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[I discovered this creature doing an image search for the alicanto, and was immediately enamored of this horrible disease-ridden pig-seal. Most of the best information on it is in Spanish—thank god for Google Translate!]

### **Cuchivilu**

*This horse-sized beast resembles an elongated, serpentine pig. Its forelimbs end in stout cloven hooves, but its hind legs are little more than stubs.*

Many strange and terrible creatures live in the sea, but it is especially terrible when they do not stay there. The cuchivilu is a foul hybrid creature that is as common on shorelines and in estuaries as it is in the ocean deeps. A cuchivilu is malicious in the extreme, and delights in killing more than it can consume. A cuchivilu's presence is revealed by massive fish kills and may be mistaken for a red tide, but no red tide can tear apart fishermen or beachcombers with disease-dripping tusks.

Cuchivilu prefer to lair in sea caves or other submerged dens, as the suffocated victims of marine life wandering into their cursed auras provides them with easy meals. Their lairs are desolate, lifeless places, although aquatic undead often are attracted to the anoxic zones cuchivilu create and cohabitate with them. Cuchivilu are solitary creatures and only tolerate each others' company briefly to mate. A cuchivilu is clumsy on land, but will not hesitate to leave the water to kill or avoid being killed. On land, they move with vertical motions like an immense caterpillar, anchoring themselves with their hoofed forelegs. Marine humanoids such as merfolk and locathah despise cuchivilu, and even evil creatures like sahaugin may ally temporarily with other races to exterminate a cuchivilu.

A cuchivilu grows up to twelve feet long and weighs 3000 pounds.

### **Cuchivilu**

**CR 6**

## **XP 2,400**

CE Large magical beast (aquatic)

**Init** +5; **Senses** darkvision 60 ft., low-light vision, Perception +8, scent

**Aura** tainted water (30 ft., Fort DC 14)

Defense

**AC** 18, touch 10, flat-footed 17 (-1 size, +1 Dex, +8 natural)

**hp** 73 (7d10+35)

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

**DR** 10/magic; **Immune** disease, nauseated, sickened

**Defensive Abilities** rotting touch

Offense

**Speed** 20 ft., swim 40 ft.

**Melee** gore +10 (1d8+4 plus rotting touch), 2 hooves +10 (1d4+4 plus rotting touch)

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

**Special Attacks** baleful bellow, curse water

Statistics

**Str** 19, **Dex** 13, **Con** 18, **Int** 4, **Wis** 15, **Cha** 12

**Base Atk** +7; **CMB** +12; **CMD** 23 (cannot be tripped)

**Feats** Improved Initiative, Iron Will, Power Attack, Toughness

**Skills** Perception +8, Stealth +3 (+11 underwater), Swim +15; **Racial Modifiers** +8 Stealth underwater

**Languages** Aquan (cannot speak)

**SQ** no breath

Ecology

**Environment** temperate coastlines and aquatic

**Organization** solitary or pair

**Treasure** incidental

Special Abilities

**Baleful Bellow (Su)** Once per day as a standard action, a cuchivilu can give a great roar that curses all who hear it in a 60 foot radius. Creatures in this area must succeed a DC 14 Will save or suffer a -4 penalty to all attack rolls, saving throws, skill and ability checks, as per the *bestow curse* spell at CL 7<sup>th</sup>. This effect is permanent unless the curse is removed. The save DC is Charisma based.

**Rotting Touch (Su)** Any creature that touches a cuchivilu or is struck by a cuchivilu's natural attacks must succeed a DC 17 Fortitude save or take 1d2 points of Constitution damage. On a critical hit, no save is permitted. This is a disease effect. The save DC is Constitution based.

**Tainted Water (Su)** Any body of water a cuchivilu touches becomes stagnant and unclean. A creature touching water within 30 feet of a cuchivilu must succeed a DC 14 Fortitude save or be nauseated as long as they remain in the aura and for 1d4 rounds thereafter. A creature drinking water in the tainted aura that fails a Fortitude save is nauseated for 1 minute. This is a disease effect. Creatures that breathe water, regardless of whether they pass or fail their save, cannot breathe in the aura of tainted water and must hold their breath or suffocate. The save DC is Charisma based.