DRAGONFISH

Small Beast
Hit Dice: 2d10 (11 hp)
Initiative: +2 (Dex)
Speed: Swim 20 ft
AC: 16 (+1 size, +2 Dex, +3 natural)
Attacks: Bite +3 melee; or 1d4 spines +3 melee
Damage: Bite 1d4+1; or spine 1 and poison
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spines, poison
Special Qualities: Darkvision 60 ft, low-light vision
Saves: Fort +3, Ref +5, Will +0
Abilities:
Str 12, Dex 15, Con 11, Int 2, Wis 11, Cha 4
Skills:
Hide +4*, Listen +2, Spot +2
Climate/Terrain: Any aquatic
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 3-6 HD (Small)

A dragonfish is a small, 2-foot long, flat, fish that makes its home on the bottom of lakes, rivers, or streams. Its scales are brown, mottled with black.

COMBAT
Dragonfish are not aggressive and prefer to lie on the bottom of a body of water, waiting for a victim to step on it so its poisonous spines penetrate the victim’s flesh. If forced into melee, a dragonfish attacks with its bite.

Spine (Ex): The dragonfish’s back is covered with long, sharp spines. A creature stepping on a dragonfish has 1d4 spines penetrate and break off in its flesh. Each spine deals damage and injects poison into the wound. Removing a spine deals 1d2 points of damage.

Poison (Ex): Spine, Fortitude save (DC 11); initial damage 1d2 points of temporary Constitution, secondary damage 1d2 points of temporary Constitution.

Skills: When not moving, a dragonfish gains a +12 racial bonus to Hide checks.

The Dragonfish first appeared in the 1e FF (1981).