. The various kinds of ogres mentioned here have detailed encounter information provided in the Ogre Reference List section.

AN OGRE'S NIGHTMARE

Concept: An ogre living with a group of kobolds has not seen his providers in almost a week. His normally well kept home has become a mess. He would like some answers. Whether the party kills him or not, they will have to deal with whatever happened to the kobolds.

Starting Situation: Local villagers, tired of the constant kobold infestation, hire the characters to go 'deal with the problem'. The characters may be from the village, have family in the village, or just be passing though. The villagers may or may not know exactly where to find the kobold fortress. They do know that the kobolds keep a 'pet ogre'.

Progression: The party can make its way to the kobold fortress with a minimum of difficulty. There, the fortress itself provides most of the adventure by way of traps and released giant vermin. The ogre is confused, hungry and relatively enraged. If the characters kill him, they have to completely explore the fortress. Otherwise, he can tell them how the kobolds were using giant ants to burrow deep towards what they hoped would be a rich new vein of metal. Once under-ground the characters may encounter anything; drow, formians, and undead all make excellent adversaries in this situation. Formians in particular present an interesting challenge for the characters because they provide non-evil hostile encounters.

Potential Complications: Above and beyond whatever happened to the kobolds, the characters now have to deal with this somewhat confused ogre. They also have a nicely constructed fortress to dispose of; if they do not seal it up or destroy it some other hostile force will claim it in short order. Of course, if they spend too much time down in the mines with the ants and invaders someone could claim it while they were away...

BORN TO THE FILTH

Concept: A young ogre mage wants to establish his first stronghold. Through an intermediary, he hires the adventurers to go deal with a local tomb, fully expecting them to be killed in the process. When they are not he comes in and kicks them out. This leads to an ever-escalating series of conflicts with the ogre mage just one step ahead of the players until the final encounter.

Starting Situation: The party receives a job opportunity involving clearing out an old tomb, theoretically so that a new village can be constructed nearby. They can receive this job either directly or through a second or even third party (i.e. a merchant asks the local noble for a favour, who in turn asks the local temple, which in turn assigns the players).

Progression: The tomb turns out to be a deep and fiendish maze of traps and protective undead, taking a heavy toll on the party's resources. When the players finish, exhausted from the final battle, the ogre mage appears and gives them the boot. He allows them to keep whatever treasure they acquired in clearing out the tomb. A bargain is a bargain after all. If the players attack immediately he knocks them out then puts them someplace embarrassing but not immediately lethal.

Potential Complications: The players may immediately attack the ogre mage, which should end in disaster. Alternately, they may spend some time exploring the political aspects of dealing with him. Gathering an army takes time though, and the ogre mage obviously has some connections in the established community. He may be associated with a thieves' guild, or even with a dark temple of some sort.

DEMON BLOOD, DEMON BONE

Concept: A foolish group of adventurers (either the party or someone else) breaks into a forgotten crypt. Within, a group of fiendish ogres stir from their ancient slumber. They want to bring together their blood with the blood of mortal ogres and ogre magi, so that they can unleash a pack of half-fiends on the world.

Starting Situation: The characters hear about an adventure gone awry from some of their contacts, a few sessions later their contacts ask them to follow the path of another party down into a long lost crypt said to be filled with mystical treasures.

Progression: The trek to the crypt takes a heavy toll on the characters in the form of 'random' encounters with various evil magical beasts. The other adventuring crew mostly cleared out the crypt, so the traps are sprung. At the crypt's centre they find twelve empty slabs, the bodies of the former party, and a lone fiendish ogre waiting for them. If the players choose not to track down the fiends they will begin to breed with the local ogre population, unleashing unspeakable evil within two years. If they do choose to track them down they are

in for a wide variety of conflicts, ranging from flat out melees to magical duels.

Potential Complications: Each of the twelve fiendish ogres has levels in at least one character class. Furthermore, the longer the party delays in seeking them out the more ogres and ogre magi they gather to their cause. The first encounters may be with individual ogres, but the final encounters will be grand conflicts with dozens or even hundreds of troops.



DOWN WITH LOVE

Concept: A beautiful female ogress moves into town, looking for help and potentially someone to spend time with.

Starting Situation: One of the characters encounters a gigantic yet beautiful woman in the local marketplace. Street urchins follow her around, making catcalls and getting in her way. She ignores them with magnificent dignity. Suddenly a small group of black clad men leap from an alleyway, knives gleaming in their hands...

Progression: Any true-blooded hero should leap immediately to the young lady's rescue. She is ever so grateful for the assistance, and more than happy to tell her saviour about her troubles. It seems she has just escaped from a fortress deep in the woods. She believes that the men in black are following her, and want to take her back for some reason. If the characters investigate they discover that the 'fortress' is nothing but a crumbled ruin. The ogress has somehow slipped into the present day from the past, and is now the last member of the 'pre-fall' human race that became the ogres. The forces of both good and evil will mobilise to bring her in. Good wants to restore her to her own time, allowing her to fall as destiny decrees. Evil wants to learn how she came through time so that it can duplicate the feat. She herself just wants to live a normal life.

Potential Complications: What side do the characters choose? How do they discover the truth (as she herself does not know it) and are they willing to sacrifice an innocent in the name of destiny?

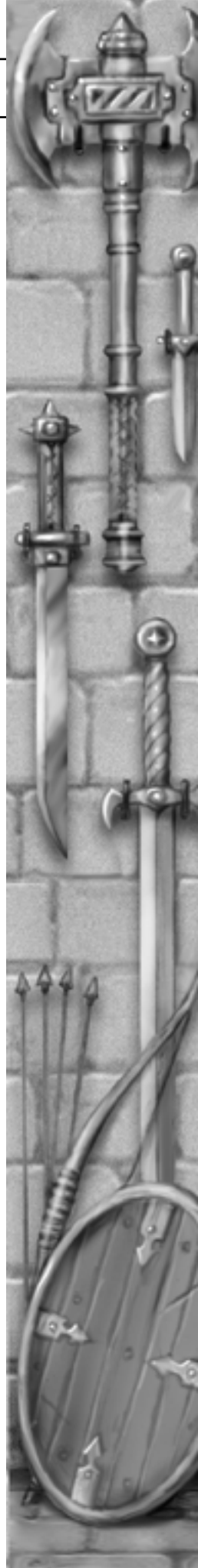
JUST ANOTHER MANIC HARVEST DAY

Concept: Immediately after last year's harvest a band of ogres attacked, stealing most of the hamlet's food and produce. The villagers survived by appealing to the local nobility for aid. This year, the village elders have scrapped together what little gold they have to pay for adventurers to help them. What has caused the usually unintelligent ogres to engage in such extensive planning?

Starting Situation: The hamlet's villagers appeal to a higher authority, which in turn sends the characters to help. The hamlet itself sits in a fertile but relatively obscure valley. As the villagers bring in the harvest their usual festivities take on a sombre tone, as if they expect an attack at any moment. Where the men usually wear their finest garb they now dress in battered old armour. Where once the women carried ribbon-decked poles around the fields now they clutch spears.

Progression: On the dawn immediately after the harvest festival, massive fires start in the local temple and inn. When the villagers finally put out the blaze they discover it was just a diversion; the communal grain store has been ransacked. If the characters do not fall for the diversion they can engage the six well-equipped ogres and their goblin minions. In either case an ogre mage sorcerer notes the characters' actions and displayed capabilities. Following the ogres back to their 'hide out' reveals an ogre mage fortress of considerable age. The ogre mage meticulously constructed a decade long plan to conquer the surrounding territory, and has almost gathered enough forces to begin.

Complications: What would the characters do if offered a place at the ogre mage's side? He knows their abilities and



history; he may even have staged last year's raid knowing that the authorities would send the characters to investigate.

ME BROG, YOU DEAD

Concept: A fire giant sends the leader of his ogre corps out to gather more reinforcements. They encounter the players while on one of their 'acquisition' runs. The ogres are well equipped and controlled by a combination of fear and slave collars with *charm person* on them.

Starting Situation: The characters are limping home after a particularly nasty adventure. As they round the bend headed down to their favourite inn, they run into a group of well equipped ogres (at least three, varied based on what the party can handle). After a hard fight the ogres run off.

Progression: Over the next few weeks rumours come in from all around the area about gangs of ogres attacking and abducting able-bodied people. They even attack the local sheriff and one or more of the characters' allies. The slain ogres are all carrying high quality worked goods. They also wear spiked iron collars that radiate a faint trace of magic. When the characters finally track the ogres down they discover a group of fire-giants under the domination of an ancient ogre mage. Their nearly complete army stands poised to take over the kingdom.

Complications: If the ogre mage cannot make the magical collars, who did and why did they sell them? What happens if one or more of the characters' allies find themselves under the influence of such a device? If the ogre mage escapes what kind of revenge will he seek against those who thwarted his plans?

RAISE UP THE MASTER'S HOUSE

Concept: Goblins come in to town, looking to buy or steal the tools they need for a massive fortification work. The players can investigate, help or attack the fortress and its young ogre mage master.

Starting Situation: A plague of goblins comes to the characters' attention. The little pests show up everywhere in the characters' favourite urban environment, stealing tools, absconding with carts and generally stealing things that no self-respecting thief would touch. When cornered the little blighters flee, dropping their ill-gained loot.

Progression: Following the goblins back to their local lair reveals that they have acquired a vast array of high quality building materials and sufficient tools to equip an army of craftsmen. It also reveals that they work with a local smuggler to ship these goods somewhere. Dealing with the smuggler leads the characters in turn to the partially built fortress of a young ogre mage and his goblin minions.

Complications: Assuming that the characters kick the goblins and the young ogre mage out, what happens with the fortress? Where did the ogre mage get the money to build such a thing? More importantly, are the former owners of the stolen goods going to want them back? What would happen if a detachment of the local law found the characters standing alone in a fortress full of stolen goods? If they do not manage to kill the ogre mage will he hound them for the rest of their days?

SEARCHING FOR A HOME

Concept: Water traffic comes under attack by a newly arrived group of merrow. They want to sink a large boat to make their new home. They come from the far north, where an underwater monstrosity has taken up residence in their original stamping ground.

Starting Situation: When the characters go down to the riverside docks one day they see a boat rocking violently in the water. It suddenly lists to one side. Then it rapidly sinks into the water. An unseen force pulls one after another of the screaming sailors down to a watery grave.

Progression: If the characters intervene they may be able to save some of the sailors (or even the boat) if they can fight off a band of eight merrow. The merrow will give up the sailors easily, letting each sailor go after one effective attack. However they really want the boat, and will constantly knock holes in the hull until it finally sinks. They have constructed a crude shelter of nets down in the pier pilings, but the merrow want a bit more substantial shelter. Assuming that the players kill one or more, they discover items on the merrow bodies from the far northern end of the river...hundreds or even thousands of miles away.

Complications: These merrow represent the first warning of a far greater threat. An aboleth enchanter, banished from his watery underground domain, wishes to establish a kingdom in the north. If someone does not act quickly the creature enslaves an army of minions in preparation for a return to its rightful dominion.

TRICKS OF THE DARK GOD

Concept: Groups of ogres are, uncharacteristically, coming from around the world to make tribute offerings. A new god has arisen among them, one well known to the players. If not stopped, he will forge them into the vanguard of a new army of darkness.

Starting Situation: The characters, while out and about on their usual adventures, begin to encounter small groups of ogres. These encounters do not have to be hostile; the ogres wish to move quickly and display uncharacteristic restraint. If the characters attack they discover that these ogres carry a wide array of art as well as fine food and cloth.

Progression: If the characters track the ogres' route back they discover that the creatures come from dozens of different places. If they follow a group without being discovered they find a massive, newly built temple with dozens or even hundreds of ogres worshipping a dark god (select one the characters have reason to fear or hate). The ogres are lead by a charismatic ogre cleric, relatively young but gifted with immense powers by his god so that he can rally an army to the cause.

Complications: If the characters ignore the situation it simply gets worse and worse. Eventually the ogre army, now numbering in the thousands, links up with the dark god's human worshippers. The humans provide command and control as well as logistical support. The ogres provide raw, unstoppable might. Come the next summer this army attacks, seeking dominion and revenge on all who have opposed the god's divine will.

WHAT LIES BENEATH

Concept: In an unusually peaceful gesture a group of merrow has come ashore to trade beautiful artefacts drawn from an undersea ruin. What else lies down there, and why are they trying to get rid of the things?

Starting Situation: Local merchants, craftspeople and common labourers start to display beautiful jewellery of opal and gold. The characters (loaded down with jewellery from a previous adventure) discover that items worth hundreds of gold pieces only fetch coppers in the town. If they ask why they discover that a small band of local merrow are trading pounds of worked jewellery every day for fishing hooks, metal rods and well made nets.

Progression: No one has noticed that the items all radiate a faint necromantic aura. Every week that someone wears a piece of the jewellery he permanently loses one point of Con. If the characters investigate they discover that the first people to find these items have already fallen seriously ill. Further research reveals that the merrow deliver their goods at twilight every evening. They will happily trade with the characters, but never more than one item per trading session. They claim to have discovered a massive underwater horde; in reality they have made a bargain with the drow who want to weaken the human community so they can take over the local mines.

Complications: Word of the incredible wealth available in the town spreads to the surrounding countryside. Merchant companies interested in establishing a broad export trade move in to secure exclusive contracts with the merrow. As greed takes over, tensions rise between the various factions. Eventually armed conflict breaks out in the streets. With the human forces fully occupied the drow move in, sealing off the area's legitimate wealth.



OGRE CHARACTERS

Ogres make interesting, if somewhat limited, characters. Their tremendous strength, reach and damage output makes them almost ideal combat characters. At the same time their inherent limitations in Intelligence and Charisma give players easy handles for playing ogres in non-combat situations. Their culture and psychology also make for simple, easy to play characters that easily fit into non-intellectual high level games.

OGRE PROFESSIONS

Ogres have the full range of potential life paths stretched out before them. Although their large size and relative stupidity do limit their options, they may still make decisions based on the experiences they encounter.

The fighting professions provide common ogres and merrow with their most commonly chosen life paths. Ogres' massive size, unstable temperament and low frustration thresholds allow them to easily master the essence of the barbarian rage. The fighter's disciplined path presents them with more difficulties but can easily be attained by an exceptional individual. Most ogres will never demonstrate the agility and stealth needed to become a ranger, or devote themselves enough to discipline to become monks. Those rare few that do are always elite individuals marked by a great destiny.

Most ogre spellcasters follow the way of the adept, cleric of evil or dark druid. Although a few possess sufficient arcane might to become sorcerers or bards, they mostly lack the dedication required to develop such abilities. Instead they choose paths that allow them to sacrifice others in order to gain greater strength. Many ogre adepts go on to become reasonably competent spell casters. Ogre clerics and dark druids walk a much darker path, eventually descending into foulness so deep even other ogres shun them.

Ogres know little of the life paths requiring grace and skill. Their simple intellects make it difficult for them to master even the simplest of crafts that might interest an expert. Similarly, their size and lack of grace makes life as a rogue quite difficult for them. At the same time a few do try such radically different paths, particularly in order to get access

to the incredible damage available though the rogue's sneak attack ability.

Ogre magi live somewhat different lives. Preternaturally gifted, they excel in all of the spell casting trades. Their innate arcane might makes them extremely powerful sorcerers and bards, and their intelligence means they can easily master the arts of wizardry. Although some ogre magi might walk the lesser path of the adept none have ever admitted to it.

OGRE FEATS

Although ogres lack much in the way of reliable history or replicable culture they have developed a few tricks that they have passed on. These tricks take the form of the following feats.

Awesome Rage

Your rage is an inspiration to your companions.

Prerequisites: Rage ability.

Benefit: When you activate your rage ability all of your allies within 30 ft. gain a +1 bonus to attack and damage rolls. This bonus lasts as long as you continue to rage and your allies remain in range.

Incredible Stench

You develop deeply offensive body odour.

Prerequisites: Con 13+.

Benefit: You eat a diet of rotting meat and vegetables that accentuates your ordinarily foul body odour. You may add +2 to your grapple checks unless your opponent has this feat as well.

Special: Any opponent with scent who attempts to track you gains a +4 bonus to his Survival roll.



Massive Wind Up

You can greatly increase a sling weapon's range.

Prerequisites: Proficient with sling, Str 20.

Benefit: By taking a full round action to attack you can double the range increment of a sling or other sling-like weapon.

Palm to the Face

You have learned to use your size to your advantage in grappling.

Prerequisites: Dex 13, Improved Grapple, Improved Unarmed Strike.

Benefit: You may grapple an opponent who is one or more size categories smaller than you with one hand. You gain an additional +2 bonus to all grapple checks, regardless of whether you started the grapple. This bonus tacks with the bonus from Improved Grapple.

ITEMS OF NOTE

Ogres find the following items particularly useful.

Mundane Items

Elongated sling: This long and elaborate sling requires that the user have a 5-ft. clear space around him in ever direction (10 ft. for large slings). The enormous reach of this weapon also forces the user to use both hands. The elongated sling does slightly more damage than a regular sling, has a better range, and counts as a two handed weapon for purposes of calculating the user's Strength bonus to damage. *Large Martial Weapon*; 5 gp; Damage 1d3+1 (S), 1d4+1 (M), 1d6+2 (L); Range 60 ft.; 4 lb.; Bludgeoning

Large Sling: This item is like a normal sling, only larger. It inflicts 1d6 damage with a bullet, or 1d4 with a stone.

Wooden Tokens: These crudely carved wooden figurines depict ogres, natural objects, and occasionally rocks. A collector might pay as much as 1 gp for them; most people consider them worthless. Most of these tokens could fit into a 2-inch cube.

Magic Items

Bullet Sleeves: These crudely made leather bracers lace up the inside with blackened hide ties. As a free action the user can utter a command word; causing the sleeves to drop sling bullets into his hands. This permits him to load the sling as a free action once per round. The sleeves can produce up to 40 sling bullets a day.

Minor Transmutation; CL 3rd; Craft Wondrous Item, *magic stone*; Price: 4,500 gp; Cost: 2,225 + 180 XP

Charmed Collar: This rough leather collar has brutal iron spikes shoved through the back. The unfinished ends of the spikes cut into the wearer's neck, causing the skin to rub raw in a matter of hours. If the collar's wearer must make a Will save

against a charm effect he suffers a -4 penalty. Additionally if he is affected by the charm the effect remains until someone removes the collar.

Minor enchantment; CL 5th; Craft Wondrous Item, *charm person* or *charm animal*; Price: 1500 gp; Cost: 750 gp + 60 XP.

Protective Token: Although these tokens look like the worthless wooden tokens carried by many ogres, ogrim adepts have infused them with weak magic. When the token's bearer goes below 5 hit points the token discharges, casting a *cure light wounds* on the bearer. Tokens are destroyed after use; most simply fall part into ash.

Minor conjuration; CL 1st; Craft Wondrous Item, *cure light wounds*; Price: 50 gp; Cost: 25 gp + 2 XP

VETERAN WARRIOR

See this blade? It has cut down ninety-nine men. You will make one hundred. To honour your memory I will retire this blade to rest beside its seven brothers.

All ogres live for the clash of battle. In the fleeting moments when steel clashes on steel they feel their many limitations fall away. In the moment when steel bites into flesh they are not stupid, or slow, or the prey of others. They are victors, revelling in their own personal power.

Most ogres do not survive their first battle. Drunk on rage and joy they slash and cut until the more disciplined soldiers of other races pull them down. Those that do survive learn basic cunning, retreating to get away from foes that could truly harm them. But those survivors always cherish the memories of their first real battle, and of the heady joy that it brought them.

Some ogres walk down the path of the barbarian, drinking deep of the rage in their souls. This easy path certainly offers them considerable power. Rage is one of the primary parts of all ogres' personalities. Expanding and enhancing it certainly seems like a good idea.

However, a handful of ogres turn their back on the easy path. They dedicate themselves instead to the joy they felt in battle, the exhilaration that came from crossing blades and risking death. These rare ogres spend their lives studying the art of personal combat. Each warrior also constantly seeks to test his mettle against other fighters, accepting the chance of death as part of his training.

Eventually, after accumulating enough scars, the ogre becomes a veteran warrior. He learns to harness his innate rage and joy in battle without allowing either of them to touch his basic skills. When blades clash he feels the thrill run up his arms, and when blood fountains into the air he smells the sweet scent of victory.

Hit Die: 1d10



OGRE CHARACTERS

Requirements

To qualify to become a veteran warrior the character must fulfil all of the following criteria.

Base Attack Bonus: +6

Concentration: 4 ranks

Feats: Power Attack, Weapon Focus (any two-handed melee weapon)

Class Skills

The veteran warrior's class skills (and the key ability for each skill) are Concentration (Con), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Profession (Wis), and Swim (Str). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier

Class Features

All of the following are class features of the veteran warrior.

Weapon and Armour Proficiency: A veteran warrior gains no new weapon or armour proficiencies.

Art of Battle (Ex): At 1st level the veteran warrior begins to learn the true art of battle. When wielding a two-handed melee weapon for which he has the Weapon Focus feat he adds three times the amount subtracted from his attack rolls as a damage bonus rather than two.

Shield made of Swords (Ex): At 2nd the veteran warrior learns how to use a two-handed melee weapon as a shield. At first this provides the character with a +1 shield bonus. This shield bonus increases to +2 at 5th and to +3 at 8th.

Battle Roar (Ex): By 3rd level the veteran warrior can harness his rage in a vocal fashion. So long as he is not silenced he may use Strength rather than Charisma as Intimidates key ability. He may also use his Strength modifier rather than his Charisma modifier when calculating leadership scores, but only for the purposes of attracting evil humanoid cohorts.

Velocity (Ex): At 4th the veteran warrior begins to master the weight and velocity of the great two-handed weapons he favours. He gains a +1 bonus to damage rolls when taking a full attack action. This bonus increases to +2 to 6th, +3 at 8th, and +4 at 10th.

Mighty Blow (Ex): At 7th the veteran warrior's blows stagger lesser foes. When he deals 20 or more points of damage with a single blow in melee combat his target must make a Fortitude save with a DC equal to the damage inflicted. Failure causes the target to be stunned for one round.

Art of Death (Su): At 10th level the veteran warrior masters the art of death. When he deals massive damage to an opponent he adds his Strength bonus to the DC of the required Fortitude save. If he gains a damage bonus from his Velocity special ability he may add that bonus to the massive damage save DC as well.

The Veteran Warrior

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Art of battle
2	+1	+3	+0	+0	Shield made of swords +1
3	+1	+3	+1	+1	Battle roar
4	+2	+4	+1	+1	Velocity +1
5	+2	+4	+1	+1	Shield made of swords +2
6	+3	+5	+2	+2	Velocity +2
7	+3	+5	+2	+2	Mighty blow
8	+4	+6	+2	+2	Shield made of swords +3, velocity +3
9	+4	+6	+3	+3	
10	+5	+7	+3	+3	Art of death, velocity +4

OGRE REFERENCE LIST

Ancient (Celestial) Ogre

Large Giant (Augmented Giant, Extraplanar)

Hit Dice: 4d8+11 (29 hp)

Initiative: -1

Speed: 40 ft. (8 squares)

AC: 17 (-1 size, -1 Dex, +5 natural, +4 masterwork chain shirt), touch 8, flat-footed 17

Base Attacks/Grapple: +3/+12

Attack: Masterwork falchion +8 melee (2d8+7) or mighty composite longbow (+4 Str bonus) +1 ranged (1d8+4) with 20 masterwork arrows

Full Attack: Masterwork falchion +8 melee (2d8+7) or mighty composite longbow (+4 Str bonus) +1 ranged (1d8+4) with 20 masterwork arrows

Face/Reach: 10 ft./10 ft.

Special Attacks: Smite evil

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., low-light vision, resistance to acid 5, cold 5, and electrical 5, spell resistance 9

Saves: Fort +6, Ref +0, Will +1

Abilities: Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Skills: Climb +6, Listen +2, Spot +2

Feats: Toughness, Weapon Focus (falchion)

Environment: Heroic domains of ysgard

Organisation: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always chaotic good

Advancement: By character class

Level Adjustment: +4

Possessions: masterwork chain shirt, large masterwork falchion, large masterwork composite longbow (+4 Str) and 20 masterwork arrows.

Ancient ogres are remnants of the once almost divine human race that fell to become today's common ogres. If characters encounter them they are always alone, usually confused and almost always in danger.

Smite Evil (Su): Once per day this celestial can make a normal melee attack to deal 4 points of extra damage against an evil foe.

Fiendish Ogre

Large Giant (Augmented Giant, Extraplanar)

Hit Dice: 4d8+8 (26 hp)

Initiative: -1

Speed: 40 ft. (8 squares)

AC: 18 (-1 size, -1 Dex, +5 natural, +5 *chain shirt* +1), touch 8, flat-footed 18

Base Attacks/Grapple: +3/+12

Attack: Greatclub +7 melee (2d8+7) or javelin +1 ranged (1d8+5)

Full Attack: Greatclub +7 melee (2d8+7) or javelin +1 ranged (1d8+5)

Face/Reach: 10 ft./10 ft.

Special Attacks: Smite good

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., low-light vision, resistance to cold 5 and fire 5, spell resistance 9

Saves: Fort +6, Ref +0, Will +1

Abilities: Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Skills: Climb +7, Listen +2, Spot +2

Feats: Power Attack, Weapon Focus (greatclub)

Environment: Infinite layers of the abyss

Organisation: Solitary or cabal (4-16)

Challenge Rating: 4

Treasure: None (see below)

Alignment: Always chaotic evil

Advancement: By character class

Level Adjustment: +4

Possessions: Large great club and +1 *chain shirt*.

Fiendish ogres are the original stock of evil ogres. These creatures may exist independently, or may be the forefathers of the common ogres.

Smite Good (Su): Once per day, this fiend can make a normal melee attack to deal +4 damage against a good foe.

Fiendish Ogre, 7th level Cleric

Large Giant (Augmented Giant, Extraplanar)

Hit Dice: 4d8+16 plus 7d8+ 28 (79 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

AC: 19 (-1 size, +5 natural, +5 *chain shirt* +1), touch 9, flat-footed 19

Base Attacks/Grapple: +8/+16

Attack: +1 *Greatclub* +13 melee (2d8+7) or javelin +7 ranged (1d8+4)

Full Attack: +1 *Greatclub* +13 melee (2d8+7) or javelin +7 ranged (1d8+4)

Face/Reach: 10 ft./10 ft.

Special Attacks: Smite good

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., domain abilities, low-light vision, resistance to cold 10 and fire 10, rebuke undead, spell resistance 16, spontaneous casting (infect)



OGRE REFERENCE LIST

Saves: Fort +13, Ref +3, Will +9
Abilities: Str 18, Dex 10, Con 18, Int 10, Wis 16, Cha 6
Skills: Climb +6, Concentration +11, Craft (woodworking) +9, Listen +6, Knowledge (religion) +7, Spot +6
Feats: Combat Casting, Craft Wondrous Item, Power Attack, Weapon Focus (great club)
Environment: Infinite layers of the abyss
Organisation: Solitary or cabal (4–16)
Challenge Rating: 11
Treasure: None (see below)
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: +4

Smite Good (Su): Once per day, this fiend can make a normal melee attack to deal +11 damage against a good foe. (This is in addition to the destruction domain ability.)

Cleric Spells Prepared: (6/5+1/4+1/3+1/1+1; save DC 13 + spell level) 0 – *cure minor wounds* (3), *resistance* (3); 1st – *cause fear*, *cure light wounds* (2), *divine favour* (2), *inflict light wounds**; 2nd – *bear's endurance*, *cure moderate wounds* (2), *darkness*, *desecrate**; 3rd – *bestow curse*, *contagion**, *cure serious wounds* (2); 4th – *spell immunity*, *unholy blight**.

* Domains: Destruction (smite 1/day +4 attack, +7 damage), Evil (+1 caster level to evil spells).

Possessions: 2 potions of *cure moderate wounds*, 1 potion of *bull strength*, *broach of shielding*, *necklace of fireballs type II*.

Fiendish Ogre Mage

Large Giant (Augmented Giant, Extraplanar)

Hit Dice: 5d8+15 (37 hp)

Initiative: +4

Speed: 40 ft. (8 squares), fly 40 ft. (good)

AC: 18 (–1 size, +5 natural, +4 *chain shirt*), touch 9, flat-footed 18

Base Attacks/Grapple: +3/+12

Attack: +2 *Greatsword* +9 melee (3d6+9/19-20) or longbow +2 ranged (2d6/X3)

Full Attack: +2 *Greatsword* +9 melee (3d6+9/19-20) or longbow +2 ranged (2d6/X3)

Face/Reach: 10 ft./10 ft.

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 5/magic, darkvision 90 ft., low-light vision, regeneration 5, resistance to cold 5 and fire 5, spell resistance 19

Saves: Fort +7, Ref +1, Will +3

Abilities: Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17

Skills: Concentration +11, Listen +10, Spellcraft +10, Spot +10

Feats: Craft Wondrous Item, Improved Initiative

Environment: The nine hells

Organisation: Solitary, pair, or coven (3-18, plus equal # of ogres)

Challenge Rating: 9

Treasure: Double standard

Alignment: Always lawful evil

Advancement: By character class

Level Adjustment: +9

Possessions: large +2 *greatsword*, large longbow, 40 arrows.

Smite Good (Su): Once per day, a fiendish ogre mage can make a normal melee attack to deal +5 damage against a good foe.

Spell-Like Abilities: At will- *darkness*, *invisibility*; 1/day- *charm person* (DC 14), *cone of cold* (DC 18), *gaseous form*, *polymorph*, *sleep* (DC 14). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using *gaseous form* it can fly at its normal speed and has perfect manoeuvrability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage.

This unusually powerful fiendish ogre mage represents the original strain of magical ogres. His diabolic rather than demonic heritage indicates a possible split in the origin stories, or potentially a path of degeneration for the common ogres.

Half-Fiend Ogre

Large Outsider (Augmented Giant) (Native)

Hit Dice: 4d8+15 (33 hp)

Initiative: +1

Speed: 30 ft. (8 squares) with armour, 40 ft. base, fly 40 ft. (average)

AC: 18 (–1 size, +1 Dex, +6 natural, +3 hide), touch 10, flat-footed 18

Base Attacks/Grapple: +3/+14

Attack: Claw +9 melee (1d8+7) or greatclub +9 melee (2d8+10) or javelin +3 ranged (1d8+7)

Full Attack: 2 Claw +9 melee (1d8+7) and 1 bite +4 melee (1d6+3) or greatclub +9 melee (2d8+10) and 1 bite +4 (1d6+3) or javelin +3 ranged (1d8+7)

Face/Reach: 10 ft./10 ft.

Special Attacks: Smite good, spell-like abilities

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., immune to poison, low-light vision, resistance to acid 10, cold 10, electrical 10, and fire 10, spell resistance 14

Saves: Fort +7, Ref +2, Will +1

Abilities: Str 25, Dex 12, Con 17, Int 10, Wis 10, Cha 9

Skills: Climb +11, Jump +7, Intimidate +2, Listen +7, Knowledge (planes) +3, Knowledge (religion) +2, Spot +7, Survival +3, Swim +4

Feats: Toughness, Power Attack

Environment: Temperate hills

Organisation: Solitary

Challenge Rating: 4

Treasure: Standard

Alignment: Always evil
Advancement: By character class
Level Adjustment: +6

Smite Good (Su): Once per day this half-fiend can make a normal melee attack to deal 4 points of extra damage against a good foe.

Spell-like abilities: 3/day – *darkness*; 1/day – *desecrate*. Caster level 4th. The save DC for these abilities is Charisma based.

This tortured creature came into being as the result of an experiment on the part of the forces of darkness. His eventual fate is undecided, but will probably not be pleasant.

MERROW

Large Giant (aquatic)
Hit Dice: 4d8+11 plus (29 hp)
Initiative: -1
Speed: 30 ft. (6 squares), swim 40 ft.
AC: 13 (-1 size, -1 Dex, +5 natural), touch 8, flat-footed 13
Base Attacks/Grapple: +3/+12
Attack: Longspear +8 melee (2d8+7) or fist +7 melee (1d4+5)
Full Attack: Longspear +8 melee (2d8+7) or fist +7 melee (1d4+5)
Face/Reach: 10 ft./10 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +6, Ref +0, Will +1
Abilities: Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7
Skills: Climb +8, Listen +2, Spot +2
Feats: Toughness, Weapon Focus (long spear)
Environment: Any
Organisation: Solitary, pair or gang (4-6)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +2

The use of longspear gives merrow an effective reach of 20 ft. However, it means that they cannot attack creatures that get within 10 ft. (2 squares) of them.

Skills: A merrow has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. They can always choose to take 10 on a Swim check, even if distracted or endangered. A merrow can use the run action while swimming, provided they swim in a straight line.

MERROW, 4th level Adept

Large Giant (aquatic)
Hit Dice: 4d8+7 plus 4d6+4 (43 hp)
Initiative: +0

Speed: 30 ft. (6 squares), swim 40 ft.
AC: 14 (-1 size, +5 natural), touch 9, flat-footed 14
Base Attacks/Grapple: +5/+13
Attack: Longspear +9 melee (2d8+6) or fist +8 melee (1d4+4)
Full Attack: Longspear +9 melee (2d8+6) or fist +8 melee (1d4+4)
Face/Reach: 10 ft./10 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., familiar, low-light vision
Saves: Fort +6, Ref +2, Will +7
Abilities: Str 18, Dex 10, Con 13, Int 7, Wis 14, Cha 6
Skills: Climb +7, Concentration +4, Listen +6*, Spot +6*, Survival +6, Swim +12*
Feats: Craft Wondrous Objects, Toughness, Weapon Focus (long spear)
Environment: Temperate Hills
Organisation: Solitary
Challenge Rating: 6
Treasure: Standard
Alignment: Chaotic evil
Advancement: By character class
Level Adjustment: +2
 * Skills include bonus from familiar.

Adept Spells Prepared: (3/3/1; save DC 12 + spell level) 0 – *detect magic*, *touch of fatigue* (2); 1st – *bless*, *comprehend languages*, *sleep*; 2nd – *cure moderate wounds*.

Familiar: Toad (+2 natural armour, Int 7, Alertness, Deliver Touch Spells, Empathic Link, Improved Evasion, share spells).

Skills: A merrow has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. They can always choose to take 10 on a Swim check, even if distracted or endangered. A merrow can use the run action while swimming, provided they swim in a straight line.

Possessions: 2 protective tokens.

The use of a longspear gives the merrow adept an effective reach of 20 ft. However, it means that they cannot attack creatures that get within 10 ft. (2 squares) of them.

Ogre Mage, 8th level Sorcerer

Large Giant
Hit Dice: 5d8+25 plus 8d4+40 (107 hp)
Initiative: +3
Speed: 40 ft. (8 squares), fly 40 ft. (good)
AC: 17 (-1 size, -1 Dex, +5 natural, +4 mage armour), touch 8, flat-footed 17
Base Attacks/Grapple: +7/+16
Attack: Large *Frost Brand* +14 melee (3d6+10/19-20 +1d6 cold) or longbow +5 ranged (2d6/X3)
Full Attack: Large *Frost Brand* +14 melee (3d6+10/19-20+1d6



OGRE REFERENCE LIST

cold) or longbow +5 ranged (2d6/X3)

Face/Reach: 10 ft./10 ft.

Special Attacks: Spell-like abilities

Special Qualities: Darkvision 90 ft., familiar, low-light vision, regeneration 5, spell resistance 19

Saves: Fort +11, Ref +2, Will +11

Abilities: Str 20, Dex 9, Con 20, Int 16, Wis 18, Cha 22

Skills: Bluff +10, Concentration +18, Knowledge (arcana) +7, Intimidate +10, Listen +14, Spellcraft +16, Spot +17*

Feats: Combat Casting, Combat Expertise, Improved Initiative, Quicken Spell-like Ability (invisibility), Empower Spell-like Ability (cone of cold)

Environment: Cold hills

Organisation: Solitary, pair, or coven (3-18, plus equal # of ogres)

Challenge Rating: 16

Treasure: Double standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +7

*Skill includes bonus from familiar

Sorcerer Spells Known: (6/8/8/6/4; save DC 16 + spell level): 0 – *acid splash, arcane mark, detect magic, light; mage hand, read magic, prestidigitation, touch of fatigue*; 1st – *animate rope, enlarge person, mage armour, magic weapon, true strike*; 2nd – *ghoul touch, protection from arrows, scorching ray*; 3rd – *dispel magic, displacement*; 4th – *shadow conjuration*.

Spell Like Abilities: DC increases to 16 + spell level. Effective caster level 17th.

Familiar: Hawk (+4 natural armour, Int 9, Alertness, Deliver Touch Spells, Empathic Link, Improved Evasion, share spells, speak with master, speak with animals of its kind).

Possessions: Frost Brand (large +3 *frost greatsword*)

Ogre, 3rd level Fighter, 7th level Veteran Warrior

Large Giant

Hit Dice: 4d8+16 plus 3d10+12 plus 7d10+28+3 (136 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

AC: 21 (–1 size, +5 natural, +2 shield made of swords, +5 *studded leather* +2), touch 9, flat-footed 21

Base Attacks/Grapple: +9/+20

Attack: Greatclub +17 melee (2d8+11 plus 1d6 fire) or javelin +8 ranged (1d8+7)

Full Attack: Greatclub +17 melee (2d8+13 plus 1d6 fire) or javelin +8 ranged (1d8+7)

Face/Reach: 10 ft./10 ft.

Special Attacks: —

Special Qualities: Art of battle, battle roar, darkvision 60 ft., low-light vision, mighty blow, shield made of swords +2, velocity +2

Saves: Fort +16, Ref +4, Will +7

Abilities: Str 24, Dex 10, Con 18, Int 6, Wis 16, Cha 4

Skills: Climb +10, Intimidate +17, Listen +5, Spot +5

Feats: Cleave, Great Cleave, Improved Overrun, Improved Sunder, Leadership, Power Attack, Toughness, Weapon Focus (greatclub)

Environment: Temperate Hills

Organisation: Ogre gang (Leadership 20)

Challenge Rating: 13

Treasure: Standard

Alignment: Chaotic Evil

Advancement: By character class

Level Adjustment: +2

Possessions: large +1 *flaming greatclub*, large +2 *studded leather*, 4 protective tokens, 10 javelins, 800 gp in miscellaneous gear.

Well-Equipped Ogre

Large Giant

Hit Dice: 4d8+11 (29 hp)

Initiative: –1

Speed: 40 ft. (8 squares)

AC: 17 (–1 size, –1 Dex, +5 natural, +4 *chain shirt*), touch 8, flat-footed 17

Base Attacks/Grapple: +3/+12

Attack: Greatsword +8 melee (3d6+7/19-20) or elongated sling +1 ranged (1d6+7)

Full Attack: Greatsword +8 melee (3d6+7/19-20) or elongated sling +1 ranged (1d6+7)

Face/Reach: 10 ft./10 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft., low-light vision

Saves: Fort +6, Ref +0, Will +1

Abilities: Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Skills: Climb +6, Listen +2, Spot +2

Feats: Toughness, Weapon Focus (greatsword)

Environment: Any

Organisation: Solitary

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +2

Possessions: 2 protective tokens.

'I am very sorry sir. You really cannot.' The sound of wood cracking and a shriek of hinges cut the young man off.

Behind the wreckage of the door lay a room of modest size. Three walls of well-fitted wooden slats and an outer wall of mortar and timber defined its shape. It contained a small wooden chest, a desk, a floating wick oil lamp, and a large, wood-framed bed. Upon that bed lay a man, his once ruddy face pale. The whites of his eyes were the colour of old ivory, and the whole bed shook as his powerful body quivered.

The door's destroyer looked about, then turned upon the hapless fellow behind him. 'What is the meaning of this!' His great bushy beard quivered. The target of his words staggered back. 'Why is Quinlan in this dank hole of an inn, sick! Are you people mad? There is a temple not a half day away from here.' As he spoke he stepped forward, emphasising each point by thrusting his beard into the boy's chest.

'Dwarven sir, please! We have done the best that we could. I myself walked to the temple to beg for help. They cannot spare anyone until the Moon Festival ends next week.'

The only answer to this explanation was a grunt. The dwarf tuned his back on the speaker before the first sentence finished, waddling on stubby legs over to Quinlan's bedside. 'Can you hear me lad!' He laid a meaty hand on the pale warrior's shoulder. 'Get up lad! Need to get you down to someplace you can get better.'

Quinlan's yellowed eyes lit up as he focused on the face hovering over him. 'Lad? You old fake.'

'Ah-ha! You are awake. Fake, am I?' The dwarf tightened his grip on the warrior's shoulder. 'No more a fake than any chosen by gods. Think you can stand going down deep, where I can call up me masters?'

The fallen warrior shuddered. Then his eyes rolled up into his head.

The dwarf spun around. 'How long has he been like this?'

'A week sir, no more. Ever since he saved the village by killing Jorgen the ogre sir.'

'Ogre?'

'Yes sir.'

He dwarf looked down at his companion. 'Well, you stuck your foot in this time lad. I thought I taught you better than that.' He heaved the taller man out of bed in a single motion, slinging the fever-wasted form over his shoulders.

'Is there a cave near here?'

'Just the ogre's pit sir. We try to avoid it. Even the vultures stay away.'

'That'll do. I just need some good earth between myself and the sky.'



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THE
SLAYER'S
GUIDE
TO
OGRES

Fallen Humans

The common ogre stands nine to ten feet tall, smells like a dung heap and avoids direct confrontations. The merrow resemble their land-bound cousins but breathe water and swim like fish. Finally we have the ogre mage, a creature somehow related to the common ogre but remarkably different; although they share a similar physical appearance the ogre mage represents a much greater threat than an ogre.

The earliest depictions of ogres show them as large, degenerate human beings. They may also possess animalistic qualities, twisted human features or even radical deformities like useless limbs or extra eyes. Although later stories and sightings elaborate on these original themes, they remain true to them.

Evil and unpleasant, Ogres present a fascinatingly complex enigma. Large, powerful, yet innately cowardly, Ogres represent all that is bad in humans themselves.

Inside You Will Find:

Physiology and Psychology

Scenario Hooks

Habitat and Society

Ogre Characters

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