



Ogrekin – Knowledge(Nature) DC20

Savage, cruel, and lacking all conscience, ogres typically raid for three reasons: out of greed, for love of slaughter, or—worst of all—to procreate. Fortunate victims of ogre attacks are quickly killed, their bodies turned into morbid playthings. Those who survive such attacks, however, face much worse.

Too small and flimsy to be taken in by their ogre progenitors, and treated as outcasts and monsters by their other parent's race, ogrekin tend to form small, brutish, and often inbred clans, living off the scraps of ogres and other savage giants or preying upon weaker races. These inbred clans are called "Families" by the ogrekin themselves.

- Type: Most human but others exist
- Attacks: Unarmed Strikes, Bite, or Melee/Ranged weapons
- Defense: same as base creature
- Special Attacks: Deformities

Deformities: All ogrekin are deformed and hideous, and each bears different mutations and ungainly features as gifts from its brutish parent.