

Otyughs

13th age Compatible Fan Work

Normally known for living, full-grown, in trash heaps, Otyugh are actually capable of reproduction, as long as there's enough room for the young to move about and hunt – whether it be in a massive trash heap, a sewer network or a swamp. These monsters are intended to pair with the Otyugh listed in the 13th age core book,

Otyugh newborns have only tiny tentacles and eyestalks, often incapable of even poking above the surface from where they wait in their mother's nest – feeding off the smaller refuse that the mother doesn't bother to consume, until their parent captures fresh prey in a grab, at which point they will enter a feeding frenzy.

Otyugh Spawn

Level 3; Mook; [Aberration]; Initiative +3

Attacks: **Tear and Chew:** +8 vs. PD: 5 damage

Parental Guardian: As long as the Otyugh Spawn remains in the trash heap with a living Otyugh, all natural odd attack rolls target the parent instead of the spawn.

Nastier Special

Feed the young: The Otyugh Spawn gain a +4 bonus to attacks against enemies their parent has grabbed.

AC 19 | PD 17 | MD 13 | HP 11

Young Otyugh continue to nest with their mother, venturing out to hunt and then returning to feed their parent in exchange for the defence the elder offers.

They often function as opportunistic predators, joining a battle that is already underway in the hopes of getting easy prey, dragging them off while the battle distracts their pack,

Otyugh Dasher

Level 3; Wrecker; [Aberration]; Initiative +7

Attacks: **Tentacle Lash:** +8 vs. AC: 12 damage. If this was an opportunity attack due to movement, the target stops moving.

Natural even hit: The Otyugh Dasher may drag the target with it to a nearby location, popping free of any other opponents. The target takes a -5 penalty to disengage checks until the end of its next turn.

Natural even miss: The Otyugh Dasher may pop free from the target and move to a nearby location.

Slime Mobility: The Otyugh cannot be intercepted as long as it is slimy terrain such as a bog, sewer system or huge trash-heap.

AC 19 | PD 17 | MD 13 | HP 40

Swamp Things

The monstrous Swamp Thing is a giant humanoid that embodies the power of the swamp directly – often arising when people attempt to tame the swampland by draining it to create arable terrain. They're joined by Slime Tendrils, animated bits of swamp matter that fight independently tearing at their foes with wild abandon.

A DC 20 scouting check is required to spot a Swamp Thing before they attack. If this check is failed, the Swamp Thing will begin the encounter with a surprise slam from an optimal position, generally meaning they're in melee with a ranged party member and have any existing Slime Tendrils surrounding the most vulnerable seeming members of the party.

Swamp Thing

Large; Level 3; blocker; [plant] Initiative +5

Resist Fire 12+

Attacks: Slam: +8 vs. AC: 14 damage

Miss: 7 damage

Awaken Swampland: C: +8 vs. PD: One nearby enemy: 12 damage

Natural Even hit or miss: A Slime Tendril appears, engaged with that enemy. Its initiative is immediately after the Swamp Thing's

Swamp Mastery

If a Swamp Thing's natural attack roll is higher than its targets Dexterity, the target loses its footing on the swampy ground and becomes stuck and vulnerable (save ends both). Use the stat+2 if they have a swamp-related background.

Nastier Special

Gripping slime: If Awaken Swampland targets an enemy that is currently stuck it generates a slime tendril even on an odd roll.

AC 18 | PD 18 | MD 14 | HP 90

The Slime Tendrils are nothing more than collections of loosely bound swamp matter – small plants, algae filled water and even small animals such as newts all bound together by the animate will of the swamp.

Slime Tendril

Mook; Level 3; wrecker; [plant]; Initiative +5

Resist Fire 12+

Attack **Lash**: +8 vs. AC: 6 damage

Nastier special

Drowner: Unconscious enemies engaged with a Slime Tendril take -1 to death saving throws as the tendril pushes their head into the muck. This penalty is cumulative (so four surrounding tendrils is -4 to death saves)

AC 19 | PD 17 | MD 13 | HP 10