



The typical ogre in this setting stands roughly one and a half times as tall as a man and often many times as wide. While their appearance is more bestial than a human, with heavy brow, sometimes pointed ears, thick yellow to black finger nails and occasionally extended canines, they still appear more human than many half orcs.

In behavior, ogres are generally more civilized than orcs or gnolls. Some even live in cities, such as in Glantri, Karameikos, Minrothad and Rockhome as mercenaries and laborers. A good number of ogres are enlisted in the foreign legion of Thyasis. The main things that set ogres apart mentally from humans is a greater degree of selfishness, overall laziness, and an inherent temper.

Their sometimes cannibalistic habits and ‘*meat is meat*’ attitude can be compared to lizard folk’s similar views, though ogres, having more empathy than lizard folk, swiftly learn that not all civilizations consider such behaviors acceptable. Many ogres don’t care for eating sentient beings, but most ogres would rather do so than go hungry.

The true elves consider them churlish brutes, only slightly worse than humans, but with far more potential for mayhem. Shadow elves consider them dangerous tools to be used as needed until dead. Dwarves typically view them as a threat; though as a practical matter will occasionally employ them as mercenaries, laborers and combat instructors. Those who “get with the program” can even find a place in Dwarven society. Humans are wary and prejudiced given that many ogres are willing to eat humans, but also can appreciate a mountain of meat when something needs to be built or a greater threat is present. Ratlings view them as too dangerous to be near, The skaven don’t trust most folks in the first place, especially not folks with large appetites and indiscriminate eating habits.

Ogre characters possess the following racial traits.

+10 Strength, -2 Dexterity, +4 Constitution, -4 Intelligence, -4 Charisma.

Large size-1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters. Double cost for most equipment and clothing.

Height, weight & age: Ogres use human aging tables, A typical ogre weight almost five hundred pounds and stands about 9 feet tall. An exceptionally strong and healthy ogre might stand 11 feet tall and weigh nearly 8 hundred pounds.

Prodigious appetite. Ogres need 4 times as much food and water as a medium creature.

Space/Reach: 10 feet [actually 7.5’ ~ 40mm base] /10 feet.

Base land speed: 40 feet.

Darkvision: 60 feet.

Racial Hit Dice: An ogre begins with four levels of giant, which provide 4d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +4, Ref +1, and Will +1.

Racial Skills: An ogre’s giant levels give it skill points equal to $7 \times (2 + \text{Int modifier, minimum } 1)$. Its class skills are Climb, Listen, and Spot.

Racial Feats: An ogre’s giant levels give it two feats.

Weapon and Armor Proficiency: An ogre is automatically proficient with simple weapons, light and medium armor, and shields except for tower shields.

Natural armor: +5

Automatic Languages: Common, Giant. Bonus Languages: Dwarven, High speech, Glantrian, Orc, Terran.

Favored Class: Barbarian.

Level adjustment +2. An ogre [4 HD +2 LA] is a 6th level character. Images copyright respective sculptors, artists, painters and photographers.

