

BUNYIP

Medium-Size Beast

Hit Dice: 5d10+5 (32 hp)

Initiative: +3 (Dex)

Speed: Swim 50 ft

AC: 15 (+3 Dex, +2 natural)

Attacks: Bite +4 melee

Damage: Bite 1d6+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Roar, frenzy, vorpal bite

Special Qualities: Keen scent, low-light vision, darkvision 60 ft

Saves: Fort +5, Ref +7, Will +1

Abilities: Str 13, Dex 16, Con 13, Int 2, Wis 11, Cha 7

Skills: Listen +4, Spot +4

Climate/Terrain: Temperate and warm aquatic and marsh

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Usually neutral (chaotic good tendencies)

Advancement: 6-12 HD (Medium-size); 13-15 HD (Large)

The bunyip is an aquatic beast about six feet long, resembling a cross between a seal and shark. It is covered in thick black fur and has sapphire eyes. It breathes by means of gills, and unlike normal seals, cannot venture out of the water.

COMBAT

A bunyip will surface momentarily and roar at approaching creatures in hopes of scaring them away. If this fails, it will readily attack any creature in the water of up to Small size. Creatures larger than Small size will only be attacked in self-defense or if the bunyip detects blood in the water.

Roar (Su): When a bunyip roars, all creatures with 4 or less Hit Dice and within a 100-foot spread must succeed at a Will save (DC 13) or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to that bunyip's roar for one day.

Frenzy (Ex): A bunyip that detects blood in the water has a 50% chance of flying into a frenzy the following round, biting madly until either it or its opponent is dead. It gains +4 Strength and -4 AC. The creature cannot end its frenzy voluntarily.

Vorpal Bite (Ex): If the bunyip delivers a successful critical hit to an opponent of up to Small size, it severs one limb randomly (1d10; 1-4 arm; 5-8 leg; 9-10 head. If an arm or leg is severed there is a 50% of it being right or left).

Keen Scent (Ex): Bunyips can notice creatures by scent in a 90-foot radius and detect blood in the water at ranges of up to one-half mile.

The bunyip first appeared in the *Fiend Folio* (1981).