

CHAPTER TWO: SPECIFIC HALF-BREEDS

- WYRD -

(ELF/OGRE MAGE) - LARGE GIANT

Ogre mages show little sign of kinship with ogres. They are more intelligent, resilient, agile, alert, and cunning than their simpler cousins, as well as having strong personalities and innate magic abilities. Though ogre mages do not often form communities, they have an advanced civilization based on conquest, acquisition, and rulership. Scholars postulate that while ogres are somehow akin to orcs and humans, ogre mages are actually distant relatives of elves and dwarves. Though no dwarf/ogre mage crossbreeds are known to exist, the ability of ogre mages and elves to interbreed is well established.

Wyrds, also known as deimos and ogre fey, are ogre mage/elf crossbreeds generally from one of two backgrounds. The most common occurs when an ogre mage establishes a stronghold and raids or conquers neighboring elven lands, taking prisoners from the fairest and most noble elves. Such raids often bring retribution from the elves, who if victorious take all wyrd offspring to be raised in seclusion by distant family members.

The other common scenario is when a drow and an ogre mage make an arrangement to create a number of wyrds. Most often the agreement either calls for two children to be born (one for each parent) or trades a wyrd for some other valuable commodity, such as a rare spell or magic item. Both drow and ogre mages find wyrds useful political assets, able to go places and deal with creatures not open to either parent.

Appearance

A wyrd cannot be mistaken for a member of either parent race. It is a tall creature, topping 8 feet, but as slender and well-formed as a typical elf. It has long, thin, pointed ears, two small horns at its temples, and a head of thick, wild hair. A wyrd's coloration is very dark, with skin ranging from dark purple to black and hair that may be red, metallic black, dark blue, or copper. A wyrd's eyes are a solid color, generally red, with no differentiation between pupil and iris. Drow/ogre mage wyrds generally have the same appearance, except that their hair is white, pearlescent, or silver.

Most wyrds accord a great deal of status to appearance and thus prefer rich dress. Finely cut clothing or burnished, engraved armor is preferable to plain garb, even if the less ornate clothes are more durable and functional. Wyrds are not fools, however: They do not choose mere finery over magic items, or wear slippers into the wilderness. Many work a theme, totem, or symbol into most of their accouterments, such as an animal, rune, or even a random pattern they find pleasing.

Demeanor

Wyrds are supremely confident to the point of arrogance. They often surpass their parents in raw power, and are master tacticians and manipulators to boot. Most have a strong desire to rule, either out of simple megalomania or from a genuine belief they are better suited to power. A wyrd who is trusted and given a position of great responsibility may prove a loyal ally, but those scorned or mistreated soon flee to build an empire of their own.

Wyrds have long memories and do not forgive easily. A slight from childhood is still fresh in the mind of an adult wyrd, coloring his outlook until he claims recompense or revenge. Wyrds do not believe that time heals all ills, and many have a long list of grudges. Similarly, a creature who aids a wyrd is never forgotten, and may be repaid in full decades later. Wyrds value loyalty highly, demanding it from their underlings but giving it only to the most deserving of superiors.

Most wyrds are pragmatic and care less about law, chaos, good, and evil than they do about what is effective, efficient, and valuable. These neutral wyrds are willing to work for evil tyrants or ministries of justice with equal vigor, as long as their own needs are met. A wyrd who has given his loyalty to a superior does his best to advance that master's cause, even if the wyrd doesn't personally care about it.

Background

A wyrd child raised among ogre mages or drow must prove himself every day of his life or face slavery. If he is cunning, strong, and swift, he can earn a place of honor in his family, though he may well gain less acceptance outside blood kin. Such wyrds are often special agents or emissaries, sent to watch over the family's interests in far-off lands or to negotiate with monstrous races. Wyrds who fail to meet these exacting standards are treated as chattel, and may be put to death, sent to gladiatorial pits, or even sold to other masters.

Wyrds raised among other elves also face daily tests for acceptance. For them, however, it is their heart and ethics that are constantly questioned. A young wyrd must prove he does not seek to cause pain or suffering, is not purely selfish or evil, and does not employ deceit, necromancy, or brutality to achieve his goals. Those who succeed are rewarded with respect and trust from family members, though not often from other elves. Those who fail may be imprisoned, sent off to monasteries, or banished.

ADVENTURERS

Wyrds' belief in their own talents drives them all to try great deeds, for good or ill. No wyrd is satisfied to be a cobbler or farmer, and most train from an early age to master one or more heroic occupations. They often combine a fighting class with sorcery, giving them impressive martial and magical skills.

Wyrds are natural leaders, and they get along with anyone who's willing to follow them. A wyrd also works well with individuals who have proven they are his equal, or even superior, taking a specialist's advice or conferring with an established war leader. Wyrds do not take kindly to anyone who insists on maintaining her independence without proving she is smarter or wiser. As a result, they often clash with bards, rogues, and barbarians, and less frequently with rangers, druids, and clerics.

WYRD RACIAL TRAITS

- +4 Strength, +2 Constitution, +2 Intelligence, +2 Wisdom, +2 Charisma. Wyrds are powerful both physically and mentally, with no true weaknesses.
- **Large:** Wyrds receive a -1 size penalty to AC and attacks and a -4 size penalty on Hide checks,

as well as all the other normal effects of being Large creatures. They also have 10-foot reach.

- Wyrd base speed is 30 feet.
- Low-light vision and darkvision with a range of 60 feet.
- **Spells:** Wyrds cast spells as 2nd-level sorcerers. A wyrd sorcerer adds his sorcerer levels to his innate spellcasting level for purposes of spells per day, saving throw, and other level-dependent effects. For example, a 5th-level wyrd sorcerer casts spells as a 7th-level sorcerer.
- Though they cannot truly fly as their ogre mage progenitors can, wyrds' natural magic grants them a +30 competence bonus on all Jump checks, with no maximum distance, and they take half damage from falls.
- Spell resistance equal to 10 + wyrd's Charisma modifier.
- **Favored Class:** Sorcerer. A multiclass wyrd's sorcerer class does not count when determining whether he suffers an XP penalty for multiclassing.
- **Level Adjustment:** +6. A wyrd has an effective character level (ECL) of 6 plus class levels, so a 1st-level wyrd sorcerer would have an ECL of 7.

