



# 1d10 Adventure Hooks: OGRES



**10 ogre-themed adventure hooks to help  
you unlock adventure and tell  
unforgettable stories**

# ADVENTURE HOOKS: OGRES

The following 1d10 list of ogre-themed adventure hooks can be used to set up an exciting one shot, lead into a multi-session adventure, or inspire an entire campaign. Whatever the reason is you find yourself rolling on this table, we hope that the ideas listed below help you unlock adventure and tell unforgettable stories!

## d10 ADVENTURE HOOK

1. A pair of ogre lovers are planning to celebrate their honeymoon by slaughtering a small village and then watch it burn while sitting atop a nearby hill eating a picnic dinner made from the villagers' remains.
2. An ogre caught a glimpse of something shiny on one of the character's belts while walking through a bad part of town. It was just a belt buckle, but the ogre will stop at nothing to get their massive hands on it.
3. A dim-witted ogre is sick and tired of being made fun of for not knowing how to do simple math. Unable to afford math lessons, the ogre is on the search for an adventuring party they can force to be their teacher.
4. Morning the death of their beloved pet giant boar at the hands of adventurers, an ogre is rampaging through the forest in tears, eating anything they can digest as comfort food and destroying anything they can't.
5. A clan of ogres is undertaking a sacred ritual in which they must capture three wizards, butcher them, and cook them into a large stew. This stew is then served to the clan's shaman to sustain their magical abilities.
6. A one-armed ogre has been paid by a goblin tribe to track down the characters, kill them, and bring their heads and gold back to the tribe. In place of its other arm, the ogre has a flaming flail bolted into its shoulder.
7. An ogre has been tricked by a quick-witted rogue into believing it is a widely recognized hero who has slain many dragons. Prideful beyond reason, the ogre kills anyone who questions or doubts its claims.
8. The ghost of a farmer is haunting an ogre who ate their whole family. Unable to locate the source of their misery, the ogre kills anything it sees in hopes that it will lift the curse it thinks has been placed on them.
9. A heavily-scarred ogre is attempting to train their new pet sabertooth tiger to hunt down adventures for them to eat. However, the tiger is badly behaved and often devours the adventurers before its handler arrives.
10. After stumbling into an abandoned dwarven stronghold, an ogre managed to get its hands on a hammer of thunderbolts. However, not knowing how to properly attune to the item, it simply uses it as a normal hammer.

## UNLOCK ADVENTURE

We're constantly releasing new 1d10 tables for you to use in your upcoming sessions, so don't miss out! Click [here](#) to access even more random tables themed around different and specific monsters.