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[The dobhar-chu is somewhere between a legendary creature and a cryptid, having been taken seriously by some cryptozoologists and commemorated on the [gravestone of a supposed victim](#).]

### **Dobhar-Chu**

#### **CR 5 N Magical Beast**

*This horse-sized creature resembles an immense otter with long, crocodilian jaws. Despite its monstrous appearance, it carries itself with a regal air.*

Sometimes referred to as the “king of otters”, the dobhar-chu is a mammalian predator that acts as a guardian and protector of the fresh waters they call home. They possess an unnatural control over animals, and use mundane animals of all kinds as messengers, spies and protectors. A dobhar-chu is an ambush predator that preys on creatures drinking from or swimming in their home body of water, but they are careful to vary their kills and never kill more prey than they need. Humanoids attempting to exploit a lake or river that harbors a dobhar-chu had best tread carefully, lest the beast decide that they are a danger to the environment.

Dobhar-chus live either alone or in mated pairs, and are good parents. A litter of dobhar-chu pups can number up to six, and they spend several years with their parents growing to maturity and learning the arts of hunting, swimming and speaking to animals. A dobhar-chu mates for life and is fanatically devoted to its partner. The most dangerous dobhar-chus are those that have lost a loved one, as they will engage in violent acts of retribution. Most dobhar-chus are on at least familiar terms with the druids in their area, although they tend to associate more with druids who embrace nature’s predatory aspects and have a distrust for civilization.

A dobhar-chu grows up to ten feet long and stands three feet high at the shoulder. Unless felled by

disease or violence, they can live up to a century.

## **Dobhar-Chu CR 5**

**XP 1,600**

N Large magical beast

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

**Defense**

**AC** 17, touch 14, flat-footed 17 (-1 size, +5 Dex, +3 natural)

**hp** 57 (6d10+24)

**Fort** +9, **Ref** +10, **Will** +5

**Defensive Abilities** animal authority, uncanny dodge

**Offense**

**Speed** 30 ft., swim 50 ft.

**Melee** bite +9 (2d6+4 plus grab), 2 claws +9 (1d4+4)

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

**Spell-like Abilities** CL 6<sup>th</sup>, concentration +9

Constant—*pass without trace*, *speak with animals*

3/day—*animal messenger*, *charm animal* (DC 14)

1/day—*commune with nature*, *dominate animal* (DC 16)

**Statistics**

**Str** 19, **Dex** 20, **Con** 19, **Int** 9, **Wis** 16, **Cha** 16

**Base Atk** +6; **CMB** +11 (+15 grapple); **CMD** 26 (30 vs. trip)

**Feats** Combat Reflexes, Power Attack, Skill Focus (Stealth)

**Skills** Perception +8, Stealth +9, Swim +17

**Languages** Sylvan

**SQ** hold breath, wild empathy +9

**Ecology**

**Environment** cold and temperate lakes and rivers

**Organization** solitary, pair or family (1-2 plus 1-6 young)

**Treasure** incidental

**Special Abilities**

**Animal Authority (Su)** An animal that attempts to attack a dobhar-chu must succeed a DC 16 Will save or be unable to attack that dobhar-chu for the next 24 hours. An animal that saves may attack the dobhar-chu normally. If a dobhar-chu attacks an animal, this ability does not function for that animal for the next 24 hours. The save DC is Charisma based.

**Wild Empathy (Ex)** A dobhar-chu can influence the attitudes of animals or magical beasts, as the druid ability. A dobhar-chu treats its total hit dice as its druid level for the purposes of this ability.