CATERWAUL

Medium-Size Magical Beast
Hit Dice: 4d10+8 (30 hp)
Initiative: +6 (Dex)
Speed: 50 ft (on two legs) or 80 ft (on four legs), climb 20 ft
AC: 18 (+6 Dex, +2 natural)
Attacks: 2 claws +6 melee, bite +4 melee
Damage: Claw 1d4+2, bite 1d6+1
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Screech, pounce, improved grab, rake
Special Qualities: Scent, increased speed, darkvision 60 ft, low-light vision
Saves: Fort +6, Ref +8, Will +2
Abilities: Str 14, Dex 22, Con 15, Int 7, Wis 12, Cha 6
Skills: Balance +12, Climb +14, Hide +10*, Jump +7, Listen +6, Move Silently +12, Spot +6
Feats: Multiattack

Climate/Terrain: Temperate forest and mountain
Organization: Solitary
Challenge Rating: 3
Treasure: No coins; double goods (gems only); no items
Alignment: Always chaotic evil
Advancement: 5-12 HD (Medium-size)

The caterwaul is a vicious feline-like, bipedal creature. It has short midnight blue fur, yellow eyes, and a long catlike tail. It makes its home in caves, and litters it with twigs and rushes.

COMBAT
The caterwaul begins combat by utilizing its screech attack. After that, it uses its claws and bite attacks each round. A caterwaul will fight to the death.

Screech (Su): 3/day, 60-foot spread, the caterwaul can emit a high-pitched screech that deals 1d8 points of damage to anyone hearing it. A successful Fortitude save (DC 14) negates the damage.

Pounce (Ex): If a caterwaul leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the caterwaul must hit with its bite attack. If it gets a hold, it can rake with its claws.

Rake (Ex): A caterwaul that gets a hold can make two rake attacks (+6 melee) with its claws for 1d4+2 damage each.

Increased Speed (Ex): The caterwaul can increase its base rate of speed by dropping to all fours. It can maintain this increased speed for a number of rounds equal to its Constitution score. After that it must succeed at a Constitution check (DC 10) each round to maintain its pace. The DC increases by 1 for each check made. When the check fails, the caterwaul cannot use this ability for 10 rounds, and cannot move any faster than its base rate of speed (60 ft.). It may run in either mode using the normal rules for running (see Run, page 127 in the Player's Handbook).

Skills: The caterwaul receives a +4 racial bonus to Balance, Hide, Listen, Move Silently, and Spot checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.