

## OGRE

Ogres are the quintessential thugs – rustic, slovenly, vicious, greedy morons who are unskilled to say the least, yet strong enough to pose a threat. These ugly, tall, burly grey-, yellow- or pink-skinned humanoids have mouths lined with fangs, including two especially long fangs on both the upper and lower jaws. Ogres are cyclopes, with one big eye above the nose. Each male has up to nine twisted horns jutting from its bald head (or none), but females have no horns, yet have thick, coarse hair. They can be found in every climate, from cold to warm, and every terrain, from coasts to mountains – but prefer hills and woodlands, so they can more easily hide their cave-lairs, where they dwell in small clans (6–15 individuals) or gather into larger tribes. Ogres are omnivores and can eat nearly anything, but particularly enjoy mortal flesh. They lurk near mortal civilizations or roads, so they can quickly find people upon whom to prey or with whom to bargain, for they will hire themselves out as mercenaries, and some will trade for items they cannot make for themselves. Despite being pathetic artisans who can only make crude gear, or decent armaments at best, they are still excellent survivalists.

- Crusher ogres wear poor armor, bear poor shields and carry poor weapons that are the same size category as equivalent mortal weapons, wielding them as effectively as mortal assaulters (–2 d-steps) – featured specimen: pad armor, no shield, single great melee weapon, single light ranged (missile) weapon.
- Jinxer ogres wear poor armor, bear inferior shields and carry poor weapons that are one size category above equivalent mortal weapons, wielding them as effectively as mortal druids (–1 d-step) – featured specimen: pad armor, light shield, single heavy melee weapon.
- Battler ogres wear poor armor, bear poor shields and carry poor weapons that are two size categories above equivalent mortal weapons, wielding them as effectively as mortal assaulters (±0 d-steps); they also increase thrown versatile and ranged (missile) weapon ranges (base short +5 squares) – featured specimen: leather armor, no shield, single great melee weapon, single light ranged (missile) weapon.
- Curser ogres wear poor armor, bear inferior shields and carry inferior weapons that are two size categories above equivalent mortal weapons, wielding them as effectively as mortal druids (+1 d-step); they also increase thrown versatile and ranged (missile) weapon ranges (base short +5 squares) – featured specimen: leather armor, light shield, single heavy melee weapon.
- Leader ogres wear inferior armor, bear inferior shields and carry inferior weapons that are three size categories above equivalent mortal weapons, wielding them as effectively as mortal assaulters (+2 d-steps); they also increase thrown versatile and ranged (missile) weapon ranges (base short +10 squares) – featured specimen: stud armor, no shield, single great melee weapon, single medium versatile weapon.
- Hexer ogres wear inferior armor, bear inferior shields and carry common weapons that are three size categories above equivalent mortal weapons, wielding them as effectively as mortal druids (+3 d-steps); they also increase thrown versatile and ranged (missile) weapon ranges (base short +10 squares) – featured specimen: stud armor, medium shield, single heavy melee weapon.
- Ruler ogres wear common armor, bear inferior shields and carry common weapons that are four size categories above equivalent mortal weapons, wielding them as effectively as mortal assaulters (+4 d-steps); they also increase thrown versatile and ranged (missile) weapon ranges (base short +15 squares) – featured specimen: ring armor, no shield, single great melee weapon, single heavy versatile weapon.

OGRE TRAITS
<b>Class:</b> giant <b>Origin:</b> Midgard
<b>Sapience:</b> moral-agent <b>Lifeviews:</b> <i>lashful-wicked-leeward, laxful-wicked-leeward, lashful-detached-leeward, lawful-wicked-leeward</i>
<b>Vessel:</b> corporeal (zoetic-organic) <b>Tier/Shape Range:</b> Dawning – 1×1×1 to Mastering – 3×2×4
<b>Role:</b> warrior [squasher, battler, leader, ruler] or magician [jinxer, curser, hexer] <b>Creature Knowledge:</b> <ul style="list-style-type: none"> <li>• <i>General:</i> <i>nighlore</i> (sta) DR 11</li> <li>• <i>Specific:</i> <i>farlore</i> (sta) DR 19</li> </ul>
<b>Roottrait Points:</b> 5+[2×(tier-1)] <b>Attack Roottraits:</b> <ul style="list-style-type: none"> <li>• <i>Physical Strikes/Harm:</i> Lth/Brw</li> <li>• <i>Magical Strikes/Harm:</i> Wis/Glt</li> </ul>
<b>Augmentations/Lifeskills:</b> Nml +3, Ftl +5, hasten +4; physical harm +9; <i>chip</i> +0 (train: sta); <i>clout</i> +0 (train: sta); <i>deepfare</i> +2 (train: imp); <i>dive</i> +0 (train: sta); <i>farlore</i> +0 (train: sta); <i>heed</i> +0 (train: sta); <i>herd</i> +0 (train: sta); <i>hew</i> +0 (train: sta); <i>landfare</i> +3 (train: imp); <i>look</i> +3 (train: sta); <i>lurk</i> +0 (train: sta); <i>mingle</i> +0 (train: sta); <i>nighlore</i> +0

(train: sta); <i>seafare</i> +0 (train: sta); <i>search</i> +0 (train: sta); <i>taw</i> +0 (train: sta); <i>toil</i> +4 (train: imp); <i>tumble</i> +0 (train: sta); <i>weave</i> +0 (train: sta)
<b>Carcass Harvest:</b> <ul style="list-style-type: none"> <li>• <i>Food:</i> [(3d6)×cubes] meals; <i>cook</i> (sta) DR 17</li> <li>• <i>Water:</i> [(1d4)×cubes] meals; <i>mash</i> (sta) DR 23</li> <li>• <i>Bones, Horns:</i> [(1d4)×cubes] silvers; <i>hew</i> (sta) DR 14</li> <li>• <i>Hides:</i> [(3d6)×cubes] coppers; <i>taw</i> (sta) DR 15</li> </ul>
<b>Lair Treasure:</b> <ul style="list-style-type: none"> <li>• <i>Mundane:</i> sparse</li> <li>• <i>Magical:</i> sparse</li> </ul>

ALPENGARD | MONSTER STATISTICS

CRUSHER OGRE
<b>Tier:</b> Dawning <b>Lifeview:</b> <i>lashful-wicked-leeward</i> <b>Languages:</b> Common, Giant, Faerie
<b>Shape:</b> 1×1×1 <b>Size Modifier:</b> ±0 <b>Mass Modifier:</b> ±0 <b>Speed:</b> walk 4
<b>Roottraits:</b> Brw 5; Lth 0; Smt 0; Wis 0; Glt 0 <b>Hasten:</b> 4 <b>Defenses:</b> Nml 14; Ftl 26; Mfl 10 <b>Grit:</b> 8+1d12 [15] <b>Pneuma:</b> 2
<b>Harm Yields:</b> <u>susceptible</u> <i>flare, frost, gleam, gloom, rot, shake, shock, logos, charis, heinous</i> ; <u>resistant</u> <i>wreck 1 (armor +2), whelm 4, rasp 1</i> ; <u>immune</u> <i>chaos, hubris, hallow</i>
<b>Condition Adaptations:</b> <u>renitent</u> ( <i>avail:1</i> ) <i>imbalanced, prostrated</i>
<b>Lifeskills:</b> <i>chip +0 (sta); clout +0 (sta); deepfare +4 (imp); dive +5 (sta; armor -3); farlore +0 (sta); heed +0 (sta); herd +5 (sta); hew +2 (sta); landfare +5 (imp); look +3 (sta); lurk +0 (sta; armor -3); mingle +0 (sta); nighlore +0 (sta); seafare +2 (sta); search +0 (sta); taw +2 (sta); toil +9 (imp; armor -3); tumble +0 (sta; armor -3); weave +0 (sta)</i>
ATTACKS AND POWERS
<b>2 Fists – 2 strikes; assail Nml [utilization; 0 pneuma]:</b> targeted melee 1; strike +0; <i>wreck (beat) harm 1d2+7</i>   <b>Option [adjutant; 1 pneuma]:</b> <i>squash (1d4)</i>   <b>Option [adjutant; 0 pneuma]:</b> <i>knockdown</i>
<b>1 Hugeclub (Aggressive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]:</b> targeted melee 1; strike +0; <i>wreck (beat) harm 1d12+14</i>   <b>Option [adjutant; 1 pneuma]:</b> <i>squash (1d4)</i>   <b>Option [adjutant; 0 pneuma]:</b> <i>knockdown</i>
<b>1 Rock (Elusive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]:</b> targeted ranged 5/10/15; strike +0; <i>wreck (beat) harm 1d4+14</i>   <b>Option [adjutant; 1 pneuma]:</b> <i>squash (1d4)</i>
<b>Monster and Mortal Powers:</b> <i>chargecrush; goonsmite; grappling – standard; inferior defense (Mfl); speedburst (+3)</i>
<b>Ascension-Point Value:</b> 16

JINXER OGRE
<b>Tier:</b> Beginning <b>Lifeview:</b> <i>lashful-wicked-leeward</i> <b>Languages:</b> Common, Giant, Faerie
<b>Shape:</b> 1×1×2 <b>Size Modifier:</b> ±0 <b>Mass Modifier:</b> +1 <b>Speed:</b> walk 5
<b>Roottraits:</b> Brw 5; Lth 0; Smt 0; Wis 1; Glt 1 <b>Hasten:</b> 5 <b>Defenses:</b> Nml 16; Ftl 27; Mfl 12 <b>Grit:</b> 12+2d12 [25] <b>Pneuma:</b> 5
<b>Harm Yields:</b> <u>susceptible</u> <i>flare, frost, gleam, gloom, rot, shake, shock, logos, charis, heinous</i> ; <u>resistant</u> <i>wreck 1 (armor/shield +4), whelm 5, rasp 2</i> ; <u>immune</u> <i>chaos, hubris, hallow</i>
<b>Condition Adaptations:</b> <u>renitent</u> ( <i>avail:1</i> ) <i>imbalanced, prostrated</i>
<b>Lifeskills:</b> <i>chip +0 (sta); clout +1 (sta); deepfare +3 (imp); dive +5 (sta; armor/shield -5); farlore +1 (sta); heed +1 (sta); herd +5 (sta); hew +2 (sta); landfare +4 (imp); look +4 (sta); lurk +0 (sta; armor/shield -5); mingle +1 (sta); nighlore +0 (sta); seafare +3 (sta); search +0 (sta); taw +3 (sta); toil +9 (imp; armor/shield -5); tumble +0 (sta; armor/shield -5); weave +1 (sta)</i>
ATTACKS AND POWERS
<b>2 Fists – 2 strikes; assail Nml [utilization; 0 pneuma]:</b> targeted melee 2; strike +0; <i>wreck (beat) harm 1d2+8 (mainhand) or 1d2+7 (offhand)</i>   <b>Option [adjutant; 1 pneuma]:</b> <i>squash (1d4)</i>   <b>Option [adjutant; 0 pneuma]:</b> <i>knockdown</i>
<b>1 Staff (Transitive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]:</b> targeted melee 1; strike +0; <i>wreck (beat) harm 1d4+15</i>   <b>Option [adjutant; 1 pneuma]:</b> <i>squash (1d4)</i>   <b>Option [adjutant; 0 pneuma]:</b> <i>knockdown</i>
<b>Arcane Gleamsmite – 1 zone 1×1×1; assail Ftl [utilization; 0 pneuma]:</b> blast area melee 2; strike +1; <i>gleam harm 1d10+1</i>
<b>Arcane Snowray – 1 strike; assail Nml [utilization; 0 pneuma]:</b> targeted ranged 40; strike +1; <i>frost harm 1d8+1</i>
<b>Arcane Shadowsphere – 1 zone 6×6×6; assail Ftl [utilization; 1 pneuma]:</b> blast area ranged 30; strike +1; <i>gloom harm 1d6+1</i>
<b>Monster and Mortal Powers:</b> <i>baleful jinx; chargecrush; goonsmite; grappling – standard; inferior defense (Mfl); speedburst (+3); arcane omen; arcane radiance; arcane shadow; arcane sigil; magic channeling; magic countering; magic deciphering; magic sensing;</i>
<b>Ascension-Point Value:</b> 19

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BATTLER OGRE
<b>Tier:</b> Raising <b>Lifeview:</b> <i>lashful-wicked-leeward</i> <b>Languages:</b> Common, Giant, Faerie
<b>Shape:</b> 1×1×2 <b>Size Modifier:</b> ±0 <b>Mass Modifier:</b> +1 <b>Speed:</b> walk 5
<b>Roottraits:</b> Brw 9; Lth 0; Smt 0; Wis 0; Glt 0 <b>Hasten:</b> 4 <b>Defenses:</b> Nml 16; Ftl 36; Mfl 10 <b>Grit:</b> 37+3d12 [56] <b>Pneuma:</b> 6
<b>Harm Yields:</b> <u>susceptible</u> <i>flare, frost, gleam, gloom, rot, shake, shock, logos, charis, heinous</i> ; <u>resistant</u> <i>wreck 2 (armor +4), whelm 6 (armor +1), rasp 3</i> ; <u>immune</u> <i>chaos, hubris, hallow</i>
<b>Condition Adaptations:</b> <u>renitent</u> ( <i>avail:1</i> ) <i>imbalanced, prostrated</i>
<b>Lifeskills:</b> <i>chip +0 (sta); clout +0 (sta); deepfare +7 (imp); dive +9 (sta; armor -4); farlore +0 (sta); heed +0 (sta); herd +9 (sta); hew +4 (sta); landfare +8 (imp); look +3 (sta); lurk +0 (sta; armor -4); mingle +0 (sta); nighlore +0 (sta); seafare +4 (sta); search +0 (sta); taw +4 (sta); toil +14 (imp; armor -4); tumble +0 (sta; armor -4); weave +0 (sta)</i>
ATTACKS AND POWERS
<b>2 Fists – 2 strikes; assail Nml [utilization; 0 pneuma]:</b> targeted melee 1; strike +0; <i>wreck (beat)</i> harm 1d4+10 (mainhand) or 1d4+9 (offhand)   <b>Option [adjutant; 1 pneuma]:</b> <i>squash</i> (1d6)   <b>Option [adjutant; 0 pneuma]:</b> <i>knockdown</i>
<b>1 Mattock (Aggressive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]:</b> targeted melee 2; strike +0; <i>wreck (stab)</i> harm 2d8+19   <b>Option [adjutant; 1 pneuma]:</b> <i>gore</i> (1d6)   <b>Option [adjutant; 0 pneuma]:</b> <i>knockdown</i>
<b>1 Rock (Elusive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]:</b> targeted ranged 10/20/30; strike +0; <i>wreck (beat)</i> harm 1d8+19   <b>Option [adjutant; 1 pneuma]:</b> <i>squash</i> (1d6)
<b>Monster and Mortal Powers:</b> <i>inferior defense (Mfl); grappling – standard; chargecrush; goonsmite; speedburst (+3)</i>
<b>Ascension-Point Value:</b> 24

CURSER OGRE
<b>Tier:</b> Surging <b>Lifeview:</b> <i>laxful-wicked-leeward</i> <b>Languages:</b> Common, Giant, Faerie
<b>Shape:</b> 2×1×2 <b>Size Modifier:</b> -1 <b>Mass Modifier:</b> +2 <b>Speed:</b> walk 6
<b>Roottraits:</b> Brw 7; Lth 0; Smt 0; Wis 2; Glt 2 <b>Hasten:</b> 6 <b>Defenses:</b> Nml 19; Ftl 33; Mfl 14 <b>Grit:</b> 57+4d12 [83] <b>Pneuma:</b> 10
<b>Harm Yields:</b> <u>susceptible</u> <i>flare, frost, gleam, gloom, rot, shake, shock, chaos, charis, heinous</i> ; <u>resistant</u> <i>wreck 2 (armor/shield +6), whelm 7 (armor +1), rasp 4</i> ; <u>immune</u> <i>logos, hubris, hallow</i>
<b>Condition Adaptations:</b> <u>renitent</u> ( <i>avail:1</i> ) <i>imbalanced, prostrated</i>
<b>Lifeskills:</b> <i>chip +0 (sta); clout +2 (sta); deepfare +8 (imp); dive +7 (sta; armor/shield -6); farlore +2 (sta); heed +3 (sta); herd +8 (sta); hew +3 (sta); landfare +9 (imp); look +6 (sta); lurk +1 (sta; armor/shield -6); mingle +2 (sta); nighlore +1 (sta); seafare +5 (sta); search +1 (sta); taw +5 (sta); toil +13 (imp; armor/shield -6); tumble +0 (sta; armor/shield -6); weave +2 (sta)</i>
ATTACKS AND POWERS
<b>2 Fists – 2 strikes; assail Nml [utilization; 0 pneuma]:</b> targeted melee 2; strike +0; <i>wreck (beat)</i> harm 1d6+9   <b>Option [adjutant; 1 pneuma]:</b> <i>squash</i> (1d6)   <b>Option [adjutant; 0 pneuma]:</b> <i>knockdown</i>
<b>1 Staff (Transitive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]:</b> targeted melee 2; strike +0; <i>wreck (beat)</i> harm 1d8+18   <b>Option [adjutant; 1 pneuma]:</b> <i>squash</i> (1d6)   <b>Option [adjutant; 0 pneuma]:</b> <i>knockdown</i>
<b>Arcane Acidsmite – 1 zone 1×1×1; assail Ftl [utilization; 0 pneuma]:</b> blast area melee 2; strike +2; <i>rasp</i> harm 1d10+2
<b>Arcane radianceningray – 1 strike; assail Nml [utilization; 0 pneuma]:</b> targeted ranged 40; strike +2; <i>shock</i> harm 1d8+2
<b>Arcane shadowspears – 4 strikes; assail Nml [utilization; 1 pneuma]:</b> targeted ranged 30; strike +2; <i>wreck (stab)</i> harm 1d6+1 plus <i>gloom</i> harm 1d6   <b>Option [adjutant; 2 pneuma]:</b> <i>combine</i>
<b>Arcane Thundersphere – 1 zone 6×6×6; assail Ftl [utilization; 1 pneuma]:</b> blast area ranged 30; strike +2; <i>shake</i> harm 1d6+1
<b>Arcane Firewall – 12 zones 1×1×1; assail Ftl [utilization; 3 pneuma]:</b> wall area ranged 20; strike +2; <i>flare</i> harm 1d4+1 – <i>persist</i> (5 rounds); moderately obscure visibility; increase terrain difficulty 1 grade
<b>Monster and Mortal Powers:</b> <i>arcane omen; arcane radiance; arcane shadow; arcane sigil; baleful curse; baleful jinx; chargecrush; goonsmite; grappling – standard; inferior defense (Mfl); magic channeling; magic countering; magic deciphering; magic sensing; speedburst (+4)</i>
<b>Ascension-Point Value:</b> 30

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LEADER OGRE
<b>Tier:</b> Honing
<b>Lifeview:</b> <i>lashful-wicked-leeward</i>
<b>Languages:</b> Common, Giant, Faerie
<b>Shape:</b> 2×2×2
<b>Size Modifier:</b> -2
<b>Mass Modifier:</b> +4
<b>Speed:</b> walk 7 (armor -1)
<b>Roottraits:</b> Brw 10; Lth 1; Smt 0; Wis 0; Glt 2
<b>Hasten:</b> 4
<b>Defenses:</b> Nml 18; Ftl 40; Mfl 12
<b>Grit:</b> 89+5d12 [122]
<b>Pneuma:</b> 12
<b>Harm Yields:</b> <u>susceptible</u> <i>flare, frost, gleam, gloom, rot, shake, shock, logos, charis, heinous</i> ; <u>resistant</u> <i>wreck</i> 3 (armor +7), <i>whelm</i> 8 (armor +1), <i>rasp</i> 5; <u>immune</u> <i>chaos, hubris, hallow</i>
<b>Condition Adaptations:</b> <u>renitent</u> ( <i>avail:1</i> ) <i>imbalanced, prostrated</i>
<b>Lifeskills:</b> <i>chip</i> +0 (sta); <i>clout</i> +2 (sta); <i>deepfare</i> +8 (imp); <i>dive</i> +10 (sta; armor -4); <i>farlore</i> +2 (sta); <i>heed</i> +1 (sta); <i>herd</i> +10 (sta); <i>hew</i> +5 (sta); <i>landfare</i> +9 (imp); <i>look</i> +4 (sta); <i>lurk</i> +1 (sta; armor -4); <i>mingle</i> +2 (sta); <i>nighlore</i> +0 (sta); <i>seafare</i> +7 (sta); <i>search</i> +0 (sta); <i>taw</i> +5 (sta); <i>toil</i> +15 (imp; armor -4); <i>tumble</i> +1 (sta; armor -4); <i>weave</i> +0 (sta)
ATTACKS AND POWERS
<b>2 Fists – 2 strikes; assail Nml [utilization; 0 pneuma]:</b> targeted melee 2; strike +1; <i>wreck</i> ( <i>beat</i> ) harm 1d8+12 (mainhand) or 1d8+11 (offhand)   <b>Option [adjuvant; 1 pneuma]:</b> <i>squash</i> (1d8)   <b>Option [adjuvant; 0 pneuma]:</b> <i>knockdown</i>
<b>1 Havocaxe (Aggressive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]:</b> targeted melee 3; strike +1; <i>wreck</i> ( <i>chop</i> ) harm 2d10+23   <b>Option [adjuvant; 1 pneuma]:</b> <i>hack</i> (1d8)   <b>Option [adjuvant; 0 pneuma]:</b> <i>knockdown</i>
<b>1 Javelin (Defensive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]:</b> targeted melee 2 or ranged 20/40/60; strike +1; <i>wreck</i> ( <i>stab</i> ) harm 1d8+1d6+23   <b>Option [adjuvant; 1 pneuma]:</b> <i>gore</i> (1d8)
<b>Monster and Mortal Powers:</b> <i>chargecrush</i> ; <i>goonsmite</i> ; <i>grappling</i> – <i>improved</i> ; <i>inferior defense</i> (Mfl); <i>speedburst</i> (+4)
<b>Ascension-Point Value:</b> 41

HEXER OGRE
<b>Tier:</b> Helming
<b>Lifeview:</b> <i>lawful-wicked-leeward</i>
<b>Languages:</b> Common, Giant, Faerie
<b>Shape:</b> 2×2×3
<b>Size Modifier:</b> -3
<b>Mass Modifier:</b> +6
<b>Speed:</b> walk 8 (armor/shield -2)
<b>Roottraits:</b> Brw 8; Lth 0; Smt 0; Wis 4; Glt 3
<b>Hasten:</b> 8
<b>Defenses:</b> Nml 20 (shield -1); Ftl 37; Mfl 17
<b>Grit:</b> 122+6d12 [161]
<b>Pneuma:</b> 15
<b>Harm Yields:</b> <u>susceptible</u> <i>flare, frost, gleam, gloom, rot, shake, shock, chaos, charis, heinous</i> ; <u>resistant</u> <i>wreck</i> 3 (armor/shield +10), <i>whelm</i> 9 (armor/shield +2), <i>rasp</i> 6; <u>immune</u> <i>logos, hubris, hallow</i>
<b>Condition Adaptations:</b> <u>renitent</u> ( <i>avail:1</i> ) <i>imbalanced, prostrated</i>
<b>Lifeskills:</b> <i>chip</i> +0 (sta); <i>clout</i> +3 (sta); <i>deepfare</i> +11 (imp); <i>dive</i> +8 (sta; armor/shield -7); <i>farlore</i> +3 (sta); <i>heed</i> +5 (sta); <i>herd</i> +9 (sta); <i>hew</i> +4 (sta); <i>landfare</i> +12 (imp); <i>look</i> +8 (sta); <i>lurk</i> +2 (sta; armor/shield -7); <i>mingle</i> +3 (sta); <i>nighlore</i> +2 (sta); <i>seafare</i> +7 (sta); <i>search</i> +2 (sta); <i>taw</i> +8 (sta); <i>toil</i> +13 (imp; armor/shield -7); <i>tumble</i> +0 (sta; armor/shield -7); <i>weave</i> +4 (sta)
ATTACKS AND POWERS
<b>2 Fists – 2 strikes; assail Nml [utilization; 0 pneuma]:</b> targeted melee 2; strike +0; <i>wreck</i> ( <i>beat</i> ) harm 1d8+12 (mainhand) or 1d8+11 (offhand)   <b>Option [adjuvant; 1 pneuma]:</b> <i>squash</i> (1d8)   <b>Option [adjuvant; 0 pneuma]:</b> <i>knockdown</i>
<b>1 Staff (Transitive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]:</b> targeted melee 3; strike +0; <i>wreck</i> ( <i>beat</i> ) harm 1d12+23   <b>Option [adjuvant; 1 pneuma]:</b> <i>squash</i> (1d8)   <b>Option [adjuvant; 0 pneuma]:</b> <i>knockdown</i>
<b>Arcane Thundersmite – 1 zone 1×1×1; assail Ftl [utilization; 0 pneuma]:</b> blast area melee 2; strike +4; <i>shake</i> harm 1d10+3
<b>Arcane Fireray – 1 strike; assail Nml [utilization; 0 pneuma]:</b> targeted ranged 40; strike +4; <i>inceration</i> harm 1d8+2
<b>Arcane Snowspears – 4 strikes; assail Nml [utilization; 1 pneuma]:</b> targeted ranged 30; strike +4; <i>wreck</i> ( <i>stab</i> ) harm 1d6+1 plus <i>frost</i> harm 1d6   <b>Option [adjuvant; 2 pneuma]:</b> <i>combine</i>
<b>Arcane radianceningsphere – 1 zone 6×6×6; assail Ftl [utilization; 1 pneuma]:</b> blast area ranged 30; strike +4; <i>shock</i> harm 1d6+1
<b>Arcane Gleamwall – 12 zones 1×1×1; assail Ftl [utilization; 3 pneuma]:</b> wall area ranged 20; strike +4; <i>gleam</i> harm 1d4+2 – <i>persist</i> (5 rounds); moderately obscure visibility; increase terrain difficulty 1 grade
<b>Arcane Thunderwhisp – 1 strike; assail Nml [utilization; 3 pneuma]:</b> targeted ranged 10; strike +4; <i>shake</i> harm 1d4 – <i>persist</i> (10 rounds; range 10)
<b>Monster and Mortal Powers:</b> <i>arcane omen</i> ; <i>arcane radiance</i> ; <i>arcane shadow</i> ; <i>arcane sigil</i> ; <i>baleful curse</i> ; <i>baleful hex</i> (debilitation, misfortune, rage); <i>baleful jinx</i> ; <i>chargecrush</i> ; <i>goonsmite</i> ; <i>grappling</i> – <i>standard</i> ; <i>inferior defense</i> (Mfl); <i>magic channeling</i> ; <i>magic countering</i> ; <i>magic deciphering</i> ; <i>magic sensing</i> ; <i>speedburst</i> (+4)
<b>Ascension-Point Value:</b> 55

ALPENGARD | MONSTER STATISTICS

<b>RULER OGRE</b>
Tier: Quelling Lifeview: <i>lashful-wicked-leeward</i> Languages: Common, Giant, Faerie, Weird, Dragon
Shape: 3×2×3 Size Modifier: -4 Mass Modifier: +9 Speed: walk 10 (armor -1)
Roottraits: Brw 10; Lth 1; Smt 2; Wis 2; Glt 2 Hasten: 6 Defenses: Nml 19; Ftl 42; Mfl 14 Grit: 166+7d12 [212] Pneuma: 16
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, rot, shake, shock, logos, charis, heinous</i> ; <u>resistant</u> <i>wreck 4 (armor +9), whelm 10 (armor +2), rasp 7</i> ; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> ( <i>avail:1</i> ) <i>imbalanced, prostrated</i>
<i>chip +2 (sta); clout +3 (sta); deepfare +9 (imp); dive +10 (sta; armor -4); farlore +3 (sta); heed +3 (sta); herd +10 (sta); hew +7 (sta); landfare +10 (imp); look +6 (sta); lurk +2 (sta; armor -4); mingle +3 (sta); nighlore +3 (sta); seafare +7 (sta); search +2 (sta); smith +7 (sta); taw +7 (sta); toil +14 (imp; armor -4); tumble +2 (sta; armor -4); weave +2 (sta); writ +2 (sta)</i>
<b>ATTACKS AND POWERS</b>
<b>2 Fists – 2 strikes; assail Nml [utilization; 0 pneuma]:</b> targeted melee 2; strike +0; <i>wreck (beat)</i> harm 1d10+14   <b>Option [adjuvant; 1 pneuma]:</b> <i>squash (1d10)</i>   <b>Option [adjuvant; 0 pneuma]:</b> <i>knockdown</i>
<b>1 Orbmaze (Aggressive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]:</b> targeted melee 3; strike +0; <i>wreck (beat-stab)</i> harm 2d12+28   <b>Option [adjuvant; 1 pneuma]:</b> <i>squash (1d10)</i> or <i>gore (1d10)</i>   <b>Option [adjuvant; 0 pneuma]:</b> <i>knockdown</i>
<b>1 Spear (Transitive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]:</b> targeted melee 3 or ranged 20/40/60; strike +1; <i>wreck (stab)</i> harm 2d10+28   <b>Option [adjuvant; 1 pneuma]:</b> <i>gore (1d10)</i>
<b>Monster and Mortal Powers:</b> <i>chargecrush; goonsmite; grappling – advanced; inferior defense (Mfl); speedburst (+4)</i>
<b>Ascension-Point Value:</b> 69