



“Eager Beaver” © Wizards of the Coast, by Andrea Radeck. Accessed at her deviantArt page [here](#)

[In 1e, a number of animals and giant animals were sapient by default, which has disappeared almost entirely. Giant eagles are still intelligent, thanks to Tolkein, and PFRPG has intelligent giant owls as a nocturnal parallel. But giant beavers have disappeared from D&D. Which is a shame, since ordinary beavers are pretty darn smart. Also, when I was a kid, I read a book called *Fools Errant*, a picaresque fantasy novel with giant intelligent beavers as one of several antagonists, which might help explain my soft spot for them.]

Castoran

CR 3 LN Magical Beast

This giant rodent is the size of a small bear, with a thick brown coat, oversized incisors, and a massive flat tail covered in scales. A gleam of intelligence is in its beady eyes.

Castorans are oversized sapient beavers. They behave much like their smaller kin, building dams and submerged lodges in freshwater environments. They are monogamous and family oriented, but are social between lodges—many single castorans spend their time traveling from lodge to lodge visiting their friends and relations for several years before settling down and building a lodge of their own. Most castorans are suspicious of humans, who compete with them for land and lumber, seek to disrupt their dam-building activity, or even hunt them for their thick fur.

Castorans prefer to flee rather than fight, but are more than capable of defending themselves if need be with their strong teeth and tails. A castoran can chew through wood with ease, and use this ability to sabotage the efforts of lumberjacks by destroying their tools and supplies. Although their flat tails are usually used to swim or to signal long distances with slapping sounds, their impact can knock the wind out of an enemy.

A castoran grows to around five feet long and weighs up to 200 pounds. They are faster in the water than on land, and prefer to spend as much time in water as possible.

Castoran CR 3

XP 800

LN Medium magical beast

Init +0; **Senses** darkvision 60 ft., low-light vision, Perception +10, scent

Defense

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 34 (4d10+12)

Fort +7, **Ref** +4, **Will** +5

Offense

Speed 20 ft., swim 40 ft.

Melee bite +6 (2d4+2), tail slap +1 (1d6+1 plus staggering strike)

Special Attacks gnaw

Statistics

Str 14, **Dex** 11, **Con** 16, **Int** 10, **Wis** 15, **Cha** 9

Base Atk +4; **CMB** +6; **CMD** 16 (20 vs. trip)

Feats Iron Will, Power Attack

Skills Knowledge (engineering) +6, Perception +10, Swim +14; **Racial Modifiers** +4 Knowledge (engineering), +4 Perception

Languages Sylvan

SQ hold breath

Ecology

Environment temperate freshwater

Organization solitary, pair or family (3-6)

Treasure incidental

Special Abilities

Gnaw (Ex) A castoran ignores the first 5 points of hardness when attacking an object with its bite attack.

Staggering Strike (Ex) A creature struck by a castoran's tail slap must succeed a DC 14 Fortitude save or be staggered for 1 round. The save DC is Strength based.