



Empiric's Mythological Monsters (Aquatics)

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Introduction

The Sea was wet as wet could be,
The sands were dry as dry.
You could not see a cloud, because,
No cloud was in the sky:
No birds were flying overhead—
There were no birds to fly.

-Lewis Carroll, Through the Looking Glass

Just as the Walrus and the Carpenter searched the seas for a meal and tricked the oysters into their empty stomachs, so to do many things prowl the land from waters edge. Beings float in on the tide from wrecks far away, and Mermaids prowl the deep, searching for those who are close to drowning to devour fresh flesh. Monsters abound throughout the ocean, hiding and searching for the right moment to strike at their victims.

Surprisingly, while a multitude of aquatic spirits and demons abound in world mythology, there is a notable lack of these underwater beings in D&D manuals and supplements. Beings that inhabit the water are set aside for Giants of the Sky and Elementals of the Earth. This collection of homespun monsters is based on the myths and cultures from around the world. You will not see a Mermaid or Nereid among them, as they are accounted for in the D&D universe; what you will find however is a range of monsters of varying powers that are true to their real-world counterparts. Hopefully you can find a use for each monster, from the tiny Blue Fish servant to the Epic Wahwee.

You have been warned.

Now spread the sails and plot a new course into adventure.

Kappa

Small Aberration (Water)

Hit Dice:	2d8 + 5
Initiative:	+6 (+4 Improved Initiative, +2 Dexterity)
Speed:	20 ft., 60 ft. Swim
AC:	17 (+1 Size, +2 Dexterity, +4 Natural Armour)
Attacks:	2 Claws +5 melee, Bite +5 melee
Damage:	Claw 1d4+4, Bite 1d8 + 6
Face/Reach:	5 ft. by 5ft./5ft.
Special Attacks:	Devour Organs, Rend 1d4+4
Special Qualities:	Water Mastery, Regeneration 5, Darkvision 60ft., Binding Word, Life-Bowl
Saves:	Fort -2, Ref +2, Will +6
Abilities:	Str17, Dex13, Con10, Int14, Wis14, Cha15
Skills:	Knowledge (Local Customs) +5, Swim +12, Heal +4
Feats:	Improved Initiative
Climate/Terrain:	Aquatic (Fresh Water Only)
Organisation:	Singular
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually Lawful Evil
Advancement	3-8 HD (Small)

The Kappa is an Aquatic Aberration that lives alone in murky fresh water rivers and ponds, scavenging what it can to eat. It is the height of a ten year old human child, and has a large tortoise shell on its back, webbed hands and feet, the face of a monkey, and a head of hair that surrounds and hides a bowl indentation on the top of its head. The bowl shaped indentation holds the power of the Kappa, and is filled with a thick, jellylike liquid. Losing the liquid within weakens the Kappa and stuns it for a short while.

Kappa's feed on a combination of scavenged vegetables and animals it can draw into its water, occasionally tempting humanoids into it by playing games or reaching out of the water when they attempt to drink. They prefer the entrails of creatures, enjoying the liver above all. However, the Kappa is an incredibly polite creature when encountered, and studies the local customs of politeness and duty whenever possible. A Kappa's agreement is binding, and it is impossible for one to break an oath.

Kappa's speak Common, Aquan, and one dominate language of the local area.

Combat

A Kappa is incredibly cautious when in battle, and prefers hit and run tactics when it can use them. It prefers to set an ambush from its home waters, reaching out and grabbing creatures that attempt to drink from its waters. Once the Kappa has drawn a creature into the water, it grabs hold and attempts to bite them and use its Devour Organs attack. If the Kappa feels overpowered, or loses an arm or other appendage, it will negotiate and even beg to live or retrieve the lost limb.



Rend: If a Kappa hits with both claw attacks, it latches onto the opponents body and tears the flesh. This attack automatically deals an additional 1d4+4 damage.

Devour Organs: If a Kappa hits with its Bite attack, it may choose to initiate a grapple immediately without provoking an attack of opportunity. Every round it may sacrifice its action to deal maximum bite damage plus an additional 1d4 constitution damage as the Kappa sucks out the grappled targets life force and entrails. The Kappa regains 1 Hit Point for every point of Constitution drained in this manner. Any excess Hit Points above the Kappa's maximum are lost.

Water Mastery: A Kappa gains a +1 attack and damage bonus if both it and its target are completely submerged in water. If the Kappa is completely landbound, the Kappa suffers a -4 penalty to attack and damage (These modifiers are not included in the statistics block).

A Kappa can also be a serious threat to a ship that crosses its path. The Kappa can easily overturn small craft (5 feet of length per Hit Dice of the Kappa) and can stop Larger vessels (10 feet long per HD). Large ships (20 feet long per HD) can be slowed to half speed.

Regeneration: Damage dealt to Kappa is treated as subdual damage. The Kappa automatically heals 5 subdual damage per round. Electrical damage deals damage normally. The Kappa can be dealt a coup-de-grace when unconscious as long as the coup-de-grace is of a type that does not convert to subdual damage.



Poison ignores regeneration. Regeneration does not restore life lost due to starvation, thirst, or suffocation.

Regenerating Kappa cannot re-grow portions of their bodies, however they can reattach severed limbs or body parts. Severed parts that are not re-attached do not decay unless the Kappa they are from dies.

Binding Word: If a Kappa enters into a contract or makes a promise, it is bound to do so. Any time a Kappa would actively attempt to defy a promise or contract it has made, it is dealt 1d4 Wisdom damage per day until it honours its deal. A Kappa is compelled to return politeness, such as bowing and signs of welcome or goodbye, even if it knows that returning the politeness to be detrimental to its health.

Life-Bowl: On the top of a Kappa's head is a bowl-shaped indentation hidden by hair, which stores its life force and physical strength. The water in the bowl is jelly-like, and very thick. Anyone other than the Kappa who drinks the water is affected by a Bull's Strength spell as if cast by a Sorcerer at the Kappa's current level. The Kappa has approximately three drinks worth of water in its bowl. The water is not secured in any way, and if the Kappa does anything such as bowing or tilting its head in a manner that the water can pour out, it does so, evaporating the moment it touches the ground. A Kappa that has lost its water is stunned for five rounds, and suffers a -10 strength bonus penalty. The Kappa regains its strength bonus at +1/hour as its bowl refills itself. A Kappa submerged in water cannot lose its Jelly unless the water around it is removed.

A create water spell instantly refills a Kappa's bowl, returning its strength. A control water spell does not affect the water in a Kappa's bowl. If the water in a Kappa's bowl is somehow contaminated or turned stale by magic, the Kappa gains a -5 strength bonus penalty until the water is purified or it dumps the water and refills its bowl.

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Kelpie

Large Magical Beast (Water)

Hit Dice:	3d10 + 9
Initiative:	+ (+2 Dexterity)
Speed:	30 ft., 60 ft. (Swim)
AC:	15 (+2 Dexterity, -1 Size, +4 Natural Armour)
Attacks:	2 hooves +5 melee, Bite +7 melee, Tail Slam +7 melee
Damage:	Hoof 1d6+4, Bite 1d8+4, Tail Slam 1d4+6
Face/Reach:	5ft. by 10ft. / 5 ft.
Special Attacks:	None
Special Qualities:	Shape-Change, Glue Skin
Saves:	Fort +5, Ref +4, Will +1
Abilities:	Str19, Dex15, Con16, Int15, Wis8, Cha5
Skills:	Bluff +0, Diplomacy +0, Disguise +3, Jump +10, Listen +4, Search +8, Spot +4
Feats:	Alertness, Dodge, Mobility
Climate/Terrain:	Any Moving Water
Organisation:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	CE
Advancement	2-4 HD (Large), 5-9 HD (Huge)

The Kelpie is a carnivorous aquatic predator that enjoys the taste of young maidens. It actively seeks out living flesh to eat and is very antisocial. The Kelpie in its natural form appears to be a yellow-green skinned horse that has the tail end of a fish. When using its shape-change ability it can be seen as a black or brown colour horse, or as a handsome man of a local humanoid race.

Kelpies rarely live in the same area for long, instead leaving when locals find out he has been tricking their wives into being unfaithful and then devouring them.

The Kelpie speaks Aquan and Common. It may know one or two local languages depending on how long it has lived in the area.

Combat

The Kelpie prefers to use its Shape-change ability to lure opponents into a false sense of security, and then to attack them when they are sleeping or least suspecting an attack. The Kelpie first strikes with its hooves, and then attempts to rush in and grapple opponents, forcing them into contact with the Kelpies skin. It loves to rush headlong into water, drowning anything that is stuck to its glue-like hide.

Shape-Change: As a move-equivalent action, the Kelpie may transform into one of two alternate forms; either that of a normal horse or the appearance of a handsome male. This transformation



is indefinite, but the Kelpie does revert to its normal form upon death. It takes a move-equivalent action for the Kelpie to revert to its normal form. A Gem of True Seeing reveals a Kelpie in its true form. This is a supernatural ability.

Glue Skin: The Kelpies skin excretes a sticky layer of slime that sticks to anything it touches. Any creature that sits on a Kelpies back find that it is bound to the spot, while weapons that strike the Kelpie stick to the creatures hide. It takes a strength check (DC 25) to pull a weapon off of or out of the Kelpie's hide. The Kelpie can release a creature from its skin at will. Water does not dissolve the slime, or remove it from surfaces.

Training a Kelpie

Young Kelpies are worth 1,000 gp per head. They mature at the same rate horses do. A professional trainer charges 40,000 gp to rear a Kelpie or train it as a mount.

The Odd pricing shows the caution in which Kelpie's are dealt with: those who deal in them wish to get rid of them quickly, while trainers want to make doubly sure their efforts are rewarded. Funding for Kelpie training and purchasing is normally asked for up front, without a chance for reimbursement.

Training a Kelpie requires a successful Handle Animals check (DC10 for a young Kelpie, DC30 for an Adult)and the willing cooperation of the creature. Part of the danger of training a Kelpie is that in order to keep its cooperation it must be allowed

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to feed on one living humanoid being per day, otherwise it dies. The Kelpie cannot be kept alive without feeding on one being per day, and will actively attempt to kill any owners that try and deny it meals. A ring of sustenance will keep it from dying, however it still will attempt to take one life per day, otherwise it will attempt to kill its master.

A Kelpie can be used as both an underwater mount and an aboveground mount. It can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds a ride check. Riding a Kelpie requires a special saddle carved with the symbol of a water deity. Any rider who attempts to mount a Kelpie without this saddle is stuck to the Kelpies back via its Glue Skin ability, and the Kelpie is free to drown the mounted individual at will. Those who mount a Kelpie underwater must have their own means of breathing.

Carrying Capacity: A light load for a Kelpie is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load 601-1000 pounds. A Kelpie can swim at its full speed even with a heavy load.

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Mbulu

Medium-Size Monstrous Humanoid (Aquatic)

Hit Dice:	3d8
Initiative:	+1 (+1 Dexterity)
Speed:	30 ft, 20 ft (Swim)
AC:	11 (+1 Dexterity)
Attacks:	Short Sword +3 melee
Damage:	Short Sword 1d6+2
Face/Reach:	5 ft by 5 ft / 5 ft
Special Attacks:	None
Special Qualities:	Darkvision 60 ft, Amphibious, Sentient Tail, Cursed Death
Saves:	Fort +1, Ref +3, Will +6
Abilities:	Str11, Dex12, Con10, Int15, Wis16, Cha16
Skills:	Bluff +9, Diplomacy +9, Disguise +11, Forgery +8, Gather Information +7, Hide +7
Feats:	Blind-Fight, Power Attack, Skill Focus (Disguise)

Climate/Terrain: Aquatic, Coastal, Urban

Organisation: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: NE

Advancement ----

The Mbulu is an aquatic trickster, resembling a human but with amphibian eyes and scaly skin. It enjoys the thrill of taking advantage of others, and is an expert at it. Unfortunately, its eternal partner, its pitch-black sentient tail, does not have the same patience and sense of timing.

The Mbulu lives in ponds and rivers neighbouring roads, watching travellers pass by and approaching those it sees as easy prey. It tricks them into giving it all their worldly possessions. Occasionally however a heist goes wrong when the Mbulu's impatient tail gets in the way, eating the hapless victim, possessions and all.

An Mbulu speaks Common, Sylvan, and Aquan.

Combat

An Mbulu will join combat when needed, however its tail does not have the same inhibitions that its owner does. In fact, the tail has little to no inhibitions. An Mbulu is lucky if its tail does not attack at the first sign of trouble, biting and slamming into the opponents with its own incredible strength. Normally the Mbulu takes on opponents in the front, while the tail prevents anything from flanking them. Each of them operate independently of each other in combat, sometimes to the detriment of them both. However, when they both concentrate on an enemy, the whirlwind of attacks can be deadly.

Amphibious: An Mbulu can breath both underwater and above water.

Sentient Tail: An Mbulu's tail thinks and operates independently of its owner, acting at will. It is considered a separate organism with separate saves when considering actions

which require a will or reflex save, however any action which requires a Fortitude save effect them both. Poisons effect them both, each one losing the same amount of stats. Spells or abilities which target a specific creatures stats only affect the Mbulu or the Tail it targets.

They have separate lines of sight, and if one is blinded the other is not necessarily so. They each gain a separate attack round with different Initiative rolls. If one is presented an attack of opportunity, they both are presented an attack of opportunity.

They are only considered flanked if both of them are flanked. Sneak attacks do not work unless the Sneak attack could be applied to both of them.

If the Tail dies before the Mbulu, it does not lose any HP below -1. If the Mbulu survives the encounter the tail can healed and revived no matter its condition. If the Mbulu reaches below 0 HP before the tail, the tail immediately falls to -1 HP. If the Mbulu dies before the tail, they both die.

Cursed Death: When an Mbulu dies and is buried or entombed, any plants which use the Mbulu for nutrients are immediately imbibed with the consciousness of the Mbulu's tail. These Plants gain stats equal to the Tail's stats as well as the Tail's memories. They also gain a bite and smash attack with damage appropriate for their size.

Mbulu Tail Stats

Small Aberration (Aquatic)

Hit Dice:	1d8 +3
Initiative:	+4 (+4 Dexterity)
Speed:	----
AC:	20 (+4 Dexterity, +1 Size, +5 Natural Armor)
Attacks:	Bite +7 melee, Slam +7 melee
Damage:	Bite 1d6+7, Slam 1d2+11
Face/Reach:	5 ft by 5 ft / 5 ft
Special Attacks:	None
Special Qualities:	Darkvision 60 ft.
Saves:	Fort --, Ref +4, Will +0
Abilities:	Str25, Dex18, Con16, Int3, Wis3, Cha3
Skills:	Disguise+0, Hide+8
Feats:	None

Climate/Terrain: CE

Organisation: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: NE

Advancement ----

Mythological Monsters (Aquatics)

Munuane

Large Giant Fey (Water)

Hit Dice:	3d8 + 15
Initiative:	-1 (-1 Size)
Speed:	10 ft.
AC:	9 (-1 Size)
Attacks:	Slam +3 Melee, Composite Longbow +23 ranged (+20 Munuane Arrow)
Damage:	Slam 1d4+6, Composite Longbow 1d8+6 + Stun
Face/Reach:	10 ft. by 10 ft./10 ft.
Special Attacks:	Spell-Like Abilities, Munuane Arrow
Special Qualities:	Boat Mastery, Damage Immunity, Weak Knee, Low-Light Vision (40 ft.), Speak with Fish
Saves:	Fort +10, Ref -2, Will -3
Abilities:	
Skills:	Knowledge (Nature) +3, Profession (Sailor) +2
Feats:	Point Blank Shot, Far Shot

Climate/Terrain:

Organisation: Singular or Mated Pair

Challenge Rating:

Treasure: Standard

Alignment: N

Advancement 4-9 HD (Large)

The Munuane is a strange creature indeed, living alone or with its mate in the middle of swamps or lakes on boat-houses or small islands. The Munuane stands at 10 feet tall, but looks to be a toothless grey haired man that is infirm with age. The Munuane's most noticeable aspect is that instead of eyes in its head, its eyes are located on its knees. Female Munuane appear to be much like the males; old toothless women with grey hair and eyes in their knees. The odd appearances hide the Munuane's true strength, as it is a Fey with power over rivers and lakes, and protects the environment from over exhaustion. The Munuane normally eats fish and lilies, but it also makes room in its menu for humans who dare to catch more fish than they need. Otherwise they stay away from humans and even other Fey, content to talk with the fish and live peaceful lives.

Surprisingly, Munuane do not respect nature deities, believing that nature can care for itself without the assistance of gods and deities. Thus, the holy symbol of a nature deity will often keep a Munuane at bay unless the bearer decides to push their luck.

The Munuane speak Aquan, Sylvan, and Giant.

Combat

The Munuane often watches over fisherman that enter its territory with its Arcane Eye ability, and then swiftly moves its raft into position should the fisherman or gatherer attempt to take more than the Munuane feel the creature is due. The Munuane attempts to shoot the creature first and stun it with its magical arrow and then closes in and uses its magical abilities should the creature still be conscious. It prefers to stun the creature and then take it home to its mate to eat it. A Munuane knows that its knees are its weak points, and will pretend to be hurt when struck elsewhere to keep opponents from targeting its vulnerable spot.

Spell-Like Abilities: At will- *Detect Magic, Know Direction, Faerie Fire, Obscuring Mist, Entangle, Arcane Eye*. 3/day - *Snare, Water Breathing, Control Winds, Control Water*. All spells are cast as if by a 15th level Druid.

Munuane Arrow: A Munuane has one arrow which it uses to catch fish and shoot trespassers and hunters. The Munuane has enchanted this arrow so that it is near impossible to miss with it, and that it traps and stuns opponents who are hit with it. Munuane's Arrow gains a +20 bonus to attack as if enchanted by a True-Strike spell. Creatures hit by the Munuane Arrow must succeed a Fortitude check (DC 20) or be stunned for 2d6 rounds. The Munuane knows the exact location of its arrow at all times.

Boat Mastery: A Munuane is the undisputed master of sailing and boatmanship. A Munuane using a boat can move double the effective speed of the boat and can ignore all weather conditions that might effect the speed of the boat. When using a 5ft/5ft. raft, the Munuane can move approximately 100 ft./round. The Munuane gets a +10 bonus to all balance checks made to stay on a boat, and a +5 bonus to all Intuit Direction checks when using a boat.

Damage Immunity: A Munuane is immune to all physical, energy, and magical damage. A Munuane is immune to all poisons and diseases, except for those that effect eyes. Spells that drain ability scores or affect the Munuane in other ways still work.

Weak Knee: While the Munuane is immune to most forms of damage, it does have a weakness. When struck in the eyes (The knees) the Munuane does not experience its damage immunity ability. A called shot to the knee's is capable of dealing normal damage to the Munuane. A Munuane gets a Reflex save against spells and affects that deal radius damage even if no reflex save is normally allowed to prevent its eyes/knees from being damaged, thus avoiding damage.

Speak With Fish: A Munuane is capable of speaking with Fish as if with a Speak with Animals spell. This ability is only effective with fish, not aquatic mammals such as whales or dolphins.

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Nuckelavee

Large Aberration (Centaur) (Water)

Hit Dice:	6d8 + 18
Initiative:	+6 (+2 Dexterity, +4 Imp. Initiative)
Speed:	40 ft., 60 ft (Swim)
AC:	20 (+2 Dexterity, -1 Size, +9 Natural)
Attacks:	2 Hooves + 6 melee, Bite + 8 melee
Damage:	Hoof 1d6+6, Bite 2d6 + 8
Face/Reach:	5 ft by 10 ft / 5 ft.
Special Attacks:	Deathly Breath
Special Qualities:	Centaur Blood, Frightful Presence, Fresh Water Weakness, No Skin, Darkvision 60 ft.
Saves:	Fort +3, Ref +3, Will +5
Abilities:	Str19, Dex14, Con17, Int14, Wis15, Cha3
Skills:	Concentration +8, Intimidate +2, Jump +10, Listen +8, Search +8, Spot +8
Feats:	Combat Reflexes, Improved Initiative, Dodge
Climate/Terrain:	Coastal, Marsh, Salt Water
Organisation:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	CE
Advancement	5-7 HD (Large) 8-11 HD (Huge)

The Nuckelavee is a dangerous, malevolent creature that lives only to cause pain and destruction. A twisted relative of the proud Centaur, it prowls the roads killing all life it comes across.

His lower body and torso resemble the muscle tone and build of a centaur, while its head is mis-proportionately smaller than it should be. Instead of the normal two eyes, a Nuckelavee has one large bloodshot eye in the centre of its forehead, and directly below that a small pig-like snout that opens up into a mouth that stretches from one end of the Nuckelavee's head to the other.

The Nuckelavee's most extreme physical trait, however, is that it has absolutely no skin anywhere on its body.

The Nuckelavee travels from one place to another, killing plant life and travellers it finds on its journeys. The only thing that stops a Nuckelavee in its tracks is fresh water, which acts as a sort of acid against the creature.

A Nuckelavee speaks Common, Aquan, and Sylvan.

Combat

A Nuckelavee is not afraid to begin combat, and often rushes headlong into it. Once it knocks down an opponent, or gets within close range, it uses its Deathly Breath to immediately kill its victim.

Deathly Breath: A Nuckelavee breathes in either air or seawater through a multipurpose organ, however whenever it exhales it introduces into its breath a highly corrosive and toxic compound. The compound is a combination of extracted highly pressurized salt and organic acids developed within the Nuckelavee's body. Any plant the Nuckelavee breaths on instantly absorbs the air

and while processing it, experiences an increased rate of decay. In essence, plants a Nuckelavee breaths on decay immediately.

The breath of a Nuckelavee also has an adverse affect on living creatures. Anything that breaths in a Nuckelavee's breath instantly dies unless they succeed a Fortitude DC (17). Those that succeed their Fortitude save are instead poisoned by the air. Those that succeed are immediately dealt a temporary 2d6 Constitution damage without a save. Every hour after victim breathed in the air, they must succeed a Fortitude save (DC 17) to heal a point of temporary constitution damage from the breath. If the victim fails this save, the point is converted into permanent Constitution damage.

Characters that die from the Constitution loss appear to wither and decay away, leaving a fluidless corpse that eventually decays away into a pile of salt. Treat this as death by a disintegrate spell when considering revival. Any spell which heals stat loss works on the temporary Constitution damage, however permanent damage can only be healed by a wish spell.

This ability does not translate into a breath weapon. A creature may be grappled by the Nuckelavee or pressed against it in order to breath in the air. Nuckelavee's are immune to their own and other Nuckelavee's breath.

Frightful Presence: A Nuckelavee's very presence unsettles many foes. Any creature that has less than six Hit Dice and is capable of seeing the Nuckelavee must succeed a Will save DC (17) or be completely terrified and unable to take any actions for 5d6 rounds. Creatures that succeed the Will save are immune to that particular Nuckelavee's frightful presence for 24 hours.

Centaur Blood: Any magical items, spells, or the like which can only be used or activated by a Centaur can also be used by a Nuckelavee. A Ranger's favored enemy against Centaurs also works against a Nuckelavee.

Fresh Water Weakness: Any Fresh, pure non-salt water which touches the Nuckelavee is treated as if acid against the creature. Natural rain and non-salt water created by a spell also have this effect.

No Skin: Any spells which would target a creature's flesh do not work on a Nuckelavee.

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Tikoloshe

Medium-Size Monstrous Humanoid (Water)

Hit Dice:	2d8
Initiative:	+1 (+1 Dexterity)
Speed:	30 ft., 20 ft (swim)
AC:	11 (+1 Dexterity)
Attacks:	Dagger +3
Damage:	Dagger 1d6
Face/Reach:	5 ft by 5 ft/ 5 ft.
Special Attacks:	None
Special Qualities:	Darkvision 60 ft., Spell-Like Abilities
Saves:	Fort+0, Ref+3, Will+6
Abilities:	Str11, Dex13, Con10, Int15, Wis13, Cha22
Skills:	Bluff +11, Diplomacy +11, Disguise +11, Hide +5, Intimidate +10, Move Silently +5, Sense Motive +6
Feats:	Blind Fight, Weapon Finesse (Dagger), Leadership
Climate/Terrain:	Aquatic, Urban
Organisation:	Solitary
Challenge Rating:	2
Treasure:	Standard
Alignment:	NE
Advancement	1-4 HD (Medium), 5-7 HD (Large)

A Tikoloshe at a distance would remind most of a dwarf with wild hair and a somewhat elongated arms that they habitually swing like a baboon. They stand slightly taller than four feet high, and their arms almost drag onto the ground. A Tikoloshe's eyes actually appear amphibian at close range, but they normally keep others from looking directly at them.

A Tikoloshe lives primarily along marshy riverbanks and travels inland in search of potential mates, preferring those already married. They do not eat meat, but they crave the nightly company of females. They are drawn to large cities, where they pick a married woman, make the woman unfaithful to her husband, and then runs off with her. If the woman does not go with it, the Tikoloshe takes her by force.

A Tikoloshe is a master of social occasions and disguise, using its spell-like abilities to impress would-be mates and steal them from their husbands. A Tikoloshe only hires Fey with its Leadership ability, normally Satyr's or the like that enjoy stealing woman as much as it does. The typical Tikoloshe has a lifespan of 500 years, and prefers shorter lived species with which to mate.

A Tikoloshe knows Common, Aquan, Elven, and Sylvan

Combat

The Tikoloshe avoids combat whenever it can, preferring to use its interpersonal skills to get it out of situations. It knows it doesn't stand up well in a fight, and many tales abound of husbands killing a Tikoloshe while it is with the wife. The Tikoloshe never stands for a fight, and is easily driven off.

Spell-Like Abilities: At will- *Detect Magic*, *Unseen Servant*, *Comprehend Languages*, *Charm Person*, *Change Self*. All cast as if by a 5th level Sorcerer.

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Vodyanoi

Medium-Size Fey (Aquatic)

Hit Dice:	1d6
Initiative:	+1 (+1 Dexterity)
Speed:	30 ft, 30 ft (Swim)
AC:	11 (+1 Dexterity)
Attacks:	Slam -1 melee
Damage:	Slam 1d3-1
Face/Reach:	5 ft by 5 ft / 5 ft
Special Attacks:	None
Special Qualities:	Low-Light Vision, Amphibious
Saves:	Fort +0, Ref +2, Will +5
Abilities:	Str9, Dex13, Con10, Int15, Wis18, Cha10
Skills:	Animal Empathy +4, Appraise +6, Concentration +8, Decipher Script +6, Diplomacy +4, Forgery +6, Handle Animal +4, Heal +8, Knowledge (Arcana) +4, Knowledge (Nature) +5, Sense Motive +8, Use Magic Device +4
Feats:	Endurance, Run, Improved Unarmed Strike
Climate/Terrain:	*Special (See Underwater Palace)
Organisation:	Solitary
Challenge Rating:	1
Treasure:	Triple Standard
Alignment:	LN
Advancement	1-2 HD (Medium), 3-5 HD (Large)

Living alone, banished by the world around them, the Vodyanoi live solitary lives amidst their underwater palaces, hidden in mill-ponds and lakes. The youngest looks to be a venerably old human, with a long green beard. These Fey protect the underwater world from pollution and over hunting, destroying mills and factories that come close to their homes. These beings however never stray far from their underwater palaces, and are content to let the world pass them by with a lifespan comparable to elves.

No female Vodyanoi seem to exist, and none of those remaining seem to have any desire to mate. When alone, they concentrate on meditation and collecting objects from the outside world that happen to wash into their lake.

Rarely, if ever, a Vodyanoi in its most elderly years takes to adventuring, thinking that through this experience they will die happily. Normally they join with small adventuring groups, pretending to be monks or wizards, occupations which they readily pick up in their underwater homes.

A Vodyanoi speaks Common, Elven, Draconic, Sylvan, and Aquan

Combat

A Vodyanoi in its home turf always attacks industrialists or those who represent technology, including gnomes and humans. They keep pens of animals hidden away, releasing them to kill anything that enters their water. Those that find themselves outnumbered outgunned attempt to barter for their lives instead of fighting.

Amphibious: A Vodyanoi can breath both underwater and above water.

Vodyanoi Characters:

A Vodyanoi character has an ECL of +1. Thus a first level Fighter Vodyanoi would be a 2nd level character. Vodyanoi concentrate extra hard on their mental discipline, and can Multiclass with both Wizard and Monk classes without penalty. In addition, all skills are class skills to a Vodyanoi. However, Vodyanoi characters do not gain feats every third level nor do they gain any feats at first level beyond their racial feats, instead they gain a feat at 8th and 16th level. This does not limit feats a Vodyanoi gets from their class.

Underwater Palace:

Every Vodyanoi lives alone in a Pond or Lake at least 30 by 30 feet across. The Vodyanoi keeps this body of water crystal clear and free of all pollution. In addition, within this pond a Vodyanoi owns a Permanent *Mordenkainen's Magnificent Mansion*. The inside of the Mansion is not underwater, and the same rules apply to entering and exiting the mansion. The mansion is as if cast by a 15th level Sorcerer, and is laid out in any manner the Vodyanoi desires.

Mythological Monsters (Aquatics)

Wahwee

Gargantuan Shapechanger (Water)

Hit Dice:	20d8 + 140
Initiative:	-3 (-3 Size)
Speed:	60 ft., 40 ft. swim
AC:	25 (-3 size, +18 Natural)
Attacks:	Bite + 27 melee, Tail Slam +27 melee
Damage:	Bite 2d8 + 11, Tail Slam 2d8 +17
Face/Reach:	10 ft. by 30 ft./10 ft.
Special Attacks:	Storm Master, Spell-like abilities, Transform, Swallow Whole
Special Qualities:	Darkvision 60ft., Waterbreathing, Taint Water, Water Mastery, Shapechanger qualities
Saves:	Fort +9, Ref +6, Will +15,
Abilities:	Str32, Dex5, Con24, Int25, Wis20, Cha15
Skills:	Move Silently +20, Knowledge (Weather) +20, Bluff +20, Disguise +15, Spellcraft +20
Feats:	Blind Fight, Combat Reflexes, Assume Supernatural Ability* (Dragon Breath), Improved Assume Supernatural Ability* (Dragon Breath), Controlled Respiration*, Crush*, Surrogate Spellcasting*, Power Attack, Cleave, Great Cleave, Endurance
Climate/Terrain:	Desert, Aquatic, Underground
Organisation:	Solitary
Challenge Rating:	25
Treasure:	Quadruple Standard
Alignment:	Always NE
Advancement	21-32 HD (Gargantuan) 33-37 (Colossal)

*Feats from Savage Species Manual

The Wahwee is a powerful natural force of pure evil, that works to stamp out love wherever it can find it. A Wahwee lives alone in a remote lake or pond, in the middle of the plains or desert. It sleeps most of the time until nightfall, when it awakens and searches for things to eat, swallowing dozens of animals until its appetite is sated. The Wahwee itself appears to be a 30' long serpentine creature with a frog-like head, a long tail, and three legs on either side of its body. It uses its Transform ability to tempt lovers near its watery home, and then captures them and torments them until they die, separated and alone. Otherwise the Wahwee uses its transformation ability to turn into Dragons for the ability to use their breath weapons with its Assume Supernatural Ability Feat.

Combat

A Wahwee normally does not stray far from its watery home, searching for food nearby and picking an area clean. When the Wahwee is particularly malevolent, it will attempt to capture lovers and torment them. If foiled, the Wahwee will use its powers over the weather to either drown villages or put them through a drought until the villagers give up the loving couple.

The Wahwee never uses its real form outside of its watery home, instead opting to transform into humans or Dragons. It uses its breath attacks when in dragon form, and will retreat back to its home if the form is too weak.

When underwater, the Wahwee attempts to Swallow opponents, using its immense mouth to end the battle quickly. If the opponents still somehow avoid him, the Wahwee uses its spell-like abilities to kill the opposition before they can close for melee combat. The Wahwee is not above causing intense Environmental damage in retribution for attacks against it, and may curse a land to eternal drought in its death throes.

Storm Master: The Wahwee may use Control Weather at will, with an indefinite period of time and with a range of 100 miles centred around its current location. If the Wahwee dies while a weather effect is still going on, then the area is cursed to be under that weather effect for 20 years per HD of the Wahwee that created it. Multiple wishes are required to end this curse. Storm Master is a supernatural ability.

Spell-Like Abilities: At will- *Daylight, Darkness, Midirection, Nondetection, Ice Storm, Lightning Bolt, Water Breathing*. All as if cast by an 18th level Sorcerer.

Transform: The Wahwee may change into a creature of any type and size, however, Transforming takes a partial action for each size category between the Wahwee's size and the size of the new form. The Wahwee does not gain the ability to use any of the forms Supernatural or Spell-Like abilities, and can only stay in the form for 5 days/HD. The Wahwee can still use its Storm Master and its own Spell-Like abilities no matter what form it is in. When the Wahwee dies, it reverts back to its normal shape. Transformation is a supernatural ability.

Swallow Whole: While in its normal form, the Wahwee can swallow creatures and digest it in its giant stomach. A Wahwee is capable of swallowing up to Huge size creatures. It can hold up to 6 Huge creatures in its stomach; 20 Large Creatures; or 60 Medium-size creatures or smaller. The Wahwee's stomach deals 3d6 Bludgeoning and 2d4 acid damage to creatures each round they are in its stomach. A creature can damage the Wahwee's stomach with a slashing attack or weapon to try and escape (Stomach HP 50). Once the stomach is pierced, the creature has three rounds to move through. Once the creature moves through the opening closes behind him and anyone else must cut a new opening to try and escape. The Wahwee is so large that anything escaping from the stomach does not escape from the body, and must deal an additional 25 damage to cut its way out of the body. There is no air in the body, thus suffocation rules apply.

Waterbreathing: A Wahwee in its natural form is an underwater creature that can only breath water. If above water it must holds its breath and follow the rules for drowning if unable to hold its breath.

Taint Water: A Wahwee exudes a black, inky cloud of mucus into the water around it for 50 by 50 feet, preventing anything from seeing into the water. The Wahwee can see through this mucus with no problem. Creatures within the mucus act as if partially concealed, and sight within the mucus for all creatures other than the Wahwee is restricted to 5 feet. The Mucus kills off

Mythological Monsters (Aquatics)

all plantlife in the water, and kills all plantlife within 10 ft. of the waters shore.

Water Mastery: A Wahwee in its natural form gains a +1 bonus to attack and damage when both it and its opponent are in the water, while it receives a -4 penalty to attack and damage when either it or its opponent are on land (The modifiers are not added to the stat block).

Shapechanger Qualities: Anytime a Wahwee is forced to assume a new shape, it can use its Transform ability to revert back to its own shape following the normal rules for the Transform ability

Mythological Monsters (Aquatics)

White Python

Medium-Size Shapechanger (Water)

Hit Dice:	1d8
Initiative:	+1 (+1 Dex)
Speed:	10 ft., 30 ft. swim
AC:	11 (+1 Dex)
Attacks:	Tail Slam +1 melee, Bite +1 melee
Damage:	Tail Slam 1d6+2, Bite 1d6+1
Face/Reach:	5 ft. by 5ft. / 5 ft.
Special Attacks:	Spell-Like Abilities,
Special Qualities:	Alternate Form, Darkvision 60 ft.
Saves:	Fort +2, Ref +4, Will +7
Abilities:	Str12, Dex13, Con10, Int16, Wis15, Cha20
Skills:	Concentration +7, Diplomacy +10, Disguise +6, Knowledge (Arcana) +8, Bluff +8, Sense Motive +7, Spellcraft +8
Feats:	Dodge, Mobility, Spell Focus (Illusion), Spell Penetration

Climate/Terrain:	Aquatic, Marsh, City
Organisation:	Solitary with Blue Fish
Challenge Rating:	3 (5 with Blue Fish Servant)
Treasure:	Triple Standard
Alignment:	Usually CN
Advancement	1-2 HD (Medium), 3-4 HD (Large)

The White Python is a mystical creature native to watery lands that are nearby cities. In its natural form, the White Python appears to be a normal sized 6 foot long snake, however it has the ability to change into a beautiful maiden dressed entirely in White. The White Python has incredible riches, which it uses to entice suitors and visitors.

The White Python uses its Illusion and home abilities to trick others, and then traps them within its home to devour them later. It loves handsome men, and prefers them over all others. Occasionally a White Python mates with a humanoid man, giving birth to two children; the first is a male of the mates race, the other is another White Python

White Pythons always have a Blue Fish In the vicinity to augment its illusion powers and to use as a servant. It treats its servants favourably, and is intolerant of slavery. The White Python uses its 1 Seeming spell per day to make its Blue Fish servant look Humanoid. The Blue Fish, with its Stabilize Illusion ability actually becomes the humanoid servant, and will stay as such until the Python decides to transform back into a python.

White Pythons speak Common and two local languages.

Combat

A White Python generally attempts to run should it be discovered for what it truly is, using its illusions to trick opponents while it gets away. When backed into a corner, the White Python uses its Tail Slam attack, and attempts to confuse opponents with *Minor Image* and *Hallucinatory Terrain*.

Spell-Like Abilities: At will- *Ghost Sound*, *Minor Image*, *Hallucinatory Terrain*, *Illusory Wall*, *Dream*. 1/day - *Mordenkainen's Magnificent Mansion*, *Veil*, *Mirage Arcana*, *Seeming* All cast as if by a 15th level Sorcerer.

Alternate Form: At will, the White Python can transform itself into a beautiful female Humanoid creature of any race. The White Python can still use its Spell-like abilities in this form, and if it dies, it reverts back to its normal form. A *True Seeing* spell can see past the Alternate Form.

Blue Fish

Tiny Magical Beast (Water)

Hit Dice:	¼ d10
Initiative:	+0
Speed:	40 ft. swim
AC:	(+2 size)
Attacks:	Bite -4 melee
Damage:	Bite 1d3-2
Face/Reach:	2.5 ft. by 2.5 ft.
Special Attacks:	None
Special Qualities:	Stabilize Illusion
Saves:	Fort +1, Ref +2, Will -2
Abilities:	Str3, Dex10, Con8, Int14, Wis12, Cha10
Skills:	Concentration +2, Gather Information +5, Listen +6, Read Lips +6, Search +6, Spot +6
Feats:	Alertness, Dodge, Expertise

Climate/Terrain:	Aquatic, Marsh, City
Organisation:	Solitary with White Python
Challenge Rating:	1
Treasure:	None
Alignment:	Always N
Advancement	¼ d10 (Tiny), ½ d10 (Small), 1d10 (Medium)

The Blue fish is a co-dependent creature that wilfully puts itself into the service of the White Python. The Blue Fish always follows the Python, no matter what the Python does. It does not speak, no matter what form it is in, and follows the Python's commands to the best of its abilities. It also acts as the Python's eyes and ears in the outside world, and brings back news of any useful treasure or artefacts to its mistress.

Combat

The Blue Fish always goes into combat should its White Python mistress be in trouble. It uses its Stabilize Illusions to hem in the opponents and attempts to separate them to make the battle easier. It is a better tactician than its mistress.

Stabilize Illusion: A Blue Fish is capable of making real for a short amount of time any Illusion in the vicinity. As long as the Blue Fish concentrates on the Illusion, it takes on the aspects of the real thing, thus an *Illusionary Wall* becomes solid, a *Hallucinatory Terrain* becomes real, and a *Change Self* spell becomes permanent. If the Blue Fish loses concentration or ends concentration willingly, the spell immediately fizzles, even if its normal duration has not ended. Illusion Spells that have become Permanent can be dispelled in this manner.

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Empiric's Mythological Monsters (Aquatics)

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