SQUEALER

Large Beast
Hit Dice: 12d10+24 (90 hp)
Initiative: +2 (Dex)
Speed: 40 ft, climb 30 ft
AC: 14 (-1 size, +2 Dex, +3 natural)
Attacks: Bite +14 melee, 2 claws +9 melee
Damage: Bite 1d8+6, claw 1d6+3
Face/Reach: 5 ft by 10 ft/5 ft
Special Attacks: Improved grab, tear, rake
Special Qualities: Sound imitation
Saves: Fort +10, Ref +10, Will +5
Abilities: Str 23, Dex 15, Con 14, Int 2, Wis 12, Cha 10
Skills: Hide +0*, Listen +8, Spot +8
Climate/Terrain: Temperate and warm forest
Organization: Solitary or gang (2-4)
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: 13-17 HD (Large); 18-36 HD (Huge)

The squealer is a large, bulky, fierce creature found in the forests. It is about the size of a large gorilla and is fearless, even attacking prey that is larger than it. A squealer’s fur is long and yellowish-green in alternating splotches. It has hunched shoulders and a forward-thrusting pig-like head. Razor-sharp teeth line its mouth. Its forelimbs, each about 4 feet long sprout from its body; three from the hunched back and the other two from high on the hindquarters. A fifth limb, about 4 feet long, grows from the middle of its back. This limb can be turned forward or rearward. All five of its limbs are prehensile and end in sharpened talons.

COMBAT
The squealer attacks using its bite and claws. One of its favorite tactics is to hide in a tree, grasping a limb with three of its claws. When prey passes beneath it, it swings head down to bite and claw. If it can grapple its prey, it drops on its prey, raking with its hind legs.

Improved Grab (Ex): To use this ability, the squealer must hit a Medium-size or smaller creature with two claw attacks. If it gets a hold, it tears the flesh.

Tear (Ex): A squealer automatically hits a held opponent with all its melee attacks each round it maintains the hold.

Rake (Ex): A squealer that attacks from the trees and leaps on an opponent can make two additional claw attacks for 1d6+3 points of damage each.

Sound Imitation (Ex): The squealer can mimic any animal or beast sound it has heard. It does this whenever it likes. Listeners can detect the ruse with a successful Will save (DC 16).

Skills: The squealer receives a +12 racial bonus to Hide checks when in forested areas.

The squealer first appeared in the 1e MM II (Gary Gygax, 1983).