

Albapotamus



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[Based on North American river monsters in general and the [White River Monster](#) in particular, which inspired its name (alba = white, potamus = river). It borrows mechanics from PFRPG’s [sea serpent](#) and [water orm](#), and is designed to complement these for lower level play.]

Albapotamus

This monstrous creature seems to be part catfish, part eel, part seal. Its head features beady eyes over a widely gaping maw, and its forelimbs seem more than capable of hauling it out of the water.

The albapotamus are frequently called simply “river monsters”, and the name is apt. They are relatives of sea serpents and water orms, but prefer flowing water to still lakes or oceans. They tend towards more piscine characteristics than their relatives, but may still have mammalian or reptilian features as well. Like their kin, albapotamus are carnivorous creatures that are responsible for some mysterious disappearances on the water, and they are incredibly difficult to trace when they do not wish to be found. Even a relatively shallow river may have an albapotamus dwelling in it, but they prefer deep water with plenty of fish and other food. An albapotamus is capable of moving around on land for short periods of time, and if their river dries up or runs low on food, they can go in search of another one.

A typical albapotamus is about forty feet long, but rumors persist that they can grow much bigger. Perhaps like the fishes they resemble, they continue to grow larger as they age, and ancient albapotamus must be enormous indeed.

Albapotamus **CR 8**

XP 4,800

N Huge magical beast

Init +4; **Senses** blindsense 60 ft., darkvision 60 ft., Perception +13

Defense

AC 22, touch 12, flat-footed 18 (-2 size, +4 Dex, +10 natural)

hp 105 (10d10+50)

Fort +12, **Ref** +11, **Will** +6

Defensive Abilities elusive; **Resist** cold 20, fire 20

Offense

Speed 20 ft., swim 50 ft.

Melee bite +15 (2d6+7 plus grab), tail slap +15 (1d8+10)

Space 15 ft.; **Reach** 10 ft. (15 ft. with tail slap)

Special Attacks bellow, powerful blows (tail), swallow whole (AC 15, 10 hp, 2d6+10 bludgeoning damage)

Statistics

Str 24, **Dex** 18, **Con** 20, **Int** 5, **Wis** 13, **Cha** 9

Base Atk +10; **CMB** +19 (+23 grapple); **CMD** 33 (35 vs. trip)

Feats Combat Reflexes, Iron Will, Power Attack, Skill Focus (Stealth), Vital Strike

Skills Perception +13, Stealth +7, Swim +20; **Racial Modifiers** +4 Perception

Languages Aquan (cannot speak)

SQ shallow squeeze, water dependency

Ecology

Environment any river

Organization solitary

Treasure none

Special Abilities

Bellow (Su) As a standard action, an albatopus can let out a tremendous bellow in a 40 foot cone. All creatures in the area take 8d6 points of sonic damage and are staggered for 1d4 rounds. A successful DC 20 Fortitude save halves the damage and negates the staggered effect. An albatopus can bellow three times per day, and must wait 1d4 rounds between uses. This is a sonic effect and the save DC is Constitution based.

Elusive (Su) As a full-round action while in water, an albatopus can move up to its run speed (200 ft.) without leaving any trace of its passage (identical in effect to *pass without trace*). An elusive albatopus gains a +40 circumstance bonus to its Stealth check. In addition, when not in combat, an albatopus is considered to be under the effects of a *nondetection* spell. These effects function at caster level 20th and cannot be dispelled.

Shallow Squeeze (Ex) An albatopus can enter water of as little as 5 feet deep and remain completely submerged if it so chooses.