

Ocean CR 8 Monster Stats

Ocean CR 8		
d%	Encounter	Avg. CR
1-4	1 octopus	1
5-14	2d6 dolphins	4
15-19	2d6 merfolk	4
20-23	1 sea hag	4
24-31	1d6 squid	4
32-36	1d6 water mephits	6
37-38	1 aboleth	7
39-42	1 giant octopus	8
43-50	2d6 sahuagin	8
51-60	2d6 sharks	8
61-66	2d6 skum	8
67-71	1d6 giant moray eels	8
72-77	1d6 Large water elementals	8
78-79	1 dire shark	9
80-81	1 dragon turtle	9
82-83	1 giant squid	9
84-85	1d4 elasmosuruses	9
86-91	2d4 orcas	9
92-93	1 bronze dragon (young)	9
94-95	1 marid	9
96-97	1 elder water elemental	11
98	1 sea serpent	12
99	1 kraken	18
100	1 shoggoth	19

OCTOPUS**CR 1****XP 400**

N Small animal (aquatic)

Init +3; **Senses** low-light vision; Perception +1**DEFENSE****AC** 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)**hp** 13 (2d8+4)**Fort** +5, **Ref** +6, **Will** +1**Defensive Abilities** ink cloud**OFFENSE****Speed** 20 ft., swim 30 ft., jet 200 ft.**Melee** bite +5 (1d3+1 plus poison), tentacles +3 (grab)**STATISTICS****Str** 12, **Dex** 17, **Con** 14, **Int** 2, **Wis** 13, **Cha** 3**Base Atk** +1; **CMB** +1 (+5 grapple); **CMD** 14 (can't be tripped)**Feats** Multiattack^B, Weapon Finesse**Skills** Escape Artist +13, Stealth +20, Swim +9; **Racial Modifiers** +8 Stealth, +10 Escape Artist**ECOLOGY****Environment** temperate or cold ocean**Organization** solitary**Treasure** none**SPECIAL ABILITIES****Ink Cloud (Ex)** An octopus can emit a 10-foot-radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute.**Jet (Ex)** An octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.**Poison (Ex)** Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1 Str; *cure* 1 save.

The octopus is a cunning animal capable of using complex tactics to get food.

DOLPHIN**CR 1/2****XP 200**

N Medium animal

Init +2; **Senses** blindsight 120 ft., low-light vision; Perception +9**DEFENSE****AC** 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)**hp** 11 (2d8+2)**Fort** +4, **Ref** +5, **Will** +1**OFFENSE****Speed** swim 80 ft.**Melee** slam +3 (1d4+1)**STATISTICS****Str** 12, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 6**Base Atk** +1; **CMB** +2; **CMD** 14**Feats** Weapon Finesse**Skills** Perception +9, Swim +13; **Racial Modifiers** +4 Perception**SQ** hold breath**ECOLOGY****Environment** any ocean**Organization** solitary, pair, or pod (3–18)**Treasure** none**SPECIAL ABILITIES****Hold Breath (Ex)** A dolphin can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Dolphins are social predators that hunt shallow seas and rivers in large family groups called pods. Sailors are fond of dolphins and frequently tell tales of dolphins saving drowning fishermen or killing sharks with blows from their powerful snouts.

MERFOLK

CR 1/3

XP 135

Merfolk warrior 1

N Medium humanoid (aquatic)

Init +1; **Senses** low-light vision; Perception +3**DEFENSE****AC** 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)**hp** 7 (1d10+2)**Fort** +4, **Ref** +1, **Will** -1**OFFENSE****Speed** 5 ft., swim 50 ft.**Melee** trident +2 (1d8+1)**Ranged** heavy crossbow +2 (1d10/19-20)**STATISTICS****Str** 13, **Dex** 13, **Con** 14, **Int** 10, **Wis** 9, **Cha** 10**Base Atk** +1; **CMB** +2; **CMD** 13 (can't be tripped)**Feats** Skill Focus (Perception)**Skills** Perception +3, Swim +13**Languages** Aquan, Common**SQ** amphibious**ECOLOGY****Environment** temperate ocean**Organization** solitary, company (2-4), patrol (3-10 plus 2 lieutenants of 3rd level and 1 leader of 3rd-6th level), or shoal (11-60 plus 1 sergeant of 3rd level per 20 adults, 5 lieutenants of 5th level, 3 captains of 7th level, and 8-12 dolphins)**Treasure** NPC gear (trident, heavy crossbow with 10 bolts, other treasure)

From the waist up, merfolk bear the torsos of well-built humans and delicate features reminiscent of elves and other humanoids tied to the natural world. A merfolk's lower body consists of the fins and tail of a great fish. Depending on the region, the scales of merfolk vary in hue, including gleaming silver, pale green, or even blue with stripes of yellow and crimson. Merfolk typically measure 6 to 8 feet in length and weigh over 200 pounds, with females being slightly smaller than males. Although amphibious, merfolk move only with difficulty on land and rarely wander more than a mile from sea.

It is quite rare for a merfolk to make contact with a creature not of its kind. In fact, many go to great lengths to steer sailors away from their lands, even resorting to violence if necessary. Ancient accounts hint at merfolk protecting a terrible secret bound to the depths, and though no reports mention what this secret is, the lengths merfolk go to remain isolated from other races highlight the importance of this safeguard.

SEA HAG

CR 4

XP 1,200

CE Medium monstrous humanoid (aquatic)

Init +3; **Senses** darkvision 60 ft.; Perception +11**Aura** horrific appearance (60 ft.)**DEFENSE****AC** 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)**hp** 38 (4d10+16)**Fort** +5, **Ref** +7, **Will** +5**SR** 15**OFFENSE****Speed** 30 ft., swim 40 ft.**Melee** 2 claws +8 (1d6+4)**Special Attacks** evil eye**STATISTICS****Str** 19, **Dex** 16, **Con** 18, **Int** 12, **Wis** 13, **Cha** 15**Base Atk** +4; **CMB** +8; **CMD** 21**Feats** Skill Focus (Bluff, Perception)**Skills** Bluff +9, Knowledge (any one) +5, Perception +11, Stealth +10, Swim +19**Languages** Common, Giant**SQ** amphibious**ECOLOGY****Environment** any aquatic**Organization** solitary or coven (3 hags of any kind)**Treasure** standard**SPECIAL ABILITIES**

Evil Eye (Su) Three times per day, a sea hag can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a DC 14 Will save or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. If a sea hag uses her evil eye on someone already afflicted by this curse, the victim must make a DC 14 Fortitude save or be overwhelmed with fright and collapse into a comatose state for 3 days. Each day that passes, the comatose victim must make a DC 14 Fortitude save or perish. The evil eye is a mind-affecting fear effect. The save DCs are Charisma-based. *Evil Eye Curse.* Gaze—failed save; *save* Will DC 14; *frequency* 1/day; *effect* staggered (or fall comatose if already under the effects of the evil eye).

Horrific Appearance (Su) The sight of a sea hag is so revolting that anyone within 60 feet (other than another hag) who sets eyes upon one must succeed on a DC 14 Fortitude save or instantly be weakened, taking 1d6 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

SQUID**CR 1****XP 400**

N Medium animal (aquatic)

Init +6; **Senses** low-light vision; Perception +7**DEFENSE****AC** 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)**hp** 13 (3d8)**Fort** +3, **Ref** +7, **Will** +2**Defensive Ability** ink cloud (5-ft. radius)**OFFENSE****Speed** swim 60 ft., jet 240 ft.**Melee** bite +4 (1d3+2), tentacles +2 (1d4+1 plus grab)**STATISTICS****Str** 15, **Dex** 15, **Con** 11, **Int** 2, **Wis** 12, **Cha** 2**Base Atk** +2; **CMB** +4 (+8 grapple); **CMD** 16**Feats** Improved Initiative, Lightning Reflexes, Multiattack^B**Skills** Perception +7, Swim +10**ECOLOGY****Environment** any ocean**Organization** solitary, pair, or school (3–12)**Treasure** none**SPECIAL ABILITIES****Ink Cloud (Ex)** A squid can emit a 5-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.**Jet (Ex)** A squid can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

Squids are aggressive predators that fear little and are more than willing to attack prey larger than themselves.

MEPHIT**CR 3****XP 800**

N Small outsider (varies)

Init +6; **Senses** darkvision 60 ft.; Perception +6**DEFENSE****AC** 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)**hp** 19 (3d10+3); fast healing 2**Fort** +2, **Ref** +5, **Will** +3**DR** 5/magic**OFFENSE****Speed** 30 ft., fly 40 ft. (average)**Melee** 2 claws +5 (1d3+1)**Special Attacks** breath weapon (15-foot cone, effect based on type, Reflex DC 13 for half)**Spell-Like Abilities** (CL 6th)

1/day—summon (level 2, 1 mephit of the same type 25%), additional abilities based on mephit type

STATISTICS**Str** 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14**Base Atk** +3; **CMB** +3; **CMD** 15**Feats** Dodge, Improved Initiative**Skills** Bluff +8, Fly +10, Perception +6, Stealth +12**Languages** Common, one appropriate elemental language (Aquan, Auran, Ignan, or Terran)**ECOLOGY****Environment** any (elemental planes)**Organization** solitary, pair, gang (3–6), mob (7–12)**Treasure** standard**SPECIAL ABILITIES****Breath Weapon (Su)** Each type of mephit can unleash a particular breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Mephits are the servants of powerful elemental creatures. Key sites and locations on the elemental planes are full of mephits scurrying about on important errands or duties. Each mephit is associated with one element that defines its spells and abilities. The mephit types are listed below.

Water Mephit (Water)

Water mephits are commonly found on the Plane of Water. These mephits are constant jokesters.

Fast Healing: Works only while the mephit is underwater.**Speed:** Swim 30 ft.**Breath Weapon:** A cone of acid that deals 1d8 acid damage.**Spell-Like Abilities:** *acid arrow* 1/hour, *sinking cloud* 1/day (DC 15)

ABOLETH**CR 7****XP 3,200**

LE Huge aberration (aquatic)

Init +5; **Senses** darkvision 60 ft.; Perception +14**Aura** mucus cloud (5 feet)**DEFENSE****AC** 20, touch 9, flat-footed 19; (+1 Dex, +11 natural, -2 size)**hp** 84 (8d8+48)**Fort** +8, **Ref** +5, **Will** +11**OFFENSE****Speed** 10 ft., swim 60 ft.**Melee** 4 tentacles +10 (1d6+5 plus slime)**Space** 15 ft.; **Reach** 15 ft.**Spell-Like Abilities** (CL 16th)At will—*hypnotic pattern* (DC 15), *illusory wall* (DC 17), *mirage arcana* (DC 18), *persistent image* (DC 18), *programmed image* (DC 19), *project image* (DC 20), *veil* (DC 19)
3/day—*dominate monster* (DC 22)**STATISTICS****Str** 20, **Dex** 12, **Con** 22, **Int** 15, **Wis** 17, **Cha** 17**Base Atk** +6; **CMB** +13; **CMD** 24 (can't be tripped)**Feats** Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (tentacle)**Skills** Bluff +11, Intimidate +14, Knowledge (any one) +13, Perception +14, Spellcraft +13, Swim +24**Languages** Aboleth, Aklo, Aquan, Undercommon**ECOLOGY****Environment** any aquatic**Organization** solitary, pair, brood (3–6), or shoal (7–19)**Treasure** double**SPECIAL ABILITIES****Mucus Cloud (Ex)** While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a DC 20 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours. The save DC is Constitution-based.**Slime (Ex)** A creature hit by an aboleth's tentacle must succeed on a DC 20 Fortitude save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.**GIANT OCTOPUS****CR 8****XP 4,800**

N Large animal (aquatic)

Init +6; **Senses** low-light vision; Perception +8**DEFENSE****AC** 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)**hp** 90 (12d8+36)**Fort** +11, **Ref** +12, **Will** +7**Defensive Abilities** ink cloud (30-foot-radius sphere)**OFFENSE****Speed** 20 ft., swim 30 ft., jet 200 ft.**Melee** bite +13 (1d8+5 plus poison), 8 tentacles +11 (1d4+2 plus grab)**Space** 10 ft.; **Reach** 10 ft. (20 ft. with tentacle)**Special Attack** constrict (tentacle, 1d4+2)**STATISTICS****Str** 20, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 3**Base Atk** +9; **CMB** +15 (+19 grapple); **CMD** 27 (can't be tripped)**Feats** Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack^B, Skill Focus (Stealth), Stealthy**Skills** Escape Artist +18, Perception +8, Stealth +18, Swim +13; **Racial Modifiers** +10 Escape Artist, +8 Stealth**ECOLOGY****Environment** any ocean**Organization** solitary**Treasure** incidental**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 saves.

The giant octopus is a true monster capable of catching and eating sharks, humans, or anything else it can grab with its tentacles.

SAHUAGIN**CR 2****XP 600**

LE Medium monstrous humanoid (aquatic)

Init +1; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +6**DEFENSE****AC** 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)**hp** 15 (2d10+4)**Fort** +4, **Ref** +4, **Will** +4**Weaknesses** light blindness**OFFENSE****Speed** 30 ft., swim 60 ft.**Melee** trident +4 (1d8+3), bite -1 (1d4+1) or 2 claws +4 (1d4+2), bite +4 (1d4+2)**Ranged** heavy crossbow +3 (1d10/19-20)**Special Attacks** blood frenzy**STATISTICS****Str** 14, **Dex** 13, **Con** 14, **Int** 14, **Wis** 13, **Cha** 9**Base Atk** +2; **CMB** +4; **CMD** 15**Feats** Great Fortitude**Skills** Handle Animal +1, Perception +6, Ride +6, Stealth +6, Survival +6, Swim +15**Languages** Aquan, Common; speak with sharks**ECOLOGY****Environment** temperate or warm ocean**Organization** Solitary, pair, team (5-8), patrol (11-20 plus 1 lieutenant of 3rd level and 1-2 sharks), band (20-80 plus 100% noncombatants, 1 lieutenant of 3rd level and 1 chieftain of 4th level per 20 adults, and 1-2 sharks), or tribe (70-160 plus 100% noncombatants, 1 lieutenant of 3rd level per 20 adults, 1 chieftain of 4th level per 40 adults, 9 guards of 4th level, 1-4 underpriestesses of 3rd-6th level, 1 priestess of 7th level, 1 baron of 6th-8th level, and 5-8 sharks)**Treasure** NPC gear (trident, heavy crossbow with 10 bolts, other treasure)**SPECIAL ABILITIES****Blood Frenzy (Ex)** Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.**Speak with Sharks (Su)** A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as "come here," "defend me," or "attack this target."**SHARK****CR 2****XP 600**

N Large animal (aquatic)

Init +5; **Senses** blindsense 30 ft., keen scent; Perception +8**DEFENSE****AC** 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)**hp** 22 (4d8+4)**Fort** +7, **Ref** +5, **Will** +2**OFFENSE****Speed** swim 60 ft.**Melee** bite +5 (1d8+4)**Space** 10 ft.; **Reach** 5 ft.**STATISTICS****Str** 17, **Dex** 12, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2**Base Atk** +3; **CMB** +7; **CMD** 18**Feats** Great Fortitude, Improved Initiative**Skills** Perception +8, Swim +11**ECOLOGY****Environment** any ocean**Organization** solitary, pair, school (3-6), or pack (7-13)**Treasure** none**SPECIAL ABILITIES****Keen Scent (Ex)** A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

The shark is a relentless eating machine, a creature evolved over the course of eons to do one job perfectly—hunting. Sharks have achieved a special place in the lore of most seafaring races, who view them as devils, monsters, and the wrath of the gods.

The shark presented here is a 10-foot-long, 300-pound blue shark. Smaller sharks exist, although these are not dangerous. The same cannot be said of larger sharks, such as the following (you can create stats for these sharks by applying the indicated simple templates).

Hammerhead Shark (CR 3): This shark has a distinctive hammer-shaped head. It is an advanced shark.**Tiger Shark (CR 3):** Larger than the average shark, the ravenous tiger shark is a giant shark.**Great White Shark (CR 4):** One of the most notorious maneaters of the sea, the truly immense great white shark is an advanced giant shark.

XP 600

LE Medium monstrous humanoid (aquatic)

Init +1; **Senses** darkvision 60 ft.; Perception +5**DEFENSE****AC** 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)**hp** 20 (2d10+9)**Fort** +3, **Ref** +4, **Will** +3**Resist** cold 10**OFFENSE****Speed** 20 ft., swim 40 ft.**Melee** trident +4 (1d8+2), claw +2 (1d4+1), bite +2 (1d6+1)**Ranged** trident +3 (1d8+2)**STATISTICS****Str** 15, **Dex** 13, **Con** 17, **Int** 10, **Wis** 10, **Cha** 6**Base Atk** +2; **CMB** +4; **CMD** 15**Feats** Multiattack^B, Toughness**Skills** Intimidate +3, Perception +5 (+9 underwater), Stealth +6 (+10 underwater), Swim +15; **Racial Modifiers** +4 Perception and Stealth underwater**Languages** Aboleth, Undercommon**SQ** amphibious**ECOLOGY****Environment** temperate or cold aquatic or underground**Organization** solitary, brood (2–5), pack (6–12), or cabal (13–95 plus 50% noncombatants, 1 subchief of 3rd level per 20 adults, 1 sorcerer of 4th–6th level per 40 adults, 1 chieftain of 7th–9th level, and 2–6 oozes)**Treasure** NPC gear (trident, other treasure)

Skum are the most prolific and successful of the countless races created by the aboleths to serve as slaves. At the height of the aboleth empire, skum were legion and their armies waged many wars upon the land, yet now that the aboleths are in decline, skum have been set loose to manage on their own.

For the most part, the skum have been less than successful at this endeavor, and today they exist in a shadow of their previous multitude, most of them dwelling deep underground in slowly crumbling ruins left standing only because their enemies have lost interest in pursuing the now-won war against these fish-like humanoids. Skum have even lost their own name—only the most erudite and wise of their kind remember that they were once known as the ulat-kini. Today, most identify themselves with the racial epithet applied to them by surface-dwellers—"skum."

GIANT MORAY EEL**XP 1,600**

N Large animal (aquatic)

Init +6; **Senses** low-light vision, scent; Perception +7**DEFENSE****AC** 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)**hp** 52 (7d8+21)**Fort** +8, **Ref** +9, **Will** +3**OFFENSE****Speed** swim 30 ft.**Melee** bite +11 (2d6+9 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** gnaw**STATISTICS****Str** 22, **Dex** 14, **Con** 16, **Int** 1, **Wis** 12, **Cha** 8**Base Atk** +5; **CMB** +12 (+16 grapple); **CMD** 24 (can't be tripped)**Feats** Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), Weapon Focus (bite)**Skills** Escape Artist +10, Perception +7, Stealth +8, Swim +14; **Racial Modifiers** +8 Escape Artist**ECOLOGY****Environment** warm oceans**Organization** solitary, pair, or nest (3–6)**Treasure** none**SPECIAL ABILITIES**

Gnaw (Ex) If a giant moray begins a round with a grabbed foe, it inflicts automatic bite damage (2d6+9 points of damage). A giant moray eel possesses a second set of jaws in its throat that aid in swallowing—it can make a second bite attack (+11 attack, 1d6+3) against a foe it has already grabbed.

The moray eel is a ferocious predator, capable of holding prey in its primary jaws while a smaller set of jaws inside its throat chews away bite-sized portions.

LARGE WATER ELEMENTAL**CR 5****XP 1,600**

N Large outsider (elemental, extraplanar, water)

Init +2; **Senses** darkvision 60 ft.; Perception +9**DEFENSE****AC** 18, touch 12, flat-footed 15 (+2 Dex, +1 dodge, +6 natural, -1 size)**hp** 68 (8d10+24)**Fort** +9, **Ref** +8, **Will** +2**DR** 5/—; **Immune** elemental traits**OFFENSE****Speed** 20 ft., swim 90 ft.**Melee** 2 slams +12 (1d8+5)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** drench, vortex (DC 19), water mastery**STATISTICS****Str** 20, **Dex** 14, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11**Base Atk** +8; **CMB** +14; **CMD** 27**Feats** Cleave, Dodge, Great Cleave, Power Attack**Skills** Acrobatics +9, Escape Artist +11, Knowledge (planes) +5, Perception +9, Stealth +5, Swim +24**DIRE SHARK (MEGALODON)****CR 9****XP 6,400**

N Gargantuan animal (aquatic)

Init +6; **Senses** blindsense 30 ft., keen scent; Perception +25**DEFENSE****AC** 23, touch 8, flat-footed 21 (+2 Dex, +15 natural, -4 size)**hp** 112 (15d8+45)**Fort** +14, **Ref** +13, **Will** +8**OFFENSE****Speed** swim 60 ft.**Melee** bite +17 (4d10+15/19-20 plus grab)**Space** 20 ft.; **Reach** 20 ft.**Special Attacks** swallow whole (2d6+15 damage, AC 17, 11 hp)**STATISTICS****Str** 30, **Dex** 15, **Con** 17, **Int** 1, **Wis** 12, **Cha** 10**Base Atk** +11; **CMB** +25 (+29 grapple); **CMD** 37**Feats** Bleeding Critical, Critical Focus, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception)**Skills** Perception +25, Swim +18**ECOLOGY****Environment** any ocean**Organization** solitary**Treasure** none

The true nightmare of the sea is the megalodon, a shark that represents the pinnacle of this species' evolution. Horrifying in its immense size and ruinous appetite, the megalodon is certainly the beast behind many legends of enormous fish who swallow ships whole. A megalodon is 60 feet long and weighs 100,000 pounds.

DRAGON TURTLE**CR 9****XP 6,400**

N Huge dragon (aquatic)

Init +4; **Senses** low-light vision, darkvision 60 ft., scent; Perception +16**DEFENSE****AC** 23, touch 8, flat-footed 23 (+15 natural, -2 size)**hp** 126 (12d12+48)**Fort** +12, **Ref** +8, **Will** +9**Immune** fire, sleep, paralysis**OFFENSE****Speed** 20 ft., swim 30 ft.**Melee** bite +18 (3d6+8), 2 claws +18 (2d6+8)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** breath weapon, capsiz**STATISTICS****Str** 27, **Dex** 10, **Con** 19, **Int** 12, **Wis** 13, **Cha** 12**Base Atk** +12; **CMB** +22; **CMD** 32 (36 vs. trip)**Feats** Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improved Initiative, Power Attack**Skills** Diplomacy +16, Intimidate +16, Perception +16, Sense Motive +16, Stealth +7 (+15 in water), Survival +16, Swim +31; **Racial Modifiers** +8 Stealth in water**Languages** Aquan, Common, Draconic**ECOLOGY****Environment** temperate aquatic**Organization** solitary**Treasure** double**SPECIAL ABILITIES****Breath Weapon (Su)** Cloud of steam 20 feet high, 25 feet wide, and 50 feet long, once every 1d4 rounds, damage 12d6 fire, Reflex DC 20 half; effective both on the surface and underwater. The save DC is Constitution-based.**Capsize (Ex)** A dragon turtle can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the boat captain's Profession (sailor) check, whichever is higher. For each size category larger than the dragon turtle's size, it takes a cumulative -10 penalty on this CMB check.

Dragon turtles make their homes in both salt and fresh water, where they rank among the biggest threats to sailors and those who travel by ship through the waterways of the world. Skilled mariners know the territory dragon turtles claim and frequently make offerings of gold and magic for safe passage or avoid the area entirely. For its part, a dragon turtle quickly grows to appreciate and even expect such tithes and gifts, and a dragon turtle that expects gifts but is ignored is a dangerous foe indeed.

GIANT SQUID**CR 9****XP 6,400**

N Huge animal (aquatic)

Init +7; **Senses** low-light vision; Perception +22**DEFENSE****AC** 20, touch 11, flat-footed 17 (+3 Dex, +9 natural, -2 size)**hp** 102 (12d8+48)**Fort** +14, **Ref** +13, **Will** +5**Defensive Ability** ink cloud (20-ft. radius)**OFFENSE****Speed** swim 60 ft., jet 260 ft.**Melee** bite +14 (2d6+7), 2 arms +14 (1d6+7), tentacles +12 (4d6+3/19-20 plus grab)**Space** 15 ft.; **Reach** 15 ft. (30 ft. with arms and tentacles)**Special Attacks** constrict (4d6+10)**STATISTICS****Str** 25, **Dex** 17, **Con** 19, **Int** 2, **Wis** 12, **Cha** 2**Base Atk** +9; **CMB** +18 (+22 grapple); **CMD** 31**Feats** Combat Reflexes, Great Fortitude, Improved Critical (tentacle), Improved Initiative, Lightning Reflexes, Multiattack^B, Skill Focus (Perception)**Skills** Perception +22, Swim +15**ECOLOGY****Environment** any ocean**Organization** solitary**Treasure** none

The giant squid is a legendary beast capable of feeding on humans with ease. Hunger has been known to drive these normally deep-dwelling creatures up to the ocean surface where anything they encounter is potential prey. A giant squid is 45 feet long and weighs 1,500 pounds.

ELASMO SAURUS**CR 7****XP 3,200**

N Huge animal

Init +2; **Senses** low-light vision, scent; Perception +14**DEFENSE****AC** 20, touch 11, flat-footed 17 (+2 Dex, +1 dodge, +9 natural, -2 size)**hp** 105 (10d8+60)**Fort** +14, **Ref** +9, **Will** +6**OFFENSE****Speed** 20 ft., swim 50 ft.**Melee** bite +13 (2d8+12)**Space** 15 ft.; **Reach** 20 ft.**STATISTICS****Str** 26, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 9**Base Atk** +7; **CMB** +17; **CMD** 30 (34 vs. trip)**Feats** Dodge, Great Fortitude, Iron Will, Mobility, Toughness**Skills** Perception +14, Swim +16**ECOLOGY****Environment** warm aquatic**Organization** solitary, pair, or school (3-6)**Treasure** none

The sleek elasmosaurus is a long-necked, aquatic reptile. Although not technically a dinosaur, they and their kind are often found hunting in oceans and lakes in areas where dinosaurs are more common. You can create statistics for smaller, similar aquatic reptiles (such as the pleisosaurus) by applying the young simple template to the statistics presented above. An elasmosaurus is 45 feet long and weighs 4,000 pounds.

ORCA**CR 5****XP 1,600**

N Huge animal

Init +6; **Senses** blindsight 120 ft., low-light vision; Perception +19**DEFENSE****AC** 16, touch 10, flat-footed 14 (+2 Dex, +6 natural, -2 size)**hp** 67 (9d8+27)**Fort** +9, **Ref** +8, **Will** +5**OFFENSE****Speed** swim 80 ft.**Melee** bite +13 (2d6+12)**Space** 15 ft.; **Reach** 10 ft.**STATISTICS****Str** 27, **Dex** 15, **Con** 16, **Int** 2, **Wis** 15, **Cha** 6**Base Atk** +6; **CMB** +16; **CMD** 28**Feats** Endurance, Improved Initiative, Skill Focus (Perception, Swim), Weapon Focus (bite)**Skills** Perception +19, Swim +28; **Racial Modifiers** +8 Perception**SQ** hold breath (as dolphin)**ECOLOGY****Environment** cold oceans**Organization** solitary, pair, or pod (3-20)**Treasure** none

The orca, or "killer whale," is actually the largest species of dolphin. Adult orcas are typically 15-25 feet long and weigh 8,000-12,000 pounds

YOUNG BRONZE DRAGON**CR 9****XP 6,400**

LG Large dragon (water)

Init +1; **Senses** dragon senses; Perception +20**DEFENSE****AC** 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size)**hp** 95 (10d12+30)**Fort** +10, **Ref** +8, **Will** +10**Immune** electricity, paralysis, sleep**OFFENSE****Speed** 40 ft., fly 200 ft. (poor), swim 60 ft.**Melee** bite +14 (2d6+7), 2 claws +14 (1d8+5), 2 wings +12 (1d6+2), tail +12 (1d8+7)**Special Attacks** breath weapon (80-ft. line, DC 18, 6d6 electricity), repulsion breath**Spell-Like Abilities** (CL 10th)At will—*Speak with animals***Spells Known** (CL 1st)1st (4/day)—*alarm, obscuring mist*0 (at will)—*detect magic, light, message, resistance***STATISTICS****Str** 21, **Dex** 12, **Con** 17, **Int** 16, **Wis** 17, **Cha** 16**Base Atk** +10; **CMB** +16; **CMD** 27 (31 vs. trip)**Feats** Alertness, Flyby Attack, Multiattack, Power Attack, Vital Strike**Skills** Diplomacy +16, Fly +8, Intimidate +16, Knowl. (arcana) +16, Percep. +20, S. Motive +20, Spellcraft +16, Stealth +10, Swim +26**Languages** Aquan, Common, Draconic, Elven**SQ** change shape, water breathing

XP 6,400

CN Large outsider (extraplanar, water)

Init +8; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 23, touch 14, flat-footed 18 (+4 Dex, +1 dodge, +9 natural, -1 size)

hp 114 (12d10+48)

Fort +10, **Ref** +12, **Will** +10

OFFENSE

Speed 20 ft., swim 60 ft.

Melee 2 slams +17 (2d6+6) or mwk trident +18/+13/+8 (2d6+9)

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

Special Attacks vortex (1/10 minutes, 10–50 ft. tall, 1d8+4 damage, DC 22), water mastery, water's fury

Spell-Like Abilities (CL 12th)

Constant—*detect evil*, *detect good*, *detect magic*, *water walk*

At will—*create water*, *invisibility*, *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *purify food and drink* (liquids only), *quench*

5/day—*control water*, *gaseous form*, *obscuring mist*, *water breathing*

3/day—*see invisibility*

1/day—*persistent image* (DC 18)

1/year—grant 1 *wish* (to nongenies only)

STATISTICS

Str 23, **Dex** 19, **Con** 18, **Int** 14, **Wis** 15, **Cha** 16

Base Atk +12; **CMB** +19; **CMD** 34

Feats Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative^B, Improved Natural Attack, Power Attack

Skills Craft (any one) +17, Diplomacy +18, Knowledge (planes) +17, Perception +17, Sense Motive +17, Spellcraft +17, Stealth +15, Swim +29

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SQ change shape (water elemental, humanoid or giant, *alter self*, *elemental body III*, or *giant form I*)

ECOLOGY

Environment any (Plane of Water)

Organization solitary, pair, company (3–6), or band (7–12)

Treasure standard (masterwork trident, other gear)

SPECIAL ABILITIES

Water Mastery (Ex) A marid gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the marid is touching the ground, the marid takes a -4 penalty on attack and damage rolls.

Water's Fury (Su) As a standard action, a marid can release a jet of water in a 60-foot line that deals 1d6 points of damage and blinds the target struck for 1d6 rounds. A DC 20 Reflex save reduces the damage by half and negates the blinding effect. The save DC is Constitution-based.

Vortex (Su) A marid can transform into a vortex of swirling, churning water once every 10 minutes. This ability functions identically to the whirlwind ability, save that it can only be used while the marid is underwater; a marid cannot leave a body of water while in vortex form.

Marids are genies from the Plane of Water. The most powerful of all the genie races, they are said to possess the strength of the ocean's currents and teeth made of pearl. A marid stands about 16 feet tall and weighs nearly 2,500 pounds.

The marids are perhaps the most unpredictable and capricious of the genies, a quality that the others (particularly shaitans) find to be both aggravating and embarrassing to the entire genie culture. Many marids become dancers, storytellers, performers, or other types of artists, and often travel to the Material Plane in disguise to seek out new audiences.

A small percentage of marids can lay claim to nobility. Noble marids, often called shahzadas, have 14 Hit Dice and gain the following spell-like abilities: 3/day—*cone of cold*, *ice storm*; 1/day—*elemental swarm* (water elementals only), *permanent image*. A noble marid's caster level for its spell-like abilities is 20th. Noble marids are CR 11.

ELDER WATER ELEMENTAL**XP 12,800**

N Huge outsider (elemental, extraplanar, water)

Init +6; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 24, touch 15, flat-footed 17 (+6 Dex, +1 dodge, +9 natural, -2 size)

hp 152 (16d10+64)

Fort +14, **Ref** +18, **Will** +5

DR 10/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee 2 slams +24 (2d10+10/19–20)

Space 15 ft.; **Reach** 15 ft.

Special Attacks drench, vortex (DC 28), water mastery

STATISTICS

Str 30, **Dex** 22, **Con** 19, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +28; **CMD** 45

Feats Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Lightning Reflexes, Power Attack

Skills Acrobatics +25, Escape Artist +25, Knowledge (planes) +19, Perception +19, Stealth +17, Swim +37

Water elementals are patient, relentless creatures made of living fresh or salt water. They prefer to hide or drag their opponents into the water to gain an advantage.

As with other elementals, all water elementals have their own unique shapes and appearances. Most appear as wave-like creatures with vaguely humanoid faces and smaller wave "arms" to either side. Another common form is that of any aquatic creature, such as a shark or octopus, but made entirely out of water.

SEA SERPENT**CR 12****XP 19,200**

N Gargantuan magical beast (aquatic)

Init +6; **Senses** darkvision 120 ft., low-light vision; Perception +8**DEFENSE****AC** 25, touch 8, flat-footed 23 (+2 Dex, +17 natural, -4 size)**hp** 187 (15d10+105)**Fort** +16, **Ref** +13, **Will** +7**Defensive Abilities** elusive; **Immune** cold; **Resist** fire 30**OFFENSE****Speed** 20 ft., swim 60 ft.**Melee** bite +23 (4d8+22/19-20 plus grab), tail slap +18 (3d6+6 plus grab)**Space** 20 ft.; **Reach** 20 ft.**Special Attacks** capsize, constrict (3d6+18), swallow whole (4d8+18 bludgeoning damage, AC 18, hp 18)**STATISTICS****Str** 34, **Dex** 14, **Con** 25, **Int** 2, **Wis** 11, **Cha** 11**Base Atk** +15; **CMB** +31 (+35 grapple); **CMD** 43 (can't be tripped)**Feats** Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Stealth), Stealthy**Skills** Perception +8, Stealth +13, Swim +20**ECOLOGY****Environment** any ocean**Organization** solitary**Treasure** none**SPECIAL ABILITIES****Capsize (Ex)** A sea serpent can attempt to capsize a boat or ship of its size or smaller by ramming it as a charge attack and making a combat maneuver check. The DC of this check is 25 or the result of the boat captain's Profession (sailor) check, whichever is higher.**Elusive (Su)** Sea serpents have long been the stuff of maritime legends, but despite countless attempts to hunt them, they are rarely encountered unless they wish it. As a full-round action while in water, a sea serpent can move up to its run speed (300 ft.) without leaving any trace of its passing (identical in effect to a *pass without trace*). An elusive sea serpent gains a +40 circumstance bonus to its Stealth check. In addition, except when in combat, a sea serpent is considered to be under the effects of a *nondetection* spell. Both of these spell effects are at caster level 20th and cannot be dispelled.**SHOGGOTH****CR 19****XP 204,800**

CN Huge ooze (aquatic)

Init +11; **Senses** all-around vision, darkvision 120 ft., low-light vision, scent, tremorsense 60 ft.; Perception +33**DEFENSE****AC** 33, touch 15, flat-footed 26 (+7 Dex, +18 natural, -2 size)**hp** 333 (23d8+230); fast healing 10**Fort** +19, **Ref** +14, **Will** +15**DR** 10/—; **Immune** blindness, charm effects, cold, deafness, ooze traits, sonic; **Resist** acid 20, electricity 20, fire 20; **SR** 30**OFFENSE****Speed** 50 ft., climb 30 ft., swim 50 ft.**Melee** 4 slams +30 (3d6+15/19-20 plus grab)**Space** 15 ft.; **Reach** 30 ft.**Special Attacks** constrict (3d6+15), maddening cacophony, engulf (4d6+22 bludgeoning damage plus 8d6 acid damage, AC 19, hp 33), trample (4d8+15, DC 36)**STATISTICS****Str** 40, **Dex** 24, **Con** 31, **Int** 5, **Wis** 22, **Cha** 13**Base Atk** +17; **CMB** +34 (+39 grapple); **CMD** 51 (cannot be tripped)**Feats** Blind-Fight, Cleave, Combat Reflexes, Critical Focus, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Sunder, Iron Will, Power Attack, Staggering Critical**Skills** Climb +23, Perception +33, Swim +23; **Racial Modifiers** +4 Perception**Languages** Aklo**SQ** amphibious**ECOLOGY****Environment** cold aquatic or underground**Organization** solitary or tide (2-6)**Treasure** standard**SPECIAL ABILITIES****All-Around Vision (Ex)** A shoggoth's many sense organs grant a +4 racial bonus on Perception and immunity to flanking.**Maddening Cacophony (Su)** As a free action, a shoggoth can give voice to sounds and words sane life was not meant to hear. All creatures in a 60-foot radius must make a DC 22 Will save or be confused for 1d6 rounds. Each round a creature is affected it takes 1d6 points of Wisdom damage. A creature that saves cannot be affected by this shoggoth's maddening cacophony for 24 hours. This is a sonic mind-affecting effect. The save DC is Charisma-based.**Engulf (Ex)** To use this ability, the shoggoth must begin its turn grappling a creature or must trample. A shoggoth may attempt to engulf as many creatures as it grapples or tramples in a round. This ability otherwise functions as swallow whole, save that a creature that cut its way out of a shoggoth leaves no hole in the protoplasmic creature's body.