

FISH

Source: 1e *Fiend Folio* (quipper); 1e *Monster Manual* (giant gar, giant pike); 1e *Monster Manual 2* (afanc, giant catfish); 2e *Monstrous Compendium vol. 2* (ascallion); homebrew (giant anglerfish, giant archer fish).

There are many types of fish, including many dangerous types. For purposes of this entry, fish are considered distinct from sharks. Some fish are dangerous individually, others only in large schools. In some cases, giant versions of normally-harmless fish become dangerous carnivores themselves. Other giant versions become much more aggressive than their mundane versions.

Quipper

Tiny natural beast (aquatic, fish)

Level 2 Minion Brute

XP 31

A quipper is a pale-bodied piranha, usually found in cold or underground waters. They are easily aroused by the smell of blood. While they often school, individual quippers do sometimes swim alone when hunting.

HP 1; a missed attack never damages a minion

Initiative +5

AC 14; **Fortitude** 13; **Reflex** 15; **Will** 14

Perception +2

Speed swim 8

TRAITS

Aquatic

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

Blood Crazy

If one or more bloodied creatures are within 8 squares of the quipper on its turn, it must attack the closest one.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +7 vs. AC.

Hit: 6 damage (8 if the target is bloodied).

Str 3 **Dex** 18 **Wis** 12

Con 13 **Int** 2 **Cha** 10

Alignment unaligned

Languages -

Quipper Swarm

Medium natural beast (aquatic, fish, swarm)

Level 3 Brute

XP 150

HP 53; **Bloodied** 26

Initiative +5

AC 15; **Fortitude** 15; **Reflex** 16; **Will** 15

Perception +3

Speed swim 8

Resist half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks

TRAITS

Swarm Attack * Aura 1

Any enemy that starts its turn in the aura takes 5 damage (7 if bloodied).

Aquatic

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

Blood Crazy

If one or more bloodied creatures are within 8 squares of the quipper swarm on its turn, it must attack the closest one. The swarm gets +1 to attack rolls and +4 to damage against bloodied creatures.

Swarm

The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

STANDARD ACTIONS

(melee) Swarm of Bites * At Will

Attack: Melee 1 (one creature); +7 vs. AC.

Hit: 1d12+4 damage.

Str 8 Dex 18 Wis 14

Con 13 Int 2 Cha 10

Alignment unaligned

Languages -

Barracuda

Level 5 Skirmisher

Medium natural beast (aquatic, fish)

XP 200

HP 58; Bloodied 29

Initiative +7

AC 19; Fortitude 17; Reflex 19; Will 17

Perception +3

Speed 9

TRAITS

Aquatic

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +10 vs. AC.

Hit: 1d12+7 damage.

(melee) Darting Charge * At Will

Effect: The barracuda charges, gaining a +5 bonus to speed and a +4 bonus to defenses against opportunity attacks triggered by this movement.

TRIGGERED ACTIONS

Dart Away * Encounter

Requirement: The barracuda must be bloodied.

Trigger: An attack hits the barracuda.

Effect (Immediate Interrupt): The barracuda shifts 4 squares.

Str 11 Dex 17 Wis 12

Con 10 Int 1 Cha 6

Alignment unaligned

Languages -

Giant Archer Fish

Level 7 Artillery

Medium natural beast (aquatic, fish)

XP 300

Giant archer fish dwell near the surface of water, usually in rivers or lakes, and spit bullets of water at prey, hoping to knock them into the water where the archer fish can devour it.

HP 60; Bloodied 30

Initiative +7

AC 19; Fortitude 19; Reflex 20; Will 18

Perception +4

Speed swim 6

TRAITS

Aquatic

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

STANDARD ACTIONS

(melee) Bite * At Will

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 2d6+4 damage.

(ranged) Spit Water * At Will

Attack: Ranged 10 (one creature); +12 vs. Reflex.

Hit: 2d10+4 damage, the target falls prone and the archer fish slides the target 2 squares. Until the end of the target's next turn, it gains a +5 bonus on saving throws against ongoing fire damage.

Str 15 Dex 19 Wis 12
Con 12 Int 2 Cha 12
Alignment unaligned

Languages -

Giant Gar

Level 9 Soldier

Huge natural beast (aquatic, fish)

XP 400

HP 94; **Bloodied** 47

Initiative +9

AC 24; **Fortitude** 23; **Reflex** 21; **Will** 20

Perception +6

Speed swim 10

TRAITS

Aquatic

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 2 (one creature); +14 vs. AC.

Hit: 2d8+8 damage, and the giant gar pulls the target 1 square.

(melee) Darting Bite * At Will

Effect: The giant gar shifts 2 squares and makes the following attack.

Attack: Melee 2 (one creature); +14 vs. AC.

Hit: 2d8+8 damage. The giant gar shifts back to its starting space and pulls the target adjacent to it.

Miss: The giant gar shifts back to its starting space.

(melee) Gobble Up * Recharge 5 6

Attack: Melee 1 (one creature); +12 vs. Fortitude.

Hit: 3d8+8 damage, and the giant gar pulls the target into its space and gobbles it up (save ends). The target moves with the giant gar, but is otherwise immobilized.

Sustain Standard: The target takes 20 damage.

Str 20 Dex 17 Wis 15
Con 14 Int 2 Cha 7
Alignment unaligned

Languages -

Giant Pike

Level 9 Skirmisher

Large natural beast (aquatic, fish)

XP 400

HP 97; **Bloodied** 48

Initiative +11

AC 23; **Fortitude** 21; **Reflex** 23; **Will** 19

Perception +5

Speed swim 12

TRAITS

Aquatic

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

Mottled Scales

While underwater, a giant pike gains concealment from creatures at least 4 squares away.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +14 vs. AC.

Hit: 5d4+5 damage.

(melee) Surprise Attack * At Will

Requirement: The giant pike must have concealment from the target.

Effect: The giant pike shifts 5 squares and makes the following attack.

Attack: Melee 1 (one creature); +14 vs. AC.

Hit: 5d4+5 damage and the target is dazed (save ends).

MOVE ACTIONS

Darting Movement * At Will

Effect: The giant pike shifts 4 squares.

Skills Stealth +14

Str 15 **Dex** 21 **Wis** 13

Con 17 **Int** 2 **Cha** 7

Alignment unaligned

Languages -

Dire Barracuda

Level 10 Skirmisher

Large natural beast (aquatic, fish)

XP 500

HP 106; **Bloodied** 53

Initiative +9

AC 24; **Fortitude** 22; **Reflex** 24; **Will** 22

Perception +8

Speed 9

TRAITS

Aquatic

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 2d12+5 damage.

(melee) Darting Charge * At Will

Effect: The dire barracuda charges, gaining a +5 bonus to speed and a +4 bonus to defenses against opportunity attacks triggered by this movement.

TRIGGERED ACTIONS

Dart Away * Encounter

Requirement: The dire barracuda must be bloodied.

Trigger: An attack hits the barracuda.

Effect (Immediate Interrupt): The barracuda shifts 4 squares.

Str 21 **Dex** 15 **Wis** 16

Con 18 **Int** 1 **Cha** 10

Alignment unaligned

Languages -

Giant Anglerfish

Level 11 Lurker

Large natural beast (aquatic, fish)

XP 600

A giant anglerfish uses a long, fleshy lure to trick and confuse prey into coming close to where it lurks, disguised by its natural camouflage.

HP 87; **Bloodied** 43

Initiative +10

AC 25; **Fortitude** 23; **Reflex** 23; **Will** 23

Perception +8

Speed swim 6

TRAITS

Aquatic

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

Distracting Lure

A giant anglerfish can make Stealth checks to hide from dazed creatures without needing cover or concealment.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +16 vs. AC.

Hit: 3d6+5 damage.

(melee) Opportunistic Attack * At Will

Attack: Melee 1 (one dazed creature); +16 vs. AC.

Hit: 5d6+10 damage.

(area) Lure * At Will

Attack: Area burst 1 within 5 (each creature in burst); +12 vs. Will. This attack does not trigger opportunity attacks.

Hit: The giant anglerfish slides the target 2 squares, and the target is dazed (save ends).

Skills Stealth +11 (see also *distracting camouflage*)

Str 20 **Dex** 12 **Wis** 17

Con 15 **Int** 2 **Cha** 13

Alignment unaligned

Languages -

Giant Catfish

Level 13 Soldier

Large natural beast (aquatic, fish)

XP 800

Sometimes, a catfish survives for decades, growing larger and larger. In particularly rich hunting grounds, one sometimes grows into a giant catfish, between ten and sixteen feet in length. A giant catfish is principally a bottom-feeding scavenger, but it is aggressive enough to attack anything that it perceives as food.

HP 127; **Bloodied** 63

Initiative +11

AC 29; **Fortitude** 27; **Reflex** 25; **Will** 24

Perception +6

Speed swim 6

TRAITS

Poisonous Whiskers (poison) * **Aura** 1

A creature that enters the aura or leaves a square of the aura takes 5 poison damage. No creature in the aura has concealment from the giant catfish, even if it is invisible.

Aquatic

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 3d6+6 damage.

(melee) Gulp Down * Recharges when the giant catfish has no small or larger creature swallowed

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 3d6+6 damage, and the target makes a saving throw. If it fails, the catfish swallows it whole.

While swallowed whole, the target is pulled into the catfish's space and immobilized there, moving with the giant catfish. It has line of sight and effect to no creature but the giant catfish, and no creature has line of sight or effect to it. The target takes ongoing 10 acid damage. A swallowed creature can make weapon attacks only with light weapons. It can escape by making an Acrobatics or Athletics check, DC 20, as a move action or by inflicting 30 points of damage on the catfish with a single attack. If the catfish dies, the creature can escape with a move action.

Str 22 **Dex** 16 **Wis** 10

Con 15 **Int** 2 **Cha** 7

Alignment unaligned

Languages -

Ascallion Young

Level 17 Minion Lurker

Small natural beast (aquatic, fish)

XP 400

An ascallion is a huge predatory fish. It is relatively social and are fearless, attacking even prey that is larger than itself. A female ascallion holds its young in its mouth until close to its prey, then release them to attack. The male acts aggressively to defend its mate and the young.

HP 1; a missed attack never damages a minion

Initiative +18

AC 31; **Fortitude** 29; **Reflex** 28; **Will** 28

Perception +6

Speed swim 8

TRAITS

Aquatic

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

Ascallion Blend

An ascallion young gains concealment when adjacent to a larger ascallion.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +22 vs. AC.

Hit: 12 damage.

(melee) Darting Bite * At Will

Requirement: The ascallion young must have concealment.

Effect: The ascallion young shifts 2 squares and then makes the following attack.

Attack: Melee 1 (one creature); +22 vs. AC.

Hit: 18 damage.

Str 18 **Dex** 22 **Wis** 6

Con 16 **Int** 1 **Cha** 6

Alignment unaligned

Languages -

Ascallion Female

Level 17 Skirmisher

Huge natural beast (aquatic, fish)

XP 1,600

An ascallion is a huge predatory fish. It is relatively social and are fearless, attacking even prey that is larger than itself. A female ascallion holds its young in its mouth until close to its prey, then release them to attack.

HP 157; **Bloodied** 78

Initiative +15

AC 31; **Fortitude** 31; **Reflex** 29; **Will** 29

Perception +13

Speed swim 7

TRAITS

Aquatic

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +22 vs. AC.

Hit: 2d10+14 damage.

(melee) Darting Bite * At Will

Effect: Either before or after the attack, the ascallion female shifts 4 squares.

Attack: Melee 1 (one creature); +22 vs. AC.

Hit: 2d10+14 damage.

(melee) Mouth Full of Trouble * Encounter

Effect: The ascallion female uses *darting bite*, then releases four ascallion young, who appear adjacent to the female. Each of the young makes a melee basic attack against the target of the ascallion female's bite as a free action. These ascallions count normally for determining the encounter's xp value.

(close) Ravenous Gobbling * Encounter

Attack: Close burst 1 (each creature in burst); +20 vs. AC.

Hit: 4d10+6 damage.

Str 25 **Dex** 21 **Wis** 20

Con 13 **Int** 2 **Cha** 14

Alignment unaligned

Languages -

Ascallion Male

Level 18 Soldier

Huge natural beast (aquatic, fish)

XP 2,000

HP 165; **Bloodied** 82

Initiative +17

AC 34; **Fortitude** 32; **Reflex** 30; **Will** 29

Perception +14

Speed swim 7

TRAITS

Aquatic

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +23 vs. AC.

Hit: 3d8+11 damage (3d8+15 if within 5 squares of another ascallion).

TRIGGERED ACTIONS

Protective Instinct * Recharge 5 6

Trigger: An attack targets an ascallion ally within 2 squares.

Effect (Immediate Interrupt): The ascallion male changes places with the triggering ally. The triggering attack targets the ascallion male instead of the triggering ally.

Str 26 **Dex** 22 **Wis** 20

Con 13 **Int** 2 **Cha** 14

Alignment unaligned

Languages -

Afanc

Level 23 Solo Brute

Gargantuan natural beast (aquatic, beast)

XP 25,500

An afanc is a dreaded fish of truly mind-boggling size. In combat, an afanc takes up three linked gargantuan (4x4) spaces, sharing one pool of hit points and actions. The three sections represent the afanc's head, trunk and tail, and must remain adjacent to one another and in sequence. The afanc still moves as one creature.

HP 1,068; **Bloodied** 534

Initiative +13

AC 35; **Fortitude** 36; **Reflex** 34; **Will** 35

Perception +16

Speed 9

Saving Throws +5; **Action Points** 2

TRAITS

Aquatic

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

Immense

Because of the afanc's immense size, certain attack forms must target certain parts of its body. See *head*, *tail* and *trunk*.

Head

Only attacks that hit an afanc's head section can daze, dominate or stun it. Once it is bloodied, it can no longer be dazed, dominated or stunned. (Neither a miss nor an effect line can apply any of these conditions to it.)

Tail

Only attacks that hit an afanc's tail section can slow, immobilize or restrain it, or prevent it from shifting. Once an afanc is bloodied, it automatically loses the slowed or immobilized condition at the end of its turn. (Neither a miss nor an effect line can apply any of these conditions to it.)

Trunk

Only attacks that hit the afanc's trunk section can weaken or inflict ongoing damage to it. Once it is bloodied, an afanc gains resist 10 against ongoing damage and automatically loses the weakened condition at the end of its turn. (Neither a miss nor an effect line can apply any of these conditions to it.)

STANDARD ACTIONS

(mbasic) Enormous Bite * At Will

Attack: Melee 1 (one creature adjacent to the afanc's head section); +28 vs. AC.

Hit: 5d8+9 damage.

(melee) Tail Smash * At Will

Attack: Melee 3 (one creature within 3 squares of the afanc's tail section); +26 vs. Fortitude.

Hit: 4d10+9 damage, and the target is stunned until the end of the afanc's next turn.

Bite and Tail * At Will

Effect: The afanc uses *enormous bite* and *tail smash*.

(close) Whirlpool * Recharges when first bloodied

Effect: The afanc spends a churn point and is immobilized until the start of its next turn.

Attack: Close burst 10 (each creature in burst); +24 vs. Fortitude.

Hit: 5d12+7 damage, the afanc pulls the target 4 squares and the target is slowed (save ends).

Miss: The afanc pulls the target 2 squares.

Sustain Standard: The afanc spends a churn point and repeats the attack. It is immobilized until the start of its next turn.

MOVE ACTIONS

(melee) Churn * At Will

Effect: The afanc shifts 3 squares. It can enter other creatures' space during this shift. It then makes the following attack.

Attack: Melee 1 (each creature whose space the afanc entered); +24 vs. Reflex.

Hit: 4d8+5 damage.

Effect: The afanc slides each target 5 squares to a space outside of the afanc's space.

Churn the Waters * At Will

Effect: The afanc moves its speed and gains a churn point that lasts until the end of the encounter or until used. (See *whirlpool*.)

Str 21 **Dex** 14 **Wis** 21

Con 27 **Int** 3 **Cha** 13

Alignment unaligned

Languages -