**EEL, Moray (Giant)**

**Large Beast**

**Hit Dice:** 5d10 (27 hp)  
**Initiative:** +3 (Dex)  
**Speed:** Swim 20 ft  
**AC:** 16 (-1 size, +3 Dex, +4 natural)  
**Attacks:** Bite +5 melee, tail lash +0 melee  
**Damage:** Bite 1d8 and disease, tail lash 1d4  
**Face/Reach:** 5 ft by 10 ft/5 ft  
**Special Attacks:** Improved grab, tear, disease  
**Special Qualities:** Immunities, amphibious, darkvision 60 ft, low-light vision  
**Saves:** Fort +4, Ref +7, Will +2  
**Abilities:** Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2  
**Skills:** Hide +0, Listen +7, Spot +7  
**Feats:** Weapon Finesse (bite)

**Climate/Terrain:** Warm aquatic  
**Organization:** Solitary or school (4-8)  
**Challenge Rating:** 4  
**Treasure:** None  
**Alignment:** Always neutral  
**Advancement:** 6-8 HD (Large); 9-15 HD (Huge)

A giant moray eel is a feared predator, known for its fearsome diseased bite. It appears as an 8-foot long eel with mottled brown leathery skin, with lighter brown or yellow spots on its dorsal area. It has pronounced incisor teeth.

**COMBAT**

A giant moray eel will conceal itself in a reef, seaweed, or underneath stones. When its prey passes by, it lunges out, biting its prey and striking with blinding speed. It will attack almost anything that passes near it, regardless of the size of the prey.

The eel will only use its tail lash on a foe trapped in its jaws or on a foe attempting to flank it.

**Improved Grab (Ex):** To use this ability, a giant moray eel must hit a foe with its bite attack. If it gets a hold, it tears the flesh.

**Tear (Ex):** A giant moray eel automatically hits a held opponent with all its melee attacks each round it maintains the hold.

**Disease (Ex):** The bite inflicts its foe with a disease akin to *mummy rot.*

**Immunities (Ex):** Giant moray eels are immune to all forms of fear and disease, magical or otherwise.

**Amphibious (Ex):** Giant moray eels can survive out of the water for 1 minute per point of Constitution (after that, refer to the Suffocation rules on page 88 of the *DMG*).

**Skills:** Giant Moray eels gain a +4 racial bonus to Hide, Listen and Spot checks.

**Feats:** The Giant Moray Eel gains Weapon Finesse (bite) as a bonus feat.

The Giant Moray Eel first appeared in the MC Annual 3.