



Ogre – Knowledge(Nature) DC12

Ogres are a sickness on the world. Horrific half-breeds of men and greater giants, these outcasts turned to unnatural ways and soon became twisted things. Malformed in body and psychotic in mind, ogres breed horror wherever they roam. They have plagued the realms of men since time immemorial, becoming legendary monstrosities whose ghastly reputation ensures even those who've never laid eyes on one fear them.

- Type: Giant
- Attacks: Greatclub, OGREhook, Hatchet
- Defense: Darkvision 60ft & Low-Light vision

Combat: Once battle is joined, ogres wade into the thick of melee, swinging their clubs and hooks at any target that presents itself.