

## GIANT SALAMANDER

CR 2

Always neutral medium animal (aquatic, amphibious)

**Init** +1; **Senses** low-light vision; blindsense 20ft. (underwater only); **Listen** +3, **Spot** +3

**AC** 14, touch 11, flat-footed 13  
(+1 dex, +3 natural)

**hp** 13 (2HD)

**Fort** +5, **Ref** +3, **Will** +1

**Spd** 20 ft. (4 squares), **Swim** 30 ft. (6 squares)

**Melee** bite +4 melee (1D6+4 and numbing saliva)

**Base Atk** +1; Grp +4

**Special Atk** numbing saliva

**Abilities** Str 16, Dex 12, Con 15, Int 1, Wis 12, Cha 2

**SQ** low-light vision, blindsense 20ft. (underwater only), decoy tail, hold breath

**Feats** Blind-fight

**Skills** Hide +1 (+9 in shadow or underwater)

**Advancement** 3-5 HD (Medium); 6-10 HD (Large)

**Blindsense (Ex)** Giant salamanders are covered in small, bumpy nerve packages that detect even the slightest changes in water pressure and temperature around them, granting them blindsense 20ft. but only underwater.

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

**Numbing Saliva (Ex)** fort DC 13 or lose 1d2 points of dexterity. The save DC is Con-based.

**Decoy Tail (Ex)** Giant salamanders have a club-shaped tail that houses no important organs. This provides the giant salamander with a 25% chance to avoid a critical hit (as light fortification) as the hit instead falls on the decoy tail, causing no damage and causing the decoy tail to drop off. The tail continues thrashing about on its own for 1d3 minutes after falling off, and regenerates in 1d2 weeks.

**Skills** Due to their mottled, pebbly hides, giant salamanders receive a +8 racial bonus to hide checks in shadow or darkness, and underwater.

Giant salamanders are larger, heavier, more aggressive versions of common salamanders. They are amphibious, nocturnal hunters that use their mottled coloration to disguise themselves as logs or large rocks near shorelines. They strike at fish, large insects, birds, mammals, and sometimes humanoids.



## AS MOUNTS AND ANIMAL COMPANIONS

Giant salamanders are slower than many other creatures, but they are great swimmers and underwater hunters, are comfortable fighting in darkness, have a mildly poisonous bite, and have an interesting, effective defense against predators. The following statistics block describes a giant salamander chosen as a 6th-level ranger's animal companion.

### PEBBLER, GIANT SALAMANDER ANIMAL COMPANION

**CR 3**

Always neutral medium animal (aquatic, amphibious)

**Init** +1; **Senses** low-light vision; blindsense 20ft. (underwater only); **Listen** +4, **Spot** +4

**AC** 20, touch 11, flat-footed 19

(+1 dex, +5 natural, +4 chain shirt barding)

**HP** 30 (4HD)

**Fort** +7, **Ref** +5, **Will** +2

**Speed** 20 ft. (4 squares), **Swim** 30 ft. (6 squares)

**Melee** bite +4 melee (1D6+4 and numbing saliva)

**Base Atk** +3; Grp +6

**Special Atk** numbing saliva DC 17

**Abilities** Str 17, Dex 13, Con 16, Int 1, Wis 12, Cha 2

**SQ** low-light vision, blindsense 20ft. (underwater only), decoy tail, hold breath, link, share spells, evasion

**Feats** Blind-fight, ability focus (numbing saliva)

**Skills** Hide +1 (+9 in shadow or underwater)