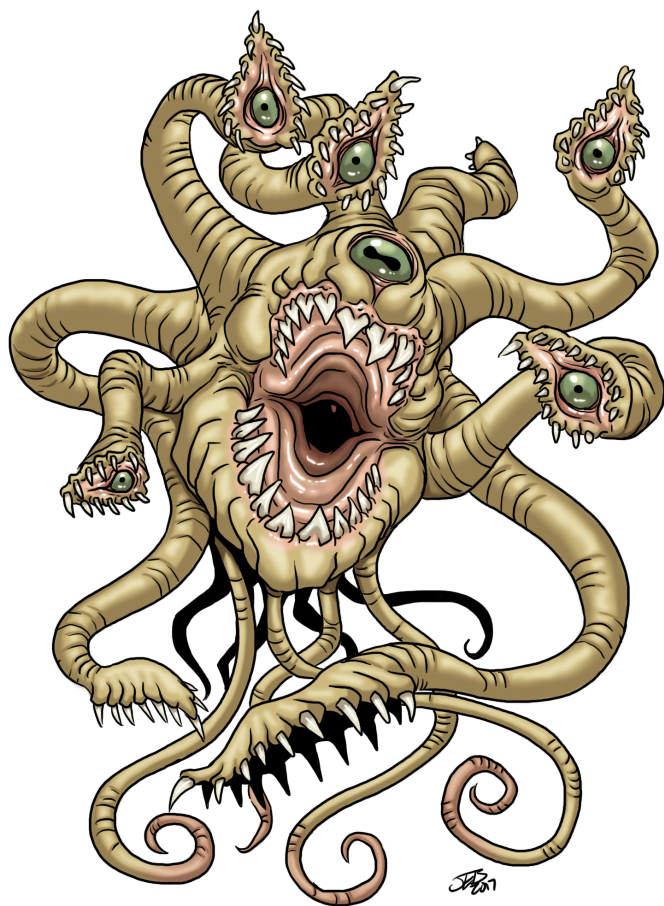


OTYUGHS OF Porphyra



The Watch by Mark Gedak, Perry Fehr



The Watch

This three-legged freak is mostly mouth, though a huge central eye looms above its maw. Three tentacles, two tipped with barbs and one with eyes, extend from its sides. Six segmented eye-stalks extend from its upper surface, and tiny glaring eyes gaze out from the end of each.

The Watch (CR 6; XP 2,400)

Eye king otyugh

LN Large magical beast

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

Defense

AC 17, touch 9, flat-footed 17

(+8 natural, -1 size)

hp 45 (6d10+12)

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

Immune disease

Offense

Speed 30 ft., fly 15 ft. (perfect)

Melee bite +11 (2d6+6 plus disease), 2 tentacles +6 (1d3+3 plus grab)

Ranged touch eye rays +6 (spell effect [see below])

Space 10 ft.; **Reach** 5 ft.

Special Attacks central eye beam (*zone of truth*, W-DC 12), constrict (tentacle, 1d6+3)

Eye Rays (CL 6th)

At will—*agonizing rebuke* (W-DC 13), *arrow of law* (W-DC 12), *bane* (W-DC 11), *blinding ray* (F-DC 12), *inflict light wounds* (W-DC 11)

Statistics

Str 22, **Dex** 10, **Con** 15, **Int** 9, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +13 (+17 grapple); **CMD** 21 (23 vs. trip)

Feats Ability Focus (disease), Stealthy, Weapon Focus (eye rays)

Skills Escape Artist +2, Fly +6, Perception +14, Stealth -2 (+6 in urban);

Racial Modifier +4 Perception, +8 Stealth in urban

Languages Common, Femanx

Ecology

Environment urban

Organization solitary, partners, or patrol (3–4)

Treasure standard

Special Abilities

Central Eye Beam (Su) When the Watch's central eye is open, it constantly produces a magical emanation of *zone of truth* in a 100-foot cone. The save DC for the central eye beam's effect is Charisma-based.

Disease (Ex) Sanctioning fever: Bite—injury; *save* Fortitude DC 16; *onset* 1d3 rounds; *frequency* 1/day; *effect* 1d2 Cha, 1d2 Dex damage, and may not make Bluff or Stealth checks; *cure* 2 consecutive saves. The save DC is Constitution-based; the diseases carried by otyughs, such as the Watch, are modified by their unique and magical physiology so the DCs are calculated and do not use standard values.

Eyestalks (Ex) The Watch has a roughly spherical body with a single central eye on the front of its body. It has a six eyestalks that protrude from the top of its head. The Watch has a primary eye ray attack with each of its eyestalks. It can aim only one-third of its eyestalks in any one 90-degree arc (up, forward, backward, left, right, or down); the other eyestalks must aim in different directions.

Eye Rays (Su) Each of the Watch's eye stalks produces a single spell-like effect as a ray at will once per round as a free action. Each ray has a range of 100 feet. All save DCs are Charisma-based.

The Watch is an elite law enforcement unit within the Advent Imperiax, composed entirely of mutated otyughs tasked both with keeping an “eye” on targets and situations that have been deemed important or sensitive by the femanx Triumvirate. These creatures are bred and altered within the Hall of Aberrations in the College of Exotic Zoology in the learning district, likely with powerful energies brought with the space-travelling femanx people in their great intergalactic ship. Their handlers are a separate caste of socio-zoologists titled ‘Watch-Hands’ that disseminate and distribute information gleaned from the bizarre, dedicated creatures, and the system is an efficient one within the Imperiax.

As their status is a state secret, no one knows exactly how many members of the Watch exist, but it is not uncommon to see at least one Watch patrol near any group of freedom-delayed dhosarian assets (aka slaves of the Imperium) at work within the domed walls of its cities. There are large numbers of Watch also present to assist and protect any agents of the Opal Throne present in the Imperiax. Watch are fed a special slurry by their handlers, but will take advantage of the presence of garbage or carrion on occasion, showing that they have not totally forgotten their origins.

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