

# GALAXY PIRATES



## WATER BEAST

# Water Beast

*Swirling patterns on the massive amphibian before you make it almost impossible to distinguish from the water, save for its gaping maw: an abyss of razor-sharp teeth from which nothing returns.*

WATER BEAST CR 5, XP 1,600

N Large animal

**Init** +6   **Senses** darkvision 60 ft. low light vision, scent; **Perception** +17

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## DEFENSE

**HP 75**

**EAC** 17; **KAC** 19

**Fort** +7   **Ref** +7   **Will** +5

**Stability** Water Beasts gain +4 bonus to KAC against bull rush and trip combat maneuvers.

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## OFFENSE

**Speed** 40 ft., climb 20 ft., swim 20 ft.

**Melee** bite +14 (2d6+12 plus clutch), 2 claws +11 (1d8+12)

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

**Special Attacks** pounce, rake (2 claws +11, 1d8+12)

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## STATISTICS

**Str** +7; **Dex** +2; **Con** +3; **Int** -4; **Wis** +1; **Cha** -2

**Feats** Improved Initiative, Skill Focus (Stealth)

**Skills** Athletics +12, Perception +17, Stealth +17, Survival +12

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## ECOLOGY

**Environment** warm rivers and marshes

**Organization** solitary, pair, pack (3–6), tribe (7–12)

**Treasure** none

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## SPECIAL ABILITIES

**Clutch (Ex)** A Water Beast that hits with a bite attack automatically initiates a grapple combat maneuver against its target (this does not take an action). If successful, the Water Beast remains attached to the target until the end of the Water Beast's next turn, unless it succeeds at another grapple combat maneuver (with a +4 bonus) during its next turn. The target can break the clutch with a successful DC 29 Acrobatics check to escape. The Water Beast can't use its bite attack while it is clutching a target, and the target can't regain Stamina Points while a Water Beast is clutching it.

**Hold Breath (Ex)** A Water Beast can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

**Pounce (Ex)** When the Water Beast makes a charge, it can make a full attack.

**Rake (Ex)** When a Water Beast succeeds at a grapple combat maneuver while clutching a target, it can make two claw attacks against that target as a move action.

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## WATER BEAST LIFE SCIENCE/MYSTICISM CHECK DC'S

**DC 10** A Water Beast is a 12-foot long blue amphibian with spotted coloring. Reveal Animal Traits. Despite mainly being a solitary ambush predator, Water Beasts regularly live in groups, called tribes.

**DC 15** Water Beasts live near rivers or marshes, and can hold their breath for a long time without risk of drowning

**DC 20** Water Beasts hunt by lying in wait, creeping close to their prey, then making a quick, fatal pounce attack

**DC 25** Water Beasts will attempt to rake their prey once they have latched on with a bite.

## Water Beast, Dire

*Larger and meaner than others of its ilk, the alpha beast bellows at you, rows of teeth sliding into place as it opens its vast jaws in challenge.*

WATER BEAST CR 9, XP 6,400

N Large animal

**Init** +6   **Senses** darkvision 60 ft. low light vision, scent; **Perception** +22

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### DEFENSE

**HP 145**

**EAC** 24; **KAC** 25

**Fort** +7   **Ref** +7   **Will** +5

**Stability** Water Beasts gain +4 bonus to KAC against bull rush and trip combat maneuvers.

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### OFFENSE

**Speed** 40 ft., climb 20 ft., swim 20 ft.

**Melee** bite +22 (2d6+17 plus grab), 2 claws +19 (1d8+17 plus grab)

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

**Special Attacks** pounce, rake (2 claws +19, 1d8+17)

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### STATISTICS

**Str** +8; **Dex** +2; **Con** +3; **Int** -4; **Wis** +1; **Cha** +0

**Feats** Improved Initiative, Skill Focus (Stealth)

**Skills** Athletics +17, Perception +22, Stealth +22, Survival +17

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### ECOLOGY

**Environment** warm rivers and marshes

**Organization** solitary, pair, pack (3–6), tribe (7–12)

**Treasure** none

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### SPECIAL ABILITIES

**Clutch (Ex)** A Water Beast that hits with a bite attack automatically initiates a grapple combat maneuver against its target (this does not take an action). If successful, the Water Beast remains attached to the target until the end of the Water Beast's next turn, unless it succeeds at another grapple combat maneuver (with a +4 bonus) during its next turn. The target can break the clutch with a successful DC 35 Acrobatics check to escape. The Water Beast can't use its bite attack while it is clutching a target, and the target can't regain Stamina Points while a Water Beast is clutching it.

**Hold Breath (Ex)** A Water Beast can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

**Pounce (Ex)** When the Water Beast makes a charge, it can make a full attack.

**Rake (Ex)** When a Water Beast succeeds at a grapple combat maneuver while clutching a target, it can make two claw attacks against that target as a move action.

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### LIFE SCIENCE/MYSTICISM CHECK DC'S

DC 10   A Dire Water Beast is a 16-foot long blue amphibian with spotted coloring. Reveal Animal Traits. Despite mainly being a solitary ambush predator, Water Beasts regularly live in groups, called tribes.

DC 15   Water Beasts live near rivers or marshes, and can hold their breath for a long time without risk of drowning

DC 20   Water Beasts hunt by lying in wait, creeping close to their prey, then making a quick, fatal pounce attack

DC 25   Water Beasts will attempt to rake their prey once they have latched on with a bite.

## Water Beast Ecology

The original homeworld of these aggressive creatures is unknown: they live near the rivers, streams, and lakes of numerous worlds, where they are the kings of their untamed territories. It is possible that they were spread across the worlds of Civilized Space by travelers seeking to keep down native grazing animals or other prey. Because of their predatory nature, some Zoologists believe they were spread as sport hunting beasts by an unknown civilization. Regardless, where there is water, you will likely find a tribe of these dangerous predators. Scientists have also noted cascade effects on the ecosystems where Water Beasts have been introduced, by displacing smaller predators and dominant prey animals they affect flora, fauna and even the course of rivers.

A Water Beast is an expert at camouflaging itself while in water, where its mottled blue skin grants it superior stealth and ambush abilities. Adults can measure up to 16 feet long and weigh as much as 2600 pounds, and even the smallest beasts are at least 12 feet long and 600 pounds in weight. Although the creatures live in groups in the waters of lakes and large bodies of water, solitary and mated pairs frequently prowl and patrol rivers, and will forage and hunt at all hours of the day or night.

While most never make it past half of this age due to injuries sustained in the aggressive defense of their territory, these creatures can live for up to 26 standard years, and are sexually mature at the age of 4. Breeding typically takes place in the fall, as the colder months help the fertilized eggs develop to maturity. Newly hatched Water Beasts emerge from the spawning pools in the spring. The beasts typically breed every two to three years, with the females laying a few dozen eggs in a clutch. They do not spawn in captivity.

## Habitat & Society

Water Beast tribes are often found in lakes and enormous river systems. They are infrequently found in swamps, though this is not unheard of. When a tribe becomes established, its members become increasingly territorial, attacking all intruders into their domain. Strangely, Water Beasts do not prey on other waterborne creatures for food: they will often peacefully coexist with common prey animals, although they will keep them away from their eggs and spawning pools. If they have not claimed new territory as solitary hunters, young beasts will return to the pool

where they were spawned when they reach adulthood. Water Beasts will always move to intercept and actively antagonize any predators that enter their territory, whether on land or in the water.

## Campaign Role

In addition to a natural role of culling the old and weak from herds, the water beasts also add the occasional unwary explorer to their diet. They are both ambush predators and stalk their prey.

## Predation

Water beasts hunt their prey either by ambush (in which case the prey is very close when they attack), or by tracking the prey until it is close enough to *Pounce* on them. Whenever the beast attacks, it will lead with its bite attack, if successful its *Clutch* ability grants it a free grapple check. If it succeeds on the first grapple and then maintains the grapple on its next turn then it gets to use its *Rake* ability.

Water Beasts have a powerful bite force for their size, though it is mainly for capturing prey, which will more than likely be disemboweled by their raking claws. Sometimes a Water Beast simply grapples its prey underwater and waits for it to suffocate.

## Emergent Behaviors

Water Beasts are highly territorial: they defend their tribe's nesting grounds in coordinated teams. Solitary or mated pairs living in rivers and streams will use hit-and-run tactics until such time as they have a terrain or visibility advantage, then press their attack.