

ANIMAL LORD

Cat Lord

Medium Outsider (Native, Shapechanger)

Hit Dice:	19d8+75 (180 hp)
Initiative:	+11
Speed:	60 ft. (12 squares), climb 30 ft.
Armor Class:	32 (+7 Dex, +12 natural, +3 insight), touch 20, flat-footed 25
Base Attack/Grapple:	+19/+26
Attack:	Claw +26 melee (1d6+7)
Full Attack:	2 claws +26 melee (1d6+7) and bite +21 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Howl, improved grab, pounce, rake 1d6+3, spell-like abilities, spit, summon felines
Special Qualities:	Change shape, damage reduction 20/magic and cold iron, darkvision 200 ft., feline passivism, keen senses, leap, lick wounds, outsider traits, rejuvenation, SR 28, sealed mind, speak with felines, telepathy 100 ft.
Saves:	Fort +16, Ref +20, Will +14
Abilities:	Str 24, Dex 25, Con 20, Int 19, Wis 17, Cha 20
Skills:	Balance +35, Climb +34, Concentration +15, Escape Artist +31, Handle Animal +27, Heal +21, Hide +37, Jump +43, Knowledge (nature) +26, Listen +27, Move Silently +37, Search +14, Sense Motive +18, Spot +27, Survival +16 (+18 in natural environments, +18 following tracks), Tumble +24
Feats:	Acrobatic, Agile, Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes, Multiattack
Environment:	Temperate forests
Organization:	Solitary (unique) or troupe (cat lord plus 3-6 lions or tigers, or 5-8 cheetahs)
Challenge Rating:	15
Treasure:	Double standard
Alignment:	Always neutral
Advancement:	By character class
Level Adjustment:	—

Mouse Lord

Medium Outsider (Native, Shapechanger)

Hit Dice:	15d8+60 (127 hp)
Initiative:	+11
Speed:	40 ft. (8 squares), climb 30 ft.
Armor Class:	29 (+7 Dex, +8 natural, +4 insight), touch 21, flat-footed 22
Base Attack/Grapple:	+15/+19
Attack:	Bite +22 melee (2d4+6 plus disease)
Full Attack:	Bite +22 melee (2d4+6 plus disease)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Disease, spell-like abilities, summon rodents
Special Qualities:	Change shape, damage reduction 15/magic and cold iron, darkvision 120 ft., keen senses, outsider traits, rejuvenation, rodent passivism, SR 26, sealed mind, speak with rodents, telepathy 100 ft.
Saves:	Fort +13, Ref +16, Will +13
Abilities:	Str 18, Dex 25, Con 18, Int 20, Wis 18, Cha 18
Skills:	Balance +25, Climb +33, Concentration +22, Diplomacy +12, Escape Artist +25, Handle Animal +22, Hide +29, Knowledge (nature) +22, Listen +24, Move Silently +29, Spot +24, Survival +16, Swim +33
Feats:	Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Finesse
Environment:	Any
Organization:	Solitary (unique) or troupe (Mouse Lord plus 10-100 rats or 10-20 dire rats)
Challenge Rating:	13
Treasure:	Double standard
Alignment:	Always neutral
Advancement:	By character class
Level Adjustment:	—

For every animal species, there is a single ruler or lord, looked upon by those animals as a minor deity of sorts. The animal lord is the master of that species; for example, there is a fox lord, mouse lord, and a cat lord. Each animal can assume two forms: human and animal. Its animal form is always of a member of the species it represents.

Animal lords are seen as protectors of nature and animals. They may step in and prevent hunters from destroying a race of animals or foresters from completely decimating a forest. They do not, however, interfere with nature itself (i.e., animals die, they are killed for food or clothing)—such is the way of the universe.

Cat Lord

This creature resembles a great black panther with ruby eyes.

There is only one. The Cat Lord is the Lord of All Felines. His natural form is that of a black panther with dark, ruby eyes. He can assume a human form, and in this form, he appears as a dark-skinned human with black

hair, chiseled features, and ruby eyes. In human form, he almost always dresses in black.

The Cat Lord spends his days roaming the Material Plane, Astral Plane, and Ethereal Plane. The Cat Lord can speak Common, Sylvan, Elven, Goblin, Druidic, and Gnome.

Combat

In combat, the Cat Lord almost always assumes feline form (if he's not already in that form) and attacks with two claws and a bite. The Cat Lord often enters combat with both *haste* and *blur* in effect. If combat goes against him, he usually summons a group of felines to his aid or to cover his escape.

The Cat Lord's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Howl (Su): When the Cat Lord howls, all creatures except felines within a 20-foot spread must succeed on a DC 24 Will save or be stunned for 1d2 rounds. A creature that successfully saves cannot be affected