



ghastly gourmands

Monstrous Pages for Shadow of the Demon Lord

Many perils await the travelers who venture beyond the villages and towns speckling the countryside. Among the greatest and most dangerous of these are ogres. Great, lumbering brutes driven by a need to gorge themselves on living flesh and warm blood, they constantly roam, seeking to stuff their gigantic maws with any creature too slow to escape their huge grasping hands or the deadly swing of their giant spiked clubs. Gobbling down their prey, they pay little heed to whatever fur, fleece, filth, clothing, armor, or weapons their struggling victims may have. They ceaselessly want—need—only to eat. And when they have swallowed the last of their meal, they let loose a thunderous belch and move on to find another victim to devour.

In this installment of *Monstrous Pages*, *Ghastly Gourmands* examines ogres and all their awful kin. From their horrid origins to an overview of their usual haunts, you will find everything you need in these pages to make ogres a truly terrifying threat in your games. In addition, this entry also expands on ogres by providing customization options and new breeds of these gluttonous people. Read on to learn everything you never wanted to know about ogres!

~CREDITS~

WRITING, DESIGN, AND ART DIRECTION:

ROBERT J. SCHWALB

EDITING: TOM CADORETTE

GRAPHIC DESIGN: KARA HAMILTON

AND HAL MANGOLD

LAYOUT: KARA & KEVIN HAMILTON

ILLUSTRATIONS: KEVIN ADKINS

AND ANDRE MEISTER

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SCHWALB ENTERTAINMENT, LLC



PO Box #12548, Murfreesboro, TN 37129

info@schwalbentertainment.com

www.schwalbentertainment.com

Except for the memories of the eldest faeries, little has survived from the bloody age of war between the immortals and their hated enemies, the trolls. The lands still bear scars from those struggles, most notably the Desolation, but grass and trees have since covered the craters, the ruins, and the bones of this legendary time. From the perspective of short-lived humans, the Troll Wars are the stuff of myth, outlandish and even contradictory legends woven into stories told by the priests of the Old Faith, evidenced only by the remnants of a giant weapon or a strange skull unearthed in a pasture or field. Though an untold number of centuries separate the present from this dark time, the events of the Troll Wars greatly changed the world, as well as unleashing a terrifying menagerie of strange and terrible creatures that prowl the world still.

The trolls were once equal to the faeries, wielding comparable magical power and even enjoying the same longevity. But whereas the faeries were beings of beauty, passion, and joy, the trolls were hideous, cruel, and spiteful, grotesque both in appearance and spirit. The trolls hated the faeries for being everything they were not and sought to wipe them from Urth's surface. Consorting with dark forces from the Void, the trolls used their magic to warp ordinary creatures into obedient slaves to swell their armies of evil men, dwarfs, and jotun with the towering giants and the gluttonous ogres.

As the old tales recount, the faeries triumphed over the trolls and their abominable legions, driving them deep underground or to Rûl's most desolate reaches. The trolls, cursed by the Faerie Queen, could no longer tolerate the light of day, petrified by sunlight if exposed too long, and hid themselves in the shadows. Over time, they eventually forgot who and what they once were, becoming stupid brutes of blind hate and boundless cruelty, much like their warped creations. The giants and ogres who escaped the faeries' wrath fled into the wilderness, eventually finding refuge in the mountains, hills, deep woods, and badlands where few dared to venture.

Ravenous Nomads: Without the trolls to lead them, the surviving ogres had to fend for themselves. Although they had escaped the arrows and spells of the vengeful faeries, even the dim-witted ogres soon realized the harsh lands where they found relative safety could not sustain their prodigious appetites. Wherever they went, they quickly exhausted their surrounding of every living thing, denuding even the earth of trees, roots, grasses and weeds. Starving to death, the ogres turned against each other, killing and devouring their own, which further reduced their numbers.

Soon, the few ogres remaining learned to avoid their kind and keep to themselves. Their incessant hunger never lets them rest, and they constantly wander, lumbering about in search of something,

anything, to shove into their fat, toothy maws and fill their vast, empty bellies. They pause in their roaming only to eat, and upon finishing one meal, they move on, in search of the next.

Ogres do sometimes come together. When abundant sources of food happen to bring several ogres together, they lay into fulsome feasting with great enthusiasm instead of attacking each other. In fact, when their gluttony is briefly sated, their baser urges kick in and they pair off, regardless of gender, for a bout or two of mindless rutting and thrusting, their grunts and groans echoing throughout the countryside for miles.

Female ogres who get with child from these encounters have no maternal instincts whatsoever, and generally don't even notice when they give birth. Most release the heavy infant with a resounding expulsion of gas and excrement, dropping the squalling young to the ground before moving on. If the ogre happens to notice the offspring, she'll usually pick it up and eat it, confusing the bloody, squirming offspring for a tasty morsel somehow overlooked—yet another reason why ogre populations tend to be low.

Fecal Mounds and Other Ogre Signs: What goes in must come out. The sheer volume of what ogres consume results in great quantities of excrement produced, giant mounds of stinking filth in which one can find all kinds of interesting things, from the usual bones and strips of undigested hide, to coins, weapons, armor, and more. When an ogre moves into a territory, it's not unusual for savvy—and some might say unsavory—scavengers to follow it at some distance, picking through the huge pile of still-steaming feces for treasure after the ogre moves on.

In addition to defiling the landscape with their giant dunghills, ogres also devastate the lands through which they travel, their gnawing hunger driving them to rip up and knock down everything they see in search of food. Abandoned homes half-destroyed, torn-up fields, and twisted bits of metal and broken planks litter the landscape, along with the occasional rotting humanoid limb or chunk of livestock that carelessly fell from their rapacious maws. The wake of destruction they leave behind is eerily still and quiet, absent any of the customary animal noises, either because the birds and beasts fled in time, or not soon enough to avoid being plucked from nest and lair to be swallowed whole.

The Great Eater: Given the importance of eating to ogres, it should come as no surprise the act plays a major part in their crude faith and worship. Ogres believe they, as a people, were shat out from the anus of the Great Eater, an ogre as large as a mountain crawling upon Urth's surface, devouring everything in its path. The ogres believe their hunger is holy and that when they eat they grow more powerful, more like the Great Eater who gave them life. Ogres have no concept of an afterlife. To live is to eat, to die is to be eaten.

Ogre Slaves: Many ogres are not free to wander. The Empire at times used them for labor for large construction projects, or as slave soldiers, putting them in front to lead the charge into battle. The jotun of Blötland also tolerate ogres dwelling within their lands, regarding them much as humans see troglodytes, though nowhere near as hostile. Similarly, one can find ogres chained as guards for treasure or other valuables, fighting in arenas for sport, or caged and exploited for any number of purposes. If given a steady supply of food, an ogre puts up with all kinds of terrible treatment and can even be trained to perform rudimentary tasks—but if they grow hungry or fear their food supply might be cut off, they turn on their captors with a sudden, terrible ferocity, devouring them and attempt to break free.

Hulking Brutes: Nine-foot tall, humanoid brutes with wide sagging bellies, overly large heads, and exaggerated facial features, ogres can weigh as much as a thousand pounds. Clothing or covering of any kind is an alien concept to them, although in colder climes they might drape their bodies with scavenged materials such as sails, tents, uncured animal hides, or even paste leaves, bark, and branches to their bodies with a mixture of spit and feces.

Myriad Mutations: The magic used to create ogres makes them prone to mutation. Most ogres sport strange features, extra digits, limbs, faces, or more disturbing signs. These manifestations tend to be unique to particular ogres and do not pass on to their offspring. However, some early offshoots survived, becoming breeds unto themselves, such as the ettins and oni. They share most of the traits of their more dull-witted, brutish kin, but a few have shown some abilities unusual for ogres, such as a cunning intellect, the discipline to control their ravenous appetites, and magical powers.

The propensity for mutation also makes ogres especially vulnerable to demonic influence. They can be readily possessed by demons or have their bodies easily altered by demonic energies. In fact, the most fearsome and destructive ogres are the horned ones who lurk in the places where the Void intrudes into the world and stains it.

Poor Conversationalists: Most ogres speak in Trollish, although some know a few words in the Common Tongue, acquired in higgledy-piggledy fashion. They rarely talk, however, usually more interested in using their mouths to eat people rather than to chat with them. When ogres do bother to converse, their limited utterances are focused on hunger, eating, excreting, or cursing at their food for fighting back. They don't understand the concept of other people as individuals with their own purposes and needs. Rather, anyone not an ogre is something to be eaten, and ogres often address their prey as "food," "snack," "meat," "dinner," or the like while trying to kill them.

OGRE

DIFFICULTY 50

Size 2 ogre

Perception 7 (-3)
Defense 15; **Health** 45; **Insanity** 1d3; **Corruption** 1d3
Strength 15 (+5), **Agility** 10 (+0), **Intellect** 7 (-3), **Will** 9 (-1)
Speed 10

ATTACK OPTIONS

Morningstar (melee) +5 with 1 boon (2d6 + 2)

SPECIAL ATTACKS

Devour The ogre picks up and eats one unconscious or dead Size 1 or smaller creature it can reach. A living target dies.

SPECIAL ACTIONS

Vomit When the ogre takes damage, it can use a triggered action to vomit semi-digested food into a 3-yard-cone originating from a point in its space, the corrosive stuff dealing 2d6 damage to everything in the area. A creature in the area must make an Agility challenge roll. A creature takes half the damage on a success, or becomes impaired for 1 round on a failure. Once the ogre uses Vomit, it cannot do so again until after it eats.

CREATING AN OGRE

You can use the following rules to create unique ogres. These rules are not recommended for player characters as ogres are quite a bit stronger and tougher than other ancestries and thus do not fit well into groups.

Attribute Scores Strength 1d3 + 13, Agility 1d3 + 8, Intellect 1d3 + 5, Will 1d3 + 7

Perception equals the ogre's Intellect score

Defense equals the ogre's your Agility score + 5

Health equals the ogre's Strength score + 30

Healing Rate equals one-quarter the ogre's Health

Size 2, **Speed** 10, **Power** 0

Languages and Professions The ogre speaks Trollish and has a 1 in 6 chance of speaking the Common Tongue.

Devour The ogre picks up and eats one unconscious or dead Size 1 creature it can reach. A living target dies.

Vomit When the ogre takes damage, it can use a triggered action to vomit semi-digested food into a 3-yard-cone originating from a point in its space, the corrosive stuff dealing 2d6 damage to everything in the area. A creature in the area must make an Agility challenge roll. A creature takes half the damage on a success, or becomes impaired for 1 round on a failure. Once the ogre uses Vomit, it cannot do so again until after it eats.

LEVEL 4 OGRE EXPERT

Characteristics Health +10

OGRE TREASURE

Ogres don't keep valuables or interesting items, but are often unaware when they swallow such things. Characters searching a giant mound of ogre excrement might discover something interesting if they can stomach sifting through the stinking mess.

FECAL MOUND DISCOVERIES

d20	Discovery
1	An art object or piece of jewelry worth 3d6 ss
2	A tool or set of tools worth 1 gc or less
3	A pouch containing 2d6 cp
4	A set of filthy fine clothes
5	A suit of mail

6	A military melee weapon
7	A small chest containing 3d6 ss
8	An intact halfling corpse
9	A Size 1/2 stone idol
10	A small bottle containing a <i>healing potion</i>
11	An unconscious shepherd (as commoner)
12	A bundle of 1d6 arrows or bolts
13	A silver serving platter worth 1d6 + 2 ss
14	A bottle of spirits
15	A stained, sodden book containing an incantation of a rank 1 spell
16	1d6 Void larvae
17	2d6 bricks
18	1 interesting thing (physical objects only)
19	1 jewel worth 1 gc
20	1 enchanted object

CUSTOMIZING OGRES

As noted above, ogres display great variety in form, capabilities, and behavior. You can customize the basic ogre into your own unique creation by applying any of the following modifications to its statistics box.

FLATULENT

Many ogres suffer from incredible flatulence and their rumbling guts expel blasts of foul-smelling gas from their bowels with alarming force and regularity. The build-up of gases and excrement sometimes make defeating them just as punishing as fighting them.

INCREASE DIFFICULTY BY ONE STEP

Fetid Wind When the ogre takes damage, roll a d6. On an even number, it noisily breaks wind, releasing a blast of warm, rancid air into a 3-yard cone originating from a point in its space. Each breathing creature in the area must get a success on a Strength challenge roll or become impaired for 1 round.

Release the Bowels When the ogre becomes injured, it releases a torrent of excrement into a 3-yard cone originating from a point in its space to cover everything in the area with hot, stinking feces. A creature in the area must get a success on an Agility challenge roll or become blinded for 1 round. As well, any creature in the area must also get a success on a Strength challenge roll or become impaired for 1 minute or until it washes away the filth.

Explosive Death When the ogre becomes incapacitated, the pent-up gases inside its body explode, sending chunks of meat in all directions inside a sphere with a 5-yard radius centered on a point inside the ogre's space. Each creature in the area must make an Agility challenge roll. A creature takes 2d6 damage and falls prone on a failure, or takes half the damage on a success.

INFESTED

As ogres tend not to be selective when it comes to what they put in their mouths, they are prone to picking up all kinds of parasites, which then multiply in their guts. Infested ogres show their sickness in their poor color and unusual thinness.

INCREASE DIFFICULTY BY ONE STEP

Health -10

SPECIAL ACTIONS

Infested Vomit When the ogre takes damage, it can use a triggered action to spew a torrent of semi-digested food and wriggling worms into a 3-yard cone originating from a point in its space. The corrosive fluids deal 2d6 damage to everything in the area. A creature in the area must make an Agility challenge roll and takes half the damage on a success.

Any living creature that takes damage from this ogre's Infested Vomit must also get a success on a Strength challenge roll or become infested with parasites. While infested with parasites, the creature is diseased and takes a -5 penalty to Health. Each time the creature completes a rest, it must make a Strength challenge roll. On a failure, the penalty to its Health worsens by 5. After the third success, the creature is no longer infested with parasites and removes the diseased affliction and penalty to its Health.

Once the ogre uses Vomit, it cannot do so again until after it eats.

MUTANT

The troll magic responsible for ogres' existence makes them prone to mutation. Many ogres display an unusual physical characteristic.

INCREASE DIFFICULTY BY ONE STEP

Gain the frightening trait

Immune gaining Insanity

Mutation Roll on the Ogre Mutations table to determine this ogre's mutation.



OGRE MUTATIONS

d20	Mutation
1	The ogre has strangely colored or patterned skin.
2	The ogre's head is far too big for its body.
3	The ogre has an enormous sexual organ.
4	The ogre has a horn growing out from the side of its head.
5	The ogre has one enormous and one tiny arm.
6	The ogre's skin is covered in weeping pustules.
7	The ogre has just one eye in the center of its head.
8	Thick fur covers the ogre's body.
9	The ogre has enormous hands and feet.
10	The ogre has a second face in its abdomen.
11	The ogre has a weird fin growing out from the center of its back.
12	The ogre has duck feet.
13	The ogre has scales on its neck and shoulders.
14	The ogre has the head of a pig.
15	In place of teeth, the ogre has rows of tiny grasping hands.
16	One of the ogre's arms is a tentacle.
17	The ogre has wattles.
18	Great, fluid-filled cysts bulge from the ogre's skin.
19	The ogre has red-rimmed eyes where its nipples should be.
20	From the waist down, the ogre's body is that of an enormous slug and it leaves a slimy trail wherever it goes.

VARIANT OGRES

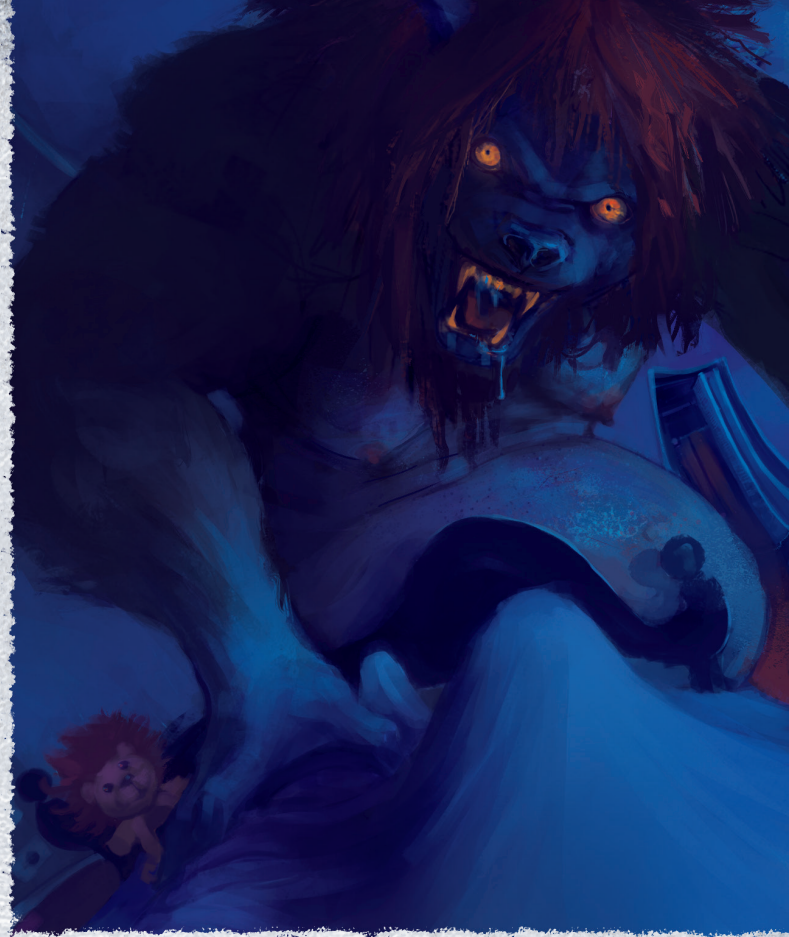
The trolls bred many kinds of ogres to serve various functions in their wars against the faeries. Most of the specialized breeds died out long ago, but a few remain and are at large in the world today.

BOOGEYMAN

Life on the edges of the civilized lands is anything but easy. Between the ordinary troubles one might face—wild animals, blights, droughts, storms, and the like—people must also contend with strange and malevolent creatures stalking the nights, bent on mischief and worse. One breed of ogre that has grown large in the nightmares of children all over are the boogeymen. These brutes have developed a taste for the succulent flesh of children and go to great lengths to feed their unspeakable hunger.

Boogeymen stand about ten feet tall and have thick muscular bodies with heavy abdomens that descend to about their knees. They have the heads of red-furred lions with copper-colored eyes. Despite their bulky forms, they move with surprising stealth when infiltrating homes to snatch their favored meals from their beds.

Boogeymen can speak the Common Tongue and Trollish.



BOOGEYMAN

DIFFICULTY 50

Size 2 frightening ogre

Perception 12 (+2); **darksight**
Defense 16; **Health** 56; **Insanity** —; **Corruption** 1d3 + 1
Strength 16 (+6), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 11 (+1)
Speed 12

Immune gaining Insanity

Big Belly A boogeyman's gullet can hold creatures whose total Size does not exceed 1.

Silent Moves When the boogeyman moves, it makes no sound unless it chooses to make noise.

ATTACK OPTIONS

Teeth (melee) +6 with 2 boons (3d6 plus Swallow on attack roll 20+)

Swallow If the target is Size 1 or smaller and the boogeyman's Big Belly is not already filled to capacity, the boogeyman unhinges its jaw and swallows the target whole. The target moves into the boogeyman's space where it remains until digested. A creature swallowed in this way is blinded, deafened, immobilized, has total cover from everything outside the boogeyman's space, and moves with the boogeyman when it moves. In addition, at the end of each round, the target takes 2d6 damage from the boogeyman's digestive juices. A swallowed target can attack the boogeyman from inside its space. The boogeyman's gullet has Defense 10.

If the boogeyman becomes incapacitated, it vomits all swallowed creatures and their remains, causing them to exit its space and fall prone in spaces the GM chooses within 1 yard of the boogeyman.

SPECIAL ACTIONS

Stinking Mist The boogeyman uses an action to turn into a cloud of stinking mist that fills its space. It remains in this form until the end of the round, at which point it returns to its normal form. While in this form, the boogeyman is immune to damage, can move by flying, and can pass through spaces wide enough to permit the passage of air as well as spaces occupied by other creatures. Any breathing creature that enters the boogeyman's space must get a success on a Will challenge roll or become impaired for 1 round.



ETTIN

Ettins are ogres born with two heads and are common enough that most people consider them a breed apart; ettins who mate with other ettins or ogres, however, always have ettin offspring. Ettins resemble ogres in size and stature, and each head usually has its own neck. There are some ettins who have two faces on one overlarge, misshapen head, or have their second head emerging from an unusual place in their bodies, but these are few and far between.

With a second head comes a second personality, and each head has its own distinct voice and manner of speaking. Ettins are famous for bickering with themselves, arguing over what to do or whom to attack, often getting distracted enough to allow their enemies to slip away. Conflicting desires can prevent ettins from getting much done, but when they do reach an accord, they pursue their goals with an almost single-minded dedication.

ETTIN

DIFFICULTY 100

Size 2 ogre

Perception 10 (+0)

Defense 15; **Health** 60; **Insanity** 1d3 + 1; **Corruption** 1d3

Strength 15 (+5), **Agility** 10 (+0), **Intellect** 7 (-3), **Will** 9 (-1)

Speed 10

Immune dazed, stunned

Two Heads The ettin can take both a fast turn and a slow turn each round, and it can use two triggered actions each round.

ATTACK OPTIONS

Flail (melee) +5 with 1 boon (2d6 + 2)

SPECIAL ATTACKS

Devour The ettin picks up and eats one unconscious or dead Size 1 or smaller creature it can reach. A living target dies.

SPECIAL ACTIONS

Vomit When the ettin takes damage, it can use a triggered action to vomit semi-digested food from both mouths, spraying everything within into a 5-yard radius of it with corrosive fluid that deals 2d6 damage to everything in the area. A creature in the area must make an Agility challenge roll. A creature takes half the damage on a success, or becomes impaired for 1 round on a failure. Once the ettin uses Vomit, it cannot do so again until after it eats.

HORNED OGRE

The trolls' flirtation with the Void's dark forces in the practice of their magic stained both the world and the foul creations the trolls made to live in it. Ogres and giants walk in the Demon Lord's shadow and thus attract all kinds of demonic attention. This attention transforms them, elevating them above their simple-minded hunger to true cunning and pure evil. Among the transformed can be found the horned ogres, creatures who dwarf their kin both in terms of stature and brutality.

Horned ogres dwell in places stained by the Void, making their homes in ruined cities, crumbling fortresses, or landscapes warped by the Demon Lord's fell influence. There, they attract other beings enthralled by the Hunger in the Void to serve them, from beastmen and cultists to monsters and other abominations, all heaving and lurching from the shadows to lend their might to whatever dread purpose their dark lord demands. While horned ogres might bow to more powerful masters, within their own realms they rule as absolute tyrants over the lesser creatures drawn there, obeying their masters in a never-ending fear of being snatched up and eaten.

Horned ogres communicate using Trollish or the Common Tongue.



HORNED OGRE

DIFFICULTY 250

Size 3 frightening ogre

Perception 11 (+1); darkvision
Defense 14; **Health** 100; **Insanity** —; **Corruption** 1d3 + 1
Strength 18 (+8), **Agility** 10 (+0), **Intellect** 8 (–2), **Will** 12 (+2)
Speed 12
Immune gaining Insanity

ATTACK OPTIONS

Hammer (melee) +8 with 3 boons (4d6 + 6 plus Stagger on attack roll 20+)

Long Blade (melee) +8 with 3 boons (3d6 + 6 plus a dazed target takes 2d6 extra damage)

Stagger The target becomes dazed for 1 round.

SPECIAL ATTACKS

Two Weapon Attack The horned ogre attacks with its hammer and its long blade.

Devour The horned ogre picks up and eats one unconscious or dead Size 2 or smaller creature it can reach. A living target dies.

SPECIAL ACTIONS

Vomit When the horned ogre takes damage, it can use a triggered action to vomit semi-digested food into an 8-yard-cone originating from a point in its space, the corrosive stuff dealing 3d6 damage to everything in the area. A creature in the area must make an Agility challenge roll. A creature takes half the damage on a success, or becomes impaired for 1 round on a failure. Once the horned ogre uses Vomit, it cannot do so again until after it eats.

VARIANT: OUBLIETTE HAMMER

Some horned ogres carry hammers with a head large enough to capture and contain a creature. The ogre can force a Size 1 or smaller creature it has grabbed inside the hammer's head by getting a success on a Strength challenge roll against the target's Strength and then close the door as a minor activity. A creature trapped in the hammer remains there until released; any creature that can reach the hammer while it's not being held or carried by the ogre can use an action to open the door. A creature trapped inside the hammer's head cannot perceive beyond it and has total cover from everything outside the hammer.

When the horned ogre makes an attack with its hammer, the creature inside the head must make an Agility challenge roll. A creature takes 4d6 damage on a failure from being bounced around inside the oubliette, or half the damage on a success.

ONI

The forests of Balgrendia conceal many terrible things, horrors most people in the comparatively civilized north cannot conceive. For the average Balgrendian, these monstrous threats are just another part of living at the edge of civilization. The ogres of Balgrendia, called oni by the locals, do not suffer from the stupidity or slavish hunger of their lesser kin. Rather, the oni are cunning and crafty, but thoroughly debased and wicked, eagerly spreading misery, disease, and other unpleasantness wherever they can. Some believe the oni descend from the first ogres

created by the trolls, while other tales recount the acts of ogres cunning enough to kill and eat the trolls who created them, thus gaining their power.

Oni stand about ten feet tall and weigh upwards of eight hundred pounds. They have exaggerated, hideous features, with mouths stretched wide into frightening grimaces under black, glassy eyes. They have two great, smooth horns breaking from their brows, extending another two feet from their heads. Most display some strange mutation, with extra eyes or digits being most common. Their skin tone also runs the gamut, with most being color of midnight or that of hot coals. They carry iron clubs and gird their loins with animal skins.

Unlike other ogres, oni possess an assortment of supernatural abilities that help them infiltrate their victims' communities. Some stalk their prey invisibly, or alter their physical forms to resemble someone they killed and ate to deceive and then feast upon the other members of their victim's families. The mere presence of an oni in a community is dangerous to everyone who lives there, for these brutes also spread disease and misfortune wherever they linger.

Oni speak Trollish, Dark Speech, and the Common Tongue.

ONI

DIFFICULTY 100

Size 2 frightening ogre

Perception 15 (+5); **darksight**
Defense 17; **Health** 47; **Insanity**
Strength 17 (+7), **Agility** 12 (+2), **Intellect** 13 (+3), **Will** 12 (+2)
Speed 12
Immune damage from disease; gaining Insanity; diseased

ATTACK OPTIONS

Iron Club (melee) +7 with 2 boons (3d6)
Claws (melee) +7 with 2 boons (2d6)

SPECIAL ATTACKS

Plaguebringer The oni uses an action, or a triggered action on its turn, to make an Intellect attack roll against the Strength of one living creature it can see within short range. On a success, the target takes 1d6 damage and becomes diseased. A creature diseased in this way can spread it to other living creature by physical contact. The exposed creature must get a success on a Strength challenge roll or take 1d6 damage and become diseased.

When a creature diseased by this attack completes a rest, it must make a Strength challenge roll. On a failure, it takes a cumulative -1d6 penalty to its Health. After three successes, the creature removes the diseased affliction and any penalties to Health gained as a result of having the affliction.

Devour The oni picks up and eats one unconscious or dead Size 1 or smaller creature it can reach. A living target dies.

SPECIAL ACTIONS

Disappear The oni uses an action, or a triggered action on its turn, to become invisible for 1 minute or until it takes damage. The oni can use Disappear three times and regains expended uses when it completes a rest.

Change Shape The oni uses an action, or a triggered action on its turn, to assume the form of a Size 1 human or similar creature. It makes all decisions about its appearance and remains in this form until it uses a triggered action at any time to resume its normal form or uses Change Shape again. While in this form, it loses the frightening trait and cannot use Disappear.

END OF THE ROUND

Disastrous Presence Each creature within short range of the oni that is not an ogre must make a Will challenge roll with 1 bane. A creature becomes immune to this oni's Disastrous Presence on a success, or becomes impaired for 1 minute on a failure. If the creature is already impaired, it gains 1 Insanity.

STALLO

In stark contrast to the deadly cunning and wickedness of the onis are the stallos. Gigantic ogres of staggering stupidity, they haunt the frozen wastes where they gorge themselves on seals, seabirds, and the occasional traveler upon which they happen. Stallos have nearly died out several times over the centuries, but somehow a small population of them endures across the wastes and into Blötland.

A typical stallo stands about 20 feet tall and weighs several tons. It usually has bluish-white skin, with red-rimmed eyes, and profuse body hair. It also has a great sagging gut into which it stuffs whatever it can fit into its cavernous maw.

Stallos know a few words of Trollish, but they prefer to grunt instead of forming words.

STALLO

DIFFICULTY 100

Size 4 frightening ogre

Perception 8 (-2)
Defense 13; **Health** 88
Strength 18 (+8), **Agility** 8 (-2), **Intellect** 6 (-4), **Will** 9 (-1)
Speed 10
Immune gaining Insanity
Cold Resistant A stallo takes half damage from cold.
Big Belly A stallo's gullet can hold creatures whose total Size does not exceed 2.
Stupidity A stallo makes Intellect attack rolls and challenge rolls with 1 bane. Creatures make attack rolls against the stallo's Intellect with 1 boon.

ATTACK OPTIONS

Teeth (melee) +8 with 1 boon (5d6 plus Swallow on attack roll 20+)

Swallow If the target is Size 2 or smaller and the stallo's Big Belly is not already filled to capacity, the stallo unhinges its jaw and swallows the target whole. The target moves into the stallo's space where it remains until digested. A creature swallowed in this way is blinded, deafened, immobilized, has total cover from everything outside the stallo's space, and moves with the stallo when it moves. In addition, at the end of each round, the target takes 3d6 damage from the stallo's digestive juices. A swallowed target can attack the stallo from inside its space. The stallo's gullet has Defense 10.

If the stallo becomes incapacitated, it vomits all swallowed creatures and their remains, causing them to exit its space and fall prone in spaces the GM chooses within 1 yard of the stallo.

SPECIAL ATTACKS

Devour The stallo picks up and eats one unconscious or dead Size 1 or smaller creature it can reach. A living target dies.



VODYANOY

On the edge of the wilderness, whenever a dam bursts and floods farmlands, or a mill's waterwheel breaks and falls, or a strong swimmer inexplicably drowns, people blame the vodyanoy, a creature believed to be an evil water spirit or faerie that hates all living things that dwell on the land. While these tales are correct in portraying the vodyanoy as hateful and malevolent, it is most definitely not a faerie. Rather, it is a rare breed of ogre, perhaps cursed long ago by faerie magic, condemned to live in the bogs, lakes, and rivers scattered across the wilderness.

To look upon a vodyanoy is to know its evil. It resembles a naked old man with long hair and a thick green beard clumped with algae, slime, and pieces of dead fish. It has the facial features of a frog, but with red eyes that burn like hot coals. Although the vodyanoy is an excellent swimmer, it prefers to float about on a half-sunken log, its limbs dangling in the water, sometimes lazily paddling, as it watches the shores through slitted eyes for any sign of prey.

While the vodyanoy is smaller than a regular ogre and far more intelligent, it shares the same driving hunger of its land-dwelling kin. It likes nothing better than to get its webbed paws on a nice fat child or halfling—both succulent, and easier to subdue than larger folk.

A vodyanoy doesn't court trouble, but it can't go too long without eating—it will often work mischief upon a nearby community to lure larger victims into its clutches, or to cause enough confusion so it can slip in and grab an unguarded child. The vodyanoy can cast water-based spells, using its magic to harass and drown its victims.

A vodyanoy speaks Trollish and the Common Tongue.

VODYANOY

DIFFICULTY 50

Size 1 horrifying ogre (aquatic)

Perception 13 (+3); **darksight**
Defense 16; **Health** 45
Strength 15 (+5), **Agility** 11 (+1), **Intellect** 11 (+1), **Will** 12 (+2)
Speed 10; swimmer
Immune gaining Insanity

ATTACK OPTIONS

Paws (melee) +5 with 1 boon (2d6)
Tail (melee) +5 with 1 boon (1d6 plus the target falls prone on attack roll 20+)

SPECIAL ATTACKS

Double Attack The vodyanoy attacks with its paws and its tail.

Bend Mind The vodyanoy makes a Will attack roll with 1 boon against the Intellect of one creature it can see within medium range. On a success, the target becomes compelled for 1 minute. Once the vodyanoy uses Bend Mind, it must wait at least 1 minute before it can use it again.

Devour The vodyanoy picks up and eats one unconscious or dead Size 1/2 or smaller creature it can reach. A living target dies.

SPECIAL ACTIONS

Vomit When the vodyanoy takes damage, it can use a triggered action to vomit semi-digested food into a 3-yard-cone originating from a point in its space, the corrosive stuff dealing 2d6 damage to everything in the area. A creature in the area must make an Agility challenge roll. A creature takes half the damage on a success, or becomes impaired for 1 round on a failure. Once the vodyanoy uses Vomit, it cannot do so again until after it eats.

MAGIC

Power 3
Water freeze (4), drown (2), wave (1), sphere of water (1)

