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## **ARTEZLYAN SQUEALER**

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.

***Pack Tactics.*** Artezlyan Squealers are capable of coordinating their attacks through hiding in small bushes or high grasses, or even by surprising their prey through initiating their attack from burrows from multiple sides. Packs of Artezlyan Squealers have been known to kill other animals up to two sizes larger by coordinating surprise attacks against their prey.

### ***Tiny Beast, Unaligned***

**Armor Class** 11

**Hit Points** 4

**Speed** 30 ft., burrow 20 ft.

<b>Str</b>	<b>Dex</b>	<b>Con</b>	<b>Int</b>	<b>Wis</b>	<b>Cha</b>
6 (-2)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	6 (-2)

**Skills** Perception +2

**Senses** Passive Perception +2

**Languages** -

**Challenge** 1/2 (100 XP)

**Pack Tactics.** Artezlyan Squealers have advantage on an attack roll against a creature if at least one of the Squealers' allies is within 5 feet of the creature and the ally isn't incapacitated.

## **ACTIONS**

**Bite.** *Melee Weapon Attack:* -2 to hit, reach 2 1/2 ft., one target.

*Hit:* 1 (1d4 - 2) piercing damage, and the target must make a DC 10 Constitution saving throw, taking 2 (1d4) poison damage on a failed save or half as much damage on a successful one.

**Squeal. (1X/Day).** The Squealer squeals a high pitched sound in a 15-foot cone. Each creature in that area must make a DC 10 Constitution saving throw, taking 2 (1d4) sonic damage on a failed save, or half as much damage on a successful one. 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 4(2d4) sonic damage with a DC 12 Constitution saving throw required, or half damage on a successful one, and when an entire pack, numbering 12 or more squeals in unison, the sonic damage increases to 8(2d8) sonic damage with a DC 14 Constitution saving throw required, or half damage on a successful one. A coordinated squeal will be initiated by the pack leader.