

OGRE ZOMBIE

OGRE ZOMBIE LORE

Arcana DC 15: Though among the most feared weapons in a battle-necromancer's arsenal, ogre zombies are only rarely employed as guards, as the constant expenditure of magic required to keep them animate is unsustainable for all but the greatest of flesh-workers. Even so, necromancers will often keep a moldering ogre corpse nearby for emergency use.

RAISE ZOMBIE OGRE

5th-level necromancy

Casting Time: 1 minute

Range: 10 feet

Target: The corpse of a Large giant or humanoid within range

Components: V, S, M (an object retrieved from the target's stomach)

Duration: 1 hour

You raise the corpse of a Large humanoid or giant within range as an **Ogre Zombie Fleshsiege** under your control. On each of your turns, you can use a bonus action to mentally issue a command to each creature within 60 feet you have made with this spell, which they continue to follow until their task is complete.

When this spell's duration ends for a zombie within 60 feet of you, you may expend an additional spell slot to extend the spell's duration for 1 hour per spell level expended. If you do not, the zombie created by this casting of the spell immediately dies.



OGRE ZOMBIE FLESHSIEGE

Large giant/undead, unaligned

Armor Class 8

Hit Points 104 (11d10 + 44)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|--------|
| 19 (+4) | 6 (-2) | 18 (+4) | 3 (-4) | 6 (-2) | 5 (-3) |

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 8

Languages Understands Common and Giant but can't speak

Challenge 2 (450 XP)

Gatebreaker. The zombie deals double damage to objects and structures.

If it reduces a Medium or larger object to 0 hit points, each creature in a 15 foot cone extending from the object takes 3 (1d6) slashing damage from shrapnel.

Undead Fortitude. If the zombie starts its turn with 0 hit points, it makes a DC 10 Constitution saving throw, unless it was dealt radiant damage or a critical hit since the end of its last turn. On a success, the zombie regains 1 hit point.

Actions

Manthresher Morningstar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 20 (3d10 + 4) bludgeoning damage and the target must make a DC 14 Constitution saving throw.

On a failed save, the target is pushed 10 feet away, knocked prone, and cannot stand for the next minute (Save Ends at end of turn.)

Crushing Stomp. One prone creature within 5 feet of the ogre must succeed on a DC 14 Constitution saving throw or take 13 (3d8) bludgeoning damage and be grappled (escape DC 14) until the ogre moves.

A creature wearing metal armor that fails this saving throw has its armor deform. Until it doffs its armor, the creature is **Choking** and may use a Bonus Action to ignore this effect until the end of its turn.

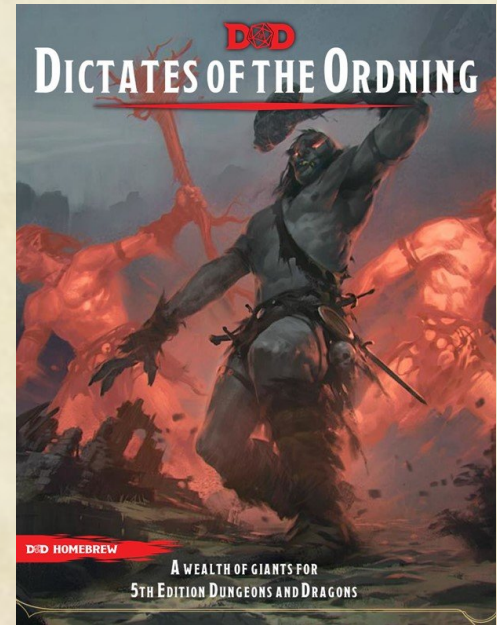
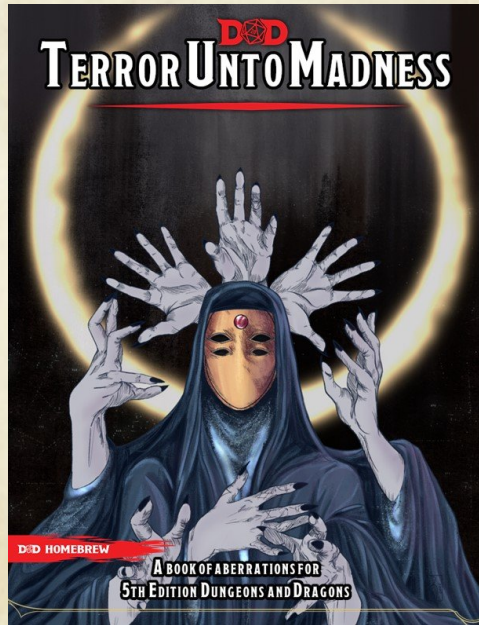
Reactions

Stumbling Sweep. As a reaction when the zombie misses with a melee attack, it may make a second attack at disadvantage against another target in its reach. If the second attack misses, the zombie falls prone.

ART CREDITS

- Zombie Ogre by Nicholas Gregory
- Bisk, Goblin King by [Rae Elderidge](#)

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A large illustration of a green goblin-like character with a crown, sitting on a red patterned rug. The character is holding a glowing blue orb. Surrounding the character are stacks of gold coins, books, and various items. The books are titled 'EROTI', 'CONFLUX CREATURES', 'NASTY BOYS', and 'B.B.E.G. DIARY'. There are also dice and a small blue dragon-like creature. Several red buttons with the Patreon logo and the text 'Become a patron' are scattered around the scene. A large red button with the Patreon logo and the text 'Become a patron' is at the bottom center. A small logo with the text '2022' and 'GEPFUCKER' is in the bottom right corner.