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[Commissioned by [@echo-of-carcosa](#). The name means “eater of raw meat”]

Omophage

CR 10 CE Monstrous Humanoid

This muscular humanoid has bestial features—oversized claws and teeth, pointed ears, a nose like a snout. Its body ripples, as if it were not quite under control of its shape.

The omophages are known by different names in a dozen cultures. Beast ghouls. Butchers. Fleishackers. They are the descendants of a cursed lineage, a family of great hunters who were obsessed with taking trophies from the beasts they killed. This process warped into eating the raw flesh of their victims to gain their attributes, and this eventually changed them permanently. An omophage absorbs the powers and attacks of the creatures that it eats and uses them to pursue greater quarry.

An omophage is still a dedicated hunter, but they have expanded their hunts to target humanoids as well. They lurk at the fringes of civilization, and often make their homes in abandoned farmsteads and hunting lodges. These homes, and the game trails around them, are often warded with traps—snares, deadfalls and pits are favorites. Omophages make note when unusual animals or magical beasts pass through their territory, using this as an opportunity to change their form and try out new abilities.

In combat, omophages make use of their fangs and claws—they do not use weapons if they can help it, as they enjoy the feeling of blood on their skin. They do carry ranged weapons in case of enemies that keep their range, but they will often retreat from such confrontations after a few rounds in order to prepare an ambush. If they kill something, they begin to feed immediately, as they heal wounds the more flesh they eat. An omophage fears nothing but fire—perhaps as a result of their rejection of civilization, or as ironic punishment for their diet of raw meat, they are especially vulnerable to it.

No two omophages look alike, as they all have different combinations of bestial features. Some look almost human, a mere glint of the eye and unusually sharp nails and teeth giving them away. Most, however, are warped into truly monstrous shapes. They can advance by character class, preferring ranger or barbarian over other options.

Omophage CR 10

XP 9,600

CE Medium monstrous humanoid (shapechanger)

Init +8; **Senses** blindsense 30 ft., darkvision 60 ft., Perception +12, scent

Aura frightful presence (30 ft., Will DC 18)

Defense

AC 25, touch 14, flat-footed 21 (+4 Dex, +11 natural)

hp 148 (11d10+88)

Fort +10, **Ref** +11, **Will** +11

Immune disease, fear, poison, sickened and nausea effects

Defensive Abilities consume flesh, ferocity; **Weakness** vulnerable to fire

Offense

Speed 40 ft.

Melee bite +19 (2d6+7 plus trip), 2 claws +18 (1d6+7)

Ranged javelin +15 (1d6+7)

Special Attacks pounce, rend (2 claws, 1d6+10)

Statistics

Str 25, **Dex** 18, **Con** 25, **Int** 10, **Wis** 19, **Cha** 16

Base Atk +11; **CMB** +18; **CMD** 32

Feats Blind-fight, Combat Reflexes, Dazzling Display, Power Attack, Toughness, Weapon Focus (bite)

Skills Climb +14, Craft (traps) +11, Intimidate +11, Perception +16, Stealth +16, Survival +16, Swim +14; **Racial Modifiers** +4 Perception, +4 Stealth, +4 Survival

Languages Common, Sylvan

SQ stolen skills (blindsense, ferocity, pounce, trip)

Ecology

Environment any land or underground

Organization solitary or gang (2-6)

Treasure standard (5 javelins, other treasure)

Special Abilities

Consume Flesh (Su) As a full round action that provokes attacks of opportunity, an omophage can devour a vital organ from a creature that has died within the last hour. When it does so, the omophage heals damage as per a *cure moderate wounds* spell if the creature's HD were 10 or fewer, and as per a *cure critical wounds* spell if the creature's HD were 11 or greater. The caster level for this effect equals the Hit Dice of the creature the flesh came from. A corpse can only be used this way once. A corpse used this way can be restored to life, but not through *raise dead* or any other ability requiring an intact body.

Stolen Skills (Su) By spending 1 minute consuming the corpse of an animal or magical beast that died within 1 hour, an omophage can give itself the use of an extraordinary ability. It may choose from any of the abilities listed under *beast shape III* that were possessed by the creature. An omophage can only gain one ability per carcass, but the ability lasts until the omophage chooses to replace it. An omophage may have a number of stolen skills equal to its Wisdom modifier. This is a polymorph effect.