



## DIRE COUGAR

*Huge beast, true neutral*

**Armor Class** 17

**Hit Points** 37 (3d20)

**Speed** 45 feet

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	10 (+0)	12 (-1)	8 (-1)

**Saving Throws** Dex +2, Wis +2

**Skills** Acrobatics +8, Athletics +6, Intimidation +3, Perception +5

**Damage Resistances** bludgeoning

**Damage Immunities** cold, necrotic, piercing

**Condition Immunities** frightened

**Senses** darkvision 75 feet; passive Perception 15

**Languages** Druidic

**Challenge** 3 (700 XP)

**Keen Hearing and Smell.** The Dire Cougar has Advantage on Wisdom (Perception) checks that rely on hearing and smell.

**Pounce.** If the Dire Cougar moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone and suffers 2d4 points of bludgeoning damage. If the target is prone, the lion can make one bite attack against it as a bonus action.

**Roar.** The dire cougar can roar as a bonus action. Any creature within 30 feet must make a Constitution save (DC 13) or be deafened for 1d4 rounds and frightened for 1 round.

### Actions

**Multiattack.** The dire cougar makes three attacks: one with its bite and two with its claws.

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

**Claw.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target., Hit: 8 (1d8 + 4) slashing damage.

## DIRE COUGAR

The Dire Cougar is a predator from the heart of the Jungles of the Fey Wild. They are highly sought after both because of their ability to make fine guard animals and because of their silky pelt which is said to be able to absorb magical energies due to living in a environment rich with fey magic. These massive beasts often stand 3 to 4 feet tall and are close to 10 feet in length.

### TERRAIN

Being so large, the dire cougar often lairs in caves hidden within the depths of the jungle or among the exotic vegetation of the Fey Wild.

### CULTURE

The Dire Cougar is often a solitary hunter, choosing to either hunt by itself or with it's lifelong mate. However, don't let their method of hunting fool you. Dire Cougars often dwell in a pack headed by an alpha male and will abide by the direction of the Alpha Male.

### LORE

There are many stories of the Dire Cougar crossing over to the Prime Material Plane. Scholars believe that this most often happens when a dire cougar steps within a circle of mushrooms or flowers in the Fey Wild. These fey "rings" are believed to be a portal between the two dimensions that is activated on special lunar occasions such as full moons, eclipses, etc.

### HISTORY

Very little is known about the history of the Dire Cougar. Most Scholars believe that they derive from a normal cougar who crossed over to the Fey Wild and was altered by the strange magic there. However, a few foolish people believe that the Dire Cougar was altered on purpose by the Other Races of The Fey to serve as a weapon to attack the mortal realm and that the few occurrences of spotting a Dire Cougar on the Prime Material Plane is an indication of scouting being done by the Fey in preparation for an all-out war.

Either way, what is known for sure is that the elite castes of the Prime Material Plane view owning one of these beasts a symbol of great status and scholars often try to acquire the beasts for further study as well. So, great rewards may await those foolish enough to try to tame these savage beasts possibility of drowning occurs.



## LEGAL INFORMATION

Permission to copy, modify and distribute the files collectively known as the System Reference Document 5.0 ("SRD5") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Underdark, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD5 is Open Game Content as described in Section 1(d) of the License.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in

terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

## END OF LICENSE