

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

(basic) 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.

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.

Skills skill modifier

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

Con 16 **Int** 9 **Cha** 25

Alignment chaotic evil

Languages -