**JORQUAL CR 4**

Male undine summoner 5 (*Pathfinder RPG Advanced Player’s Guide* 54, *Pathfinder RPG Bestiary 2*

CN Medium outsider (aquatic, native)

**Init** +0; **Senses** darkvision 60 ft.; Perception +7

**DEFENSE**

**AC** 15, touch 11, flat-footed 15 (+4 armor, +1 deflection)

**hp** 31 (5d8+5)

**Fort** +4, **Ref** +1, **Will** +6

**Defensive Abilities** shield ally; **Resist** cold 5

**OFFENSE**

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

**Melee** dagger +2 (1d4–1/19–20)

**Ranged** light crossbow +3 (1d8/19–20)

**Spell-Like Abilities** (CL 5)

1/day—*hydraulic push*APG

**Summoner Spell-Like Abilities** (CL 5th; concentration +8):

6/day—*summon monster III*

**Summoner Spells Known** (CL 5th; concentration +8)

2nd (3/day)—*glitterdust* (DC 15), *haste*, *summon monster II*

1st (5/day)—*corrosive touch*, *daze monster* (DC 14), *lesser rejuvenate eidolon*, *mage armor*

0 (at will)—*acid splash*, *detect magic*, *mage hand*, *message*, *open/close*, *read magic*

**TACTICS**

**Before Combat** Jorqual casts *mage armor* on his eidolon daily.

**During Combat** Jorqual casts *haste* on himself and his eidolon; he then uses *summon monster II* to summon a giant frog or multiple poisonous frogs.

**Morale** If his eidolon is defeated, Jorqual attempts to flee (using a *scroll of invisibility*, if possible), heading toward his sisters.

**STATISTICS**

**Str** 8, **Dex** 10, **Con** 12, **Int** 14, **Wis** 15, **Cha** 16

**Base Atk** +3; **CMB** +2; **CMD** 13

**Feats** Aquatic AncestryAPG, Combat Casting, Great Fortitude

**Skills** Knowledge (arcana, nature, planes) +10, Perception +7, Spellcraft +10, Swim +5

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

**SQ** amphibious, bond senses (5 rounds/day), eidolon, life link, water affinity

**Combat Gear** *potion of cure moderate wounds*, *scroll of aqueous orb* APG, *scroll of invisibility*; **Other Gear** chain shirt, dagger, light crossbow with 10 mwk bolts, *ring of protection +1*, antitoxin, backpack, flasks (10), glass bottles (5), hourglass (1 hour), ink, inkpen, journal UE, scroll case, coral (worth 100 gp), irregular pearls (5, worth 10 gp each), pearl (worth 100 gp), 71 gp

**HASTE**

**School** transmutation; **Level** bard 3, sorcerer/wizard 3

**Casting Time** 1 standard action; **Components** V, S, M (a shaving of licorice root)

**Range** close (25 ft. + 5 ft./2 levels); **Targets** one creature/level, no two of which can be more than 30 ft. apart

**Duration** 1 round/level

When making a full attack action, a hasted creature may make one extra attack with one natural or manufactured weapon. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a *speed* weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hasted creature gains a +1 bonus on attack rolls and a +1 [dodge bonus](http://paizo.com/pathfinderRPG/prd/combat.html#dodge-bonuses) to [AC](http://paizo.com/pathfinderRPG/prd/combat.html#armor-class) and [Reflex](http://paizo.com/pathfinderRPG/prd/combat.html#reflex) saves. Any condition that makes you lose your [Dexterity](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#dexterity) bonus to [Armor Class](http://paizo.com/pathfinderRPG/prd/combat.html#armor-class) (if any) also makes you lose [dodge bonus](http://paizo.com/pathfinderRPG/prd/combat.html#dodge-bonuses)es.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement.

**CRAB EIDOLON**

Eidolon (quadruped base form) (*Pathfinder RPG Advanced Player’s Guide* 58)

CN Medium outsider (extraplanar)

**Init** +3; **Senses** darkvision 60 ft.; Perception +7

**DEFENSE**

**AC** 23, touch 13, flat-footed 20 (+4 armor, +3 Dex, +6 natural)

**hp** 30 (4d10+8)

**Fort** +6, **Ref** +7, **Will** +1

**Defensive Abilities** evasion; Resist Cold, Acid, and Electricity 5

**OFFENSE**

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

**Melee** 2 claws +8 (1d6+3), bite +8 (1d8+3)

**Special Attacks** pounce

**STATISTICS**

**Str** 16, **Dex** 16, **Con** 14, **Int** 7, **Wis** 10, **Cha** 11

**Base Atk** +4; **CMB** +7; **CMD** 20 (24 vs. trip)

**Feats** Weapon Focus (claw), Weapon Focus (bite)

**Skills** Intimidate +7, Perception +7, Sense Motive +7, Stealth +10, Swim +11

**Languages** Aquan, Common

**SQ** evolutions (bite, claws, gills, improved damage [bite], improved damage [claw], limbs [legs, 3], pounce, swim), link, share spells

**SUMMMON MONSTER II**

**GIANT FROG CR 1**

N Medium [Animal](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#animal)

**Init** +1; **Senses** darkvision 60 ft, [scent](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#scent); [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +3

**DEFENSE**

**AC** 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)

**hp** 15 (2d8+6)

**Fort** +6, **Ref** +6, **Will** –1

**OFFENSE**

**Speed** 30 ft., swim 30 ft.

**Melee** bite +3 (1d6+2 plus [grab](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#grab)) or tongue +3 touch ([grab](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#grab))

**Space** 5 ft.; **Reach** 5 ft. (15 ft. with tongue)

**Special Attacks** [pull](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#pull) (tongue, 5 feet), [swallow whole](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#swallow-whole) (1d4 bludgeoning damage, AC 10, 1 hp), tongue

**STATISTICS**

**Str** 15, **Dex** 13, **Con** 16, **Int** 1, **Wis** 8, **Cha** 6

**Base Atk** +1; **CMB** +3 (+7 grapple); **CMD** 14 (18 vs. trip)

**Feats** [Lightning Reflexes](http://paizo.com/pathfinderRPG/prd/feats.html#lightning-reflexes)

**Skills** [Acrobatics](http://paizo.com/pathfinderRPG/prd/skills/acrobatics.html#acrobatics) +9 (+13 jumping), [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +3, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +5, [Swim](http://paizo.com/pathfinderRPG/prd/skills/swim.html#swim) +10; **Racial Modifiers** +4 [Acrobatics](http://paizo.com/pathfinderRPG/prd/skills/acrobatics.html#acrobatics) (+8 jumping), +4 [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth)

**SPECIAL ABILITIES**

**Tongue (Ex)**A giant frog's tongue is a primary attack with reach equal to three times the frog's normal reach (15 feet for a Medium giant frog). A giant frog's tongue deals no damage on a hit, but can be used to grab. A giant frog does not gain the grappled condition while using its tongue in this manner.

**WATER MEPHIT**

N Small [outsider](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#outsider) (varies)

**Init** +6; **Senses** darkvision 60 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +6

**DEFENSE**

**AC** 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)

**hp** 19 (3d10+3); [fast healing](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#fast-healing) 2

**Fort** +2, **Ref** +5, **Will** +3

**DR** 5/magic

**OFFENSE**

**Speed** 30 ft., fly 40 ft. (average) [Swim](http://paizo.com/pathfinderRPG/prd/skills/swim.html#swim) 30 ft.

**Melee** 2 claws +5 (1d3+1)

**Special Attacks** [breath weapon](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#breath-weapon) (A 15 ft. cone of acid that deals 1d8 acid damage, Reflex DC 13 for half)

**Spell-Like Abilities** (CL 6th)

[*acid arrow*](http://paizo.com/pathfinderRPG/prd/spells/acidArrow.html#acid-arrow) 1/hour, [*stinking cloud*](http://paizo.com/pathfinderRPG/prd/spells/stinkingCloud.html#stinking-cloud) 1/day (DC 15)

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](http://paizo.com/pathfinderRPG/prd/feats.html#dodge), [Improved Initiative](http://paizo.com/pathfinderRPG/prd/feats.html#improved-initiative)

**Skills** [Bluff](http://paizo.com/pathfinderRPG/prd/skills/bluff.html#bluff) +8, [Fly](http://paizo.com/pathfinderRPG/prd/skills/fly.html#fly) +10, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +6, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +12

**Languages** Common, one appropriate elemental language (Aquan, Auran, Ignan, or Terran)

**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.

**Fast Healing**: Works only while the mephit is underwater

**CRAB SWARM**

N Diminutive [vermin](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#vermin) ([aquatic](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#aquatic-subtype), [swarm](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#swarm-subtype))

**Init** +2; **Senses** darkvision 60 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +0

**DEFENSE**

**AC** 18, touch 16, flat-footed 16 (+2 Dex, +2 natural, +4 size)

**hp** 38 (7d8+7)

**Fort** +6, **Ref** +4, **Will** +2

**Immune** mind-affecting effects, [swarm traits](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#swarm-subtype), weapon damage

**OFFENSE**

**Speed** 30 ft., swim 20 ft.

**Melee** swarm (2d6)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** distraction (DC 14) (nauseated for 1 round)

**STATISTICS**

**Str** 1, **Dex** 14, **Con** 13, **Int** —, **Wis** 10, **Cha** 2

**Base** **Atk** +5; **CMB** —; **CMD** —

**Skills** [Swim](http://paizo.com/pathfinderRPG/prd/skills/swim.html#swim) +10; **Racial Modifiers** uses Dex to modify [Swim](http://paizo.com/pathfinderRPG/prd/skills/swim.html#swim)

**MEDIUM WATER ELEMENTAL CR 3**

N Medium [outsider](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#outsider) ([elemental](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#elemental-subtype), [extraplanar](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html%22%20%5Cl%20%22extraplanar-subtype), [water](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#water-subtype))

**Init** +1; **Senses** darkvision 60 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +5

**DEFENSE**

**AC** 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

**hp** 30 (4d10+8)

**Fort** +6, **Ref** +5, **Will** +1

**Immune** [elemental traits](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#elemental-subtype)

**OFFENSE**

**Speed** 20 ft., swim 90 ft.

**Melee** slam +7 (1d8+4)

**Special Attacks** drench, vortex (DC 15), water mastery

STATISTICS

**Str** 16, **Dex** 12, **Con** 15, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +4; **CMB** +7; **CMD** 18

**Feats** [Cleave](http://paizo.com/pathfinderRPG/prd/feats.html#cleave), [Power Attack](http://paizo.com/pathfinderRPG/prd/feats.html#power-attack)

**Skills** [Acrobatics](http://paizo.com/pathfinderRPG/prd/skills/acrobatics.html#acrobatics) +6, [Escape Artist](http://paizo.com/pathfinderRPG/prd/skills/escapeArtist.html#escape-artist) +6, [Knowledge](http://paizo.com/pathfinderRPG/prd/skills/knowledge.html#knowledge) (planes) +2, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +5, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +6, [Swim](http://paizo.com/pathfinderRPG/prd/skills/swim.html#swim) +16

**SPECIAL ABILITIES**

**Drench (Ex)** The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as [*dispel magic*](http://paizo.com/pathfinderRPG/prd/spells/dispelMagic.html#dispel-magic) (caster level equals elemental's HD).

**Vortex (Su)**A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the [whirlwind special attack](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#whirlwind), but can only form underwater and cannot leave the water. **DC15**

**Water Mastery (Ex)** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

**LARGE WATER ELEMENTAL CR 5**

N Large [outsider](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#outsider) ([elemental](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#elemental-subtype), [extraplanar](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html%22%20%5Cl%20%22extraplanar-subtype), [water](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#water-subtype))

**Init** +2; **Senses** darkvision 60 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#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](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#elemental-subtype)

**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](http://paizo.com/pathfinderRPG/prd/feats.html#cleave), [Dodge](http://paizo.com/pathfinderRPG/prd/feats.html#dodge), [Great Cleave](http://paizo.com/pathfinderRPG/prd/feats.html#great-cleave), [Power Attack](http://paizo.com/pathfinderRPG/prd/feats.html#power-attack)

**Skills** [Acrobatics](http://paizo.com/pathfinderRPG/prd/skills/acrobatics.html#acrobatics) +9, [Escape Artist](http://paizo.com/pathfinderRPG/prd/skills/escapeArtist.html#escape-artist) +11, [Knowledge](http://paizo.com/pathfinderRPG/prd/skills/knowledge.html#knowledge) (planes) +5, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +9, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +5, [Swim](http://paizo.com/pathfinderRPG/prd/skills/swim.html#swim) +24

**SPECIAL ABILITIES**

**Drench (Ex)** The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as [*dispel magic*](http://paizo.com/pathfinderRPG/prd/spells/dispelMagic.html#dispel-magic) (caster level equals elemental's HD).

**Vortex (Su)**A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the [whirlwind special attack](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#whirlwind), but can only form underwater and cannot leave the water. **DC19**

**Water Mastery (Ex)** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

**Drowning**

Any character can hold her breath for a number of rounds equal to twice her [Constitution](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#constitution) score. If a character takes a standard or full-round action, the remaining duration that the character can hold her breath is reduced by 1 round. After this period of time, the character must make a DC 10 [Constitution](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#constitution) check every round in order to continue holding her breath. Each round, the DC increases by 1.

When the character finally fails her [Constitution](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#constitution) check, she begins to drown. In the first round, she falls [unconscious](http://paizo.com/pathfinderRPG/prd/glossary.html#unconscious) (0 hp). In the following round, she drops to –1 hit points and is [dying](http://paizo.com/pathfinderRPG/prd/glossary.html#dying). In the third round, she drowns.

[Unconscious](http://paizo.com/pathfinderRPG/prd/glossary.html#unconscious) characters must begin making [Constitution](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#constitution) checks immediately upon being submerged (or upon becoming [unconscious](http://paizo.com/pathfinderRPG/prd/glossary.html#unconscious) if the character was conscious when submerged). Once she fails one of these checks, she immediately drops to –1 (or loses 1 additional hit point, if her total is below –1). On the following round, she drowns.

It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain.

**MUDLORD CR 6**

N Medium outsider (earth, elemental, water)

**Init** +7; **Senses** darkvision 60 ft., tremorsense 30 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +13

**DEFENSE**

**AC** 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

**hp** 67 (9d10+18)

**Fort** +8, **Ref** +9, **Will** +4

**Defensive Abilities** amorphous, **DR** 10/magic; **Immune** elemental traits; **SR** 17

**Weaknesses** vulnerable to magic

**OFFENSE**

**Speed** 30 ft., swim 40 ft.

**Melee** 2 slams +13 (2d6+3 plus grab)

**Ranged** mudball +12 touch (blindness)

**Special Attacks** engulf (DC 17, 1d6+3 bludgeoning and smother), smother

**STATISTICS**

**Str** 17, **Dex** 16, **Con** 14, **Int** 10, **Wis** 13, **Cha** 7

**Base Atk** +9; **CMB** +12; **CMD** 25 (can't be tripped)

**Feats** Combat Reflexes, Improved Initiative, Lunge, Skill Focus ([Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth)), Weapon Focus (slam)

**Skills** [Acrobatics](http://paizo.com/pathfinderRPG/prd/skills/acrobatics.html#acrobatics) +15, [Climb](http://paizo.com/pathfinderRPG/prd/skills/climb.html#climb) +9, [Escape Artist](http://paizo.com/pathfinderRPG/prd/skills/escapeArtist.html#escape-artist) +15, [Intimidate](http://paizo.com/pathfinderRPG/prd/skills/intimidate.html#intimidate) +10, [Knowledge](http://paizo.com/pathfinderRPG/prd/skills/knowledge.html#knowledge) (planes) +6, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +13, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +18, [Swim](http://paizo.com/pathfinderRPG/prd/skills/swim.html#swim) +17

**Languages** Terran

**SQ** compression, freeze (mud puddle)

**SPECIAL ABILITIES**

**Engulf (Su)** The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the creature, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save to avoid being engulfed—on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature. A mudlord can engulf no more than one Medium or two Small or smaller creatures at a time.

**Mudball (Ex)** A mudlord can throw a ball of sticky mud up to 30 feet at an opponent's face as a ranged touch attack. It if hits, the target is blinded. Each round on its turn, the target can attempt a DC 16 Reflex save as a free action; if successful, the target shakes off the mud. The target or an adjacent creature can wipe off the mud as a standard action. The save DC is Constitution-based.

**Vulnerable to Magic (Ex)** A [*transmute mud to rock*](http://paizo.com/pathfinderRPG/prd/spells/transmuteMudToRock.html#transmute-mud-to-rock) spell deals 1d6 points of damage per caster level to any mudlord in the area and automatically staggers it for 2d6 rounds.

**Smother (Ex)**: If the creature's grappled opponent is holding its breath, the monster can force that opponent to expel or consume some of its breath, or can otherwise reduce the time remaining until the target has to attempt checks to avoid suffocation.

If the monster succeeds at a grapple check against the opponent, the remaining duration for which the opponent can hold its breath decreases by 1d6 rounds. If this reduces the remaining time that the creature can hold its breath to 0 rounds or fewer, the DCs of its suffocation checks increase by 5.

**SMALL WATER ELEMENTAL CR 1**

N Small [outsider](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#outsider) ([elemental](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#elemental-subtype), [extraplanar](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html%22%20%5Cl%20%22extraplanar-subtype), [water](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#water-subtype))

**Init** +0; **Senses** darkvision 60 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +4

**DEFENSE**

**AC** 17, touch 11, flat-footed 17 (+6 natural, +1 size)

**hp** 13 (2d10+2)

**Fort** +4, **Ref** +3, **Will** +0

**Immune** [elemental traits](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#elemental-subtype)

**OFFENSE**

**Speed** 20 ft., swim 90 ft.

**Melee** slam +5 (1d6+3)

**Special Attacks** drench, vortex (DC 13), water mastery

**STATISTICS**

**Str** 14, **Dex** 10, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +2; **CMB** +3; **CMD** 13

**Feats** [Power Attack](http://paizo.com/pathfinderRPG/prd/feats.html#power-attack)

**Skills** [Acrobatics](http://paizo.com/pathfinderRPG/prd/skills/acrobatics.html#acrobatics) +4, [Escape Artist](http://paizo.com/pathfinderRPG/prd/skills/escapeArtist.html#escape-artist) +4, [Knowledge](http://paizo.com/pathfinderRPG/prd/skills/knowledge.html#knowledge) (planes) +1, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +4, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +8, [Swim](http://paizo.com/pathfinderRPG/prd/skills/swim.html#swim) +14

**SPECIAL ABILITIES**

**Drench (Ex)** The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as [*dispel magic*](http://paizo.com/pathfinderRPG/prd/spells/dispelMagic.html#dispel-magic) (caster level equals elemental's HD).

**Vortex (Su)**A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the [whirlwind special attack](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#whirlwind), but can only form underwater and cannot leave the water. **DC19**

**Water Mastery (Ex)** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

**BUNYIP CR 3**

N Medium [magical beast](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#magical-beast) ([aquatic](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#aquatic-subtype))

**Init** +3; **Senses** darkvision 60 ft., low-light vision, keen [scent](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#scent) 180 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +8

**DEFENSE**

**AC** 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

**hp** 32 (5d10+5)

**Fort** +5, **Ref** +7, **Will** +1

**OFFENSE**

**Speed** 10 ft., swim 50 ft.

**Melee** bite +7 (1d8+1/19–20 plus [bleed](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#bleed))

**Special Attacks** [bleed](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#bleed) (1d6), blood frenzy, roar

**STATISTICS**

**Str** 13, **Dex** 16, **Con** 13, **Int** 2, **Wis** 11, **Cha** 7

**Base Atk** +5; **CMB** +6; **CMD** 19

**Feats** [Improved Critical](http://paizo.com/pathfinderRPG/prd/feats.html#improved-critical) (bite)B, [Skill Focus](http://paizo.com/pathfinderRPG/prd/feats.html#skill-focus) ([Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception)), [Skill Focus](http://paizo.com/pathfinderRPG/prd/feats.html#skill-focus) ([Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth)), [Weapon Focus](http://paizo.com/pathfinderRPG/prd/feats.html#weapon-focus) (bite)

**Skills** [Escape Artist](http://paizo.com/pathfinderRPG/prd/skills/escapeArtist.html#escape-artist) +5, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +8, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +10, [Swim](http://paizo.com/pathfinderRPG/prd/skills/swim.html#swim) +9

**SQ** amphibious

**SPECIAL ABILITIES**

[**Blood Rage**](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#blood-rage)**(Ex)** When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a –2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

 A bunyip's [blood rage](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#blood-rage) ability activates whenever it detects blood in the water using its keen [scent](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#scent).

**Roar (Su)** A bunyip's roar is supernaturally loud and horrifying. When a bunyip roars (a standard action the creature can perform at will), all hearing creatures with 4 or fewer HD within a 100-foot spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. Whether or not the save is successful, creatures in the area are immune to the roar of that bunyip for 24 hours. This is a sonic, mind-affecting [fear](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#fear-(su-or-sp)) effect. The save DC is Constitution-based.

**GIANT MORAY EEL CR 5**

N Large [animal](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#animal) (aquatic)

**Init** +6; **Senses** low-light vision, scent; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#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](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#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](http://paizo.com/pathfinderRPG/prd/feats.html#improved-initiative), [Lightning Reflexes](http://paizo.com/pathfinderRPG/prd/feats.html#lightning-reflexes), [Skill Focus](http://paizo.com/pathfinderRPG/prd/feats.html#skill-focus) ([Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth)), [Weapon Focus](http://paizo.com/pathfinderRPG/prd/feats.html#weapon-focus) (bite)

**Skills** [Escape Artist](http://paizo.com/pathfinderRPG/prd/skills/escapeArtist.html#escape-artist) +10, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +7, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +8, [Swim](http://paizo.com/pathfinderRPG/prd/skills/swim.html#swim) +14; **Racial Modifiers** +8 [Escape Artist](http://paizo.com/pathfinderRPG/prd/skills/escapeArtist.html#escape-artist)

**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.

**EMERALD AUTOMATON CR 4**

N Medium construct

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +0

**Aura** electricity (5 ft., DC 12)

**DEFENSE**

**AC** 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

**hp** 47 (5d10+20)

**Fort** +1, **Ref** +2, **Will** +1

**DR** 5/adamantine; **Immune** construct traits

**Weaknesses** magic dependent

**OFFENSE**

**OFFENSE**

**Speed** 5 ft., swim 30 ft**.**

**Melee** ranseur +10 (2d4+7/×3) or

 slam +10 (1d6+7)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)

**STATISTICS**

**Str** 20, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +5; **CMB** +10 (+12 sunder); **CMD** 21 (23 vs. sunder)

**Feats** Improved SunderB, Power AttackB

**SQ** proficient

**SPECIAL ABILITIES**

**Electricity Aura (Su)** An emerald automaton reduced to half its hit points or fewer emits hazardous energy from its damaged magical battery. Any non-construct creature that ends its turn within 5 feet of a damaged emerald automaton takes 1d10 points of electricity damage (Reflex DC 12 negates). The save DC is Constitution-based.

**Magic Dependent (Su)** An emerald automaton is partially powered by magic. When deprived of magic, the automaton is affected as if it were exhausted. The automaton’s magic can be cut off by antimagic, or suppressed by a *dispel magic* or *mage’s disjunction* effect as if it were a magic item.

**Proficient (Ex)** An emerald automaton is proficient with all simple and martial weapons.