

OGRES

Massive and bull-necked with bulging muscle and flesh, most ogres indulge their every impulse because few can stop them. Though small for giants, ogres outweigh and tower over humanoids. Most live in the wild where they can create their own rules and ways of life.

Extreme Emotions

Most ogres experience emotions at their extremes. Rarely are they simply bemused or cross, and one is more likely to find an ogre leaping with ecstatic joy over a trivial victory or screaming with murderous rage over everyday frustrations. These heightened feelings drive many ogres down selfish paths, and some take whatever they want from anyone too weak to protest. Other ogres can be manipulated into working for evil creatures who promise to meet their heart's desire, be it food, riches, or friendship.

Ogres who embrace good often dedicate themselves to inspiring causes, letting their emotions fuel their passion and dedication for protecting their chosen people or place.

Savory Stories

Some ogres speak of a time when they shared vast wealth and riches, great homes made of hewn stone, and sumptuous feasts. These stories always end tragically, each with a different villain—from deceptive mages to talking cats—swindling the ogres of what is rightfully theirs. The truth of such legends remains unknown, but many cruel ogres use them as an excuse for their selfish indulgences.

Aristocracy of Bullies

When wicked ogres gather more food than they can stomach or riches than they can spend, they use the excess to tempt their kin into working for them. These petty rulers make other ogres grovel at their feet for table scraps, then send them out into the world to steal more. Many ogre communities form around these arrogant aristocrats—but few such leaders die of old age, as the ambition and emotions of their subjects bring about violent ends.

Cyclops: Ogre Progenitor

Ogres originally descended from the cyclops, an old-world giant with a single eye whose kind still roam through remote canyons and valleys. These behemoths stand heads above the ogres and are twice as destructive once they've spotted their prey. But while their binocular cousins have gone on to become successful hunters and live for themselves, the cyclops is a scavenger hindered by their poor eyesight. Most cyclopses are eager to work for and defend powerful warlords or wealthy ogres, as long as they have easy access to food and shelter.

Rumor has it that a cyclops can emit a mile-long energy ray from their eye. However, focusing such power is nearly impossible when their vision is usually too irritated and clouded by dirt.

Ogre Languages

Most ogres speak Caelian and High Kuric.

Ogre Malice

Malice Features

At the start of any ogre's turn, you can spend Malice to activate one of the following features.

Shockwave

3 Malice

One ogre acting this turn jumps and lands on their rear, causing a 3 burst shockwave. Each size 1 creature in the area makes a **Might test** or **Agility test**.

≤11 5 damage; vertical push 3

12-16 4 damage; vertical push 2

17+ Push 1

Bully

5 Malice

Each ogre in the encounter shifts up to their speed and can make a free strike. If they can, they gang up on the same target rather than picking different targets.

Rampage

7 Malice

Until the end of the round, each ogre has damage immunity 5 and deals an extra 5 damage with abilities, and heroic abilities that target any ogre have their Heroic Resource cost reduced by 1 (to a minimum of 1).



Ogre Goon

Giant, Ogre

Level 2 Elite Brute

EV 16

2 Size	5 Speed	100 Stamina	4 Stability	5 Free Strike
-----------	------------	----------------	----------------	------------------

Immunity: —
Movement: —

Weakness: —

Might +2 Agility 0 Reason -1 Intuition 0 Presence -1
Club Swing 2d10 + 2

Melee, Strike, Weapon

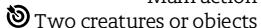


≤11 7 damage; push 2
12-16 11 damage; push 4
17+ 14 damage; push 6, prone

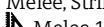
Effect: Any target who takes damage from this forced movement takes an extra 4 damage.

Signature Ability

Main action

**Grabby Hand 2d10 + 2**

Melee, Strike, Weapon

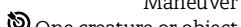


≤11 7 damage
12-16 11 damage; grabbed
17+ 14 damage; grabbed

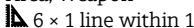
Effect: A target grabbed this way takes a bane on the Escape Grab maneuver.

1 Malice

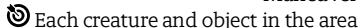
Maneuver

**People Bowling 2d10 + 2**

Area, Weapon

**3 Malice**

Maneuver



Effect: The goon must have a size 1 creature or object grabbed, which they hurl across the area, ending the grab. The hurled creature or object is targeted by the ability, and lands in the last square of the line or the nearest unoccupied square of the goon's choice.

≤11 5 damage
12-16 9 damage
17+ 12 damage; prone

Swat the Fly

Melee



Triggered action



Trigger: A creature or object within distance moves or shifts away from the goon.

Effect: The goon slides the target up to 5 squares.

Defiant Anger

While winded, the goon has damage immunity 2.

Ogre Juggernaut

Giant, Ogre

Level 2 Elite Harrier

EV 16

2 Size	6 Speed	80 Stamina	2 Stability	5 Free Strike
-----------	------------	---------------	----------------	------------------

Immunity: —
Movement: —

Weakness: —

Might +2 Agility +1 Reason -1 Intuition 0 Presence -1
Pitchfork Catapult 2d10 + 2

Charge, Melee, Strike, Weapon

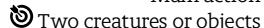


≤11 7 damage
12-16 10 damage; **A<1** vertical push 2
17+ 13 damage; **A<2** vertical slide 3

1 Malice: Each target who has **M<1** is bleeding (save ends).

Signature Ability

Main action

**Earth-Breaking Jump 2d10 + 2**

Area, Weapon



Main action



Effect: The juggernaut jumps up to 6 squares before using this ability.

≤11 4 damage
12-16 6 damage; push 2; **M<1** prone
17+ 9 damage; push 4; **M<2** prone

Horrible Bellow 2d10 + 2

Area

**2 Malice**

Maneuver



≤11 **I<0** frightened (save ends)
12-16 **I<1** frightened (save ends)
17+ **I<2** frightened (save ends)

Effect: While a target is frightened this way, any ogre gains an edge on strikes against them.

Hrraaaaagh!**1 Malice**

Free triggered action



Trigger: The juggernaut takes damage.

Effect: The juggernaut moves up to their speed and can make a free strike.

Destructive Path

The juggernaut automatically destroys any mundane size 1 objects in their path when they move or are force moved. They can break through any mundane wall made of wood, stone, or a similarly sturdy material this way as long as the wall is 2 squares thick or less.

Defiant Anger

While winded, the juggernaut has damage immunity 2.

Ogre Lairs

One of the great tragedies of the ogres is that they keenly appreciate luxuries but are the wrong size to use most of them. Although ogres can guzzle fine wines and perch stolen crowns atop their heads, they can't fit into small folks' fine clothes, wield their tiny weapons, or sit in their chairs without smashing them to splinters. Nevertheless, ogres often decorate their lairs with costly furniture, decorations, suits of armor, and other prizes—sometimes in less than mint condition.

The following are sample treasures from an ogre's lair, of which an ogre might have one or two. These items can be found in *Draw Steel: Heroes*.

Treasures: Giant's-Blood Flame, Growth Potion, Icemaker Maul

Components: A lead slingstone that killed a giant, a slaughter demon's horn (used as a drinking horn)

Project Sources: Notes in Low Kuric for the Thundering I weapon enhancement, notes in High Kuric for a Bastion Belt or the Devastating weapon enhancement

Cyclops
Giant, OgreLevel 10 Minion Controller
EV 12 for four minions

3 Size 6 Speed 14 Stamina 5 Stability 4 Free Strike

Immunity: —
Movement: —Weakness: —
With Captain: +4 bonus to speed

Might +5 Agility -1 Reason -1 Intuition +3 Presence -1

④ Wild Slam 2d10 + 5

Signature Ability

Area, Weapon



1 burst

Main action

Each enemy and object in the area

≤11 3 damage; A<3 3 damage

12-16 6 damage; push 3; A<4 4 damage

17+ 7 damage; prone; A<5 5 damage and restrained (save ends)

Effect: The cyclops automatically treats their initial power roll as a 17. They can still roll to determine if they score a critical hit.

★ Limited Vision

The cyclops has line of effect only within 3 squares. Whenever the cyclops takes damage from a ranged ability, they can move up to 3 squares toward the source of the damage.

Ogre Blue Blood

Giant, Ogre

Level 7 Minion Brute
EV 9 for four minions

2 Size 5 Speed 13 Stamina 4 Stability 4 Free Strike

Immunity: —
Movement: —Weakness: —
With Captain: Gain an edge on strikes

④ Crush Underfoot 2d10 + 4

Signature Ability

Melee, Strike, Weapon



Melee 2

Main action

One creature or object per minion

≤11 4 damage

12-16 7 damage; M<3 prone

17+ 8 damage; prone

Effect: A target who is already prone takes an extra 4 damage.

★ In My Stead

Whenever the blue blood would make a free strike, an ally within 5 squares can make a free strike instead.

★ Royal Anger

The blue blood has damage immunity 2 while their squad has three or fewer minions in it.

Ogre Tantrum
Giant, OgreLevel 7 Minion Artillery
EV 9 for four minions

2 Size 5 Speed 10 Stamina 2 Stability 4 Free Strike

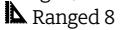
Immunity: —
Movement: —Weakness: —
With Captain: +5 bonus to ranged distance

Might +4 Agility +2 Reason -1 Intuition 0 Presence -1

④ Throw Fit 2d10 + 4

Signature Ability

Ranged, Strike, Weapon



Ranged 8

Main action

One creature or object per minion

Effect: The tantrum unearths a rock or a hunk of terrain and tosses it. If a size 1L, 1M, or 1S creature or object adjacent to the tantrum has A<3 the tantrum can grab them to use as the projectile for this ability.

≤11 4 damage

12-16 7 damage; push 2

17+ 8 damage; push 4

A creature or object used as a projectile is vertically pushed 8 (or 13 with a captain), ignoring stability.

★ Excessive Anger

The tantrum has damage immunity 3 and speed 8 while their squad has two or fewer minions in it.

