CAVE OGRE (OGRE WITH CAVE CREATURE TEMPLATE)  CR 4 (XP 1,200)

This misshapen giant has pale skin that hangs unevenly from a bloated body, but is stretched tight over lean arms and legs corded with muscle. Bulging black eyes jut out from its wrinkled face, and curved claws stretch from its hands and feet.

CE Large humanoid (giant)
Init –2; Senses darkvision 120 ft., low-light vision; Perception +5

DEFENSE
AC 17, touch 7, flat-footed 17 (+4 armor, –2 Dex, +6 natural, –1 size)
hp 34 (4d8+16)
Fort +7, Ref -1, Will +3
Weaknesses light blindness

OFFENSE
Speed 30 ft. (40 ft. base), climb 15 ft. (20 ft. base)
Melee 2 claws +8 (1d8+6)
Space 10 ft.; Reach 10 ft.

TACTICS
Before Combat Cave ogres are no more cunning than their surface cousins, but are more likely to lay ambushes as a result of their natural abilities. The hulking brutes often cling to walls above doorways or ceilings above large caverns, dropping down on their foes without warning.

During Combat Once battle is joined, cave ogres wade into the thick of melee, swinging their claws at any target that presents itself.

Morale Because it is often impossible to flee a more powerful foe in the twisting tunnels of their subterranean hunting grounds, cave ogres generally fight to the death. If a group of cave ogres is encountered survivors flee if half their total number is killed.

STATISTICS
Str 23, Dex 6, Con 17, Int 4, Wis 10, Cha 7
Base Atk +3; CMB +10; CMD 18
Feats Iron Will, Toughness
Skills Climb +14, Perception +4
Languages Giant

ECOLOGY
Environment underground
Organization solitary, pair, gang (3–4), or family (5–16)
Treasure standard (hide armor, other treasure)

Cave ogres are massive, long-limbed brutes who live in vast underground complexes of caverns and tunnels, generally picking areas with numerous places that allows their natural climbing ability to give them an advantage in combat. They are only barely more intelligent than beasts, and fight in furious packs like grotesque humanoid wolves. Because they are easily tricked, they often unknowingly serve as guards or early warning systems for more intelligent underground forces, including drow and duergar.
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