

Hybrid Animals

13th age Compatible Fan Work

Though owlbears are the most infamous, the world is full of unexpected examples of hybridisation.

An ancient beast born before the dawn of the first empires, the Grootslang is a hybrid of a serpent and an elephant – possessing strength and cunning that far surpass the sum of its parts.

Dwarven myths claim that the Grootslang guards a great cavern filled to the brim with diamonds, and that its cavern has an exist onto the ocean where it hunts whales, kraken and leviathans.

The Grootslang

Huge Level 10 Blocker; [Beast]; Initiative +12

Attacks: **Venomous Tusks:** 2 attacks: +15 vs. AC: 40 damage and 30 ongoing poison damage (save ends)

Natural even miss: 30 ongoing poison damage (save ends)

Wrap: (1 nearby enemy): +15 vs. PD: 80 damage and the target is grabbed until it successfully disengages [takes -5 to disengage checks unless it attacks the Grootslang on the same turn, can't disengage without making a check, and the Grootslang gets +4 on attacks against it]. As long as the target is grabbed it takes damage equal to 10 times the escalation die at the start of each of the Grootslang's turns.

C: Deafening Bellow: +15 vs. MD: (1d3 nearby or far away enemies in a group) 80 damage and the target is dazed (-4 to attack) until the Grootslang's next turn

Miss: 40 damage

Special

Fear Aura: Enemies with less than 72 HP who are engaged with the Grootslang are dazed (-4 to attack) and unable to benefit from the escalation die

Endless Coils: The Grootslang can be targeted with melee attacks from nearby, as its coiling tail fills the whole field of battle.

Slither: The Grootslang doesn't take opportunity attacks for moving.

AC 26 | PD 24 | MD 21 | HP 650

Hybrid Animals

Wolfcrows are powerful pack hunters. They look like slightly smaller wolves with the feet of crows and feathers in place of much of their fur, but their great strength lies not in any physical attribute but in their cunning and skill. They make excellent guard animals, provided they're kept fed and well treated, due to their ability to rapidly call each other to alert with a high-pitched alarm call that is beyond the range of hearing of almost all humanoids.



Wolfcrow

Level 3; Troop; [beast] Initiative +6

Attacks: **Bite:** +8 vs. AC: 10 damage

Special

Pack Tactics: The Wolfcrow's critical range expands by 1 for each ally engaged with its target.

Adept Climber: Wolfcrows can climb walls and clamber along tree branches with ease

AC 17 | PD 14 | MD 14 | HP 45

Wolfcrow Alpha

Level 4; Leader; [beast] Initiative +8

Attacks: **Bite:** +9 vs. AC: 10 damage

Special

Pack Tactics: The Wolfcrow's critical range expands by 1 for each ally engaged with its target.

Adept Climber: Wolfcrows can climb walls and clamber along tree branches with ease

AC 18 | PD 15 | MD 15 | HP 45

Hybrid Animals

Bearowls are the cute and cuddly cousins of the owlbear, containing all the cutest (rather than the most fearsome) traits of bears and owls, and never growing to more than a foot in height. Still, some truly monstrous individuals may seek to weaponise these loving and adorable creatures – whether through mind control or torture.

Bearowl

Level -1; mook; [beast] Initiative -1

Attacks: **Soft Paw:** +4 vs. AC: 2 damage.

Dangerously Cute: +8 vs. MD: The target can't attack Bearowls until either it begins its next turn or it is targeted by a Soft Paw attack.

Special

Clumsy Flight: Bearowls are slow and clumsy fliers

Nicer Special

Easily calmed: No matter how the Bearowls have been forced into combat, they are easily calmed by any show of affection, such as an offer of food or simply a scratch on the back of their neck. Whenever a Bearowl makes a natural attack roll under their targets wisdom inform the target of this fact.

AC 15 | PD 13 | MD 9 | HP 4

Octopiranha are dangerous aquatic predators. Created by hybridisation of octopi and piranhas, they have eight tentacles each ending in a fishlike mouth filled with razor sharp teeth, and a vicious beak on its core body.

Octopiranha

Large Level 4; Troop; [beast] Initiative +6

Attacks: **Octobite:** +9 vs. AC (4 attacks, 2 attack rolls per attack and take the higher): 5 damage

Both natural attack rolls 15+: The target is subject to a free Sharp Beak attack

[Special Trigger] **Sharp Beak:** +9 vs. AC: 10 damage and if the target is staggered after the attack the Octopiranha regains 10 hitpoints.

Special

Semi-Aquatic: The Octopiranha may only make 1 roll for each Octobite attack as long as it's walking on land (4 of its tentacles are in use allowing it to move)

AC 20 | PD 18 | MD 14 | HP 100

Bestials

Humanoid beings with some animal traits, and a limited ability to shift their form towards or away from the beast, bestials are often considered the children of The Great Druid; and the recent increase in their birth among the human and elven populations is a strong sign that her power is growing.

Bestials tendency to represent the environment in which they're born mean that those born in towns – for few are ever born in cities – often show the signs of rodent heritage, most often rats and mice. These bestials have an innately short stature combined with a very tactile sense of the world through their large whiskers, and thus make very good burglars.

Rodentine Rogue

Level 2; Wrecker; [bestial] Initiative +8

Attacks: **Serrated Dagger:** +7 vs. AC: 7 damage

Natural attack roll 18+: This attack is a critical hit [dealing double damage]

R: Light Crossbow or Throwing Knife: +7/+5 vs. AC (one nearby/far away enemy): 7 damage

Special

Deadly Initiative: The Rodentine Rogue deals 5 ongoing damage (save ends) when it hits someone who hasn't acted yet this encounter.

Whisker Awareness: The Rodentine Rogue gets +2 to disengage checks, and engaged enemies take -2 to disengage checks.

AC 18 | PD 16 | MD 12 | HP 30

Rural rodentines, often more akin to squirrels, make use their agility to move unhindered through the wilds unhindered by vegetation and avoiding any unwanted encounters. Due to this they tend to become scouts, hunters or messengers, but occasionally they will join up with a bandit group and begin raiding travellers.

Rodentine Raider | Level 3; Wrecker; [bestial] Initiative +8

Attacks: **Short Sword:** +8 vs. AC: 4 damage

Natural even hit or miss: The raider may pop free, move to a nearby location, and make a Poison Dart attack.

R: Poison Dart: +8 vs. PD 7 damage

Natural roll over target's constitution: 5 ongoing damage (save ends)

Special

Natures Defences: The Rodentine Raider begins combat on the other side of a terrain obstacle they can easily cross. For others crossing this obstacle takes two move actions or a DC 25 skill check.

Whisker Awareness: The Rodentine Raider gets +2 to disengage checks, and engaged enemies take -2 to disengage checks.

AC 19 | PD 16 | MD 14 | HP 40