

# Ogre Chieftain

*Large giant, chaotic evil*

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**Armor Class** 16 (chain mail)

**Hit Points** 124 (13d10 + 52)

**Speed** 40 ft.

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STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	12 (+1)	14 (+2)	10 (+0)

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**Saving Throws** Wis +5

**Skills** Insight +5, Intimidation +3, Persuasion +3

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

**Languages** Common, Giant

**Challenge** 8 (3,900 XP)

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## Actions

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**Multiattack.** The ogre makes two attacks.

**Greataxe.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

**Battle Cry (1/day).** Each creature of the ogre's choice within 30 feet that can hear it make an attack as a reaction. The ogre can then make an attack as a bonus action.