OGRE

BY VAIDENON OF HUSTAN, WARDEN OF THE INKHORN FELLOWSHIP

Hill Ogres of Ivinia, Marsh Ogres of the Denal

> "An Ivinian skald told me that an ogre is a giant who forgot his manners. A Kubora trader told me an ogre is what waits for those who forget theirs. Both, I think, are right."
>
> — Vaidenon of Hustan, Warden of the Inkhorn Fellowship, Tashal, Morgat 720 TR

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Ogres are named twice in Columbia's accounts of Hârn and its neighbours. The Ivinians number ogres among the Pradeyalkri who ruled the north before Sarajin (Ivinia). And visitors to the Denal Kubora, deep in the Denia Marshes, are said to fall prey to "marsh ogres" even when they bring gifts for Crador the Blind (Kubora: Denal). The Fellowship makes both real. *(Inkhorn)* Ogres are a brutish, giant-blooded people, rare, cannibal and slow-witted, living where men are few.

THE WARDEN'S NOTE

I have not seen an ogre and do not expect to, which suits me. The Kubora trader who told me of the Denia Marshes had been there once, left his gifts on the stone as he was told, and went home without looking back. He advised me to do the same with any stone in any marsh, and I pass the advice on.

APPEARANCE

An ogre stands nine to ten feet tall and weighs 600 lb. It is pot-bellied, round-shouldered, and long-armed, with a heavy jaw, tusk-like lower teeth, small eyes, and coarse skin from grey to mud-brown. Ogres dress in hides and furs and carry clubs, crude spears, and anything they have taken from men. They smell strongly of smoke and old meat.

NATURE

Ogres are mortal and breed true. Females are as large as males and as fierce. Ivinian skalds hold that ogres are the debased children of the Pradeyalkri giants, and they may be right; the Ilvirans do not claim them. Ogres are cunning rather than clever. They speak a broken form of the local tongue, count to ten, and love to bargain, but they always cheat. They eat anything, and they prefer man. *(Inkhorn)*

HILL OGRES (IVINIA)

Hill ogres live in caves and turf-roofed long-huts in the mountains of Ivae and the high valleys of Menglana and Govyna, in families of three to seven. They raid shielings for cattle and children, and Ivinian clans hunt them with dogs and spears as a rite of manhood. A few serve as thralls or champions for lawless chieftains. *(Inkhorn)* I met a man in Tashal who had killed one at sixteen, and he had the tooth to prove it, on a cord round his neck; it was the size of my thumb.

MARSH OGRES (THE DENAL)

Marsh ogres are smaller and lean, with greenish hides, and they move through the reeds of the Denia Marshes in Peran like eels. The Denal Kubora appear to tolerate them, perhaps worship them, as servants of Crador the Blind. Visitors who displease the Denal are left to them (Kubora: Denal; Inkhorn). They fish, trap, and eat whatever wanders into the marsh.

COMBAT

Ogres fight by ambush and overwhelming force. An ogre swings a club as big as a man, grabs and bites, and throws rocks. They fear fire and dogs, run from organised resistance, and come back at night. Ogres can be bargained with, and often must be: a sheep, a cask of ale, or a promise may buy passage, but an ogre will try to take the payer as well.

TREASURE

An ogre's den holds bones, hides, cracked pots, and whatever the ogre has taken: coins it values for their shine, weapons too small for it, and sometimes a captive kept for later.

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SPECIAL RULES

SIZE

Large (d8): +1 per strike die against a man, and men strike it at −1 per die (Bestiary 1). Reach 7 feet with a great club.

OGRE BARGAINS (INKHORN)

A party may bargain with an ogre: Rhetoric or Intrigue against the ogre's WIL × 4. Success buys passage or a captive's life for a price. On a CF, the ogre takes the price and attacks anyway.

FEAR OF FIRE

An ogre facing a torch thrust at it tests WIL × 4 or gives ground for a round (Inkhorn).

RELIGIOUS VIEWS

- Sarajin: ogres are Pradeyalkri-spawn, to be killed; an ogre's skull is a fine gift for a Sarajinian temple (Inkhorn).
- Crador the Blind (Kubora): the Denal say the marsh ogres guard Crador's paths (Inkhorn, after Kubora).
- Peoni: Peonians hold that even ogres have souls, and have tried to convert them. The results are not recorded (Inkhorn).

FOLK TALES

The Ogre's Bargain

A Menglanan herdsman met an ogre on the mountain path and offered it his best ox for his life. The ogre took the ox and said it would think about the rest. The herdsman's son became a great ogre-hunter.

Gifts for Crador

Traders who brought gifts for Crador the Blind into the Denia Marshes left the gifts on the stone as they were told and went home. Those who stayed to see who took them did not go home (Kubora; Inkhorn tale).

ADVENTURE HOOKS

- An Ivinian chieftain has an ogre champion and challenges all comers at the thing-moot.
- Traders want guards for a journey to the Denal; their goods are gifts for Crador, and the marsh ogres know the way.
- An ogre has taken a reeve's daughter and offers to trade her back for "a fat knight".

ENCOUNTERS

Wilderness (Campaign 11) creature results in Ivinian mountains or the Denia Marshes (and the the Fellowship Underworld table, Ogre or giant-kin). The Fellowship proposes that a result of "Wilderness creature in ogre country" be resolved on this table:

D100	RESULT
01–80	Roll on the usual table
81–95	Ogres (1d3; a family of 3–7 at their den)
96–00	An ogre who wants to bargain

Elsewhere on Hârn ogres are not met; a GM may place a lone exile in any remote hill country.

RUMOURS

RUMOUR	TRUTH	WHERE
An ogre is taking cattle from the high shielings.	open	Menglana, Ivae, Govyna
The marsh ogres serve Crador the Blind.	open	Peran, Kubora lands
An ogre can be bought off with ale.	partly	Ivinia

ECONOMIC DATA

ITEM	PRICE	SOURCE
Ogre's skull (a trophy)	20d to a Sarajinian temple	Inkhorn
Ogre hide (tanned, thick)	60d	Inkhorn

THE FELLOWSHIP'S ADDITIONS

- Ogres as a mortal, giant-blooded people: the Ivinian hill ogre and the Denal marsh ogre
- Ogre Bargains and Fear of Fire
- Stats, distribution, tales, and encounter additions

Everything else follows HârnMaster 3 and the Columbia Games articles cited, which the Fellowship commends to every reader.

CREDITS

Writer: Vaidenon of Hustan. Set down by Lesli of Bifel and his homunculus, Claudin.

Sources cited: Columbia Games' *Ivinia* (the Pradeyalkri), *Tribes of the Kubora* (#4762: the Denal; the Denia Marshes; Crador the Blind), *Hârndex*, *Ivashu* (#4611: Nolah; Hru) and the HârnMaster 3 core rules (Combat); Tawedog, in this Physiologus.

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STAT BLOCKS

HILL OGRE (IVINIA)

Habitat: Mountains, high valleys
Height: 9′ 6″
Weight: 600 lb
Diet: Omnivore (man-eater)
Lifespan: 60–80 years
Group: 1–3 (a family 3–7)
Size: Large/d8

ATTRIBUTES

30 Str	10 Eye	06 Int	21 End
22 Sta	12 Hrg	08 Aur	13 Mov
09 Dex	14 Sml	12 Wil	
09 Agl	06 Voi	03 Cml	

SKILLS

55 Initiative	45 Dodge
50 Awareness	40 Stealth
40 Throwing	

60 Club 12b *(great club)*
55 Unarmed 7b *(grapple)*
40 Bite 4p
40 Rock 8b *(thrown)*

ARMOUR

B5 E4 P3 F4 GAC 2

STRIKE LOCATIONS

Use standard strike location tables (Combat; as Lycanthropes and the Ivashu with humanoid tables).

- Hides and furs: add B1 E1 P1 F2 (worn).
- Speaks a few words of the local tongue; bargains and cheats.
- Fears fire and dogs.

MARSH OGRE (DENAL)

Habitat: Marshes (Denia Marshes, Peran)
Height: 8′ 6″
Weight: 450 lb
Diet: Omnivore (man-eater)
Lifespan: 50–70 years
Group: 1–3
Size: Large/d8

ATTRIBUTES

25 Str	11 Eye	06 Int	19 End
20 Sta	14 Hrg	09 Aur	13 Mov
10 Dex	15 Sml	12 Wil	10 Swim
12 Agl	05 Voi	03 Cml	

SKILLS

60 Initiative	55 Dodge
60 Awareness	65 Stealth[1]
70 Swimming	

55 Spear 10p *(fish-spear)*
55 Unarmed 6b *(grapple; holds under)*
40 Bite 4p
[1] *Stealth: in reeds*

ARMOUR

B4 E4 P3 F5 GAC 2

STRIKE LOCATIONS

Use standard strike location tables (Combat; as Lycanthropes and the Ivashu with humanoid tables).

- Moves through reed and mire without penalty.
- Drags victims under water: Pulled Under (Fish).

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