



Otyughnomicon: Flensing Otyugh

by Sam Hing

Otyughnomicon

Flensing Otyugh

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Each entry in the otyughnomicon will examine one example of the incredible variety of otyughs that exist in the world. This humble aberration or magical beast (see below) has managed to slosh its way into ever more diverse ecosystems and their highly malleable forms have adapted to best fill these new niches.

This otyughnomicon includes a new template, a sample templated otyugh (two versions), a wizard tower encounter with flensing otyughs, a troll and an air elemental and two new spells.

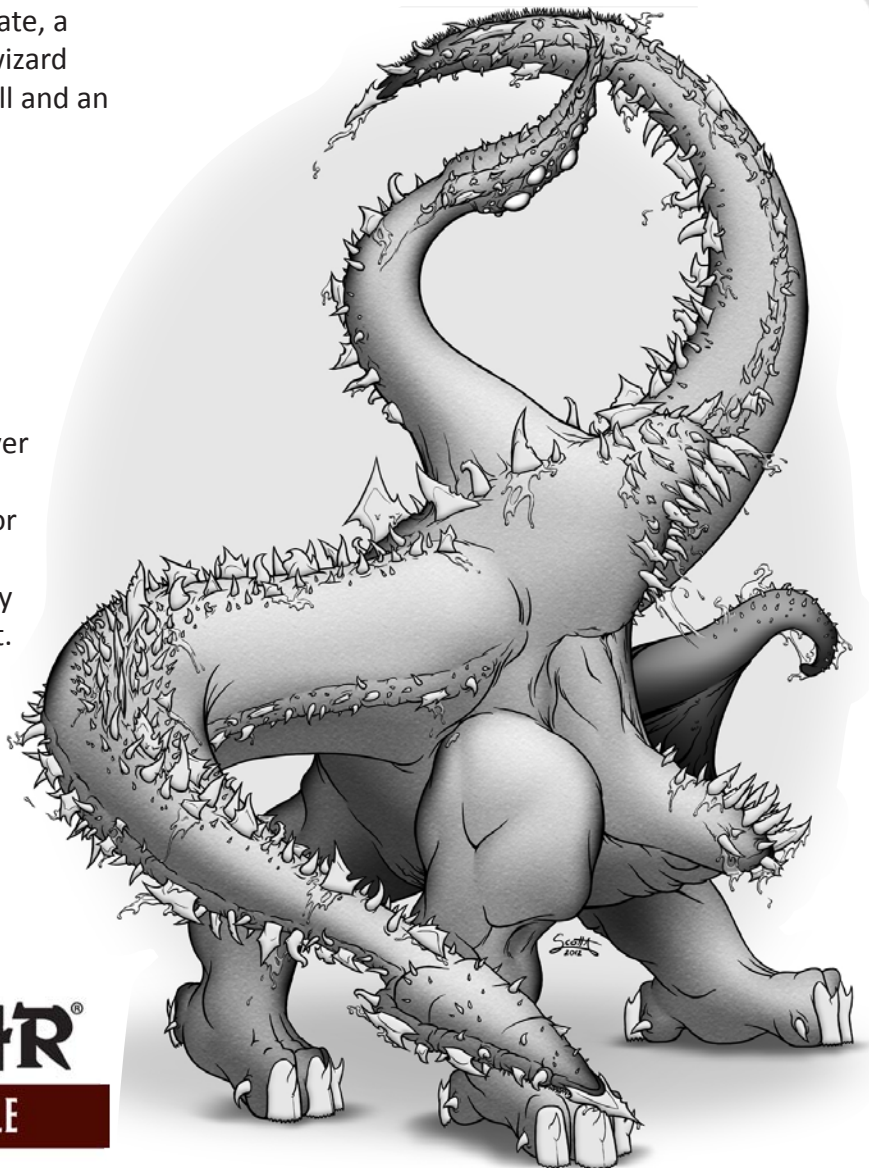
ABERRATION OR MAGICAL BEAST

The original system reference document and the updated pathfinder reference document both see the otyugh as an aberration, however aberrations are thought to possess bizarre anatomy, strange abilities, an alien mindset or any combination of the three. Although the otyugh has a bizarre anatomy it doesn't really have any strange abilities or an alien mindset.

A magical beast usually has supernatural abilities or extraordinary abilities, but are sometimes merely bizarre in appearance or habits. Otyughs have a bizarre appearance and live within the filth of the world. Clearly the otyugh, could fit in either of these creature types.

The otyughnomicon will use both the aberration otyugh from the system documents and the magical beast otyugh from the Grand OGL Wiki whenever appropriate.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LC does not guarantee compatibility, and does not endorse this product.



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FLENSING TEMPLATE

Ever since the dawn of magical transmutation, spellcasters have worked to achieve the perfect beast of war. This beast should be powerful, loyal, and strike terror into the hearts of its master's foes. Experiments in this vein have created such monstrosities as the owlbear, bulette, and the like. These attempts at creating new life, while dramatic, are rarely successful, as the spark of life is hard to control, and the resulting creature, if it survives, is often hostile to its maker.

Other wizards prefer to modify existing creatures, warping their bodies into living weapons of hooks, spikes, and blades. Flensing creatures are one result of such tampering. A flensing creature is an unnatural work of art, a symphony of pain and gore. Flensing creatures tend to dominate their surroundings, aggressively attacking anything that they perceive as challenging them. Despite all their arcane might, the spellcasters still fail at one crucial thing: flensing creatures hate all other creatures with a nearly demonic fury.

Creating a Flensing Creature

"Flensing" is an inherited or acquired template that can be added to any corporal living creature (referred to hereafter as the base creature). A flensing creature retains all the base creature's statistics and special abilities except as noted here.

CR: Same as base creature +2

Senses: A flensing creature gains the bloodscent ability.

Bloodscent (Ex): A flensing creature excels at detecting the scent of blood spilled from a creature it has wounded. It gains a +10 racial bonus to any attempts to track a creature that suffered bleed damage from a flensing creature.

Armor Class: Natural armor improves by +4.

Attacks: The natural melee weapons of a Medium flensing creature deal an additional +2d4 points of slashing damage. This damage increases with the creature's size. All natural attacks of a flensing creature have a x3 critical multiplier.

Special Attacks: A flensing gains the following special attacks.

Bleed (Ex): The natural attacks of a Medium flensing creature deals 1d4 points of bleed damage. This damage increases with the creature's size.

Rage (Ex): When a flensing creature takes damage in combat it flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to AC. The creature cannot end its rage voluntarily.

Ability Scores: Str +4, Con +4, Wis -4

FLENSING OTYUGH

This creature appears to be a barb-covered sack of flesh, equipped with three tentacles and a huge maw. The tentacles end in a multitude of blades and hooks, with one sporting several reddened eyes. Even its many teeth are covered with razor sharp outgrowths.

Environment any land

Organization solitary, pair, brood (3-5)

Treasure standard

FLENSING OTYUGH (CR 6; XP 2,400) (GOW)

N Large magical beast

Init +0; **Senses** all-around vision, bloodscent, darkvision 60 ft.; Perception +9

DEFENSE

AC 21, touch 9, flat-footed 21

(+12 natural, -1 size)

hp 57 (6d10+24)

Fort +8, **Ref** +5, **Will** +3

Immune disease

OFFENSE

Speed 20 ft.

Melee bite +11 (1d8+6/x3 plus 2d6 plus bleed plus disease), 2 tentacles +7 (1d6+3/x3 plus 2d4 plus bleed plus grab)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacles)

Special Attacks bleed 1d6, constrict (tentacle 1d6+3 plus 2d6 plus bleed), rage

STATISTICS

Str 22, **Dex** 10, **Con** 17, **Int** 5, **Wis** 9, **Cha** 6

Base Atk +6; **CMB** +13 (+17 grapple); **CMD** 23 (+25 vs. trip)

Feats Iron Will, Toughness, Weapon Focus (tentacle)

Skills Perception +9, Stealth +2 (+10 in lair); **Racial**

Modifiers +8 Stealth in lair

Languages Common

SPECIAL ABILITIES

All-Around Vision (Ex) Any creature with this special ability sees in all directions at the same time, giving it a +4 racial bonus on Perception checks. A creature with all-around vision cannot be flanked.

Bloodscent (Ex) A flensing otyugh excels at detecting the scent of blood spilled from a creature it has wounded. It gains a +10 racial bonus to any attempts to track a creature that suffered bleed damage from a flensing creature.

Disease (Ex) Filth fever: Bite—injury; *save* Fortitude DC 16; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Rage (Ex) When a flensing otyugh takes damage in combat it flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to AC. The creature cannot end its rage voluntarily.

FLENSING OTYUGH (CR 6; XP 2,400) (CORE)

N Large aberration

Init +0; **Senses** bloodscent, darkvision 60 ft., scent; Perception +5

DEFENSE

AC 21; touch 9, flat-footed 21
(+12 natural, –1 size)

hp 51 (6d8+24)

Fort +5, **Ref** +2, **Will** +6

Immune disease

OFFENSE

Speed 20 ft.

Melee bite +9 (1d8+6/x3 plus 2d6 plus bleed plus disease), 2 tentacles +5 (1d6+3/x3 plus 2d6 plus bleed plus grab)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacles)

Special Attacks bleed 1d6, constrict (tentacle 1d6+3 plus 2d6 plus bleed), rage

STATISTICS

Str 22, **Dex** 10, **Con** 17, **Int** 5, **Wis** 9, **Cha** 6

Base Atk +4; **CMB** +11 (+15 grapple); **CMD** 21 (+23 vs. trip)

Feats Iron Will, Toughness, Weapon Focus (tentacle)

Skills Perception +5, Stealth +2 (+10 in lair); **Racial**

Modifiers +8 Stealth in lair

Languages Common

SPECIAL ABILITIES

Bloodscent (Ex) A flensing otyugh excels at detecting the scent of blood spilled from a creature it has wounded. It gains a +10 racial bonus to any attempts to track a creature that suffered bleed damage from a flensing creature.

Disease (Ex) Filth fever: Bite—injury; *save* Fortitude DC 16; *onset* 1d3 days; *frequency* 1/day; *effect*

1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Rage (Ex) When a flensing otyugh that takes damage in combat it flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to AC. The creature cannot end its rage voluntarily.

Flensing otyughs are war machines, created or bred to shed blood. They are far more aggressive than their kin, and attack most any creature that enters their territory. Only the most powerful of foes, such as dragons, give them pause. They are stubborn creatures, nearly impossible to reason with or control.

Flensing otyughs barrel into combat, trusting in their innumerable blades, spikes, and hooks to both protect them and lay waste to their enemies. They never willingly clean themselves, and are always caked in the dried gore of every creature they have felled. Their diet tends to contain much more fresh meat than their offal eating kin.

THE BLOOD WASHED TOWER

Environment: Any

Encounter Level: 7 (3,200 XP)

Area: The tower can be placed on the outskirts of any medium sized town. The tower itself consists of four floors, including an expansive living area, a barracks, a laboratory, and the wizard's personal chambers.

Situation: Imbrogno was a transmuter of middling power, obsessed with creating and transforming life forms. He was known locally as being somewhat amoral and secretive, yet generous with his abilities when it came to aiding the townsfolk. In addition to holding a troll in his lab, Imbrogno had captured an air elemental and four flensing otyughs, all to discover the secrets of modifying creatures into new life forms. Unfortunately for him and his help, the spells holding the monsters failed, releasing them all at once. The humans, caught flat-footed, were slaughtered, and only the enchantments on the tower's oaken door prevents them from escaping into the countryside. Imbrogno's daughter, Linsa, was in town gathering spell components, and has hired the party to go and clear out the tower, allowing her to retake her home, and preventing the sure destruction

of the nearby town.

In reality, Linsa herself sabotaged her father's holding spells, wanting to take the tower and her father's research for herself. Her plan is simply to keep hiring adventurers until the tower is hers. She has the party sign an explicit contract before giving them the command words to open the door to the tower, stating that all treasures found within the tower belong to her. She has an in-depth knowledge of the tower's contents, and will hire the local magistrate to enforce her claims. She fails to mention that the command word to the door also reveals it one round after it opens, to seal the monsters inside.

As the players explore the tower, a Spellcraft check DC 22 reveals that the wards were tampered with. If the party confronts Linsa with this she flees, vowing revenge, giving the party a persistent foe for future adventures.

The first floor of the tower has a large entryway, with the rest of the floor divided up into a dining area, a living area, and a small library. All of the rooms are in disarray, with puddles of blood, kept from drying from the otyugh's anticoagulants, in every room. The captured air elemental is trapped on this floor, bound by the final wards that Imbrogno was able to create. The furious creature attacks anyone that enters the floor. The otyughs and troll have given up attempting to fight it, and stay on the floors above. It has learned that when it uses its whirlwind form it can siphon up the blood, using it to blind its foes. Foes covered in the blood attract the attention of the otyugh's bloodscent ability as they delve higher into the tower.

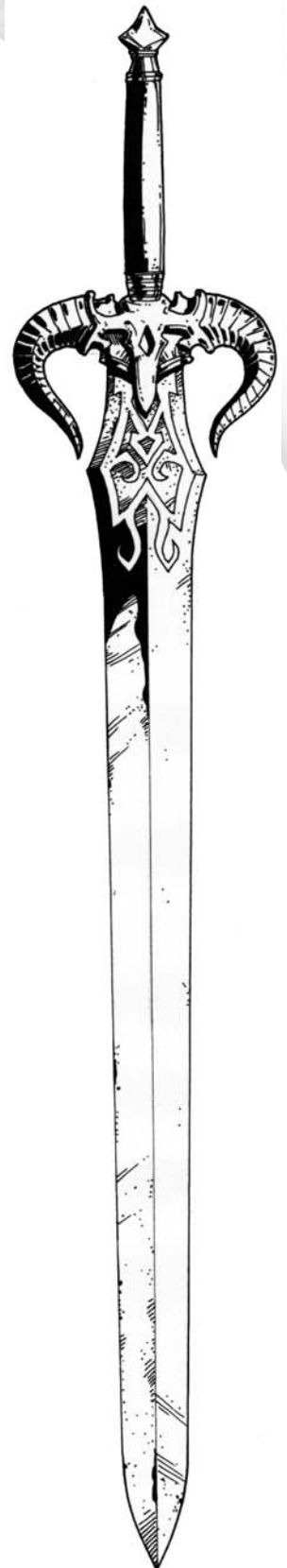
The second floor belonged to Imbrogno's retainers, apprentices, and his daughter. The doors here hang shattered on their hinges, and the floor is littered with torn clothing, broken armor, and blood. A single flensing otyugh has claimed this floor for its own, lairing in the broken wreck that was the barracks. It has created a crude barricade out of the three stout beds that were in the room, and has covered the floor in a mess of feathers, straw, and blood-soaked dresses from Linsa's room. The other otyughs ignore the sounds of any combat from this floor, disliking the territorial creature.

The third floor contains the wizard's lab and personal library, as well as provisions in a magically chilled room. The troll that Imbrogno had kept and experimented on for the last few years has laired in the provision room, using it as a fortified lair

between battles with the otyugh that has developed an obsessive hatred of it. The two have fought to a stand-still several times, with the troll falling back to the heavy door of the cooler to regenerate. The two creatures will play a cat and mouse game with the party on the floor, with the troll using hit and run tactics while they battle the otyugh. If the party can maneuver the two monsters within reach of each other, they are just as likely to attack each other as the party.

The final floor is the wizard's personal quarters. It is an open floor plan, with the remains of the wizard's bed and other furnishings in a smashed heap in the center of the room. Four of the floor tiles are spell triggers, and the two otyughs that lair here have come to know them well. They will work together to drive characters onto them, while carefully avoiding the tiles themselves.

Rewards: Linsa offers the party 100 gp per member, and may be negotiated up to 2,000 gp. If the party breaks their contract, or slays her in battle, the following items are scattered through the wreckage of the tower: *a circlet of persuasion*, a *wand of scorching ray* with 24 charges remaining, an *amulet of natural armor +1*, a *blue elemental gem of water*, scrolls of *mirror image*, *daylight*, *charm monster*, and *magic jar*, a *+1 staff of spell storing* with no spell, a *+1 longsword*, a *+2 breastplate*, and a *potion of cure moderate wounds*. In addition, there is 3,500 gp in assorted coins.



Imbrogno's spell book is hidden in his chamber. It contains all the 0th level spells in the *Pathfinder Roleplaying Game Core Rulebook*, plus the following:

5th - *beast shape III, cone of cold, polymorph, strangling web, telekinesis, teleport*

4th - *beast shape II, black tentacles, elemental body I, mnemonic enhancer, resilient sphere, stoneskin*

3rd - *buttress of skulls, dispel magic, fireball, gentle repose, protection from energy, slow*

2nd - *acid arrow, alter self, false life, protection from arrows, scorching ray, see invisibility*

1st - *alarm, mage armor, magic missile, mount, protection from evil, ray of enfeeblement, reduce person*

BUTTRESS OF SKULLS

School conjuration (creation); **Level** cleric 4, druid 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (piece of a humanoid skull)

Range medium (100 ft. + 10 ft./lv)

Effect 5 ft. cube of skulls per level

Duration one minute/level

Saving Throw see text; **Spell Resistance** no

This spell can create blocks of fused skulls that can be stacked per the casters will. The spell is often used to create defensive positions, granting cover, or fully walling off an area. Each 5 cubic feet of skulls has a hardness of 6, 10 hp, and a break DC 30. Damaging one section of skulls does not affect any other sections. A 5 ft. section of skulls can support 500 pounds before being destroyed. The skulls are easily climbed (DC 5), and are not waterproof, although they will force fluids to seep through it, slowing it. The caster may, as a free action, cancel the magic that fuses the skulls together, causing them to become unstable and cascade down. Any creature caught in the cascade must make a Reflex save or take 1d4 points of damage per level (max 10d4), and be trapped for 1d6 rounds. The skulls break down into drifts of bone dust when the spell ends.

STRANGLING WEB

School conjuration (creation); **Level** druid 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft. per level)

Effect webs in a 20-ft. -radius spread

Duration 1 round/level

Saving Throw see text; **Spell Resistance** no

This spell creates a many layered sticky web, as per the *web* spell, requiring all creatures in the affected area to make a Reflex save or become stuck. Creatures that make this save are inside the web, but unaffected. Creatures failing the save gain the grappled condition. The webs begin to tighten and constrict at the start of the next round, dealing 1d8 points of damage per round until the creature escapes by making a combat maneuver check or Escape Artist check against the DC of the spell. Creatures attempting to move through the web that fail their combat maneuver check or Escape Artist check become trapped and begin receiving constriction damage on the start of the next round. The strands of a strangling web burn slow and hot, taking two rounds to burn through a five foot square of webbing, and dealing 4d4 points of damage to creatures trapped within it. In all other ways strangling web conforms to the standard web spell.



BLOODY AIR ELEMENTAL (CR 5; XP 1,600)

Variant air elemental

N Large outsider (air, elemental, extraplanar)

Init +11; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 21, touch 17, flat-footed 13

(+7 Dex, +1 dodge, +4 natural, -1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +13, **Will** +2

Defensive Abilities air mastery; **DR** 5/—; **Immune** elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +14 (1d8+4)

Space 10 ft.; **Reach** 10 ft.

Special Attacks blood toss, whirlwind (DC 18)

STATISTICS

Str 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8, **CMB** +13; **CMD** 31

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Mobility, Weapon Finesse^B

Skills Acrobatics +15, Escape Artist +15, Fly +21, Knowledge (planes) +5, Perception+11, Stealth +11

SPECIAL ATTACKS

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

Blood Toss (Ex) The air elemental may, while in

whirlwind form, spend a standard action to suck up blood into its winds, tossing it out as a 30 ft. cloud on its next action. All creatures within the area must make a DC 18 Reflex save or be blinded 1d3 rounds.

TROLL (CR 5; XP 1,600)

CE Large Humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 16, touch 11, flat-footed 14

(+2 Dex, +5 natural, -1 size)

hp 63 (6d8+36); regeneration 5 (acid or fire)

Fort +11, **Ref** +4, **Will** +3

OFFENSE

Speed 30 ft.

Melee bite +8 (1d8+5), 2 claws +8 (1d6+5)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rend (2 claws, 1d6+7)

STATISTICS

Str 21, **Dex** 14, **Con** 23, **Int** 6, **Wis** 9, **Cha** 6

Base Atk +4; **CMB** +10; **CMD** 22

Feats Intimidating Prowess, Iron Will, Skill Focus (Perception)

Skills Intimidate +9, Perception +8

Languages Giant



LINSA FAYBLOOD (CR 5; 1,600 XP)

Female half-elf transmuter 6th

NE Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +9

DEFENSE

AC 18, touch 18, flat-footed 15

(+4 armor, +2 Dex, +1 dodge, +1 deflection)

hp 45 (6d6+18)

Fort +4, **Ref** +4, **Will** +6; +2 vs enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee wand of shocking grasp +5 touch (1d6), or dagger +5 (1d4-1)

Ranged telekinetic fist +5 touch (1d4+3), or dagger +5 (1d4-1)

Arcane School Spell-Like Abilities (CL 6th, concentration +9)

6/day – telekinetic fist

Wizard Spells Prepared (CL 6th, concentration +9)

3rd - *dispel magic*, *fly*, *lightning bolt* (DC 16), *summon monster III*

2nd - *fox's cunning*, *ghoul touch* (DC 15), *resist energy*, *scorching ray*, *summon monster II*

1st - *animate rope*, *mage armor* (cast), *magic missile*, *shield*, *sleep* (DC 14)

0 - *acid splash*, *dancing lights*, *daze* (DC 13), *mending*

Opposition Schools divination, illusion

STATISTICS

Str 8, **Dex** 14, **Con** 12 (14), **Int** 17, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +2; **CMD** 14

Feats Combat Casting, Dodge, Skill Focus (Spellcraft), Scribe Scroll, Spell Mastery (*mage armor*, *magic missile*, *summon monster III*), Weapon Finesse

Skills Appraise +12, Fly +11, Knowledge (arcana) +12, Perception +9, Spellcraft +15

Languages Aklo, Common, Elven, Draconic, Orc

SQ arcane bond (ring), elven immunities, physical enhancement (Con)

Gear NPC gear (*bracers of armor* +1, *wand of shocking grasp* (34 charges), *wand of magic missiles* (32 charges), *catching cape*, *scrolls of acid arrow*, *fireball*, and *scare*, masterwork dagger, 2 50 gp rings, 50 gp)

Linsa is a slender girl of 24, with long red hair, and only slightly pointed ears. She carries herself with the grace of her long dead elven mother, and the ruthlessness of her father. She tried adventuring for a few years, before giving it up as too dirty and dangerous, and set her eyes on faster ways to gain fortune and power.



CATCHING CAPE

Aura faint abjuration; **CL** 1st

Slot shoulders; **Price** 200 gp; **Weight** 3 lbs.

DESCRIPTION

This silvery cape furls and ripples like a flag with every step its owner takes. The wearer can, as a swift action, order the cape to transform into a faint sphere of force that surrounds him on all sides. The field grants the wearer a concealment (20% miss chance) against ranged attacks and lasts for 1 minute or until the wearer is missed by a ranged attack due to the power of the cloak, whichever comes first. When the field ends, all magic is lost from the cloak, leaving only a mundane silvery garment.

CONSTRUCTION

Requirements Craft Wondrous Item, *shield*; **Cost** 100 gp

FLOOR TILE TRAPS

The following traps are present on four separate tiles on the final floor of the wizard's tower.

ACID ARROW TRAP (CR 3; 800 XP)

Type magic; **Perception** DC 27; **Disable Device** DC 27

EFFECTS

Trigger touch; **Reset** automatic (daily)

Effect spell effect (*acid arrow*, Atk +5 touch, 2d4 acid damage for 4 rounds)

MAGIC MISSILE TRAP CR 3

Type magic; **Perception** DC 26; **Disable Device** DC 26

EFFECTS

Trigger touch; **Reset** automatic (daily)

Effect spell effect (*magic missile*, 5 missiles, 1d4+1 force damage each)

RAY OF ENFEEBLEMENT TRAP CR 5

Type magic; **Perception** DC 26; **Disable Device** DC 26

EFFECTS

Trigger touch; **Reset** automatic (daily)

Effect spell effect (*ray of enfeeblement*, Atk +5 touch, 1d6+5 Str damage)

DISPEL MAGIC TRAP CR 4

Type magic; **Perception** DC 28; **Disable Device** DC 28

EFFECTS

Trigger touch; **Reset** automatic (daily)

Effect spell effect (*dispel magic*, 1d20+10)

OPEN GAME CONTENT

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