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[Oh, *Monster Manual IV*. It was widely reviled by the fan community at the time, and it does have some questionable decisions. The sample lairs, the 50 pages devoted to Spawn of Tiamat. But there's a fair amount of cool monsters to be found within it, and it's generally much better balanced than MMIII.]

Howler Wasp

CR 1 N Aberration

Hovering in the air is a creature with the head of a monkey and the body of a great insect. Its forelimbs are sickle-shaped claws, and venom beads from its stinger menacingly.

Howler wasps are the creation of an eccentric wizard, having been intended as guard animals but having escaped captivity and spread throughout the world. They are noisy and territorial creatures, and fight violently to protect their hives. Such hives are made out of thin layers of material similar to those of paper wasps, but this “paper” frequently contains bone meal and the hides of their victims as well as wood pulp and mud. Howler wasps are carnivores, and provision their larvae with ample supplies of meat to fuel their growth.

In combat, howler wasps typically seek to overwhelm an enemy with multiple attacks. They are intelligent enough to rely on flanking tactics, and several of them typically swarm the same opponent at once. If a howler wasp is overwhelmed, it frequently will spray pheromones on its aggressor. These chemicals are all but undetectable to most creatures, but inspire other howler wasps to even more furious violence.

Howler Wasp Queen

CR 6 N Aberration

This bloated, bear-sized creature has an insect-like body with the head of a baboon and claws like scythes. Its wings seem too small to lift it off of the ground, but they buzz furiously.

The queen of a howler wasp hive is not born different—instead, she climbs to her position through increased diet and by bullying her way to the top. Any howler wasp female can become a queen,

and failed queens are sometimes found roaming outside of a hive, having achieved their tremendous growth but being unable to destroy their rival. Howler wasp queens are rarely found outside the hive otherwise, and they are always attended by other howler wasps that feed with her, mate with her and rear her babies.

Howler Wasp CR 1

XP 400

CN Small aberration

Init +1; **Senses** darkvision 60 ft., Perception +5

Defense

AC 13, touch 12, flat-footed 12 (+1 size, +1 Dex, +1 natural)

hp 11 (2d8+2)

Fort +1, **Ref** +2, **Will** +4

Offense

Speed 10 ft., fly 40 ft. (good)

Melee bite +3 (1d3-1), 2 claws +3 (1d4-1), sting +3 (1d3-1 plus poison)

Ranged inciting pheromone +3 touch (incite)

Statistics

Str 9, **Dex** 13, **Con** 12, **Int** 3, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** -1; **CMD** 10 (14 vs. trip)

Feats Weapon Finesse

Skills Fly +11, Perception +5

Ecology

Environment warm and temperate land

Organization solitary, pair, raid (3-16) or hive (16-64 plus 1 queen)

Treasure incidental

Special Abilities

Inciting Pheromone (Ex) Once per day as a swift action, a howler wasp can spray pheromones on a target to encourage its peers to attack it. Treat this as a ranged touch attack with a range of 15 feet and no range increment. A creature struck by this pheromone is not injured in any way, but howler wasps and howler wasp queens gain a +2 morale bonus to attack rolls and damage rolls against it for 10 minutes. The pheromone can be washed off with at least a gallon of water.

Poison (Ex) Injury—sting; *save* Fort DC 12; *effect* 1d3 Dex damage; *duration* 1/round for 4 rounds; *cure* 1 save. The save DC is Constitution based.

Howler Wasp Queen CR 6

XP 2,400

CN Large aberration

Init +4; **Senses** darkvision 60 ft., Perception +11

Defense

AC 17, touch 9, flat-footed 17 (-1 size, +8 natural)

hp 68 (8d8+32)

Fort +6, **Ref** +2, **Will** +7

Offense

Speed 30 ft.

Melee bite +10 (1d6+5), 2 claws +10 (1d8+5 plus grab), sting +10 (1d6+5 plus poison)

Ranged inciting pheromone +5 touch (incite)

Space 10 ft.; **Reach** 5 ft. (10 ft. with claws)

Statistics

Str 21, **Dex** 11, **Con** 18, **Int** 3, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 22 (26 vs. trip)

Feats Improved Initiative, Power Attack, Skill Focus (Perception), Vital Strike

Skills Acrobatics +7 (+15 when jumping), Perception +11

SQ wing assist

Ecology

Environment warm and temperate land

Organization solitary or hive (1 plus 16-64 howler wasps)

Treasure incidental

Special Abilities

Inciting Pheromone (Ex) See above. A howler wasp queen may use its inciting pheromone three times per day.

Poison (Ex) Injury—sting; *save* Fort DC 18; *effect* 1d4 Dex damage; *duration* 1/round for 4 rounds; *cure* 2 saves. The save DC is Constitution based.

Wing Assist (Ex) Although a howler wasp queen cannot fly, its wings do help support its weight. It gains a +8 racial bonus on Acrobatics checks made to jump, and never takes damage from falling.