BEHEMOTH

Huge Beast
Hit Dice: 10d10+70 (125 hp)
Initiative: +0 (Dex)
Speed: 20 ft, swim 40 ft
AC: 16 (-2 size, +8 natural)
Attacks: Bite +17 melee
Damage: Bite 2d6+18
Face/Reach: 10 ft by 20 ft/10 ft
Special Attacks: Overturn
Saves: Fort +14, Ref +7, Will +4
Abilities: Str 34, Dex 10, Con 25, Int 2, Wis 12, Cha 6
Skills: Listen +4, Spot +4, Swim +24
Climate/Terrain: Warm aquatic
Organization: Solitary (bull) or herd (bull plus 1-3 cows)
Challenge Rating: 9
Treasure: None
Alignment: Always neutral
Advancement: 11-20 HD (Huge); 21-30 HD (Gargantuan)

The behemoth is a huge relative of the hippopotamus that lives in deep bodies of water in tropical locations. Behemoths can open their huge jaws wide enough to fit the entire upper half of a human in their mouth. They have outward pointing tusks that project from each side of their mouth, which they use to uproot aquatic plants.

Behemoths spend most of their life in the water, and are excellent swimmers. They swim by sinking to the floor of their lake or river and running along the bottom. Behemoths have expansive lungs and can hold their breath for up to half an hour.

COMBAT
Bull behemoths are always aggressive, but cows are usually docile unless a calf is present. If swimmers or small boats come near behemoth territory, the beasts attack. Behemoths try to overturn a boat or canoe that passes over them.

Overturn (Ex): Behemoths can overturn Medium-size or smaller craft on a Strength check (DC is 20 plus 1 for every 100 pounds of total weight of the craft and contents). If the check succeeds, the boat overturns spilling its passengers and contents into the water.