

# Otyughnomicon

## Wyvern Spawn Otyugh

**Author:** Mark Gedak

**Publisher:** Purple Duck Games

**Artist:** Michael Scotta, Marc Radle

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.

Each otyughnomicon release will include one new or updated template, a sample otyugh or two, an encounter, otyugh tokens and awesome artwork by Michael Scotta.

### ABERRATION/ 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.



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE





## WYVERN SPAWN

Wyverns, like all dragon types, can mate with nearly anything. However, their low intelligence and rapacious nature make pairings with other creatures rare, as wyverns often kill and eat any potential mates rather than coupling with them. Only wyverns with an advanced intellect (Int 10+) are likely to view smaller creatures as anything but a meal, and even then, only reptilian creatures are typically seen as possible mates.

The physical appearance of an individual wyvern spawn varies on its parentage, although all feature dusky brown scales, massive, over-developed wings, sharp teeth and claws, and a long, snaky tail tipped with a poison stinger. Wyvern spawn are almost universally brutish and evil creatures, gaining the stunted intellect and foul disposition of their draconic parent.

### Creating A Wyvern Spawn Creature

“Wyvern Spawn” is an inherited or acquired template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A wyvern spawn retains all the base creature’s statistics and special abilities except as noted here.

**CR:** Same as the base creature +1.

**Type:** Creature type changes to dragon. Do not recalculate HD, BAB, or saves.

**Armor Class:** Natural armor improves by +4.

**Special Qualities and Defenses:** A wyvern spawn gains darkvision 60 ft., low-light vision, scent and immunity to sleep and paralysis.

**Speed:** A wyvern spawn has large, well-developed wings. Unless the base creature has a better fly speed, the wyvern spawn can fly at twice its base speed with poor maneuverability.

**Melee:** A wyvern spawn gains a bite (grab) and a sting as primary attacks and two wing buffets as secondary attacks if it did not already possess them. The new attacks deal damage as appropriate for the wyvern spawn’s size (see Natural Attacks in the Pathfinder Roleplaying Game Bestiary).

**Special Abilities:** A wyvern spawn retains all the special attacks of the base creature and gains a rake attack (2 talons) when it has grappled an opponent and a poison attack on its sting (see below):

**Poison (Ex)** Sting—injury; *save* DC Con-based; *frequency* 1/round for 6 rounds; *effect* 1 Constitution damage (CR 1-5), 1d2 Constitution damage (CR 6-10), 1d3 (CR 11-15), 1d4 Constitution damage (CR 16+); *cure* 2 consecutive saves. The save DC is Constitution-based.

**Abilities:** Increase from the base creature as follows: Str

+4, Con +2, Int -2, Cha -2

**Skills:** A wyvern spawn with racial Hit Dice has skill points per racial Hit Die equal to 6 + its Intelligence modifier. Racial class skills are unchanged from the base creature’s list.

## WYVERN SPAWN OTYUGH

*This three-legged freak is mostly mouth. Three tentacles, two tipped with barbs and one with eyes, extend from its sides. From its back -- if you can call it a back -- rise two well-developed draconic wings. Between them a giant stinger attached to a serpentine tail twitches and oozes foul toxin.*

### WYVERN SPAWN OTYUGH CR 5 (XP 1,600) [GOW]

N Large dragon (augmented magical beast)

**Init** +0; **Senses** all-around vision, darkvision 60 ft., low-light vision, scent; Perception +14

#### Defense

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

**hp** 45 (6d10+12)

**Fort** +7, **Ref** +5, **Will** +3

**Immune** disease, flanking, paralysis, sleep

#### Offense

**Speed** 30 ft., fly 60 ft. (poor)

**Melee** sting +11 (1d6+6 plus poison), bite +11 (1d8+6 plus disease plus grab), 2 tentacles +7 (1d6+3 plus grab), 2 wing buffets +7 (1d6+3)

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

**Special Attacks** constrict (tentacle, 1d6+3), rake (2 talons +9, 1d6+6)

#### Statistics

**Str** 22, **Dex** 10, **Con** 15, **Int** 3, **Wis** 13, **Cha** 4

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

**Feats** Ability Focus (disease), Stealthy, Weapon Focus (tentacle)

**Skills** Escape Artist +11, Perception +14, Stealth +5 (+13 in lair); **Racial Modifier** +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.

**Disease (Ex)** Filth fever: Bite—injury; *save* Fortitude DC 17; onset 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

**Poison (Ex)** Sting—injury; *save* DC 15; *frequency* 1/round





for 6 rounds; *effect* 1 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

#### Ecology

**Environment** any temperate or warm hills

**Organization** solitary, pair, or cluster (3–4)

**Treasure** standard

#### WYVERN SPAWN OTYUGH CR 5 (XP 1,600) [CORE]

N Large dragon (augmented aberration)

**Init** +0; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

#### Defense

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

**hp** 47 (6d8+18)

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

**Immune** disease, paralysis, sleep

#### Offense

**Speed** 20 ft., fly 40 ft. (poor)

**Melee** sting +9 (1d6+6 plus poison), bite +9 (1d8+6 plus disease plus grab), 2 tentacles +5 (1d6+3 plus grab), 2 wing buffets +5 (1d6+3)

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

Special Attacks constrict (tentacle, 1d6+3), rake (2 talons +7, 1d6+6)

#### Statistics

**Str** 22, **Dex** 10, **Con** 15, **Int** 3, **Wis** 13, **Cha** 4

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

**Feats** Alertness, Toughness, Weapon Focus (tentacle)

**Skills** Fly +3, Perception +12, Sense Motive +3, Stealth +5 (+13 in lair); Racial Modifiers +8 Stealth in lair

**Languages** Common

#### Special Abilities

**Disease (Ex)** Filth fever: Bite—injury; *save* Fortitude DC 15; onset 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

**Poison (Ex)** Sting—injury; *save* DC 15; *frequency* 1/round for 6 rounds; *effect* 1 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

#### Ecology

**Environment** any temperate or warm hills

**Organization** solitary, pair, or cluster (3–4)

**Treasure** standard

Wyvern spawn otyugh likely result from a magical experiment. Most wyvern are too stupid to consider other species potential mates and tend to just gobble them up. In that regard the wyvern spawn otyugh are also driven by the need to consume. As more aggressive predators they are no longer content to live off the offal and effluvia of society, now they hunt for fresh meat.

The first hint an area has become a wyvern spawn otyugh's hunting grounds is the abduction of cattle from fields. Sometimes the announcement is a more dramatic rain of viscera from the sky as a wyvern spawn otyugh greedily chomps captured prey to bits in the air. Most civilized folk simply move out of the hunting grounds of a wyvern spawn otyugh.

## ON ROCKY PEAKS

**Environment:** Mountain valley

**Encounter Level:** 8 (4,800 XP)

**Area:** The mining town of Electrum Delve lies in the shadow of the Krazguuard Mountains. The town was founded thirty years ago when a rich vein of electrum was discovered in a series of sample excavations. The town is now the home to several families of humans and dwarves who work under the auspices of the mattock council to extract the alloy from the mountain. The mining operations have been plagued by many problems over the years, leaving many of the workers superstitious.

**Situation:** Recently, a cluster of wyvern spawn otyugh have established a nest in the Krazguuard Mountains. These three monstrosities have become a serious problem. The wyvern spawn have consumed much of the community's livestock and the citizens are preparing to abandon the area. The mattock council does not want its mining operations stopped and doesn't want its community to gain the hunted disadvantage (see the Pathfinder Roleplaying Game (c) Gamemastery Guide).

To rectify the situation, the mattock council has sent out messengers to recruit adventurers and mercenaries to deal with the problem. The council is desperate to rid themselves of the wyvern spawn and will pay up to 1,000 gp per stinger. Ultimately, they want the nest eradicated. How the player characters manage this feat is of no consequence to the council.

Each day after the players arrive, a pair of wyvern spawn raid the town to grab another cow or two before flying off to their lair. Since they wyvern spawn rarely touch the ground their lair may be difficult to locate by mundane tracking. The lair of the wyvern spawn should be within a

## Wyvern Spawn Otyugh

cavernous outcropping of rock. It should be multi-levelled with deep pits and unscalable walls to make it difficult for intruders to reach their resting spot.

### Complication

Unbeknownst to the operators of the mine, the area around Electrum Delve is infested with pugwampis. These foul little gremlins are the source of the unluck that plagues the mine, the townsfolk and the Krazguuard mountains. Pugwampis could potentially be lurking around any corner, mine shaft or mountain peak bringing unluck to the party unless they are dealt with first.

**Rewards:** In addition to the reward the council of Electrum Delve offers the player characters the wyvern spawn otyugh have gathered a number of treasures. Their partial draconic blood makes them natural hoarders.

In the cavernous lair they have a trove of treasure hidden high above the cavern floor in an outcropping hard to spot from the ground (Perception DC 32). Upon this outcropping the creatures have gathered 215 electrum pieces (local currency; 1 gp = 2 ep), 314 gold pieces, six pieces of jade (112 gp, 87 gp, 110 gp, 192 gp, 315 gp), an adamantine dagger, a *ring of climbing* and a *horn of fog*.

## ADDITIONAL MATERIAL

### ELECTRUM DELVE

N village

**Corruption** -1; **Crime** -5; **Economy** +1; **Law** -1; **Lore** -1; **Society** +5

**Qualities** Prosperous, Superstitious

**Danger** +0; **Disadvantages** none

### Demographics

**Government** council

**Population** 174 (100 human, 53 dwarf, 21 other)

### Notable NPCs

- Brother Parsons (NG male human cleric 1<sup>st</sup>)
- Council Member Garak Quial (N male human expert 4<sup>th</sup>)
- Mine Boss Stele Goldhammer (N female dwarf expert 6<sup>th</sup>/fighter 3<sup>rd</sup>)

### Marketplace

**Base Value** 650 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 1st

**Minor Items** 2d4 items; **Medium Items** 1d4 items; **Major Items** --

## THE PUGWAMPI INFESTATION

According to the rules an infestation contains 13-20 general pugwampis with 1-3 druids of 1<sup>st</sup> through 3<sup>rd</sup> level, a leader fighter of 2<sup>nd</sup> to 4<sup>th</sup> level, 2-8 trained stirges and 2-5 trained baboons. The stats for this pack of foes are presented below for your convenience.

### GREMLIN, PUGWAMPI CR 1/2 (200 XP)

NE Tiny fey

**Init** +5; **Senses** darkvision 120 ft., low-light vision; Perception +6

**Aura** unluck (20 ft.)

### Defense

**AC** 13, touch 13, flat-footed 12 (+1 Dex, +2 size)

**hp** 6 (1d6+3)

**Fort** +0, **Ref** +3, **Will** +4

**DR** 2/cold iron; **SR** 7

### Offense

**Speed** 30 ft.

**Melee** dagger +3 (1d2-4/19-20)

**Ranged** shortbow +3 (1d3-4/×3)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Spell-Like Abilities** (CL 1st; concentration -1)

At will—*prestidigitation*, *speak with animals*

1/day—*shatter* (DC 10)

### Statistics

**Str** 3, **Dex** 13, **Con** 11, **Int** 10, **Wis** 14, **Cha** 6

**Base Atk** +0; **CMB** -1; **CMD** 5

**Feats** Improved Initiative, Toughness<sup>B</sup>, Weapon Finesse<sup>B</sup>

**Skills** Bluff +2, Craft (traps) +4, Disable Device +2, Perception +6 (+2 listening), Ride +2, Stealth +17; **Racial Modifiers** +4 Stealth, -4 Perception when listening

**Languages** Gnoll, Undercommon

### Special Abilities

**Unluck Aura (Su)** A pugwampi radiates an aura of unluck to a radius of 20 feet. Any creature in this area must roll two d20s whenever a situation calls for a d20 roll (such as an attack roll, a skill check, or a saving throw) and must use the lower of the two results generated. This is a mind-affecting effect that does not work on animals, other gremlins, or gnolls. Any character who gains any sort of luck bonus (such as that granted by a *luckstone* or *divine favor*) is immune to the pugwampi unluck aura.

### Ecology

**Environment** warm hills

**Organization** solitary, pair, mob (3-12), or infestation (13-20 with 1-3 druids of 1st-3rd level, 1 fighter leader of 2nd-4th level, 2-8 trained stirges, and 2-5 trained baboons)



**Treasure** standard (dagger, shortbow with 20 arrows, other treasure)

Mean, dog-faced, and cowardly, pugwampis are loved by no one—not even other gremlins. These gremlins take disproportionate amounts of enjoyment from the accidents and missteps of other creatures, often going to great lengths to manufacture the perfect deadfalls or stumbling blocks. They then wait nearby, both to laugh at the inevitable mishaps and to make sure their personal unluckiness is passed off on their victims.

Pugwampis live in caves or ruined buildings, occasionally venturing forth to find victims upon which to inflict their sick senses of humor. Their “jokes” tend to involve spikes and excrement, or sometimes pits full of spiders or campsites that flood with swamp water. Certainly only the pugwampis consider their jokes funny. As all pugwampis are somewhat deaf, when not trying to be stealthy, they tend to scream and yell loudly so they can hear themselves and each other.

#### **Pugwampi Spiritual Leader CR 2 (600 XP)**

Pugwamphi Mountain Druid 3<sup>rd</sup>

NE Tiny fey

**Init** +7 (+8 mountains); **Senses** darkvision 120 ft., low-light vision; Perception +9

**Aura** unluck (20 ft.)

#### **Defense**

**AC** 17, touch 15, flat-footed 14 (+3 Dex, +2 size, +2 shield)

**hp** 23 (1d6+3d8+7)

**Fort** +4, **Ref** +6, **Will** +9

**DR** 2/cold iron; **SR** 9

#### **Offense**

**Speed** 30 ft.

**Melee** mwk dagger +8 (1d2–4/19–20)

**Ranged** mwk shortbow +8 (1d3–4/×3)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Spell-Like Abilities** (CL 3<sup>rd</sup>; concentration +2)

At will—*prestidigitation*, *speak with animals*

1/day—*shatter* (DC 10)

**Spells Prepared** (CL 3<sup>rd</sup>, concentration +7)

2<sup>nd</sup>—*heat metal*, *summon swarm*

1<sup>st</sup>—*ant haul*, *cure light wounds*, *longstrider*

At-will—*detect magic*, *detect poison*, *resistance*, *stabilize*

#### **[Statistics]**

**Str** 1, **Dex** 17, **Con** 12, **Int** 10, **Wis** 18, **Cha** 8



**Base Atk** +2; **CMB** +3; **CMD** 6

**Feats** Combat Reflexes, Improved Initiative, Toughness<sup>B</sup>, Weapon Finesse<sup>B</sup>

**Skills** Bluff +2, Climb +9 (+10 mountains), Craft (traps) +4, Disable Device +2, Knowledge (nature) +8, Perception +9 (+10 mountains, +5 listening), Ride +2, Stealth +17 (+18 mountains), Survival +12 (+13 mountains); **Racial Modifiers** +4 Stealth, –4 Perception when listening, uses Dexterity for Climb

**Languages** Druidic, Gnoll, Undercommon

**SQ** mountaineer +1, nature bond (baboon), nature sense, sure-footed, wild empathy +2

**Gear** darkwood shield, *elixir of hiding*, *scroll of entangle*, *scroll of cure light wounds*, 27 gp

#### **[Special Abilities]**

**Unluck Aura (Su)** A pugwampi radiates an aura of unluck to a radius of 20 feet. Any creature in this area must roll two d20s whenever a situation calls for a d20 roll (such as an attack roll, a skill check, or a saving throw) and must use the lower of the two results generated. This is a mind-affecting effect that does not work on animals, other gremlins, or gnolls. Any character who gains any sort of luck bonus (such as that granted by a *luckstone* or *divine favor*) is immune to the pugwampi unluck aura.

#### **Baboon Companion**

NE Small animal

**Init** +4; **Senses** low-light vision; Perception +1

#### **Defense**

**AC** 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)

**hp** 19 (3d8+6)

**Fort** +4, **Ref** +6, **Will** +2

**Defensive Abilities** evasion

#### **Offense**

**Speed** 30 ft.

**Melee** bite +4 (1d4+1)

#### **Statistics**

**Str** 13, **Dex** 16, **Con** 12, **Int** 2, **Wis** 12, **Cha** 7

**Base Atk** +2; **CMB** +2; **CMD** 15

**Skills** Climb +12, Intimidate +5

**Feats** Skill Focus (Intimidate), Toughness

**SQ** link, share spells, bonus tricks (attack, defend)



## PUGWAMPI WAR CHIEF CR 3 (800 XP)

Pugwampi Fighter 4<sup>th</sup>

NE Tiny fey

**Init** +5; **Senses** darkvision 120 ft., low-light vision; Perception +7

**Aura** unluck (20 ft.)

### Defense

**AC** 18, touch 13, flat-footed 17 (+5 armor, +1 Dex, +2 size)

**hp** 40 (1d6+4d10+15)

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

**DR** 2/cold iron; **SR** 10

### Offense

**Speed** 30 ft.

**Melee** +1 dagger +11 (1d2/19–20)

**Ranged** mwk shortbow +10 (1d3–4/x3 plus medium spider venom poison)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Spell-Like Abilities** (CL 1st; concentration –1)

At will—*prestidigitation*, *Speak with animals*

1/day—*shatter* (DC 10)

### Statistics

**Str** 4, **Dex** 17, **Con** 15, **Int** 12, **Wis** 16, **Cha** 4

**Base Atk** +4; **CMB** +5; **CMD** 13

**Feats** Far Shot, Improved Initiative, Point Blank Shot, Precise Shot, Step Up, Toughness<sup>B</sup>, Weapon Finesse<sup>B</sup>, Weapon Focus (dagger), Weapon Specialization (dagger)

**Skills** Bluff +1, Craft (traps) +9, Disable Device +1, Handle Animal +4, Intimidate +4, Perception +7 (+3 listening), Ride +3, Stealth +18; **Racial Modifiers** +4 Stealth, –4 Perception when listening

**Languages** Gnoll, Undercommon

**SQ** armor training 1, bravery +1

**Gear** +1 chain shirt, quiver of poison (medium spider venom), potion of cure serious wounds, wyvern stinger necklace (15 gp), a small pouch of human finger bones, a cape and a tiny helmet.

### Special Abilities

**Unluck Aura (Su)** A pugwampi radiates an aura of unluck to a radius of 20 feet. Any creature in this area must roll two d20s whenever a situation calls for a d20 roll (such as an attack roll, a skill check, or a saving throw) and must use the lower of the two results generated. This is a mind-affecting effect that does not work on animals, other grem-lins, or gnolls. Any character who gains any sort of luck bonus (such as that granted by a *luckstone* or *divine favor*) is immune to the pugwampi unluck aura.



## TRAINED BABOONS

A trained baboon does not differ from the statistics presented above except they have been trained for the general purpose of hunting.

## TRAINED STIRGES

A trained stirge does not differ from the statistics presented in the Pathfinder Roleplaying Game Bestiary except that they have been trained for the general purpose of fighting.

## QUIVER OF POISON (MEDIUM SPIDER VENOM)

**Aura** moderate necromancy; **CL** 6<sup>th</sup>

**Slot** --; **Price** 7,500 gp; **Weight** 2 lbs.

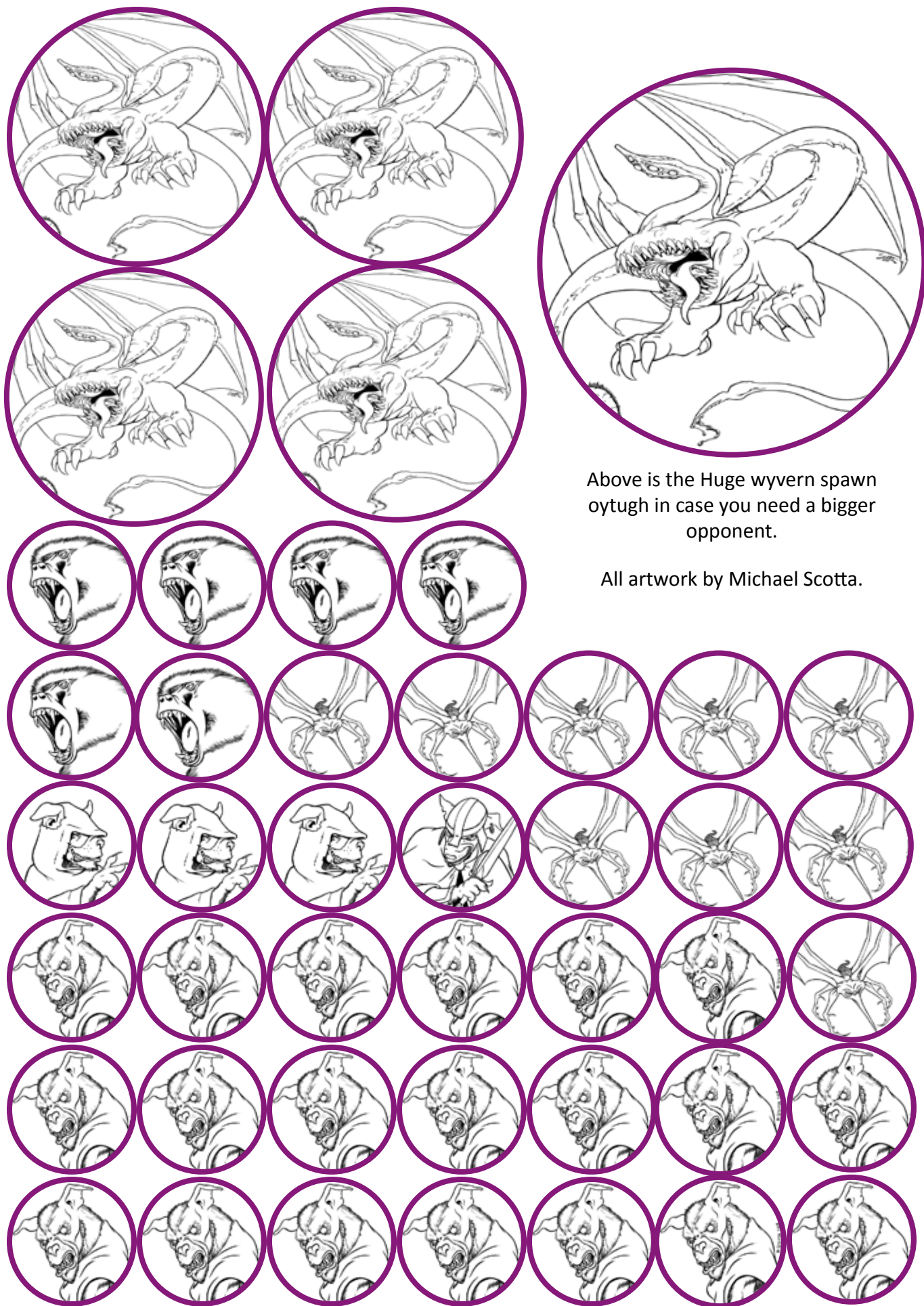
### Description

This arrow container is made of a black water-proof hide that oozes toxin on the interior. Three times per day, when an arrow is drawn for use it will be imbued with medium spider venom. The possessor of the quiver of poison has no risk of accidentally poisoning himself... even if he accidentally shoots himself with it.

### Construction

**Requirements** Craft Wondrous Item, poison; **Cost** 3,750 gp





Above is the Huge wyvern spawn  
oytugh in case you need a bigger  
opponent.

All artwork by Michael Scotta.