Monstrous Menagerie
It's Already Ogre

Monstrous Menagerie presents new and fantastic creatures with which Game Masters of all levels of experience can populate their campaign worlds. The creatures found within these pages may be beneficent or malign, horrific or wondrous, but all are sure to astound your players.

The famed brawn and legendary stupidity of ogres has made them ideal shock troops for countless warlords and tyrants. Without magic or keen tactics, however, it's a simple task for clever warriors and spellcasters to overpower these dumb brutes. The following creatures are what happens when evil war-wizards or even darker powers experiment on unwitting ogres.

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Thornfist

The tree lurches to life and you suddenly become aware that it was never a tree at all, but a gnarled, thorn-skinned ogre!

Thornfist

Large giant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (−1)	16 (+3)	5 (−3)	7 (−2)	7 (−2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 3 (700 XP)

Spiked Bark. A creature grappling with a thornfist takes 1d8 piercing damage when the grapple begins and at the end of each of the creature's turns.

Innate Spellcasting. The ogre's innate spellcasting ability is Constitution (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

• 2/day each: *hail of thorns*, *spike growth*

It ignores the effects of its own *spike growth*, but not the *spike growth* of any other creature.

Death Burst. If the thornfist has an available *spike growth* when it drops to 0 hit points, it casts the spell automatically, centered on itself.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, and one creature within 5 feet of the target must pass a DC 13 Dexterity saving throw or suffer 8 (1d8 + 4) piercing damage from a spray of thorns. On a successful saving throw, the target takes half 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.

Origins

Few trees remain that remember the songs sung of the thornfists' dark creation. Those that do know the songs, like the trees of the Skattenmark, know them all too well; their home is a dark and trackless forest, through which runs a violet river. The ogres who drink from its waters were cursed to become part of the forest, their flesh hardening and twisting into thorny bark.

The willows of the Wiltingwood know another source, a fey noble of the Winter Court who calls herself Draighean the Blackthorn. She enslaves entire tribes of ogres across her domain, and when she wishes to reward or punish one of them, she winds the limbs of a blackthorn tree around them, causing them unbearable pain. If they survive, they emerge from this binding as thornfists.

Story Hooks

▸ A disgraced priest of Silvanus hires adventurers to guide him to the accursed river at the heart of the Skattenmark. He plans to purify it with magic and drink it, to prove to his former followers that he still possesses divine grace.

▸ A relative of an elven PC has given terrible offense to Draighean the Blackthorn by decorating one of her favored trees with icons of Titania, queen of the Summer Court. Can the PCs stand fast against her thorn ogres, or must they persuade the elves to mollify the Winter Court?

Blutsauger

This ogre stands taller than its grotesque kin, and its sunken, crimson eyes and pallid skin fill you with a sense of unease. It wields a longsword covered with serrated teeth in one hand and a wavy-bladed dagger in the other. Its mouth lolls open, revealing a forked, black tongue.

Blutsauger

Large giant, chaotic evil

Armor Class 11 (leather armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (–1)	16 (+3)	5 (–3)	7 (–2)	7 (–2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 3 (700 XP)

Blood Drinking. Once per round when the blutsauger deals damage to a living creature with both its longsword and dagger, it may lick the blood from its weapons as a bonus action with its long, forked tongue. It chooses one of the following effects:

• Regain 20 hit points.

• Cast *hex* as a 1st-level spell on one target that it can see or hear, requiring no components.

• Empower its dagger with a blood-curse. The next creature that takes damage from its dagger attack must make a DC 13 Constitution saving throw. On a failed saving throw, it takes 2d6 poison damage and is poisoned for 1 minute. On a successful saving throw, it instead takes half damage and is not poisoned.

ACTIONS

Multiattack. The blutsauger makes one attack with its longsword and one attack with its dagger.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

Origins

The potential to become a blutsauger (or "blood-sucker") is within every ogre, but can only be unlocked through profane sorcery. Some blutsaugers are ogre vampire spawn, blessed with dark power by their undead masters, but most are ogres transformed by a foul ritual called the Rite of Thirst. The resulting abomination lacks a vampire's clever mind and lust for dominance, and is actually an obedient and easily-tamable servant, like a brutish, bloodthirsty animal.

Story Hook

▸ The PCs hear of dark magic being conducted by an orc warlock (mage) at a sulfurous hot spring. After tracking him down, they arrive at the same time as a half-ogre and its ogre followers, who also wish to slay the warlock. It would be easy to walk away, but if the ogres are permitted to drink the warlock's blood, they complete the Rite of Thirst and go on the hunt for human blood.

Granitehead

This giant's skin is a dull gray, but dozens of black flecks sparkle as light reflects off its grotesquely muscular body. It clenches its boulder-sized fists as its empty eye sockets fix upon you.

Granitehead

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (–1)	16 (+3)	5 (–3)	7 (–2)	7 (–2)

Saving Throws Con +5

Senses blindsight 60 ft. (blind beyond this radius) passive Perception 8

Languages Common, Giant, Terran

Challenge 5 (1,800 XP)

Living Rock. The granitehead's stony skin hardens as it takes damage. When its current hit points are less than or equal to half its maximum hit points (68), it gains resistance to all damage types except psychic and thunder. Its speed is also reduced to 10 feet and it loses the Multiattack action.

Additionally, when the ogre takes damage that would reduce it to 0 hit points, it instead falls to 1 hit point and gains immunity to all conditions, spells, and damage, with the exception of shatter and disintegrate. It cannot take actions. At the end of its turn, it heals 5 hit points. It remains in this state until its hit points are completely restored.

Death Burst. If an immobile and regenerating granitehead is in the radius of a shatter effect, it automatically fails its saving throw, dies, and explodes in a burst of granite shards. All creatures within 20 feet of the ogre must make a DC 15 Dexterity saving throw. On a failure, a creature takes 21 (6d6) piercing damage, and half that much on a successful one.

ACTIONS

Multiattack. The ogre makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

Origins

Legends speak of a tribe of half-elementals who lived on a distant mountain. Their druids knew the secret language of the stones, and they were said to be the chosen of the mountain. Living also in the mountains were their enemies: a tribe of ogres led by a particularly immature, aggressive, and stupid ogre king named Granitehead—and when Granitehead didn't get his way, people died.

Granitehead's ogres wanted the annoying half-elementals off their mountain, but when he attacked, the mountain itself opened up and swallowed him whole. The mountain was safe for a time, but Granitehead's anger and selfishness was stronger than the stone that swallowed him, and legions of stone ogres in his likeness rose out of the mountainside and slaughtered all they could see. Little remains of either tribe now.

Ground Smash. The ogre pounds the earth in its space with its fists. The earth erupts in a line 60 feet long and 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw. A creature takes 21 (6d6) thunder damage on a failed saving throw and is knocked prone. On a successful saving throw, the creature takes half damage and is not knocked prone. Creatures that succeed on this saving throw have advantage on saving throws against any granitehead's Ground Smash for the next 24 hours.

STORY HOOK

▸ Rumors spread of mountain-climbers disappearing on the slopes of a mountain, and a reward is put on their rescue. As the PCs investigate, a deadly snowstorm forces them into an ancient tomb of a half-earth elemental tribe, and must contend with not only their restless spirits, but the all-too-living threat of graniteheads who want to smash any remnant of their ancestral enemies.

Plaguebelly

A suffocating, burning miasma surrounds the monstrosity that looms above you. Its scarred flesh is gangrenous and black, and its lips are flecked with green bile.

Plaguebelly

Large giant, chaotic evil

Armor Class 11 (natural armor)

Hit Points 170 (22d10 + 66)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (–1)	16 (+3)	5 (–3)	7 (–2)	7 (–2)

Damage Resistances acid, necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 6 (2,300 XP)

Miasma. Plaguebellies spew toxic fumes with every breath. Any creature that comes within 5 feet of a plaguebelly ogre or starts its turn there must make a DC 13 Constitution saving throw. On a failure, the creature takes 9 (2d8) poison damage and contracts sewer plague or another disease of the GM's choice. Creatures that succeed this saving throw take half damage and do not contract this disease.

Death Burst. When the ogre dies, its Miasma expands to a radius of 20 feet and lasts until what would be the beginning of its next turn.

ACTIONS

Multiattack. The plaguebelly makes two greatclub attacks, or one greatclub attack and one spew bile attack.

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 17 (3d8 + 4) bludgeoning damage, and the target must roll a Strength saving throw. On a failed saving throw, it is pushed 10 feet away from the plaguebelly in a straight line. On a successful saving throw, it is not pushed.

Origins

The first plaguebelly ogre was created when a band of adventurers slew a priest of the God of Disease.

The wrathful deity cursed them with a virulent plague, but it was a tribe of ogres who finally finished them off—and ate their bodies. Pleased with this turn of events, the deity granted the whole tribe immunity to the disease they carried, insofar as the disease could not kill them.

The offspring of that tribe, even with ogres of other tribes, become plaguebellies and spread sickness wherever they walk.

Spew Bile. *Ranged Weapon Attack:* +6 to hit, range 30 ft., one target. *Hit:* 14 (4d6) acid damage and 14 (4d6) poison damage.

REACTIONS

Spew Bile (Recharge 5–6). When the plaguebelly takes damage from a ranged attack, it can spew bile, as the action above.

Story Hook

▶ Hundreds are already dead. The people of a great city are dying in droves, but why are only those in a certain neighborhood falling ill? Adventurers can trace the source of the disease to a well in the middle of the Broad Street Square, and investigating deeper into the water tunnels reveals a greater threat. Plaguebellies are flocking to the service of a new priestess of the God of Disease. She promises them that with obedience, they can be cured of their torturous existence. The ogres are the source of the contaminated water, but is destroying their cult enough to save the city?