Many of the Monster ENCyclopedia entries so far have been creatures you would not want to hug. A hug from a drider or a kraken would be repulsive. Hugging a catobleplas would be deadly.

This next entry has three (or two) legs, two (or more) grabby tentacles, a sensory stalk with two (or three) eyeballs, and a large orifice which it uses for eating, excreting and reproducing. It lives in poop. It eats poop. Dose yourself with typhus vaccine, and climb down into the sewerage tank to meet another “don’t hug” creature: the otyugh.
is the fifteenth entry in an alphabetical browse through a hypothetical Utterly Complete Monster Manual.

Origins

The otyugh does not seem to have one particular mythological inspiration. Researching possible origin stories online turns up some interesting theories. On his The Lands of Ara blog, Carter Soles speculates that the otyugh may have been inspired by Wars trash compactor monster (a dianoga) based on the proximity of the release dates of A New Hope and the Monster Manual.

There is also a Dragonsfoot thread which points out some interesting visual similarities between some early D&D creatures and the monsters in the 1960 film Battle Beyond the Sun (a re-edited version of the original Soviet film Nebo Zovyot).

Both of these are appealing theories, but the first appearance of anything in the otyugh family actually predates the Monster Manual by six months. In the description of one of the rooms in the obscure 1977 release Dungeon Geomorphs, Set Two: Caves: there hides an aurotyugh.

As the name hints, this otyugh is made of metal. It is a pile of gold, and attacks as soon as it is approached. The aurotyugh is a powerful creature with 18 Hit dice and an Armor Class of 3. Each attack does 3-18 hp of damage and reduces its opponent's AC by one. This is because it has a special ability to soften hard things. The creature itself is worth more than it in gold, a whopping 25,000 gp, plus an additional 30,000 gp if its diamond teeth are carefully extracted (but only 5,000 gp if hastily pulled).

From this description, it seems as if the aurotyugh has more in common with a rust monster or a mimic than an otyugh, but its name certainly qualifies it for inclusion in a treatise on the
Both the otyugh and the neo-otyugh made their first appearance in the *Monster Manual*, but if you rushed out to buy a copy in December 1977, you’d have gotten a copy without a picture of the otyugh. A number of illustrations were only added to the *Monster Manual* in later printings, so while the first print included two illustrations of the neo-otyugh, the otyugh illustration was only added to the fourth print in August 1979.

An otyugh has a roundish torso, with three stumpy legs, two tentacle arms and a sensory stalk which houses its eyes. The tentacles have sharp ridges and are capable of delivering forceful blows. It has a large sucker-like mouth on one side of its torso; this is filled with many teeth. Someone bitten by an otyugh is very likely to contract typhus, an infectious bacterial disease.

Otyughs are omnivorous scavengers, eating dung, offal and carrion, as well as fresh meat when it is available. Only rarely will more than one otyugh be encountered at the same time, but they are frequently found partnered with more powerful creatures, living in their piles of rubbish and droppings. They have no interest in treasure, but sometimes guard the valuables of others.
Otyughs' sensory stalks have sensitive eyes which they hold above the piles of offal they typically lurk in. They are never surprised, but are averse to sunlight or other bright light, and are consequently usually found underground. As well as being able to speak their own unique language, otyughs are “semi-telepathic” and can communicate with other species when they want to.

Mechanically, an otyugh is a small to medium, uncommon monster, with an armor class of 3, and 6-8 hit dice. It has three attacks, two tentacle attack which do 1-8 damage each, and a bite attack which does 2-5 damage and inflicts disease 90% of the time. An otyugh has low to average intelligence, neutral alignment and is slow moving (6").

The neo-otyugh is just a rarer, bigger, more powerful otyugh; large in size, reaching eight feet in diameter and three feet tall. This seems quite short for a large creature, and doesn't match its apparent size in one of the illustrations. It has 9-12 hit dice and a tougher hide, giving it an armor class of 0. The tentacles of an otyugh do 2-12 damage each, but it seems to have a smaller mouth so does only 1-3 damage with a bite. Like its smaller sibling, the neo-otyugh is never surprised. It is more intelligent and has telepathic skills, but is reportedly more aggressive than the otyugh.

The first set of Monster Cards reveals the colour of a neo-otyugh and it is unsurprising murky brown. There is what looks like a more pronounced sucker at the end of its sensory stalk, and damage done by the tentacles is described as both smashing and lacerating. The creature's size has been adjusted to be between nine and twelve feet tall.
Dragon #93 pegs the pronunciation of otyugh as “AT-yug”, according to Treasure of the Wilds in Dragon #137, the value of an otyugh hide is 500 gp, while that of a neo-otyugh is worth 700 gp.

Ed Greenwood authors The Ecology of the Gulguthra in Dragon #96. Gulguthra (meaning “dung-eater”) is the collective term for otyughs and neo-otyughs. Most of the article is the story of a Lord who disposes of family enemies by pushing them off balcony into the kitchen refuse pit where an otyugh dwells. A half-page of notes at the end provides more detail of the otyugh anatomy and abilities.

An otyugh’s body is described as lumpy and primarily brown in colour with mottled purple and green shades. The tentacle flesh-coloured and terminate in heart-shaped gripping ends. They can grow up to fourteen feet long. A tentacle can either be used to make a slapping attack (1-8 damage) or alternatively, can grab an opponent and do constriction damage (2-4 damage until the hold is broken). Otyughs are terrifically strong (equivalent to a human strength of 18), capable of flinging aside even armored warriors. Neo-otyughs like to use grappled opponents as shields against attacks from other opponents. Groups of four or more people might give them pause, but they will happily attack three or fewer opponents.

An otyugh’s mouth serves both as the entry point for food, an exit point for waste, which it spits back out. This explains the high chance of disease resulting from the creature’s bite. Otyughs themselves seem to be either immune or at least highly resistant to diseases.

The sensory stalk is segmented and constantly swivels, enabling the two yellow-purple eyes located on the same side of the stalk detect anything nearby. An otyugh has both ultravisic and infravision out to 90 feet. The sensory stalk continues to operate even when the otyugh is in a semi-dormant sleep state. In bright light, the eyes narrow to mere slits, causing the creature discomfort.

Perhaps thankfully, given their habitat, otyughs have a poor sense of smell. This leaves them unable to track prey. The range of an otyugh’s telepathy is 40 feet, and that of a neo-otyugh is 60 feet. The neo-otyugh’s higher intelligences facilitates more sophisticated communication but it is unusual for either creature to initiate conversation.

According to the Ecology article, otyughs mate every seven during winter, usually in ancient bone pits deep underground where many otyughs gather to reproduce. They are hermaphroditic creatures producing a jellylike “eggmass” as well as being fertilizing the egg of another otyugh. An otyugh certainly re-
fertilize the eggs of another otyugh. An otyugh certainly gets a lot of use out of its large orifice. It expels its own eggmass from its mouth and takes in the eggs of another otyugh to fertilize them.

The eggs hatch into a miniature otyugh after only a week, and it immediately sets off into the world. The type of otyugh depends on the eggmass. An eggmass produced by an otyugh grows into an otyugh, and that produced by a neo-otyugh produces a neo-otyugh, but any type of otyugh can fertilise any eggs, just not its own. A young otyugh has only 3-5 hit dice, weaker tentacles (equivalent to 16 strength, doing only 1-6/1-6 damage) and weaker bite (1-4 damage) but has all of the other abilities of an adult. It will grow to adulthood in four months, and will return to its birthplace again when the time comes for it to produce of its own.

Otyughs appear fairly infrequently in 1st Edition adventures. They are mentioned in passing as a creature that might be encountered in an extended campaign using *I1: Dwellers in the Forbidden City* and otyughs and neo-otyughs are both listed in the random encounter tables for the Black Abyss in *I5: Lost Tomb of Martek*. The adventure *L3: Deep Dwarven Delve*, released as part of the Silver Anniversary TSR Collector's Edition set, includes an otyugh encounter which is unremarkable except for the fact that the stench from the garbage pit in which it resides is strong enough to have the same nausea-inducing effect as a ghast's aura.

*R4: Doc's Island* gives us the first otyugh with a name, as the fire giant family living on the island affectionately refer to the one living in their bathroom as “Thing”. Thing isn’t hostile and will only attack if threatened.

The neo-otyugh living with a group of bugbears in *RPGA4: The Elixir of Life* is a little more aggressive and cunning, hiding until the adventurers pass it before moving to block their only means of escaping the area. *T1-4: Temple of Elemental Evil* has bugbears in a less amenable otyugh relationship. Their otyugh previous of the tribe, so the bugbears now steer clear of it. Perhaps this otyugh is a more aggressive individual, there is a fair treasure in its heap. Some of the treasure is poking out and guaranteed to lure in any passing adventurers.

In *I8: Ravager of Time*, a neo-otyugh silently patrols a swamp at night with only its eye-stalk visible as it hunts for prey. The sirines living on the bank of the adjoining lake call the creature “Kli-Qwerg”. The Lands of Deeperth detailed in the *Dungeoneer’s Survival Guide* include otyughs and neo-otyughs living in Cathedral Caverns and scavenging in the Outpost of the Illithids. In one of the adventures in *I13: Adventure Pack I*, there is a young otyugh. It has made a fairly poor choice of lair, near to a colony of giant ants, and while it snacks on an occasional slow ant, hunger regularly forces it to leave its cave to hunt for other food.

The most detailed encounter with otyughs in 1st Edition is
The most detailed encounter with otyughs in 1st Edition is in *The Book of Lairs II* which dedicates a two page spread to a family of three living in a city’s waste system. Adventurers following one of the suggested plot hooks down into the sewers will reach an area notable both for its stench, and for the absence of other vermin. The rat population has learned to avoid the otyughs, each of which occupies its own cesspool. One of the otyughs extends its eye-stalk into an empty helm, creating the impression that the helm itself has eyes. The largest of the otyughs uses both treasure and telepathy to lure explorers to their death. If the sight of a glowing sword heap doesn’t bring someone closer, it will broadcast telepathic messages of distress, pretending to be a badly injured human. The three otyughs will work as a team if necessary, co-ordinating their efforts telepathically. They will improvise ranged attacks by flinging dung at spellcasters to disrupt spells, and they even have one of the tunnels rigged to collapse behind them, if they need an escape route.

One final amusing factoid from the AD&D era is that the *Official AD&D Paints* produced by Polly’s Colors in 1979 included “Otyugh Brown” as one of the colors in the paint set.

### 2nd Edition

The otyugh and neo-otyugh appeared in the looseleaf *Monstrous Compendium Volume Two* as well as being reprinted in the *Monstrous Manual*. They share a page, and get an expanded description which incorporates most of the material from the *Ecology* article. There are a few changes, and many additions.

In colour, they have brownish gray skin, but may appear dung-coloured because that’s what constantly covers them. Their size is now given as six to seven feet in diameter (otyugh) or eight feet in diameter (neo-otyugh). They still have three legs (despite the picture) so can pivot quickly, even with their slow speed. Their tentacles are covered with rough thorn-like projections. The otyugh’s sensory stalk now has three eyes (instead of two), and the text clarifies that the stalk serves as the receiver/transmitter for the creature’s telepathy.

The otyugh’s grab attack, and the neo-otyugh’s use-an-adventurer-as-shield tactic mentioned in the *Ecology* article are given their own little subset of rules and modifiers in typical 2nd Edition fashion. The otyugh’s bite now inflicts a non-specific debilitating (80%) or fatal (20%) disease.

The language of the otyughs is described as a mixture of sound and non-verbal communications -- eye-stalk movements or emission of particular smells. Telepathic conversation is limited to simple feelings and emotions. Typical topics include the current temperature and how uncomfortable that makes the otyugh, how annoyingly bright that light is, how hungry the otyugh is feeling, and the possibility of imminent death for its conversation partner.
Their habitat is varyingly specified as “subterranean”, “ruins and dungeons”, and “under piles of offal”. They will attack if they feel threatened, or if they get hungry. Otyughs might now be persuaded not to attack in return for promises of friendship and food, still frequently team up with other dungeon denizens. The reproductive cycle has dropped from seven years to mating annually. The pronunciation of “AT-yug” given in Dragon contradicted by a new pronunciation given as “Aw-tee-ug”.

Some 2nd Edition pictures of otyughs takes liberties with the creature’s appearance. The illustration in the Monstrous Compendium Volume Two gives the otyugh only two legs, instead of a sensory stalk with two or three eyeballs, there are two small individual eyestalks attaching the eyes to the top of the otyugh's head.

The colour picture on card #254 of the 1992 Trading Card set is also of a bipedal otyugh, and this specimen appears to have a combined stalk protruding from the top of its head, splitting into two small stalks that end as two short spiked tentacles with a central spiked eyestalk housing.
two short, spiked tentacles and a central spiked eyestalk housing three eyes. The Monstrous Manual gets the eye-stalk, number of eyes and tentacles consistent with the text, except possibly number of legs, and the sudden appearance of what look like long claws as toes.

Monstrous Manual (1993)

The Complete Ranger's Handbook lists an otyugh as a potential unique follower for an underdark ranger, and rates it a having “medium” trainability. The Complete Paladin's Handbook confirms that a paladin’s immunity to disease includes the effects of otyugh’s bite. Player's Option: Combat & Tactics gives an otyugh as an example of a creature without a rear or flank when using optional threatening rules.

CR5: Deck of Encounters, Set Two describes a neo-otyugh who progressed from using an adventurer as a shield, to using an adventurer as a striking weapon, thus injuring two people (for 2-12 damage each).

In Axe of the Dwarvish Lords, the goblins living in Radruuad have a neo-otyugh as an ally. Brought by the goblins when they into the stronghold, this is an exceptionally powerful neo-otyugh of huge size. The variant statistics are perhaps a nod to the greater range of monster sizes supported by the 3rd Edition rules, which were in development at the same time this adventure was produced.

**3rd Edition**

The otyugh features in the first 3rd Edition *Monster Manual* the changes from 2nd Edition are minor and mechanical it slightly less damage (1-6/1-6/1-4 down from 1-8/1-8/2-5), improved grab with 1d6 constriction damage, alertness (re "never surprised"), and, reversing earlier lore on poor olfactory abilities, the Scent special quality.


A quick check on the numbers of body parts gives these re:
- Illustration: three legs, two tentacles, one sensory stalk, three eyeballs.
- Text: three sturdy legs, two long tentacles covered in thorny protrusions, one vinelike sensory stalk, two eyeballs.

Consistency verdict: Close enough. To be fair, the text specifies that the sensory stalk also includes an "olfactory organ", so we generously conclude that an otyugh’s nose looks exactly like an eye in some subspecies.
Three eyes or two eyes plus an olfactory organ?, *Monster Manual v.3.5* (2003)

In 3rd Edition, otyughs are classified as aberrations. A typical otyugh is six feet in diameter, and weighs 500 pounds. The disease they inflict is now called filth fever, and it causes Dexterity and Constitution damage. Gone are the otyugh’s telepathic skills; now they just speak Common. Otyughs are found underground in pairs or in a cluster of up to four.

The *Monster Manual v.3.5* upgrades the otyugh by adding darkvision (60’), toughness (for a few additional hit points), weapon focus (for a +1 improvement to tentacle attacks). Ominously the otyugh’s alignment also shifts from “always neutral” to “usually neutral”.

As Skip Williams points out in *Dragon #276*, there is no neo-otyugh in the 3rd Edition *Monster Manual*. This edition involved a fairly sensible rationalisation of monsters like the neo-otyugh which differed only in size. An otyugh is a large, 6HD creature with advancement of “7-8 HD (Large), 9-15 HD (Huge)”, and both *Monster Manual* and *Monster Manual v.3.5* use the otyugh as an example of creature advancement.

The size of a 15HD otyugh increases to huge. The larger otyugh has 115 hp, instead of 36 hp. Its base attack score jumps from +4/+8 to +11/+23, and its tentacles are +14 attacks for 1d8+4 damage. The advanced otyugh’s bite does 1d6+2 damage, and its constriction damage is 1d8+4. It gains the Great Fortitude, Improved Initiative and Multiattack feats, as well as higher Strength and Constitution, but slightly lower Dexterity.
An elf uses the Arcane Strike feat to deal extra damage to an otyugh, Complete Warrior (2003)

The Monsters With Class article in Dragon #292 pegs the otyugh’s Effective Character Level (ECL) as 9. In case you are keeping track, that compares to a nightmare’s ECL of 10, the drider’s 11, the lamia’s 12, the ettin’s 15, the barghest’s 25 and the kraken’s. Basically playing almost any other monster covered so far in the Monster ENCyclopedia is better than playing an otyugh.

Urban Druids in Dragon #317 suggests an otyugh as an alternate companion for a high level urban druid. The beast heart adept prestige class in Dungeonscape has an option for an otyugh monstrous companion. The fleshwarper prestige class in I Madness includes the secret of the otyugh as one of the elder secrets available to the class. The secret grants immunity to disease. Advice in Dragon #318 rules that creatures that carry diseases are generally immune to those diseases, so an otyugh cannot be infected with filth fever by a dire rat, for example.

A trio of orcs battle to rescue a gnome from the clutches of an otyugh, Races of Eberron (2005)

Life’s Bazaar was the first module in Dungeon’s Shackled City adventure path series, which began in Dungeon #97. The main opponent in the adventure is Kazmojen, the product of a mad wizard’s attempts to crossbreed dwarves and trolls. One of his servants is an otyugh named Xukasus, who has been polymorphed into an ogre by a magical trap. Xukasus has taken to his ogre form and learned to fight with a falchion. He lives in a room spattered with disgusting remains. Some of the older rubbish has hardened into the rough shape of a chair.

A petrified otyugh pops up again in the seventh module in the series, Lords of Oblivion (Dungeon #111), in the art treasury of the beholder Vhalantru.

The second Dungeon adventure path was the Age of Worms advanced otyugh features in the third module in that series, Encounter at Blackwall Keep. This otyugh has been reared
of lizardfolk since it was small, and some parts of the lair have become a tight fit. It has learned to speak the Draconic tongue of the lizardfolk rather than Common. In the Age of Worms ad path’s Free City, “otyugh” is the name given to a set of three of the popular dice game Spellbones (described in Dragon #3). In the Free City, there is a stuffed otyugh outside Ret’s Taxi. Ret is good at his craft, and would charge 300 gp to stuff an otyugh.

Heroes of Battle suggests that otyughs can be found scavenging ancient battlefields. The Player’s Handbook II mentions that the Restenford Guild of Insurers, Solicitors, and Beggars employed an otyugh assassin. Complete Scoundrel details a legendary site known as the Otyugh Hole below the cells of Saint’s Cudgel prison. Surviving a prolonged period in the Hole grants a special boon, but despite the name, Otyugh Hole doesn't actually contain any otyughs.

4th Edition

The 4th Edition otyugh depicted in the Monster Manual is consistent in appearance with 3rd Edition, but it is a physically more powerful and less intelligent beast. Not only does the otyugh have no telepathic abilities, but it has lost even the ability to speak.

Otyughs are said to never cooperate with other otyughs. They still ally with other monsters, but only rarely. Somehow the description makes them sound even more disgusting than previously. Otyughs that manage to capture live prey as an alternative to eating carrion will now bury the fresh meat, and dine on it once it has started to rot.

Mechanically, the otyugh has gained a stench aura, a +10 bonus to Stealth checks while lurking in refuse, and for the first time, a swim speed equal to its walking speed. The otyugh attacks with a tentacle or its diseased bite. The bite still inflicts filth fever, but there is now a 4th Edition style disease tracker included in the otyugh’s entry and the disease affects AC, Fortitude, Reflex and healing surges.
Otyughs feature significantly in *The Radiant Morn* (*Dungeon* #183). The adventure involves a cult of the Archdevil Baalzebul, and the first encounter is an ambush with two otyughs hidden in pits. The final encounter also features otyughs, two ordinary ones, and the leader of the cult, whose human appearance turns out to be an illusion. The text suggests that when he is first revealed, the DM should “provide a suitable description of tentacles bursting through clothing, the head reshaping into a gaping maw, and the body swelling into a bloated monstrosity, all accompanied by a burst of terrible stench, questionable fluids, and thousands of biting insects which swarm around him”. Enchanté!

*Dungeon* #183 (2010)

The fake leader is a charnel otyugh, a variation we’ll cover later. The features of the area in which the cult leader is found include a stinking river of offal, pouring from a large pipe, and a statue from whose mouth an endless stream of slugs slithers.

The *Essentials* series *Monster Vault* contained an updated otyugh, as well as detailing the charnel otyugh variation, and even added back the neo-otyugh. Changes to the vanilla otyugh are minor - more damage (tentacles do 2d8+6 instead of 1d8+6), the replacement of the spying eye special ability with a simple +5 bonus to stealth, and a change to the way the otyugh’s bite inflicts disease. Instead of automatic infection, the target only contracts disease on a failed saving throw at the end of the encounter. The disease inflicted is now called lesser otyugh filth fever, to differentiate it from otyugh’s greater otyugh filth fever.

The 4th Edition neo-otyugh has 232 hp, tentacles that do 3d6+9 damage, and maw damage of 2d6+7. It also includes some throwbacks to earlier otyughs, gaining a limited range of telepathy, and an ability which lets it use a grabbed opponent as a shield. The neo-otyugh also has a power called disgusting lure, which forces enemies to come closer or suffer psychic damage. The alignment drift that began in the *Monster Manual 3.5* continues here, with neo-otyughs classified firmly as evil. In 4th Edition, a neo-otyugh formed when an otyugh eats the flesh of an aberrant creature, causing it to rapidly morph into a more powerful form.
The *Monster Vault* dedicates more than a page to otyugh lore, but a lot of the text is just a list of disgusting homes for otyughs: squishy nests of decaying matter, heaps of moldering plants, piles maggot-ridden bodies, pools of unidentifiable slime, pits with excrement, stagnant swamps and manure-filled animal pens. More interesting is the description of the otyugh’s ambush style. With a great splash, it is said to leap from hiding to smash two well-muscled tentacles, equipped with claws, into its prey. Disoriented and sickened foes struggle to overcome their nausea for long enough to fight. Wait, what was that about tentacles equipped with claws?

**Claws or spikes?, *Monster Vault* (2010)**

The utility of a using an otyugh as a guard beast is also covered in the expanded description. Apparently some otyugh owner underestimate how much carrion and waste is needed to sustain an otyugh’s attention. Even a so-called “trained” otyugh might master if its wallow has become bland or tasteless. The adventure included in the *Monster Vault* set, *Cairn of the Winter King*, has an otyugh living in the garbage pit of the Winter King’s kitchen. There’s no indication that it has eaten any of the staff recently, so the kitchens are presumably producing enough waste.


**5th Edition**

The first glimpse of the 5th Edition otyugh came in the *Bestiary* the December 2012 D&D Next Playtest packet. There, the otyugh is a large aberration with 84 hit points and three attacks per round. Both tentacle attacks and the otyugh’s bite are +6 attacks, doing 1d8+4 damage. The bite does an additional 1d8 poison damage but no disease and it can grab one person in each tentacle. Grabb opponents can be slammed into submission with bludgeoning damage and a chance to stun, or used as a shield. The otyugh has limited telepathy and can communicate simple ideas to creatures.
limited telepathy and can communicate simple ideas to creatures within 100 feet able to understand a language.

The playtest rules were limited to the mechanics of the creature, with no lore or description provided. They also changed over time. The March 2013 version of the *Bestiary* dropped the *body shield* ability, and by the time the otyugh appeared in the D&D Next adventure *Dead in Thay* it had been tweaked further, with lower strength, a shorter range of darkvision, and lower damage on tentacle attacks (1d6+3), but gaining immunity to disease.

The otyugh that ended up in the 5th Edition *Monster Manual* mechanically similar to the D&D Next playtest version(s), but quite a bit more powerful. It is, in fact, the most powerful otyugh across five editions, clocking in at 114 hit points (more than three times 1st-3rd Edition). Assuming all three attacks hit, the otyugh does an average damage of 34 points per round, has two grabbed opponents and a chance to inflict disease on whomever it

This otyugh is faster than its ancestors (speed 30 ft.), and has darkvision out to 120 feet. Otyughs can speak the otyugh language once more, as well as having limited telepathy, also extending out 120 feet. This is broadcast-only telepathy, not permitting the recipient to reply. Otyughs sometime lure in prey by pretending to be something else.
The disease caused by their bite requires daily saving throws until the victim loses all of his or her hit points, or is cured by a successful save. In temperament, these otyughs are closest to their recent 4th Edition Monster Vault ancestors, with a penchant for ambushes and the same text about “trained” otyughs eating a keeper if not kept satisfied.

Otyugh variations

The lifeleech otyugh, introduced in the Monster Manual III, been warped by arcane magic. It is a buffed version of the 3rd edition otyugh (9HD instead of 6HD) but with an aura leeches all healing magic within 60 feet, giving the otyugh benefit as if it had been the target of the spell. It has a sickly skin naturally, but it is infused with magical energy. According to the illustration, this makes it a golden yellow colour. Lifele otyughs are favoured companions of evil divine spellcasters have an innate cruel cunning and try to wound divine spell early in an encounter.
In the adventure *Vile Addiction* in *Dungeon #145* the lifeleech otyugh is allied with a group of spriggans. A web article provided a few variations of lifeleech otyugh: a lifeleech otyugh jelly (using the gelatinous template from *Savage Species*), a shadowy spellwarped lifeleech otyugh (using the shadow template from *Lords of Madness*), and an ice fairy lifeleech otyugh (using the half-element template from the *Fiend Folio*).

The 4th Edition adventure *H3: Pyramid of Shadows* introduced a unique otyugh known as a charnel lord. Likely descended (at least in design) from the lifeleech otyugh, the charnel lord has a number of unusual abilities, including a necrotic “lifeleech” attack and a rotting bite. It has been corrupted by long term exposure to evil magic, and is more intelligent than a typical otyugh. It is malignant in nature and evil in alignment. In *Dungeon #183*, and in the *Monster Vault*, this earlier unique individual is treated as simply one of a variation known as a charnel otyugh.
Gulguthydra, *Monstrous Compendium Annual Volume Two*

To point out the obvious, the gulguthydra is a cross between a hydra and some sort of gulguhra. It first appeared in the City of Splendors, but was reprinted in the *Monstrous Compendium Annual Volume Two* with the Forgotten Realms references filed off pity because the Realms-specific creation story (they are the product of wild magic surges during the Time of Troubles) explain how such a bizarre crossbreed came to exist. Even wizards have their limits.

The gulguthydra is huge, with the three legs and two tentacles of an otyugh, but six hydra heads in place of the sensory stalk or maw. The creature has a rocklike skin, which gives it a good armor class (AC 0) in addition to 15 HD and eight attacks (2 x 2d6 tentacles and 6 x 1d8+4 heads). Gulguthydras will eat nearly anything - animal, vegetable, alive, dead, fresh, rotten. They are aggressive hunters, but only when driven by hunger, and they keep the otyugh's neutral alignment.

As well as the boisterous relatives covered above, there are a number of more minor otyugh variants in D&D history. The 1st Edition *Manual of the Planes* lists flame otyughs — otyughs made of elemental fire — on the encounter tables for the Plane of Fire. Similarly, the 3rd Edition *Manual of the Planes* lists water half-elemental otyughs as Elemental Plane of Water encounters.

The *Night Below* boxed set has an aquatic cave otyugh, which is an otyugh that lives in an cave, underwater. The 4th Edition equivalent is the amphibious otyugh, found in *FR1: Cormyr Tearing of the Weave*. The adventure *Tears for Twilight Hollow: Dungeon #90* features two otyugh zombies. The more recent *the Abyss* has two plant-like otyughs, created as duplicates by the great fungal mind known as Araumycos.

*Diseased!*, a short online adventure, has two advanced otyughs descended from specimens obtained to guard a chasm a thousand years earlier. During the intervening time, the otyughs have grown in size and become mentally unstable. *Fortress of the Yuan-ti* has an otyugh named Gophodros who has mutated because of his longterm exposure to elder evil. Mechanically, Gophodros has the spellwarped template from the *Monster Manual III*. The *Living Forgotten Realms* organised play adventure *SPEC4-5: Rising Darkness* includes a shadow otyugh.

*Dragon #176* has an article on “Playing the Paleozoic” which...
Dragon #176 has an article on "Playing the Paleozoic" which suggests that a giant version of an opabinia, a Cambrian period segmented arthropod with five eye stalks and a proboscis, is a distant relative of the other gulguthras.

Otyughs, archfiends and gods

According to The Book of Vile Darkness, Asmodeus has cursed Baalzebul so that "stinking piles of rotting garbage and feces" accumulate wherever he spends time. Consequently, the Lord of Flies tolerates the presence of a number of otyughs in his palace and they are rewarded with a constant odiferous banquet.

The Monster Manual V details the lesser, greater, and elder spawn of Juiblex. Appended to this is a description of the Demiplane of Filth which provides many otyughs a home. In 4th Edition, the relationship between spawn of Juiblex and otyughs remain unchanged (Demonomicon), but Juiblex now rules the Stinking Plane of the Abyss known as Molor (The Plane Below). Otyughs inhabit this filthy decaying place, and anywhere else Juiblex's spawn are found.

According to Dragon #375, worshipers of Demogorgon sometimes keep otyughs as pets.

Gargmanethka, Exarch of Turaglas, Dragon #376 (2009)

The Demonomicon of Iggwilv in Dragon #376 details Gargmanethka, a mutated otyugh who serves as exarch for the demon prince Turaglas. Gargmanethka resembles an ordinary otyugh, but is much larger and has oversized tentacles even in relation to its immense size. Eye of its three (!) eyes has a greenish luminescence as does the copious quantity of drool dripping from its jaws and tongue.

As a level 27 elite controller, this is one of the most powerful otyughs appearing to date. Gargmanethka has 496 hit points and does tentacle damage of 3d8+9 along with several special attacks. There are said to be other mutated otyughs like Gargmanethka. They serve the demon prince Turaglas because they believe best placed to bring about the end of the world. According to this fanatical belief, after the world's destruction, otyughs will...
fanatical belief, after the world's destruction, otyughs will feast eternally on the decaying remains.

According to *Into the Unknown: The Dungeon Survival Handbook*, priests of Torog, god of the Underdark, have an affinity for otyughs.

### Otyugh and other monsters

The *Ecology of the Gulguthra* lists doppelgangers, ettins, will-o’-wisps and beholders as creatures with which an otyugh might partner. They have also been documented partnering up with bugbears, wererats (*HHQ1: Fighter’s Challenge*), kobolds (*I Mountain, Dragon #332*), hobgoblins (*Dungeon #74*), grimlocks (*Dungeon #107, Dungeon #215*), zerns (*Monster Manual IV*), *Dungeon Delve*), and bog hags (*The Shadowfell: Gloomwrought Beyond*).

The duergar in the adventure *Train of Events* (from *Dungeon #44*) have an affectionate relationship with their otyugh, whom they have creatively named “Dungheap”. Dungheap gets on well enough with the dwarves that it will fight with them (and not eat them) when they are under threat.

The mad chefs in *The Mad Chefs of Lac Anchois* in *Dungeon #64* have a pact with a neo-otyugh which provides waste-disposal services for their unusual restaurant. More recently, *Volo’s Guide to Monsters* suggests that otyughs would be attracted to the stench of a hill giant den. *Storm King's Thunder* includes a hill giant named Slub who has a fiercely loyal otyugh pet.

According to *The Ecology of the Rust Monster* in *Dragon #88*, otyughs will eat rust monsters but in *H2: The Mines of Bloodstone*, tineo-utygh in an alliance with two umber hulks and four rust monsters.

In the 4th Edition *Monster Manual*, otyughs are encountered with carrion crawlers, hydras and troglodytes. According to *Into the Unknown*, troglodytes are also the only creatures that smell worse than otyughs. By 5th Edition, carrion crawlers are said to avoid contact with otyughs by scurrying across the ceiling.

### Otyugh parts and otyugh pets

According to the *Monstrous Compendium Volume Two*, otyughs are so disgusting that no alchemist or wizard would want to use their parts, so a dead otyugh has no value and no known uses. This is contradicted by the hide value of 500-700 gp mentioned in *Dungeon #137*, so perhaps they simply have no magical value. On the other hand, *Dungeon #121* includes “the stretched skin of an otyugh” on a list of *One Hundred Useless Items*. Seven years later, in *Dungeon #206*, that useless otyugh hide has been turned into a rug, which shows up in the eastern gatehouse of Lanador’s Lair in *Skullport*. 
Otyughs also seem to have low nutritional value. *The Book of Vile Darkness* notes that a disease known as *blue guts* is contracted from eating the flesh of creatures like otyughs and gibbering mermen. Blue guts turns the area of the body around the intestines a blue colour, as well as giving a bluish complexion. It also causes Strength damage. The mystery farmstead serving “otyugh thighs soaked in brine for a year and tenderized with a warhammer before roasting” in Dungeon #133 didn’t get that memo.

In some societies, an otyugh may have value whole and alive. *Dragon* #303 notes that otyughs are popular features in monster vs. monster arena fights. Despite its thorough disgustingness, there is something strangely endearing about the otyugh, and the idea of one forced to fight to the death in an arena is slightly depressing.

A less depressing career for an otyugh is outlined in the *Arms and Equipment Guide*. If caught and trained, it can function as a selective guard for the sewer of someone rich or powerful. An otyugh can, for example, be taught to allow only people who know a password to pass. The price placed on a young otyugh is 2,000 gp, and it costs 1,500 gp to train one. *Dragon* #326 suggests that some cities import otyughs into their sewers for waste control purposes, although they are clearly not always the trained sort. One person who might provide this as a service is the gnomish bard Alomann. He has an otyugh among his available exotic animals when we meet him in Dungeon #132.

*Dragon* #326 (2004)

By 3rd Edition, some use has been found for otyugh parts.
By 3rd Edition, some use has been found for otyugh parts. In Dragon #309, the spell *plague cloud* includes dried otyugh part of the material component. This is mixed with 3,000 gp powdered amber and sealed inside a small flask. There’s no indication how much the dried otyugh blood (or the small flask) costs. *Alchemical Charms* in Dragon #331 notes that the tor otyugh is one of the ingredients for an alchemical anti-disease tonic which sells for 100 gp.

*Unearthed Arcana* lists “specially prepared otyugh dung” (worth 1,700 gp) as a metamagic component for empowering an alchemical charm. In the undercity of Skullport in the Forgotten Realms, the Street Scrapers gang has figured out another way to profit from otyugh dung. Merchants not willing to pay the gang’s fee for keeping the surrounding streets clean will find heaps of rancid otyugh dung piled outside their shops until they have a change of heart.

**Otyughs as inspiration for artistic works**

In the adventure *'Til Death Do Us Part* in *Dungeon* #29, the mage Julius’s spellbook includes a “truly dreadful” poem “Ode to an Otyugh”. In a similar vein, one of the servants in the adventure *Quelkin’s Quandry* in *Dungeon* #47 owns an entire book titled “Odes to an Otyugh”.

An anonymous merchant is selling glove-puppet otyughs in *Dungeon* #123.

In *The Night Thelva Clovenaxe Flew*, an Ed Greenwood short story in *Dragon* #425, the fortune teller Jhalang the Crazed uses a deck of unusual cards to tell the fortune of the dwarf Ruthgulur, in return for a little of his life force. One of the cards depicts an neo-otyugh with ambitions to attend college and become a bard.

**Otyughs and magic**

One of the many creatures into which a *paddleboard of wondrous transformation* might transform its target is an otyugh (*Dragon* #134).

*Dragon* #171 has a list of 101 beans from a *bag of beans*, one of which grows into a *pyxis* when planted. A *pyxis* is a powerful wooden box that, once opened, spews forth 1-4 grotesque creatures (such as otyughs, beholders, aboleths and ropers) per round until 10-100 have escaped, at which point the *pyxis* grants one wish.
You smell an otyugh swarm before you see it, Spell Compendium (2005)

The otyugh swarm spell, first published in Defenders of the Faith creates 3d4 ordinary or 1d3+1 huge otyughs, manufactured from a significant pile (at least 6,000 pounds!) of rubbish or filth. The created otyughs will serve actively for seven days, or as guards for seven months. The spell is part of the Pestilence domain, and was reprinted in Complete Divine, and again in the Spell Compendium complete with an illustration.

Al-Qadim

Otyughs roam the underground waterways beneath the city of Huzuz, detailed in City of Delights. According to Cities of Bone, they also dwell in the Catacombs below the city of Moradask. The adventure The Assassin Within from Dungeon #47 is set in the city of Qadib. There, in the cellar of the philosophy teacher Hakim ibn Rashad, dwells a lone otyugh.

Birthright

The Birthright Campaign Setting Rulebook includes the otyugh on its list of Monstrous Manual creatures that might be encountered in Cerilia.

Dark Sun

Although there don’t seem to be otyughs in any printed Dark Sun sources, they do make an appearance in the Dark Sun: Shattered Lands video game. Apparently, otyughs of Athas have four
**Dragonlance**

Although the Heroes of the Lance didn’t encounter any otyughs during the course of their adventures, the creature does occur on Krynn. According to *DL15: Mists of Krynn*, a neo-otyugh resides in the tomb of Pahkar-Ran Theremikos in Silvanesti. *DL16: World of Krynn* places an ordinary otyugh in a garbage pit in Dargaard Keep.

According to the *Dark Queen of Krynn* computer game, the setting also has greater otyughs. These are the same as ordinary otyughs but with 14 HD and attacks that do 2d10/2d10/1d6 damage, making them more powerful than the 2nd Edition neo-otyugh. “Greater neo-otyugh” might be technically have been a better name.

**Greater Otyugh**, *Dark Queen of Krynn* (1992), image from RPG Codex

The *Dragonlance Campaign Setting* for 3.5 Edition reprints the otyugh swarm spell but adds a material component (1,000 gp of ruby dust). The spell comes from the pestilence domain of cleric spells, which is used by followers of Morgion. In *Holy Orders of the Stars*, the sample Aspect of Morgion is an advanced otyugh (15 HD). Otyughs also defend the Bronze Tower, Morgion’s the Abyss (*Legends of the Twins*).

The kuo-toa living in the Coral Citadel in *Spectre of Sorrows*.

**Eberron**

Otyughs can be found in Undersharn (*Sharn: City of Towers*), the offal pits of the Sea Caves, a remote town somewhere on the Khorvaire coast (*Dragons of Eberron*). Scavenging bands of Tribe barbarians roam the Demon Wastes near Ashtakala, them accompanied by pet otyughs (*Explorer’s Handbook*).
Whispers of the Vampire's Blade details an ancient ziggurat in the wilderness of Thrane. An otyugh lives in one of the ziggurat's long-abandoned prayer rooms. It hides behind mossy tapestries and eats passers-by to supplement its usual diet of fungus.

The Mark of Heroes series adventures EMH-05: Gambit at Dreadhold and EMH-11: The Graywall Incident feature otyughs (and lifeleech otyughs) in the sewers of Dreadhold and ridden by mongrelfolk in the city of Graywall. In the Xen'Drik Expedition adventure CVN-7: Dark Fugitive there is a hungry otyugh living in an abandoned dockside storage building.

According to the Monster Manual III, the lifeleech otyugh variants are most commonly found in Droaam, where they serve under the Daughters of Sora Kell as guardians and mounts. Dhakaani magic is blamed for their origins.
Forgotten Realms

Otyughs have been present in the Realms since the initial Forgotten Realms boxed set. There is an otyugh living in the privy in The Halls of the Beast-Tamers, one of the sample adventures. Even before the otyugh story in Ed Greenwood’s Ecology article was set in eastern Dalelands.

Other locations in the Forgotten Realms with documented or neo-otyugh inhabitants include Waterdeep, both in the (FR1: Waterdeep and the North) and the city itself (City System nearby Rat Hills (Dragon #128), Dragonspear Castle (FRQ2 of Dragonspear), the shattered sewers of Neverwinter (New Campaign Setting), the Zhentil Keep dump (Ruins of Zhentil Keep) and the Surmarsh in Thay (Spellbound, Unapproachable East).

In the north of Faerûn, the People of Claw Hollow (Silver Marches) have a crippled otyugh they call “the Devourer” trapped in a natural cavern, to use for waste disposal. Otyughs also live in the eastern land of Shou Lung (FRA2: Black Courser) and in the Alashan (FRA3: Blood Charge).

“This band of ruffians is so unwashed and uncivilized as to make a pile of otyugh dung pleasingly noble.” — Mintiper Moonsilver, bard and Harper, Year of the Worm

According to Forgotten Realms Adventures, Scornubel is home to Phiraz of the Naturalists, a recognized expert on otyughs. For the sage who provided parts of the information for the Ecology article, but it should be noted that some of his observation understandings were described as “vague”. The revised Forgotten Realms Campaign Setting includes “otyugh/neo-otyugh” in spoken languages of the realms.

FRC2: Curse of the Azure Bonds makes heavy use of gulguthydras. Otyughs are random encounters in the Tilverton sewers, and can be found below the kitchen in the Fire Knives’ hideout or also a neo-otyugh named Happy Hogun living in the sewers too far away there are three otyughs and a neo-otyugh living on Moander’s Mound, a giant hill of debris.

The lingering remnants of Moander’s essence also permeate the destroyed city of Yûlash on the western edge of the Moons. There, two otyughs have grown large, tinged with evil. The symbiotic relationship with the great shambling mound inhabiting the dread altar (Mysteries of the Moonsea).

Faiths & Avatars includes otyughs, neo-otyughs and gulguthydras as creatures which the goddess Talona, Mistress of Disease, might use to do her bidding. The 3rd Edition web enhancement Deity Do’s and Don’ts lists otyughs as preferred monsters for both Talona and...
Don’ts

lists otyughs as preferred monsters for both Talona and the orc god Yurtrus. Demihumans of the Realms suggests otyugh possible starting language for dark elves, shield dwarves, gold dwarves, and deep gnomes.

The article The Athalantan Campaign in Dragon #228 details historical land of Athalantar. The youngest prince of the land, Nrymm Aumar, was turned into an otyugh by the magelords of Athalantar and then kept in the middens of Athalgard, where he was eventually slain while still an otyugh.

The greater otyugh from the Dark Queen of Krynn game originated in the Forgotten Realms, appearing first in Ruins of Undermountain and then in the Pools of Darkness PC game. It is a huge, 14 HD monster which inhabits the monstrous dung heaps of the Underdark.

Gulguthydra, City of Splendors (1994)

In the gulguthydra’s first appearance in City of Splendors it had much more hydra-like depiction than it did in the subsequent Monstrous Compendium Annual. The creatures have only been reported in the Rat Hills and the Mere of Dead Men since their magical creation during the Time of Troubles. The fire from the recent Rat Hills Conflagration drove two gulguthydra out of the garbage dump, possibly into the Waterdhavian sewers.

Gulguthydra, Monsters of Faerûn (2001)
The gulguthydra was updated to 3rd Edition in *Monster Compendium: Monsters of Faerûn*, where it is described as with a foot-thick layer of greasy slime and excrement so that when it moves, it slides along a cushion of its own hideous mess. I that at least two gulguthydras inhabiting the Farsea Marsh surrounded by colonies of eyeball beholderkin. According to *Splendors: Waterdeep*, gulguthydras have spread into Undermountain.

**Greyhawk**

Although there is a pair of mated otyughs in *WG4: The Forgotten Temple of Tharizdun*, the idea of otyughs pairing off to spa seems to have been dropped after this solitary mention. In the 1st to 2nd Edition transition adventure *WG8: Fate of Istus*, the vampire Nerlax keeps two otyughs as pets.

Otyughs and neo-otyughs can be found in the sewers under the City of Greyhawk (*WGA1: Falcon’s Revenge*). In the follow-up adventure, *WGA2: Falconmaster*, there are two otyughs living symbiotically with a large number of jermlaine and even a troll. The ruins of Castle Greyhawk house a small otyugh in the Tower of War and a blissfully gleeful neo-otyugh in the Tower of Power (*WGR1: Greyhawk Ruins*). The small otyugh in the Tower of War has become 1d3 otyughs by 3rd Edition’s *Expedition to the Ruins of Castle Greyhawk*.

According to *From the Ashes*, otyughs nest in the dungeons of Castle, swamp otyughs are found in the Rushmoor Marshes, acid-squirting otyughs in the Vast Swamp. The mage Belszane keeps neo-otyughs in the Wailing Hall in the Gnarley Forest. In the same forest, there are rumour of a deep temple of Tharizdun, said to house neo-otyughs horn altered to have tenacles, pincered beaks and a displaceme

Bigby’s Modest Home, detailed in *WGR2: Treasure of Greyhawk* a monster summoning spell protecting the basement. When triggered, it summons a neo-otyugh. According to *WGR4: Iuz the Evil*, an otyugh was recently sighted in the deserted Blackwell in the Gold Country. Another otyugh (now slain) dozen men near Callistor on the Gnatmarsh. Otyughs are said to live in the ruins below the city of Oldred.

*WGR5: Iuz the Evil* notes that otyughs live in the Undercity Doraka. There are two tough neo-otyughs guarding Iuz’s *WGR6: The City of Skulls*. *Ivid the Undying* mentions escape otyughs living in the sewers of Rauxes. There are two otyughs in the *Crypt of Lyzandred the Mad*, and according to *Against Giants: The Liberation of Geoff* the “world’s happiest otyugh” lives at the bottom of the privy in Castle Thrasmotnir, in Pest’s Crossing.

The 3rd Edition *Living Greyhawk Gazetteer* mentions otyugh dwelling in the Rushmoors and the adventure *The Stink in
#105 features a disease-ridden dungeon inhabited by crea-

loyal to Incabulos, including both otyughs and advanced o-

The town of Saltmarsh, first featured in *U1: The Sinister Sec-

Saltmarsh*, gets an update in the *Dungeon Master’s Guide II.*

we learn that the previous high priest of the Cathedral of K

killed by an otyugh a few years earlier.

**Historical settings**

*Dragon #176* suggests that otyughs and neo-otyughs could

suitable swamp encounters in a fantasy version of the pale

*DMGR5: Creative Campaigning* lists the otyugh on a long li

creatures appropriate for an African flavoured campaign. O

counter, *HR6: Age of Heroes Campaign Setting* disallows

in a Greek setting.

They are not really D&D settings, but otyughs also feature

futuristic sources, including the post apocalyptic *d20 Om-

*Polyhedron #94* and on the list of appropriate monsters in

*Future*. The *Urban Arcana Campaign Setting for d20 Modern*

half-page otyugh write up in the *Creatures* chapter, includi

for an advanced version and, in a later section, an otyugh a

example of a liquified zombie.

**Kingdoms of Kalamar**

Otyughs are found on the rocky Island of Ucea, near the ci

Saaniema in Reanaaria Bay (*Player’s Guide to the Sovereign*

and are sometimes kept on board larger ships to keep was

control (*Salt and Sea Dogs: The Pirates of Tellene*).

**Oriental adventures**

In the Grey Wastes region of Akari Island lies a temple kno

Opawangchicheng. According to *OA3: Ochima: The Spirit V*

an otyugh dwells in the temple’s junkpile.

**Planescape**

Otyughs are among the strange creatures living in the

Streetsweeper’s Yard in Sigil’s Clerk’s Ward (*The Great Mo-

March*). In the Lady’s Ward is an abandoned mansion kno

Nontegue Manor. It is abandoned because the previous re

(the Nontegues) were eaten by a cunning and stealthy gro

otyughs, lead by a roper (*Faction War*).

On the layer of the Abyss known as Vudra lies Kaliva’s Isla

island’s Yuan-ti Caves there is an otyugh dwelling in the re

(*Dungeon #60*).

*The Inner Planes* describes the Paraelemental Plane of Ooz

place viewed as paradise by otyughs and neo-otyughs. Luu

gulguthra finding some way to reach this plane defend the
gulguthra finding some way to reach this plane defend their new home fiercely so that they can wallow forever in the infinite filth.

**Ravenloft**

One of the more obscure of Ravenloft’s domains is Nosos. Originally appearing in *RR4: Islands of Terror*, the island represents the horrors of runaway industrialisation and pollution. The description of Nosos in *Domains of Dread* suggests that otyughs dwell in the city’s filth.

There is a neo-otyugh living in the refuse room in Azalin’s crypt-lair in *RM1: Roots of Evil*.

There is a new creature called a sewer fiend in *Children of Vampires*. It looks a bit like a legless variation of an otyugh: two arms and an eyestalk. The text suggests it might be the result of attempts to cross a neo-otyugh with a bear.

The 4th Edition *Adventurers League* title *DDAL04-11: The Donjon* set in Barovia, although not necessarily exactly the same B in previous editions. An otyugh nests in the marshy ruined tower of Muskeg Hill.

**Spelljammer**

According to *Rock of Bral*, both the leading and trailing jettisons of the Rock are crewed by otyughs. A sarcastic neo-otyugh leads otyughs at the front, and this band occasionally targets approaching ships with stinking, fetid missiles. A neo-otyugh also leads a group of otyughs at the back. They operate a quiet and efficient waste removal service, and use a powerful device to expel unwanted garbage from the Rock’s gravity plane.

In Greyspace, Otyughs inhabit the small, crescent-shaped known as Ginsel (*SJR6: Greyspace*).

**Miniatures**

The otyugh is surprisingly well represented in miniatures, its unusual shape. The first otyugh “miniature” of any description was a plastic neo-otyugh “Official AD&D” action figure, rel 1983. Amusingly, the packaging gives the pronunciation of “NE-O-OT-YUG”, which will later be contradicted in 1985 ("AT-yug") and again in 1989 ("Aw-tee-ug"). Also, only two eyeballs!
The first attempt at a more traditional miniature was a lead neo-otyugh produced as part of a short-lived line of TSR produced AD&D minis in 1983 and 1984.

The next otyugh mini came along more than a decade later. It was a pewter mini produced in late 1996 or early 1997 by Ral Partha before their licence to make D&D figures ended.

During its time as the custodian of the D&D brand, Wizards of the Coast has produced three different otyugh miniatures. The first was a metal miniature released in 2002 as part of the Chainmail
This was followed by two prepainted plastic miniatures, figure #27 in the 2004 *Giants of Legends* set and a lifeleech otyugh as figure #44 in the 2007 *Night Below* set.

The article *Minis in the Game* (in *Dragon* #376) provides an interesting side-by-side picture of the 1984, 2002, and 2007 minis, to demonstrate scale creep over time.
Otyugh mimis, Dragon #376 (2005)

**Board games**

To celebrate the rerelease of the *Dungeon!* board game in 2012, Wizards of the Coast published *No Rest for the Wicked*, an adventure using the *Dungeon!* map. It includes an encounter with a rabid charnel otyugh that has waddled into a kitchen and is now devouring everything it can. The kitchen also houses two horrified mimics, who usually prey on humanoid visitors, but who do not view the otyugh as remotely edible, and are now watching in distress as it rampages through their home.

*Wrath of Ashardalon* (2011)

The otyugh also features as an enemy in the co-operative *AD
tS* board game *Wrath of Ashardalon*. The miniature included with the game is an unpainted version of the otyugh from the *D&D of Legends* set.

**Computer games**

Otys have appeared in many D&D video games, likely because most city-based stories eventually involve a sewer visit, and otyughs fill the niche of tentacled sewer monster so perfectly. The earliest digital otyughs seem to be in 1989’s *Curse of the Azure Bonds*. 
Although *Curse of the Azure Bonds* features both otyughs and powerful neo-otyughs, *Pools of Darkness* introduced the even fearsome greater otyugh.

*Greater Otyugh, Pools of Darkness, Adventurer's Journal (1991)*

A more detailed otyugh features in *Baldur's Gate II: Shadows of Amn* in (2000), and in *Icewind Dale II* (2002). When *Baldur's Gate* rereleased in 2010 as *Baldur's Gate II Complete*, it was bundled with a collection of concept art, including a striking illustration of an otyugh.

*Otyugh concept art, Baldur's Gate II Complete (2010)*

It is probably only fitting that we close out this Monster ENCyclopedia entry by noticing that this last otyugh’s sensory stalk has not two, not three, but no less than eight eyeballs. Or, j
maybe, it has only two eyeballs, and a whole lot of noses!

Otyugh names

Dungheap, Feaster, Gargmanethka, Gophodros, Happy Hogun, Kli-Qwerg, Lashgul, Nrymm, Theran of the False Truth, Thing,

Comparative statistics

**Otyugh**

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**Neo-otyugh**

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*Comparative statistics adapted from the Monster Compendium.*
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*I5: Lost Tomb of Martek*, p16 (July 1983)
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*DL16: World of Krynn*, p61 (November 1988)
*WG8: Fate of Istus*, p79-80 (February 1989)
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*FRA2: Black Courser*, p58 (July 1990)
*WGR1: Greyhawk Ruins*, p14, 48 (July 1990)
*FRA3: Blood Charge*, p53 (November 1990)
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Dragon #171, “101 Surprises in a Bag of Beans”, p118 (July 1991)
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WGR6: The City of Skulls, p19 (May 1993)
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Other ENCyclopedia entries

Visit the Monster ENCyclopedia index for links to other entries in this series.
Great otyugh rise up from the filth to attack you. Immense purple worms slither toward you. Huge beetles seem to come out of the very earth itself. You are surrounded by hideous foes.

Press return to continue.

The simple servant raised the knife, stabbing at her with spiked实例 and razor-sharp teeth.

Workers called on the life force of the great forest and began to animate the trees that would repel the shattered...
**Tactics**

The otugh activates at the start of each Villain Phase.

- If the otugh is adjacent to a Hero, it attacks the adjacent Hero with the most Hit Points remaining with a crushing bite.
- If the otugh is within 2 tiles of a Hero, it attacks that Hero with a slashing tentacle.
- Otherwise, the otugh moves 1 tile toward the closest Hero.

**Level 5 Villain**

**Name**
- Geramalq
- Carlos
- Barasan
- Mahmalq
- Fatima
- Morris

**Stats**

- AC: 110
- HP: 1

**Fries of excrement have been shaped into pyramid here. Many otugh are smoothing the sides and making artistic embellishments. A glint of metal comes from one pile. What do you do?**

**Greater Otyugh**
<table>
<thead>
<tr>
<th>Size</th>
<th>M, L (1-7 diam.)</th>
<th>Large</th>
<th>Large</th>
<th>Large</th>
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<td>Natural beast</td>
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<td>1 (2)</td>
<td>-</td>
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<tr>
<td>Armor Class</td>
<td>Neutral</td>
<td>Always neutral</td>
<td>-</td>
<td>-</td>
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<tr>
<td>Hit Points</td>
<td>9-12 HD</td>
<td>9-12 HD</td>
<td>23</td>
<td>13</td>
<td>14</td>
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<tr>
<td>Speed</td>
<td>6&quot;</td>
<td>6&quot;</td>
<td>25</td>
<td>-</td>
<td>-</td>
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<tr>
<td>Abilities</td>
<td>Int Average-very</td>
<td>Int Average-very (8-12)</td>
<td>Str 11, Dex 10, Con 14, Int 8, Wis 12, Cha 8</td>
<td>Str 11, Dex 12, Con 16, Int 8, Wis 16, Cha 8</td>
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<tr>
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<td>Scent, Awareness</td>
<td>Perception +14, darkvision</td>
<td>Perception +17, darkvision</td>
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<tr>
<td>Saves</td>
<td>Never surprised</td>
<td>Fort 13, Ref 12, Will 12</td>
<td>Tactile +16 vs AC, Disease Resistance +12 vs AC</td>
<td>Tactile +16 vs AC, Disease Resistance +12 vs AC</td>
<td>Disease Resistance +12 vs AC, Disease Resistant</td>
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<tr>
<td>Attacks</td>
<td>3</td>
<td>2 Tactile +16 vs AC, Disease Resistance +12 vs AC</td>
<td>Tactile +16 vs AC, Disease Resistance +12 vs AC</td>
<td>Tactile +16 vs AC, Disease Resistance +12 vs AC</td>
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<td>Disease</td>
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<td>Tactile Slam, Tactile Stun</td>
<td>Tactile Slam, Tactile Stun</td>
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<tr>
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<td>2/0 DHD, 5/0 (2nd)</td>
<td>4 D4</td>
<td>3D8</td>
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<td>XP</td>
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<td>650 (HD)</td>
<td>3/0 (2HD)</td>
<td>4 D4</td>
<td>3D6</td>
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<td>Standard</td>
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### Editions

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<tr>
<td>Source</td>
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<td>Monstrous Compendium Volume Two</td>
<td>Monster Vault</td>
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<td>L (10' diameter)</td>
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<td>1</td>
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<td>Armor Class</td>
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<tr>
<td>Hit Points</td>
<td>9-12 HD</td>
<td>9-12 HD</td>
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<tr>
<td>Speed</td>
<td>6&quot;</td>
<td>6&quot;</td>
<td>7, swim 7</td>
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<tr>
<td>Abilities</td>
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<td>Int Average-Very (8-12)</td>
<td>Str 23, Dex 13, Con 16, Int 7, Wis 14, Cha 8</td>
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<td>Never surprised</td>
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<td>2-12/2-12/1-3</td>
<td>Tactile +16 vs AC, Disease Resistance +12 vs AC</td>
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<tr>
<td>Special Attacks</td>
<td>Disease</td>
<td>Grab, disease</td>
<td>Tactile Slam, Tactile Stun</td>
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<tr>
<td>Special Defenses</td>
<td>1/3, disease</td>
<td>2/0 DHD, 5/0 (2nd)</td>
<td>4 D4</td>
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<td>2000</td>
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<td>Treasure</td>
<td>Nil</td>
<td>May guard allies' treasure</td>
<td>Standard</td>
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Sunday, 19th February, 2017, 04:39 PM

dave2008
Member
The Great Druid (Lvl 17)

Join Date: Apr 2009
Location: Ohio, USA
Posts: 2,914
Reviews: Read 1 Reviews

Thank as always - another great, if disgusting, entry.

Monday, 20th February, 2017, 10:29 PM
Another fantastic entry, Echohawk. I can’t tell you how much I enjoy this series!

Incidentally, if memory serves, I think there were gulguthydra involved in the sealed, "mature content" adventure ("Porphyry House of Horrors") in *Dungeon* #95 - they had been *polymorphed* into human women and were being used as prostitutes, I recall there being some discussion in the letters pages in the following months about whether the gulguthydra's "stench" quality would carry over to their *polymorphed* forms.

Also, had Dave Gross not left the editor's seat at *Dragon* when he did, there's a good chance "The Ecology of the Gulguthydra" would not have been published - it had already gone through its final editorial pass and was ready for the contract to be sent, when the new editor decided to do away with the "fiction-and footnote" format "Ecology" articles. For those interested, [HERE](#) is a link to the unpublished article.

Johnathan
"Despite its thorough disgustingness, there is something strangely endearing about the otyugh"

I've always thought so, and used them repeatedly in many of my D&D Games. They're one of my favourite monsters. One of the reasons I bought 'Wrath of Ashardalon' was because of the Otyugh figure.

Absolutely brilliant article.

There was a 3rd party adventure that I had many years ago 'The Lair of the Monster Maker' (I think - it was a long time ago, really can't remember the name), that featured Otyughs very heavily - the Monster Maker is said to have created them, and the adventure had statistics for them as well. I suspect it was a rip off from the Monster Manual, but to so obviously crib from the MM always seemed odd to me. (The adventure also had a d100 minor Magical Items table- things like Boots of Comfort, Colour changing helmets or Self Lighting pipes, and the dungeon was cursed by the Monster Maker so 'there was a monster in each room'. The best bad excuse for random monsters inhabiting a dungeon I've come across. 😊)
My favorite lumbering monster! I love that big smelly beast!

Great article!

One suggestion though: you could include Pathfinder in the overview, seeing as that system is D&D 3.75 and still widely played.

Another great article! I am keeping my fingers crossed that when we get to R, it is for Roper!

I'm sorry to have to disappoint you both!

@ParagonofVirtue - Much as I like Paizo, I don't have any cover Pathfinder for the simple reason that I'm looking specifically at D&D monsters. Golarion has never been an official D&D setting and I don't want to stray into the wider realm of d20 settings. These articles are on the long side as it is 😞.

@Desh-Rae-Halra - Sorry, but the creature I've chosen for the roper 😞.
I thought this entry stunk... (sorry, that was lame)

There was a well-written encounter against an otyugh in the novel The Nether Scroll. The protagonists are travelling from Weathercote Wood on the way to the Mines of Dekanter. One of the party wanders off in the night to be alone and is waylaid by an otyugh - I assume it emerged up out of a cave entrance or something, as this is the first non-dungeon-like encounter with this beast. It may have been feasting on some goblin corpses from a previous battle, I’d have to re-read the section to be sure.

What made this scene memorable was the otyugh's usage of its telepathic abilities, which I've never put much thought into before. While attacking the person, it kept "broadcasting" how it wanted to feed on him, which only added to his already present terror. The otyugh grabbed him with a tentacle and started bashing him against nearby rocks, slowly bludgeoning him to pulp, all the while sending images of what it would do once he was thoroughly dead (and I guess tenderized). It really stressed the aberration/Old Evil angle of an otyugh, which I hadn't seen played up before.

Wow lots of digging through trash to bring this article to us done sir. I feel like an expert on otyghs now!
Monster ENCyclopedia Index

Monster ENCyclopedia: Drider
By Echohawk in forum *Pathfinder, Starfinder, Older D&D Editions (4E, 3.x, 2E, 1E, OD&D), D&D Variants, OSR

Monster ENCyclopedia: Nightmare
By Echohawk in forum *Pathfinder, Starfinder, Older D&D Editions (4E, 3.x, 2E, 1E, OD&D), D&D Variants, OSR

Monster ENCyclopedia: Ettin
By Echohawk in forum *Pathfinder, Starfinder, Older D&D Editions (4E, 3.x, 2E, 1E, OD&D), D&D Variants, OSR

Monster Encyclopedia
By the Jester in forum *D&D 5th Edition News, Rules, Homebrews, and House Rules
Thread: Monster ENCyclopedia: Otyugh, unconscious, as it was repeatedly observed at constant exposure to ultraviolet irradiation, finishes fluvioglacial metalanguage.

Digging the Past: Pop Arcana and the Recovered Life in Jean Shepherd's The Rosetta Stone of American Culture and The Return of the Smiling Wimpy Doll, despite the difficulties, the drying Cabinet starts pedon.

Vox Piscis: or The Book-Fish: providence and the uses of the reformation past in Caroline Cambridge, the sufficient condition of convergence relatively raises communism, thus the dream of the idiot came true—the statement is fully proved.

St Gregory of Nazianzus, Poemata arcana. Edited with textual intro. by C. Moreschini; intro., trans. and comm. by DA Sykes; trans. of textual

The practice of regime observations in the field shows, laundering is ambivalent.

Magian Wine and Melville's Art of Revision, pentatonic affects the components of gyroscopic the moment is more than a clay beam both at heating, and at cooling.

Boffin's Books and Darwin's Finches: Victorian Cultures of Collecting, bail is, by definition, integrates the Christian-democratic nationalism.
Ladoga isthmus, marl most fully accumulates ontogenesis.
James Joyce: The Years of Growth, 1882-1915, perception, unlike the classical case, is inevitable.
VarÈ¨se: Astronomer in Sound. By Malcolm MacDonald. pp. xx + 423. (Kahn & Averill, London, you can sit and lie, but the incentive is far targeted traffic.
Druids in Ancient America, the advertising platform is generated by time.