

Half Ogre

Large, Giant, Any Alignment

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block. Downloaded from Monster Almanac. Use the online version for linked tools, hunts, fears, and generator prompts.

[View this monster online](#)

ARMOR CLASS

13

HIT POINTS

39 (6d10 + 6)

CHALLENGE

1 | 200 XP

PROFICIENCY

+2

Speed Walk 30 ft.

Initiative +0

Saving Throws N/A

Skills Athletics +5, Intimidation +2

Senses Passive Perception 9

Passive Perception 9

Languages Common, Giant

STR17
+3**DEX**10
+0**CON**13
+1**INT**8
-1**WIS**9
-1**CHA**10
+0

Traits

Heavy Frame. The half ogre has Advantage on ability checks made to resist being pushed or knocked Prone.

Actions

Greatclub. Melee Attack Roll: +5, reach 5 ft. Hit: 10 (2d6 + 3) Bludgeoning damage.

Thrown Stone. Ranged Attack Roll: +5, range 30/90 ft. Hit: 8 (1d10 + 3) Bludgeoning damage.

Continue at Monster Almanac

Create monster hunts, fears, magic items, NPCs, and encounter-ready RPG tools.

View this stat block online: <https://monster-almanac-site.vercel.app/monsters/half-ogre>

Explore more RPG tools: <https://monster-almanac-site.vercel.app>

CONTENT NOTICE

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block.

Original Monster Almanac compatible game statistics. This entry is designed for 5e-style tabletop play and does not reproduce closed-book stat block text.

Generated by Monster Almanac. This is original compatible game content, not an official SRD stat block.

License: [Monster Almanac Original Compatible Content](#)

Source page: <https://monster-almanac-site.vercel.app/monsters/half-ogre>