

# OGRE BOSS

Large • Giant • Chaotic Evil

**Armor Class** 17

**Initiative** +2 (12)

**Hit Points** 133 (14d10 + 56)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	8 (-1)	10 (+0)	8 (-1)

**Saving Throws** Str +7, Con +7

**Skills** Athletics +7, Intimidation +5, Perception +3

**Gear** scimitar, shield, armor pieces

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

**Languages** Common, Giant

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



**Bloodied - Stupid Shield.** The ogre throws away its shield, reducing its armor class by 2, and instead grabs another weapon. It makes one additional attack as part of its Multiattack until it finishes a short or long rest.

## ACTIONS

**Multiattack.** The ogre makes two Scimitar attacks. It can replace one attack with a Weapon Throw.

**Scimitar.** Melee Weapon Attack: +7 to hit, range 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

**Weapon Throw (3/Day).** *Dexterity Saving Throw:* DC 15, one creature within 30 feet that the ogre can see. *Failure:* 8 (2d4 + 4) slashing damage and the target is knocked prone.

## BONUS ACTIONS

**Battle Cry (Recharge 6).** *Wisdom Saving Throw:* DC 13, each creature in a 30-foot emanation originating from the ogre.

*Failure:* The target becomes frightened until the end of its next turn.

## OGRE BOSS — WEAKER

**Armor Class** 16

**Initiative** +2 (12)

**Hit Points** 104 (11d10 + 44)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	7 (-2)	9 (-1)	8 (-1)

**Saving Throws** Str +7

**Skills** Athletics +7, Intimidation +5, Perception +2

**Gear** scimitar, shield, armor pieces

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

**Languages** Common, Giant

**CR** 5 (XP 1,800; PB +3)



**Bloodied - Stupid Shield.** The ogre throws away its shield, reducing its armor class by 2, and instead grabs another weapon. It makes one additional attack as part of its Multiattack until it finishes a short or long rest.

## ACTIONS

**Multiattack.** The ogre makes two Scimitar attacks. It can replace one attack with a Weapon Throw.

**Scimitar.** Melee Weapon Attack: +7 to hit, range 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

**Weapon Throw (3/Day).** *Dexterity Saving Throw:* DC 15, one creature within 30 feet that the ogre can see. *Failure:* 8 (2d4 + 4) slashing damage and the target is knocked prone.

## BONUS ACTIONS

**Battle Cry (Recharge 6).** *Wisdom Saving Throw:* DC 13, each creature in a 30-foot emanation originating from the ogre.

*Failure:* The target becomes frightened until the end of its next turn.

## OGRE BOSS — STRONGER

**Armor Class** 18

**Hit Points** 171 (18d10 + 72)

**Speed** 30 ft.

**Initiative** +3 (13)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	8 (-1)	10 (+0)	8 (-1)

**Saving Throws** Str +8, Con +8

**Skills** Athletics +8, Intimidation +7, Perception +4

**Gear** scimitar, shield, armor pieces

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

**Languages** Common, Giant

**CR** 9 (XP 5,000; PB +4)



**Bloodied - Stupid Shield.** The ogre throws away its shield, reducing its armor class by 2, and instead grabs another weapon. It makes one additional attack as part of its Multiattack until it finishes a short or long rest.

## ACTIONS

**Multiattack.** The ogre makes two Scimitar attacks. It can replace one attack with a Weapon Throw.

**Scimitar.** Melee Weapon Attack: +7 to hit, range 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

**Weapon Throw (3/Day).** *Dexterity Saving Throw:* DC 15, one creature within 30 feet that the ogre can see. *Failure:* 11 (3d4 + 4) slashing damage and the target is knocked prone.

## BONUS ACTIONS

**Battle Cry (Recharge 5-6).** *Wisdom Saving Throw:* DC 14, each creature in a 30-foot emanation originating from the ogre.

*Failure:* The target becomes frightened until the end of its next turn.

## LEGENDARY ACTIONS

*Legendary Action Uses: 2. Immediately after another creature's turn, the ogre can expend a use to take one of the following actions. The ogre regains all expended uses at the start of each of its turns.*

**Attack.** The ogre makes one Scimitar attack.

**You Do It.** The ogre punches an allied creature within 5 feet of it. The target takes 5 bludgeoning damage and can use their reaction to move up to their speed and make a weapon attack.

**Reckless Charge.** The ogre moves up to its speed towards a hostile creature within 30 feet of it. It then makes one Scimitar attack against that creature with advantage. The ogre can't take this action again until the start of its next turn.

## LEGENDARY ACTIONS

*Legendary Action Uses: 3. Immediately after another creature's turn, the ogre can expend a use to take one of the following actions. The ogre regains all expended uses at the start of each of its turns.*

**Attack.** The ogre makes one Scimitar attack.

**You Do It.** The ogre punches an allied creature within 5 feet of it. The target takes 5 bludgeoning damage and can use their reaction to move up to their speed and make a weapon attack.

**Reckless Charge.** The ogre moves up to its speed towards a hostile creature within 30 feet of it. It then makes one Scimitar attack against that creature with advantage. The ogre can't take this action again until the start of its next turn.