

Ogre

Large, Giant, Chaotic Evil

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ARMOR CLASS

11

HIT POINTS

59 (7d10 + 21)

CHALLENGE

2 | 450 XP

PROFICIENCY

+2

Speed	Walk 40 ft.
Initiative	-1
Saving Throws	N/A
Skills	N/A
Senses	Darkvision 60 ft.; Passive Perception 8
Passive Perception	8
Languages	Common, Giant

STR19
+4**DEX**8
-1**CON**16
+3**INT**5
-3**WIS**7
-2**CHA**7
-2

Actions

Greatclub. Melee Attack Roll: +6, reach 5 ft. Hit: 13 (2d8 + 4) Bludgeoning damage.

Javelin. Melee or Ranged Attack Roll: +6, reach 5 ft. or range 30/120 ft. Hit: 11 (2d6 + 4) Piercing damage.

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