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[I am honestly baffled that there's no official ichthyosaur in Pathfinder. The statistics in *Stormwrack* were for a CR 6 Huge creature, but emphasized in the text that they are dolphin like and dolphin sized. Weird. I decided to make these stats match the name, and so it's the size of an actual *Ichthyosaurus*—3 meters or so. That's within the parameters of Large usually, but bottlenose dolphins are exactly the same size IRL and are Medium in PFRPG, so I made it Medium. I make reference to the *Stormwrack* version in the variants below—it would make a good match for something like *Temnodontosaurus*.]

Ichthyosaurus **CR 3 N Animal**

This wide-eyed creature looks like a reptilian dolphin, with tiny pebbly scales, four paddles in place of limbs, and a vertical fin growing from its tail.

Ichthyosaurs are aquatic reptiles that are extremely specialized for life in the oceans. They cannot move on land, give live birth rather than laying eggs, and have a thin layer of blubber that protects them from the chill of icy waters. They are fast swimmers, hunting small fish and squid. They are not aggressive towards humanoids in their waters, but are occasionally curious, and will fight back if injured or aggrieved.

These statistics represent a mid-sized ichthyosaur such as *Ichthyosaurus*, *Ophthalmosaurus* or *Stenopterygius*. *Temnodontosaurus* is a large macropredatory ichthyosaur that feeds on other ichthyosaurs and smaller marine reptiles. A temnodontosaur has 10 Hit Dice, is Huge in size, and gains improved grab and swallow whole as special attacks. A temnodontosaur is CR 6. *Shonisaurus* and *Shastasaurus* are enormous for ichthyosaurs and lack both dorsal fins and teeth—they feed on soft bodied organisms and zooplankton. Use the statistics for a whale with a tail slap and superior low-light vision instead of blindsight to represent a shonisaur or shastasaur.

Ichthyosaurs as Animal Companions

Starting Statistics: Size Medium; **Speed** swim 60 ft.; **AC** +3 natural armor; **Attack** bite (1d6);

Ability Scores Str 14, Dex 17, Con 11, Int 2, Wis 13, Cha 6; **Senses** superior low-light vision; **SQ** hold breath

4th Level Advancement: **AC** +2 natural armor; **Statistics** Str +2, Dex +2, Con +2

Ichthyosaurus **CR 3**

XP 800

N Medium animal

Init +8; **Senses** Perception +14, superior low-light vision

Defense

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 39 (6d8+12)

Fort +6, **Ref** +9, **Will** +3

Offense

Speed swim 60 ft.

Melee bite +6 (1d6+4)

Space 10 ft.; **Reach** 5 ft.

Statistics

Str 16, **Dex** 19, **Con** 13, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +4; **CMB** +7; **CMD** 21 (cannot be tripped)

Feats Blind-fight (B), Improved Initiative, Skill Focus (Perception), Toughness

Skills Acrobatics +5, Perception +14, Stealth +8, Swim +15; **Racial Modifiers** +4 Perception

SQ hold breath

Ecology

Environment any oceans

Organization solitary, pair or pod (3-12)

Treasure none

Special Abilities

Superior Low-light Vision (Ex) An ichthyosaurus can see four times as far as a human in dim light, and gains Blind-fight as a bonus feat.