

Introduction

This document is in no way a challenge to the rights of Twentieth Century Fox or to H.R. Geiger in relation to the creatures and any ideas related to them presented here. (I will let those two parties have their own "discussion" of ownership, I claim none.)

The entirety of this work is OGL. I claim no exclusions. It may be modified as desired, I ask only that any re-publication or modification carry the credits "Based on an adaptation by Dan McAllister, 2001".

(If you make any money off this (and do not hear from the Fox lawyers) keep me in mind... This represents a good month's work, including testing, reworking, etc...) It is an original work, though it is loosely based upon an adaptation I have seen someone started to work up the warrior.

Also to be credited are the guys on the Yahoo group AskTheDM for help, suggestions, and arguments as to the content here. I have never read the books, only know the movies pretty well, so in particular the info on Royal Jelly, the Queen Mother, etc. comes from sources completely outside my exposure...

Some of the people from that group of helpful people are:

Jonathan Weismann Main proponent of ideas and information from the books.

Jeremy B. Seeley Warzone Website. Hosting the adaptation, suggestions, and general help.

Dean Roth Suggestions, corrections and enthusiasm for the project; one of the people doing PDF conversions.

Tommy Woodruff Testing and general enthusiasm for the project

Bryan Ruther Suggestions, great knack for finding useful things on the web.

(I have without a doubt left out many who deserve credit here, remind me and I'll add you, ok?)

A comment is in order on some of the decisions I have made.

I have included few physical descriptions and no images in this document. I trust anyone interested in this document has seen or has access to the movies, thus knows what the things look like. If you plan to run these creatures, buy Aliens at least, the other three movies if you can afford them. They are a great reference.

This is an attempt to fit the Aliens to D&D, not an attempt to fit D&D to a quasi-sci-fi universe containing the creatures. I have tried to keep them true to the movies while being challenging and interesting and fitting as well as possible within the D&D3e rules. Keeping this in mind should answer any questions as to "Why the !@#\$ did he do THAT?"

I welcome discussion, suggestions, or comments on this work. I can be reached at mcallis@mindspring.com.

Enjoy the creatures and let me know of any modifications that you feel need to be made. I look forward to see how people use this adaptation.

Dan McAllister December 6, 2001

Dec 14: Added several optional rules to the Acid Blood mechanics.

Coming from the depths of space, the species known only as Xenomorphs or “Aliens” is the ultimate nemesis of biodiversity. They personify the phrase “There can be only one.” For where there were many species before their arrival, there will be only one after their coming.

With an extraordinary growth rate, an amazing ability to cooperate, and an explosive “reproductive” rate, along with the combat prowess and the adaptability of the individual warriors and workers, almost nothing can stand up to them for long. It will take a group of true heroes to stand up to creatures who need no food, know no fear, are fast, maneuverable, tough and work as one. One of the stealthy, deadly creatures can wipe out a village. A hive’s warriors could destroy an army. The difficulty of dealing with these creatures that have concentrated acid for blood increases exponentially as more than one is encountered. A party must be well prepared before approaching a hive and the egg-machine Queen there.

Possessing a powerful mental ability but a totally alien mindset, the Queen can use her abilities to draw all to her and her waiting eggs. Like certain insects, the Aliens can reproduce only by having hosts for the “larvae” the eggs house to incubate inside. This incubation also results in an incorporation of the best traits from the host into the finished Xenomorph, insuring the hive is made up of members who are superior to their prey and are perfectly suited to their environment. They have the benefit of hundreds of generations of adaptation compressed into one generation.

Naturally immune or highly resistant to almost any elemental attack, and even possessing a natural resistance to magical effects, they also possess several strong mental effects they use to good effect as well as their frightful presence which can freeze their terrified prey.

They may be the ultimate foe. And they must be dealt with quickly if any are to survive.

There follows the accounting of the life stages (egg, facehugger, chestbuster, and the adults: the worker, the warrior, and the Queen in her further stages.) of this ultimate predator with various variants for different level groups. You should pick and stick with one variant group to maintain consistency.

Low-Power and Risk is suitable for low-powered campaigns. If your characters have less than the normal magic items for their level or are below 5th level, you should consider this option.

Normal-Power and Risk is the group I recommend for most groups.

Picking from the Acid Damage options may be the most important decision you will have to make as a DM in using these creatures. Which option you choose will determine much how much of a danger to your characters the Aliens will be.

Deciding upon the use of the “Mental Parasite” option is also important. These creatures using magic and items can be very dangerous, particularly a Queen wielding Sorcerous Magic or using a magic item such as a wand. Workers with shields, especially those with a magical bonus or wielding missile weapons make them much more dangerous.

If your “vision” of the Aliens precludes any of these “fantasy” elements, please feel free to ignore any you wish. This is not a rigid group of rules, but are a group of pick-and-choose guidelines to help you to use these creatures in your campaign. I am trying to fit the creatures into a D&D universe, not fit a D&D universe to these creatures.

SECTION 1. Low-Power and Risk

Alien (Egg)

Small Sized aberration

Hit Dice: 1d8 +5 (10hp)

Initiative: +0

Speed: 0ft

AC: 14 (+1 Size, +3 natural armor)

Attacks: none

Damage: none

Face/Reach: 2 ½ft x 2 ½ft / 2 1/2ft

Special attacks: mesmerism, Facehugger

SQ Immune to acid, cold, gas, vacuum, electricity, or mind-altering effects;

DR 10 / +1 vs Bludgeoning weapons

Blindsight 60 feet

Saves: Fort +4, Ref +0, Will: +3

Abilities: STR: 22 (resist opening/forcing opening), DEX: 10, CON: 15, INT: 2, WIS: 4, CHA: 2

Skills: none

Feats: toughness

Climate/Terrain: Any

Organization: Solitary,

Clutch (3)

Nest (10d100)

Challenge Rating: 1

Treasure: Acid Blood (Facehugger)

Alignment: Neutral

Advancement: none

The Alien eggs look like 3 foot English (rugby) footballs, weighing about 60 pounds. Their leathery casing can protect the enclosed facehuggers for centuries, if necessary, waiting for the time an unsuspecting victim comes investigating. A possible target is then evaluated for its suitability as a host and if it is found to be so, the enclosed facehugger awakens and the egg opens, the top peeling open like an orange in a flower-like pattern to expose the now-awake and ready facehugger. Using a form of the queen's "prey call" ability, an intended victim is caught in a mental vice and held for the springing attack by the hugger.

There is also a much smaller "emergency" version of the egg which while being only about a foot high and weighing about 10 pounds. This egg can support the enclosed facehugger only for a couple of months before it dies. Use the normal egg statistics for this version, but perhaps lowering the hitpoints to 1d4+2 (4hps.)

See entry for Queen for more information.

COMBAT

Lying in wait for centuries if need be, the Alien egg is a deadly boobytrap ready to trigger when any suitable host comes near. It and its enclosed facehugger have limited (but powerful) mental abilities to help it perform its function of procuring a new host for its species.

Mesmerism: Any creature with an INT of 3 or above within 5 feet of an Alien Egg must make a DC 12 WILL save or be attracted to the egg. While mesmerized, the victim loses all DEX bonus

to AC and is frozen in place (treat as stunned). This gives the emerging facehugger a +2 to attack, as any stunned condition. This condition lasts (6-(WIS Bonus)) rounds.

Alien (Facehugger)

Tiny Sized aberration

Hit Dice: ½ d8 +1 (3hp)

Initiative: +9 (+5 Dex; +4 Improved Initiative)

Speed: 60ft ; swim 40ft.

AC: 18 (+2 Size, +5 Dex, +1 natural armor)

Attacks: tail wrap +6 Melee; (acid spray attack +6 melee)

Damage: strangle 1d6+4 20 x2 , (acid spray 1d6 20 x2)

Face/Reach: 2 ½ft x 2 ½ft / 2 1/2ft

Special attacks: Acid blood, Acid Spray, Attachment, Improved Grab, Thrust Attack

SQ Immune to acid, electricity, gas, vacuum, or mind-altering effects;

Blindsight 60 feet,

Hive Mind (as Formian)

Saves: Fort +1, Ref +5, Will: +3

Abilities: STR: 19 (tail/attached) / 12 (unattached, overall), DEX: 21, CON: 10, INT: 2, WIS: 4, CHA: 2

Skills: Balance +5, Climb +1, Escape Artist +5, Hide +15, Jump +13, Listen -3, Move Silently +15, Search -4, Spot -3

Feats: Improved initiative

Climate/Terrain: Any

Organization: Solitary,

Clutch (3)

Nest (10d100)

Note: This refers to eggs.

Challenge Rating: 1

Treasure: (Acid Blood)

Alignment: Neutral

Advancement:

Looking like two hands joined where the wrists would be, the facehugger is short-lived outside the egg which normally protects it. It will be dead within a few (1d4+1) hours after leaving its egg. Armed with a long grasping tail, a spray of highly-concentrated acid and the single-minded desire to impregnate a single selected prey using its extending probe, it will fearlessly pursue and attack a single selected target until it has succeeded in attachment or it or its target is dead. See the details below for the process of attachment.

COMBAT

Acid blood: Any time a Piercing or Slashing weapon does damage to a facehugger, that weapon is attacked by the same amount of damage (up to the amount of the hugger's starting HPs.), per the PHB pp. 135-136 "ATTACK AN OBJECT" rules. Note that acid does ½ damage per those rules..

If the facehugger is attached, the victim must make a REF save at DC 12 (simulating luck as the acid hits or misses) or take 1d4 hps of acid damage.

This blood, if it can be collected and contained, is worth 2d10GP per creature. (One suggestion would be is the creature is harmed only by bludgeoning weapons, the blood is contained and is worth 20gp. Otherwise the dice roll determines how much is preserved.

Acid Spray: The Alien may ONCE generate a spray of its acid blood. This does 1hp damage to the creature. This spray may be used to cut through armor, to gain access through a

door or wall to a seen victim (bars on a window for example can be cut through.) or as an attack. The use of this spray is instantaneous and is a free action.

The range of this spray is only one foot, maximum.

This attack may be used in a normal attack, but this will be done only by direction of the queen.

Attachment: on a successful grapple attempt from the improved grab, the creature attaches itself to the face of its victim. If the target's face is protected (by helmet faceplate for example,) the hugger will use its acid spray in an attempt to remove it, doing normal damage to the victim as the acid goes through the eye slits, breathing holes, etc. The PHB rules preclude any chance the acid will penetrate the helmet, so attachment is impossible if a faceplate is worn. If the victim is rendered unconscious the helmet may be removed by the hugger in one round and implantation may proceed.

If attacked while attached, slashing or piercing weapons will do normal damage but have a 50% chance to do equal damage to the "host". This will also release the creature's acid blood on the surroundings and will have a 10% chance per point of damage done of triggering the creature's acid mist attack into the host's face and chest interior. This does normal damage from the acid mist attack upon the victim and triggering an automatic strangulation attack.

Bludgeoning weapons do no damage to the hugger, but all damage from the impact is transferred to the host.

If in danger of being killed while attached, the hugger will loose its sleeping poison on the victim in addition to constricting for maximum damage as it goes through its death throes. This will require a FORT save at DC15 or the victim will die. It will require a STR check vs. DC 20 to remove the tail from the victim's neck.

Strangulation damage occurs until the tail is removed.

Unless attacked, (the removal attempt counts as an attack) the victim is kept alive but unconscious (at 2d4 below 0 hp) until impregnation is complete in 24 to 36 hours (20+4d4 hours). The facehugger then detaches and dies and the victim regains consciousness until the chestbuster is "born" (and the victim dies rather violently...)

This gestation period takes 2d6+18 hours for the worker and warrior and 2d4 +2 days for a Queen chestbuster.

The only way to remove the embryo between the time of implantation and birth is the result of a "Remove Disease" spell. Note the spell allows a FORT save. The embryo should have a FORT save of +3. (If only the marines had access to this spell...)

Improved Grab: The Facehugger attacks by trying to wrap its tail around the neck of the victim and then pulling itself over the face and then locking its eight legs around the head of the poor creature. Use the normal Improved Grab rules to resolve this (see the MM p. 9). Treat the Hugger as having the Constrict ability for the purpose of the Improved Grab (it can inflict damage each round.) This will usually result in the lowering of the victim below 0 hps at which time the Attachment phase is entered.

The hugger can use the Improved Grab ability on creatures of up to large size.

Thrust Attack: If attacking from its just-opened egg, the hugger gains a +5 surprise bonus to its Improved Grab grapple check.

This attack has a range of 10 feet.

Racial bonuses of +10 to hide, jump, and move silently (included above)

Alien (Chestburster)

Tiny Sized Magical Beast

Hit Dice: 1d8 +1 (5hp)

Initiative: +9 (+5 Dex; +4 Improved Initiative)

Speed: 60ft ;swim 40ft

AC: 19 (+2 Size, +5 Dex, +2 natural armor)

Attacks: bite +2 Melee; (acid spray attack +7 melee)

Damage: bite 1d3 20 x2 , (acid spray 1d4 20 x2)

Face/Reach: 2 ½ft x 2 ½ft / 2 1/2ft

Special attacks: Acid blood, Acid Spray, Birth, Intimidating Display.

SQ Immune to acid, gas, vacuum, electricity, or mind-altering effects;

Blindsight 60 feet,

Hive Mind (as Formian)

Saves: Fort +2, Ref +5, Will: +3

Abilities: STR: 9, DEX: 21, CON: 12, INT: 4, WIS: 4, CHA: 2

Skills: Balance +5, Climb +1, Escape Artist +5, Hide +15, Intimidate +1, Jump +1, Listen -3,

Move Silently +15, Search -3, Spot -3

Feats: Improved initiative

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 1

Treasure: (None?)

Alignment: Neutral

Advancement: 2-3 HD (Small), 4 HD (see Alien Warrior or Worker)

After gestating inside it's living host, the alien embryo has become a chestbuster, a miniature version of the adult Alien species, perhaps modified somewhat to better compete with its "host" species.

COMBAT

Acid blood: For any physical attack causing damage to an Alien, there is a chance for "splash damage" from the acid blood.

Choose from the options given in the OPTIONS section below.

Acid Spray: The Alien may generate a spray of its acid blood. This spray may be used to cut through armor, to gain access through a door or wall for escape (bars on a window for example can be cut through.) or as an attack. The use of this spray is instantaneous and is a free action. The range of this spray is only two feet, maximum. This attack may be used in a normal attack, but this will be done only by direction of the queen. This acid can instantly (or nearly so) cut through the metal walls or floor of a spaceship or prison, to give an idea of the strength. This does 1 point of damage to the creature.

Birth: Between the time the facehugger detaches and dies and the chestbuster is "born" at the end of gestation, the host is totally unaware anything is amiss, except perhaps for being very ravenously hungry. At the time of the chestbuster's appearance, however, this changes. Gripped in horrible pain, the host's chest is torn apart from the inside out as the chestbuster forces its way into the world. This usually causes the death of the host, causing 3d10 CON damage. Should the victim survive this trauma, damage continues at the rate of 1d4 CON damage per round until stabilized by a

DC25 Heal check or healing magic doing more than 10 points of healing. "Birth" takes 1d3 rounds.

Intimidating Display: If within 5 feet of a foe, the alien may put on a display of its inner mouth in a frightening display of power. Treat this as an Intimidation check. If "Newly Emerged" the Chestbuster gets a +5 bonus.

Racial bonus of +10 to Hide and Move Silently, +5 to Intimidate(included above)

Alien (Worker)

Medium Magical Beast

Hit Dice: 3d10 +9 (25 hp)

Initiative: +2 (+2 Dex)

Speed: 60ft on any solid surface, be it floor, wall, or ceiling; swim 40ft.

AC: 18 (+2 Dex, +6 Natural armor)

Attacks: 2 Claws +8 Melee, Bite +3 Melee, or Tail +3 Melee

Damage: Claws 1d6+5 20 x2, Bite 2d4+5 19-20 x2, Tail 1d3+5 plus poison

Face/Reach: 5ftx5ft/5ft

Special Attacks: Acid Blood, Alien Bite, Drop Attack, Frightful Presence, Improved Grab, Intimidating Display, Paralyzing Poison.

SQ Immune to acid, gas, electricity, or vacuum;

Alien physiology

(any poison will effect an Alien only on a 1 or 2 on a d6. Otherwise the poison

has no effect and the alien is immune to that poison.)

DR 4 / -

DR 10 / fire

(if hit for damage by fire attack, for the next round the creature gains vulnerability

to anything which may cool it quickly for the next round. This attack by the cooling element

does 3d6 points bonus damage. (The water would have

done nothing but get the thing wet in Alien3, no damage on its own -thus

the BONUS damage))

fast heal 1,

Blindsight 60 feet,

Hive Mind (as Formian)

SR 15 vs psionics or magic specifically affecting the Mind, Animals or Beasts (including Druidic abilities) due to alien influences in mindset. – Note that they ARE 50% terrian so I give only SR not immunity.

SR 12 vs other magic

Saves: Fort +3, Ref +6, Will: +4

Abilities: STR: 21, DEX: 14, CON: 16, INT: 4, WIS: 10, CHA: 5

Skills: Balance +2, Escape Artist +2, Hide +12, Intimidate +7, Jump +15, Listen +0, Move

Silently +12, Search +0, Spot +1

Feats: Dodge

Climate/Terrain: Hive / Any (Raiding Party only)

Organization: Solitary,

Work Detail (1d6),

Raiding Party (2d6 Workers plus 2d6 Warriors),

Nest (2d6 x5 warriors plus 1 Queen, 5d10 Workers)

Challenge Rating: 3

Treasure: (Acid Blood)

Alignment: Lawful Neutral

Advancement: 5-8 HD Large

Alien Workers are the result of the forceful mixing of a human's DNA with the DNA of a embryo which grows inside that Human host after that host is successfully "impregnated" in an attack by an Alien Facehugger. See Alien Facehugger for details of that version of the Alien lifecycle. (See the template below for using other species as hosts.)

Aliens can have no classes.

COMBAT:

Alien workers live only to serve the Queen and the hive. They service the Queen's needs as well as accompany the Warriors to procurer living hosts for the eggs. They will fight only as a last resort, that is the job for the warriors. They work.

Like warriors, they are able to instantly communicate telepathically, they share one hive mind. What one sees, all see. Unless all are flanked, none are flanked.

Upon any encounter with a group of Aliens, any opponent must face the Frightful Presence of the creatures. This requires a WILL save against a DC of 15 with a modifier of +1 per additional worker or warrior in view and is modified by a further +2 if the encounter is within the Alien's Hive.

Alien Bite: If an alien hits with both claw attacks, the alien may make a special bite, using its "inner mandibles". This attack is instead of the regular bite and allows a REF save by the victim against DC 12. This attack does 4d6+4 damage. By leaving the inner "mouth" closed, subdual damage may be done instead of regular, allowing the capture of live hosts.

Acid blood: For any physical attack causing damage to an Alien, there is a chance for "splash damage" from the acid blood.

Choose from the options given in the OPTIONS section below.

Drop Attack: if an Alien drops from above an enemy in an attack, the Alien makes a "jump check" vs the target's REF save to knock over the enemy and automatically grapple the target. See Improved Grab below also.

Improved Grab: To use this ability, the worker must hit by a claw attack on a prone defender. It can be used with opponents up to one size larger than as the worker. If it gets a hold, further attacks on that victim are at +2. Should both claws hit, the victim also loses any DEX bonus to AC and may use the "Alien Bite" attack.

Intimidating Display: If within 10 feet of a foe, the alien may put on a display of its inner mouth in a frightening display of power. Treat this as an Intimidation check.

Paralyzing Poison: Should any creature be hit by the tail attack, there must be a FORT save at DC 15 or the victim is paralyzed for 2d6 hours. This is in addition to normal damage from the attack.

Racial bonus of +10 to hide and move silently, +10 to Intimidate (included above)

Additional Racial bonus of +10 to hide within it's own hive. (not included above)

TEMPLATE:

(Note the "Host" creature is destroyed in creation of an Alien, but may modify the final Alien form slightly)

For creatures other than Humans used as "base" for aliens:

Base creature must be Animal, Beast, Dragon (!!), Giant, Humanoid, Magical Beast, Monstrous Humanoid, or Shapechanger (!!).

Base creature must be small, medium or large. No tiny or less and no huge or larger.

(Facehugger size is limit here...) Alien starting-size will be same as base creature (as adult –

Aliens start as Diminutive and grow quickly to full size) then may advance in size by hit-dice up to two size-categories..

Type becomes Magical Beast.

Adjust speed of alien by amount "base" creature's speed is above or below 30'.

Additional Heads, appendages, or wings: give a 10% chance for these features surviving in final worker. I'd make flight ability one class lower than host creature due to hybrid nature and the weight of armor if wings exist.

Size and face/reach as base creature (assuming adults here) see limits above on base creature.

Natural armor increases by 1 for each size category above medium, decreases by 1 for each size category below medium. (Armor is heavier or lighter by size).

Hit dice becomes D10 and is adjusted by -1d10 if base is < 1 HD, +1d10 for each HD base is above 1HD (I told you ETTIN based would be scary) --- is this too much? An Alien should be greater than its Base creature is my reasoning here...

Specials: Alien has a 10% chance of having each of the following Special Attacks, Qualities of Base creature:

Breath Weapon (as ½ dragon template), Poison, Sonic Attack, Trample, Damage Reduction, Regeneration, Resistance to energy, Scent, Spell Resistance (general).

Alien (Warrior)

Large Sized Magical Beast

Hit Dice: 4d10 +16 (38 hp)

Initiative: +7 (+3 Dex; +4 Improved Initiative)

Speed: 60ft on any solid surface, be it floor, wall, or ceiling; swim 40ft.

AC: 21 (-1 Size, +3 Dex, +9 Natural armor).

Attacks: 2 Claws +9 Melee, Bite +7 Melee or Tail +5 Melee.

Damage: Claws 1d6+6 20 x2, Bite 2d6+4 18-20 x2, Tail 1d6+5 20 x2.

Face/Reach: 5ftx5ft/5ft.

Special Attacks: Acid Blood, Alien Bite, Drop Attack, Frightful Presence, Hive Mind, Improved Grab, Intimidating Display.

SQ Immune to acid, gas, electricity, or vacuum;

DR 5 / -

DR10 / fire,

(if hit for damage by fire attack, for the next round the creature gains vulnerability to the cooling for the next round. This attack by the opposite

“temperature extreme” does 3d6 points bonus damage. – a way to kill the things!

(The water would have done nothing but get the thing wet in Alien3, no damage on its own - thus the BONUS damage))

fast heal 1,

Blindsight 60 feet,

Hive Mind (as Formian)

SR 18 vs psionics or magic specifically affecting the Mind, Animals or Beasts (including Druidic abilities) due to alien influences in mindset. – Note that they ARE 50%

terran so I give only SR not immunity.

SR 15 vs other magic

Saves: Fort +6, Ref +6, Will: +5

Abilities: STR: 23, DEX: 16, CON: 18, INT: 4, WIS: 10, CHA: 5

Skills: Balance +3, Climb +6, Escape Artist +3, Hide +15, Intimidate +7, Jump +6, Listen +0, Move Silently +15, Search –1, Spot +2

Feats: Ambidexterity, Multiattack, Dodge

Climate/Terrain: Any

Organization: Solitary,

Patrol (1d4+1),

Pack (5d4),

Raiding Party (2d6 Workers plus 2d6 Warriors),

Nest (2d6 x5 warriors plus 1 Queen, 5d10 Workers)

Challenge Rating: 4

Treasure: (None?)

Alignment: Lawful Neutral

Advancement: 6-7 HD Large, 8-10 HD Huge

Alien Warriors are the result of the forceful mixing of a human's DNA with the DNA of a embryo which grows inside that Human host after that host is successfully “impregnated” in an attack by an Alien Facehugger. See Alien Facehugger for details of that version of the Alien lifecycle. (See the template below for using other species as hosts.)

Aliens can have no classes.

COMBAT:

Alien warriors live only to serve the hive. If service to the hive means death, so be it. Fear belongs only to the enemy. Warriors fight fearlessly.

Individually, an Alien Warrior is bad news. In a group, it gets worst. Able to instantly communicate telepathically, they share one hive mind. What one sees, all see.

Able to co-ordinate it's fight with it's sister warriors, it gains a critical bonus in a battle with an opponent to attack and defense. Unless all are flanked, none are flanked.

Upon any encounter with a group of Aliens, any opponent must face the Frightful Presence of the creatures. This requires a WILL save against a DC of 18 with a modifier of +1 per additional warrior in view and is modified by a further +2 if the encounter is within the Alien's Hive.

Alien Bite: If an alien hits with both claw attacks, the alien may make a special bite, using its "inner mandibles". This attack is instead of the regular bite and allows a REF save by the victim against DC 15. This attack does 4d6+4 damage. By leaving the inner "mouth" closed, subdual damage may be done instead of regular, allowing the capture of live hosts.

Acid blood: For any physical attack causing damage to an Alien, there is a chance for "splash damage" from the acid blood.

Choose from the options given in the OPTIONS section below.

Drop Attack: if an Alien drops from above an enemy in an attack, the Alien makes a "jump check" vs the target's REF save to knock over the enemy and automatically grapple the target. See Improved Grab below also.

Frightful Presence: if the first sight of an alien is within 20 ft of the victim, the victim must overcome the frightful presence of the alien creature with a WILL save vs DC 15. Increase the DC by 2 per additional alien warrior, worker, or queen in sight within 50 feet. (Only one must be within 20 feet to trigger the fear, others may be further away and add to it.)

Hive mind effect on combat: Alien warriors share the hive mind to the point that they may instantly share information and co-ordinate their attacks. Unless all warriors in a fight are flanked, none are flanked.

Improved grab: To use this ability, the warrior must hit by a claw attack on a prone defender. It can be used with opponents up to the same size as the warrior. If it gets a hold, further attacks on that victim are at +2. Should both claws hit, the victim also loses any DEX bonus to AC as well as being subjected to the ALIEN BITE attack.

Intimidating Display: If within 10 feet of a foe, the alien may put on a display of its inner mouth in a frightening display of power. Treat this as an Intimidation check.

Racial bonus of +10 to hide, intimidate, and move silently (included above)
Additional Racial bonus of +10 to hide within it's own hive. (not included above)

TEMPLATE :

(Note the "Host" creature is destroyed in creation of an Alien, but may modify the final Alien form slightly)

For creatures other than Humans used as “base” for aliens:

Base creature must be Animal, Beast, Dragon (!!), Giant, Humanoid, Magical Beast, Monsterous Humanoid, or Shapechanger (!!).

Base creature must be small, medium or large. No tiny or less and no huge or larger. (face-hugger size is limit here...) Alien starting-size will be same as base creature (as adult – Aliens start as Diminutive and grow quickly to full size) then may advance in size by hit-dice up to two size-categories..

Type becomes Magical Beast.

Adjust speed of alien by amount “base” creature’s speed is above or below 30’.

Additional Heads, appendages, or wings: give a 10% chance for these features surviving in final warrior. I’d make flight ability one class lower than host creature due to hybrid nature and the weight of armor if wings exist.

Size and face/reach as base creature (assuming adults here) see limits above on base creature.

Natural armor increases by 1 for each size category above medium, decreases by 1 for each below medium. (armor is heavier or lighter by size).

Hit dice becomes D10 and is adjusted by –1d10 if base is < 1 HD, +1d10 for each HD base is above 1HD (I told you ETTIN based would be scary) --- is this too much? An Alien should be greater than its Base creature is my reasoning here...

Specials: Alien has a 10% chance of having each of the following Special Attacks, Qualities of Base creature:

Breath Weapon (as ½ dragon template), Poison, Sonic Attack, Trample, Damage Reduction, Regeneration, Resistance to energy, Scent, Spell Resistance (general).

Alien (Queen)

Special Attacks: Acid Blood *, Improved Grab, Frightful Presence, Drop Attack, Paralyzing Poison, Alien Bite, Rend, Acid Spittle.

SQ Immune to acid, gas, electricity, or vacuum;
Alien physiology

(any poison will effect an Alien only on a 1 or 2 on a d6. Otherwise the poison has no effect and the alien is immune to that poison.)

DR * / - as follows: Princess 5, Immature 7, New Queen 10, Established 13, Mature 16, Mother 20

DR 10 / fire, (but eggsac has no resistances)

(if hit for damage by fire attack, for the next round the creature gains vulnerability to cooling effects for the next round. This attack by the opposite "temperature extreme" does 3d6 points bonus damage. – a way to kill the things! (The water would have done nothing but get the thing wet in Alien3, no damage on its own - thus the BONUS damage))

Blindsight 60 feet,
Hive Mind (as Formian)

Climate/Terrain: Underground in warm, damp location; swamp or marsh

Organization: Princess Hive (1 princess or immature, 1 Queen of Established or older, / Immature 3d8 x10 warriors, 6d8 workers, 10d20 eggs)

New Queen – Procession (1 New Queen, 2d6 warriors, 2d6 workers)

New Hive (1 New Queen, 3d6 warriors, 3d6 workers, 2d8 eggs)

Established Queen – Hive (Established Queen, 10d6 warriors, 5d8 workers, 10d20 eggs)

Mature Queen – Hive (Mature Queen, 10d8 warriors, 5d10 workers, 20d20 eggs)

"Queen Mother" – Hive (Queen Mother, 10d10 warriors, 5d12 workers, 10d100 eggs)

note: except for Princess, all Queens start as Attached

Challenge Rating:	Stage	attached	detached
	Princess	n/a	6?
	Immature	3?	6?
	New Queen	5?	7?
	Established	6?	8?
	Mature	7?	9?
	Queen Mother	8?	10

Treasure: (None?) Treasure left by previous adventuring "visitors" should be placed by the DM, Royal Jelly

Alignment: Lawful Neutral

Advancement :	Stage	Attached	Detached
	Princess	n/a ,	4-6 HD (Medium)
	Immature	10-14 HD (Large),	6-8 HD (Medium)
	New Queen	15-19 HD (Huge),	9-11 HD (Medium)
	Established	20-24 HD (Gargantuan),	12-14 HD (Large)
	Mature	25-39 HD (Colossal),	15-17 HD (Huge)
	Queen Mother	40 + HD (Colossal),	18 + HD (Huge)

Attacks and Damage:

Stage	Claws	Damage	Bite	Damage	Tail	Damage

Princess	+5 melee	1d6+4 20x2	+4 melee	2d4+4 19x2	+3 melee	1d8+4 19x2
Immature	+7 melee	1d6+6 20x2	+6 melee	2d4+6 19x2	+5 melee	1d8+6 19x2
New Queen	+11 melee	1d6+8 20x2	+10 melee	2d4+8 19x2	+9 melee	1d8+8 19x2
Established	+13 melee	1d8+11 20x2	+12 melee	2d6+11 19x2	+11 melee	2d6+11 19x2
Mature	+14 melee	2d6+12 20x2	+13 melee	2d8+12 19x2	+12 melee	2d8+12 19x2
Queen Mother	+15 melee	2d8+13 20x2	+14 melee	4d8+13 19x2	+13 melee	4d6+13 19x2

Face and Reach / Special

Stage	Detached		Attached		Rend Damage
	Face	Reach	Face	Reach	
Princess	5ft x 5ft	5ft			2d6+6
Immature	5ft x 5ft	5ft	5ft x 10ft	5ft	2d6+9
New Queen	5ft x 5ft	5ft	5ft x 20ft	5ft	2d6+12
Established	10ft x 10ft	10ft	10 ft x 40ft	10ft	2d8+16
Mature	15ftx15ft	15ft	15ft x 60ft	15ft	4d6+18
Queen Mother	15ft x 15ft	15ft	15ft x 80ft	15ft	4d8+19

Skills (Attached/Unattached)

Stage	Balanc e	Diplo- macy	Escap e Artist	Hide	Intimi- date	Jump	Listen	Move Silently	Searc h	Spot
Princess	N/a	N/a	N/a	N/a	N/a	N/a	N/a	N/a	N/a	N/a
	+2	-2	+2	+15	+11	+4	+0	+14	-1	+0
Immature	+2	+0	+1	+23	+13	N/a	+0	+14	+0	+0
	+2	+0	+2	+15	+13	+6	+0	+14	+0	+0
New Queen	+2	+4	+0	+21	+14	N/a	+0	+14	+1	+3
	+0	+4	+2	+15	+14	+10	+0	+14	+1	+3
Established	+1	+9	-1	+19	+15	N/a	+1	+13	+2	+7
	-1	+9	+1	+13	+15	+12	+1	+13	+2	+7
Mature	+0	+13	-1	+18	+16	N/a	+5	+12	+3	+8
	-1	+13	+0	+11	+16	+12	+5	+12	+3	+8
Queen Mother	+0	+17	-1	+18	+20	N/a	+7	+12	+5	+10
	-1	+17	+0	+11	+20	+13	+7	+12	+5	+10

Above includes racial bonuses of +10 to Hide, +10 to Intimidate, +10 to Move Silently
+10 to Hide inside Lair included for attached, not for unattached

Psionic Abilities with DCs

Stage	Lvl	PP	PC	M	De	LM	BL	S	LD	ML	Do	FM	GD
Immature	4	8	-	12	12	12	13	13	-	-	-	-	-
New Queen	7	12	8	16	16	16	17	17	-	-	-	-	-

UnAttached

Stage	Size	Hit Dice (HP)	AC	Attack Bonuses	Fort Save	Ref Save	Will Save	Acidic Spittle (DC)	Fearful Presence DC	SR Mental / Normal
Princess	M	4d10+8 (30)	16 (+2 Dex, +4 Nat)	+5	+6	+7	+5	1d6 (12)	15	22 / 18
Immature	M	6d10+18 (51)	18 (+2 Dex, +6 Nat)	+7	+9	+9	+7	2d6 (14)	17	23 / 19
New Queen	M	9d10+45 (94)	21 (+2 Dex, +9 Nat)	+11	+12	+12	+10	3d6 (16)	19	24 / 20
Established	L	12d10+84 (150)	23 (-1 Size, +1 Dex, +13 Nat)	+13	+15	+13	+14	5d6 (18)	21	26 / 22
Mature	H	15d10+120 (202)	25 (-2 Size, +17 Nat)	+14	+18	+14	+18	8d6 (20)	23	28 / 24
Queen Mother	H	18d10+162(261)	29 (-2 Size, +21 Nat)	+15	+20	+16	+22	12d6 (22)	25	30 / 26

Stage	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities
Princess	60ft on any solid surface, 50ft swim	18	15	14	6	10	6	Psi lvl 2, 5 PP
Immature	60ft on any solid surface, 50ft swim	22	15	17	8	10	6	Psi lvl 4, 8 PP
New Queen	60ft on any solid surface, 50ft swim	26	14	20	10	10	8	Psi Lvl 7, 12 PP
Established	50ft, 30ft spiderclimb, 40ft swim	32	12	24	12	12	8	Psi lvl 10, 18 PP
Mature	50ft, 30ft climb, 40ft swim	34	10	26	14	14	10	Psi lvl 14, 24 PP
Queen Mother	50ft, 30ft climb, 40ft swim	36	10	28	16	16	12	Psi lvl 20, 36 PP

Attached

Stage	Size	Hit Dice (HP) Total	AC	Attack Bonuses	Fort Save	Ref Save	Will Save	Acidic Spittle (DC)	Fearful Presence DC	SR Mental / Normal
Immature	L	7d10+28 (61)	16 (-1 size, +1 Dex, +6 Nat)	+7	+11	+7	+7	2d6 (14)	17	23 / 19
New Queen	H	15d10+90 (172)	17 (-2 size, +9 Nat)	+11	+12	+10	+10	3d6 (16)	19	24 / 20
Established	G	20d10+180 (290)	18 (-4 Size, -1 Dex, +13 Nat)	+13	+19	+10	+14	5d6 (18)	21	26 / 22
Mature	C	25d10+250 (387)	18 (-8 size, -1 Dex, +17 Nat)	+14	+21	+10	+18	8d6 (20)	23	28 / 24
Queen Mother	C	40d10+480 (700)	22 (-8 Size, -1 Dex, +21 Nat)	+15	+23	+12	+22	12d6 (22)	25	30 / 26

Stage	Eggsac HPs (avg)	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Egg Production Per Day
Immature	44	22	12	18	8	10	6	Psi lvl 4, 8 PP	0
New Queen	78	26	10	22	10	10	8	Psi Lvl 7, 12 PP;	1d4
Established	140	32	8	28	12	12	8	Psi lvl 10, 18 PP;	2d6
Mature	185	34	8	30	14	14	10	Psi lvl 14, 24 PP;	4d6
Queen Mother	439	36	8	34	16	16	12	Psi lvl 20, 36 PP;	4d10

Leader and mother of the hive, the Alien Queen has three duties which empowers the hive. First she lays eggs to provide the hive with further workers, warriors, and the occasional new queen to spread the influence and power of her species. She also guides and co-ordinates the actions of the hive, making the workers and warriors much more efficient. Then third, she uses her significant psionic abilities to draw prey to the hive, calling them as they sleep from a wide area.

Starting as a Facehugger within one of the leathery eggs, like any other of her kind, her life becomes different from the others of her kind as her gestation inside the host is longer than that of workers or warriors, six to seven days as opposed to two days for the "lesser" creatures. After the maturation of the embryo, the chestbuster makes its appearance with usual consequences to the host (see the **chestbuster** for details). This chestbuster is a little different in appearance than the ones which grow into workers or warriors, having usable arms and bring a little smaller, but for game purposes, the queen-to-be can use the same statistics for the chestbuster given. She now spends the next few days to week or so in the form of a growing, evolving chestbuster until she matures into the PRINCESS stage.

As a PRINCESS, she is treated as royalty. Any Alien will obey her as they do the Queen, unless ordered otherwise by the Queen. If alone, she can hunt for prey herself better than a worker and in fact as well or better than a warrior, though she is not as tough as the bred fighters initially. Progression through the Princess stage will take from between one to up to seven days per hitdie to grow into the IMMATURE stage when growth of her eggsac begins.

Almost all ($\frac{3}{4}$) growth at the IMMATURE stage goes into her eggsac. She loses her mobility as the eggsac grows (cannot run and no longer has freedom or motion on non-floor surfaces if attached and lose 10 ft of speed per HD of growth while attached. With the approach of the end of this stage she cannot move at all without assistance. She is the prisoner of the eggsac. At this stage her mental abilities begin and she can begin to use her highly acidic spittle as a spray to help defend herself in her less mobile state. Adding one to four HD per day of growth, she is soon to the next stage and ready to found her own colony.

She is now a NEW QUEEN, immobile but now served by workers and warriors given to her as a "dowry" of sorts by her mother. Carried by her new entourage to the already scouted site of her new hive, she now settles down to her Duty to her eggs. By this time, she can lay eggs at the rate of two to four a day. Her mental abilities are increasing and she can now call prey to her and her hive. Her growth is still fast, about $\frac{1}{2}$ HD per day, as always varying with environmental factors.

The next stages of growth, ESTABLISHED and MATURE, feature the slowing of her growth as more and more of her energy is dedicated to egg production. Her abilities increase and she is a force to be reckoned with. Finally as a MATURE herself, she can produce her own princesses and spread her kind's power even more widely. She lays more and more eggs and her growth slows to almost nothing as she fulfils her potential. This can take a year or more for each of these stages.

If she lives long enough, she may become the QUEEN MOTHER. There can be only one QUEEN MOTHER, and there will be one. Should the existing Queen Mother die, all the other mature Queens instinctually know and will telepathically choose a new one among them to fill this role. Only in this way can one slow the egg production to the point that growth to this stage becomes possible. Upon reaching the required size and abilities, she once again becomes an egg machine, gaining further size very slowly, perhaps one HD per year.

COMBAT

If the Queen has to fight the hive is in trouble as is whatever threatens it. She will do whatever it takes to beat off the attacker, including sacrificing Herself by loosing herself of her eggsac and joining the fight physically. She can and will order her eggs to disgorge a horde of facehuggers to overwhelm the foes with their acid. If they can “take” the foes, so much the better.

A queen tied to her eggsac is at a severe disadvantage in combat. Her mobility is almost nil, she may adjust her body only by 5’ per round from side to side, the eggsac is immobile. She may use her attacks on any foe who gets within reach but while attached but her tail is unusable as a weapon. Her claws and bite are just as deadly as always as is her spittle and her mental attacks.

Because the Queen is immobile, any attack upon her gives the attacker the advantage of selecting to attack either the Queen herself or her exposed eggsac, at their option. Treat the Queen’s main body as detached as far as AC, and HPs are concerned. The queen dies if her main body is killed, even if the eggsac still has HPs. (Note, however that her healing is much faster when attached. This makes “killing” the eggsac desirable, especially given its vulnerability.)

ACIDIC SPITTLE

In combat the queen may spray a cone of her acidic spittle as an attack. The specifics of the cone vary by stage as follows:

Stage	Frequency	Cone Size Length/width	Damage	Save DC
Princess	3d6 rnds	30ft/10ft	4d6	16
Immature	2d8 rnds	30ft/10ft	6d6	18
New Queen	2d6 rnds	40ft/10ft	8d6	20
Established	2d4 rnds	50ft/20ft	10d6	24
Mature	1d6 rnds	60ft/20ft	12d6	26
Queen Mother	1d4 rnds	70ft/30ft	15d6	28

ACID BLOOD

For any physical attack causing damage to an Alien, there is a chance for “splash damage” from the acid blood.

Choose from the options given in the OPTIONS section below.

ALIEN BITE

If an alien hits with both claw attacks, the alien may make a special bite, using its “inner mandibles”. This attack is instead of the regular bite and allows a REF save by the victim against DC 15. This attack does damage given below:

Stage	Damage
Princess	3d6+4
Immature	3d6+6
New Queen	3d6+8

Established	4d6+11
Mature	4d8+12
Queen Mother	8d8+13

DETACHMENT

If her eggsac is seriously threatened (under serious attack), or if the situation demands it, the Queen may sacrifice herself by detaching herself from her eggsac. This transforms her into the “detached” form but she will die within 2d4 days after detachment due to trauma suffered in the process. The detachment process takes 1d4-1 rounds to complete. During this time treat her as stunned, she cannot attack, cannot defend herself and her DEX bonus becomes -3. After detachment, treat her as raging. This rage lasts for 1 minute per detached HD the Queen has. While raging, the Queen loses her mental attacks and her spittle damage is doubled. Note the detached Queen takes any damage her main body has taken while attached (if any) with her into the detached form. After detachment, her body has a reserve eggsac containing 2d3 of the “emergency” eggs. (See **eggs** for details) This allows her the last chance to try to establish a new colony before she dies.

IMPROVED GRAB

To use this ability, the Queen must hit by a claw attack on a prone victim. It can be used with opponents up to the same size as the warrior. If it gets a hold, further attacks on that victim are at +2. Should both claws hit, the victim also loses any DEX bonus to AC.

INTIMIDATING DISPLAY

If within 10 feet of a foe, the alien may put on a display of its inner mouth in a frightening display of power. Treat this as an Intimidation check.

MENTAL ABILITIES

See the Psionic Abilities chart for list of abilities and power points by stage.

These abilities are usable only when “attached”.

M 0th Missive (but range of 5 miles per “stage”.)

send a telepathic message of up to ten words to any living creature within range. (range normally 75 feet, 25feet plus 5 feet per two levels – She needed more than that to match movie) 1 pp cost. Will negates.

PC 1st Prey Call (Range of 10 miles per stage.)

Plant a compelling attraction in the mind of all intelligent subjects within range. level. Normal range is as above. 1 pp cost. Will negates, works only on last 2 hours per sleeping subjects.

De 1st Demoralize

fill your enemies with self-doubt. -1 to saves, attacks, and skill checks for 1 minute per level to range of 20 feet per level. many creatures, no two of which may be more than 50 feet apart. 1 pp cost. Will negates.

LM 1st Lesser Mindlink

Forge a telepathic link with one willing creature with INT of 6 or higher which is initially within 30 feet. Works over any distance. Allows communication but not influence or compulsion. Lasts 10 minutes per level. 1 pp cost. Will negates.

BL 2nd Brain Lock

Subject's mind is locked away. Subject may defend himself, but cannot otherwise move. Cannot flap wings, cannot cast spells, cannot use psionics, etc... Range of 200ft. duration 1 round per level. 3 pp cost. Will negates

S 2nd Suggestion

As spell of same name, basically. Range of 50feet, duration 1 hour per caster level or until suggested task completed. 3 PP cost. Will negates.

LD 3rd Lesser Domination

As domination below except that subject must share a language with caster. cost is 7 pp. Will negates. note that I think Mindlink should allow later domination...

ML 3rd Mindlink

as lesser mindlink except costs 5 pp and allows link to up to one creature per level. All must be within 30 feet of each other. Will negates.

Do 4th Domination

Establish telepathic link with one medium sized or smaller humanoid and take control of subject's actions. If no common language, only general (attack, go there, etc) commands are allowed, otherwise, total control is gained. Range of 20 ft.per caster level. Duration 1day per caster level. Will negates, costs 7 pp.

FM 4th Forced Mindlink

as lesser mindlink except subject can be unwilling. Costs 7 pp. Will negates.

GD 5th Greater Domination

as Domination except no common language is needed. Costs 9 pp. Will negates

other than the use of these psionic abilities, treat as a non-psion.

REND

If both claws hit, the great strength of the Queen can be used to try to pull the victim apart. See the Face and Reach / Special table for damage automatically done.

ROYAL JELLY

Alchemists and Wizards are just now investigating the properties of the potent jelly contained in the eggsac of a Mature Queen. Even in its raw form it is a powerful, yet unpredictable potion-like substance. When purified and processed properly, it can be used to produce powerful potions. But it carries a danger along with the power.

When eaten, a character must make a FORT save against DC 15 to use the following table otherwise treat as Dark Reaver Poison (DMG p. 80 : 2d6 CON / 1d6 CON, 1d6 STR) with an initial failure on save.

If the save is made, roll for each of the following benefits and penalties.

Eaten raw, a handful of the jelly can have the following benefits:	And penalties:
Added 1d8-2 STR	Lose 1 STR per hour for 1d8 hours
Added 1d6-2 DEX	Lose 1 DEX per hour for 1d6 hours
Added 1d8-2 CON	Lose 1 CON per hour for 1d8 hours
Added 1d6-2 WIS	Lose 1 WIS per hour for 1d6 hours
Added 1d6-2 INT	Lose 1 INT per hour for 1d6 hours
Added 1d6-2 Natural Armor for 1d6 hours	Lose 1d6 CHA for 1d8 hours after benefit elapses
Added 1d4-2 Psionic Effects for 1d6 hours	Lose 1d6 INT for 1d6 hours after benefit elapses
Added 1d4-2 points of FAST HEALING for 1d12 hours	Lose 2d6 HP for 1d6 hours after benefit elapses

(an adjusted roll of <1 means that effect is not gained but penalties still may take effect.)

Penalties may drop state below original values...

All stats go back to normal beginning in 1d12+12 hours at rate of 1 per hour.
Each time the jelly is used after the first, the user receives a +1 to the FORT save.

If the FORT save succeeds, in addition to the effects above, a WILL save must be made. If this save is made, all is well. If this save fails, whatever action the character makes next will do repeated exactly until the royal jelly wears off when the character's stats return to normal.

Psionic effects rolled as a minor Dorjes but on a roll of 100, make that roll on the medium column. If an additional 100 is rolled, make the roll on the Major column.
This gives a single use of that power. Assume caster level of $((\text{Character level} / 2) + \text{WIS bonus})$

No potions exists as of this writing, but studies look promising.
It appears many Psionic effects may be granted by proper use of the jelly as well as existing potions which may be duplicated by using the jelly as a base for the potions, those which grant physical bonuses in particular.

Potions must be made by a create item spell as well as with an alchemy skill of no less than 8 to perform this creation, you would also need an alchemist tool set worth no less than 5000gp to attempt to filter and duplicate the potions abilities from the queens jelly.

Value of 100 gp per dose of raw jelly.

Figure 1d6 doses per hp of the eggsac. With 78 hps average in the new queen's eggsac, that is over 270 doses of the jelly if properly handled, worth 27000gp.

STEALTH

Racial bonus of +10 to hide and move silently (included above)

Additional Racial bonus of +10 to hide within it's own hive. (not included above)

SECTION 2. Normal-Power and Risk

Alien (Egg)

Small Sized aberration

Hit Dice: 1d8 +5 (10hp)

Initiative: +0

Speed: 0ft

AC: 14 (+1 Size, +3 natural armor)

Attacks: none

Damage: none

Face/Reach: 2 ½ft x 2 ½ft / 2 1/2ft

Special attacks: mesmerism, Facehugger

SQ Immune to acid, cold, gas, vacuum, electricity, or mind-altering effects;

DR 10 / +1 vs Bludgeoning weapons

Blindsight 60 feet

Saves: Fort +4, Ref +0, Will: +3

Abilities: STR: 22 (resist opening/forcing opening), DEX: 10, CON: 15, INT: 2, WIS: 4, CHA: 2

Skills: none

Feats: toughness

Climate/Terrain: Any

Organization: Solitary,

Clutch (3)

Nest (10d100)

Challenge Rating: 1

Treasure: (None?)

Alignment: Neutral

Advancement: none

The Alien eggs look like 3 foot English (rugby) footballs, weighing about 60 pounds. Their leathery casing can protect the enclosed facehuggers for centuries, if necessary, waiting for the time an unsuspecting victim comes investigating. A possible target is then evaluated for its suitability as a host and if it is found to be so, the enclosed facehugger awakens and the egg opens, the top peeling open like an orange in a flower-like pattern to expose the now-awake and ready facehugger. Using a form of the queen's "prey call" ability, an intended victim is caught in a mental vice and held for the springing attack by the hugger.

There is also a much smaller "emergency" version of the egg which while being only about a foot high and weighing about 10 pounds. This egg can support the enclosed facehugger only for a couple of months before it dies. Use the normal egg statistics for this version, but perhaps lowering the hitpoints to 1d4+2 (4hps.)

See entry for Queen for more information.

COMBAT

Lying in wait for centuries if need be, the Alien egg is a deadly boobytrap ready to trigger when any suitable host comes near. It and its enclosed facehugger have limited (but powerful) mental abilities to help it perform its function of procuring a new host for its species.

Mesmerism: Any creature with an INT of 3 or above within 5 feet of an Alien Egg must make a DC 20 WILL save or be attracted to the egg. While mesmerized, the victim loses all DEX bonus

to AC and is frozen in place (treat as stunned). This gives the emerging facehugger a +2 to attack, as any stunned condition.

Alien (Facehugger)

Tiny Sized aberration

Hit Dice: ½ d8 +1 (3hp)

Initiative: +9 (+5 Dex; +4 Improved Initiative)

Speed: 60ft ; swim 40ft.

AC: 18 (+2 Size, +5 Dex, +1 natural armor)

Attacks: tail wrap +6 Melee; (acid spray attack +6 melee)

Damage: strangle 1d6+4 20 x2 , (acid spray 1d8 20 x2)

Face/Reach: 2 ½ft x 2 ½ft / 2 1/2ft

Special attacks: Acid blood, Acid Spray, Attachment, Improved Grab, Thrust Attack

SQ Immune to acid, electricity, gas, vacuum, or mind-altering effects;

Alien physiology

(any poison will effect an Alien only on a 1 or 2 on a d6. Otherwise the poison has no effect and the alien is immune to that poison.)

Blindsight 60 feet,

Hive Mind (as Formian)

Saves: Fort +1, Ref +5, Will: +3

Abilities: STR: 19 (tail/attached) / 12 (unattached, overall), DEX: 21, CON: 10, INT: 2, WIS: 4, CHA: 2

Skills: Balance +5, Climb +1, Escape Artist +5, Hide +15, Jump +13, Listen -3, Move Silently +15, Search -4, Spot -3

Feats: Improved initiative

Climate/Terrain: Any

Organization: Solitary,

Clutch (3)

Nest (10d100)

Note: This refers to eggs.

Challenge Rating: 1

Treasure: (None?)

Alignment: Neutral

Advancement:

Looking like two hands joined where the wrists would be, the facehugger is short-lived outside the egg which normally protects it. It will be dead within a few (1d4+1) hours after leaving its egg. Armed with a long grasping tail, a spray of highly-concentrated acid and the single-minded desire to impregnate a single selected prey using its extending probe, it will fearlessly pursue and attack a single selected target until it has succeeded in attachment or it or its target is dead. See the details above for the process of attachment.

COMBAT

Acid blood: For any physical attack causing damage to an Alien, there is a chance for “splash damage” from the acid blood.

Choose from the options given in the OPTIONS section below.

Acid Spray: The Alien may ONCE generate a spray of its acid blood. This does 1hp damage to the creature. This spray may be used to cut through armor, to gain access through a door or wall to a seen victim (bars on a window for example can be cut through.) or as an attack. The use of this spray is instantaneous and is a free action.

The range of this spray is only one foot, maximum.

This attack may be used in a normal attack, but this will be done only by direction of the queen.

Treat this as a normal attack.

Attachment: on a successful grapple attempt from the improved grab, the creature attaches itself to the face of its victim. If the target's face is protected (by helmet faceplate for example,) the hugger will use its acid spray to remove the obstacle. Use an acid blood attack of 20 points to attack the armor. If it fails, the alien cannot attach, but may grapple normally. If the victim is unconscious, the helmet may be opened or removed in one round.

If attacked while attached, slashing or piercing weapons will do normal damage but have a 50% chance to do equal damage to the "host". This will also release the creature's acid blood on the surroundings, have a 10% chance per point of damage done of triggering the creature's acid mist attack into the host's face and chest interior (I dislike automatic death rules, folk. I really do. But if anything would kill you without a chance of saving throw, I THINK this qualifies...) and triggering an automatic strangulation attack. Bludgeoning weapons do no damage to the hugger, but all damage from the impact is transferred to the host.

If in danger of being killed while attached, the hugger will loose it's sleeping poison on the victim in addition to constricting for maximum damage as it goes through its death throes. This will require a FORT save at DC20 or the victim will die. It will require a STR check vs. DC 20 to remove the tail from the victim's neck.

Strangulation damage occurs until the tail is removed.

Unless attacked, (the removal attempt counts as an attack) the victim is kept alive but unconscious (at 2d4 below 0 hp) until impregnation is complete in 24 to 36 hours

(20+4d4 hours). The facehugger then detaches and dies and the victim regains consciousness until the chestbuster is "born" (and the victim dies rather violently...)

This gestation period takes 2d6+18 hours for the worker and warrior and 2d4 +2 days for a Queen chestbuster.

The only way to remove the embryo between the time of implantation and birth is the result of a "Remove Disease" spell. Note the spell allows a FORT save. The embryo should have a FORT save of +3. (If only the marines had access to this spell...)

Improved Grab: The Facehugger attacks by trying to wrap it's tail around the neck of the victim and then pulling itself over the face and then locking it's eight legs around the head of the poor creature. Use the normal Improved Grab rules to resolve this (see the MM p. 9). Treat the Hugger as having the Constrict ability for the purpose of the Improved Grab (it can inflict damage each round.) This will usually result in the lowering of the victim below 0 hps at which time the Attachment phase is entered.

The hugger can use the Improved Grab ability on creatures of up to large size.

Thrust Attack: If attacking from its just-opened egg, the hugger gains a +5 surprise bonus to its Improved Grab grapple check.

This attack has a range of 10 feet.

Racial bonuses of +10 to hide, jump, and move silently (included above)

Alien (Chestburster)

Tiny Sized Magical Beast

Hit Dice: 1d8 +1 (5hp)

Initiative: +9 (+5 Dex; +4 Improved Initiative)

Speed: 60ft ;swim 40ft

AC: 19 (+2 Size, +5 Dex, +2 natural armor)

Attacks: bite +2 Melee; (acid spray attack +7 melee)

Damage: bite 1d3 20 x2 , (acid spray 1d4 20 x2)

Face/Reach: 2 ½ft x 2 ½ft / 2 1/2ft

Special attacks: Acid blood, Acid Spray, Birth, Intimidating Display.

SQ Immune to acid, gas, vacuum, electricity, or mind-altering effects;

Alien physiology

(any poison will effect an Alien only on a 1 or 2 on a d6. Otherwise the poison

has no effect and the alien is immune to that poison.)

Blindsight 60 feet,

Hive Mind (as Formian)

Saves: Fort +2, Ref +5, Will: +3

Abilities: STR: 9, DEX: 21, CON: 12, INT: 4, WIS: 4, CHA: 2

Skills: Balance +5, Climb +1, Escape Artist +5, Hide +15, Intimidate +1, Jump +1, Listen -3,

Move Silently +15, Search -3, Spot -3

Feats: Improved initiative

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 1

Treasure: (None?)

Alignment: Neutral

Advancement: 2-3 HD (Small), 4 HD (see Alien Warrior or Worker)

After gestating inside it's living host, the alien embryo has become a chestbuster, a miniature version of the adult Alien species, perhaps modified somewhat to better compete with its "host" species.

COMBAT

Acid blood: For any physical attack causing damage to an Alien, there is a chance for "splash damage" from the acid blood.

Choose from the options given in the OPTIONS section below.

Acid Spray: The Alien may generate a spray of its acid blood. This spray may be used to cut through armor, to gain access through a door or wall for escape (bars on a window for example can be cut through.) or as an attack. The use of this spray is instantaneous and is a free action. The range of this spray is only two feet, maximum. This attack may be used in a normal attack, but this will be done only by direction of the queen. This acid can instantly (or nearly so) cut through the metal walls or floor of a spaceship or prison, to give an idea of the strength. This does 1 point of damage to the creature. Treat this as a normal acid attack.

Birth: Between the time the facehugger detaches and dies and the chestbuster is "born" at the end of gestation, the host is totally unaware anything is amiss, except perhaps for being very ravenously hungry. At the time of the chestbuster's appearance, however,

this changes. Gripped in horrible pain, the host's chest is torn apart from the inside out as the chestbuster forces its way into the world. This usually causes the death of the host, causing 3d10 CON damage. Should the victim survive this trauma, damage continues at the rate of 1d4 CON damage per round until stabilized by a DC25 Heal check or healing magic doing more than 10 points of healing. "Birth" takes 1d3 rounds.

Intimidating Display: If within 5 feet of a foe, the alien may put on a display of its inner mouth in a frightening display of power. Treat this as an Intimidation check. If "Newly Emerged" the Chestbuster gets a +5 circumstance bonus.

Racial bonus of +10 to Hide and Move Silently, +5 to Intimidate(included above)

Alien (Worker)

Medium Magical Beast

Hit Dice: 4d10 +12 (34 hp)

Initiative: +2 (+2 Dex)

Speed: 60ft on any solid surface, be it floor, wall, or ceiling; swim 40ft.

AC: 18 (+2 Dex, +6 Natural armor)

Attacks: 2 Claws +9 Melee, Bite +4 Melee, Tail +4 Melee

Damage: Claws 1d6+5 20 x2, Bite 2d4+5 19-20 x2, Tail 1d3+5 plus poison

Face/Reach: 5ftx5ft/5ft

Special Attacks: Acid Blood, Alien Bite, Drop Attack, Frightful Presence, Improved Grab, Intimidating Display, Paralyzing Poison.

SQ Immune to acid, gas, electricity, or vacuum;

Alien physiology

(any poison will effect an Alien only on a 1 or 2 on a d6. Otherwise the poison

has no effect and the alien is immune to that poison.)

DR 4 / -

DR 10 / fire

(if hit for damage by fire attack, for the next round the creature gains vulnerability

to cooling for the next round. This attack by the opposite "temperature

extreme" does 3d6 points bonus damage. (The water would have done

nothing but get the thing wet in Alien3, no damage on its own - thus the

BONUS damage))

fast heal 1,

Blindsight 60 feet,

Hive Mind (as Formian)

SR 20 vs psionics or magic specifically affecting the Mind, Animals or Beasts (including

Druidic abilities) due to alien influences in mindset. – Note that they ARE 50%

terrian so I give only SR not immunity.

SR 18 vs other magic

Saves: Fort +3, Ref +6, Will: +4

Abilities: STR: 21, DEX: 14, CON: 16, INT: 8, WIS: 10, CHA: 5

Skills: Balance +2, Escape Artist +2, Hide +12, Intimidate +7, Jump +15, Listen +0, Move

Silently +12, Search +6, Spot +1

Feats: Dodge

Climate/Terrain: Hive / Any (Raiding Party only)

Organization: Solitary,

Work Detail (1d6),

Raiding Party (2d6 Workers plus 2d6 Warriors),

Nest (2d6 x5 warriors plus 1 Queen, 5d10 Workers)

Challenge Rating: 5

Treasure: (None?)

Alignment: Lawful Neutral

Advancement: 5-8 HD Large

Alien Workers are the result of the forceful mixing of a human's DNA with the DNA of a embryo which grows inside that Human host after that host is successfully "impregnated" in an attack by an Alien Facehugger. See Alien Facehugger for details of that version of the Alien lifecycle. (See the template below for using other species as hosts.)

COMBAT:

Alien workers live only to serve the Queen and the hive. They service the Queen's needs as well as accompany the Warriors to procurer living hosts for the eggs. They will fight only as a last resort, that is the job for the warriors. They work.

Like warriors, they are able to instantly communicate telepathically, they share one hive mind. What one sees, all see. Unless all are flanked, none are flanked.

Upon any encounter with a group of Aliens, any opponent must face the Frightful Presence of the creatures. This requires a WILL save against a DC of 15 with a modifier of +1 per additional worker or warrior in view and is modified by a further +2 if the encounter is within the Alien's Hive.

Alien Bite: If an alien hits with both claw attacks, the alien may make a special bite, using its "inner mandibles". This attack is instead of the regular bite and allows a REF save by the victim against DC 15. This attack does 4d6+4 damage. By leaving the inner "mouth" closed, subdual damage may be done instead of regular, allowing the capture of live hosts.

Acid blood: For any physical attack causing damage to an Alien, there is a chance for "splash damage" from the acid blood.

Choose from the options given in the OPTIONS section below.

Drop Attack: if an Alien drops from above an enemy in an attack, the Alien makes a "jump check" vs DC 18, modified by the target's STR bonus to hit that enemy with enough power to knock it down.

Modify the DC by the target's size factor.

This is further modified by +1 per additional leg beyond 2 the target has. (It is harder to knock down a horse, for example)

There is a bonus of +1 per 10 feet of drop after the first 10 feet.

The drop may be of up to 40 feet, but the Alien takes 1d6 damage for each 10 feet after 20 feet and does the same damage to the victim.

If the Alien is moving when the jump is made, he may "jump" up to 20 feet per 10 feet of drop for this attack with the same mechanics, this may increase the speed of the Alien if moving at "normal" speed (treat this as a charge, in effect.)

If the jump check succeeds, that enemy must make a REF save vs the DC of the worker's jump check result or be knocked prone, before the alien's attack.

If in the attacks following the drop upon the prone victim a hit in an attack is made on a claw attack, treat the two as being grappled, if the Alien desires.

If the target is knocked prone by the attack, the alien may make a claw-claw-bite routine if it was a normal move or normal move and jump. If the alien moved further that this, only one claw attack is possible.

Improved grab: To use this ability, the worker must hit by a claw attack on a prone defender. It can be used with opponents up to one size larger than as the worker. If it gets a hold, further attacks on that victim are at +2. Should both claws hit, the victim also loses any DEX bonus to AC and may use the "Alien Bite" attack.

Intimidating Display: If within 10 feet of a foe, the alien may put on a display of its inner mouth in a frightening display of power. Treat this as an Intimidation check.

Paralyzing Poison: Should any creature be hit by the tail attack, there must be a FORT save at DC 22 or the victim is paralyzed for 2d6 hours. This is in addition to normal damage from the attack.

Racial bonus of +10 to hide and move silently, +10 to Intimidate (included above)
Additional Racial bonus of +10 to hide within it's own hive. (not included above)

TEMPLATE:

(Note the "Host" creature is destroyed in creation of an Alien, but may modify the final Alien form slightly)

For creatures other than Humans used as "base" for aliens:

Base creature must be Animal, Beast, Dragon (!!), Giant, Humanoid, Magical Beast, Monstrous Humanoid, or Shapechanger (!!).

Base creature must be small, medium or large. No tiny or less and no huge or larger.

(Facehugger size is limit here...) Alien starting-size will be same as base creature (as adult – Aliens start as Diminutive and grow quickly to full size) then may advance in size by hit-dice up to two size-categories..

Type becomes Magical Beast.

Adjust speed of alien by amount "base" creature's speed is above or below 30'.

Additional Heads, appendages, or wings: give a 10% chance for these features surviving in final worker. I'd make flight ability one class lower than host creature due to hybrid nature and the weight of armor if wings exist.

Size and face/reach as base creature (assuming adults here) see limits above on base creature.

Natural armor increases by 1 for each size category above medium, decreases by 1 for each size category below medium. (Armor is heavier or lighter by size).

Hit dice becomes D10 and is adjusted by –1d10 if base is < 1 HD, +1d10 for each HD base is above 1HD (I told you ETTIN based would be scary) --- is this too much? An Alien should be greater than its Base creature is my reasoning here...

Specials: Alien has a 10% chance of having each of the following Special Attacks, Qualities of Base creature:

Breath Weapon (as ½ dragon template), Poison, Sonic Attack, Trample, Damage Reduction, Regeneration, Resistance to energy, Scent, Spell Resistance (general).

Aliens can have no classes (but see parasitical knowledge option).

Alien (Warrior)

Large Sized Magical Beast

Hit Dice: 5d10 +20 (47 hp)

Initiative: +7 (+3 Dex; +4 Improved Initiative)

Speed: 60ft on any solid surface, be it floor, wall, or ceiling; swim 40ft.

AC: 21 (-1 Size, +3 Dex, +9 Natural armor).

Attacks: 2 Claws +10 Melee, Bite +8 Melee, Tail +6 Melee.

Damage: Claws 1d6+6 20 x2, Bite 2d6+4 18-20 x2, Tail 1d6+5 20 x2.

Face/Reach: 5ftx5ft/5ft.

Special Attacks: Acid Blood, Alien Bite, Drop Attack, Frightful Presence, Hive Mind, Improved Grab, Intimidating Display.

SQ Immune to acid, gas, electricity, or vacuum;

DR 6 / -

DR 10 / fire

(if hit for damage by fire attack, for the next round the creature gains vulnerability to cooling for the next round. This attack by the opposite "temperature extreme" does 3d6 points bonus damage. (The water would have done nothing but get the thing wet in Alien3, no damage on its own - thus the BONUS damage))

Alien physiology

(any poison will effect an Alien only on a 1 or 2 on a d6. Otherwise the poison has no effect and the alien is immune to that poison.)

fast heal 1,

Blindsight 60 feet,

Hive Mind (as Formian)

SR 22 vs psionics or magic specifically affecting the Mind, Animals or Beasts (including Druidic abilities) due to alien influences in mindset. – Note that they ARE 50%

terran so I give only SR not immunity.

SR 18 vs other magic

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

Abilities: STR: 23, DEX: 16, CON: 18, INT: 8, WIS: 10, CHA: 5

Skills: Balance +3, Climb +6, Escape Artist +3, Hide +15, Intimidate +9, Jump +8, Listen +0, Move Silently +15, Search -1, Spot +2

Feats: Ambidexterity, Multiattack, Dodge

Climate/Terrain: Any

Organization: Solitary,

Patrol (1d4+1),

Pack (5d4),

Raiding Party (2d6 Workers plus 2d6 Warriors),

Nest (2d6 x5 warriors plus 1 Queen, 5d10 Workers)

Challenge Rating: 6

Treasure: (None?)

Alignment: Lawful Neutral

Advancement: 6-7 HD Large, 8-10 HD Huge

Alien Warriors are the result of the forceful mixing of a human's DNA with the DNA of a embryo which grows inside that Human host after that host is successfully "impregnated" in an attack by an Alien Facehugger. See Alien Facehugger for details of that version of the Alien lifecycle. (See the template below for using other species as hosts.)

Aliens can have no classes (but see parasitical knowledge option).

COMBAT:

Alien warriors live only to serve the hive. If service to the hive means death, so be it. Fear belongs only to the enemy. Warriors fight fearlessly.

Individually, an Alien Warrior is bad news. In a group, it gets worst. Able to instantly communicate telepathically, they share one hive mind. What one sees, all see.

Able to co-ordinate it's fight with it's sister warriors, it gains a critical bonus in a battle with an opponent to attack and defense. Unless all are flanked, none are flanked.

Upon any encounter with a group of Aliens, any opponent must face the Frightful Presence of the creatures. This requires a WILL save against a DC of 18 with a modifier of +1 per additional warrior in view and is modified by a further +2 if the encounter is within the Alien's Hive.

Acid blood: For any physical attack causing damage to an Alien, there is a chance for "splash damage" from the acid blood.

Choose from the options given in the OPTIONS section below.

Alien Bite: If an alien hits with both claw attacks, the alien may make a special bite, using its "inner mandibles". This attack is instead of the regular bite and allows a REF save by the victim against DC 15. This attack does 4d6+4 damage.

Drop Attack: if an Alien drops from above an enemy in an attack, the Alien makes a "jump check" vs DC 15, modified by the target's STR bonus to hit that enemy with enough power to knock it down.

Modify the DC by the target's size factor.

This is further modified by +1 per additional leg beyond 2 the target has. (It is harder to knock down a horse, for example)

There is a bonus of +1 per 10 feet of drop after the first 10 feet.

The drop may be of up to 40 feet, but the Alien takes 1d6 damage for each 10 feet after 20 feet..

If the Alien is moving when the jump is made, he may "jump" up to 20 feet per 10 feet of drop for this attack with the same mechanics, this may increase the speed of the Alien if moving at "normal" speed (treat this as a charge, in effect.)

If the jump check succeeds, that enemy must make a REF save vs the DC of the worker's jump check result or be knocked prone, before the alien's attack.

If in the attacks following the drop upon the prone victim a hit in an attack is made on a claw attack, treat the two as being grappled, if the Alien desires.

If the target is knocked prone by the attack, the alien may make a claw-claw-bite routine if it was a normal move or normal move and jump. If the alien moved further that this, only one claw attack is possible.

Frightful Presence: if the first sight of an alien is within 20 ft of the victim, the victim must overcome the frightful presence of the alien creature with a WILL save vs DC 15 Increase the DC by 2 per additional alien warrior, worker, or queen in sight within 50 feet. (Only one must be within 20 feet to trigger the fear, others may be further away and add to it.)

Hive mind effect on combat: Alien warriors share the hive mind to the point that they may instantly share information and co-ordinate their attacks. In addition to the hive mind effect helping to prevent the flanking of individual warriors; when there is more than

one warrior present within 10 feet of a given enemy, each receives a +1 to attack or to AC per warrior present (each warrior may choose separately which benefit to gain per round). If the Queen is present (within "view" of the combatants) both benefits are gained instead of having to choose.

Improved grab: To use this ability, the warrior must hit by a claw attack on a prone defender. It can be used with opponents up to the same size as the warrior. If it gets a hold, further attacks on that victim are at +2. Should both claws hit, the victim also loses any DEX bonus to AC as well as being subjected to the ALIEN BITE attack.

Intimidating Display: If within 10 feet of a foe, the alien may put on a display of its inner mouth in a frightening display of power. Treat this as an Intimidation check.

Racial bonus of +10 to hide, intimidate, and move silently (included above)
Additional Racial bonus of +10 to hide within its own hive. (not included above)

TEMPLATE :

(Note the "Host" creature is destroyed in creation of an Alien, but may modify the final Alien form slightly)

For creatures other than Humans used as "base" for aliens:

Base creature must be Animal, Beast, Dragon (!!), Giant, Humanoid, Magical Beast, Monsterous Humanoid, or Shapechanger (!!).

Base creature must be small, medium or large. No tiny or less and no huge or larger. (face-hugger size is limit here...) Alien starting-size will be same as base creature (as adult – Aliens start as Diminutive and grow quickly to full size) then may advance in size by hit-dice up to two size-categories..

Type becomes Magical Beast.

Adjust speed of alien by amount "base" creature's speed is above or below 30'.

Additional Heads, appendages, or wings: give a 10% chance for these features surviving in final warrior. I'd make flight ability one class lower than host creature due to hybrid nature and the weight of armor if wings exist.

Size and face/reach as base creature (assuming adults here) see limits above on base creature.

Natural armor increases by 1 for each size category above medium, decreases by 1 for each below medium. (armor is heavier or lighter by size).

Hit dice becomes D10 and is adjusted by -1d10 if base is < 1 HD, +1d10 for each HD base is above 1HD (I told you ETTIN based would be scary) --- is this too much? An Alien should be greater than its Base creature is my reasoning here...

Specials: Alien has a 10% chance of having each of the following Special Attacks, Qualities of Base creature:

Breath Weapon (as 1/2 dragon template), Poison, Sonic Attack, Trample, Damage Reduction, Regeneration, Resistance to energy, Scent, Spell Resistance (general).

Aliens can have no classes (but see parasitical knowledge option).

Alien (“Newborn” Template)

Instead of producing eggs for 2d4 days, the Queen may instead decide to produce a “Newborn”, a creature who is still Alien but is much closer to the race of the host the queen embryo originally came from. The purpose of producing this hybrid may be communication, the ability to use the technology of the host race for the benefit of the hive, or some other unknown reason. In the act of birth, the eggsac takes 5d6 damage and must heal before being usable again.

Base creature must be Animal, Beast, Dragon (!!), Giant, Humanoid, Magical Beast, Monstrous Humanoid, or Shapechanger (!!).

Base creature must be small, medium or large. No tiny or less and no huge or larger. (face-hugger size is limit here...) The race will be the race which hosted the embryonic queen .

Type: becomes Aberration.

Size: the base creature's size category is increased by 1, and it gains all the benefits and detriments that arise from increased size (see page 12 of the **MM**).

Hit Dice: Increase by +2 HD

Speed: Same as the base creature.

AC: Same as the base creature.

Special Attacks: Retains all the base creature's special attacks. The damage of its special attacks is adjusted upwards for the increased size and ability scores, where applicable.

Special Qualities: Retains all the base creature's special qualities. These special qualities are adjusted upwards for the increased size and ability scores, where applicable.

Saves: Same as base creature, adjusted upwards to account for increased hit dice and ability scores.

Abilities: Gain the following ability score increases: Str +4, Dex +2, Con +2, Int +2. The bonuses to Strength and Constitution stack with the bonuses gained from the increase in size. The bonus to Dexterity likewise stacks with the penalty to Dexterity acquired from the increase in size.

Skills: Same as base creature, adjusted for increased ability scores, where applicable.

Challenge Rating: Same as the base creature +2.

Advancement: Advance off of new HD, up to 3x total. Plus “parasitic knowledge” allows use of class abilities of any hosts taken may have had, one at a time.

Add 1 to AC per additional 2 hit dice.

Alien (Queen)

Special Attacks: Acid Blood *, Improved Grab, Frightful Presence, Drop Attack, Paralyzing Poison, Alien Bite, Rend, Acid Spittle.

SQ Immune to acid, gas, electricity, or vacuum;
Alien physiology

(any poison will effect an Alien only on a 1 or 2 on a d6. Otherwise the poison has no effect and the alien is immune to that poison.)

DR * / - as follows: Princess 5, Immature 7, New Queen 10, Established 13, Mature 16, Mother 20

DR 10 / fire

(if hit for damage by fire attack, for the next round the creature gains vulnerability to cooling for the next round. This attack by the opposite "temperature extreme" does 3d6 points bonus damage. (The water would have done nothing but get the thing wet in Alien3, no damage on its own - thus the BONUS damage))

Blindsight 60 feet,

Hive Mind (as Formian)

Climate/Terrain: Underground in warm, damp location; swamp or marsh

Organization: Princess Hive (1 princess or immature, 1 Queen of Established or older, / Immature 3d8 x10 warriors, 6d8 workers, 10d20 eggs)

New Queen – Procession (1 New Queen, 2d6 warriors, 2d6 workers)

New Hive (1 New Queen, 3d6 warriors, 3d6 workers, 2d8 eggs)

Established Queen – Hive (Established Queen, 10d6 warriors, 5d8 workers, 10d20 eggs)

Mature Queen – Hive (Mature Queen, 10d8 warriors, 5d10 workers, 20d20 eggs)

"Queen Mother" – Hive (Queen Mother, 10d10 warriors, 5d12 workers, 10d100 eggs)

note: except for Princess, all Queens start as Attached

Challenge Rating:	Stage	attached	detached
	Princess	n/a	6?
	Immature	3?	6?
	New Queen	5?	7?
	Established	6?	8?
	Mature	7?	9?
	Queen Mother	8?	10

Treasure: (None?) Treasure left by previous adventuring "visitors" should be placed by the DM, Royal Jelly

Alignment: Lawful Neutral

Advancement :	Stage	Attached	Detached
	Princess	n/a ,	4-6 HD (Medium)
	Immature	10-14 HD (Large),	6-8 HD (Medium)
	New Queen	15-19 HD (Huge),	9-11 HD (Medium)
	Established	20-24 HD (Gargantuan),	12-14 HD (Large)
	Mature	25-39 HD (Colossal),	15-17 HD (Huge)
	Queen Mother	40 + HD (Colossal),	18 + HD (Huge)

Attacks and Damage:

Stage	Claws	Damage	Bite	Damage	Tail	Damage

Princess	+5 melee	1d6+4 20x2	+4 melee	2d4+4 19x2	+3 melee	1d8+4 19x2
Immature	+7 melee	1d6+6 20x2	+6 melee	2d4+6 19x2	+5 melee	1d8+6 19x2
New Queen	+11 melee	1d6+8 20x2	+10 melee	2d4+8 19x2	+9 melee	1d8+8 19x2
Established	+13 melee	1d8+11 20x2	+12 melee	2d6+11 19x2	+11 melee	2d6+11 19x2
Mature	+14 melee	2d6+12 20x2	+13 melee	2d8+12 19x2	+12 melee	2d8+12 19x2
Queen Mother	+15 melee	2d8+13 20x2	+14 melee	4d8+13 19x2	+13 melee	4d6+13 19x2

Face and Reach / Special

Stage	Detached		Attached		Rend Damage
	Face	Reach	Face	Reach	
Princess	5ft x 5ft	5ft			2d6+6
Immature	5ft x 5ft	5ft	5ft x 10ft	5ft	2d6+9
New Queen	5ft x 5ft	5ft	5ft x 20ft	5ft	2d6+12
Established	10ft x 10ft	10ft	10 ft x 40ft	10ft	2d8+16
Mature	15ftx15ft	15ft	15ft x 60ft	15ft	4d6+18
Queen Mother	15ft x 15ft	15ft	15ft x 80ft	15ft	4d8+19

Skills (Attached/Unattached)

Stage	Balanc e	Diplo- macy	Escap e Artist	Hide	Intimi- date	Jump	Listen	Move Silently	Searc h	Spot
Princess	N/a	N/a	N/a	N/a	N/a	N/a	N/a	N/a	N/a	N/a
	+2	-2	+2	+15	+11	+4	+0	+14	-1	+0
Immature	+2	+0	+1	+23	+13	N/a	+0	+14	+0	+0
	+2	+0	+2	+15	+13	+6	+0	+14	+0	+0
New Queen	+2	+4	+0	+21	+14	N/a	+0	+14	+1	+3
	+0	+4	+2	+15	+14	+10	+0	+14	+1	+3
Established	+1	+9	-1	+19	+15	N/a	+1	+13	+2	+7
	-1	+9	+1	+13	+15	+12	+1	+13	+2	+7
Mature	+0	+13	-1	+18	+16	N/a	+5	+12	+3	+8
	-1	+13	+0	+11	+16	+12	+5	+12	+3	+8
Queen Mother	+0	+17	-1	+18	+20	N/a	+7	+12	+5	+10
	-1	+17	+0	+11	+20	+13	+7	+12	+5	+10

Above includes racial bonuses of +10 to Hide, +10 to Intimidate, +10 to Move Silently
+10 to Hide inside Lair included for attached, not for unattached

Psionic Abilities with DCs

Stage	Lvl	PP	PC	M	De	LM	BL	S	LD	ML	Do	FM	GD
Immature	4	8	-	12	12	12	13	13	-	-	-	-	-
New Queen	7	12	8	16	16	16	17	17	-	-	-	-	-

Established	10	18	11	19	19	19	20	20	21	21	-	-	-
Mature	14	24	15	24	24	24	25	25	26	26	-	-	-
Queen Mother	20	36	21	31	31	31	32	32	33	33	34	34	34

Feats added per stage

Princess Ambidexterity, Multiattack
Immature
New Queen Alertness
Established Skill Focus (Diplomacy)
Mature
Queen Mother Skill focus (Intimidate)

UnAttached

Stage	Size	Hit Dice (HP)	AC	Attack Bonuses	Fort Save	Ref Save	Will Save	Acidic Spittle (DC)	Fearful Presence DC	SR Mental / Normal
Princess	M	4d10+8 (30)	16 (+2 Dex, +4 Nat)	+5	+6	+7	+5	1d6 (12)	15	22 / 18
Immature	M	6d10+18 (51)	18 (+2 Dex, +6 Nat)	+7	+9	+9	+7	2d6 (14)	17	23 / 19
New Queen	M	9d10+45 (94)	21 (+2 Dex, +9 Nat)	+11	+12	+12	+10	3d6 (16)	19	24 / 20
Established	L	12d10+84 (150)	23 (-1 Size, +1 Dex, +13 Nat)	+13	+15	+13	+14	5d6 (18)	21	26 / 22
Mature	H	15d10+120 (202)	25 (-2 Size, +17 Nat)	+14	+18	+14	+18	8d6 (20)	23	28 / 24
Queen Mother	H	18d10+162(261)	29 (-2 Size, +21 Nat)	+15	+20	+16	+22	12d6 (22)	25	30 / 26

Stage	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities
Princess	60ft on any solid surface, 50ft swim	18	15	14	8	10	6	Psi lvl 2, 5 PP
Immature	60ft on any solid surface, 50ft swim	22	15	17	10	10	6	Psi lvl 4, 8 PP
New Queen	60ft on any solid surface, 50ft swim	26	14	20	12	10	8	Psi Lvl 7, 12 PP
Established	50ft, 30ft spiderclimb, 40ft swim	32	12	24	14	12	8	Psi lvl 10, 18 PP
Mature	50ft, 30ft climb, 40ft swim	34	10	26	16	14	10	Psi lvl 14, 24 PP
Queen Mother	50ft, 30ft climb, 40ft swim	36	10	28	18	16	12	Psi lvl 20, 36 PP

Attached

Stage	Size	Hit Dice (HP) Total	AC	Attack Bonuses	Fort Save	Ref Save	Will Save	Acidic Spittle (DC)	Fearful Presence DC	SR Mental / Normal
Immature	L	7d10+28 (61)	16 (-1 size, +1 Dex, +6 Nat)	+7	+11	+7	+7	2d6 (14)	17	23 / 19
New Queen	H	15d10+90 (172)	17 (-2 size, +9 Nat)	+11	+12	+10	+10	3d6 (16)	19	24 / 20
Established	G	20d10+180 (290)	18 (-4 Size, -1 Dex, +13 Nat)	+13	+19	+10	+14	5d6 (18)	21	26 / 22
Mature	C	25d10+250 (387)	18 (-8 size, -1 Dex, +17 Nat)	+14	+21	+10	+18	8d6 (20)	23	28 / 24
Queen Mother	C	40d10+480 (700)	22 (-8 Size, -1 Dex, +21 Nat)	+15	+23	+12	+22	12d6 (22)	25	30 / 26

Stage	Eggsac HPs (avg)	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Egg Production Per Day
Immature	44	22	12	18	10	10	6	Psi lvl 4, 8 PP	0
New Queen	78	26	10	22	12	10	8	Psi Lvl 7, 12 PP;	1d4
Established	140	32	8	28	14	12	8	Psi lvl 10, 18 PP;	2d6
Mature	185	34	8	30	16	14	10	Psi lvl 14, 24 PP;	4d6
Queen Mother	439	36	8	34	18	16	12	Psi lvl 20, 36 PP;	4d10

Leader and mother of the hive, the Alien Queen has three duties which empowers the hive. First she lays eggs to provide the hive with further workers, warriors, and the occasional new queen to spread the influence and power of her species. She also guides and co-ordinates the actions of the hive, making the workers and warriors much more efficient. Then third, she uses her significant psionic abilities to draw prey to the hive, calling them as they sleep from a wide area.

Starting as a Facehugger within one of the leathery eggs, like any other of her kind, her life becomes different from the others of her kind as her gestation inside the host is longer than that of workers or warriors, six to seven days as opposed to two days for the "lesser" creatures. After the maturation of the embryo, the chestbuster makes its appearance with usual consequences to the host (see the **chestbuster** for details). This chestbuster is a little different in appearance than the ones which grow into workers or warriors, having usable arms and bring a little smaller, but for game purposes, the queen-to-be can use the same statistics for the chestbuster given. She now spends the next few days to week or so in the form of a growing, evolving chestbuster until she matures into the PRINCESS stage.

As a PRINCESS, she is treated as royalty. Any Alien will obey her as they do the Queen, unless ordered otherwise by the Queen. If alone, she can hunt for prey herself better than a worker and in fact as well or better than a warrior, though she is not as tough as the bred fighters initially. Progression through the Princess stage will take from between one to up to seven days per hitdie to grow into the IMMATURE stage when growth of her eggsac begins.

Almost all ($\frac{3}{4}$) growth at the IMMATURE stage goes into her eggsac. She loses her mobility as the eggsac grows (cannot run and no longer has freedom or motion on non-floor surfaces if attached and lose 10 ft of speed per HD of growth while attached. With the approach of the end of this stage she cannot move at all without assistance. She is the prisoner of the eggsac. At this stage her mental abilities begin and she can begin to use her highly acidic spittle as a spray to help defend herself in her less mobile state. Adding one to four HD per day of growth, she is soon to the next stage and ready to found her own colony.

She is now a NEW QUEEN, immobile but now served by workers and warriors given to her as a "dowry" of sorts by her mother. Carried by her new entourage to the already scouted site of her new hive, she now settles down to her Duty to her eggs. By this time, she can lay eggs at the rate of two to four a day. Her mental abilities are increasing and she can now call prey to her and her hive. Her growth is still fast, about $\frac{1}{2}$ HD per day, as always varying with environmental factors.

The next stages of growth, ESTABLISHED and MATURE, feature the slowing of her growth as more and more of her energy is dedicated to egg production. Her abilities increase and she is a force to be reckoned with. Finally as a MATURE herself, she can produce her own princesses and spread her kind's power even more widely. She lays more and more eggs and her growth slows to almost nothing as she fulfils her potential. This can take a year or more for each of these stages.

If she lives long enough, she may become the QUEEN MOTHER. There can be only one QUEEN MOTHER, and there will be one. Should the existing Queen Mother die, all the other mature Queens instinctually know and will telepathically choose a new one among them to fill this role. Only in this way can one slow the egg production to the point that growth to this stage becomes possible. Upon reaching the required size and abilities, she once again becomes an egg machine, gaining further size very slowly, perhaps one HD per year.

COMBAT

If the Queen has to fight the hive is in trouble as is whatever threatens it. She will do whatever it takes to beat off the attacker, including sacrificing Herself by loosing herself of her eggsac and joining the fight physically. She can and will order her eggs to disgorge a horde of facehuggers to overwhelm the foes with their acid. If they can “take” the foes, so much the better.

A queen tied to her eggsac is at a severe disadvantage in combat. Her mobility is almost nil, she may adjust her body only by 5’ per round from side to side, the eggsac is immobile. She may use her attacks on any foe who gets within reach but while attached but her tail is unusable as a weapon. Her claws and bite are just as deadly as always as is her spittle and her mental attacks.

Because the Queen is immobile, any attack upon her gives the attacker the advantage of selecting to attack either the Queen herself or her exposed eggsac, at their option. Treat the Queen’s main body as detached as far as AC, and HPs are concerned. The queen dies if her main body is killed, even if the eggsac still has HPs. (Note, however that her healing is much faster when attached. This makes “killing” the eggsac desirable, especially given its vulnerability.)

ACIDIC SPITTLE

In combat the queen may spray a cone of her acidic spittle as an attack. The specifics of the cone vary by stage as follows:

Stage	Frequency	Cone Size Length/width	Damage	Save DC
Princess	3d6 rnds	30ft/10ft	4d6	16
Immature	2d8 rnds	30ft/10ft	6d6	18
New Queen	2d6 rnds	40ft/10ft	8d6	20
Established	2d4 rnds	50ft/20ft	10d6	24
Mature	1d6 rnds	60ft/20ft	12d6	26
Queen Mother	1d4 rnds	70ft/30ft	15d6	28

ACID BLOOD

For any physical attack causing damage to an Alien, there is a chance for “splash damage” from the acid blood.

Choose from the options given in the OPTIONS section below.

ALIEN BITE

If an alien hits with both claw attacks, the alien may make a special bite, using its “inner mandibles”. This attack is instead of the regular bite and allows a REF save by the victim against DC 15. This attack does damage given below:

Stage	Damage
Princess	3d6+4
Immature	3d6+6
New Queen	3d6+8

Established	4d6+11
Mature	4d8+12
Queen Mother	8d8+13

DETACHMENT

If her eggsac is seriously threatened (under serious attack), or if the situation demands it, the Queen may sacrifice herself by detaching herself from her eggsac. This transforms her into the “detached” form but she will die within 2d4 days after detachment due to trauma suffered in the process. The detachment process takes 1d4-1 rounds to complete. During this time treat her as stunned, she cannot attack, cannot defend herself and her DEX bonus becomes -3. After detachment, treat her as raging. This rage lasts for 1 minute per detached HD the Queen has. While raging, the Queen loses her mental attacks and her spittle damage is doubled. Note the detached Queen takes any damage her main body has taken while attached (if any) with her into the detached form. After detachment, her body has a reserve eggsac containing 2d3 of the “emergency” eggs. (See **eggs** for details) This allows her the last chance to try to establish a new colony before she dies.

IMPROVED GRAB

To use this ability, the Queen must hit by a claw attack on a prone victim. It can be used with opponents up to the same size as the warrior. If it gets a hold, further attacks on that victim are at +2. Should both claws hit, the victim also loses any DEX bonus to AC.

INTIMIDATING DISPLAY

If within 10 feet of a foe, the alien may put on a display of its inner mouth in a frightening display of power. Treat this as an Intimidation check.

MENTAL ABILITIES

See the Psionic Abilities chart for list of abilities and power points by stage.

These abilities are usable only when “attached”.

M 0th Missive (but range of 5 miles per “stage”.)

send a telepathic message of up to ten words to any living creature within range. (range normally 75 feet, 25feet plus 5 feet per two levels – She needed more than that to match movie) 1 pp cost. Will negates.

PC 1st Prey Call (Range of 10 miles per stage.)

Plant a compelling attraction in the mind of all intelligent subjects within range. level. Normal range is as above. 1 pp cost. Will negates, works only on last 2 hours per sleeping subjects.

De 1st Demoralize

fill your enemies with self-doubt. -1 to saves, attacks, and skill checks for 1 minute per level to range of 20 feet per level. many creatures, no two of which may be more than 50 feet apart. 1 pp cost. Will negates.

LM 1st Lesser Mindlink

Forge a telepathic link with one willing creature with INT of 6 or higher which is initially within 30 feet. Works over any distance. Allows communication but not influence or compulsion. Lasts 10 minutes per level. 1 pp cost. Will negates.

BL 2nd Brain Lock

Subject's mind is locked away. Subject may defend himself, but cannot otherwise move. Cannot flap wings, cannot cast spells, cannot use psionics, etc... Range of 200ft. duration 1 round per level. 3 pp cost. Will negates

S 2nd Suggestion

As spell of same name, basically. Range of 50feet, duration 1 hour per caster level or until suggested task completed. 3 PP cost. Will negates.

LD 3rd Lesser Domination

As domination below except that subject must share a language with caster. cost is 7 pp. Will negates. note that I think Mindlink should allow later domination...

ML 3rd Mindlink

as lesser mindlink except costs 5 pp and allows link to up to one creature per level. All must be within 30 feet of each other. Will negates.

Do 4th Domination

Establish telepathic link with one medium sized or smaller humanoid and take control of subject's actions. If no common language, only general (attack, go there, etc) commands are allowed, otherwise, total control is gained. Range of 20 ft.per caster level. Duration 1day per caster level. Will negates, costs 7 pp.

FM 4th Forced Mindlink

as lesser mindlink except subject can be unwilling. Costs 7 pp. Will negates.

GD 5th Greater Domination

as Domination except no common language is needed. Costs 9 pp. Will negates

other than the use of these psionic abilities, treat as a non-psion.

REND

If both claws hit, the great strength of the Queen can be used to try to pull the victim apart. See the Face and Reach / Special table for damage automatically done.

ROYAL JELLY

Alchemists and Wizards are just now investigating the properties of the potent jelly contained in the eggsac of a Mature Queen. Even in its raw form it is a powerful, yet unpredictable potion-like substance. When purified and processed properly, it can be used to produce powerful potions. But it carries a danger along with the power.

When eaten, a character must make a FORT save against DC 15 to use the following table otherwise treat as Dark Reaver Poison (DMG p. 80 : 2d6 CON / 1d6 CON, 1d6 STR) with an initial failure on save.

If the save is made, roll for each of the following benefits and penalties.

Eaten raw, a handful of the jelly can have the following benefits:	And penalties:
Added 1d8-2 STR	Lose 1 STR per hour for 1d8 hours
Added 1d6-2 DEX	Lose 1 DEX per hour for 1d6 hours
Added 1d8-2 CON	Lose 1 CON per hour for 1d8 hours
Added 1d6-2 WIS	Lose 1 WIS per hour for 1d6 hours
Added 1d6-2 INT	Lose 1 INT per hour for 1d6 hours
Added 1d6-2 Natural Armor for 1d6 hours	Lose 1d6 CHA for 1d8 hours after benefit elapses
Added 1d4-2 Psionic Effects for 1d6 hours	Lose 1d6 INT for 1d6 hours after benefit elapses
Added 1d4-2 points of FAST HEALING for 1d12 hours	Lose 2d6 HP for 1d6 hours after benefit elapses

(an adjusted roll of <1 means that effect is not gained but penalties still may take effect.)

Penalties may drop state below original values...

All stats go back to normal beginning in 1d12+12 hours at rate of 1 per hour.
Each time the jelly is used after the first, the user receives a +1 to the FORT save.

If the FORT save succeeds, in addition to the effects above, a WILL save must be made. If this save is made, all is well. If this save fails, whatever action the character makes next will do repeated exactly until the royal jelly wears off when the character's stats return to normal.

Psionic effects rolled as a minor Dorjes but on a roll of 100, make that roll on the medium column. If an additional 100 is rolled, make the roll on the Major column.
This gives a single use of that power. Assume caster level of $((\text{Character level} / 2) + \text{WIS bonus})$

No potions exists as of this writing, but studies look promising.
It appears many Psionic effects may be granted by proper use of the jelly as well as existing potions which may be duplicated by using the jelly as a base for the potions, those which grant physical bonuses in particular.

Potions must be made by a create item spell as well as with an alchemy skill of no less than 8 to perform this creation, you would also need an alchemist tool set worth no less than 5000gp to attempt to filter and duplicate the potions abilities from the queens jelly.

Value of 100 gp per dose of raw jelly.

Figure 1d6 doses per hp of the eggsac. With 78 hps average in the new queen's eggsac, that is over 270 doses of the jelly if properly handled, worth 27000gp.

STEALTH

Racial bonus of +10 to hide and move silently (included above)

Additional Racial bonus of +10 to hide within it's own hive. (not included above)

Aliens can have no classes (but see parasitical knowledge option).

SECTION Options.

Acid Blood options.

Since Acid Blood is such a key feature of these creatures, it is important to model it. Knowing different DMs will want more or less detail and complications in this feature, I will give several options to that method already given above.

ACID BLOOD

MY SUGGESTED METHOD – “DOCUMENT METHOD” (Normal Power)

For any physical attack causing damage to an Alien, there is a chance for “splash damage” from the acid blood.

Count only that damage which gets through DR.

Use the amount of damage done in the attack as the DC for the save of the melee weapon doing the damage modified as necessary if a masterwork or magical weapon.

Use the amount of damage done in the attack as the DC for the REF saving throw for all those within 5 feet of the creature hit modified as below

(Optional : Modify the DC and subsequent damage by $\frac{1}{2}$ if using bludgeoning or piercing weapons.)

Double the DC and damage possible if the Alien is above the victim.

Damage from acid splash is 1d6 per 6 points of damage done by attack causing splash (round down) for a maximum of 10d6. .

Armor and possessions must be checked on a failure

Any item must make a save vs the DC of the amount of damage done.

A masterwork weapon gets a bonus of +5 to the save (this does not stack if also magical.).

A magical item gets a bonus of +10 per +1 of enhancement.

(So a +1 weapon has a +10 to the save, a +2 weapon has a +20...)

Failure destroys the item.

(Note a natural 20 is an automatic save, a natural 1 is an automatic failure...)

Floor and surroundings must be checked as well for results of acid damage. This could be nasty if fighting on a bridge for example.

(note this is toned down quite a bit from the movies, (and the original version of this rule) but if you get a BIG hit, you could be in trouble...)

ACID ONLY ON DEATH

Instead of acid spilling on any wound of an alien, make the acid attack only as the result of the death of an alien.

(this is supported by the movies...)

ACID ON CRITICAL OR DEATH

As above, but also make an acid attack on a critical hit or Alien Death.

(This also makes sense.)

FIXED DC

Instead of a DC which varies with the severity of the wound to an alien, Use a fixed DC instead. Say a 15 on a worker or hugger, an 18 on a warrior, and say a 16 + 4 per size above medium for the detached Queen ...

(this should be used with the optional rules above.)

FIXED DAMAGE

Instead of scaling damage from the acid splash against the severity of the wound causing the splash, Use a rate of 1d6 + 1d6 per size category above small. The hugger and buster would be 1d6, worker 2d6, warrior 3d6, etc.

(this should be used with the FIXED DC above...)

PROTECTION EFFECTS

When applying damage to a character due to a failed REF save, first subtract the character's AC-10 from the damage. I.e. AC 21 would reduce damage to the character by 11 points.

(I actually recommend using this rule.)

NO REF SAVE

Do not make a REF save. The acid automatically attacks anything/anyone within 5 feet. (This one I do not recommend, but it does reduce the number of rolls...)

SINGLE ROLL PER ROUND

Do only one Acid Blood check per round. Use the DC of the total of all the damage done to all the aliens within 5 feet of the character checked. Weapons check against the total of all damage done to an alien by that weapon. Both these should have a max of DC60...

Or this can be used with the Fixed DC option above...

(This can make the DC very bad, but reduces the number of rolls... Use this if you REALLY want to reduce the number of rolls in combat – but don't mind the rolls required to generate new characters...)

Use of the PROTECTION EFFECTS rule above with this one is recommended to prevent said rolling of new characters)

REDUCED MAXIMUM DC

In rule above, but make maximum DC say 35 or so. (This makes acid less dangerous)

ACID DAMAGE TO WEAPONS AND POSSESSIONS

(This rule incompatible with **PROTECTION EFFECTS** above)

Use the "Strike an Object" rules in the PHB (pp 135-136) to attack the weapon, armor, or object applying damage per those rules. Note that ACID damage is halved per these rules.

Additional Options: Since this acid is so powerful, I recommend this particular acid not be halved for damage...

The weapon or ammunition doing the damage to an alien is automatically "hit" and then is damaged using the existing rules...

Use the following values for armor since there are none in the PHB tables:

Armor	Hardness	Protection	Durability
Padded	1	6	3
Leather	2	6	4
Hide	2	7	5
Studded Leather	3	6	8

Chain Shirt	5	5	6
Scale Mail	7	5	11
Chain Mail	5	7	10
Breastplate	10	6	10
Splint Mail	6	7	12
Banded Mail	6	8	13
Half Plate	10	8	16
Full Plate	10	10	20

Hardness is subtracted “off the top” of damage done to the armor and character per existing rules.

Remaining damage is applied to the armor’s durability and protection.

Protection is used to reduce the damage to the wearer. Any damage in excess of this value is applied to the character. This is a measure of body coverage by the armor.

When the Durability is exceeded, the armor is useless (but still adds weight, and other penalties until removed....

The values above are modified as follows:

Modifier	Hardness	Protection	Durability
Adamantite	x 2	x 1.33	x 1.33
Mithril	x 1.5	x 1.0	x 1.0
Masterwork	x 1.25	x 1.25	x 1.25
(Magical bonus +10 per “plus”		+ 50% to HPs per “plus” of item).	
+1	+10	x 1.5	x 1.5
+2	+20	x 2	x 2
+3	+30	x 2.5	x 2.5
+4	+40	x 3	x 3
+5	+50	x 3.5	x 3.5

(this table should also be used to modify weapons exposed to acid.)

EXAMPLES of ACID BLOOD Mechanics

For these examples, I will use the same characters. These characters are all Iconic characters from the book Enemies and Allies from WOTC. The Aliens will all be average unless otherwise stated.

I’ll present the same situation using different rule options and where possible, the same rolls. That will contrast the different rules and help you to choose which combination you think is best.

Normally only the attacks made on the Aliens will matter. Misses will also not matter, so the characters will be very lucky.

First up, Tordek, Dwarf Fighter 5 standing toe-to-toe against a single Alien worker.

First I’ll use the original rules.

R1

Tordek gets a hit on the Alien and does average damage with his +1 dwarven waraxe (11 points). This is reduced to 7 points due to DR 4/-, so the worker is reduced to 27 hps. Tordek's Axe must save vs DC 7. His +1 waraxe has a +10 to this roll so only a 1 would destroy it, even though it has just been dipped into concentrated acid. It makes it easily. Tordek must make a REF save vs DC 7. His +3 makes this easy (4 or better). Even if he misses it, he takes 1d6 (7/6 round down) or an average of 3.5 hps. If he misses his save, his armor and shield must save vs DC 7. With a +10 this should not be a problem.

R2

This time, Tordek gets a critical hit on the Alien, this time for an average roll again, so $3 \times 11 = 33$. The DR reduces this to 29, but the worker, already weakened by the previous hit, is killed by the accurate blow.

Now his axe is in trouble. Its +10 is matched against a DC of 29. It will take a 19 or 20 to save it.

Tordek too is in trouble. He also needs a 20 to save on his REF save. If he misses (likely!) he will take 4d6 hps (an average of 12). His armor and shield (and any possessions at the DMs discretion) will have to use this as the DC to save against. His armor and shield are both +1 so each has a +10 against a DC 12, saving on a 2 or above. Only a 1 will destroy either item.

PB

In this fight, Tordek has lost his axe, has taken 12 damage himself, and has lost no other equipment.

Shall we try the same situation with the "Strike a Weapon" rules from the PHB (pp 135-136) Tordek's waraxe is a large hafted weapon. It is a +1 so it has a hardness of 6 (5+1). It has 16 (15+1) hitpoints.

R1

Same hit for 11 points.

Tordek's axe is magical so it gets a save bonus of $+(2 + \frac{1}{2}(\text{caster level}))$ or $=(2 + \frac{1}{2}(3))$ or +4.

This is better than Tordek's REF bonus, so it uses its own save bonus, not the dwarf's. Against the DC of 7, a 1 or 2 on a d20 will damage it. Since acid deals $\frac{1}{2}$ damage to objects, if it misses, you apply $\frac{1}{2}$ the damage to the hardness (5-6) so it takes no damage.

Tordek has the same REF save, I won't repeat it. If he fails, he takes 1d6 damage from an acid splash per round of exposure. I suppose making the acid last 1 round per 6 hps causing the splash will work and will match the movie. This will also get the armor off if you rule the damage ends if the armor is removed... I actually like this, it works.

There is no way to attack the armor, (find the rules in the books and win a prize... kidding on the prize, but I do challenge you...) but the shield can be.

Its saving throw is the same as the axe but with an added bonus of +5 due to being in a hand, thus being able to be moved out of the way. I think I am justified in discarding this, the idea is to use the shield to protect yourself, not save the shield by moving it out of the way... Its save is the same as the axe, as is its hardness. It also takes no damage.

R2

Same hit for 33 points.

The axe saves on a 20. If it fails, it takes $(16-6)=10$ points of damage of its 11 hps. It has taken more than $\frac{1}{2}$ of its hitpoints so its save for breakage worsens by 2 for the future.

His armor is invulnerable per the rules, despite being splashed by acid... His shield takes the 11 hps of its 16 and has 5 left. It too now has a heightened breakage...

Tordek takes 1d6 of the total of 5 rounds worth until he removes his armor...

PB

Tordek's axe and shield are both heavily damaged, his armor is doing him damage each round up to his total up to 5d6.

COMPARISON

Roughly the same results. The axe is ALMOST destroyed, as is his shield in the PHB method. This is compared to his axe being destroyed and shield being undamaged in my method. The "Document method" (DM) is somewhat easier, but the PHB method is somewhat more detailed. Rolls are about the same in number, there is less record keeping in the DM. These are about equal.

Lets look at decreasing the number of rolls. I'll do this by using the ACID ON CRITICAL OR DEATH option along with the FIXED DC and FIXED DAMAGE options. Since I am using a worker, the DC will be 15 and damage 2d6 or 7 hps.

R1

No additional rolls for acid needed as no criticals or deaths are scored.

R2

An Alien died as a result of physical damage, so Tordek makes a save vs DC 15 (a +3 saves on a 12 or better.) His axe saves on a 4 or better. Tordek can laugh off the 7 points of damage (he has 47 hps)

(combining these options with the PHB method makes the axe save vs DC 7 but with a +4 to the save. It will save on a 3 or better. If it fails, it soaks off 6 of the 3 points of damage and is not harmed. The acid from a worker can harm a normal (non-magical) hafted weapon only on a roll of 12 on the acid's damage, doing a single point of damage to the weapon. Full metal weapons (swords, etc) cannot be harmed at all. A +1 weapon is also impossible to damage.)

This decreases the rolls, but you may as well not even bother with it at all. It is so unlikely to do anything meaningful, even to weak characters...

OK, my **ACID DAMAGE TO WEAPONS AND POSSESSIONS** option deserves an example or two.

First, lets use the same situation as the previous one, this time with the armor being threatened. I'll use the acid "full strength".

Tordek's +1 large wooden shield will have a hardness of 15 and 22 hps. His +1 full plate has a hardness of 20 and a protection of 15. It has 30hps.

R1

No criticals or deaths, so no acid...

R2

The difference here is that Tordek has to save vs DC 29.

His waraxe has a hardness of (5+10) so this is subtracted from the damage it takes. 14 points are applied to its hitpoints of 15 (10*1.5 per my rules re magical durability) so it is badly damaged but still usable.

Tordek needs a 20 to not be splashed. Assuming he is hit (a good chance), the shield loses 14 of its 22 hps. His armor's hardness and protection saves Tordek from damage but the armor is damaged by 29-20=9 hps of its 30 hp total. It has 21 hps left.

Tordek has taken no damage himself but his axe is heavily damaged as well as his shield and armor taking damage.

This is VERY similar to using the Document Method, but is slightly more complicated. It does give more detailed results, so if a little paperwork is ok to you, go for it.

NOTE ON ASSUMPTIONS MADE, ALIEN TACTICS, ETC.

- 1) WATCH THE MOVIES for much information on how to handle these creatures.
- 2) Visit <http://www.geocities.com/Area51/Corridor/3119/> (The Anchorpoint Essays) and <http://cse.unl.edu/~jraises/aliens/manual.htm> (WY Aliens Manual)

These two sites along with several other sites on the web give much good information to someone who wants to run these creatures.

Note that some of the assumptions I have made about the creatures (especially the Hive Mind and related Psionics vs the pheromone-based assumptions on the web sites) are not the same, but there is a GREAT deal of useful stuff on these two sites.

One point not really explicit in the movies is the fact that sentries the Aliens set around the hive are there not to stop someone from getting in but rather to make sure no one leaves. Anyone causing mischief inside the hive or anyone making it to the queens chamber will trigger the kind of reaction as shown in the first battle scene of the second movie. Intruders will be swarmed from all sides and will be harassed all the way out. They will be treated as hosts and captured if possible but definitely not allowed to leave if at all possible.

The Aliens will use the element of surprise and their mobility to the best effect. Their surprise is uncanny, mainly because of their psionic abilities giving them the ability to know when the enemy's attention is elsewhere, allowing them to know when to lay still and when to move. When they do attack it will be using their speed. The fear caused by their presence, and just swarming the enemy with their numbers, all working together due to the hive mind. Their aim is always capture, if at all possible for new hosts for the hive. Their hive mind also means their memories are shared. The area known to the hive is known to all the members, as with all knowledge.

In attack, the warriors will go first to weaken the enemy. Then the workers will come to try to capture and transport back to the hive any enemies which fall. The poison in their tails will be used on any still resisting victims.

Warriors mainly attack with their claws. If the enemy is grasped and held, the mouth attack will be used to finish a foe, but normally the bite is rarely used. While the tail also makes a good weapon, it is used rarely, but can and will be used for attacks, for trips, as well as for balance.

I am inclined to agree with the "battery" system as an explanation of the creatures' physiology. This theory explains the presence of acid in the blood (as in the acid in a storage battery) and also why the creatures seem to like to nest near a power source as they absorb energy from any source of power.

For this reason I would recommend stocking the hive with shocker lizards or (at the extreme) a Blue Dragon, either as a captive or as an ally. A wand of Lightning (if its use is known to the aliens as it could be if the owner is "taken" and a newborn is produced) would be useful to the hive as well. The absence of electricity may slow their rate of growth or something else at the discretion of the DM. I'd suggest that a hive with a source of power be larger numerically, with larger individuals and perhaps other advantages.

When the Aliens "Awaken" in the movies, going from hidden inactivity to an active state, they seem to take a few seconds to "wind up" or "get to speed" so to speak. This could be the fact that they are sizing up their opponents mentally and perhaps letting their "fear aura" work before rushing into battle. Sensing the opponents' capabilities, plans, and mental state would go a long way towards victory. They would know who to go after first, be aware of any traps planned, and know how best to counter any weapons about to be employed against them. Not rushing in would give them a tactical advantage in this case.

Most D&D magic uses a verbal component. For this reason almost all magic is beyond the capabilities of the aliens. It is impossible for them to speak, so “no magic for you”. For this reason I have been forced to look heavily at the Newborn of Alien Resurrection (the 4th movie). My assumption is that the Newborn is not a freak accident caused by the cloning but rather a deliberate attempt by the aliens to produce a member closer to the “prey race” to enable the use of that prey race’s technology against itself better. This fits with the DNA mixing, the idea of the Aliens as an adaptive biological weapon, and the D&D universe. If the prey’s technology (magic) requires speech, the queen can produce members with that capability for the purpose of utilizing that technology to further serve the hive. This is the idea behind the Newborn Template. I have tried to match the movie, but certain liberties have been taken as well. Newborns should be rare and should be produced only by old, powerful queens.

I feel that my use of psionics is quite justified in the movies as well as very justified with what I have been told of the books. I may go back and up-power this somewhat, but this may be an option.

The acid blood is the key to the Aliens. This more than anything else defines them as alien and presents the greatest challenge to the players. A party which rushes in with axes and greatswords swinging will soon discover they must change their tactics. How you as a DM handle this will define the entire experience. If you want these to be just another creature on the list of many, perhaps memorable because of their speed and maneuverability you can minimize the danger of the acid. If you want the player to have the full experience of the creatures, then use one of my stronger suggestions. Just be careful you don’t accidentally kill them off...