

Appearance

Ogres are tall, gray-skinned humanoids 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

Generally, Ogres lack a formal education, and may be found to have a limited vocabulary in the common tongue.

Many also exhibit the short tempers inherited from their Orc ancestors.

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 the original war bands.

Each member of an Ogre community is expected to share in the responsibility to contribute to the community.

Laws and regulations rarely extend beyond the most basic or common sense policies.

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.

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 brutal fights between males to impress the females and win them over.

Marriage

As Ogre relationships are centered on procreating with strong and hardy partners, partners may come and go with the seasons. As such, marriages are relatively nonexistent.

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 the flesh, the strength and courage of the deceased.

Festivals

Ogres do not often celebrate festivals of any sort, and none are directly linked to Ogre culture.

Games

Wrestling, arm wrestling, sparring, and foot racing are popular sports among the Ogres.

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.

Aging and Life Expectancy

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