

BUNYIP

Source: 1e *Fiend Folio*.

A bunyip is an aquatic, seal-like beast known for its loud roar. Dwelling in sluggish rivers, swamps and lakes, the bunyip tends to have a curious, playful nature, but if attacked, a bunyip responds viciously. Bunyips are carnivores, primarily eating fish and water-dwelling mammals such as beavers. However, some take to the flavor of human, halfling or other sentient flesh, and some of these learn to attack boats in order to get at the (relatively) easy prey within.

Bunyip

Medium natural beast (aquatic)

Level 3 Skirmisher

XP 150

HP 47; **Bloodied** 23

AC 17; **Fortitude** 17; **Reflex** 15; **Will** 15

Speed 6, swim 6

Initiative +5

Perception +3

Low-light vision

TRAITS

Aquatic

The bunyip can hold its breath for up to ten minutes. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +8 vs. AC.

Hit: 1d10+6 damage, or 1d10+8 if the target is in the water and does not have the aquatic keyword.

(melee) Underwater Attack * Recharge 4 5 6

Requirement: The target must be in the water and must not have the aquatic keyword.

Effect: The bunyip swims 4 squares underwater without provoking opportunity attacks.

Attack: Melee 1 (one creature); +8 vs. AC.

Hit: 1d10+8 damage and the bunyip slides the target 1 square.

(close) Roar (fear) * Recharges when first bloodied

Attack: Close blast 5 (each creature in blast); +4 vs. Will.

Hit: The target is dazed (save ends).

Miss: The target suffers a -1 penalty on attack rolls until the end of its next turn.

TRIGGERED ACTIONS

Underwater Escape * Encounter

Requirement: The bunyip must be in water.

Trigger: An enemy without the aquatic keyword hits the bunyip with a melee, close or area attack.

Effect (Immediate Interrupt): The bunyip ducks under the water and gains resist 5 against the triggering attack.

Str 18 **Dex** 15 **Wis** 15

Con 15 **Int** 6 **Cha** 13

Alignment unaligned

Languages -

Giant Bunyip

Large natural beast (aquatic)

Level 15 Brute

XP 1,200

HP 175; **Bloodied** 87

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

Speed 6, swim 6

Initiative +12

Perception +12

Low-light vision

TRAITS

Aquatic

The bunyip can hold its breath for up to ten minutes. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +20 vs. AC.

Hit: 3d10+13 damage, or 4d10+13 if the target is in the water and does not have the aquatic keyword.

(close) Roar (fear, thunder) * Recharges when first bloodied

Attack: Close blast 5 (each creature in blast); +16 vs. Will.

Hit: 4d8+10 thunder damage, and the target is dazed (save ends).

Miss: The target suffers a -1 penalty on attack rolls until the end of its next turn.

TRIGGERED ACTIONS

Underwater Escape * Encounter

Requirement: The bunyip must be in water.

Trigger: An enemy without the aquatic keyword hits the bunyip with a melee, close or area attack.

Effect (Immediate Interrupt): The bunyip ducks under the water and gains resist 15 against the triggering attack.

Str 25 Dex 20 Wis 20

Con 15 Int 9 Cha 18

Alignment unaligned

Languages -

Dire Bunyip

Level 15 Elite Brute

Large natural beast (aquatic)

XP 2,400

HP 350; Bloodied 175

Initiative +12

AC 27; Fortitude 29; Reflex 27; Will 27

Perception +12

Speed 6, swim 6

Low-light vision

TRAITS

Aquatic

The bunyip can hold its breath for up to ten minutes. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +20 vs. AC.

Hit: 3d10+13 damage, or 4d10+13 if the target is in the water and does not have the aquatic keyword.

(close) Roar (fear, thunder) * Recharges when first bloodied

Attack: Close blast 5 (each creature in blast); +16 vs. Will.

Hit: 4d8+10 thunder damage, and the target is dazed (save ends).

Miss: The target suffers a -1 penalty on attack rolls until the end of its next turn.

(melee) Drowning Worry * Encounter

Requirement: The dire bunyip must be bloodied and in the water, and the target must not have the aquatic keyword.

Attack: Melee 1 (one creature); +20 vs. AC.

Hit: 4d12+13 damage, and the dire bunyip grabs the target (escape DC 25). As long as the dire bunyip maintains the grab, the target takes 15 points of damage and loses a healing surge at the start of its turn. If it has no healing surges remaining, the creature instead falls unconscious (until healed).

TRIGGERED ACTIONS

Underwater Escape * Encounter

Requirement: The bunyip must be in water.

Trigger: An enemy without the aquatic keyword hits the bunyip with a melee, close or area attack.

Effect (Immediate Interrupt): The bunyip ducks under the water and gains resist 15 against the triggering attack.

Str 25 Dex 20 Wis 20

Con 15 Int 9 Cha 18

Alignment unaligned

Languages -