



MONSTER MENAGERIE

# OCEANS OF BLOOD

A large, dark shark is depicted in a dark green, murky underwater environment. The shark's mouth is wide open, revealing a red interior and sharp, white teeth. A bright red beam of light shines from the bottom left corner, illuminating the shark's mouth and the surrounding water. The entire scene is framed by a decorative, dark border with circular motifs at the corners.

Sam Hing

# FOREWORD

Welcome to *Oceans of Blood*, the sixth in our line of monster books called Monster Menagerie. Each volume in this line presents a small set of monsters tied to a single theme, but spread over a range of CRs. For *Oceans of Blood*, the theme is threats of the sea, with an emphasis on monsters that bite, tear, and rend. Author Sam Hing has created aquatic adversaries ranging from the mindless CR 1 harpoon weed and razor shoal to the incomprehensible CR 14 anemone behemoth, with enough surprises in-between to spice up seaborne adventures of any level.

Oceangoing adventures have a long and famous history in adventure stories, from the Greek legends of the Odyssey or Jason and the Argonauts to the modern terrors of *Poseidon Adventure* and *Jaws*. Adventures at sea are often rife with exploration and horror, likely because the sea was the best known “final frontier” for centuries, representing a place in which you could get lost easily, find new things, or get killed just for visiting. We are creatures of the land, and the threats of the sea are always going to be a little stranger, and thus more frightening because of that.

GMs can find it difficult to simulate that fear in a roleplaying game setting where *fireballs* are common and *raise dead* is an option (although reading and enforcing the rules for stealth and detection underwater as well as underwater combat in **Chapter 13: The Environment** of the *Pathfinder Roleplaying Game Core Rulebook* is a good start). This is especially true for experienced players, who can identify an aboleth from a single vague sentence and quote the differences between merfolk and sahuagin by heart. So more than any environment, the untold depths of the vast oceans are begging to be inhabited by new, strange, and (for player and character alike) previously unknown threats that can get fear flowing once more. And that’s enough to make any GM smile.

We’re confident that you’ll find something useful in this, our sixth Monster Menagerie. We have chummed the pages to draw out the nastiest of swimming slayers, and they’re ready to make your players afraid to go back to the beach. Dive in, and see how warm the red waters are.

Owen K.C. Stephens  
Spring 2011



# ANEMONE BEHEMOTH

*This massive horror has a rubbery humanoid body, with suction disks in place of feet. Its arms end in three thick fingers. In place of a head, the creature has a gaping, toothless mouth that is surrounded by long tentacles. The creature is brightly, almost garishly colored.*

## ANEMONE BEHEMOTH

CR 14

XP 38,400

N Huge aberration (aquatic)

**Init** +2; **Senses** blindsense 60 ft.; **Perception** +10

### DEFENSE

**AC** 30, touch 8, flat-footed 28 (+2 Dex, +20 natural, -2 size)

**hp** 202 (15d8+135)

**Fort** +15, **Ref** +6, **Will** +11

**Defensive Abilities** fast healing 8; **DR** 10/slashing

### OFFENSE

**Speed** 40 ft., climb 40 ft., swim 30 ft.

**Melee** 8 tentacles +21 (1d4+13 plus grab and poison),

2 slams +16 (2d6+7)

**Space** 15 ft.; **Reach** 15 ft. (40 ft. reach with tentacles)

**Special Attacks** grab, poison, swallow whole (2d6+19 bludgeoning damage, AC 21, 30 hp)

### STATISTICS

**Str** 37, **Dex** 14, **Con** 28, **Int** 4, **Wis** 14, **Cha** 10

**Base Atk** +10; **CMB** +25; **CMD** 37

**Feats** Cleave, Combat Reflexes, Critical Focus, Great Fortitude, Lunge, Power Attack, Step Up

**Skills** Perception +10, Survival +10, Swim +23

**SQ** immovable

### ECOLOGY

**Environment** ocean

**Organization** solitary

**Treasure** incidental

### SPECIAL ABILITIES

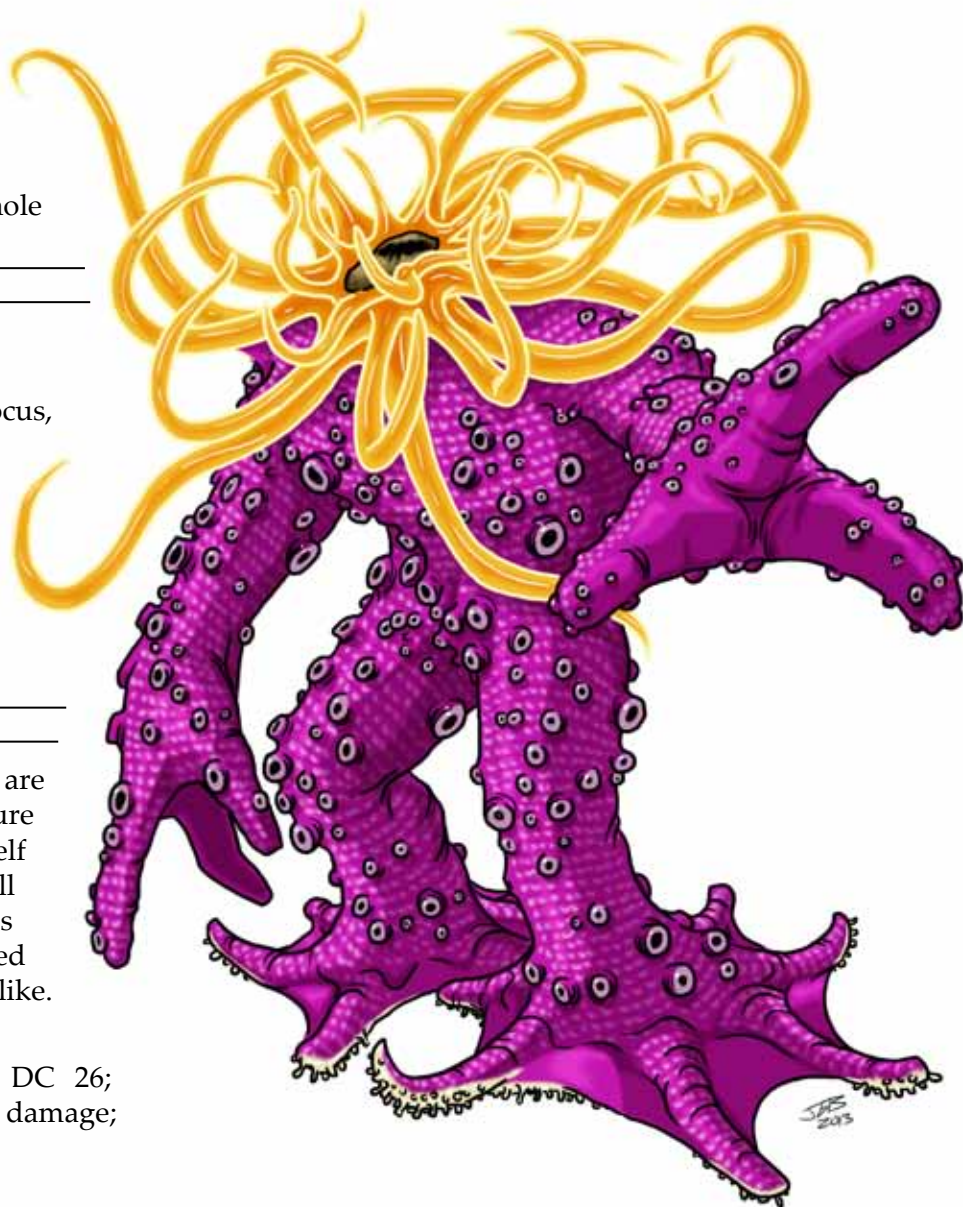
**Immovable (Ex):** An anemone behemoth's feet are powerful suction disks that make the creature supremely stable. If the creature can attach itself to a stable surface, such as a rock face or the hull of a ship, it is immune to any affect that causes the target to unwillingly be moved or knocked prone, such as trips, bull rushes, and the like. Attaching itself to a surface is a free action.

**Poison (Ex):** Tentacle-injury, *save* Fortitude DC 26; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex damage; *cure* 1 save.

Anemone behemoths are disturbing creatures of alien nature. They wander the seas aimlessly, and on rare occasions they attack seaside towns before disappearing back beneath the waves. Although the creatures display little actual intelligence, sometimes they have been found placing huge stones in strange geometric patterns that some sages claim mirror the stars above the waves.

Anemone behemoths attack with direct brutality, attempting to snatch up as many creatures as they can with their tentacles, and stuff them into their yawning maw. Their pulpy flesh is damage resistant, with most weapons bouncing harmlessly off and projectiles sticking uselessly between the fibers.

Anemone behemoths live in nearly any part of the sea. They can use their suction disks to walk up the side of sheer cliff faces, and they often hang above caves, waiting to strike at creatures leaving. They come in any color from deep blue green, to bright crimson, to black with silvery highlights.



# DRACOPUS

This creature appears to be made up from a dragon's head melding into a bulbous octopus body. Eight long tentacles writhe about, with retractable claws sliding out of each sucker, and its eyes glow with malicious glee.

## DRACOPUS

CR 12

XP 19,200

NE Huge aberration (aquatic)

**Init** +2; **Senses** darkvision 80 ft.; Perception +26

### DEFENSE

**AC** 28, touch 10, flat-footed 26 (+2 Dex, +18 natural, -2 size)

**hp** 153 (18d8+72)

**Fort** +12, **Ref** +8, **Will** +16

### OFFENSE

**Speed** 30 ft., swim 40 ft., jet 200 ft.

**Melee** Bite +19 (2d6+8), 8 tentacles +17 (1d6+4 plus grab)

**Space** 15 ft.; **Reach** 15 ft. (30 ft. reach with tentacles)

**Special Attacks** breath weapon (every 1d4 rounds, 60-ft. diameter sphere, 12d6 acid damage, Fortitude half DC 23), constrict (1d6+6), grab

**Spell-Like Abilities** (CL 18)

3/day—*blur*, *hypnotic pattern* (DC17)

2/day *black tentacles*

### STATISTICS

**Str** 26, **Dex** 14, **Con** 18, **Int** 18, **Wis** 21, **Cha** 21

**Base Atk** +13; **CMB** +23 (+30 grapple); **CMD** 35 (can't be tripped)

**Feats** Bleeding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Improved Disarm, Great Fortitude, Greater Disarm, Lunge, Multiattack, Power Attack, Step Up

**Skills** Climb +29, Escape Artist +23, Intimidate +26, Knowledge (local) +25, Perception +26, Stealth +15, Survival +26, Swim +37

**Languages** Aklo, Aquan, Common, Draconic

### ECOLOGY

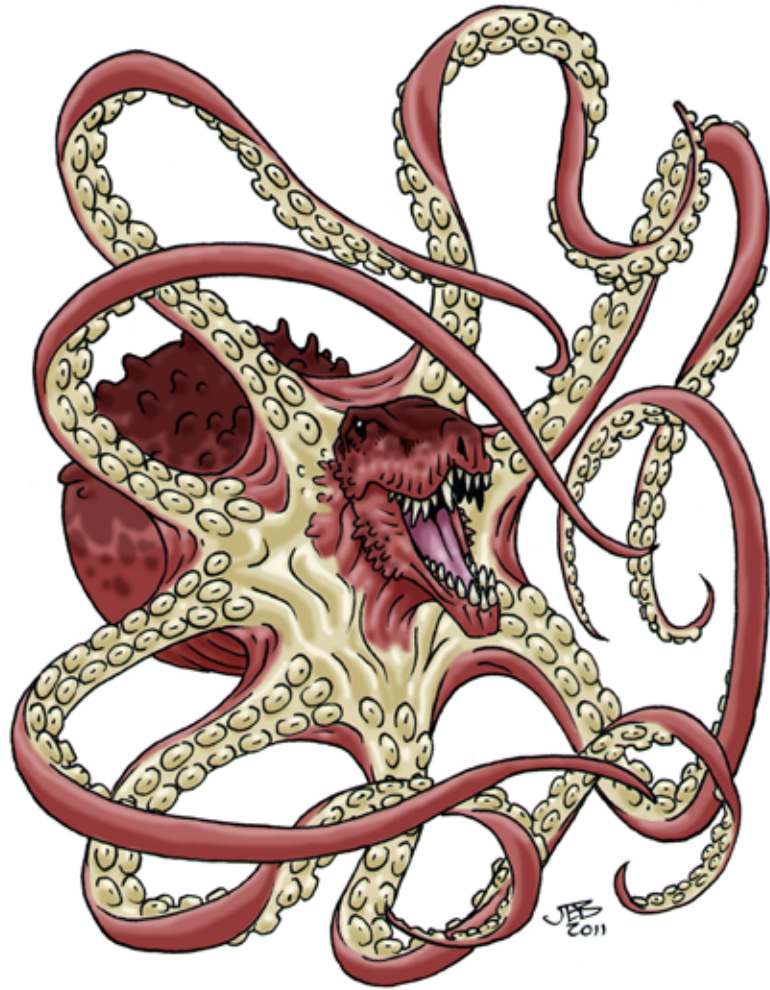
**Environment** ocean

**Organization** solitary

**Treasure** double standard

### SPECIAL ABILITIES

**Breath Weapon (Su):** Dracopi can breathe out a toxic cloud of ink every 1d4 rounds, providing total concealment, and dealing 12d6 points of acid damage, with a DC 23 Fortitude saving throw for half damage. The ink cloud lasts for 4 rounds in still water, dealing 9d12 points of damage to creatures within it on the second round, 6d6 on the third, and 3d6 on the fourth (Fortitude saving throw for half in each case). A dracopus is immune to the damage from its own cloud as well as from the clouds of other dracopi.



**Jet (Ex):** A dracopus can jet backward as a full round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity from moving through threatened areas while jetting.

A dracopus (plural dracopi) is a skulking tyrant, dominating any creatures weaker than itself and hiding from or allying itself to beings more powerful. Dracopi collect treasure with as much greed as a true dragon (usually gathered in a sea cave or hidden beneath a large growth of coral) and they sit for days, stroking and counting loot with sensitive tentacles.

Dracopi dislike fair fights, preferring to attack from ambush with bullied minions leading the charge. They enjoy crunching bodies in their massive jaws, preferably while the victim is still alive. They use their tentacles to strip foes of their weapons before moving in for the kill.

Clever humanoids with an evil bent can appeal to a dracopus's vanity which, along with a substantial bribe, can convince one to become a "general" of their forces with comparative ease. Sahuagin frequently have a dracopus leading small companies of lesser beings, with the strongest sahuagin forces gathering behind the dracopus.



# HARPOON WEED

*This plant is a deep green color. It floats on the calm sea, forming a spherical shape.*

## HARPOON WEED

CR 1

XP 200

N Medium plant

**Init** +2; **Senses** blindsense 30 ft.; Perception +0

### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

**hp** 11 (2d8+2)

**Fort** +4, **Ref** +2, **Will** +0

Defensive Abilities plant traits

### OFFENSE

**Speed** swim 10 ft.

**Melee** 2 stabs +3 (1d6+2)

**Ranged** harpoon frond +3 (1d6+2 plus pull, 20 ft. range)

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

**Special Attacks** pull (harpoon 10 ft.)

### STATISTICS

**Str** 14, **Dex** 14, **Con** 12, **Int** —, **Wis** 10, **Cha** 5

**Base Atk** +1; **CMB** +3 (+8 to grapples); **CMD** 15 (can't be tripped)

### ECOLOGY

**Environment** ocean surfaces

**Organization** solitary, flotilla (4–50)

**Treasure** none

### SPECIAL ABILITIES

**Pull (Ex):** A harpoon weed makes an immediate CMB check as a free action to grapple any creature it strikes with a harpoon frond. On a successful check, the target is pulled to be adjacent to the harpoon weed. Each round the target remains grappled, the harpoon weed makes a CMB check as a free action to maintain the grapple, dealing its stab damage automatically on a successful check. A harpoon weed can have up to four creatures grappled in this way at no penalty.

Harpoon weeds are roughly shaped balls of floating seaweed. Although they possess gas bladders that allow directed movement, they typically float where the tides and winds take them. The tips of their fronds are hard and sharp, and the plant can fire them at passing creatures by compressing gas bladders inside its fronds. Impaled targets are hauled in, stabbed repeatedly with its other fronds, then slowly dissolved.

Harpoon weeds have no concept of the size of creatures moving near them, and they often fire on beings far bigger than themselves, or at passing ships. Although the seaweed itself is inedible, the cord it produces is the equivalent to silk rope, and each harpoon weed yields about 50 feet of cord.



# LASHRAY

This massive stingray has six long tails, each armed with a barbed stinger.

## LASHRAY

CR 6

XP 2,400

N Large magical beast

Init +2; Senses low-light vision; Perception +7

### DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 67 (9d10+18)

Fort +8, Ref +10, Will +7

### OFFENSE

Speed swim 40 ft.

Melee 6 lashes (1d6+3 plus poison)

Space 10 ft.; Reach 5 ft.

Special Attacks poison

### STATISTICS

Str 16, Dex 14, Con 14, Int 4, Wis 12, Cha 10

Base Atk +9; CMB +13; CMD 23

Feats Ability Focus (poison), Combat Reflexes, Lightning Reflexes, Lunge, Stealthy

Skills Perception +7, Stealth +10 Swim +17

Languages Aquan

### ECOLOGY

Environment ocean

Organization solitary, pair, or swarm (6–20)

Treasure none

### SPECIAL ABILITIES

*Poison (Ex):* A lash ray's lashes are all poisonous, and each has a different poison.

1—*Slow* as per the spell

2—1d4 Constitution damage

3—1d4 Dexterity damage

4—1d4 Strength damage

5—Paralyzation

6—*Confusion* as per the spell

The DC for lashray poison is 19, the frequency is 1/round, duration is 6 rounds, and each requires one saving throw to end the effect.

Lashrays are shallow water dangers, attacking anything that moves near them out of fear or hunger. Their preferred diet is shellfish, but they scavenge waterlogged corpses. They are paranoid creatures, seeing everything as both food and a potential predator, even assuming creatures too small to harm them mean to try.

Lashrays attack with a chaotic flurry of tail attacks. The exact elements of lashray poison are unknown; if removed from the ray it becomes inert and useless. Although the venom always seems the same when examined, each of a lash ray's lashes has a different toxic effect. A lash ray that has one of its tails cut off grows a new one in 4 to 6 weeks. With a successful DC 20 Craft (weapons) check, a severed and preserved lash ray tail can be turned into a whip that can damage targets even if they have a +1 armor or +3 natural armor bonus.

Lashrays give birth to live young, and unborn rays are worth a great deal to undersea races. If taken before they are born, they can sometimes be trained to be loyal guardians. Such lash rays often think of themselves as oddly shaped members of whatever race raised them. Lashrays born naturally seem to acquire their racial paranoia within minutes of being free of their mother's body.





# PIRANHA-MAN

*This fish humanoid has shining silver-green scales, except for its crimson belly. It wears no clothing or armor, and it has no weapons. It snaps its mouth open repeatedly, displaying rows of gleaming white triangular teeth.*

## PIRANHA-MAN

CR 2

XP 600

N Small monstrous humanoid (aquatic)

**Init** +5; **Senses** darkvision 60 ft., scent while in water; Perception +8

### DEFENSE

**AC** 18, touch 16, flat-footed 13 (+5 Dex, +2 natural, +1 size)

**hp** 9 (1d10+4)

**Fort** +4, **Ref** +7, **Will** +4

### OFFENSE

**Speed** 30 ft., swim 40 ft.

**Melee** Bite +7 (1d4+1/17–20/3 plus bleed)

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

**Special Attacks** bleed (2 points), blood frenzy

### STATISTICS

**Str** 10, **Dex** 20, **Con** 18, **Int** 8, **Wis** 14, **Cha** 14

**Base Atk** +1; **CMB** +0; **CMD** 15

**Feats** Weapon Finesse

**Skills** Perception +8, Stealth +12, Survival +6, Swim +12

**Languages** Aquan

### ECOLOGY

**Environment** tropical waterways

**Organization** solitary, pair, pack (4–8), swarm (10–150)

**Treasure** standard

### SPECIAL ABILITIES

**Blood Frenzy (Ex):** Once an hour, when a piranha-man tastes blood, it frenzies, gaining a +2 bonus to its Constitution, a +2 bonus to its Strength, and a –2 penalty to its Wisdom for 1 minute, or until the battle ends. A frenzied piranha-man must make a DC 10 Will saving throw after dropping a target, or it attacks the nearest moving being, friend or foe. A piranha-man cannot voluntarily end its frenzy, and it is not fatigued afterwards. (A piranha-man is considered to have tasted blood any time it succeeds in hitting a living creature with a bite attack, or any time it is within 30 feet of a creature that has a bleeding wound while in water.)

Piranha-men are primitive jungle humanoids with little culture and a violent reputation. They disdain weapons and armor, trusting in their vicious teeth and scales. They

wear crude jewelry and belts made of dried strips of flesh to carry their few belongings. They have no fixed villages, instead traveling tropical rivers in nomadic swarms.

Piranha-men rush headlong into combat, straining for the taste of blood. They view their blood frenzy as a religious glory. They have no remorse for members of their own swarm that fall to the teeth of their swarm mates; they believe that those not strong enough to survive don't deserve to live. Piranha-men feast on the fallen, both enemy and ally, directly after battle.

Many jungle races, particularly lizardfolk, see piranha-man flesh as a delicacy and actively hunt them. Some river-dwelling sahuagin tribes successfully enslave piranha-men, using them as shock troops and spies.

Rarely an unusually intelligent or wise piranha-man will gain class levels, almost always as a barbarian or ranger. Spellcasters are rare, and are mostly druids, with the occasional cleric thrown in (or death mages if using that class, which is available from Rogue Genius Games). Piranha-man clerics gain access to the Death, Destruction, and Water domains.



# RAZOR SHOAL

A school of silvery fish surrounds you. Each fish has a blade of bone and scale running the length of its body.

## RAZOR SHOAL

CR 1

XP 400

N Diminutive animal (aquatic, swarm)

**Init** +3; **Senses** low light vision; Perception +0

### DEFENSE

**AC** 18, touch 17, flat-footed 15 (+3 Dex, +1 natural, +4 size)

**hp** 13 (3d8)

**Fort** +3, **Ref** +6, **Will** +1

**Defensive Abilities** swarm traits; **immune** mind-affecting effects, weapon damage

**Weaknesses** swarm traits

### OFFENSE

**Speed** swim 40 ft.

**Melee** swarm (1d6 plus bleed and distraction)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** bleed (1d4), distraction DC 11

### STATISTICS

**Str** 2, **Dex** 16, **Con** 10, **Int** —, **Wis** 10, **Cha** 3

**Base Atk** +2; **CMB** —; **CMD** —

**Skills** Swim +6

### ECOLOGY

**Environment** ocean

**Organization** solitary, school (4–12)

**Treasure** none

### SPECIAL ABILITIES

Razor shoals are small silvery fish that travel in schools of a thousand or more. Where normal fish bunch up in hopes of escaping attack, a razor shoal surrounds attackers, slicing with the sharp blades that run down their sides. Most predators flee from the stinging wounds or they are gashed badly enough that they bleed to death. Some fall to sharks attracted to blood in the water.

Fishermen, whose nets are shredded by the fish, hate razor shoals.

Blades can be removed from the fish and made into a workable knife.





# SARCOPHAGUS CLAM

This shellfish is roughly the shape of a coffin and is the size of a small wagon.

## SARCOPHAGUS CLAM

CR 4

XP 1,200

N Large vermin

**Init** -5; **Senses** blindsense 30 ft.; Perception +0

### DEFENSE

**AC** 24; touch 4, flat-footed 24 (-5 Dex, +20 natural, -1 size)  
**hp** 52 (8d8+16)

**Fort** +8, **Ref** -3, **Will** +2

**DR** 10/bludgeoning; **immune** mind-affecting effects; **resist** acid and fire 10

### OFFENSE

**Speed** 0 ft.

**Melee** tentacle +13 (1d6+7 plus grab)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with tentacle)

**Special Attacks** pull 10 ft., swallow whole (3d6 acid damage and 1d6 slashing damage, AC 20, hp see text)

### STATISTICS

**Str** 24, **Dex** 0, **Con** 14, **Int** —, **Wis** 10, **Cha** 4

**Base Atk** +7; **CMB** +15; **CMD** 19 (immune to bull rushes and tripping)

### ECOLOGY

**Environment** ocean floor

**Organization** solitary, pair, or bed (3–5)

**Treasure** incidental

### SPECIAL ABILITIES

**Camouflage (Ex):** Sarcophagus clams look like an ordinary, if large, shellfish. A DC 20 Perception check is required to notice subtle differences before it attacks. Any undersea native with ranks in Survival, or any creature with ranks in Knowledge (nature), can use those skills in place of their Perception to notice the clam.

**Swallow Whole (Ex):** Any creature swallowed by a sarcophagus clam is sealed inside its shell. A swallowed creature cannot make a grapple check to escape, but can attempt to smash its way out. The shell has a break DC of 30. The clam also releases the bones, and metal possessions of any victim once it is dead and its softer material have been digested. Melee attacks made from within the clam ignore its hardness, and any damage dealt is removed from the clam's hit point total.



A sarcophagus clam is a deadly hazard to creatures that travel the sea floor. They appear to be unremarkable giant clams until prey passes within reach. Their foot has evolved into a powerful tentacle that grapples targets and pulls them into its thick shell. Once its victim is inside, the clam snaps shut and begins to flood its interior with acid, while the foot drags the victim over the razor sharp protrusions of its inner shell. Once it has a victim within its shell, the clam cannot attack for at least a week.

The average sarcophagus clam can hold a Medium creature, although much larger specimens are known to exist. Frequently, indigestible materials are found within the clam's shell after it is slain, and rarely, high quality pearls are within the clam as well. Some races fashion plate armor and heavy shields out of unbroken sarcophagus clam shells. Sarcophagus clams are normally found singularly, often in shallow water and natural harbors, though merfolk legends tell of great beds of hundreds of sarcophagus clams that are capable of swallowing entire armies within seconds.

# TOOTHWRAITH

An impressive set of sharks jaws rests on the sea floor below you. Silently it drifts upward, gaping to attack.

## TOOTHWRAITH

CR 11

XP 12,800

CE Huge undead (aquatic, semi-incorporeal)

**Init** +6; **Senses** darkvision 60 ft, scent; Perception +17

**Aura** fear (30 ft., DC 23)

### DEFENSE

**AC** 18, touch 18, flat-footed 16 (+6 Deflection, +2 Dex)

**hp** 157 (15d8+90)

**Fort** +11, **Ref** +7, **Will** +15

**Defensive Abilities** channel resistance +3, semi-incorporeal;

**Immune** undead traits

**SR** 22

### OFFENSE

**Speed** fly 60 ft., swim 60 ft.

**Melee** bite +18 (2d6+10 plus swallow whole)

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

**Special Attacks** energy drain (2 levels DC 23), swallow whole (see text)

### STATISTICS

**Str** 24, **Dex** 14, **Con** —, **Int** 10, **Wis** 19, **Cha** 22

**Base Atk** +11; **CMB** +18; **CMD** 30 (can't be tripped)

**Feats** Bleeding Critical, Cleave, Critical Focus, Improved Initiative, Improved Iron Will, Iron Will, Power Attack, Vital Strike

**Skills** Intimidate +19, Knowledge (local) +10 Perception +17, Sense Motive +17, Stealth +15, Swim +25

**Languages** Aquan (can't speak)

**SQ** create spawn, lifesense, rebirth

### ECOLOGY

**Environment** ocean

**Organization** solitary

**Treasure** incidental

### SPECIAL ABILITIES

**Create Spawn (Su):** Creatures reduced to 0 levels by a toothwraith emerge as lacedons (aquatic ghouls) at the next high tide. The toothwraith has no special control over or care for its spawn, and often as not it attacks them out of pure spite.

**Lifesense (Su):** A toothwraith notices and locates living creatures within 60 feet of it just as if it had the blindsight ability. It can detect trace amounts of blood in water with a range of 2 miles.

**Rebirth (Su):** A toothwraith reforms 24 hours after being destroyed unless its jaws are shattered and its teeth are scattered in more than one body of water, or if it is destroyed with fire.

**Semi-Incorporeal (Ex):** A toothwraith's body is incorporeal except for its jaws. As such, it is treated as a Medium creature for calculating its attacks, CMB and CMD, and Stealth checks. It can travel wherever its jaws fit. Attacks made by a toothwraith do not ignore armor, nor can it pass entirely through an object. Attacks against the toothwraith are resolved as if they were made against an incorporeal creature, except for sunder attacks aimed at the jaws. The jaws have hardness 8 and 40 hit points. If the jaws are reduced to 0 hit points, the toothwraith is dispelled for 24 hours, before reforming fully healed. A *shatter* spell affects the jaws as if it were a crystalline creature.

**Swallow Whole (Su):** A creature swallowed by a toothwraith is telekinetically pulled along, as if trapped in a physical body. Such targets suffers its energy drain attack every round. The target can make a DC 23 Will saving throw every round to escape the "body" of the toothwraith.

Toothwraiths are apex predators that refused to release their grip on life. Originally massive sharks (or more rarely great crocodiles or dragon turtles), a toothwraith has willed itself back into existence, and it is equipped with malign intelligence it might not have possessed in life. Where once it hunted for food and perhaps pleasure, it now exists to destroy all living things.

Toothwraiths rest in out of the way areas, waiting for prey. When they sense living creatures, they attack from ambush. When inactive, a toothwraith appears as a simple set of articulated jaws; when attacking it gains a shimmering outline of its original form, with glowing crimson sparks for eyes. Although a toothwraith can move through the air as easily it does the water, it prefers to keep this fact secret as long as possible by "swimming" out of the waters only when doing so allows it to catch prey that thinks it has escaped.

Toothwraiths attack in a frenzy, attempting to swallow as many creatures as possible. The withered corpses of its victims fall through its "belly," and they eventually reanimate as the starving dead. A toothwraith's hunting areas are often coastlines used by smugglers and vast ship graveyards of matted kelp and seaweed in the deep ocean. These areas might become infested with lacedons, their numbers growing both from their own efforts and the toothwraith's.

Toothwraiths are fully aware of how hard they are to destroy, and they are almost fearless because of this. If a foe seems to understand how to truly damage them, they flee and attempt to stalk the foe from a distance, attacking when least expected.





# WAVE HORSE

A stallion made of water gallops over the sea. The light of the moon shines silver through the creature's translucent body. A wave rises in its wake, rushing in your direction.

## WAVE HORSE

CR 7

XP 3,200

N Large outsider (elemental, water)

**Init** +7; **Senses** darkvision 60 ft.; Perception +8

### DEFENSE

**AC** 18, touch 13, flat-footed 14 (+3 Dex, +1 dodge, +5 natural, -1 size)

**hp** 85 (6d10+30)

**Fort** +6, **Ref** +8, **Will** +5

**DR** 10/magic; **Immune** elemental traits

### OFFENSE

**Speed** 70 ft.

**Melee** Bite +11 (1d4+6), and 2 hooves +11 (1d6+6)

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

**Special Attacks** call wave

**Spell-Like Abilities** (CL 6) at-will—*elemental body III*, water elemental only

### STATISTICS

**Str** 22, **Dex** 16, **Con** 20, **Int** 8, **Wis** 10, **Cha** 16

**Base Atk** +6; **CMB** +13; **CMD** 26

**Feats** Dodge, Improved Initiative, Mobility

**Skills** Knowledge (geography) +7, Knowledge (nature) +7, Perception +8, Stealth +7, Survival +8, Swim +14

**Languages** Aquan

### ECOLOGY

**Environment** ocean

**Organization** solitary, pair, herd (3–12)

**Treasure** none

### SPECIAL ABILITIES

**Call Wave (Su):** A running water horse creates a 5-foot high wave that follows behind it. Creatures struck by the wave take 1d4 points of damage and must make a DC 18 Swim check or go underwater. Each running water horse that joins the first and remains within 30 feet of any other running water horses causes the wave to grow by 5 feet, causes the damage dealt by the wave to increase by one step (as per Improved Natural Attack), and causes the DC for the Swim check to increase by 5.

**Drench (Ex):** A water horse's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* with a caster level equal to its HD.



**Water Mastery (Su):** A water horse gains a +1 bonus to attack rolls and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the horse takes a -2 to its attack rolls and damage rolls.

Wave horses are magnificent elemental creatures that live on the surface of great waterways. They are proud creatures, and they do not suffer threats to their herd lightly. They typically ignore other creatures unless they are disturbed, and then they flee or attack viciously, depending on the nature of their foe. They often run for sheer pleasure across the water during storms, and witnessing the galloping herds amid crashing waves and flashing lightning is viewed as an ill omen by many sailors.

Wave horses are passionate fighters, striking with their hooves and biting. They use the waves they create to swamp foes, and herds can capsize even the largest ships when their ire is raised. If pressed, a water horse gives up its form, becoming an elemental, and flees. Although fierce, wave horses are also fair. Some stories of them describe them rescuing shipwrecked sailors and becoming the mounts of legendary heroes.

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