

Otyughnomicon

Northern Waste 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 slough 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 otyugh (two variations), an otyugh barbarian and shaman, and a collection of related spells and bloodlines as well as awesome artwork by Michael Scotta.

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 type. 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.



NORTHERN WASTE TEMPLATE

The far north provides many challenges for the hardy creatures that live high in the frozen mountains, on expansive glaciers or above the tree line. Most creatures native to this area have adapted to resist the bitter cold winds, reserve their energy for lean times, shield their senses from the swirling snow and find traction on the slipperiest of surfaces.

The physical appearance of an individual northern waste creature varies with its original species but it typically possesses a thick layer of blubber or coat of fur rimed in ice crystals. Their natural weapons take on a crystalline quality.

Creating a Northern Waste Creature

“Northern Waste” is an inherited or acquired template that can be added to any corporeal creature (referred to hereafter as the base creature). A northern waste creature retains all the base creature’s statistics and special abilities except as noted here.

CR: Same as base creature +1

Senses: The base creature gains snow vision which allows it to see perfectly well in snowy conditions. The creature does not suffer any penalties to Perception checks while in snow.

Armor Class: Natural armor improves by +4

Special Qualities and Defenses: It gains immunity to cold, a +4 racial bonus to resist starvation and the icewalking ability listed below.

Icewalking (Ex) This ability works like the *spider climb* spell, but the surfaces the creature climbs must be icy. The creature can move across icy surfaces without penalty

Special Abilities: A northern waste creature gains the following.

Icy Touch (Su) The melee attacks of a northern creature gain a +1d4 cold damage modifier for a Medium creature. The damage bonus scales with the size of the creature like natural attacks.

Mini-blizzard (Su) The air within 5 ft. of northern waste creature is always supernaturally cold and filled with swirling wind. This provides the northern waste creature with 20% concealment and an aura of cold that deals 1d6/3 HD points of cold damage per round.

Abilities: Increase the base creature as follows: Con +4, Wis +2.

Skills: A northern waste creature gains a +8 racial bonus to Survival in cold terrain.

Environment: any cold

Organization: Pairs (2), packs (3-6) or tribes (7-20)

NORTHERN WASTE OTYUGH

A raging blizzard of swirling snow partially obscures the toothy maw of this northern otyugh. Its body is covered with thick fur and icicles cling to its surface. Its tentacles have an almost crystalline appearance as if they are made of ice.

NORTHERN WASTE OTYUGH CR 5 (XP 1,600) [GOW]

N Large magical beast

Init +0; **Senses** all-around vision, darkvision 60 ft., low-light vision, snow vision; Perception +15

Aura cold (2d6, 5ft.)

Defense

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

hp 51 (6d10+18)

Fort +8, **Ref** +5, **Will** +4; +4 save vs. starvation

Defensive Abilities 20% concealment

Immune cold, disease

Offense

Speed 30 ft

Melee bite +9 (1d8+4 plus 1d6 cold plus disease), 2 tentacles +5 (1d6+2 plus 1d6 cold plus grab)

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

Special Attacks constrict (tentacle, 1d6+2 plus 1d6 cold)

Statistics

Str 18, **Dex** 10, **Con** 17, **Int** 5, **Wis** 15, **Cha** 6

Base Atk +6; **CMB** +11 (+15 grapple); **CMD** 21 (23 vs. trip)

Feat Ability Focus (disease), Stealthy, Weapon Focus (tentacle)

Skills Escape Artist +2, Perception +15, Stealth -2 (+6 in icy lair), Survival +2 (+10 cold terrain); **Racial Modifiers** +8 Stealth in lair, +8 Survival in cold terrain

Languages Common

SQ icewalking

Special Abilities

Disease (Ex) Frost fever: Bite-injury; *save* Fortitude DC 18; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Wis damage; *cure* 2 consecutive saves.

Ecology

Environment any cold

Organization pair, pack (3-6) or tribe (7-20)

Treasure standard

FROST FEVER

The lack of rapid decomposition in the far north makes it difficult for the disease known as filth fever to flourish. Instead of carrying filth fever, northern waste otyughs carry frost fever which slowly robs its victims of their mobility and senses. Victims of frost fever are often thought to be suffering from hypothermia or snow blindness.



NORTHERN WASTE OTYUGH CR 5 (XP 1,600) [PFRPG]

N Large aberration

Init +0; **Senses** darkvision, scent, snow vision; Perception +13

Aura cold (2d6, 5ft.)

Defense

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

hp 51 (6d8+24)

Fort +5, **Ref** +2, **Will** +7; +4 save vs. starvation

Defensive Abilities 20% concealment

Immune cold, disease

Offense

Speed 20 ft.

Melee bite +7 (1d8+4 plus 1d6 cold plus disease), 2 tentacles +3 (1d6+2 plus 1d6 cold plus grab)

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

Special constrict (tentacle, 1d6+2)

Statistics

Str 18, **Dex** 10, **Con** 17, **Int** 5, **Wis** 15, **Cha** 6

Base Atk +4; **CMB** +9 (+13 grapple); **CMD** 19 (21 vs. trip)

Feats Alertness, Toughness, Weapon Focus (tentacle)

Skills Perception +13, Stealth +2 (+10 in icy lair), Survival +2 (+10 in cold terrain); **Racial Modifiers** +8 Stealth in lair, +8 Survival in cold terrain

Languages Common

SQ icewalking

Special Abilities

Disease (Ex) Frost fever: Bite-injury; *save* Fortitude DC 18; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Wis damage; *cure* 2 consecutive saves.

Ecology

Environment any cold

Organization pair, pack (3-6) or tribe (7-20)

Treasure standard

Northern waste otyughs operate in the frozen north moving about the icy landscape as small tribes of voracious nomads. The leaders of such groups are always advanced and often possess class levels in barbarian, ranger or druid. They will temporarily lair within the crevasses of glaciers if they can find an adequate supply of game to feed their voracious appetites.

Northern waste otyughs with a large representation of rangers and druids are known to befriend and hunt alongside packs of devil dogs (see *Monsters Unleashed V.1* also from Purple Duck Games). When travelling, northern waste otyughs drag bone sleds made from the remains of their meals.

A SAMPLE TRIBE

The Buk-Murlrrr tribe of northern waste otyughs is currently composed of 14 members. Twelve of the northern waste otyughs are of the standard variety but the remaining two possess additional modifications as detailed below (and are built off the GOW version).

MUK-TOK, TRIBAL LEADER CR 10 (XP 9,600)

Male advanced northern waste otyugh barbarian [invulnerable rager] 4

N Large magical beast

Init +3; **Senses** all-around vision, darkvision 60 ft., low-light vision, snow vision; Perception +18

Aura cold (3d6, 5ft.)

Defense

AC 26, touch 12, flat-footed 23 (+3 Dex, +14 natural, -1 size)

hp 134 (6d10+4d12+70)

Fort +16, **Ref** +9, **Will** +8; +4 save vs. starvation

Defensive Abilities 20% concealment; **DR** 2/- (4 vs. nonlethal)

Immune cold, disease

Offense

Speed 40 ft

Melee bite +17 (2d6+8 plus 1d6 cold plus disease), 2 tentacles +13 (1d6+4 plus 1d6 cold plus grab)

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

Special Attacks constrict (tentacle, 1d6+4 plus 1d6 cold)

Statistics

Str 26, **Dex** 16, **Con** 25, **Int** 9, **Wis** 21, **Cha** 8

Base Atk +10; **CMB** +19 (+23 grapple); **CMD** 32 (34 vs. trip)

Feats Ability Focus (disease), Improved Natural Weapon (bite), Intimidating Prowess, Stealthy, Weapon Focus (tentacle)

Skills Climb +15, Escape Artist +5, Intimidate +14, Perception +18, Stealth +7 (+15 in icy lair), Survival +12 (+20 cold terrain); **Racial Modifiers** +8 Stealth in lair, +8 Survival in cold terrain

Languages Common

SQ extreme endurance, icewalking, rage (15 rounds, inspire ferocity, reckless abandon)

Special Abilities

Disease (Ex) Frost fever: Bite-injury; *save* Fortitude DC 22; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Wis damage; *cure* 2 consecutive saves.

Gear

Cloak of elvenkind, *necklace of fireballs* (type VII), *potion of bear's endurance*, *potion of magic fang*



KELK-TAI, TRIBAL SHAMAN CR 9 (XP 6,400)

Female advanced northern waste otyugh druid [bear shaman] 4

N Large magical beast

Init +1; **Senses** all-around vision, darkvision 60 ft., low-light vision, snow vision; Perception +19

Aura cold (3d6, 5ft.)

Defense

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size)

hp 134 (6d10+4d8+80)

Fort +16, **Ref** +7, **Will** +12; +4 save vs. starvation

Defensive Abilities 20% concealment, resist nature's lure

Immune cold, disease

Offense

Speed 30 ft

Melee bite +14 (1d8+6 plus 1d6 cold plus disease), 2 tentacles +10 (1d6+3 plus 1d6 cold plus grab)

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

Special Attacks constrict (tentacle, 1d6+3 plus 1d6 cold)

Spells Prepared (CL 4th; concentration +10)

2nd – *cone of filth* (DC 18), *heat metal*, *ice shape*, *silent and unseen* (DC 18)

1st – *hibernate* (DC 17), *hide from animals*, *longstrider*, *magic fang*, *snow blindness* (DC 17)

0th – *create water*, *detect magic*, *guidance*, *know direction*

Statistics

Str 22, **Dex** 12, **Con** 25, **Int** 11, **Wis** 23, **Cha** 12

Base Atk +9; **CMB** +16 (+20 grapple); **CMD** 27 (29 vs. trip)

Feats Ability Focus (disease), Brew Potion, Stealthy, Toughness, Weapon Focus (tentacle)

Skills Escape Artist +3, Handle Animal +11, Knowledge (nature) +8, Perception +19, Spellcraft +8, Stealth +4 (+12 in icy lair), Survival +14 (+22 cold terrain); **Racial Modifiers** +8 Stealth in lair, +8 Survival in cold terrain

Languages Common, Druidic

SQ icewalking, nature bond (polar bear), nature sense, totem transformation (bear, 3 minutes), trackless step, woodland stride, wild empathy (+4 bears, wolverines)

Special Abilities

Disease (Ex) Frost fever: Bite-injury; save Fortitude DC 22; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Wis damage; cure 2 consecutive saves.

Gear

Pearl of power (1st level), *potion of cure light wounds*, *potion of owl's wisdom*, *staff of fire* (50 charges)

GURK-RAWR, POLAR BEAR COMPANION

N Small animal

Init +2; **Senses** low-light vision, scent; Perception +6

Defenses

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 26 (4d8+8)

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

Offense

Speed 40 ft.

Melee bite +7 (1d4+3), 2 claws +7 (1d3+3)

Statistics

Str 16, **Dex** 15, **Con** 13 **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +5; **CMD** 17

Feats Power Attack, Toughness

Skills Perception +6, Survival +2, Swim +6

SQ link, share spells

ADDITIONAL SPELLS

Below are a collections of spells used by my tribe of northern waste otyughs or appropriate for otyugh or northern spellcasters.

CONE OF FILTH

School conjuration (creation); **Level** druid 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a bit of excrement)

Range 60 ft. cone

Duration instantaneous

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

Cone of filth creates a cone of excrement and fecal matter that splatters against all opponents within the spell effect. The revulsion caused by this attack causes the splattered to become sickened for 1d4+1 rounds if they fail a Fortitude save. Additionally, the area of the cone is now treated as difficult terrain that is severely slippery until cleaned.

HIBERNATE

School enchantment (compulsion) [cold]; **Level** druid 1, ranger 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

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

Area one or more warm-blooded living creatures within a 10 ft. radius burst.

Duration 1 min./level

Saving Throw Fort negates; **Spell Resistance** yes

A hibernate spell causes a comatose slumber to come upon one or more warm-blooded creatures. Roll 1d4 per two caster levels to determine how



many total HD of creatures can be affected. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. No creature with 5 or more HD is affected, and HD that are not sufficient to affect a creature are wasted. Hibernating creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). This spell can only be cast in conditions within cold terrain.

ICE SHAPE

School transmutation [cold]; **Level** druid 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range touch

Target ice or ice object touched up to 10 cu. ft. + 1 cu. ft./level

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You can form an existing piece of ice into any shape that suits your purpose. For example, the caster can make an ice weapon, a special trapdoor, or a crude idol. Ice shape also permits the caster to reshape an ice door to make an exit where one didn't exist or to seal a door shut. While it's possible to make crude coffers, doors, and so forth with ice shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

MELD INTO ICE

School transmutation [cold]; **Level** alchemist 2, druid 2

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 10 min./level

Meld into ice enables you to meld your body and possessions into a single block of ice. The ice must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the ice. A Perception check (DC 25) reveals a shadowy shape within the ice. If either condition is violated, the spell fails and is wasted.

While in the ice, you remain in contact, however tenuous, with the face of the ice through which he melded. You remain aware of the passage of time and can cast spells on yourself, while hiding in the ice. Nothing that goes on outside the ice can be seen, but you can still hear what happens around him.

Minor physical damage to the ice does not harm

the caster, but its partial destruction to the extent that you no longer fit within it expels you and deals the caster 5d6 points of damage. The ice's complete destruction expels the you and slays him instantly unless he succeeds at a Fortitude save (DC 18). Even if you make your save, you still take 5d6 points of damage.

At any time before the duration expires, you can step out of the ice through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the ice, you are violently expelled and take 5d6 points of damage.

The following spells harm the caster if cast upon the ice that the caster is occupying: Ice shape deals the caster 3d6 points of damage but does not expel the caster. Faerie ice expels the caster and then slays the caster instantly unless he succeeds at a Fortitude save (DC 18), in which case the caster is merely expelled. Finally, passwall expels the caster without damage.

SILENT AND UNSEEN

School transmutation; **Level** druid 2, inquisitor 2, ranger 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute

Saving Throw none; see text; **Spell resistance** no

You gain a +10 bonus to Stealth for 1 minute. In addition, for the spell's duration any enemy targeting you with a melee, ranged or ranged touch attack must make a Will save or believe you vanish before their eyes (you do not actually vanish, but your opponent thinks you do for the purpose of their attack.)

SNOW BLINDNESS

School transmutation [cold]; **Level** druid 1, ranger 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V

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

Target one creature

Duration permanent (D)

Saving Throw Fort negates; **Spell Resistance** yes

The reflecting snow and ice flashes brightly and all reflected sunlight burns into the subject's eyes. The creature is blinded. This spell only functions if you are outdoors, in a cold terrain during the day.



SORCERER BLOODLINE

Bo mentioned on the Purple Duck Game facebook page that before Purple Duck Games the otyugh had “no kind of sex life at all!” I think the truth of the matter is otyughs probably have a much more prolific sex life than anyone would care to admit. In fact, to demonstrate it further, here is an otyugh-influenced sorcerer bloodline.

OTYUGH BLOODLINE (FOR BO VANDENBERG)

Though spoken of only in whispers, your ancestral heritage contains the otyugh’s foul taint. Other members of your family kept their powers hidden in fear of becoming social pariahs, if not worse. You do not possess the same prohibition or live among creatures who accept your off-putting needs and habits.

Class Skill: Stealth

Bonus Spells: *ray of sickening* (3rd), *pox pustules* (5th), *contagion* (7th), *plague carrier* (9th), *transmute rock to mud* (11th), *control water* (13th), *epidemic* (15th), *primal release* (17th), *cursed earth* (famine or plague) (19th).

Bonus Feats: Alertness, Toughness, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Sickening Spell, Skill Focus (Perception), Skill Focus (Stealth).

Bloodline Arcana: You can move your eyes about on stalks, enabling you to see what’s behind you. Opponents flanking you do not gain bonuses to hit.

Bloodline Powers: The filth of the otyugh taints your magic.

Filth Squatter (Ex): At 1st level you exude the odor of a midden. As a standard action you can emit a gaseous cloud of nauseating vapors. Creatures adjacent to you must succeed on a Fort save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) or become sickened for 1 round. At 11th level, creatures that fail their save are nauseated for 1 round. At 15th level you may choose to extend this ability to a range of 10 feet. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Tentacles (Ex): At 3rd level, your reach increases by 5 feet whenever you are making a melee touch attack. This ability does not otherwise increase your threatened area. At 11th level, this bonus to your reach increases 10 feet. At 17th level your reach increases to 15 feet.

Iron Guts (Ex): Like an otyugh, your hardiness increases. At 9th level, you gain a +2 inherent bonus to your Constitution. This bonus increases to +4 at 13th level, and to +6 at 17th level.

Carrier (Ex): At 15th level you fester with disease. You can infect a creature with filth fever, red ache or blinding sickness using a melee touch attack or an attack with a natural or manufactured weapon. The disease must be chosen before the attack is made. A successful Fort save (DC 10 + 1/2 your sorcerer level + your

Charisma modifier) negates the infection. The onset of these diseases is immediate. A creature that damages you with a bite attack is also exposed to filth fever. At 17th level, you choose two diseases to infect a creature on a successful touch attack or melee attack with a natural or manufactured weapon.

King of the Heap (Ex): At 20th level your otyugh nature becomes manifest. You are immune to disease and poison. You gain a +4 natural armor bonus and the DC of diseases you carry increases by +2. You can consume anything an otyugh can eat to meet your nutritional needs.

BLOODLINE SPELLS

CURSED EARTH

School necromancy [curse, evil; see text]; **Level** cleric 9, sorcerer/wizard 9, witch 9

Casting Time 10 minutes

Components V, S, M (powdered onyx 10,000 gp), DF

Range touch

Area 1-mile radius emanating from the touched point

Duration permanent

Saving Throw none (see text); **Spell Resistance** no

You lay a terrible curse upon the land, blighting those who live and die there. Choose one of the following effects.

Famine: All normal plants in the area reduce their growth and food production by half, as if affected by the stunt growth effect of diminish plants.

Living Death: Any creatures of Small size or larger killed in the area rise as uncontrolled zombies 24 hours after their death, as do corpses buried in the area. Burning or dismembering the corpses prevents them from rising as zombies.

Plague: Every day at sundown, all creatures in the area must make a Fortitude save or catch one of the following diseases (your choice, decided at the time of casting): blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease’s listed frequency and save DC to determine further effects. This is a disease effect.



EPIDEMIC

School necromancy [disease, evil]; **Level** cleric 6, druid 6, sorcerer/wizard 7, witch 6

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target living creature

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes

The target contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom, as the spell contagion. However, the disease is highly contagious, and any creature that touches the infected target, is touched by the target, or spends more than an hour in a confined space with the target must make a save against the disease's normal DC (not the spell DC) or contract the disease. If the initial target overcomes the disease by making the required number of saving throws, it remains a carrier of the disease for a length of time equal to the disease's frequency, and can continue to infect others during this time.

PLAGUE CARRIER

School necromancy [disease, evil]; **Level** cleric 4, druid 4, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 hour/level

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes

The target's natural attacks carry filth fever (DC 10 + 1/2 of the creature's Hit Dice + creature's Con modifier)

PRIMAL RELEASE

School transmutation (polymorph); **Level** sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, M (bit of raw meat)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 10 minutes/level

Saving Throw Will negates; **Spell Resistance** yes

You release the primal savage within a single creature. The creature gains a +10 inherent bonus to Strength and Constitution, a +2 inherent bonus to Dexterity, and a -6 penalty to Intelligence and Charisma, as well as a -2 penalty to Wisdom. The creature cannot cast spells or use spell-like abilities, but its gains a good base attack bonus (if its current base attack bonus

is something else). The creature can fight as though it had the Power Attack, Cleave, Great Cleave, and Improved Sunder feats.

Pox Pustules

School necromancy; **Level** druid 2, witch 2

Casting Time 1 standard action

Components V, S, M (leaves from a toxic plant)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 minute/level

Saving Throw Fortitude negates; **Spell Resistance** yes

You inflict a painful, itching rash on the target creature. The target is sickened and takes a -4 penalty to Dexterity (this penalty cannot lower Dexterity below 0). The target can spend a move action scratching furiously at the rash to remove the sickened condition (but not the Dexterity penalty) until the start of its next turn.

RAY OF SICKENING

School necromancy; **Level** cleric 1, druid 1, sorcerer/wizard 1, summoner 1, witch 1

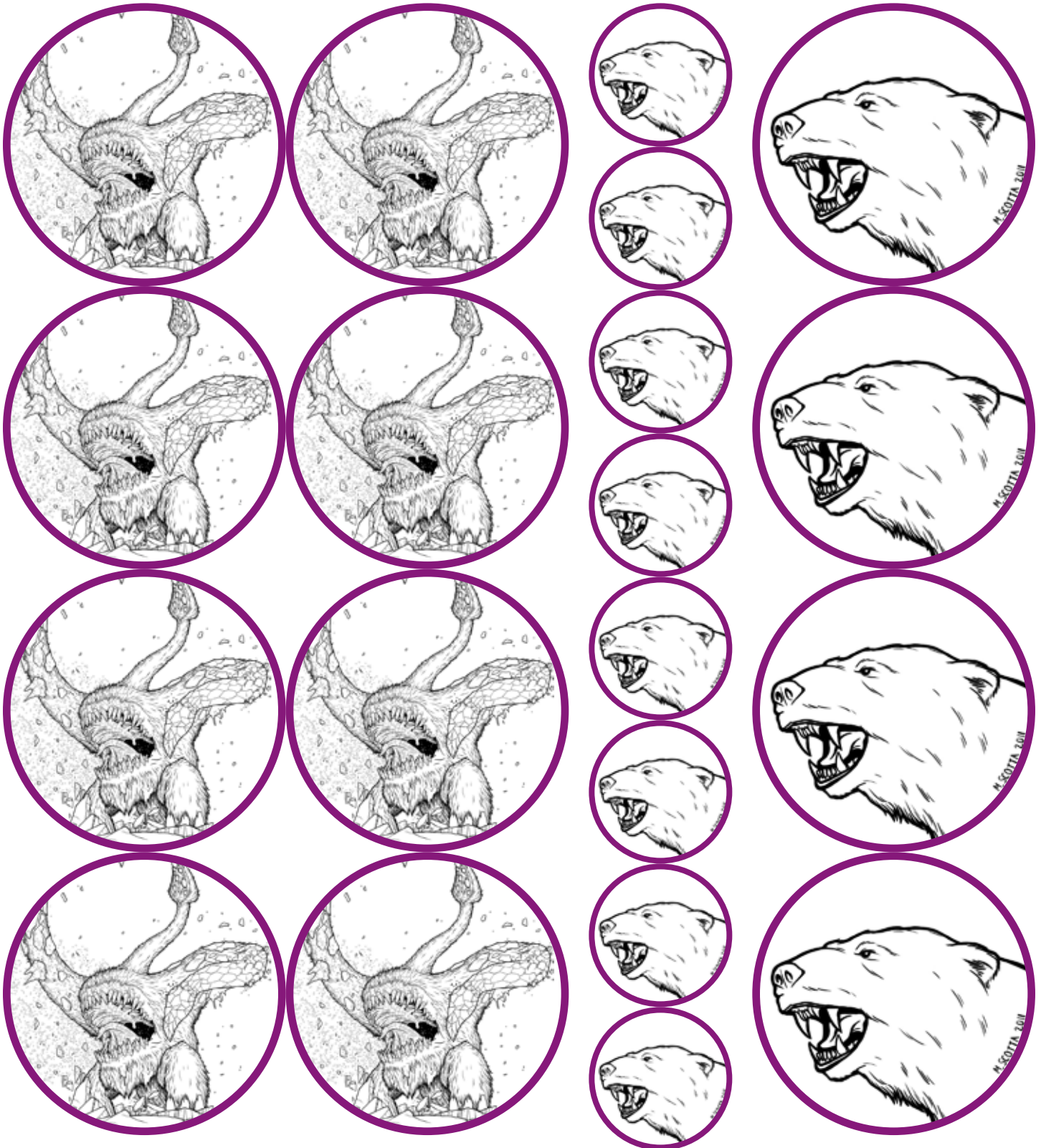
This spell functions as *ray of exhaustion*, except the target is sickened if it fails its save and unaffected if it makes its save.

Open Game Content: All text on pages 1 - 7 are open game content.

The **Open Game License** for the Otyughnomicon is included in a separate file.



Tokens!



Gurk-rawr is available as a Small and Large token just in case, Muk-Tok's tribe has managed to tame some Dire Polar Bears (stats not provided) but if you stat him up we will put him out as an freebie