

Ogar

As written by Nelf Bitumen

First allow me to introduce myself. I am, Nelf Bitemen. I am the Head scholar of the Descorie School of Higher Learning. That is I am the one who seeks to learn all that can be learned of the people and places in and around the kingdom of Dascorie. No one knows more..... I mean, I know more About the peoples and places found in and around the kingdom of Dascorie. Some of these races in which I have been so honored to discover and intermingle with are amongst the oldest in the kingdom.

To see an Ogar one would not expect them to hold any type of relation to the Giant kin of the mountains. Some call them the wonderers. For a young Ogar never stays in one place for very long. But, be it known the blood of the giants is thick in their veins. No one really knows why this is so though many have his or her own believes as to why. All of which are not known to be true of course. To an untrained eye they look like typical peasant folk.

Many Ogar live a solitary life, trudging through the mountain passes and valleys, from one mountain town or village to another. Often times when they do find themselves in a town or village within the mountains, they are there to visit with family or friends. While they visit gifts are often exchanged furs, meats, trinkets and at times weapons or the Maori stones they may find on their journeys. Their time spent within these towns is always filled with laughter and good drink. Ogar revel in a good tale and will spend most the night telling or listening to them, while consuming mass quantities of ale of course. This time is usually very brief as wonder lust strikes quickly in the heart of young Ogar and they will strike out once again.

The Ogar prefer the mountains to make their homes in as they offer safety and an abundance of game and crops... for the Ogar way of life. Many Ogar mountain town's and villages are there for the old, injured and family folk. These towns are built near or on a river or valley lake. The Ogar are not seafarers though they do travel in small river craft for fishing or trading.

Their buildings are made of large tree trunks laid atop one another with a mud and grass mixture in between. The roofs are thatched and the floors are.....well there are no floors. Which is a good thing for the Ogar, as they dig large holes in the floor to keep vegetables and dried meats from spoiling. The holes are then covered. This keeps out any unwanted critters that may wonder in from time to time, as there are no doors just skins over the frames. They keep their doors open and fires warm for their weary kin whom still yet travel the range. These structures are scattered far and wide, almost so far that you couldn't consider it a town at all.

The Ogar spend much of their time fishing, hunting and gathering herbs and vegetables from the lush forests that only the mountains can afford them. Just about every night someone has a gathering at their home, to trade old tales, invent new ones and just

to be in the company of others. A bond fire is a common sight at these gatherings as some sort of game is turned on a spit and the meat is taken and eaten right from it... Truth be told. A practice I find hard to digest. Though Garn seems not to care. Garn has been with me ever since my...meeting with the Orcs and has become a great help to me...though he does enjoy his food...a bit too much he seems to fit right in with the Ogar.

Kind and friendly they may seem but, do not mistake it for trust. Much needs to be done to gain their trust and friendship, but when gained it is one of the most precious commodities to have. As the Ogar share the blood of the giant kin, so do they possess some of their strength and hardiness, and have no fear in using it if it comes to protecting their friends and loved ones. It has been said that no amount of running or hiding will help those that victimize someone the Ogar care for.

Ogar clothing is typical of most peasants though it is strongly mixed with furs and leathers and is usually a shade of brown or green or both. I do not know if the colors have meaning but the town members seem to all be wearing the same type of colors. It could mean that each town dawns different colors and shades that one could tell where they had come from. They prefer the loose fitting clothes so as not to bind them while traveling through the mountainous terrain. They will often wear a piece of leather around their necks or wrists with teeth or small bones hanging from it. The reason for this is not known. A very few Ogar will tattoo themselves with a pattern of the sun or stars on their eyes or cheeks the reason for this is not known. You could ask but Garn still wears the bruise along his forehead.

Ogar weaponry is very simple most use a simple club or axe of different shapes and sizes. Some will even carry two, because they do not use shields, they believe that it is a sign of weakness to hide behind something while fighting an enemy. The bow is known to them but they do not see its use in combat and will use it only while hunting. An Ogar uses his strength and skills to defeat an enemy and would do it no other way.

The Ogar are a happy and content people who visit and stay in our shade homes often for many Ogar are shades. This does not seem to bother them as they are more than a handful for anything that may wonder into one of their villages. One more thing before I end my prattling. When you meet an Ogar be sure and tap your chest first then tap theirs it is a greeting of friendship and hello.....yes I quit agree. Oh and brace yourself they tap quit hard.

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