



CG/CE

## Otyugh

22  
POINTS

**LVL:** 6            **SPD:** 4  
**AC:** 17           **HP:** 35

**MELEE ATTACK:** +4/+4 (5 + Constrict)

**RANGED ATTACK:** —

**TYPE:** Large Aberration

**SPECIAL ABILITIES: Difficult 5. Constrict**

(Smaller creatures skips next turn; DC 16); **Melee Reach 2; Wandering Monster** (Instead of placing this creature on your assembly tile at the start of the battle, place it on a random feature tile)

*For use with CHAINMAIL™ Otyugh.*



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