

Species, Breed: Ogre, Ulex

Type: Not applicable.

Class: Monster (mammal).

Align: Evil.

Gender: 01-50: Female, 51-00: Male.

Level: 2 + 1-D30

Number encountered: 1-D4

Experience points: 90 x level.

Characteristics:

Awareness: 20

Charisma: 9

Constitution: 80

Coordination: 20

Dexterity: 35

Intelligence: 6

Mental-strength: 40

Strength: 60

Wisdom: 6

Movement:

Flying: Can't

Grounded: 16

Swimming: 5

Luck: 50

Oxygen-points: 120

Blood-points: 180

Attack descriptions:

Club: 1

Damage: 1-D12 x 12

Range: 3 spaces (15')

Attack type: Blunt.

See: "Special Offenses".

Defense: 20 / 50 for 32nd + level.

Offense: 35 / 65 for 32nd + level.

Damage-Points: Roll 4-D20 +8 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 15+ to have 1-D20 x7

Bronze: 20+ to have 1-D20 x6

Silver: 25+ to have 1-D20 x5

Electrum: 30+ to have 1-D20 x4

White-gold: 35+ to have 1-D20 x3

Yellow-gold: 45+ to have 1-D20 x2

Black-gold: 55+ to have 1-D20

Treasure item(s):

Common: 50+ to have 1-D8

UnCommon: 60+ to have 1-D6

Rare: 70+ to have 1-D4

Legendary: 79+ to have 1

Note:

The Ulex Ogre will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

35% chance of having 1-D10 +5 random Gems.

10% chance of having 1-D4 +1 random Special Gems.

15% chance of having 2-D6 random race types as slaves.

60% chance of having 3-D6 dwarfs as slaves.

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a very large, slightly bent, humanoid.

Eye color: Yellow with a black pupil.

Eye shape: Large and oval.

Hair color: Black.

Hair texture: Course and straight.

Height: 12'-0"

Skin color: Dark-brown.

Skin texture: Smooth (leathery).

Posture: Biped (like an animal with two feet) extremely hunched over posture . . . almost to the ground).

Weight: 1,100 lbs.

Dislikes: Water. Ulex Ogre cannot swim. It does not fear water.

Disposition: The Ulex Ogre looks like a thick-boned, over-grown, stooped, version of the common ogre. This is a very capable creature, yet it is lazy, forcing captured humanoids to do labor so it can be more comfortable.

Instinctively, during the late spring, every 100 years, all Ulex Ogre gather to one place to court their females. The males fight for domination and right to take the females back to their home, adopting them into the clan. Sometimes, but not too often, a Ulex Ogre is killed in the fight for a female. If this happens, it is always left where it lays, untouched and abandoned.

Fears: Unknown.

Habitat: Mountains (earthen and forested). This creature is uncommonly found in other regions.

Immunities: Fear and Pain.

Life-span: 600 years.

Likes: Forcing humanoids into slavery, especially dwarves, for dwarves are strong and work hard.

Needs: Basic needs of life (food, water, shelter, etc.).

Note: None.

Special Abilities: None.

Special Defenses: Resistances: This creature has the following resistances:

Blunt weapon damage-reduction: 50%

Fire damage-reduction: 50%

Special Offenses: Dire Blow: This creature will cause a sudden-death on a % roll of 97+.

Susceptibilities: Covets gems. It will go to unwise measures to get a gem (if it knows it is there).

Weapon susceptibility: Rank-0 (or better) weapon to harm.