

CATERWAUL

Source: 1e *Fiend Folio*.

The caterwaul is a feline predator that is exceptionally fleet of foot and as intelligent as a human. A caterwaul is capable of moving either on only its hind legs, keeping a more upright posture, or on all fours, allowing it to move with astonishing speed.

Scattered Prides: Caterwauls prefer a solitary existence except when mating, but live in loose prides scattered over a wide area. When one caterwaul encounters trouble, its packmates sometimes respond to its wails. What first appears to be an encounter with a single caterwaul can sometimes quickly turn into an encounter with the entire pack.

Caterwaul Runner

Medium natural magical beast

HP 68; **Bloodied** 34

AC 20; **Fortitude** 17; **Reflex** 21; **Will** 16

Speed 10

Level 6 Skirmisher

XP 250

Initiative +11

Perception +11

Low-light vision

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +11 vs. AC.

Hit: 1d10+7 damage.

(melee) Running Attack * At Will

Effect: The caterwaul moves up to 5 squares.

Attack: Melee 1 (one creature); +11 vs. AC.

Hit: 1d10+9 damage, the caterwaul pushes the target 1 square and the target falls prone.

(close) Unnerving Caterwaul (fear) * Encounter

Attack: Close blast 4 (enemies in the blast); +7 vs. Will.

Hit: The target is weakened (save ends).

MOVE ACTIONS

Astonishing Reflexes * At Will

Effect: The caterwaul shifts up to 5 squares.

Skills Stealth +14

Str 17 **Dex** 23 **Wis** 16

Con 12 **Int** 12 **Cha** 15

Alignment unaligned

Languages Common, Caterwaul

Caterwaul Pouncer

Medium natural magical beast

HP 76; **Bloodied** 38

AC 23; **Fortitude** 18; **Reflex** 21; **Will** 18

Speed 10

Level 7 Soldier

XP 300

Initiative +10

Perception +11

Low-light vision

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 2d6+1 damage.

(mbasic) Claws * At Will

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 1d8+3 damage.

Swift Attacks * At Will

Effect: The caterwaul pouncer uses *bite* and *claws* at the same target. If both attacks hit, the target falls prone.

(close) Unnerving Caterwaul (fear) * Encounter

Attack: Close blast 4 (each enemy in the blast); +8 vs. Will.

Hit: The target is weakened (save ends).

MOVE ACTIONS

Leap Away * Encounter

Effect: The caterwaul pouncer jumps 3 squares without provoking opportunity attacks. It gains a +2 bonus to AC and Reflex until the end of its next turn.

Skills Stealth +14

Str 20 **Dex** 20 **Wis** 16

Con 12 **Int** 10 **Cha** 12

Alignment unaligned

Languages Common, Caterwaul

Relentless Caterwaul

Medium natural magical beast

HP 206; **Bloodied** 103

AC 24; **Fortitude** 20; **Reflex** 25; **Will** 21

Speed 10

Saving Throws +5; **Action Points** 2

Level 10 Solo Skirmisher

XP 2,500

Initiative +14

Perception +13

Low-light vision

TRAITS

Relentless

At the start of the caterwaul's turn, it loses the dazed, immobilized, slowed or stunned condition. If it is dominated, the caterwaul takes its normal complement of actions and then the creature dominating it chooses one action for it.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 3d8+5 damage (or 4d8+5 damage if the relentless caterwaul is bloodied).

Sprinting Attack * At Will

Effect: The relentless caterwaul shifts its speed and uses *bite* up to three times during this shift.

MOVE ACTIONS

Extraordinary Speed * At Will

Effect: The relentless caterwaul shifts up to 3 squares and gains a +4 bonus to speed until the end of its next turn. If it triggers an opportunity attack by moving before the end of its next turn, it can use *bite* against the creature making the opportunity attack as a free action.

Incredible Leap * Recharge 6

Effect: The relentless caterwaul jumps up to 5 squares without triggering opportunity attacks.

MINOR ACTIONS

(melee) Claw * At Will

Attack: Melee 1 (one creature); +13 vs. Reflex.

Hit: The target falls prone.

(close) Unnerving Caterwaul (fear) * Encounter

Attack: Close blast 4 (each enemy in blast); +12 vs. Will.

Hit: The target is weakened (save ends).

Skills Acrobatics +17, Athletics +12, Stealth +17

Str 15 **Dex** 25 **Wis** 16

Con 15 **Int** 12 **Cha** 18

Alignment unaligned

Languages Common, Caterwaul