

# 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.

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**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.

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**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).

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

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

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

**Alignment** unaligned

**Languages** Common, Caterwaul