

## OGRE SHAMAN

Large • Giant • Chaotic Evil

**Armor Class** 12

**Initiative** -1 (9)

**Hit Points** 76 (9d10 + 27)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	16 (+3)	9 (-1)	16 (+3)	10 (+0)

**Skills** Medicine +5, Nature +1, Survival +5

**Damage Resistances** necrotic, poison, psychic

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Giant

**CR** 4 (XP 1,100; PB +2)



**Curse Ward.** The shaman has advantage on saving throws of spells and magical effects that inflict curses.

**Curse Weaver (1/Day).** The shaman casts *geas* (spell save DC 13) with a casting time of 30 minutes.

### ACTIONS

**Staff.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 12 (2d8 + 3) bludgeoning damage plus 10 (3d6) necrotic damage.

**Hex Blast.** *Ranged Spell Attack:* +5, range 90 ft, one creature. *Hit:* 27 (5d10) necrotic damage. *Charisma Saving Throw:* DC 13. *Failure:* The target becomes cursed, and the shaman chooses one of the following effects for the curse:

- **Hex of Misfortune.** If the target rolls a 20 on a d20, it must reroll the die and use the new roll, even if the new roll is a 20.
- **Hex of Restlessness.** The target gains advantage on the Initiative roll, but it can only spend a maximum of 3 hit dice while making a short rest.
- **Hex of Recklessness.** The target gains advantage on attack rolls, but attack rolls against it are made with advantage.
- **Hex of Weakness.** The target's Strength score is reduced to 6.

## OGRE SHAMAN — WEAKER

**Armor Class** 11

**Initiative** -1 (9)

**Hit Points** 37 (5d10 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	9 (-1)	14 (+2)	10 (+0)

**Skills** Medicine +4, Nature +1, Survival +4

**Damage Resistances** necrotic, poison, psychic

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Giant

**CR** 1 (XP 200; PB +2)



### BONUS ACTIONS

**Voodoo Powder (2/Day).** *Wisdom Saving Throw:* DC 13, one creature within 10 feet of the shaman. *Failure:* The target becomes poisoned for 1 hour. While poisoned this way, the target is charmed and falls into a trance, taking the shaman's requests or actions in the most favorable way it can. Additionally, it automatically fails the saving throw against the shaman's *geas* spell. A charmed creature can repeat the Wisdom saving throw whenever it takes damage, ending the charmed condition on a success. *Success or Effect Ends:* The target becomes immune to this effect for 7 days.

### REACTIONS

**Bind Spirit (Recharge 5-6).** *Trigger:* A creature affected by the shaman's Hex Blast or Voodoo Powder within 30 feet of the shaman drops to 0 hit points. *Response:* The target drops to 1 hit point instead, and it can't be affected by this ability for 24 hours.

**Curse Ward.** The shaman has advantage on saving throws of spells and magical effects that inflict curses.

**Curse Weaver (1/Day).** The shaman casts *geas* (spell save DC 12) with a casting time of 60 minutes.

## ACTIONS

**Staff.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 7 (1d8 + 2) bludgeoning damage plus 4 (1d8) necrotic damage.

**Hex Blast.** *Ranged Spell Attack:* +4, range 90 ft, one creature. *Hit:* 13 (2d12) necrotic damage. *Charisma Saving Throw:* DC 12. *Failure:* The target becomes cursed, and the shaman chooses one of the following effects for the curse:

- **Hex of Misfortune.** If the target rolls a 20 on a d20, it must reroll the die and use the new roll, even if the new roll is a 20.
- **Hex of Restlessness.** The target gains advantage on the Initiative roll, but it can only spend a maximum of 3 hit dice while making a short rest.
- **Hex of Recklessness.** The target gains advantage on attack rolls, but attack rolls against it are made with advantage.
- **Hex of Weakness.** The target's Strength score is reduced to 6.

## OGRE SHAMAN — STRONGER

**Armor Class** 13

**Hit Points** 123 (13d10 + 52)

**Speed** 30 ft.

**Initiative** -1 (9)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	9 (-1)	18 (+4)	12 (+1)

**Skills** Medicine +7, Nature +2, Survival +7

**Damage Resistances** necrotic, poison, psychic

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Giant

**CR** 7 (XP 2,900; PB +3)

## BONUS ACTIONS

**Voodoo Powder (1/Day).** *Wisdom Saving Throw:* DC 12, one creature within 10 feet of the shaman. *Failure:* The target becomes poisoned for 1 hour. While poisoned this way, the target is charmed and falls into a trance, taking the shaman's requests or actions in the most favorable way it can. Additionally, it automatically fails the saving throw against the shaman's *geas* spell. A charmed creature can repeat the Wisdom saving throw whenever it takes damage, ending the charmed condition on a success. *Success or Effect Ends:* The target becomes immune to this effect for 7 days.

## REACTIONS

**Bind Spirit (Recharge 6).** *Trigger:* A creature affected by the shaman's Hex Blast or Voodoo Powder within 30 feet of the shaman drops to 0 hit points. *Response:* The target drops to 1 hit point instead, and it can't be affected by this ability for 24 hours.



**Curse Ward.** The shaman has advantage on saving throws of spells and magical effects that inflict curses.

**Curse Weaver (2/Day).** The shaman casts *geas* (spell save DC 15) with a casting time of 30 minutes.

## ACTIONS

**Multiattack.** The ogre makes two attacks, using Staff or Hex Blast in any combination.

**Staff.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 12 (2d8 + 3) bludgeoning damage plus 10 (3d6) necrotic damage.

**Hex Blast.** *Ranged Spell Attack:* +5, range 90 ft, one creature. *Hit:* 24 (7d6) necrotic damage. *Charisma Saving Throw:* DC 15. *Failure:* The target becomes cursed, and the shaman chooses one of the following effects for the curse:

- **Hex of Misfortune.** If the target rolls a 20 on a d20, it must reroll the die and use the new roll, even if the new roll is a 20.
- **Hex of Restlessness.** The target gains advantage on the Initiative roll, but it can only spend a maximum of 3 hit dice while making a short rest.
- **Hex of Recklessness.** The target gains advantage on attack rolls, but attack rolls against it are made with advantage.
- **Hex of Weakness.** The target's Strength score is reduced to 6.

## BONUS ACTIONS

**Voodoo Powder (3/Day).** *Wisdom Saving Throw:* DC 15, one creature within 10 feet of the shaman. *Failure:* The target becomes poisoned for 1 hour. While poisoned this way, the target is charmed and falls into a trance, taking the shaman's requests or actions in the most favorable way it can. Additionally, it automatically fails the saving throw against the shaman's *geas* spell. A charmed creature can repeat the Wisdom saving throw whenever it takes damage, ending the charmed condition on a success. *Success or Effect Ends:* The target becomes immune to this effect for 7 days.

## REACTIONS

**Bind Spirit (Recharge 4-6).** *Trigger:* A creature affected by the shaman's Hex Blast or Voodoo Powder within 60 feet of the shaman drops to 0 hit points. *Response:* The target drops to 1 hit point instead, and it can't be affected by this ability for 24 hours.