Ogre Mage

written by CresthavenRPG Guru | January 3, 2020

Very Rare | Large | Lawful evil | Humanoid

The ogre mage is a more intelligent and dangerous variety of its mundane cousin. An ogre mage stands about 10 feet tall and weighs up to 700 pounds. Its skin varies in color from light green to light blue, and its hair is black or very dark brown. Ogre mages favor loose, comfortable clothing and lightweight armor. Ogre mages speak Giant and Common.

Armor Class	Hit Points	Move
16	24 *(6 Hit Dice)*	walk 90 ft
Appearing	1d6	
Habitat	Any	
Negotiation	yes	
Morale DC	7	
Challenge	4.7 (1,410 XP per monster)	

Ability Scores

STR	DEX	CON	INT	WIS	CHA
0	2	1	1	-1	-2

Combat

Has 1 attack. Hit Bonus +4. Damage Staff. 3d6 +4 damage

Special Attacks

Regeneration: An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

Spell Caster. Once per day can cast: darkness 15´, charm person, cone of cold, gaseous form and sleep. Spell DC 15

Special Defense

Regeneration: An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

Treasure

Individual: 1d10 gp

Lair: 5d100 pp, 10d100 gp, 2d6 gems (100 gp value each), 2 random potions