OGRILLON

Medium-Size Humanoid (Ogrillon)

Hit Dice: 2d8+4 (13 hp)
Initiative: +0
Speed: 30 ft
AC: 14 (+4 natural)
Attacks: Slam +5 melee
Damage: Slam 1d4+4
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Reinforced fists
Special Qualities: Darkvision 60 ft, orc/ogre blood
Saves: Fort +5, Ref +0, Will -1
Abilities: Str 19, Dex 10, Con 14, Int 7, Wis 8, Cha 8
Skills: Climb +5, Listen +3, Spot +3
Feats: Alertness

Climate/Terrain: Any land and underground
Organization: Solitary, gang (2-5), tribe (5-30 plus 1 4th-level sergeant per 10 adults and 1 leader of 5th-7th level), or warband (3-8 plus 10-24 orcs)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class

Ogrillons are the result of the union of a female orc and male ogre (thankfully, ogrillons are sterile and cannot reproduce). The union of a male orc and female ogre yields an orog (q.v.). Ogrillons are fierce combatants and are brutish and violent by nature.

An ogrillon stands about 6 feet tall and resembles an orc, though 10% of ogrillons resemble their ogre parent. Its skin is covered with tiny horned plates of bone.

Ogrillons speak Giant and those specimens that boast Intelligence scores of at least 10 speak Common.

COMBAT

Ogrillons disdain the use of armor relying solely on their natural armor to protect them. They also disdain the use of weapons, preferring to leap headlong into a fray with fists swinging madly.

**Reinforced Fists (Ex):** Due to their horn-reinforced fists, an ogrillon deals normal, rather than subdual damage with its punches.

**Orc/Ogre Blood (Ex):** For all special abilities and effects, an ogrillon is considered an orc or ogre. Ogrillons, for example, can use special ogre (or orc) weapons or magic items with racially specific ogre (or orc) powers as if they were ogres (or orcs).

OGRILLON CHARACTERS

An ogrillon's favored class is barbarian; most ogrillon leaders are barbarians. Ogrillon clerics worship the ogre deity Vaprak the Destroyer, and they can choose two of the following domains: Chaos, Evil, Strength, and War. Most ogrillon spellcasters are adepts, however.

The Ogrillon first appeared in the 1e FF (1981).