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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 Arbezlyan 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.*

Arbezlyan 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 Arbezlyan Squealers have been known to kill other animals up to two sizes larger by coordinating surprise attacks against their prey.

## COMBAT

An Arbezlyan 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):** Arbezlyan 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 Arbezlyan Squealers squeal in unison. When at least four Arbezlyan 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:** Arbezlyan Squealers have a +6 racial bonus to Hide checks.

## ARBEZLYAN SOCIETY

Arbezlyan 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 Arbezlyan 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 Arbezlyan Squealers. The poison contained in the shoulder hump of the Arbezlyan Squealer is prized for its potential medicinal and alchemical uses in addition to its obvious use as a potential poison.

