

# HOWLING ABOMINATION

A howling abomination is a fearsome, unstable creature composed of great howling mouths and flailing tendrils. Though a howling abomination bears some superficial resemblance to a gibbering beast, it is of a completely separate, though equally alien, line.

Although howling abominations are intelligent, they do not communicate.

**Source:** Creature Catalogue 2.

## Howling Abomination

Large aberrant magical beast

## Level 11 Skirmisher

XP Value 600

**HP** 112; **Bloodied** 56

**Initiative** +11

**AC** 25; **Fortitude** 25; **Reflex** 23; **Will** 22

**Perception** +8

**Speed** fly 6 (hover), teleport 6

**Blindsight** 10

## TRAITS

**Frightful Howl** (fear) \* **Aura** 6

Enemies in the aura suffer a -2 penalty to attack rolls. Creatures that are immune to thunder are immune to this effect. Multiple frightful howls do not stack.

## STANDARD ACTIONS

**(mbasic) Focused Bite** \* **At Will**

*Attack:* Melee 1 (one creature); +16 vs. AC.

*Hit:* 3d6+9 damage.

**(m) Mass of Bites** \* **At Will**

*Attack:* Melee 1 (one, two or three creatures); +16 vs. AC.

*Hit:* 3d6+4 damage.

**(m) Teleporting Attack** (teleportation) \* **Recharge 4 5 6**

*Effect:* The howling abomination teleports up to 6 squares and makes a *mass of bites* attack.

## TRIGGERED ACTIONS

**(close) Death Warp** (teleportation) \* **Encounter**

*Trigger:* The howling abomination drops to 0 hit points.

*Attack (Free Action):* Close burst 4 (creatures in burst); +14 vs. Will; 2d12+8 damage and the target is teleported 1d6 squares in a random direction.

*Miss:* The target teleports 1d3 squares in a random direction.

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**Str** 23    **Dex** 18    **Wis** 17

**Con** 16    **Int** 9    **Cha** 14

**Alignment** chaotic evil

**Languages** -

## Howling Abomination Shifter Level 15 Controller

Large aberrant magical beast

XP Value 1,200

**HP** 144; **Bloodied** 72

**Initiative** +12

**AC** 28; **Fortitude** 26; **Reflex** 25; **Will** 29

**Perception** +15

**Speed** fly 6 (hover), teleport 6

**Blindsight** 14

## TRAITS

**Frightful Howl** (fear) \* **Aura** 6

Enemies in the aura suffer a -2 penalty to attack rolls. Creatures that are immune to thunder are immune to this effect. Multiple frightful howls do not stack.

## STANDARD ACTIONS

### **(mbasic) Focused Bite \* At Will**

*Attack:* Melee 1 (one creature); +20 vs. AC.

*Hit:* 3d6+13 damage.

### **(m) Mass of Bites (teleportation) \* At Will**

*Attack:* Melee 1 (one, two or three creatures); +20 vs. AC.

*Hit:* 3d6+5 damage, and the howling abomination shifter teleports the target up to 6 squares.

## MINOR ACTIONS

### **(area) Warp Zone (teleportation, zone) \* Encounter**

*Attack:* Area burst 2 within 20 (creatures in the burst); +18 vs. Will.

*Hit:* 3d8+5 damage and the howling abomination shifter teleports the target 3 squares.

*Effect:* The burst becomes a zone that lasts until the end of the howling abomination shifter's next turn. If a creature other than the howling abomination shifter starts its turn within the zone, the shifter may teleport it 3 squares.

*Sustain Minor:* The zone persists until the end of the howling abomination shifter's next turn.

## TRIGGERED ACTIONS

### **(close) Death Warp (teleportation) \* Encounter**

*Trigger:* The howling abomination drops to 0 hit points.

*Attack (Free Action):* Close burst 4 (creatures in burst); +18 vs. Will; 3d12+7 damage and the target is teleported 1d10 squares in a random direction.

*Miss:* The target teleports 1d4 squares in a random direction.

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**Skills** skill modifier

**Str** 21    **Dex** 20    **Wis** 17

**Con** 16    **Int** 9    **Cha** 25

**Alignment** chaotic evil

**Languages** -