

Appearance

Ogres are tall, gray-skinned humanoid with jet-black hair. Some also exhibit noticeable tusk-like canines jutting from their lower jaw.

Most ogres can be seen wearing simple, earth-toned clothes, furs, or leathers. Few adorn themselves with jewelry, and practicality takes precedence in their garb.



Behavior

The typical Ogre exhibits a short temper and tendency to react to challenges and frustration with verbal or physical outbursts. Most often, they are inclined to subscribe to the belief that “might makes right.”

Most Ogres have a limited vocabulary due to their lack of formal education, but should not be viewed as intellectually inferior as a result.

History

Following the introduction of the Obern to the Great War, the Gaesin Empire scrambled to assemble a force to match their strength and vitality. Through a process of selective breeding of captive Orcs, and dark rituals that have since been lost to time, the wizard, Agos, created the first Ogres. As the population of Ogres grew, the imperials found more uses for them—while many found themselves thrown into the war, others were kept as slaves to build strongholds and other fortifications.

When the Great War ended, most of the Ogres were set free and able to make what choices they wished. Some moved to new lands and assimilated into existing communities, while the majority established settlements with their clans.

Society

Ogres usually function in groups which are led by their strongest member. During the Great War when Ogres were a part of the Gaesin military, a Gaesin overseer usually led their war bands. Modern clans are families that have expanded from these original war bands.

Each member of an Ogre community is expected to share in the responsibility to contribute to the community in various forms, and common laws and regulations among these communities rarely extend beyond the more basic and common-sense. Shamans

are well-respected among the Ogres and serve their communities as spiritual and moral guides, philosophers, and healers.

Coming of Age

Upon turning four years old, an Ogre child is given an identifying mark—usually a tattoo or decorative scar pattern. During the process, the child is expected not to cry out, lest they be considered too weak to enter adulthood. Should the child endure the process without complaint, their clan and community welcomes them as an adult.

Religion

Ogres seldom offer prayer or acknowledgement to the gods, choosing instead to live in the moment, and take life as it comes. Those who do adopt religious perspectives usually are found worshiping Amaran.

Superstitions

Agents of the Abyss and other evil forces are always watching, waiting for the right opportunity to cause chaos and suffering. Though hidden, their eyes are believed to be everywhere. To remind themselves to remain alert and humble so as to not attract the attention, patterns resembling eyes are common totems and decorations for clothing, jewelry, and virtually all means of décor.

Running water brings life and prosperity with it, and as such, it is associated with bountiful harvests, wealth, happiness, healing, and good luck. As such, families and friends traditionally throw cups of water behind travelers as they depart, believing it will impart them with good luck and ensure safe travels and fruitful endeavors.

Courtship

Courtship is seldom ritualized in Ogre society. Instead, females judge potential mates on their strength. This often leads to many women choosing the same man, and males engaging in brutal fights or strenuous competitions involving feats of strength and endurance in an effort to impress potential mates.

Marriage

As Ogre relationships are centered on procreating with strong and hardy partners, partners may come and go with the seasons. As such, formal relationships and marriages as other cultures would expect are effectively nonexistent in the typical Ogre community.

Funerals

When an Ogre dies, their remains are roasted, and their clan shares the meat. It is believed that eating the dead allows them to continue to live on, while also granting those who consume their flesh the strength and courage of the deceased.

The bones of unimportant members of a given Ogre community are typically deposited in a mass grave, while those of important figures—such as shamans or great warriors—are carved or painted and used to decorate their clan’s territory. In some cases, deceased Ogres’ remains are turned into musical instruments; their bones may be carved into flutes, and their skin may be used for drums.

Festivals

Ogres do not often celebrate festivals of any sort, and none are directly linked to Ogre culture. Celebrations—such as those following a great victory in battles—typically consist of great fires, feasts, and ritualistic dancing intended to display the agility and endurance of the participants.

Games

Physical sports—such as wrestling, footraces, and brawling are all popular pastimes for common Ogre communities.

Gender and Family Roles

Beyond procreation, gender has little influence on Ogre society. As such, men and women both share equal responsibilities in regards to hunting, foraging, raising their young, and performing any other necessary work.

Traditional Occupations

Beyond simple trade skills like woodworking or weaving, the Ogres typically find their niche as laborers, porters, and soldiers in modernized societies. In traditional Ogre communities though, individuals are capable of performing most tasks, such as hunting, fishing, food preparation, and the fabrication of basic tools and clothing.

Economics

While their communities are often self-sufficient, Ogres’ often-overlooked sophistication in the realm of herbal medicine offers them a multitude of fruitful opportunities in trading tea and spices. Likewise, silken textiles made with traditional designs are appreciated throughout the world. Livestock—particularly in the form of sheep, horses, and cattle—are also common assets for Ogre communities.

Aging and Life Expectancy

Ogres generally age four times faster than Humans, and as such, usually only live for approximately 20 years.