

## HALF-OGRE

When an ogre mates with a human, hobgoblin, bugbear, or orc, the result is always a half-ogre. (Ogres don't mate with dwarves, halflings, or elves. They eat them.)

### MONSTROUS HERITAGE

---

Human mothers rarely survive the birth of a half-ogre offspring. The half-ogre offspring of an ogre and an orc is also called an ogrillon. An adult half-ogre or ogrillon stands 8 feet tall and weighs 450 pounds on average.

Skin color and hair color is variable but tends to be brown, grayish, black, dull yellow (skin only) or one of the above with a slight grey-green hue. Overall, half-ogres have swarthy, dull complexions with dark, lank hair. Most half-ogres have human-like eyes, though about 20% have the white pupils common to oGREkind.

### TENACIOUS OUTCASTS

---

Half-ogres, though generally outcasts among humans and feared for their ugliness and size, can find some acceptance among ogres. Half-ogres in an ogre band need to prove themselves constantly to their larger kin, however. For this reason, half-ogres found among an ogre band are cruel, violent, and strong; weaker half-ogres usually wind up in the stew pot.

Most half-ogres found among full-blooded ogres are leaders of the ogre band or are at least well on their way to becoming leaders. Long years suffering the harsh treatment of their kin help half-ogres develop a sense of cunning and a strong will to survive. Therefore, ogres under the leadership of a half-ogre fight more effectively, even engaging in planned ambushes and complicated tactics that are beyond most ogres.

### MIXED BLESSINGS

---

There are a number of advantages and disadvantages to being a half-ogre. On the positive side, their Large size allows half-ogres to use heavy or versatile weapons one-handed without penalty, and allows them to use oversized weapons. Luckily, protective rings, bracers, and amulets may be used by the race, despite their size.

On the negative side, half-ogres are cursed with evil dispositions, prone to sullenness and bouts of rage. Even when this is not the case half-ogre characters are viewed with fear and suspicion by most civilized folk they come upon.

Furthermore, the cost of specially-sized armor and clothing required by half-ogres is high. They are also too big to ride anything but a huge horse or an elephant, neither of which is readily available or of low cost.



### HUNTED

---

When struck by any weapon designed to slay humans or giants, half-ogres are considered to be of either race. Rangers attacking ogres gain the benefits of the *avored enemy* class ability if they have chosen either humans or giants as *avored enemies*. The *giant killer* ability also includes half-ogres as viable targets.

### HALF-OGRE NAMES

---

Half-ogres usually have names appropriate to the culture in which they were raised. Half-ogres raised among ogres typically adopt ogrish or giant names.

**Male Names:** Durnar, Freki, Gniall, Gragmr, Holg, Magri, Surdrim, Thrum, Urg, Wuld

**Female Names:** Alda, Denir, Eldra, Helgi, Murren, Ogra, Riasa, Sagrid, Ulle

### HALF-OGRE TRAITS

---

As a half-ogre, you have the following racial traits.

**Ability Score Increase.** Your Strength score increases by 2, and your Constitution score increases by 1.

**Age.** Half-ogres have lifespans a little shorter than humans. They generally reach maturity at 15 years of age, and live for about 70 years on the average.

**Alignment.** Half-ogres inherit a tendency toward chaos from their ogre parents, but, like their human parents, they favor neither good nor evil. Half-ogres raised among



ogres and willing to live out their lives with them, however, are usually evil.

**Size.** Half-ogres are taller than humans or half-orcs, but not as tall as pure-blood ogres. Half-ogres stand almost eight feet tall and weigh around 450 pounds, making you a Large creature.

You can use wield oversized weapons that deal double the normal dice of damage on a hit, but cost four times the normal price. Armor must also be made especially for half-ogres, at a cost of four times the normal price.

As Large creatures, half-ogres will often find it difficult to make their way through buildings, passages, and other spaces designed for Medium-sized or smaller creatures. The rules for navigating and fighting within cramped spaces are presented on pages 191-192 of *The Player's Handbook*.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** Adapted to nocturnal pursuits, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Languages.** You can speak Common and Giant; while the ability to read and write is relatively common among adventurers raised in civilized lands, half-ogres who grow up among their ogre kin are rarely literate.

