

Hollogs (Troll/Orc cross) Shak-Eredorc – lit ‘Children of Orc Blood’

Long before their attempted invasion of Avmar, the League of Evil started to experiment with their breeding stock. Amongst others they created the Bugbears (ogre/troll cross), Darklings (Halfling/orc cross) and Hollogs (Troll/Orc cross).

Hollogs were bred with the intention of being a more prolific mini-troll with the cunning of the Orcs, and look like a smaller more brutish troll with black skin.

Hollogs are rare now for the reason that without the lawful evil mentality of their troll parentage, they rejected authority and so Evermorians and even the League itself culled them close to extinction. Despite this, a small clan made it to the safety of Sunswallow in 5809, and have successfully lived there ever since. Fortunately Hollogs are not as prolific as their Orc parent.

Occasionally Hollogs will serve dark Masters on the surface, and rarely they will join the ranks of adventuring professions.

Hollogs are predominantly evil, but the race does occasionally have some more neutral offspring.

Hollog Racial Abilities and Restrictions

- Hollogs many only wear furs as armour (AC 3)
- Hollogs take permanent damage from Spirit or fire damage.
- Hollogs may only be cured through their natural regeneration, half orc natural healing, Orc Brew (half effect), or spells cast by their own shamans.
- Hollogs take half effect/duration from mind influencing spells including Psionics.
- Hollogs are Immune to all poisons, and take half effect from all potions, pills, gases (including Orc Brew).
- Hollogs will eat anything, including Orcs
- Hollogs are terrified by Undead
- Hollogs can speak common although very haltingly

- Hollogs 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

- Hollogs may only be Warriors, Wardancers, Scouts, Thieves or Shamans. They are on the same xp base as Humans.
- Hollogs Split is 2/3, 1/2, 1/3.
- Hollogs start off with +6 tb at 1st level.
- Hollogs gain +3 Strength at 1st level.
- Hollogs gain 9 points of regen per level.
- Hollogs gain 12LPs healing from 8 Hits of meat.
- Hollogs start with 4 power and can never gain any more!
- Hollogs gain Dark-See.
- Due to their large size and general bulk, Hollogs are immune to standard knockdowns from smaller opponents. Shield Rush is one exception to this, Ref's discretion.
- Hollogs 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	1
11	1
12	3