



## The Eelhound

*“Much like the owlbear, the eelhound is an abomination of the natural order. Its origins have been accredited to witch and wizard alike, with the most extreme theories blaming a maleficent sea goddess for the creation of the ferocious beast. Whatever the truth, sailors on our northern seas will do well to avoid confrontation with packs of these perilous creatures.”*

*- “Boreal Explorations pt.I”*

*by James of the Invisible Hand*

**Description:** Eelhounds are apex predators of the rocky, mist-shrouded shores of faraway lands. These powerful pack hunters subsist by preying on whales and other great beasts of the sea, and make their lairs in secluded coves and caverns. It has been reported that some sea giant clans have managed to domesticate the sly and brutal beasts, utilizing them as hunting hounds and guards for their settlements and temples.

Eelhounds are shaped like sleek hunting hounds, with long, sleek limbs and a powerful physique, built for speed both in the water and on land. Their most striking, namesake feature is a long, writhing neck, and the moray-like head with its powerful, gaping maw and unblinking eyes. Eelhounds also sport a long,

finned tail which they use to guide their agile swimming. The maw of an eelhound sports a set of pharyngeal jaws, which essentially means that the dangerous predator has a double set of maws, often described as “another mouth within the mouth”.

When swimming eelhounds hold their forepaws close to their body, gliding through the water much like seals do. Inexperienced and unlucky fishermen have been known to mistake packs of eelhounds for less lethal marine mammals: these encounters invariably lead to disaster. Eelhounds are fairly large, usually growing to the size of a small horse or a pony. Adults usually weigh between 100-150 kg (~220-330 lbs). Eelhounds are covered in slick black fur, similar to that of a seal. They have excellent senses of sight, smell and hearing, and as if these marine predators weren't dangerous enough, they can also sense even the most minute vibrations in their surroundings, essentially sporting a sixth sense in both of their native elements. Eelhounds generally hunt in packs of 6-12 (1d7+5).

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**Ecology and environment:** Eelhounds live on the shorelines of seas and oceans. They require a healthy stock of other large marine animals, and as such eelhound packs are often a problem along whaling routes. Some reports claim that smaller variants of the species have been found inland, in large freshwater lakes and rivers: it appears that eelhounds are capable of adapting to meagre resources if forced to do so. As an eelhounds senses are exceptionally honed the species is equally at home underground as well as above it. Finally, domesticated eelhounds can be found wherever sea giant clans roam.

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**Statistics:** *Init:* +5; *Atk:* double bite +6 (1d10+1d4 and throw, see special) ; *AC:* 15; *HD:* 4d8; *MV:* 40' and 60' swim; *Act:* 1d20; *SP:* throw attack, if bite does 8 or more damage whips neck around, tossing target 1d10' and leaving them prone, only usable on land; predator senses; vibration sense: sees through invisibility, gets perception check against sneaking characters (thieves, halflings and such); *Saves:* Fort +4, Ref +6, Will +2; *AL:* N.

**Variants:** Some eelhound packs are led by exceptionally large alphas known as electric eelhounds. Marked by their prodigious size and aberrant colouring (ranging from pure white to a deep, umbral blue), some strange twist of magical interference has granted these atypical members of the species the ability to blast lightning from their maws. Electric eelhounds have doubled HD (8d8), are immune to electricity, have a +2 to their bite attack, damage and Fort and Will saves, and can use an electric breath weapon 3/day.

The electric breath functions much like chain lightning: it can target up to 4 targets, the first target has to be within 30' of the electric eelhound and the bolt can bounce to another target within 20' feet of the first one. The eelhound can guide the bolt to desired targets, although if no enemies are available within range must target friendly creatures. The bolt initially does 4d6 damage, decreasing by 1d6 with each further strike. Electric eelhounds are only found in larger eelhound packs, roughly 50 % of packs of 9 or more eelhounds are led by an electric eelhound.

Also, as mentioned above, freshwater variants of the species are sometimes found in larger bodies of water inland. These populations must have adapted to their environment and are considerably smaller than their marine counterparts. Freshwater eelhounds have half HD (2d8), +1 AC and Ref save, -2 Fort save and lack the throw special rule.