

## The Half-Ogre

Lazy and cruel, ogres share the unnatural fecundity of other monstrous races. As such, they are known to couple with humanoids, sending the offspring of those unnatural unions out into the world. Shunned and mistrusted by others, many of them turn to crime, although a few find cabals of sociopaths with whom to dive into musty old tombs. While they can expect prejudice and horror in the wider world, their exceptional strength makes them potent assets to travelers in the wilderness.

As a race, Half-Ogres resemble somewhat rough-hewn humans, usually standing between seven and eight feet tall, and weighing about three hundred pounds. They age comparably to humans. Their skin tends toward the greenish-browns, blackish-browns, yellows, and violets of their ogre ancestry, although some may have more of the coloration of their human parent. Half-Ogres are rare enough that it is difficult to generalize about them, but they must usually still overcome the cannibalistic savagery of their ogre blood.

Half-Ogres are incredibly tough and strong. This strength grants them a greater initial Open Doors score than other characters. Half-Ogres can also bear incredible burdens; it takes five additional items for a half-ogre to gain the first encumbrance point. A Half-Ogre receives a +1 bonus to his Strength modifier (so a half-ogre with a 12 Strength has a +1 modifier instead of the usual 0 modifier, for example). A Half-Ogre also continues to apply his Constitution modifiers, if any, to Hit Points gained after level nine.

Half-Ogres speak the common tongue and the language of giants.

### Saving Throws

Level	Experience	HP	Paralyze	Poison	Breath	Device	Magic	Open Doors
1	0	1d10	10	8	13	9	12	3 in 6
2	2,200	+1d10	10	8	13	9	12	3 in 6
3	4,400	+1d10	10	8	13	9	12	3 in 6
4	8,800	+1d10	8	6	10	7	10	4 in 6
5	17,600	+1d10	8	6	10	7	10	4 in 6
6	35,200	+1d10	8	6	10	7	10	4 in 6
7	70,400	+1d10	6	4	7	5	8	5 in 6
8	140,800	+1d10	6	4	7	5	8	5 in 6
9	281,600	+1d10	6	4	7	5	8	5 in 6
10	422,400	+3	4	2	4	3	6	6 in 6
11	563,200	+3	4	2	4	3	6	6 in 6
12+	+140,800/lvl	+3	2	2	2	2	4	6 in 6

Class	Minimum Hit Points
Half-Ogre	6

## The Froska Fairy

Most sprites and other such fairy folk stay in their secluded forest glades and Faerie boltholes, but very occasionally one will go out into the world. Such as, say, an insane gardener summoned said fairy forth to keep her plants alive, then mysteriously disappeared, leaving the wee folk trapped in an iron cage for a decade. Just to pull an example out of nowhere.

Fairies are very rare in the world of mortals, and so such creatures tend to be isolated from their fellows, typically bereft of equipment. The variety of sprite described here, Froska Fairies, are those fair folk with sympathetic ties to frogs and other amphibians, being able to summon and converse with them.

Fairies are roughly a foot tall, weighing about three or so pounds. They look like diminutive elves with dragonfly wings on their backs.

Fairies have a number of additional traits, enumerated below:

- Fairies have a 5 in 6 Stealth skill when Unencumbered.
- Fairies add one to their Dexterity modifiers (so a Fairy with a 12 Dexterity has a +1 modifier instead of the usual 0 modifier, for example). Fairies also receive a ten-point bonus to their Armor Class when Unencumbered and not surprised.
- Fairies have a 60' base walking speed, but can fly at 240' if Unencumbered.
- Fairies are ill-built to interact with the worlds of men. They subtract two from their Strength modifiers.
- Fairies can obtain pixie-sized equipment in the Feywild, but in the world of Men, most tools are much too large. Human-sized equipment counts as oversized equipment for them. Single coins and non-encumbering items count as standard items. (If all else fails, use your common sense.) In combat, at best, they can use a minor weapon two-handed.
- Froska Fairies in particular can speak the language of frogs; frogs are notoriously bullheaded in their dealings with fair folk, and must be placated. Once per day, a Fairy can summon a frog, although this does not grant any special ability to force the frog to do anything.
- Fairies are sustained by fairy magic. Exposure, or lack of food or water, doesn't particularly bother them. Plants in their vicinity don't require water to grow.
- Fairies are Chaotic, speak both the common tongue and the language of the fair folk, and react as Elves for the purposes of spells such as *Charm Person*, *Sleep*, and *Holy Word*.

### Saving Throws

Level	Experience	HP	Paralyze	Poison	Breath	Device	Magic	Bushcraft
1	0	1d4	10	8	13	9	12	3 in 6
2	2,000	+1d4	8	6	10	7	10	3 in 6
3	4,000	+1d4	8	6	10	7	10	3 in 6
4	8,000	+1d4	6	4	7	5	8	4 in 6
5	16,000	+1d4	6	4	7	5	8	4 in 6
6	32,000	+1d4	4	2	4	3	6	4 in 6
7	64,000	+1d4	4	2	4	3	6	5 in 6
8	128,000	+1d4	2	2	2	2	4	5 in 6
9	256,000	+1d4	2	2	2	2	4	5 in 6
10+	128,000/lvl	+1*/lvl	2	2	2	2	4	6 in 6

\* Constitution modifiers no longer apply.

Class	Minimum Hit Points
Fairy	2