

MTA02

JMG00702

The Chronicles of Mhoriedh™

OGRES OF THE OLDEN LANDS™

By James Mishler
&
Jodi Moran-Mishler

Published by
JAMES MISHLER GAMES

Labyrinth Lord
Compatible Product



OGRES OF THE OLDEN LANDS

PUBLISHER: James Mishler

AUTHORS: James Mishler and Jodi Moran-Mishler

DESIGN & LAYOUT: James Mishler

Find out more information about the Olden Lands™, the Chronicles of Mhoriedh™, and other products from James Mishler Games at <http://jamesmishlergames.blogspot.com> or e-mail us at jamesmishler@gmail.com

Ogres of the Olden Lands © 2013 James Mishler. All Rights Reserved. Ogres of the Olden Lands, Olden Lands, and Chronicles of Mhoriedh are Trademarks of James Mishler. All Rights Reserved.

For more information on Castles & Crusades® and related products or to join the Castles & Crusades Society, please contact Troll Lord Games at: Troll Lord Games 1818 North Taylor, #143, Little Rock, AR 72207. Find out more on the web at www.trolllord.com or email at troll@trolllord.com or www.castlesandcrusades.com

This book is published pursuant to a License from Troll Lord Games. The Castles & Crusades rules-based content appearing in this book is derived from the Castles & Crusades Player's Handbook Copyright © 2013 Troll Lord Games. All Rights Reserved. Castles & Crusades is a Registered Trademark of Troll Lord Games. All Rights Reserved. C&C, Castle Keeper™, SIEGE Engine™, Troll Lord Games™, and the Castles & Crusades, SIEGE engine, and Troll Lord Games logos are Trademarks of Troll Lord Games. All Rights Reserved.

For more information on Labyrinth Lord™ and related products or to join the Labyrinth Lord Society, please contact Goblinoid Games on the web at www.goblinoidgames.com or email at troll@trolllord.com

This book is published pursuant to a License from Goblinoid Games. Labyrinth Lord™ is Copyright © 2007-2013, Daniel Proctor. Labyrinth Lord™, Advanced Labyrinth Lord™, and Realms of Crawling Chaos™ are trademarks of Daniel Proctor. All Rights Reserved. These trademarks are used under the Labyrinth Lord Trademark License 1.2, available at www.goblinoidgames.com

The body text of this product is in Souvenir; titles, logos, and section headings are in Baldur. Thanks to Patrick "Mad Irishman" Murphy of Mad Irishman Productions for the use of the Baldur font. For Baldur and other excellent fonts, plus a ton of great character sheets, including character sheets for Castles & Crusades, go to www.mad-irishman.net

OGRES OF THE OLDEN LANDS

Ogres are the boogey-men of many cultures across the Olden Lands and far beyond. Descended from the fallen brethren of the Third Born, cousins of genies and fey, dragons and giants, ogres are the most debased and depraved of the fallen Third Born. They are the least potent magically, the physically most hideous and disgusting, and as a people of all those descended from the Third Born, the most thoroughly Chaotic and Evil.

In turning to Chaos the ogres were warped and transformed from their original beautiful divine forms into creatures born of nightmare. But the transformation granted them power, or at least seemed to, for they were freed from the will of their sires to rebel. The ogres have never looked back, and continue to revel in their potent powers of elemental Chaos.

Ogres are found throughout the continent and in other far lands, and can be encountered anywhere, especially in the Underworld. In the Olden Lands their ancient homeland where they remain the dominant race is the Gorge of Ogroth in the Northern Wilds. They are also prominent in the West, in the Land of Nhor, from where they often dominate the orcs and the tribes of the Purple Plains. And they have a stronghold in Kryx, where Kryx, the God-Emperor, has sired lines of very magically potent and physically powerful ogres that have conquered and settled deep into Deshret, Eosha, and Mandayan.

Known as Oegyraz (plural, singular Oegyr) in their own tongue, ogres have the widest variety of skin colors among the sentient races, particularly the ogre magi, including red, orange, yellow, green, blue, purple, white, gray, black, and brown, in all shades and varieties. Skin is usually thick and often covered in warts, boils, and centuries of scars. Eyes have a white iris and red cornea in a black orb (rather than the usual black iris and white orb).

Hair is usually black, bristly, and worn in a wild, unkempt and uncut fashion; they are hirsute, especially on their arms and legs, but not furry. Ogre magi have up to nine horns on their head. Their hands and feet are clawed, and they often have additional fingers and toes. Their mouth is large, wide, and filled with rows of sharp teeth; most ogres have extremely large, saber-toothed canines, both upper and lower, while some develop large, long tusks instead of incisors. The nose is large and broad. All ogres have tails, usually a cow tail.

There are two civilizations of ogres: the Floðoegyraz or "High Ogres" and the Lågoegyraz or "Low Ogres." They are more commonly known as the ogre magi and common ogres. The ogre magi are those of more cultured society, higher intellect, and greater magical abilities; they are the rulers and leaders of Ogroth, and outside of the Underworld they are quite rare. They mimic the noble societies of the races around them – and being that most ogres live in the barbaric fringes of the world, this does not mean much. They prefer to spend their days feasting, sporting (hunting men and toying with them as

a cat does a mouse), or spending time in study and mystical contemplation of sorcery and eldritch wizardry. Most common ogres are the "grunt labor" that whips the teeming masses of human, orc, and goblin slaves in service to their betters.

The ogre form is chaotic by nature, though many clans have the same general pattern of colors, magical powers, and other features such that the more successful clans and tribes are to all intents and purposes sub-races. Ogre magi stand 10' to 12' tall and weigh 600 to 800 pounds; common ogres stand 8' to 10' tall and weigh 400 to 600 pounds. They are of human proportions for their size, though usually quite fat, with a large paunch, though very well muscled. Ogre magi can live for more than 1,000 years, common ogres for 500 years.

Ogres are meat-eaters, though not exclusively so. They prefer and crave the flesh of other intelligent beings. Some sages speculate that ogre magi especially require the flesh of other intelligent beings to continue to maintain their magical powers. In many languages the word for "ogre" is identical to or related to the word for "cannibal." Though they prefer fresh, often still writhing and screaming flesh, they also eat carrion, and enjoy nuts, roots, and hot spicy foods. They do not much like greens, but can subsist on them if need be. They are, for their great size, quick to fall to alcohol, and are usually mean, vicious drunks until they pass out for a long nap. Their favorite drink is gin, which is produced in great quantities in their homeland of Ogroth and traded far and wide throughout the Underworld.

Ogres are not wont to do any sort of work they do not find amusing, thus, while they are capable of smithing, and building, and farming, and all the various arts of civilization, they eschew it all as beneath them. They are usually potent in magic, to a lesser or greater extent, with those with the greatest magical abilities ruling their small settlements. They are very good at slaying, and destroying, and bringing about pain and misery, and to this end they enslave lesser races to do all the needful things of everyday living. And of course, if the slaves do not work as needed, they make for a nice snack.

Ogres are able to crossbreed with humans, elves, and orcs. Many encounters with ogres are actually with bands of inbred half-ogres led by a single ogre sire. The spawn of an ogre (whether ogre magi or common ogre) and a human, elf, or orc is a half-ogre of 7' to 9' in height, mostly favoring the appearance of the ogre race, broad and muscular, and sometimes with one or more telltale signs such as horns, fangs, or a tail; magical powers are few if any. Half-ogres of human and elf descent have been known to be most fair of appearance, even when most foul of spirit.

Ogres can also breed with giants, usually hill giants, though other crosses are possible. Ettins are believed to be a stable race created by ancient crossbreeds between ogres and hill giants.

OGRE CULTURE

NORTHERN OGRES

The northern ogres are the dominant ogre type in the Gorge of Ogroth, the Northern Wilds, the Middle Lands, the Verdulann Forest, and the Aegipan Peaks. They are encountered as far west as Bagaudia and Alspadia, as far south as Itlania and ElySION, and east into the Starcrag Peaks and the Hoarfrost Coast.

They, together with the eastern ogres, are the only branch of ogres that exhibit blond and red hair, though black and brown are still the dominant hair colors. Skin color of common ogres is usually white, gray, brown, or in varying shades thereof, including a ruddy pink. Clothing is similar in most respects to that of the local Gotha and Guidhel, though ogre magi prefer fine imported silks and the fancier clothing designs of Gyrax.

Culturally, northern ogres most closely resemble the Gotha and the dwarves, or rather it should be said that the cultures of the northern ogres, the dwarves, and the Gotha are similar because they were all three strongly influenced by the giants. Northern ogres were also influenced by the Guidhel, whose lands they also haunted from time immemorial.

The center of northern ogre "civilization," if it can be called such is the Gorge of Ogroth, which the northern ogres believe to be the original and thus holy homeland of all ogre-kind. In truth in days ancient beyond reckoning, during the War of the Titans, Ogroth was in fact the grand citadel of those of the Third Born whose descendents were reduced to the status of ogres. However, what is known today as Ogroth is merely the sad shadow of that once-great mile-high edifice, for it was destroyed down to the very last stone of its foundations by the Elder Titans at the end of the War of the Titans, and all that was left was the stripped land and canyons known today as the Gorge of Ogroth.

Most of the common ogres of Ogroth and the north are little more than savage brutes. Their ogre magi lords, however, are another matter altogether, for they are often mystic savants, dedicated to the development of their arcane, divine, and psychic powers and the acquisition of ever greater magical power. Their hold in Ogroth, the eldritch city of Oegyrazstaad, is one of the most mystically potent cities in the Olden Lands and of the Underworld. There, urbane ogre magi rub shoulders with sorcerers and eldritch wizards, demons and devils, dark elves and things from far off cosmic planes. A visit can be quite jarring to an adventurer used to the barbaric splendor of the typical common ogre clan of the north.

The northern ogre dialect is the "purest" of the Ogrish tongues. It is very close to the common tongue of the giants, has many similarities with Dwarvish, and loaned much over the millennia to the Gotha tongue (borrowing only some bits from the Guidhel). Most northern ogre magi write using the Thyrsar runes of the giants, while the common ogres rarely write anything at all.

EASTERN OGRES

The eastern ogres are the dominant ogre type on the islands of the Sea of Storms, the Sunrise Sea, the Storm Coast, the Hoarfrost Coast, and in the Starcrag Peaks. They are encountered into the Middle Lands and the Northern Wilds, where they are often dominated by their more organized northern brethren.

The eastern ogres are considered to be the poor country cousins of the northern ogres. Culturally they are little different, though they lack the relatively sophisticated urban Underworld culture of the northern ogre magi. They are if anything more savage than their barbaric cousins in the north. Most eastern ogres only wear rags or furs, often green and still with heads and legs attached. Ogres of some eastern clans are very hirsute, almost furry, and wear nothing more than a loincloth, if that. Many clans are culturally backward, wielding only stone weapons or large tree branches.

The ogre magi of the eastern clans are only rarely scholars; they usually revel in their powers like children – angry, greedy, villains-of-the-deepest-dye children, but children nonetheless. Re-roll any rolls of illusionist, priest, or wizard when rolling for eastern ogre mage spell-casting class levels; only on a second roll do they possess that class.

Eastern ogres rarely lair in man-made stone structures or even ruins, favoring more natural, rustic surroundings such as caves, cavern systems, ramshackle huts, or wooden longhouses. They are often found living with and working in conjunction with giants or goblinoids; servants and fodder for the former, favored muscle for the latter.

The tongue of the eastern ogres has more in common with Gottish than even the northern ogres, as they have no Guidhel influence, and only the southernmost island-dwelling tribes, clans, and bands have felt any influence from the Elysians. Few among the eastern ogres, even their few ogre magi, use runes.

A significant branch of the eastern ogres are the *merrow*, a sub-race of ogre that has adapted to fresh river waters and the salty waters of the Sea of Storms and can be found as far south as the Sunrise Sea (though they prefer the cold storm-tossed northern waters). They generally only live in rivers or in the shallow waters along the shores of the continental coast and the western islands, where, being able to live on both land and sea, they can hunt land-dwelling men and retreat to the water at need.

Merrow are only rarely encountered among the eastern islands of the Sea of Storms, as they avoid waters controlled by sea-trolls, the *scrag*s. They also avoid the deep waters, as such are the home for the sahuagin shark-folk. Merrow are also encountered, rarely, in the eastern waters of the Great Heart River and its eastern tributaries.

WESTERN OGRES

Western ogres are the dominant ogres in Nhor and the Western Marches, on the Purple Plains and the Paynim Coast, in Alspadia and Deshret, and in Mhordlakh and Bagaudia. They are found regularly as far east as the Verdulann, Strigoria, and in the south into Kryx (though their numbers there are few and they are only found on the borders). Of late they are found in great numbers among the invading Paynims and Orcs of Nhor, and their numbers are expected to grow in the coming years...

Western ogres tend to have black or brown skin. Hair is usually black, blue, or bluish-black; it also tends to be straight and often worn long in shaven-headed top knots, dreadlocks, or free and wild in the wind. Clothing is utilitarian, though often sumptuous among the ogre magi and wealthier clans, for their homes are close to the Lotus Roads upon which are traded rich silks. The western ogres are the only ogres known to regularly ride steeds; the nomadic clans ride a domesticated breed of titanotheres, with larger baluchitheriums used as pack beasts and dray animals for their hall-sized wagons.

Culturally they resemble a *mélange* of the customs of the local human groups, primarily Kartaghan throughout, with strong Mhordlakhy influence in the north, strong Deshreti influence in the south, and Alspadian influence in the east. While the northern and eastern ogres are mostly rustic savages or backward barbarians, and the southern ogres of Kryx more of a decadent civilized sort, the western ogres hold to a semi-civilized barbaric glory, much like the Kartaghans of the Paynim Coast or Alspadians of the Zamaran Highlands.

The ogre magi of the west, like their northern cousins, are very magically attuned, though they are often steeped in diabolism where the northerners are more mystically oriented. Many ogre magi are priests of the King of Hell, and tied thoroughly with the Paynim faith and culture. There is in fact quite a rivalry between the Paynim priests of the ogre magi and their Anti-Church brethren, played out in the Underworld and into the cities of the urban ogres and the tent-camps of the nomad clans.

Whether fiend-seeing or dungeon-dwelling, however, the western ogres are as a rule more organized than their northern and eastern brethren, though more divided than their cousins who have been corrupted by Kryx. Each ogre khan is a king and emperor unto himself, and rules his clan with an iron fist. Discipline runs high among western ogre kind, which is why they have been so successful in their endeavors when they join with their Paynim or Orcish co-religionists in forming hordes and invading the eastern lands.

The western dialect of Ogrish is greatly divergent from the northern and eastern variety, adopting many words from Kartaghan and Deshreti. Western ogre magi usually use the Kartaghan script, while some know the older Deshreti glyphs and use it to keep their deepest eldritch secrets.

SOUTHERN OGRES

Southern ogres are the most geographically limited of the major branches of ogre-kind in the Olden Lands. They are generally only found in Kryx, or wherever the armies of Kryx can be found. A few exiles and runaways can be found elsewhere, though most of these flee into the Underworld, where the power of Kryx is rarely felt.

Southern ogres are also the smallest of the major cultural groups of ogres in the Olden Lands. They are all descended from ogres who fell under the influence of or are directly descended from Kryx during the years of his Second Empire (1350 to 1478 AE). He first recruited western ogres to his banner and discovered quite by accident that though he could not reproduce with other races, he could produce children by ogres. All such get were ogre magi of most magically potent sort; their descendents were also magically powerful, even half-ogres of human sort.

In the centuries since, his progeny and their various lines have migrates throughout the South, into Deshret and Eosha and south into Mandayan. They remain, however, based in Kryx, and form the core of his priesthood and cadre. They are as loyal to each other as any other ogres, that is, not really at all, but they revere their grand sire and fear to ever fail him, for the punishment for failure for the get of Kryx is even more villainous than the Elder Masters of Ogroth could imagine in their deepest nightmares.

Though they are all Chaotic and Evil through and through, the ogres of Kryx tend to work together, in much the same manner as the devils of Hell work together at the behest of their grim grand sire, the King of Hell. This can make them, if anything, far more dangerous than even the ogres of Ogroth, let alone the rabble of Nhor or the Starcrag.

Southern ogres tend to be a very human-looking lot, like their grand sire. Skin coloration is the oddest element, though, as most have a burnished bronze, molten gold, or dark copper complexion. Southern ogres also tend to be highly psychically active; southern ogre magi have a 4 in 6, common ogres a 2 in 6, and half-ogres a 1 in 6 chance of possessing 1d3 psychic powers on top of any other abilities.

Culturally, southern ogres are much like the humans around them, with a mix of Kartaghan, Deshret, and Manday customs, dress, and minor cultural habits. They are, of all the ogres, most taken by clothing, jewelry, and other trappings of civilization, to an extent that would be shocking to a northerner familiar with the savage, barbaric and backward ogres of the Northern Wilds. They can, in this fashion, seem downright cultured, right until the main course is served up at dinner... for they are no less anthropophagus than northern ogres. They just prefer their man-flesh well spiced and cooked...

Southern ogres rarely speak Ogrish, as most use the tongue created by Kryx.

OGRES AND OGRE MAGI



COLORATION: Roll on the following table to determine the color of their flesh. Roll d100 for the skin color of common ogres and half-ogres, d12 for the skin color of ogre magi.

OGRE SKIN COLOR		
Common Ogre	Ogre Mage (D12)	Color
01-15	1	White
16-30	2	Gray
31-45	3	Black
46-60	4	Brown
61-70	5	Red
71-80	6	Orange
81-85	7	Yellow
86-90	8	Green
91-95	9	Blue
96-97	10	Indigo
98-99	11	Violet
00	12	Roll Twice

HIT DICE: Ogres have variable hit dice. Most are in the 4 to 7 HD range, but those with greater and lesser hit dice exist:

OGRE HIT DICE		
Common Ogre	Ogre Mage	Hit Dice
01	01	1
02-05	02-03	2
06-10	04-06	3
11-50	07-10	4
51-80	11-30	5
81-90	31-60	6
91-94	61-80	7
95-97	81-85	8
98-99	86-90	9
100	91-92	10
-	93-94	11
-	95-96	12
-	97-98	13
-	99	14
-	100	15

SPELL CASTER: There is a 5% chance per HD that an ogre mage can cast spells as per a spell-casting class. If so, roll on the following table:

OGRE MAGE SPELL CASTERS	
D100	Class
01-05	Illusionist
06-15	Priest
16-20	Psychic
21-60	Sorcerer
61-65	Witch
66-95	Wizard
96-00	Roll Twice, re-rolling duplicates and 96-00

An ogre mage's spell-casting level is determined by rolling d20. If the result is higher than his hit dice, the spell-casting level is equal to his hit dice. If the roll is lower, that is the level of spell-casting ability the ogre mage possesses in that class.

An ogre mage with spell-casting abilities gains a +1 bonus to his hit points for every level of spell casting possessed.

MAGIC ITEMS: All ogre magi can use all sorts of magical items, regardless of restrictions based on class or race. If the ogre mage also has class levels in the requisite class, any target of an item he uses that is restricted to that class suffers a -2 penalty to any applicable saving throw. In addition to other magic items possessed based on treasure, an ogre mage has a 10% chance per HD of possessing a magic item; if 100% or greater, the ogre mage has 1d3 items.

POWERS: All ogre magi have some magical powers. These are spell-like abilities that can be used at will or a number of times per day, week, or even month. All abilities are used as though the ogre mage were of the minimal level to use the ability, or of his HD, whichever is *greater*.

OGRE MAGE POWERS				
HD	Minor	Lesser	Greater	Major
1	1	-	-	-
2	2	-	-	-
3	2	1	-	-
4	2	2	-	-
5	2	2	1	-
6	3	2	2	-
7	3	2	2	1
8	3	3	2	2
9	4	3	3	2
10	4	4	3	3
11	5	4	4	3
12	5	5	4	4
13	6	5	5	4
14	6	6	5	5
15	6	6	6	6

Re-roll any “at-will” powers if re-rolled. If 1/day powers are re-rolled, they can be used more times per day, i.e. 2/day on second roll, 3/day on third roll, etc.

MINOR POWERS

1d12	Power
1	Burning Hands 1/day
2	Cause Fear 1/day
3	Cause Light Wounds 1/day
4	Charm Person 1/day
5	Darkness at will
6	Detect Magic at will
7	Invisibility (Self) at will
8	Magic Missile 1/day
9	Shocking Grasp 1/day
10	Sleep 1/day
11	Spider Climb at will
12	Roll on the Ogre Mage Weakness or Oddity Table

LESSER POWERS

1d12	Power
1	Animate Dead 1/day
2	Blink 1/day
3	Cause Serious Wounds 1/day
4	Clairaudience/Clairvoyance at will
5	Curse 1/day
6	Detect Thoughts/ESP at will
7	Fireball 1/day
8	Fly 20 minutes/HD total per day
9	Gaseous Form 1/day
10	Knock 1/day
11	Lightning Bolt 1/day
12	Pyrotechnics 1/day

GREATER POWERS

1d12	Power
1	Cause Critical Wounds 1/day
2	Charm Monster 1/day
3	Cloudkill 1/day
4	Cone of Cold 1/day
5	Contact Other Plane 1/day
6	Dispel Magic 1/day
7	Ice Storm 1/day
8	Magic Jar 1/day
9	Polymorph (Other) 1/day
10	Polymorph (Self) at will
11	Scrying 1/day
12	Telekinesis 1/day

MAJOR POWERS

1d12	Power
1	Astral Projection 1/week
2	Control Weather 1/day
3	Disintegrate 1/day
4	Earthquake 1/day
5	Extraordinary Ability! Roll on table below.
6	Finger of Death 1/day
7	Harm 1/day
8	Limited Wish 1/month
9	Symbol 1/day
10	Unholy Word 1/day
11	Wind Walk 1/day
12	Wish 1/year

HORNS: Ogre magi possess one horn, plus one horn per rank of powers (thus five horns if they possess up through a Major Power), plus one horn for every four levels they have mastered in their highest spell-casting class (rounded up). Thus a 15 HD ogre mage who has the spell-casting abilities of a 15th level sorcerer would have nine horns.



D100 OGRE MAGE EXTRAORDINARY ABILITIES

D100	Ogre Mage Extraordinary Ability
01	Animate Mineral 1/day
02	Antipathy/Sympathy 1/week
03	Charm Plants 1/day
04	Clenched Fist 1/day
05	Control Weather (Greater) 1/day
06	Creeping Doom 1/day
07	Crushing Hand 1/day
08	Delayed Blast Fireball 1/day
09	Detect Gems and Jewelry, 120' range, 3/day
10	Detect Metals and Kind, 120' range, 3/day
11	Detect Moving Walls and Rooms, 20' range, 3/day
12	Detect Secret Doors, 40' range, 3/day
13	Detect Sloping Passages, 20' range, 3/day
14	Dominion, as per Rod of Rulership 1/month.
15	Dragon Blood: as per (d10): 1+2, White; 3+4, Black, 5+6, Green, 7+8, Blue; 9+10, Red. Can breathe as per dragon type 3/day.
16	Duo-Dimension 1/day
17	Earthquake 1/week
18	Explosive Form. When the ogre is slain its body explodes, dealing its Hit Dice in damage in six-sided dice to all within 5' per Hit Die.
19	Finger of Death 1/day
20	Fire Storm 1/week
21	Gate 1/week
22	Giant Form. Can increase its size and the size of a Storm Giant, 3/day, for Hit Dice in rounds. Modify damage accordingly, does not gain bonus Hit Dice.
23	Glass Like Steel 1/day
24	Grasping Hand 1/day
25	Immolate self and weapons at will, any within 5' or struck by weapon suffers 1d6 points of fire damage.

D100	Ogre Mage Extraordinary Ability
26	Immune to normal and magical cold
27	Immune to normal and magical electricity
28	Immune to normal and magical fire
29	Immune to normal and magical poisons and gases
30	Immune to normal weapons; silver or magical weapons needed to hit
31	Immune to normal weapons; magical weapons of +1 or better enchantment needed to hit
32	Immune to normal weapons; magical weapons of +2 or better enchantment needed to hit
33	Immune to normal weapons; magical weapons of +3 or better enchantment needed to hit
34	Incendiary Cloud 1/day
35	Instant Summons 1/day
36	Irresistible Dance 1/day
37	Limited Wish 1/week
38	Magic Absorption, as per Rod of Absorption. Capacity in spell levels equal to Hit Dice, stored spell levels can be used to power any of the ogre's own magical abilities or spells.
39	Magic Nullification, as per <i>rod of cancellation</i> . 1/week
40	Magic Pouch, as per Bag of Holding I, constant
41	Magic Pouch, as per Bag of Holding II, constant
42	Magic Pouch, as per Bag of Holding III, constant
43	Magic Pouch, as per Bag of Holding IV, constant
44	Magic Sword 1/day
45	Mass Charm 1/day
46	Mass Invisibility 1/day
47	Meteor Swarm 1/week
48	Mind Blank 1/day
49	Permanency 1/week
50	Phase Door 1/day

D100 Ogre Mage Extraordinary Ability	
51	Polymorph Any Object 1/week
52	Power Word Blind 1/day
53	Power Word Kill 1/day
54	Power Word Stun 1/day
55	Prismatic Sphere 1/day
56	Prismatic Wall 1/week
57	Regenerates 1 Hit Point/Round
58	Regenerates 2 Hit Points/Round
59	Regenerates 3 Hit Points/Round
60	Regenerates 4 Hit Points/Round
61	Reverse Gravity 1/day
62	Saves versus all Magical Effects as though has one more Hit Die, constant
63	Saves versus all Magical Effects as though has two more Hit Dice, constant
64	Saves versus all Magical Effects as though has three more Hit Dice, constant
65	Saves versus all Magical Effects as though has four more Hit Dice, constant
66	Scion of Astarot. Two more heads, plus two additional Greater Powers.
67	Scion of Chaos. Once per day may cause a random effect like that of a <i>wand of wonder</i> .
68	Scion of Juiblex. Spits green slime 1/day.
69	Scion of Orcus. Control Undead as an anti-cleric of the same level. 5% chance per HD of having a magic wand.
70	Shape Change 1/day
71	Spell Resistance 3/Magic Resistance 15%
72	Spell Resistance 6/Magic Resistance 30%
73	Spell Resistance 9/Magic Resistance 45%
74	Spell Resistance 12/Magic Resistance 60%
75	Summon and Control Air Elemental, as per Censer, 1/day

D100 Ogre Mage Extraordinary Ability	
76	Summon and Control Earth Elemental, as per Stone, 1/day
77	Summon and Control Fire Elemental, as per Brazier, 1/day
78	Summon and Control Water Elemental, as per Bowl, 1/day
79	Summon/Find Familiar
80	Summon (Lesser) Monster I 1/day
81	Summon (Lesser) Monster II 1/day
82	Summon Monster III 1/day
83	Summon Monster IV 1/day
84	Summon (Greater) Monster V 1/day
85	Summon (Greater) Monster VI 1/day
86	Summon (Greater) Monster VII 1/day
87	Symbol 1/day
88	Third Eye. Possesses 1d3 random psychic abilities.
89	Time Stop 1/week
90	Tougher than It Looks: bonus of 1d6 to its Armor Class
91	Transmute Metal to Wood 1/day
92	Trap the Soul 1/day
93	Two Heads, gains one additional Greater Power.
94	Unholy Word 1/week
95	Vanish 1/day
96	Vision 1/day
97	Wish 1/day
98	Withering Touch. Once per day on a successful hit, the ogre can cause the victim to wither. If the victim makes a saving throw versus Spells, he merely ages 10 years. If he fails his save, he ages 1d10+10 years and has a random limb shrivel into a useless, mummified member.
99	Roll Twice, rerolling rolls of 99 or 100
100	Roll Thrice, rerolling rolls of 99 or 100

D66 OGRE MAGE WEAKNESS OR ODDITY

D66	Weakness or Oddity	D66	Weakness or Oddity
11	Minor Light Susceptibility: -1 to hit when in daylight.	41	Animal Head: The ogre mage has the head of a random animal.
12	Lesser Light Susceptibility: -1 to hit, to damage, to saves, and to attribute checks when in daylight.	42	Animal Legs: The ogre mage has the legs of a random animal.
13	Greater Light Susceptibility: -2 to hit, to damage, to saves, and to attribute checks when in daylight.	43	Tall and Thin: The ogre mage is double normal height but weighs the same.
14	Major Light Susceptibility: -3 to hit, to damage, to saves, and to attribute checks when in daylight.	44	Short and Squat: The ogre mage is half normal height but weighs the same.
15	Lesser Light Bane: Turns to stone in daylight, but turns back to living flesh in darkness.	45	Headless: The ogre mage has no head; his face is in his torso.
16	Greater Light Bane: Turns to stone permanently when caught in daylight.	46	Half-an-Ogre: The ogre mage is only half his normal self – that is, he is split down the middle, with one arm, one leg, half a head, and his insides appearing on the split side.
21	Susceptible to Steel: Steel weapons deal double damage to the ogre mage.	51	Body of Elemental Air: This ogre mage is tied to elemental air, and while it is immune to air attacks, it suffers double damage from earth attacks.
22	Susceptible to Iron: Iron weapons deal double damage to the ogre mage.	52	Body of Elemental Water: This ogre mage is tied to elemental water, and while it is immune to water attacks, it suffers double damage from air attacks.
23	Susceptible to Bronze: Bronze weapons deal double damage to the ogre mage.	53	Body of Elemental Fire: This ogre mage is tied to elemental fire, and while it is immune to fire attacks, it suffers double damage from water attacks.
24	Susceptible to Copper: Copper weapons deal double damage to the ogre mage.	54	Body of Elemental Earth: This ogre mage is tied to elemental earth, and while it is immune to earth attacks, it suffers double damage from fire attacks.
25	Susceptible to Jade: Jade weapons deal double damage to the ogre mage.	55	Wherever the ogre mage goes, thunder follows it, so it can never surprise anyone.
26	Susceptible to Glass: Glass/obsidian weapons deal double damage to the ogre mage.	56	Wherever the ogre mage goes, small plants wilt and die, and leaves fall brown from trees.
31	Susceptible to Cold: Suffers a -2 penalty to save against cold damage, and suffers an additional +1 point of damage per die of cold damage suffered.	61	The ogre mage has two heads, and the second one is stupid, crass, and loud-mouthed.
32	Susceptible to Fire: Suffers a -2 penalty to save against fire damage, and suffers an additional +1 point of damage per die of fire damage suffered.	62	The ogre mage has three heads, and is always arguing with itself.
33	Susceptible to Acid: Suffers a -2 penalty to save against acid damage, and suffers an additional +1 point of damage per die of acid damage suffered.	63	Multiple arms: The ogre mage has 1d4 additional pairs of arms, but they do not provide any additional ability to attack or perform actions.
34	Susceptible to Sonic: Suffers a -2 penalty to save against sonic damage, and suffers an additional +1 point of damage per die of sonic damage suffered.	64	Bestial Body: The ogre mage has an animal torso and legs; this might be the body of a lion, a centipede, a dragon, a horse, or just about any other creature under the sun or in the Underworld.
35	Susceptible to Poison and Gas: Suffers a -2 penalty to save against poison and gas, and suffers an additional +1 point of damage per die of poison and gas damage suffered.	65	Perpetual Youth: Whatever forms the ogre mage might take it can only take the form of a child or young version of that creature.
36	Susceptible to Electricity: Suffers a -2 penalty to save against electricity damage, and suffers an additional +1 point of damage per die of electricity damage suffered.	66	Perpetual Age: Whatever forms the ogre mage might take it can only take the form of an ancient and wizened version of that creature.

OGRE ENCOUNTER GENERATOR

ORGANIZATION (D100)

Map 01: Mhordlakh & Bagaudia

01-25	Lone Ogre
26-50	Pair
51-70	Gang of 1d2+2
71-85	Band of 1d4+4
86-95	Clan of 1d3+1 Bands
96-00	Tribe of 1d3+1 Clans

Map 02: Middle Lands & Northern Wilds

01-10	Lone Ogre
11-30	Pair
31-50	Gang of 1d3+2
51-70	Band of 1d6+4
71-90	Clan of 1d3+1 Bands
91-00	Tribe of 1d6+1 Clans

Map 03: Thundigoth & Sea of Storms

01-10	Lone Ogre
11-20	Pair
21-35	Gang of 1d3+2
36-70	Band of 1d6+4
71-85	Clan of 1d3+1 Bands
86-00	Tribe of 1d4+1 Clans

Map 04: Alspadia & Nhor

01-10	Lone Ogre
11-20	Pair
21-30	Gang of 1d3+2
31-60	Band of 1d6+4
61-80	Clan of 1d3+1 Bands
81-00	Tribe of 1d6+1 Clans

Map 05: Elyson & Itlania

01-05	Lone Ogre
06-10	Pair
11-20	Gang of 1d2+2
21-80	Band of 1d4+4
81-95	Clan of 1d3+1 Bands
96-00	Tribe of 1d3+1 Clans

Map 06: Auriante & Sunrise Sea

01-05	Lone Ogre
06-10	Pair
11-20	Gang of 1d2+2
21-80	Band of 1d4+4
81-95	Clan of 1d3+1 Bands
96-00	Tribe of 1d3+1 Clans

Map 07: Deshret & Purple Plains

01-10	Lone Ogre
11-20	Pair
21-30	Gang of 1d3+2
31-60	Band of 1d6+4
61-80	Clan of 1d3+1 Bands
81-00	Tribe of 1d6+1 Clans

Map 08: Kryx & Great Southern Swamp

01-10	Lone Ogre
11-20	Pair
21-35	Gang of 1d2+2
36-70	Band of 1d4+4
71-85	Clan of 1d3+1 Bands
86-00	Tribe of 1d4+1 Clans

Map 09: Eosha & Steaming Sea

01-05	Lone Ogre
06-10	Pair
11-20	Gang of 1d2+2
21-80	Band of 1d4+4
81-95	Clan of 1d3+1 Bands
96-00	Tribe of 1d3+1 Clans

OGRE TYPE (D100)

Map 01: Mhordlakh & Bagaudia

01-10	Full Mix
11-20	Ogre mage with half-ogres
21-40	Common ogre with half-ogres
41-00	All half-ogres

Map 02: Middle Lands & Northern Wilds

01-40	Full Mix
41-60	Ogre mage with half-ogres
61-80	Common ogre with half-ogres
81-00	All half-ogres

Map 03: Thundigoth & Sea of Storms

01-30	Full Mix
31-40	Ogre mage with half-ogres
41-60	Common ogre with half-ogres
61-00	All half-ogres

Map 04: Alspadia & Nhor

01-40	Full Mix
41-60	Ogre mage with half-ogres
61-80	Common ogre with half-ogres
81-00	All half-ogres

Map 05: Elyson & Itlania

01-20	Full Mix
21-30	Ogre mage with half-ogres
31-50	Common ogre with half-ogres
51-00	All half-ogres

Map 06: Auriante & Sunrise Sea

01-30	Full Mix
31-40	Ogre mage with half-ogres
41-60	Common ogre with half-ogres
61-00	All half-ogres

Map 07: Deshret & Purple Plains

01-40	Full Mix
41-60	Ogre mage with half-ogres
61-80	Common ogre with half-ogres
81-00	All half-ogres

Map 08: Kryx & Great Southern Swamp

01-60	Full Mix
61-80	Ogre mage with half-ogres
81-90	Common ogre with half-ogres
91-00	All half-ogres

Map 09: Eosha & Steaming Sea

01-20	Full Mix
21-40	Ogre mage with half-ogres
41-60	Common ogre with half-ogres
61-00	All half-ogres

OGRE ORIGINS (D100)

OGRE	½ OGRE	LONE OR PAIR ORIGINS
01-10	01-20	Messenger(s)
11-60	21-40	Settler(s)
61-90	41-80	Raider(s)
91-00	81-00	Adventurer(s)

HALF-OGRE CLASSES

D100 Half-Ogre Class – Castles & Crusades	
01-25	Fighter
26-40	Ranger
41-65	Barbarian
66-70	Assassin
71-80	Rogue
81-95	D6: 1+2 Priest, 3+4 Anti-Cleric, 5+6 Sorcerer
96-00	Witch
D100 Half-Ogre Class – Labyrinth Lord	
01-05	Assassin (7/12)
06-20	D6: 1+2 Priest, 3+4 Anti-Cleric, 5+6 Sorcerer (5/12)
21-70	Fighter (15/15)
71-85	Ranger (12/12)
86-95	Thief (9/12)
96-00	Witch (5/12)

PETS: Northern ogres of Ogroth and the Northern Wilds generally keep wolverines, eastern ogres of the Starcrag Peaks and the isles of the Sea of Storms keep mountain lions, while the western ogres of Nhor and the Purple Plains prefer tigers, and the southern ogres of Deshret and Kryx prefer lions. The ogres of the Cold North are said to keep saber-toothed tigers.

LONE OGRE: Roll for type as per usual above; a full mix result indicates a high ogre, a high ogre or common ogre with half-ogres indicates a common ogre, while an all half-ogre result indicates a half-ogre. A lone ogre or half-ogre has a percentage chance equal to his hit points of having a pet. Roll on the Origins table above; treat a Mated Pair as a Messenger.

PAIR: Roll for type as per above; a full mix result indicates a pair of high ogre, a high ogre with half-ogres indicates a high ogre with a common ogre or half-ogre (50/50), a common ogre with half-ogres indicates a pair of common ogres or a common ogre and a half-ogre (50/50), and a half-ogre result indicates a pair of half-ogres. Pool their hit points to determine the percentage chance of having a pet. Roll on the Origins table above to determine why they are found.

Lone or Paired Messengers are delivering messages between ogre gangs, bands, clans, or tribes, or between other masters, depending on the local settlement patterns. Ogres often lord over orcs and goblinoids, so they may act as a go-between for such tribes; or for priests, sorcerers, or wizards; or for more potent monsters, such as dragons or liches.

Lone or Paired Settlers indicate, if in wilderness or borderlands, that there is a 2 in 6 chance that the encounter is with the ogres at their lair. Lairs for lone and paired ogres are usually in huts, ruined manors, or ruined towers, sometimes caves or small natural cavern complexes. If not in their lair, the pair are encountered while out hunting or raiding near their lair.

The difference between Raiders and Adventurers is slim to none when it comes to most ogres, but at its core, the difference is that raiders will always attack unless greatly

outnumbered, while adventuring ogres will be more considered in their reaction, especially if half-ogres. Some adventuring ogres might seek alliance with like-minded groups. Lone and paired ogres, unless messengers, have a 50% chance of having 1d6 slaves or victims in their larder.

GANG: A gang of ogres is led by one leader-type. If led by a high ogre or common ogre, roll for hit dice; if led by a half-ogre, the half-ogre is 3rd to 5th level. If led by a high-ogre, half the gang consists of common ogres, the rest half-ogres (round up for half-ogres). If led by a common ogre, there is a 50% chance that the rest of the gang is divided between common ogres and half-ogres; otherwise all are half-ogres. Roll d6 to determine the gender of the gang members: 1-3 Male, 4-5 Female, 6 Mixed. In mixed gender gangs there is an equal chance that the gang is led by a male or female. Add together all the hit points of the ogres. This is the base chance the gang has of having 1d3 pets. Gangs exist purely to raid, plunder, pillage, and do other unpleasant things; they are sometimes part of a band out on a raid, but might simply be a very small independent band. Ogre gangs always lair in the finest ruins they can command, though they will settle for a cave or cavern complex if necessary. A gang usually has 2d6 slaves or victims in their larder.

BAND: Bands are the basic operating level of ogre society. They are made up of a fairly balanced mix of males and females, with an additional number of young equal to 50% of the total number in the band (rounded up). If the band is led by a high ogre, he will be of at least 6 HD. If led by a common ogre, he will be of at least 5 HD. If led by a half-ogre, he will be of 4th to 6th level. The leader has an equal chance of being male or female; the most powerful secondary leader is the leader's mate. Bands always have 1d3 pets and 1d6 slaves per ogre plus 1d4 slaves per half-ogre. Bands usually live in ruined castles or villages, sometimes in a large cavern complex with a mix of lesser monsters. These caverns often open into the Underworld.

CLAN: Clans consist of two or more bands that have grouped together, usually based on blood relations or forged by a powerful personality. In addition to the leaders of the bands, a clan has a leader of 7th to 9th level or 7 to 9 HD, who has one personal lieutenant plus one additional lieutenant per constituent band. Lieutenants are of 3rd to 5th level or 3 to 5 HD. In addition to the normal pets and slaves of the bands, a clan always has an additional 2d6 pets plus 1d6 slaves per band. Ogre clans may live in above-ground villages or cave systems.

TRIBE: Tribes consist of two or more clans that have grouped together, usually forged by a powerful personality. In addition to the leaders of the bands and clans, a tribe has a leader of 10th to 15th level or 10 to 15 HD, who has one personal captain of 6th to 8th level or 6 to 8 HD, plus one additional lieutenant per constituent clan. Lieutenants are of 3rd to 5th level or 3 to 5 HD. Tribes are often based in conquered towns or castles or the ruins thereof; groups of this size are common in the Underworld.

HALF-OGRE PLAYER CHARACTERS

Half-ogres are descended from ogre and human, elf, or orc parentage. All half-ogres have the same general capabilities and appearance regardless of their non-ogre parent, as the ogrish type is by far dominant in the half-ogre form. Half-ogres are a stable race; a half-ogre breeding with a half-ogre, ogre, human, elf, or orc always results in another half-ogre.

Half-ogres are rarely accepted among their human and elven kin. Half-ogres of orc parentage often find a place of power and honor among their orc brethren. Half-ogres in ogre society are at the bottom of the ogrish rung on that ladder, but still far superior to the other subjects of ogre society, the human, orc, and goblin slave castes.

DESCRIPTION: Half-ogres usually favor their ogrish parentage in appearance, standing 7 to 8 feet tall, with broad muscular build and heavy, rugged skeletal structure. Hair is bristly and males are notably hirsute. Skin is thick and often blubbery, covered in warts and prone to sagging. Half-ogres are prone to obesity. Half-ogres tend to have a strong musky scent, difficult to cover up even with the strongest colognes and perfumes. Their teeth are naturally sharp, like those of sharks, and often grow in two or three rows. They usually have tails, like their ogre parents, most often a cow tail though sometimes a horse tail, tiger tail, or monkey tail (these last two most common in the West and South). Half-ogres of direct ogre mage descent often have one to three horns.

Half-ogres sometimes favor their non-ogrish parentage, such that save for their great size and tremendous physique, they are merely largish versions of their normal race.

PERSONALITY: A half-ogre's personality depends much on the environment she grew up in. Odds are against a nurturing, loving family environment in any case, even when raised among the non-ogre kin and often especially when raised among the non-ogre kin. Most half-ogres are as brutish as their ogre brethren, returning to the world what they were dealt as children or simply following in their ogrish world. However, unlike their ogre kin, who if not merely by their culture but also by their blood are predisposed toward Chaos and Evil, half-ogres have a choice, and some have chosen otherwise. But they are few and far between, notable for being the exception to the rule.

RACIAL AFFINITIES: For most half-ogres, members of other races, even other ogres and half-ogres, are little more than walking, talking meals waiting to be eaten. Otherwise, half-ogres tend to get along best with other ogres and half-ogres, fear and respect giants, and lord it over other smaller races, notably humans, orcs, and goblins.

ENVIRONMENT: Half-ogres are found wherever ogres are found, most notably in wild lands on the fringes of civilization, cold and hot wastelands, deep forests, rocky hills, and craggy mountains. They are also quite at home in the Underworld.

RACIAL ABILITIES

ANTHROPOPHAGIC: A half-ogre, though not a true ogre, is also tainted by Chaos and his ogrish ancestry, and lusts after the flesh of other intelligent beings in much the same way that an ogre does. He must always fight against the lust, if he wishes to keep his soul clean from the corruption of cannibalism.

Even those with the greatest will find it difficult to resist eating the flesh of other sentient beings, especially when they are confronted with others doing such. Under normal, non-stressful circumstance a half-ogre need not make any saving throws to resist falling into cannibalism. If he has gone without a meal for more than a day, he must make a CL 0 Charisma saving throw [LL: Save versus Spells] or go into a monstrous rage and seek to consume such flesh as opportunity permits. Similarly, he must make a save if he witnesses a cannibal eating flesh, or if offered sentient flesh.

The CL may increase based on circumstances at the Judge's discretion.

DARKVISION: Half-ogres can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Half-ogres can function well with no light at all. Darkvision is spoiled by bright lights, such as from a lantern or other light source. A half-ogre requires one minute adjusting his or her eyes when a light source is extinguished before gaining full use of Darkvision. [LL: Half-ogres have 60' infravision.]

MONSTROUS RAGE: A half-ogre can fly into a monstrous rage once per day for every three levels (rounded up). While in a monstrous rage, a half-ogre channels the bestial, berserker, monstrous power of his ogrish ancestors, transforming into a mass of mighty thews and whirling fists.

The half-ogre gains the ability to attack with a melee weapon at a +2 bonus to hit and damage OR to strike twice in a round with the same weapon, but he suffers a -2 penalty to Armor Class. He also gains a number of temporary hit points equal to his level plus 1d8 (as per the *aid* spell). [LL: Penalty of +2 to AC.]

While in his monstrous rage, a half-ogre cannot use any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word. He cannot use missile weapons, though he may use thrown weapons. A half-ogre's monstrous rage lasts for 1d10 rounds plus one round per level.

A half-ogre may prematurely end his monstrous rage. At the end of the monstrous rage, the half-ogre becomes fatigued, suffering a -2 penalty to hit and to damage, moving at one movement speed lower than normal, and unable to run or jog, all for a number of minutes equal to the number of rounds he was in the monstrous rage.

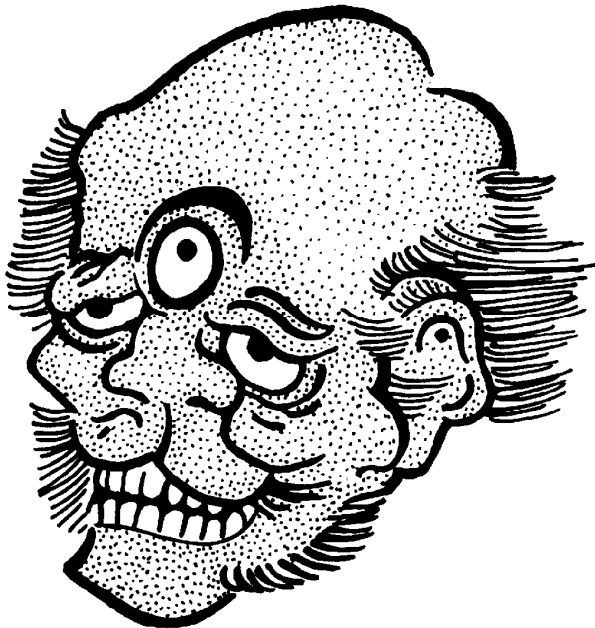
OGRE BLOOD: Half-ogres count as both ogres and the other parental type when dealing with magical effects. Thus, a half-ogre of ogre and elf descent can be affected by an ogre-bane sword or a spell that affects only elves.

OGRE MAGE BLOOD: Half-ogres of direct ogre mage parentage rarely possess any magical powers, but there is a slight possibility of such existing. Every level, including at 1st level, there is a percentage chance equal to the sum of the half-ogre's Intelligence, Wisdom, and Charisma scores above 10 that the half-ogre manifests a Minor Power. Thus, a half-ogre with Intelligence 15, Wisdom 12, and Charisma 8 would have a 7% chance each level of manifesting a Minor Power. Powers that are normally useable at will can be used only once per day; those normally useable once per day may be used once per week. Half-ogres of direct ogre mage descent also have three times the normal chance of possessing random "wild talent" psychic powers.

Half-ogres whose ogre mage parentage is further back than direct do not have any chance of possessing such powers, though they do have double the normal chance of possessing random "wild talent" psychic powers.

THICK HIDE: Half-ogres naturally have a very thick and tough skin, often covered in scars, warts, boils, and even scaly platelets. As such, half-ogres receive a +1 bonus to their Armor Class even when wearing armor. This bonus adds to the unarmored Armor Class of half-ogre monks. [LL: Bonus of -1 to AC even when armored.]

TWILIGHT VISION: Even under starlight, moonlight, or torchlight, half-ogres have exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile if they are outdoors in moonlight or starlight.



RACIAL TRAITS

CASTLES & CRUSADES

LANGUAGES: If raised among ogres, the half-ogre speaks Ogrish, the language spoken by the other parent, and possibly the local trade tongue. If raised among humans, elves, or orcs, the half-ogre speaks the language of that culture, the local trade tongue, and possibly Ogrish.

SIZE: Medium (7' to 8' tall, 300 to 450 pounds)

MOVEMENT: 30 ft.

TYPICAL CLASSES (MALES): Barbarian, Fighter, Ranger

TYPICAL CLASSES (FEMALES): Witch, Ranger, Barbarian

ATTRIBUTE MODIFIERS (MALES): +4 Strength, -2 Dexterity, +1 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma

ATTRIBUTE MODIFIERS (FEMALES): +2 Strength, +1 Constitution, -1 Intelligence, -1 Wisdom, -1 Charisma

REQUIREMENTS AND LIMITATIONS

LABYRINTH LORD

Requirements: STR 14, CON 14

Ability Modifiers (Males): +4 Strength, -2 Dexterity, +1 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma

Ability Modifiers (Females): +2 Strength, +1 Constitution, -1 Intelligence, -1 Wisdom, -1 Charisma

Ability Min/Max (Males): STR 14/21, DEX 3/12, CON 14/19, INT 3/12, WIS 3/12, CHA 3/12

Ability Min/Max (Females): STR 14/19, DEX 3/15, CON 14/19, INT 3/15, WIS 3/15, CHA 3/16

HALF-OGRE CLASSES AVAILABLE

Class	Level Limit Male/Female
Assassin	7/12
Priest/Sorcerer (Cleric)	5/12
Fighter	15/15
Ranger	12/12
Thief	9/12
Witch	5/12

HALF-OGRE THIEF SKILL MODIFIERS

Skill	Males	Females
Pick Locks	-5%	+/-0%
Find/Remove Traps	-5%	+/-0%
Pick Pockets	-10%	-5%
Move Silently	-10%	-5%
Climb Walls	+5%	+/-0%
Hide in Shadows	-5%	+/-0%
Hear Noise	+/-0	+1

HALF-OGRE AGE CATEGORIES

Age Stage	Age
Adolescent	16
Adult	21
Middle Age	100
Old/Elderly	200
Venerable	300
Age Limit	+3d100

OLDEN LANDS PREVIEW: GORGE OF OGROTH

OGROTH, GORGE OF

His Ferocious Supremacy, Khâranchir Grandtusk, Greatbelly of the Clans, Ogre Magister Magnus, Grandtusk of the Grandtusk Tribe, Grandtusk of the Grandtusk Clan, Dragoncleaver, Knight-Slayer, Maneater Maximus

Capital: Oegyrazstaad (pop. 19,300)

Population: 300,000

Demi-humans: Few (slaves, larder)

Humanoids: Goblin-Men (200,000), Goblins (120,000), Hobgoblins (100,000), Half-Ogres (100,000), Bugbears (50,000), Ogres (30,000)

Monsters: See the entries for the Hoarfrost Coast and the Northern Wilds.

Resources: Copper, food [gin], gems (opals), iron, platinum, slaves

Coinage: None; coins found in Ogroth were taken as loot from Mhoriedh, Hugelheim, Stardelve, Avalandia, Gyraz, or even further afield. Many hoards also contain the hacksilver of the Thundigoths. Ancient hoards might contain coins from the Golden Kingdom, the Elysian Empire, or even the Kingdoms of the Elder Days.

Ogroth is a region of deep canyons and cold wastelands, more than 40,000 square miles of gulches, buttes, bogs, juniper forests, ridges, hills, valleys, pine barrens, moors, and sour lands. The topography is merely a façade, however, as the Underworld of the region is one of the largest and most varied in the world, the upper physical levels extending for hundreds of miles outside of the core lands. Even the oldest ogres of Ogroth know not where the deepest levels may be found; some even go deeper than the layers of the Hells. It is one of the most mystically potent regions in the world, tainted thoroughly by Chaos. It is considered the native home of the ogres, wherever they might be, and most ogres fondest wish is to make enough loot to retire to Ogroth.

A storied land of myths and legends, there is an old saying that “Nothing is quite as evil as a wind from Ogroth.” Ogres rule, together with their half-ogre spawn, and all others serve as some rank of slave... or end up in the stewpot, if the ogres bother with cooking them.

The surface world is mostly wasteland, with slave camps mining copper, iron, platinum, and gems. Isolated villages of slaves farm the few areas that are arable for potatoes and other roots and tubers that grow well in the cold highlands, and herd goats, sheep, and swine. They also harvest the juniper berries from the juniper forests, for the ogre magi to make their infamous concoction known as gin. Gin, opals, and platinum are traded far and wide across the Underworld for exotic slaves and special herbs, such as lotus, that the ogre magi need for their black magic.

Most ogres lair in the Underworld, each in their own clan-based palaces, though many of their less advanced brethren lair in simple caves and unfinished caverns. There are also no few sky-islands in the region, ancient remnants of a long-lost civilization of cloud giants. These sky-islands are often connected to the nearby Underworld through mystical means, and are used as palaces or fortresses by the ogres. Some remain taboo, and are home to beasts that frighten even ogres.

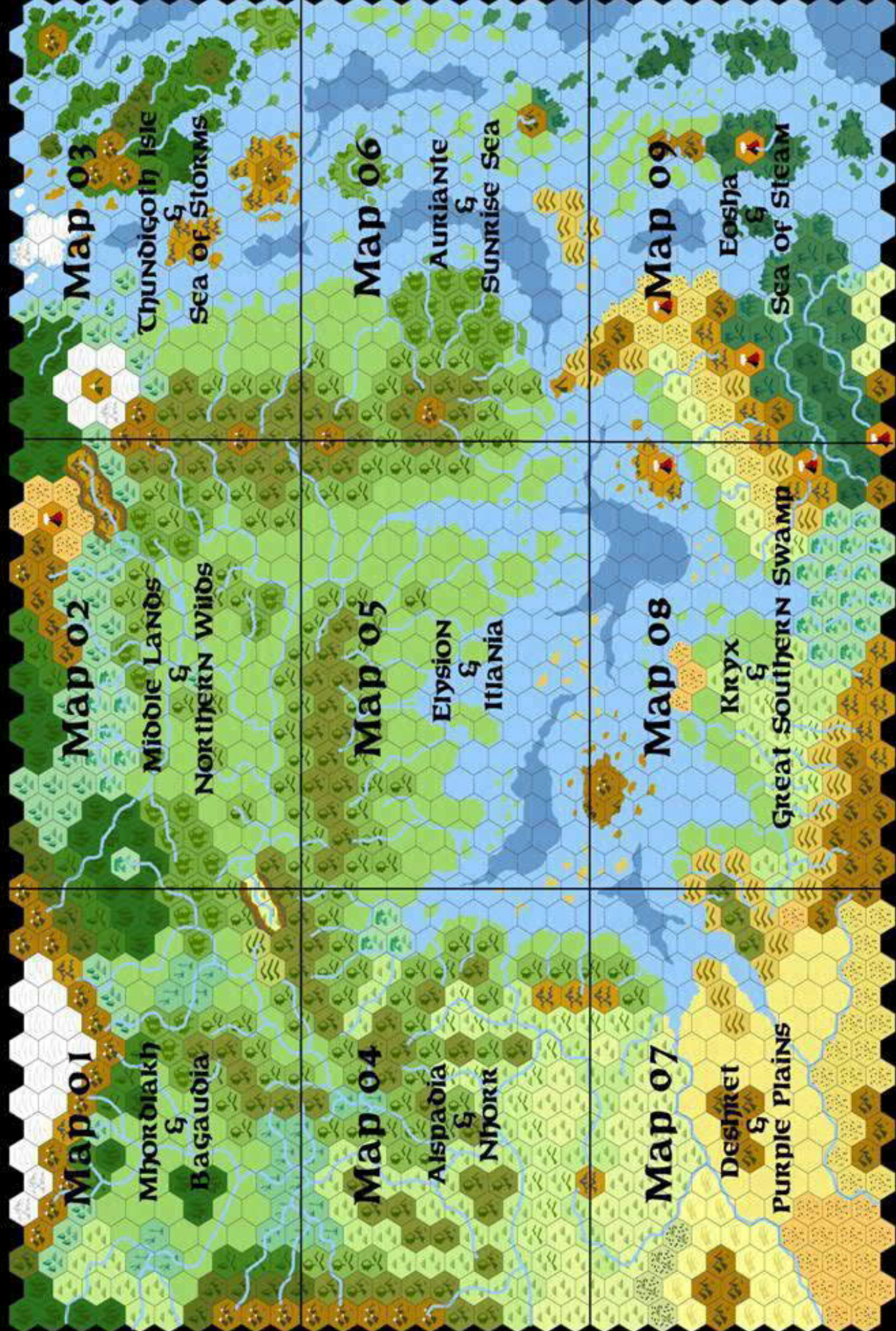
Ogre magi are not generally wont to follow the ways of gods, but they make an exception for the Dungeon God. They work with the Anti-Church and the various cults of the Dungeon God on a quid pro quo basis, never quite partners, never quite masters, but certainly never, ever subservient. The common ogres, however, especially the half-ogres, are often zealous devotees. Chaos beast cults are not uncommon, the most notable being that of Gülzigaard of the Bottomless Belly, a dire wolverine quasi-deity commonly worshipped in the Northern Wilds. His rites being simple – eat everything you can and defile the rest – he fits the spiritual needs of common ogres, such as they are, quite readily.

Oegyrazstaad, the only significant surface settlement larger than a village, is built into a wide, deep crater at the center of a plateau in the middle of the realm. In some unutterable age a meteor struck here and punched a hole straight into the Underworld. It created the crater above, punched a hole down through, then exploded and carved out a huge cavern. The lower levels of this vast cavern are actually a series of entrances to the Underworld connected to all of the major and most of the minor caverns and dungeons of Ogroth, and far beyond. Here, Blårödborg, the great palace of the Greatbelly of the Clans can be found, upon a sky-island floating at the heart of the vast cavern beneath the crater. The island was formed from the remnants of the meteor; the bottom side is a vast series of purple-glowing crystals that light up the whole cavern below, and the top has been carved over long millennia into an amazing eldritch palace of glowing purple towers.



THE CHRONICLES OF MHORIEDH

MAP 00: THE OLDEN LANDS



OGL

This book is published under the Open Game License (OGL) version 1.0a by permission of Wizards of the Coast, Inc. The Open Game Content appearing in this book is derived from the 3.0 System Reference Document, copyright 2000 Wizards of the Coast, Inc. All contents, excluding the OGL, is property of and copyright 2013 James Mishler. All Rights Reserved.

Designation of Open Game Content: All material that is open content by virtue of previously having been declared open in another open content work remains open content.

Designation of Product Identity: All material not specifically designated as open content is hereby declared Product Identity and may not be used without written permission from the publisher. If you have any questions about Product Identity in the Hercynian Grimoire, contact James Mishler at jamesmishler@gmail.com.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant you a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stanl, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Darwin's World Copyright 2002, RPGObjects; Authors Dominic Covey and Chris Davis.

Forbidden Kingdoms. Copyright 2002, OtherWorld Creations, Inc.; Authors R. Hyrum Savage and Dave Webb. Aerial Servant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Axe Beak from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Beetle, Giant Boring from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Beetle, Giant Rhinoceros from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Brownie from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Cave Cricket from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Crab, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Crayfish, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Demon: Jubilex The Faceless Lord (Demon Lord) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Demon: Orcus (Demon Prince of Undead) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Devil: Amon (Duke of Hell) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Devil: Bael (Duke of Hell) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Devil: Geryon (Arch-Devil) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Ear Seeker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Erica Balsey, based on original material by Gary Gygax.

Ed, Electric from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene.

Eye of the Deep from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Floating Eye from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Fly, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Frog, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Frog, Monstrous Killer from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Frog, Monstrous Poisonous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Gas Spore from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Golem, Wood from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Gorbel from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Andrew Key.

Groaning Spirit from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Hippocampus from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Erica Balsey, based on original material by Gary Gygax.

Jackalwere from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Nick Louth.

Kamadan from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.

Leprechaun from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene based on original material by Gary Gygax.

Lurker Above from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Piercer from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Rot Grub from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Sithering Tracker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Slug, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Strangle Weed from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Tick, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Trapper from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax, Turtle, Giant Snapping from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Green, based on original material by Gary Gygax.

Wind Walker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Yeti from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Green, based on original material by Gary Gygax.

Unearthed Arcana, Copyright 2004, Wizards of the Coast, Inc.; Authors Andy Collins, Jesse Decker, David Noonan, Rich Redman.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters & Treasure, Copyright 2005, Troll Lord Games; Authors Robert Doyel and Stephen Chenault.

Conan Roleplaying Game, Copyright 2005, Mongoose Publishing, Author Vincent Darlage.

Castles & Crusades: Players Handbook, 2nd printing, Copyright 2006, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Players Handbook, 3rd printing, Copyright 2007, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters & Treasure, 2nd printing, Copyright 2007, Troll Lord Games; Authors Robert Doyel and Stephen Chenault.

Labyrinth Lord Copyright 2007-2009, Daniel Proctor. Author Daniel Proctor.

Mutant Future Copyright 2008-2010, Daniel Proctor and Ryan Denison. Authors Daniel Proctor and Ryan Denison.

Realms of Crawling Chaos, Copyright 2008-2011, Daniel Proctor; Authors Daniel Proctor and Michael Curtis.

Castles & Crusades: Players Handbook, 4th printing, Copyright 2009, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters & Treasure, 3rd printing, Copyright 2009, Troll Lord Games; Authors Robert Doyel and Stephen Chenault.

Advanced Edition Companion, Copyright 2009-2010, Daniel Proctor; Author Daniel Proctor.

Castles & Crusades: Harvesters, Copyright 2010, Troll Lord Games; Author John P. Seibel.

Amazing Adventures, Copyright 2012, Troll Lord Games; author Jason Vey.

Castles & Crusades: Players Handbook, 5th printing, Copyright 2012, Troll Lord Games; Authors Davis Chenault and Mac Golden.

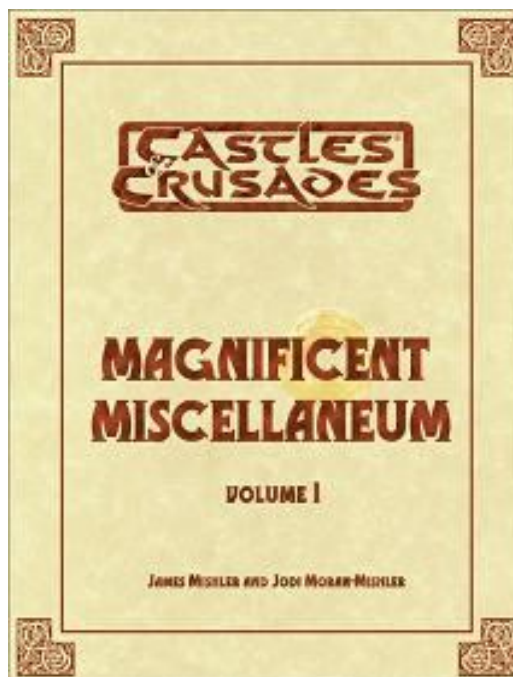
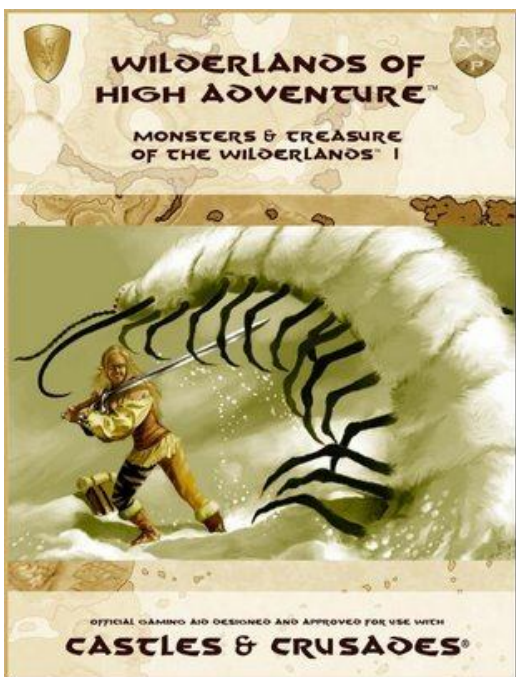
Ogres of the Olden Lands, Copyright 2013, James Mishler; Authors James Mishler and Jodi Moran-Mishler.

END OF LICENSE

JAMES MISHLER GAMES

The following items are available from James Mishler Games through DriveThruRPG and RPGNow:

Code	Item	Pages	MSRP
JMG00001	Hercynian Grimoire #1	46	\$8.00
JMG00601	Gods, Demi-Gods, and Cults #1: Chaos Queen of Ants	21	\$3.00
JMG00701	Vampires of the Olden Lands	26	\$4.00
JMG00702	Ogres of the Olden Lands	20	\$3.00
JMG02001	Gazetteer of the Olden Lands		<i>COMING SOON!</i>



The following products are available through
JUDGES GUILD

- Adventure Games Journal #1
- Southern Reaches Judges Map
- Southern Reaches Player's Map
- Monsters & Treasure of the Wilderlands 1
- Imperial Town of Tell Qa
- Barbarians of the Wilderlands 1
- Aendryth's Eldritch Compendium
- Skills, Feats, & Languages of the Wilderlands
- Faiths of the City State: Forn Sidthr
- World of the Wilderlands of High Adventure
- Rhadamanthia Continental Map
- Map 9: Western Karak
- Player's Guide #1: Tharbrian Horse-Lords
- 100 Street Vendors of the City State
- 2008 Wilderlands Jam
- Wilderlands Bundle

The following products are available through
TROLL LORD GAMES

- Magnificent Miscellaneum #1
- Magnificent Miscellaneum #2
- Magnificent Miscellaneum #3
- Martial Artist Class
- 100 Treasure Troves: Treasure Type 1
- 100 Exciting Encounters: Encounter Level 1
- 100 Calamitous Curses
- Monstrous Menaces #1
- Monstrous Menaces #2
- Monstrous Menaces #3
- 100 More Calamitous Curses
- Monstrous Menaces #4
- Monstrous Menaces #5

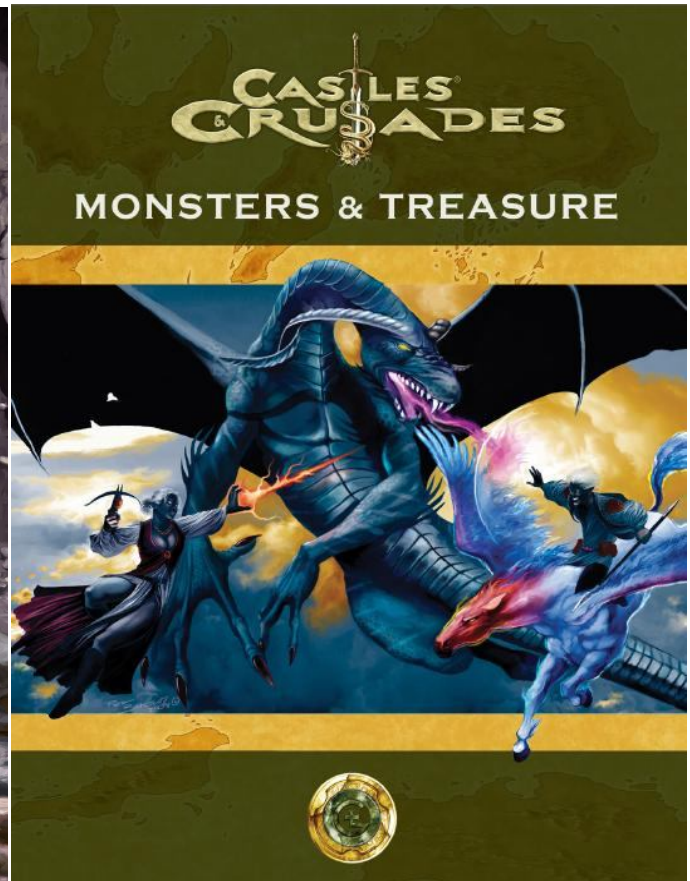
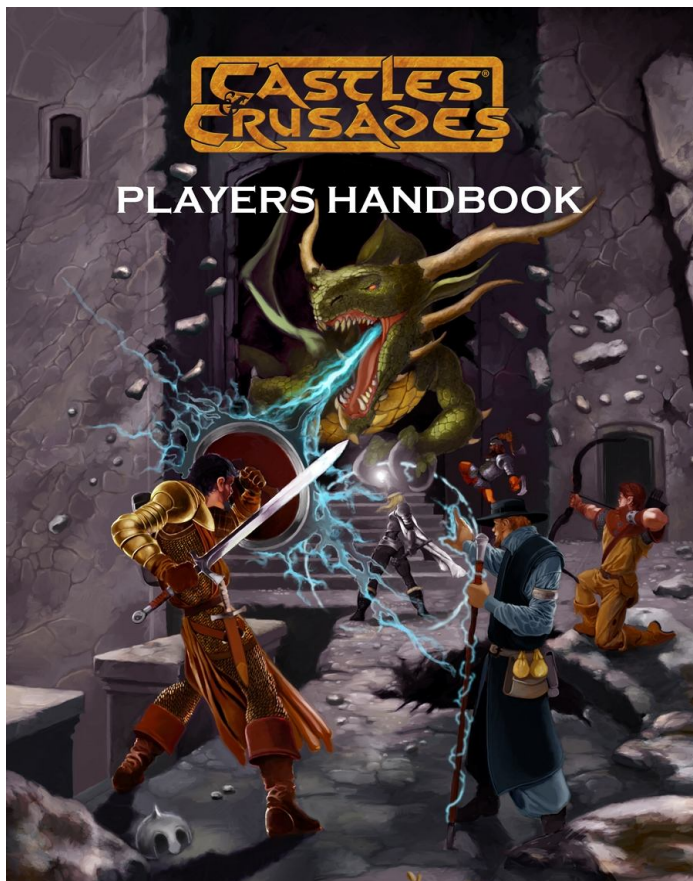
The following product is available through
KENZER & COMPANY

The Lost Tomb of Kruk-Ma-Kali

TROLL LORD GAMES

Troll Lord Games is the publisher of CASTLES & CRUSADES, a rules-light fantasy role-playing game with one of the fastest growing fan bases in the world. CASTLES & CRUSADES uses the easy to understand Siege Engine that can bring loads of fun and enjoyment to the gaming table. CASTLES & CRUSADES is:

- Best played with 2-8 players;
- Can be learned in as little as 15 minutes;
- Character generation can be done in less than 15 minutes;
- Has an attribute-based rules system;
- Has more than 75 products to choose from; and
- Has a massive online support community.



Learn more about

CASTLES & CRUSADES

at

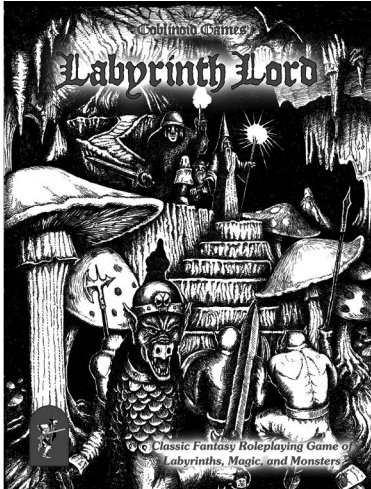
www.trolllord.com

We didn't invent old-school.

Goblinoid Games

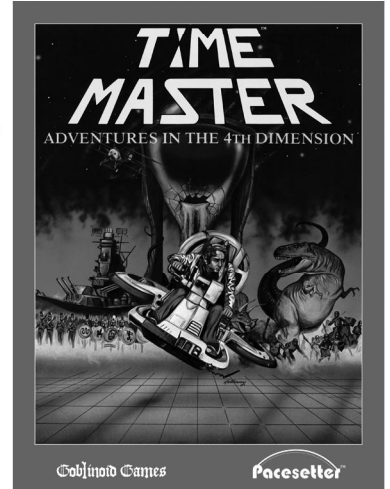
Pacesetter™

But we embody it.



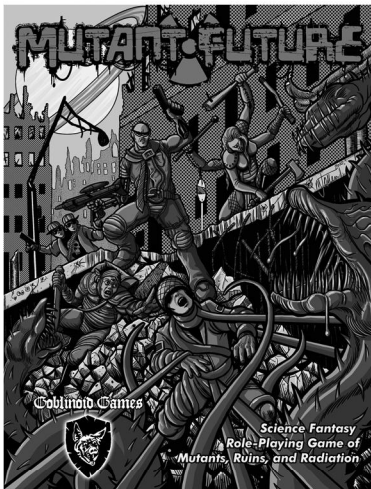
Labyrinth Lord

The popular basic-era retro-clone! Recapture those old-school, classic adventures. This game is fully compatible with all earlier editions of the world's most popular fantasy RPG.



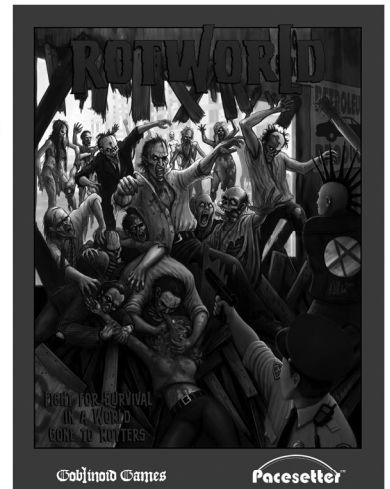
TIMEMASTER

Defend your timeline and other dimensions from the alien Demoreans! Visit the ancient past, the space age, and everything in between!



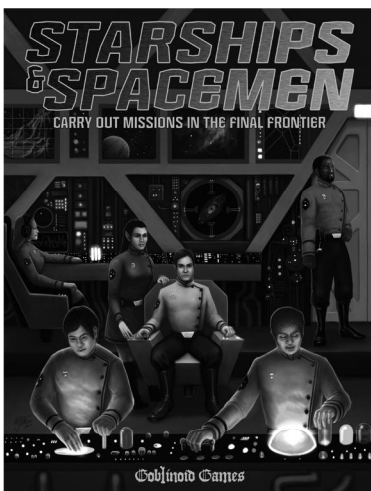
Mutant Future

Adventure in a radiation-blasted world! Play a mutant, pure human, or android as you try to survive in a crazy world of the mutated future.



ROT WORLD

The rotting dead won't stay dead! This game of zombie survival provides all you need to play during the fall of society in a zombie apocalypse.



Starships & Spacemen

Boldly explore new worlds as a member of the Galactic Confederation! Play a logical, pointed-eared Tauran, a blue-skinned Andromedan, or other races. Seek new life and societies on alien worlds!



SANDMAN

You suffer amnesia and are hunted by a mysterious figure. Travel in a dream-like world to solve the riddle of the Sandman!

www.goblinoidgames.com