



## Howler

*Model from CHAINMAIL Set 2*

### LARGE OUTSIDER (CHAOTIC, EVIL)

**Hit Dice:** 6d8+12 (39 hp)

**Initiative:** +7

**Speed:** 60 ft.

**AC:** 17 (–1 size, +3 Dex, +5 natural)

**Attacks:** Bite +10 melee, 1d4 quills +5 melee

**Damage:** Bite 2d8+5; quill 1d4+2

*Quill:* Reflex save (DC 16) or stuck: –1 attacks, saves, and checks. Removing quill deals 1d6 damage.

**Face/Reach:** 5 ft. by 10 ft./5 ft.

#### Special Attacks:

*Howl:* 100-ft. spread, creatures hearing the howl for 1 hour or more must succeed at a Will save (DC 12) or take 1 temporary Wisdom damage. Repeat each hour.

#### Special Qualities:

Outsider

**Saves:** Fort +7, Ref +8, Will +7

**Abilities:** Str 21, Dex 17, Con 15, Int 6, Wis 14, Cha 8

**Skills:** Climb +10, Hide +8, Listen +11, Move Silently +8, Spot +11

**Feats:** Alertness, Improved Initiative

**CR:** 3



### Combat Tracking for Multiple Creatures

hp: 39

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**CHAINMAIL**  
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