OROG

Medium-Size Humanoid (Orog)

Hit Dice: 3d8+6 (20 hp)
Initiative: +0

Speed: 20 ft (half plate armor); base 30 ft

AC: 17 (+7 half plate armor)

Attacks: Greataxe +5 melee; or javelin +2 ranged

Damage: Greataxe 1d12+3; or javelin 1d6+3

Face/Reach: 5 ft by 5 ft/5 ft

Special Qualities: Darkvision 60 ft, orc/ogre blood

Saves: Fort +5, Ref +1, Will +0

Abilities: Str 16, Dex 10, Con 14, Int 10, Wis 8, Cha 8

Skills: Listen +4, Spot +5

Feats: Alertness

Climate/Terrain: Any land and underground

Organization: Solitary, pair, gang (2-4), squad (11-20 plus 2 3rd level sergeants and 1 leader of 3rd-6th level) or band (20-80 plus 100% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Orogs are the result of the union of a male orc and female ogre. They are highly disciplined warriors and it is easy to distinguish an orog from a common orc on the battlefield.

Orogs stand about 6 feet tall and resemble orcs. Orogs speak Orc and Common.

COMBAT

Orogs prefer weapons that deal massive amounts of damage. They prefer a direct fight to subterfuge, but will employ such tactics if the need arises.

Orc/Ogre Blood (Ex): For all special abilities and effects, an orog is considered an orc or ogre. Orogs, 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).

OROG CHARACTERS

An orog's favored class is fighter, and orog leaders tend to be fighters. Orog clerics worship Gruumsh (favored weapon: any spear) and can choose two of the following domains: Chaos, Evil, Strength, and War. Most orog spellcasters, however, are adepts (see page 37 in the DMG). Orog adepts favor spells that cause damage.

The Orog first appeared in MC 1 (TSR, 1989).