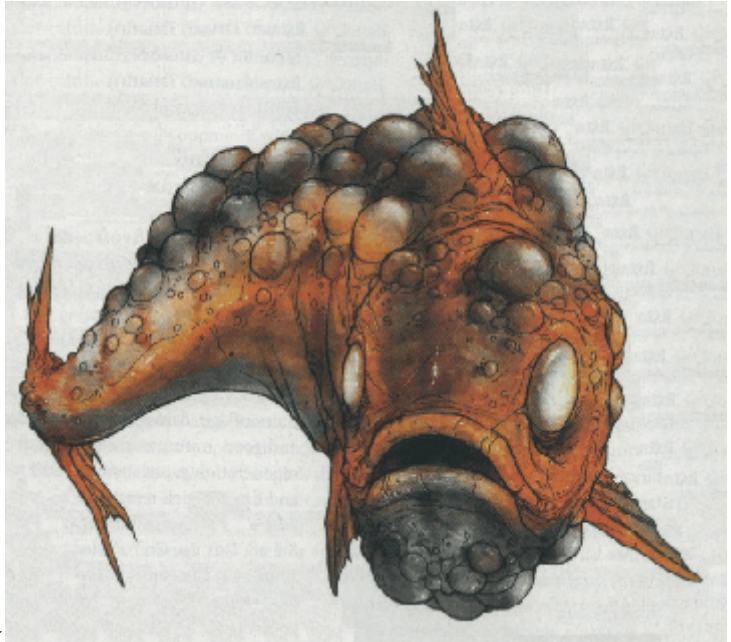


Hetfish

Tiny Magical Beast: (Aquatic, Fire, Swarm)
Hit Dice: 10d10+10 (65 Hp's)
Initiative: +9 (+5 Dex, +4 Improved Initiative)
Speed: Swim 80 ft. (16 squares)
Armor Class: 18 (-2 Size, +5 Dex, +1 Natural),
Touch: 17, Flat-Footed: 13
Base Attack / Grapple: +10/-2
Attack: Swarm (2d6 Fire)
Full Attack: Swarm (2d6 Fire)
Space/Reach: 0 ft./0 ft.
Special Attacks: Burn, Distraction
Special Qualities: Darkvision 60 Ft., Half Damage
from Slashing and Piercing, Immune to Fire, Low-
Light Vision, Swarm Traits, Vulnerable to Cold
Saves: Fort +8, Ref +12, Will +3
Abilities: Str 2, Dex 20, Con 12, Int 2, Wis 10, Cha
1
Skills: Listen +7, Spot +10, Swim +13
Feats: Alertness, Combat Reflexes, Improved Initiative, Lightning Reflexes
Environment: Warm Aquatic
Organization: Solitary or school (2 - 12)
Challenge Rating: 5
Treasure: None
Alignment: Always Neutral
Advancement: None
Level Adjustment: None



A shimmering flash of silver and orange bolts through the water. Each of the tiny fish in this swarm is covered with small bumps and unnatural-looking skin boils.

Found in both salt and fresh water, often near hot springs or geothermal vents, hetfish are unusual creatures indeed. Individually, the temperature of their flesh is scalding hot to the touch, but in a swarm their temperature rises considerably, often exceeding 350 Degrees F.

A single Hetfish is about a foot long.

Combat

Hetfish are attracted to motion in the water. When disturbed, they swarm to meet the intruder. A hetfish swarm deals no physical damage, but the fantastic heat can quickly burn to death an unprotected creature.

! **Burn** (Su): Those damaged by a hetfish swarm must succeed on a Reflex save (DC: 16) or catch on fire. The flames burn for 1d4 rounds, inflicting 1d6 points of fire damage per round. These flames are supernatural in nature, and as long as a creature remains in the same square as a hetfish swarm, they cannot be extinguished except by magic (such as by quench). A character who escapes a square occupied by a hetfish swarm can take a move action to put out the flame; if the character is underwater at the time the flames go out

automatically. The save DC is Constitution-based.

! **Distraction** (Ex): Any living creature that begins its turn with a swarm in its square must succeed on a DC: 16 Fortitude save or be nauseated for 1 round.

Skills: Hetfish use their Dexterity to modify Swim checks. A Hetfish swarm has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.