**Skeleton, Ogre**

*Large undead, lawful evil*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>Hit Points</th>
<th>Speed</th>
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<tr>
<td>11 (natural armor)</td>
<td>75 (10d10 + 20)</td>
<td>40 ft.</td>
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**STR** 19 (+4)  
**DEX** 8 (-1)  
**CON** 15 (+2)  
**INT** 5 (-3)  
**WIS** 7 (-2)  
**CHA** 5 (-3)

**Damage Vulnerabilities**: bludgeoning

**Damage Immunities**: poison

**Condition Immunities**: exhaustion, poisoned

**Senses**: darkvision 60 ft., passive Perception 8

**Languages**: understands Giant, but can't speak

**Challenge**: 2 (450 XP)

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### Actions

**Greatclub. Melee Weapon Attack**: +6 to hit, reach 5 ft., one target. *Hit*: 15 (2d10 + 4) bludgeoning damage.

**Javelin. Melee or Ranged Weapon Attack**: +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit*: 11 (2d6 + 4) piercing damage.