


Ogre

written by A J | November 20, 2014

 Common | Large | Chaotic evil | Humanoid

Ogres are huge fearsome human-like creatures, usually 8 to 10 feet tall. They wear animal skins for clothes, and often live in caves.

| Armor Class | Hit Points | Move |
|--------------------|--------------------------|------------|
| 15 | 16 (4 Hit Dice) | walk 90 ft |
| Appearing | 1d6 | |
| Habitat | Any | |
| Negotiation | no | |
| Morale DC | 8 | |
| Challenge | 1.9 (570 XP per monster) | |

Ability Scores

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 4 | 1 | 2 | -2 | -1 | -1 |

Combat

Has 1 attack. Hit Bonus +. Damage Fists. 1d10 bludgeoning damage. Club. 1d6 +6 damage

Treasure

Individual: 20d4 gp

Lair: 1d3×1,000 gp (30%), 5d8 gems (40%), 2 magic items (10%), 2d4 potions (40%)