

Half Ogres (Ogre/Human cross) Drang-Ruth lit 'Tusked Abominations'

Out of the Old West (Peckforten) when the League brought its minions to thwart those who believed they had escaped, came the Ogres. These were fearsome creatures of evil controlled only by the whip and a strong hand to wield it. As is now old history, the League sent fleet after fleet to crash upon the reefs protecting Evermore. In those times, thousands of Deathtouch's servants and soldiers drowned, but some few made it to shore. There were not enough to wage any real kind of war and so many attempted to blend into their surroundings. Amongst these were the Ogres.

Sometimes these creatures of chaos would attack small settlements in a pack, slaughtering the men folk and carrying off the women. Any children were also taken as nothing is sweeter to these twisted creatures than the young of Elves and Men.

Often if they managed to escape, captured women would die later in childbirth, spawning the offspring of those who had abducted them. Left in the wild, the Ogre half of any such child took over, and they invariably survived through cunning.

Half Ogres mature in around nine years, growing at just under a foot a year. Their weight usually exceeds 200lbs and their arms reach to mid thigh. Without any training or guidance, Half Ogres are evil and malicious in the extreme. As they are also intelligent, they have a habit of disguising their darker side from all but the most perceptive eyes.

Occasionally, communities misguided by ancient codes of forgiveness and compassion would take such young into their hearths and teach them speech. Such communities usually paid a heavy penalty in later years as the half-ogre reached maturity and children were carried off in the night. Sometimes though Drang-Ruth are born as twins, and this is not unusual. When there were two, the community would be lucky if a few escaped to the next village as the now mature creatures entered a feeding frenzy.

As the years progressed, Evermorian became aware of the misery these creatures caused and stopped taking them in, but by this time there were several hundred of the creatures. In 5832, a man named Haron Harthar, who had lost his wife to these horrors, mounted a crusade against them. Within a year 300 volunteers had captured and killed over 500 of the beasts.

Those that survived fled high into the mountains of Region, and hid from one and all, only foraging out to get food and females. As far as the general populace was concerned, Harthar had killed them all.

It is worthy of note that some 20 years later, when Harthar was an old man, his hall in the south of Anisfarle was found wrecked and burned. The old man's body had been spitted, and he had been roasted alive over his own hearth fire. This could have been a feud killing, but the bodies of Harthar's grandchildren (all infants at the time) were found scattered throughout the building, many of them with teeth marks in their flesh!

Half Ogres are evil and riddled with chaos. They kill for sport and amusement, and those they have in their power rarely die quickly. It is said by Evermorian soldiers that if faced with capture by Drang-Ruth, whatever it takes, save yourself, even if in doing so you die.

Half Ogres as already stated are evil in nature and very chaotic, and as such, they despise almost everything else that lives often including each other. It is common when two adult Half-Ogres meet that they will wrestle one another for dominance and females are as likely to dominate as males if they have the bulk and strength to back up their claim. When two groups encounter one another, the dominant members will wrestle to establish a leader for all. In the case of Shamans and spell caster, they may delegate a champion for such contests. Often champions act as hired muscle, and many of the more cunning spell casters will go to extreme lengths to get themselves a Bugbear champion.

Above all else, Half Ogres despise with a twisted envy the Elven races. Predominantly amongst these are High Elves, followed by Elves of Fire, Light and Wood. Half Ogres hate Drowh, who thinking themselves more cunning will attempt to manipulate Half Ogres as stupid, dumb animals which they certainly are not. Many Drowh have been mauled to death at the worst moment by Half Ogre servants. Dark Elves and Earth Elves are regarded with kind of fear/hatred by Half Ogres, but if the odds are in their favour, Half Ogres will still attack them.

A little further down their list of despised creatures come humans, who Half Ogres regard as cattle, too weak and scared to fight back. The more fear you show to a Drang-Ruth, the more likely it is to torment you.

For some reason, Dwarves are often overlooked by Half Ogres, and treated as if they don't exist. No one knows exactly why this is. The exception to this is Black Dwarves, who are often involved in conspiracies with Half Ogres.

As far as Half Ogres are concerned, Orcs are toys to be smashed and broken when you feel like. Many a would be evil overlord has attempted dominion and mistakenly put Half Ogres in control of their Orcish hordes, only to find weeks later their horde broken to little more than a patrol.

It is only with Half Trolls that Half Ogres tend to behave with any kind of equality, although should the half trolls be outnumbered by Half Ogres, then Half Trolls will find themselves pushed to the front of any fight, willing or not.

Half Ogres will always attempt to avoid Malimorh, Erith Gyr, Erith Thane, and even large cavewights. Such creatures are immune to the fear on which the Drang-Ruth thrive.

In matters of religion, Half Ogre deities tend to embody the characteristics of the Half Ogres themselves, being both evil and chaotic. Cruach the Blood Soaked is often regarded as the chief of the pantheon, but the Mother of Chaos Tiamat also ranks highly with female ogres. Ningol the Hooded is a dark god associated with moonlit murder, and Sha-ah-thathak is their goddess of lies.

Sacrifice is always a part of any Half Ogre cult, and it varies widely as to whether the victims are eaten alive, buried alive or simply burned alive. In each case, the Drang-Ruth will attempt to inflict the maximum amount of pain and suffering as is possible before the victim loses consciousness.

Sentient beings are highly prized for sacrifice, especially Elves and humans. If none of these are available, Half Ogres will use Orcs, but when this is the case, the appeasement must involve dozens in place of every human and scores in place of any elf.

The sacrifice of a High Elf to their dark gods automatically confers the blessing of the gods (usually + 3AC). The sacrifice may sometimes confer permanent blessings when numbers of High Elves are tortured to death.

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Half Ogre Racial Abilities and Restrictions

- Half Ogres have the potential to be the majority of classes, but are most often found to be Warriors, Wardancers, Demonists, Priests, Assassins, Scouts, Thieves and Anti-Paladins.
- Half Ogres are predominantly Chaotic Evil in alignment. They can also be Chaotic Neutral, or Neutral with evil tendencies but these are very rare.
- Half Ogres have a natural AC of 3 provided by their fur, but may wear metal armour. Even classes which can only use Light Armour will wear metal armour in preference to leathers; however they only gain AC as if they were wearing Light Armour.
- Due to their huge size, Half Ogres only use double handed weapons, although they may use whips or knives occasionally.
- Due to their sturdy constitution, Half Ogres gain +6 hp at 1st level.
- Half Ogre locational split is 2/3, 1/2, 1/3.
- Half Ogres are naturally strong and gain +6 strength at 1st level.
- Half Ogres can consume raw flesh to heal themselves. For every 8 hits of meat eaten, they regenerate 12hp of damage.
- Half Ogres have a severe lack of hand eye coordination and will not use thrown, missile or firearms attacks.
- Half Ogres are highly spiritual creatures (spiritual evil). This causes them to take double effect from all spirit both malign and beneficial.
- Their strong spirit also gives them a power gain of +1 per level on top of their base class and a starting power score of 10 plus their enhanced class gain.
- Half Ogres are terrified of Spiritual annihilation, believing that they have been reincarnated up through trolls, orcs and even Ogres and are now near the top of the tree.
- Half Ogres take half effect from elemental magic.
- Half Ogres are permanently damaged by poison or acid attacks.
- Due to their fur, Half Ogres take double damage from normal fire and are very wary of it.
- Half Ogres will not cross running water under any circumstances. The reasons for this are unknown.
- Half Ogres naturally speak low tongue and will revert to it as often as possible in front of humans and elves, more to antagonise them than for privacy. They also speak Common fluently.
- Half Ogres have the equivalent of Darksee from birth.
- Due to their large size and general bulk, Half-Ogres are immune to standard knockdowns from smaller opponents. Shield Rush is one exception to this, Ref's discretion.

- Half Ogres gain AC in darkness, and lose AC in light as follows:

| | |
|------------------------|------|
| Dull overcast day | -1AC |
| Bright Sunny Day | -2AC |
| Magical Light spell | -3AC |
| Magical Darkness spell | +3AC |
| Night no moon/snow | +2AC |
| Night Half moon+ | +1AC |

- Half Ogres racial life expectancy is around 100 or so it is believed, although some shamans have been heard to reach 200.
- Half Ogres can and frequently do bleed living victims. When they do this, one pint will act on them as a cure light potion. It must be noted that the victim of such bleeding need not be present, but must still be alive somewhere nearby for the blood to have effect.
- If a Half Ogre bathes in the blood of humans and Elves, they can mat their fur so that it gives a natural AC of 5. The blood of at least three victims is needed even for the smaller types.
- It is rumoured that if they perform the same ritual with babies' blood, they can permanently increase the armour afforded them by their fur, but no one knows for sure.
- Half Ogres gain racial points per level as per the table below

| Level | Racial Points |
|-------|---------------|
| 1 | 0 |
| 2 | 1 |
| 3 | 0 |
| 4 | 1 |
| 5 | 0 |
| 6 | 2 |
| 7 | 0 |
| 8 | 1 |
| 9 | 0 |
| 10 | 2 |
| 11 | 1 |
| 12 | 2 |