Ogre Chieftain

Large giant, chaotic evil

Armor Class 16 (chain mail)
Hit Points 124 (13d10 + 52)
Speed 40 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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<tr>
<td>20 (+5)</td>
<td>10 (+0)</td>
<td>18 (+4)</td>
<td>12 (+1)</td>
<td>14 (+2)</td>
<td>10 (+0)</td>
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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)

Actions

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.