

Product Identity

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ARTEZLYAN SQUEALER

Tiny Animal

Hit Dice: 1d8 (6hp)

Initiative: +2

Speed: 30 ft. (6 squares), burrow 20 ft.

Armor Class: 13 (+2 size, +1 Dex), touch 13, flat-footed 12

Base Attack/Grapple: +0/-10

Attack: Bite +0 melee (1d4-2)

Space/Reach: 2-½ ft/0 ft.

Special Attacks: Sonic

Special Qualities: Low-light vision, Poison, Scent

Saves: Fort +2, Ref +1, Will +0

Abilities: Str 6, Dex 12, Con 14, Int 8, Wis 10, Cha 6

Skills: Hide +10, Listen +4, Move Silently +3, Spot +4

Feats: Alertness

Environment: Temperate forests or grasslands

Organization: Pack (12-40)

Challenge Rating: 1/2

Treasure: None

Alignment: Neutral

Advancement: 2-3HD (small)

Level Adjustment: -

The Artezlyan Squealer appears to be similar to a common badger, although slightly smaller. They typically have a slightly protruding set of front teeth and noticeably have a slightly larger hump at the shoulder.

Artezlyan Squealers are a moderately intelligent animal that typically hunt in small packs, although solitary Squealers are effective hunters as well. Given their intelligence, they are quite cunning in how they approach their prey often by effectively hiding in small bushes or high grasses while patiently waiting for their prey to approach. Given their burrowing speed, they may also coordinate attacks from their burrows surrounding their prey before the pack leader will initiate an attack by emitting the squeal that they are named for. Packs of Artezlyan Squealers have been known to kill other animals up to two sizes larger by coordinating surprise attacks against their prey.

COMBAT

An Artezlyan Squealer has a venomous bite but its more dangerous attack is the squeal that it can emit at its prey.

Poison (Ex): Injury, Fortitude DC 10, initial damage 1d2 Str, secondary damage 1d2 Str. The save DC is constitution based and includes a +2 racial bonus.

Sonic (Ex): Artezlyan Squealers can emit a high pitched squeal (hence their name) once per day as a free action. The effect of the squeal is extremely loud and disruptive and is a sonic attack in a cone shape 15 ft in length. Creatures caught in the cone take 1d4 sonic damage, fortitude save DC 10 negates the damage. Spellcasters caught in the squeal must take a concentration check at DC 15 to maintain concentration to cast a spell. A more challenging version of the squeal is when four or more Artezlyan Squealers squeal in unison. When at least four Artezlyan Squealers squeal in unison, the sonic damage increases to 2d4 sonic damage, fortitude save DC 12 to negate, and when an entire pack, numbering 12 or more squeals in unison, the sonic damage increases to 2d8 sonic damage, DC 16 to negate.

Skills: Artezlyan Squealers have a +6 racial bonus to Hide checks.

ARTEZLYAN SOCIETY

Artezlyan Squealers typically live in temperate forest areas but have also been known to live in temperate grassland areas that have suitable areas for their burrows. Their society is hierarchical in nature with one Artezlyan Squealer being the leader of the pack. A burrow will generally have a fairly even mix of both male and females and an equal number of immature Artezlyan Squealers. The poison contained in the shoulder hump of the Artezlyan Squealer is prized for its potential medicinal and alchemical uses in addition to its obvious use as a potential poison.

