

# OGRE

Ogres are monstrous humanoid descendants of giants with disproportionate limbs and features. They have large, muscular arms and torsos with big bulky heads. Their skin often ranges in tones similar to the humans of their region, but can also be shades of yellow, grey, or blue depending on their background and ancestry.

Ogres are well known for their fierce tempers and chaotic natures. They expect acknowledgement of their size and power but will also often miss slights against them because of their simple nature and obliviousness.

Ogre society is generally solitary but sometimes tribes can form. An ogre's strength and size often determine their rank among peers. Whether they live in a group or alone, raids are common among ogres and they will often initiate conflicts with nearby settlements with little regard for the consequences.

Several conditions might cause an ogre to break away from these tendencies and join civilized society. Especially small or weak ogres often have a hard time at life either within a group or alone, and as a result they tend to integrate into nearby settlements where they will have their muscle put to work. An ogre could begin a peaceful coexistence with nearby locals as well, realizing that if they don't crush anyone the people might just leave them alone. However unlikely as well, an ogre might also decide one day that smashing and eating whatever they come across isn't always a good thing and become more tolerant of other sentient life.



## OGRE TRAITS

Ogres share several traits in common with one another.

**Ability Score Increase.** Ogres are champions of raw power, but at a cost to their wits.

Your Strength score increases by 2 and your Constitution score increases by 2, but your Intelligence score is reduced by 2 and your Charisma score is reduced by 2.

**Size.** A normal wild ogre is usually around 9 to 10 feet tall and weighs around 550 to 650 pounds.

A smaller or younger ogre might be more acclimated to civilized life or coexistence with other people. These ogres would tend to be closer to 7 to 9 feet tall and between 350 and 550 pounds. Your size is medium.

**Alignment.** Ogres generally drift towards chaotic nature because of their impulsive and simple minded behavior. Good and neutral ogres must often live alone in order to avoid the brutality of other ogres.

**Speed.** Despite their larger frame, an ogre's movements tend to be lumbering and uncoordinated. Your base walking speed is 25.

**Age.** Ogres are fully grown by 6 years old but rarely survive past 40 in the wild. Ogres in civilized environments may possibly live as long as 60 years old under the right circumstances.

**Languages.** You can speak, read, and write Common and Giant.

**Menacing.** Because of an ogre's size and reputation as a race for brutality, you gain proficiency in the Intimidate skill.

**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.

**Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

**Thick Hide.** An ogre's thick skin gives it a natural AC of 16 (dexterity does not affect this number). However, the size and strange proportions of an ogre mean that correctly proportioned armor must generally be tailor made and usually costs about twice as much.

## CAVE OGRE

Cave ogres live their life primarily in the dark.

They are known to often find caves to squat and rest in during the day before hunting and foraging through the night. If a cavern is large enough, they might not even need to resurface and end up spending the majority of their life underground. As such, their bodies have adapted to fit this niche.

For one reason or another a cave ogre could be uprooted from their cavernous home and be forced to wander. Being unfamiliar with the surface, this variety of ogre can occasionally stumble their way into settlements and integrate with the locals, though more often than not their brutish reflex kicks in and they pay the price for it.

**Stoney Flesh.** A cave ogre's hardy life among the rocks and stone strengthened their skin to be even more tough than that of their surface kin.

Your Thick Hide racial feature provides 17 AC instead of 16. The same rules still apply otherwise for the Thick Hide feature.

Their skin also comes in varying tones of gray, making them stand out against other varieties of ogre.

**Superior Dark Vision.** You can see in dim light within 120 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.

**Sunlight Sensitivity.** You have disadvantage on Attack rolls and Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

## FOREST OGRE

Forest ogres are less commonly found due to their reclusive nature.

Unlike other subspecies, forest ogres generally will not seek out and cause conflict unless provoked. They are usually content to live a hard life in the wild and are often found at the edges of the known world, instinctively seeking safety away from large, noisy settlements that would scare off their food.

Out in the wild, they generally thrive on being semi-intelligent predators of whatever would enter their territory. Though they maintain the thoughtlessness of their cousins, their instincts are often just a little more sharp, giving them a natural edge as survivalists.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Wild Nature.** A forest ogre's wild disposition allows them to be natural survivalists. You gain proficiency with the Survival skill.

## HILL OGRE

A hill ogre can be described as your typical variety: large, brutish, and prone to wandering inconveniently into rural areas. Their natural strength allows them to thrive in whatever environment they may find themselves in.

Hill ogres are also the most commonly known to integrate into civilized society. Through various means, many hill ogres have found themselves of use for their muscle, with tasks ranging all the way from beast of burden to questionably obtained bodyguard.

**Ability Score Increase.** Your Strength score increases by 1.

**Natural Strength.** A hill ogre's life has bred them to be inherently capable athletes. You have proficiency in the Athletics skill.