



Credit: Mark Behm

## OGRE

*I am Garg. I am strong. I am strong because I am Ogre. No-one in the forest is stronger than me. When I was young, the old Ogres make the rules, hit me when I don't follow. Now I am older. I make rules. I go where I want. I eat what I want. I take what I want.*

*One day, I find something I want. Pretty pink-skin sharpclub. Bright stones on short round end, and long sharp end shimmers like pond water. I want, so I take. Little hard-shelled pink-skins have come to my forest with sharpclubs before, long time ago. They smarter than others. They know that they can't hit stronger, so they need to hit better. I am going to use pretty sharpclub to hit stronger AND better. I am looking forward to using sharpclub to hit.*

*I am not expecting sharpclub to hit me.*

-u/wanderingbishop, (r/DnD)

Hulking giants known for their great strength and even greater stupidity, ogres are written off by most as little more than quick-tempered, unsociable, and easily fooled oafs. While this accurately describes many ogres, it does not encompass the totality of their people, and many scholars are still largely ignorant of the rather unfortunate origin of these creatures.

## CREATIONS OF THE DESTROYER

When the world was young and Ostoria still stood strong, Annam All-Father decided that there must be worshippers for himself and his kin. So he called together his children, from mighty Stronmaus to dim Grolantor, and bid them each to create a race of people in their own image. To do this, he gifted unto each of them a vial of his divine lifeblood, and with it his children dispersed to do his bidding.

However, unbeknownst to Annam, another had watched these proceedings with a jealous fascination: Vaprak the Destroyer, a minor giant god of greed and violence, and Annam's bastard son. Vaprak was enraged that he had been left out, and decided that he too would have worshippers of his own.

## OUTCASTS OF THE ORDNING

And so Vaprak, with a few lumps of spoiled meat and a single drop of the All-Father's blood stolen from foolish Grolantor, crafted a people in his own image. However, in Vaprak's envious haste to best the other gods, his creations were malformed, unfinished. Clumsy or foolish or hideous, none were exactly lacking in the same way, but all were somehow marked by Vaprak's unskilled hand. The Destroyer had imprinted himself and all of his faults upon them, and he could give his newborn people nothing but his own furious strength and unending appetite.

Annam and the other gods were repulsed by Vaprak's wretched brood, but as the creatures were still born of the All-Father's divine blood, the gods had no choice but to give the pitiful brutes their own low place in the giants' sacred Ordning, where they persist to this day.

Though Vaprak would eventually refine his initial efforts with the introduction of the ferocious trolls and the cunning verbeeg, none of his creations would become so numerous or notorious as his first children: the ogres.

## VAPRAK'S HUNGER

Ogres often find work as mercenaries or bandits, and it is quite easy to bribe them with gold, gems, or other trinkets. This baffles many, as ogres, much as they collect such items, do not seem to have a unified concept of currency or wealth. Indeed, unlike dragons who similarly hoard valuables and obsess over them endlessly, ogres care very little for what specific items they acquire, and often ignore them completely once they have them.

To be an ogre is to *hunger*, whether it be for treasure or food or battle, a fruitless endeavor to try and satisfy the ravenous emptiness that their creator bestowed upon their people so long ago.

## STRENGTH ABOVE ALL

Ogres have no true culture, given their solitary or loosely tribal way of life. There is however, one universal value that binds all ogres: strength. To an ogre, nothing is more sacred. Ogres respect only those who they believe are stronger than they are, and all who are seen as weaker are unquestionably subservient or lesser.

Most ogres do in fact hold a fear and reverence for practitioners of magic. Magic can be used for feats of strength and power that the average ogre can scarcely even comprehend. The rare ogres capable of using magic tend to rise very quickly to leadership positions, serving as shamans and warlords of larger ogre tribes.

## OGRE NAMES

Ogres do not differentiate much between male and female names, and in general will be given simplistic names in Giant by a parent just to verbally distinguish them from the other ogres of a tribe. Many ogres also take a title-like name or surname to showcase their feats of strength or call attention to a particular physical characteristic.

- **Ogre Names:** Aggron, Aguul, Brog, Dagryg, Duldug, Garg, Gog, Kurn, Ludo, Mulga, Tarag, Yagoth, Yarp
- **Ogre Titles:** Bonecrusher, Firebelly, Ironskin, Gatecrasher, Goldtooth, Murderface, One-Eye, Rockbiter, Sharpclub, Skullkicker, Smashmouth, Stonebreak, Thunderguts

## OGRE TRAITS

**Ability Score Increase.** Your Strength score increases by 3.

**Vaparak's Mark.** Pick one of your Dexterity, Intelligence, Wisdom, or Charisma ability scores. The chosen ability score is reduced by 3.

**Age.** Ogres are considered adults as soon as they can properly fight. They can live to be around 60, but given their generally brutish and conflict-filled lifestyles, the vast majority do not see old age.

**Alignment.** The unstructured existence of most ogres steer them toward chaos, and their willingness to take what they want at the expense of others is seen as something of an evil tendency.

**Size.** Ogres tower above non-giants, standing from at about 9 to 10 feet in height and weighing in at around 650 pounds. Your size is Large.

**Speed.** Your base walking speed is 40 feet.

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Large and In Charge.** You are capable of wielding weapons sized for Large creatures. Large weapons function as normal weapons, except that their damage is increased by 1d4. Such weapons are not common, and must be sought, looted from Large opponents, or specially crafted. Additionally, due to your massive frame, you have disadvantage on attack rolls made with any smaller-sized weapons that possess the Finesse property, as well as any smaller-sized Ranged weapons that lack the Heavy property.

**Might Makes Right.** When interacting with other ogres, if you make an ability check that would normally add your Intelligence, Wisdom, or Charisma modifier, you may instead add your Strength modifier to the roll.

**Hybrid Nature.** You have two creature types: humanoid and giant. You can be affected by a game effect if it works on either of your creature types.

**Languages.** You can speak Common and Giant. The average ogre cannot read or write either of these languages, but there are exceptions.

*Credit: James Jacobs et al (2008). Classic Monsters Revisited, p. 46. Paizo Publishing, LLC. ISBN 978-1-60125-079-7*



*Credit: Chris Seaman*