

Fantastical Felines



Discover Extraordinary Cats,
Furry Friends and Ferocious Foes



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ON THE COVER

Moniek Schilder beautifully illustrates the home of a magical cat lady, whose feline companions have proceeded to destroy the furniture the moment she is away.



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INTRODUCTION

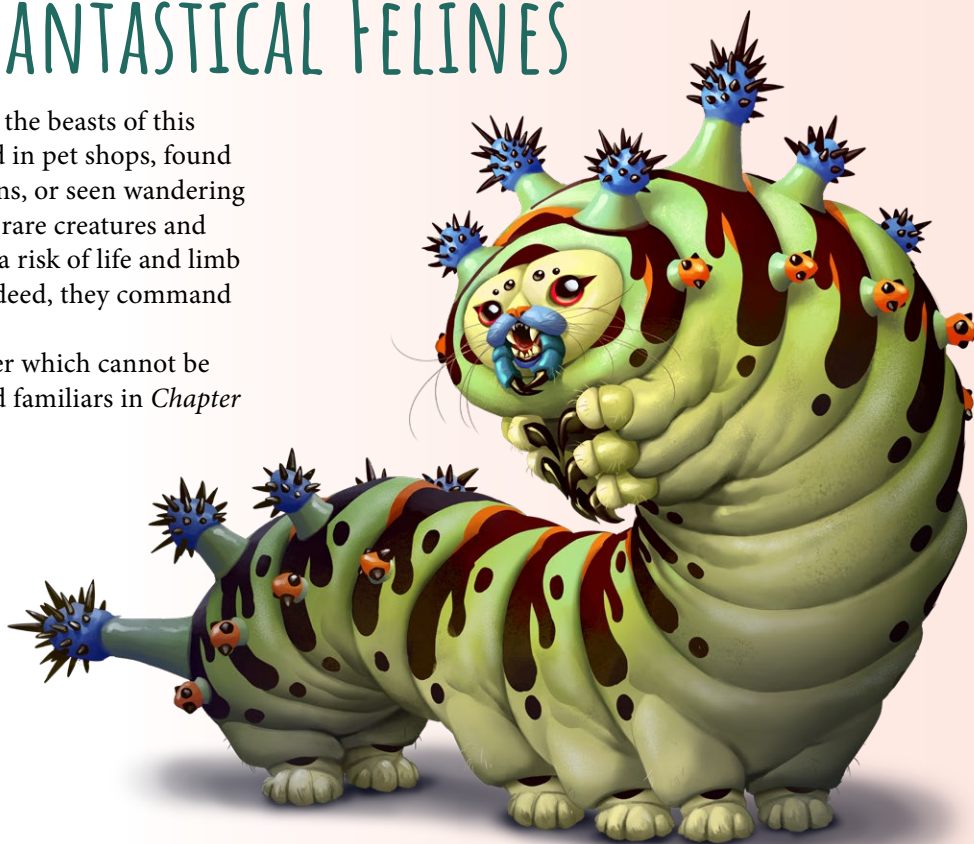
As anyone with a feline companion can tell you, if cats aren't man's best friend, they're certainly a close contender. People throughout recorded history have loved (and occasionally worshipped) their cats, all the way into the modern day, where domestic cats hold sway over our hearts and homes.

But what of your rogues, wizards, and fighters? If they hail from enchanted worlds where anything is possible, then what shape do their cats take? Are they fearsome companions, magical familiars, or docile friends? Which cats can they encounter on their adventures, and which ones can they adopt as pets? In this book, we present the spectacular felines of fantasy worlds for your entertainment, challenge, and friendship.

CHAPTER 1: FANTASTICAL FELINES

However majestic they may be, the beasts of this chapter will not be encountered in pet shops, found sleeping in the corners of taverns, or seen wandering stray down alleyways. They are rare creatures and formidable monsters that pose a risk of life and limb to adventurers of all shades. Indeed, they command caution and respect.

The creatures in this chapter which cannot be tamed are presented as pets and familiars in *Chapter 2: Feline Familiars*.



CATAPILLAR

Often found dwelling amongst patches of wild catnip, the squishy catapillar is the closest thing the insect kingdom has to a feline friend.

MAGICALLY POISONOUS. Alchemists might talk at length about the valuable magical reagents produced inside the body of a catapillar, but hunters and other woodsmen would caution you to stay well away, as the catapillar is among the most poisonous creatures in nature. Though these reagents remain separate and inactive while inside a catapillar's body, anyone who makes the mistake of eating or treading on one will cause the reagents to mix, producing an abundantly lethal toxic cloud. This does wonders for dissuading predators, allowing most catapillars to live to a ripe old age.

BIRD AMBUSHERS. Though content to feed exclusively on wild catnip, the catapillar takes gleeful pleasure in snatching birds out of the air, which mistake it for an especially plump meal. The insect is remarkably strong for its size, and surprisingly omnivorous, as its mandibles can mince up birds, other insects, and the occasional field mouse with ease. Perhaps it subsists on catnip out of preference, or out of sheer laziness.

CATAPILLAR

Tiny beast, unaligned

ARMOR CLASS 13 (natural armor)

HIT POINTS 4 (1d4 + 2)

SPEED 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	1 (-5)	7 (-2)	3 (-4)

SKILLS Perception +0, Stealth +4

DAMAGE IMMUNITIES poison

SENSES passive Perception 10

LANGUAGES —

CHALLENGE 1/8 (25 XP)

DEATH BURST. When the catapillar dies, it explodes in a burst of poison gas. Each creature within 5 feet of it must then succeed on a DC 12 Constitution saving throw, taking 7 (2d6) poison damage, or half as much on a successful save.

KEEN SMELL. The catapillar has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

MANDIBLES. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.



CATBAT

Predictably, a wizard is the progenitor of these bizarre creatures. It is said that a certain ailuraphilic queen, taken with the notion of cats always landing safely on their feet, asked her court magician to improve the distance from which a cat might fall and survive. The magician's inane yet irrefutable solution is found in the catbat. Seemingly some fusion of housecat, fruit bat, and falconer's hawk, catbats are given to variation as broad in color and appearance as the felines from which they were derived.

EXOTIC ODDITIES. Catbats are rare, prized creatures, fervently sought after by the opulently wealthy, usually those who are ostentatiously fashionable or utterly mad. While easily domesticated, they are prone to rambunctious play and ceaseless mischief at all hours of the day, much to the delight or chagrin of their new owner. Safely delivering small shipments of catbats to their well-moneyed buyers has been the humble start for no small number of adventurers, smugglers, and niche

bandits alike, as a tame and trained catbat can easily go for several hundred gold on the black market. Moreover, they are considered first-rate familiars to those who would find a weasel too manageable, a venomous snake too passe, and an ordinary cat too bland.

AID AND MISCHIEF. Owners of catbats will quickly learn that the creature's ability to learn is never as keen as when it comes to identifying objects it might like to possess, and they are prone to building nests decorated thickly with small colorful or shiny objects. Catbats have a remarkable knack for understanding descriptive words, and can be trained to seek out an object given a very simple description, although they are easily confused or otherwise distracted. Their ability to find a matching item can be downright extraordinary, although predicting the consequences of its actions may well be beyond both creature and owner, as no insignificant number of unsavory diplomatic incidents have been instigated by a catbat flagrantly pilfering a described item from right before the object's incensed owner, before leading it straight back to their master.

PILFERING SWARMS. Highly unusual as it is, catbats have been known to swarm. Almost invariably caused by some sinister and thieving mastermind, the swarm is all the more capable and motivated to fall upon hapless suspects and deprive them of some crucial component. Their strange proclivities can be turned in the victim's favor, however. A catbat captured from its swarm can theoretically be used to lead a canny adventurer directly to where the rest have absconded with the stolen item.

CATBAT

Tiny beast, unaligned

ARMOR CLASS 11

HIT POINTS 1 (1d4 – 1)

SPEED 15 ft., climb 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	15 (+2)	8 (–1)	2 (–4)	12 (+1)	5 (–3)

SKILLS Perception +3

SENSES passive Perception 13

LANGUAGES —

CHALLENGE 0 (10 XP)

GREEDY EYES. The catbat has advantage on Wisdom (Perception) checks and Intelligence (Investigation) checks to search a creature for items being carried or worn.

KEEN HEARING. The catbat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

THIEVING CLAWS. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage and the target makes a DC 12 Dexterity saving throw. If the target fails, the catbat can take one item weighing no more than 5 pounds from the target that is not currently being held or wielded by the target. It can carry only one item taken this way at a time.

SWARM OF CATBATS

Medium swarm of Tiny beasts, chaotic neutral

ARMOR CLASS 11

HIT POINTS 21 (6d8 – 6)

SPEED 0 ft., climb 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	15 (+2)	9 (–1)	2 (–4)	12 (+1)	5 (–3)

SKILLS Perception +3

DAMAGE RESISTANCES bludgeoning, piercing, slashing
CONDITION IMMUNITIES charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

SENSES passive Perception 13

LANGUAGES —

CHALLENGE 1/4 (50 XP)

GREEDY EYES. The swarm has advantage on Wisdom (Perception) checks and Intelligence (Investigation) checks to search a creature for items being carried or worn.

KEEN HEARING. The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

SWARM. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny catbat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

THIEVING CLAWS. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) slashing damage, or 3 (1d6) slashing damage if the swarm has half its hit points or fewer, and the target makes a DC 12 Dexterity saving throw. If the target fails, the swarm may take one item weighing no more than 15 pounds from the target that is not currently being held or wielded by the target. The swarm can carry up to 5 items taken this way at a time.

'Round those villages where
 catbats run rampant, little
 boys u' girls have made up a
 game 'bout knocking them with
 sticks and ruinin' 'round bases.
 Fantastic fun, bring some
 popcorn! And them catbats
 actually seem to enjoy it, what
 with how round and squishy
 they are.

CACTUS CAT

There is no shortage of bawdy tales suggesting some humorous conception of the cactus cat, yet the truth is well documented among scholars, which point to a renowned desert druid with a certain fondness for animating and awakening the plants around her. The cactus cat (also called a “catcus”) is one of the best adapted of her experiments, and its charming form and personality have certainly made it the most popular. Originally created for companionship, even wild catki are simple to tame, with docile and curious personalities. However, unprotected petting or cuddling of one leaves something to be desired.

OASIS GUIDES. Domesticated catki are bred as working pets, used by desert caravans to locate sources of water along untested routes and keep food stores clear of vermin. They remain conveniently still during the day, absorbing the sunlight they subsist on, and are active during nighttime travel to seek out water. One good exposure to fresh water can last a cactus cat for months at a time. It is said that if a cactus cat ever avoids a pool of water, only a fool would dare drink from it.



CACTUS CAT

Tiny plant, unaligned

ARMOR CLASS 12 (natural armor)

HIT POINTS 15 (6d4)

SPEED 35 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	10 (+0)	3 (–4)	12 (+1)	7 (–2)

SKILLS Perception +3

SENSES passive Perception 13

LANGUAGES —

CHALLENGE 1/4 (50 XP)

BARBED HIDE. At the start of each of its turns, the cactus cat deals 2 (1d4) piercing damage to any creature grappling it.

DOWSING SENSES. The cactus cat knows the location of any water source within one mile of itself.

ACTIONS

NEEDED CLAWS. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 1 piercing damage.

REACTIONS

PINBURST (RECHARGE 5-6). When a creature hits the cactus cat with an attack, the cactus cat releases a shower of needles. Each creature within 5 feet of the cactus cat must succeed a DC 11 Dexterity saving throw or take 5 (2d4) piercing damage.

SPINY DEFENSES. Naturally, the thick and sharp spines of the cactus cat protect it from the grip of would-be predators, but its defenses go still further. Catki are known to not only bristle their needles when attacked, but also to fire a spray of needles around themselves. In this way, even a pack of creatures attacking at once can be swiftly punished and warded away. Their paws are lined with barbs such that even their catlike claws promise to leave a few deep gouges with every slash.



CATHULHU

Even terrors from beyond the stars must have abominable house pets. Cathulhus may very well be just that, for, as an ancient text says, “That is not dead which can eternal meow, for with strange kitties, even gods may bow”.

ELDRITCH BEASTS. Like many aberrations, the cathulhu can trace its origins to the alien corruption of a distant, eldritch realm. These cats are not only altered by this otherworldly corruption, showing the tell-tale signs of mutations and psionic powers, they have fundamentally become outsiders to the natural world, and should be regarded as such.

CATHULHU

Medium aberration, neutral evil

ARMOR CLASS 15 (natural armor)

HIT POINTS 104 (16d8 + 32)

SPEED 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	17 (+3)	12 (+1)	11 (+0)

SAVING THROWS Int +6, Wis +4

SKILLS Perception +4, Stealth +5

SENSES darkvision 120 ft., passive Perception 14

LANGUAGES —

CHALLENGE 7 (2,900 XP)

AMBUSER. In the first round of a combat, the cathulhu has advantage on attack rolls against any creature it has surprised.

MAGIC RESISTANCE. The cathulhu has advantage on saving throws against spells and other magical effects.

PREDATOR OF THE DEEP.

Wherever these abominations originated, they now choose to dwell far from the light of the surface, principally in the depths of the ocean or in the lowest chambers of dungeons and caves. Cathulhus are exceptionally agile underwater, pouncing from the ocean floor to entangle prey in their tentacles. Like a few notable abominations, these tentacles extract their victim's brains, a delicacy for cathulhus. When an ambush won't suffice, they can rely on a burst of psionic power to slow their prey to a crawl for an easy meal.

ACTIONS

MULTIATTACK. The cathulhu makes three attacks: two with its claws and one with its tentacles, or it uses its Psionic Lag and attacks once with its claws.

CLAWS. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

TENTACLES. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 15). Only one creature can be grappled by a cathulhu's tentacles at a time.

CONSUME BRAIN. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated creature grappled by the cathulhu. *Hit:* The target takes 44 (8d10) piercing damage. If this damage reduces the target to 0 hit points, the cathulhu crushes its target's head and devours its brain.

PSIONIC LAG (RECHARGE 5–6). The cathulhu projects a blast of psionic magic in a 60-foot cone. Each creature in that area must succeed on a DC 14 Wisdom saving throw or be affected by the *slow* spell for up to 1 minute. The cathulhu does not concentrate on this spell. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



CAT OF WAR

The most dangerous beasts in the world are those bred by humans for war. Nature has no demand for teeth and claws which can rip through metal, or predators more concerned with killing than eating, but humans have engineered these traits into beasts regardless, producing vicious cats of war.

BLOOD OF THE TIGER. Cats of war, often simply called “warcats”, are trained to unleash the feral instincts of their mighty ancestors, the sabre-toothed tigers, on the battlefield. With this training, and the advantages of human-made barding and enchanted claws, cats of war can overcome almost any land animal in their weight class. Equally comfortable operating alone or in packs, cats of war are nonetheless reliant on direction from a humanoid handler. Over the years, these felines have been bred for obedience rather than intelligence and, for all their strength, they lack much feline canny.

STORM OF TEETH AND FUR. Nothing is more singularly effective at disrupting enemy troops than a pack of bloodthirsty warcats. With lightning speed and measured precision, a pack of cats can rip into their targets before they have a chance to react. Cats of war are disinclined to toy with their prey, and so tear into throats or slash through arteries to minimize the risk to themselves.

FERAL PREDATORS. Set loose in the wild or abandoned by their human owners, cats of war grow into shaggy, savage beasts. Their wicked teeth and feline agility let them prey on creatures many times their size, even including giants. Because they were bred by humans, these feral monsters are fearless around humanoids and undaunted by everything else, so everything in the natural world has grown to fear this new invasive apex predator.

CAT OF WAR

Medium beast, unaligned

ARMOR CLASS 16 (studded leather barding)

HIT POINTS 71 (11d8 + 22)

SPEED 40 ft., climb 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+2)	14 (+2)	2 (–4)	12 (+1)	7 (–2)

SKILLS Perception +3, Stealth +4

SENSES passive Perception 13

LANGUAGES —

CHALLENGE 4 (1,100 XP)

EVASION. If the cat is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the cat instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

KEEN SMELL. The cat has advantage on Wisdom (Perception) checks that rely on smell.

MAGICAL CLAWS. The cat’s claw attacks are magical.

PACK TACTICS. The cat has advantage on attack rolls against a creature if at least one of the cat’s allies is within 5 feet of the creature and the ally isn’t incapacitated.

ACTIONS

MULTIATTACK. The cat of war makes three melee weapon attacks: one bite attack and two attacks with its claws.

BITE. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage and, if the cat of war has advantage on the attack, the target takes an additional 3 (1d6) necrotic damage.

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

COPYCAT

Small monstrosity (shapechanger), neutral

ARMOR CLASS 12

HIT POINTS 65 (16d6 + 9)

SPEED 35 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	11 (+0)	9 (–1)	12 (+1)	8 (–1)

SKILLS Perception +3, Stealth +4

DAMAGE IMMUNITIES acid

CONDITION IMMUNITIES prone

SENSES darkvision 60 ft., passive Perception 13

LANGUAGES —

CHALLENGE 3 (700 XP)

SHAPECHANGER. The copycat can use its action to polymorph into a Small or Tiny cat, or back into its true, amorphous form. Other than its size, its statistics are the same in both forms. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ADHESIVE. The copycat adheres to anything that touches it. A Large or smaller creature adhered to the copycat is also grappled by it (escape DC 12). Ability checks made to escape this grapple have disadvantage.

GRAPPLER. The copycat has advantage on attacks made against any creature grappled by it.

ACTIONS

MULTIATTACK. The copycat makes two melee attacks, one with its pseudopod and one with its claws.

PSEUDPOD. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage. The target is subjected to the copycat's Adhesive trait.

CLAWS. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage plus 7 (2d6) acid damage.

PATIENT PREDATOR. For every mimic successfully taking down an unwary dungeon delver, there is another being bested by a cautious adventurer. Copycats improve their odds by targeting a generally less savvy demographic: townsfolk. They appear in or around homes, businesses, or mansions, ingratiating themselves while avoiding being touched. Seeming to all observers to be a lost pet or perhaps a lucky new friend, the copycat will wait for a victim to be asleep and alone before attacking them at their most helpless. A copycat that remains undetected can discreetly pick off a household, or even an entire residential block.

SUBTLE PANTOMIME. Safely identifying a copycat requires careful attention to its routine and observation of minor unusual details. These may include a lack of shed fur, a disinterest in offered food, a contempt for even the notion of physical contact, and a silent, calculated regard of the creatures around it, any one of which is distressingly catlike on its own. Speedily identifying one, however, needs only that someone touch it—the results should be quite unambiguous as its sticky, amorphous form attacks with a flurry of pseudopods.

One dead giveaway of a copycat is that, while it might appear perfectly convincing to people, it fails to deceive actual house cats for even a moment. Cats can sense that something is deeply wrong about the copycat, even when there are no outward signs, and avoid it at all costs.

COPYCAT

A copycat is a very specialized mimic, not unlike the portrait-like *acrylick*, the humanoid *manic*, or the all-too-real *mimic book*. Its great difference lies in its ability to imitate a natural feline's movements in ways that none of its kin could ever hope to match. The aloofness of cats provides a perfect cloak for copycats to quietly integrate among farmsteads, villages, and cities, leaving their future victims unsuspecting until their last terrible moments.



HELLCAT

Despite its name, a hellcat is not a fiend, but is rather descended first from mundane ancestors, made fey. It is believed that forest wildcats from the Material Plane were brought to the mountains of the Feywild, and, after many generations, adapted to the demanding conditions of the plane's boreal forests. How these creatures have returned to their plane of origin remains a mystery.

AGGRESSIVE LONERS. Regardless of where they are found, hellcats are ill-tempered beasts, quick to fight creatures even many times their size. Perceived threats are lucky to receive a momentary growl before they are charged with a hellcat's horns and met with its vicious claws. Similarly, they will dive from high up in trees or cliff ledges to prey on elk or even humanoids that wander alone in their domain. Hellcats are notoriously difficult to tame or befriend, as they hold other beasts in contempt, despise moving in a group, and are reluctant to leave their territories behind; nevertheless, individual hellcats over the years have adopted and traveled alongside humanoids of a similarly antisocial ilk.

FEYWILD ADAPTATIONS. A hellcat's horns and prodigious size are thought to be results of their ancestral time in the Feywild, often standing two to three feet tall as adults and weighing nearly 150 pounds. They have one or two, or rarely three, pairs of horns, which need not be asymmetrical. These creatures are well-adapted to the cold and are known to use their claws to climb even sheer rock faces. Notably, their evolution in the Feywild seems to have conferred a resistance to magic, like that of fey creatures.

HELLCAT

Small beast, fey

ARMOR CLASS 13 (natural armor)

HIT POINTS 18 (4d6 + 4)

SPEED 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

SKILLS Acrobatics +4, Athletics +3, Perception +3, Stealth +4

SENSES passive Perception 13

LANGUAGES understands Common, but can't speak

CHALLENGE 1/4 (50 XP)

CHARGE. If the hellcat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

MAGIC RESISTANCE. The hellcat has advantage on saving throws against spells and other magical effects.

KEEN SMELL. The hellcat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

BITE. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

DROP. *Melee Weapon Attack:* +4 to hit, one creature directly underneath the hellcat. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) bludgeoning damage, and if the target is Medium or smaller, it must succeed on a DC 11 Strength saving throw or be knocked prone.

RAM. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.



LONGCAT

Medium celestial, lawful good

ARMOR CLASS 15

HIT POINTS 129 (22d8 + 30)

SPEED 40 ft., climb 30 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	16 (+3)	12 (+1)	17 (+3)	19 (+4)

SAVING THROWS Dex +8, Int +4

SKILLS Perception +6, Stealth +8

DAMAGE RESISTANCES bludgeoning, piercing, and slashing from nonmagical weapons

CONDITION IMMUNITIES grappled, prone

SENSES passive Perception 16

LANGUAGES understands Celestial, but can't speak

CHALLENGE 5 (700 XP)

ACTIONS

CONSTRUCT. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one Medium or smaller creature. *Hit:* 12 (2d6 + 5) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the longcat can't constrict another target.

EYE RAYS. *Ranged Spell Attack:* +7 to hit, range 120 ft., one creature. *Hit:* 14 (4d6) fire damage.

DIZZING BREATH (RECHARGE 5-6). The longcat exhales sparkling mist in a 20-foot cone. Each creature in that area must make a DC 14 Constitution saving throw or have disadvantage on Dexterity-based attack rolls, Dexterity checks, and Dexterity saving throws for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

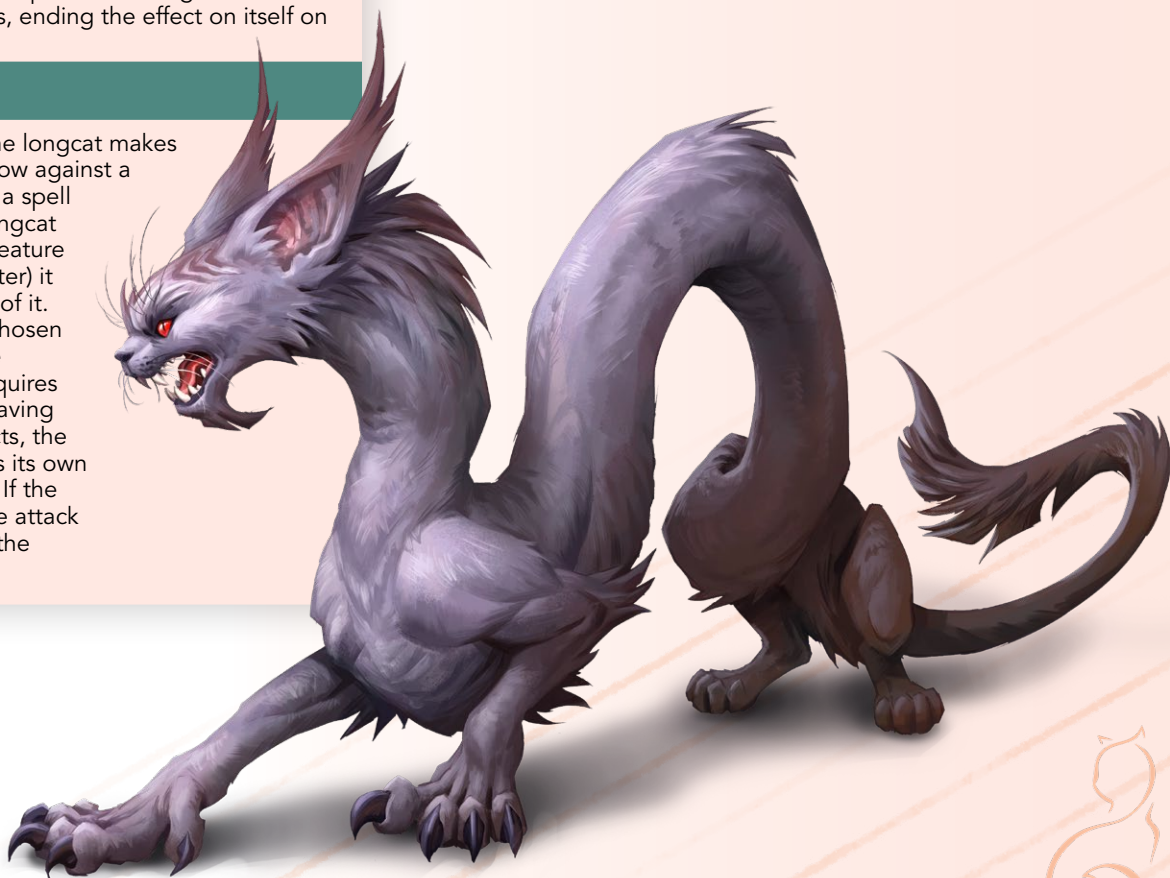
SPELL REFLECTION. If the longcat makes a successful saving throw against a spell that targets it, or a spell attack misses it, the longcat can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the longcat. If the spell requires a creature to make a saving throw to resist its effects, the chosen creature makes its own save against the spell. If the spell was an attack, the attack roll is rerolled against the chosen creature.

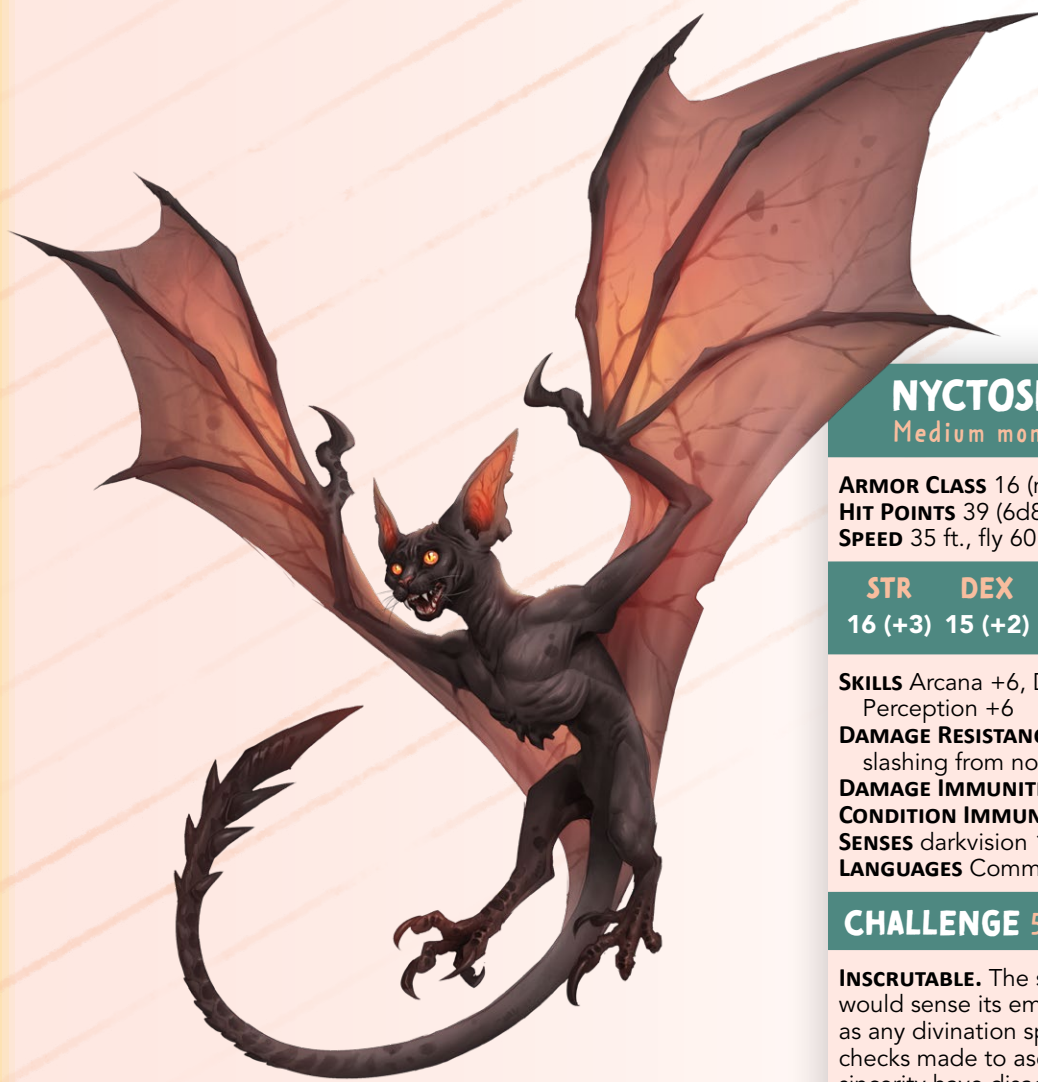
LONGCAT

A rarity these days, longcats are mirthful creatures from ancient times who bring delight and fortune to the righteous, and terrible wrath upon the corrupt.

INSCRUTABLE MORALS. Longcats possess an incorruptible moral code and eyes which can plumb the depths of mortal hearts. If they find earnest goodness in someone, they might make a spectacular, if fleeting, ally for them. However, longcats are quick to attack gnolls, trolls, cruel lords, and others known to spread misery. Their very eyes which scan for moral fiber can unleash fiery rays, and their breath steals one's balance. Evil spellcasters, specifically, know to avoid longcats, as the tricky felines know an ancient secret for turning magic back on its caster.

VESTIGE OF A BYGONE AGE. Though longcats might resemble serpents, they trace their lineage and their mystical powers to the Upper Planes. In the world's halcyon days, they and their magical kin were once as abundant as frogs and vines, and ancient peoples worshipped them as lucky spirits. As centuries passed, however, attention to these creatures declined, and longcats and their ilk disappeared into the far-off corners of existence. Though seldom seen now, their appearances to the pure of heart are no less blissful than in days gone.





NYCTOSPHERINX

A lesser-known variety of sphinx, the nyctosphinx is often taken to be a sinister creature; in truth, any sphinx can be terrible and cruel to those it judges unworthy, and a nyctosphinx is no different. Perching high atop city buildings and towers at night, they will, when the mood is favorable, barter secrets with those willing to scale the heights to find them. When it is unfavorable, a nyctosphinx has little qualm dragging interlopers off their perch to be dashed against the streets far below.

GREEDY FOR FASCINATION. A nyctosphinx treasures knowledge of all kinds and accumulates a veritable library of stories from places even thousands of miles away. They are attracted to the activity and learning found in cities, though they prefer to lurk in the city's high perches with the stillness of night. Haughty and capricious, they are only happy to share secrets of lost lands or distant treasures in exchange for knowledge they deem equally valuable or esoteric. While not above the occasional lie of omission or misleading turn of phrase, nyctosphinxes consider an outright lie

NYCTOSPHERINX

Medium monstrosity, lawful neutral

ARMOR CLASS 16 (natural armor)

HIT POINTS 39 (6d8 + 12)

SPEED 35 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	16 (+3)	16 (+3)	14 (+2)

SKILLS Arcana +6, Deception +5, History +6, Perception +6

DAMAGE RESISTANCES bludgeoning, piercing, and slashing from nonmagical weapons

DAMAGE IMMUNITIES psychic

CONDITION IMMUNITIES charmed

SENSES darkvision 120 ft., passive Perception 16

LANGUAGES Common, Sphinx

CHALLENGE 5 (1,800 XP)

INSCRUTABLE. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

SPELLCASTING. The sphinx is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14). It requires no material components to cast its spells. The sphinx has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *message*, *minor illusion*

1st level (4 slots): *comprehend languages*, *detect magic*, *identify*

2nd level (3 slots): *alter self*, *detect thoughts*, *see invisibility*

3rd level (3 slots): *bestow curse*, *clairvoyance*, *major image*

SUNLIGHT SENSITIVITY. While in sunlight, the sphinx has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

MULTIATTACK. The sphinx makes two claw attacks.

CLAW. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target was already hit by a Claw attack this turn, it is grappled (escape DC 14).

TAIL. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) bludgeoning damage.

CHANGE SHAPE. The sphinx magically polymorphs into a Tiny cat or back to its true form. Other than its size, its statistics are the same in both forms.

beneath them. It is said that a nyctosphinx attacking in the night can be placated by telling it a riddle; allegedly, they will sit thoughtfully to consider until they have an answer, and if dawn comes first, they will beg the answer and leave in peace.

CURIOUS OBSERVERS. Some adventurers have success finding nyctosphinxes by carefully watching city skylines at sundown, searching for shapes too large to be birds settling on the highest buildings. However, a nyctosphinx is just as likely to enter a city by day in the form of an ordinary-looking black cat. Some will take up residence in bookstores and libraries—anywhere they might learn new and interesting secrets or stories, masquerading as an ordinary shop pet for years at a time. Common superstition suggests that cities with increased nyctosphinx sightings are in their last doomed years, attracting creatures eager to learn of the coming demise firsthand.

POGOCAT

Small monstrosity, chaotic evil

ARMOR CLASS 12 (natural armor)
HIT POINTS 27 (6d6 + 6)
SPEED 15 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	12 (+1)	3 (–4)	12 (+1)	7 (–2)

SKILLS Perception +3
DAMAGE IMMUNITIES bludgeoning
CONDITION IMMUNITIES prone
SENSES passive Perception 13
LANGUAGES —

CHALLENGE 1/4 (50 XP)

RUBBER-TOPPED. When the pogocat would take bludgeoning damage from an attack, it is instead pushed in a line away from the attack a number of feet equal to the amount of bludgeoning damage it would have taken if it were not immune. Each creature in the line must succeed a DC 14 Dexterity saving throw or take half the damage the pogo cat would have taken.

SPRING-BOTTOMED. The pogocat is immune to falling damage and, after falling, it can choose to bounce back to the height from which it originally fell. This bounce does not provoke opportunity attacks. It can use its reaction to make a bite attack on a creature it moves past during any point during its fall or bounce.

TROUNCY. The pogocat's long jump and high jump are 20 feet, with or without a running start. Medium or smaller creatures do not create an obstacle.

ACTIONS

BITE. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

POGOCAT

The pogocat is a wicked and ridiculous creature, perpetually bouncing on its singular springy leg. It will chase and attack creatures doggedly, harrying even those many times its size. Very little intimidates them, and they will throw themselves as violently against an orcish warleader as they will a travelling tutor. While endlessly vicious even to their own kind, they will happily group into a great bounding pack if it means they can make prey of still greater victims.

IMPOSSIBLY RESILIENT.

Perhaps the most insidious injuries caused by pogocats are those inflicted indirectly by allies. Their elastic bodies can absorb truly tremendous amounts of blunt force, turning them into yowling projectiles that can ricochet violently into anything around them, splintering trees, bursting walls, and brutalizing unlucky co-combatants in their wild trajectory. Researchers—often those with more curiosity than sense—have tried to put the secrets of their peculiar bodies to use, attempting to develop ways to make other creatures similarly resilient to hard impacts and great falls. In the luckiest cases, it is merely the impenetrable mystery that overwhelms them, and not the captive pogocats.

MERCILESS INVADERS. Every few decades, some unhappy settlement is the target of a mass gathering of pogocats hellbent on mischief. This wild catastrophe, called a *rumspringa*, becomes a hop-along nightmare as the varmints invade homes and harang residents, shredding clothes and furniture, and even stealing from and taunting their miserable victims. The endless scratches, bites, and decimation of property can stretch into weeks without heroic intervention to drive the deranged creatures away.



PSYCAT

The haunting, enigmatic psycat is often but a distant observer of our realm, an ethereal watcher bearing strange psychic powers. Despite this, it is an object of fascination and a symbol of the supernatural.

ETHEREAL WATCHERS. Psycats drift at the borders of the Ethereal Plane and other planes of existence, fading into and out of reality at their leisure. They might visit distant Elemental Planes or even various afterlives in their travels, but they remain distant and curiously observing, choosing to intervene only rarely. Most often, a psycat can be spotted hovering far off just before sunrise, or in the moments preceding someone's disastrous end.

For reasons known only to them, psycats will occasionally follow one person or a group for many months at a time. Perhaps it is because they pick favorites in who they observe, or perhaps it is because they see some dramatic event looming in their future.

FELINE FORESEERS. Owing to its third eye, the psycat sees all things with a supernatural prescience. Mystics and soothsayers are known to leave out saucers of milk in hard-to-reach places on the off chance it attracts one of these seemingly all-knowing

creatures. However, psycats are notoriously cryptic, issuing prophecies of vague and foreboding portent that have little in the way of actionable information. They invariably turn out to be true, or near enough to convince believers, but many are so abstract that it's impossible to know if they're nonsense.

Psycats possess powerful psychic abilities, above and beyond their windows of sight into the future. Most obviously, they can hover, hurl objects about telekinetically, and speak using only their minds, but they also command a host of other psionic powers used to deter and destroy would-be predators.

PSYCAT

Small monstrosity, neutral

ARMOR CLASS 15 (natural armor)
HIT POINTS 54 (12d6 + 12)
SPEED 35 ft., fly 60 ft. (hover)

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

SKILLS Insight +6, Perception +6, Stealth +5
CONDITION IMMUNITIES charmed, frightened
DAMAGE RESISTANCES bludgeoning, piercing, and slashing from nonmagical weapons
SENSES darkvision 120 ft., passive Perception 16
LANGUAGES understands Common, but can't speak, telepathy 120 ft.

CHALLENGE 4 (1,100 XP)

MAGIC RESISTANCE. The psycat has advantage on saving throws against spells and other magical effects.

INNATE SPELLCASTING (PSIONICS). The psycat's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible), *magic missile*, *silent image*
 1/day each: *invisibility* (self only), *plane shift*, *telekinesis*
 3/day each: *suggestion*

ACTIONS

PERCEPTION RAY. *Ranged Spell Attack:* +6 to hit, range 120 ft., one creature. *Hit:* 21 (6d6) psychic damage and the target can neither see nor hear the psycat until the end of its next turn.

INSIGHT. The psycat chooses one creature it can see within 60 feet. For 1 minute, the psycat can see into that creature's future, and predicts its words and actions. That creature has disadvantage on attack rolls against the psycat, and the psycat's attack rolls have advantage against the creature.



PURRBERUS

The elusive purrberus is a great, three-headed cat the size of a small dragon and every bit as formidable. Nesting deep in ancient jungles where trees grow to the size of towers, a purrberus leads a solitary life (save for its other heads), climbing high in the treetops to hunt such unusual game as roc eggs and lizardfolk.

DIVINE GUARDIANS. A purrberus is often the appointed protector of a site precious to deities of the hunt or the forest. They loom above enchanted groves or amongst lost ruins, investigating any signs of trespass. By nature, a purrberus will retreat to the jungle canopy once it senses itself on the losing end of a scuffle. However, in service to a greater power, it will fight unflinchingly until it has served its purpose, whether that be to test the mettle of those who must prove themselves worthy or until its last breath to defend its charge. Those who kill a deity's chosen purrberus will quickly find they have drawn a great and relentless ire upon themselves.

CURIOUS GIANTS. For all its raw strength, a purrberus poses less threat to hapless discoverers than one might assume. A canny observer might spot



one far up in the trees, chittering amongst its heads about how it might regard its new interlopers. Those that pose little threat may be approached by the creature and regarded affectionately, as though they were kittens that can't be relied upon to hunt for their own food. A guardian purrberus may understand simple phrases in Celestial or another of its deity's languages, but its willingness to heed any commands it may recognize is another matter entirely.

PURRBERUS

Huge monstrosity, any lawful alignment

ARMOR CLASS 16 (natural armor)

HIT POINTS 179 (16d12 + 75)

SPEED 50 ft., climb 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	20 (+5)	9 (–1)	12 (+1)	6 (–2)

SKILLS Perception +5, Stealth +9

SENSES passive Perception 15

LANGUAGES Celestial

CHALLENGE 9 (5,000 XP)

THREE-HEADED. The purrberus has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

POUNCE. If the purrberus moves at least 20 feet straight toward a creature and then hits with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the purrberus can make three bite attacks against it as a bonus action.

ACTIONS

MULTIATTACK. The purrberus makes four attacks: one with its claws and three with its bite.

BITE. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 5) piercing damage.

CLAW. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (2d10 + 5) slashing damage, and the target is pulled 5 feet toward it.

REACTIONS

LEAP (RECHARGE 4-6). When the purrberus takes damage from an attack, it can jump to an unoccupied location up to 25 feet away, which can be up to 15 feet higher than its current location. This movement does not provoke opportunity attacks, and Large or smaller creatures do not create an obstacle.

SPIDER-CAT

Small beast, neutral

ARMOR CLASS 13

HIT POINTS 54 (12d6 + 12)

SPEED 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	12 (+1)	6 (–2)	14 (+2)	7 (–2)

SKILLS Perception +6, Stealth +7

SENSES blindsight 10 ft., darkvision 60 ft., passive Perception 16

LANGUAGES —

CHALLENGE 2 (450 XP)

POUNCE. If the spider-cat moves at least 20 feet straight toward a creature and then hits with a claw attack on the same turn, the target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the spider-cat can make one bite attack against it as a bonus action.

SPIDER CLIMB. The spider-cat can climb difficult surfaces, including upside down and on ceilings, without needing to make an ability check.

WEB SENSE. While in contact with a web, the spider-cat knows the exact location of any other creature in contact with the same web.

WEB WALKER. The spider-cat ignores movement restrictions caused by webbing.

ACTIONS

MUTLIATTACK. The spider-cat makes two attacks with its claws.

BITE. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much on a successful one.

If the target fails its saving throw, it becomes paralyzed for up to 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.

CLAWS. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

WEB (RECHARGE 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 11 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; 5 HP; vulnerability to fire damage; immunity to bludgeoning, poison and psychic damage).

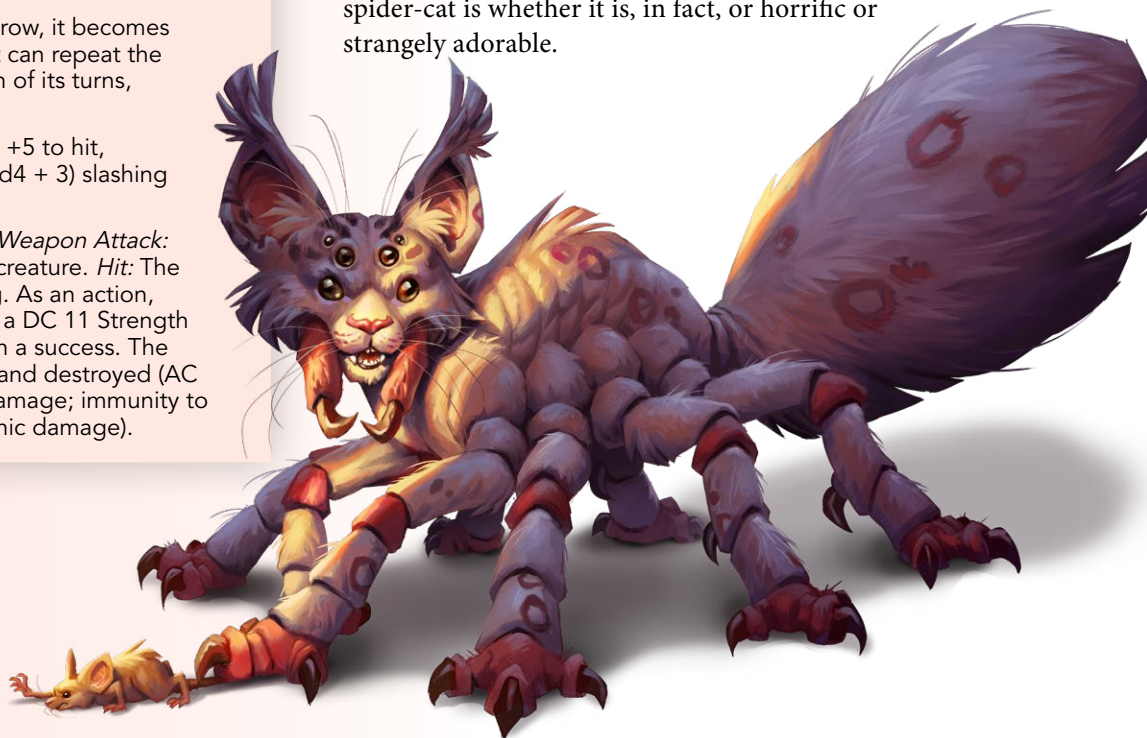
SPIDER-CAT

Bringing to bear the predatory instincts of two of nature's most proficient predators, the *arachnus-catus*—known simply as the spider-cat—is an eight-legged terror to all manner of rodents and vermin.

CITIES AND WOODLANDS. Spider felines thrive in the verdant safety of forests, where they can spin elaborate webs and wait patiently for prey to arrive. Anything from rabbits to small deer can find themselves entangled in the spider-cat's web, before suffering a paralytic bite that gradually renders them immobile.

Only recently have some spider-cats abandoned their longtime forest habitats in favor of the shaded refuge of cities. There, they can find no more perfect a hunting ground than the attics, basements, and sewers in which small rodents (and all manner of housepets) dwell. Unlike normal house spiders, however, spider-cats' webs can entangle people many times their size, making them a dangerous nuisance that, left unchecked, can quickly evolve into an infestation. On the bright side, an infestation of spider cats does wonders for stamping out other vermin which might plague a city, with the downside being that spider-cats are undoubtedly worse.

UNREMARKABLE ORIGINS. Citing the long-understood history of the owlbear, natural scholars are quick to assume that a wizard was responsible for the creation of the spider-cat. It is more likely, however, though undoubtedly less fantastic, that this forest predator evolved like any other creature. Surely, the greatest mystery that looms over the spider-cat is whether it is, in fact, or horrific or strangely adorable.





SWARM OF KITTENS

Large swarm of Tiny beasts, unaligned

ARMOR CLASS 12

HIT POINTS 33 (6d10)

SPEED 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	15 (+2)	10 (+0)	1 (–5)	9 (–1)	18 (+4)

SKILLS Perception +3

DAMAGE IMMUNITIES bludgeoning

CONDITION IMMUNITIES prone

SENSES passive Perception 13

LANGUAGES —

CHALLENGE 1 (200 XP)

ADORABLE. Any creature that starts its turn within 10 feet of the swarm must succeed on a DC 14 Wisdom saving throw or be charmed by the swarm until the start of the creature's next turn. The creature has disadvantage on the save if it is in the swarm's space. On a successful saving throw, the creature is immune to the adorableness of all swarms of kittens for 1 hour.

SWARM. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny kitten. The swarm can't regain hit points or gain temporary hit points.

SWARM OF KITTENS

One kitten is perfectly adorable and practically harmless, but hundreds? Thousands? That's when kittens become positively deadly. A swarm of kittens immobilizes its foe with every flavor of adorableness before rolling over them in a cascade of fur and claws. Victims routinely die with dumb smiles on their faces, as they are coated in thousands of scratch marks.

UNNATURAL FURBALLS. No matter how much tuna or catnip one brings to bear, a swarm of kittens can only be assembled through unnatural forces. In this way, a swarm of kittens has much in common with vicious swarms of bats, rats, or insects, with the sole difference that it's just unbelievably adorable. Even the most battle-hardened warrior should be remiss to harm a single hair in this monstrously roving ball of fur.

ACTIONS

CLAWS. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 20 (8d4) slashing damage, or 10 (4d4) slashing damage if the swarm has fewer than half of its hit points remaining.



WINGED CAT

Slightly larger than an average housecat, winged cats are prized for their ability to bring all the grace of their earthbound counterparts to the air. Native to the most temperate regions near deserts, they are popular animal companions to rangers of the area. They are swift and individualistic creatures, making poor pets for all but the most experienced trainers, as they are eager to claw fixtures low and high, and tire of indoor confinement after a matter of hours.

BEASTS OF FANCY. Winged cats are not disloyal travelling companions, but they do tend to test the limits of acceptable distance from their masters, straying high into trees or flying ahead just to the edge of sight. Even dutiful owners will find their winged cat gone for minutes on end, especially during travel through unfamiliar land. They are quintessentially curious beasts, stopping to rest

WINGED CAT

Small beast, unaligned

ARMOR CLASS 13

HIT POINTS 7 (2d6)

SPEED 40 ft., climb 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	17 (+3)	10 (+0)	3 (–4)	12 (+1)	11 (+1)

SKILLS Perception +3, Stealth +5

SENSES passive Perception 13

LANGUAGES —

CHALLENGE 1/4 (50 XP)

KEEN SMELL. The winged cat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

CLAWS. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) slashing damage.

beside or on their masters for only a few hours at a time, generally during the heat of the day.

DOUBLE-EDGED POPULARITY. Due to their novelty, winged cats can be found periodically at markets in virtually every corner of the world. Demand for them has spurred both breeders and poachers alike, for good or for ill. Any long-term confinement, whether in a small shipping crate or even homes too small to fly in, can be disastrous for their long-term health. After a few months, their rear wings will begin to curl painfully on themselves as the muscles atrophy—a perennially loud and anxious winged cat is a sure sign of an overly long captivity.

CHAPTER 2: FELINE FAMILIARS

A wayward adventurer who comes face-to-face with a feline from this book might have a faint heart when it comes to subduing their foe. Who can blame them, when the batcat and cactus cat seem divinely inspired to melt hearts? In these situations, the adventurer might try to scare their foe off or befriend it, though the latter option is undoubtedly the most preferred among ailurophiles.

A wise GM should be skeptical about introducing a powerful pet into the party, so in this chapter, we present less powerful statistics for the cats presented in this book, suitable to be used as pets or summoned with the *find familiar* spell.

FELINE FAMILIARS

Feline	As a Familiar
Catapillar	Use as-is
Catbat	Use as-is
Cactus Cat	Remove "Pinburst" ability
Cathulhu	Use familiar statistics
Cat of War	Use familiar statistics
Copycat	Use familiar statistics
Hellcat	Remove "Charge" ability and "Drop" attack
Longcat	Use familiar statistics
Nyctosphinx	Use familiar statistics
Pogocat	Reduce hit points to 13 (3d6 + 3)
Psycat	Use familiar statistics
Purrberus	Use familiar statistics
Spider-Cat	Use familiar statistics
Swarm of Kittens	One kitten (using housecat statistics) can be adopted from the swarm
Winged Cat	Use as-is

CAT NAMES

You can roll on the following d100 table to generate an adorable name for any mundane or magical cat. Optionally, you can roll on the d6 table below to add a prefix.

d6	Name	d6	Name
1	Mister	4	Doctor
2	Miss	5	Captain
3	Sir	6	Professor

d100	Name	d100	Name
01	Mittens	41	Hildi
02	Luna	42	Cueball
03	Avocado	43	Razz
04	Salem	44	Dutchess
05	Bramblepelt	45	Lambo
06	Loki	46	Jade
07	Tonks	47	Buttons
08	Jiji	48	Grika
09	Butterscotch	49	Mab
10	Tidge	50	Gremlin
11	Wee Bebe	51	Bigglesworth
12	Bean	52	Raymi
13	Marley	53	Kiki
14	Patch	54	Puddin
15	Elmo	55	Sunshine
16	Squall	56	Bramble
17	Snuggles	57	Gheera
18	Suki	58	Jinx
19	Pickle	59	Jinkies
20	Mowgli	60	Pook
21	Milkshake	61	Tinkerbelle
22	Purrsival	62	Lil' Bits
23	Wigglebutt	63	Mako
24	Taco	64	Romulus
25	Puzzle	65	Katerina
26	Minnie	66	Tom
27	Shirly	67	Frumppkin
28	Tobias	68	Calleigh
29	Belle	69	Patches
30	Hobbes	70	Nugget
31	King Tut	71	Momo
32	Wicky	72	Wednesday
33	Fafnir	73	Rusty
34	Numpty	74	Lucipurr
35	Boris	75	Milo
36	Sooty	76	Tuna
37	Granger	77	Figgy
38	Salmon	78	Marlowe
39	Archie	79	Leo
40	Sassy	80	Merlin

81	Keen	91	Cosmo
82	Higgins	92	Bucket
83	Poggers	93	Gibbs
84	Gizmo	94	Doobles
85	Missy	95	Mortisha
86	Pepper	96	Smokey
87	Fluffybutt	97	Denmark
88	Kuzco	98	Oliver
89	Juju	99	Buffie
90	Indy	00	Catsonova

HOUSECAT

Tiny beast, unaligned

ARMOR CLASS 13
HIT POINTS 2 (1d4)
SPEED 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	15 (+2)	10 (+0)	3 (–4)	12 (+1)	7 (–2)

SKILLS Perception +3, Stealth +4
SENSES passive Perception 13
LANGUAGES —

CHALLENGE 0 (10 XP)

KEEN SMELL. The cat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

CLAWS. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

CATHULHU FAMILIAR

Medium aberration, neutral evil

ARMOR CLASS 12
HIT POINTS 22 (4d8 + 4)
SPEED 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	15 (+2)	10 (+0)	11 (+0)

SKILLS Perception +2, Stealth +3
SENSES darkvision 120 ft., passive Perception 12
LANGUAGES —

CHALLENGE 1/4 (50 XP)

ACTIONS

CLAWS. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

TENTACLES. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

CAT OF WAR FAMILIAR

Medium beast, unaligned

ARMOR CLASS 11
HIT POINTS 16 (3d8 + 3)
SPEED 35 ft., climb 25 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (–4)	10 (+0)	7 (–2)

SKILLS Acrobatics +3, Athletics +4, Perception +2, Stealth +3
SENSES passive Perception 12
LANGUAGES understands Common, but can't speak

CHALLENGE 1/4 (50 XP)

KEEN SMELL. The cat has advantage on Wisdom (Perception) checks that rely on smell.

PACK TACTICS. The cat has advantage on attack rolls against a creature if at least one of the cat's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

BITE. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

COPYCAT FAMILIAR

Small monstrosity (shapechanger), neutral

ARMOR CLASS 11
HIT POINTS 22 (5d6 + 5)
SPEED 35 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	9 (–1)	10 (+0)	8 (–1)

SKILLS Perception +2, Stealth +3
DAMAGE IMMUNITIES acid
CONDITION IMMUNITIES prone
SENSES darkvision 60 ft., passive Perception 12
LANGUAGES —

CHALLENGE 1/8 (25 XP)

SHAPECHANGER. The copycat can use its action to polymorph into a Small or Tiny cat, or back into its true, amorphous form. Other than its size, its statistics are the same in both forms. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ADHESIVE. The copycat adheres to anything that touches it. A creature which touches the copycat becomes stuck to it until it uses its action to make a successful DC 10 Strength check, made with disadvantage. The copycat can only adhere to one creature at a time. The copycat has advantage on attack rolls against any creature adhered to it.

ACTIONS

PSEUDOPOD. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. The target is subjected to the copycat's Adhesive trait.

LONGCAT FAMILIAR

Medium celestial, lawful good

ARMOR CLASS 13

HIT POINTS 16 (3d8 + 3)

SPEED 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	14 (+2)

SKILLS Perception +4, Stealth +4

CONDITION IMMUNITIES grappled, prone

SENSES passive Perception 14

LANGUAGES understands Celestial, but can't speak

CHALLENGE 1/4 (50 XP)

ACTIONS

CONSTRUCT. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one Medium or smaller creature. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The longcat can grapple only one creature at a time.

NYCTOSPHERA FAMILIAR

Medium monstrosity, lawful neutral

ARMOR CLASS 12

HIT POINTS 17 (3d8 + 3)

SPEED 35 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	15 (+2)	15 (+2)	13 (+1)

SKILLS Arcana +4, Deception +3, History +4, Perception +4

CONDITION IMMUNITIES charmed

SENSES darkvision 120 ft., passive Perception 14

LANGUAGES Common, Sphinx

CHALLENGE 1/8 (25 XP)

INSCRUTABLE. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

SUNLIGHT SENSITIVITY. While in sunlight, the sphinx has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

CLAW. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

CHANGE SHAPE. The sphinx magically polymorphs into a Tiny cat or back to its true form. Other than its size, its statistics are the same in both forms.

PSYCAT FAMILIAR

Small monstrosity, neutral

ARMOR CLASS 12

HIT POINTS 9 (2d6 + 2)

SPEED 30 ft., fly 50 ft. (hover)

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

SKILLS Insight +5, Perception +5, Stealth +4

CONDITION IMMUNITIES charmed, frightened

SENSES darkvision 120 ft., passive Perception 15

LANGUAGES understands Common, but can't speak, telepathy 120 ft.

CHALLENGE 1/8 (25 XP)

INNATE SPELLCASTING (PSIONICS). The psycat's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible), *silent image* 1/day each: *invisibility* (self only)

ACTIONS

PERCEPTION RAY. *Ranged Spell Attack:* +5 to hit, range 120 ft., one creature. *Hit:* 3 (1d6) psychic damage and the target can neither see nor hear the psycat until the end of its next turn.

PURRBERUS FAMILIAR

Huge monstrosity, unaligned

ARMOR CLASS 13

HIT POINTS 19 (2d12 + 6)

SPEED 30 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	3 (-4)	12 (+1)	6 (-2)

SKILLS Perception +3, Stealth +5

SENSES passive Perception 13

LANGUAGES Celestial

CHALLENGE 1/4 (50 XP)

THREE-HEADED. The purrberus has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

BITE. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 3) piercing damage.

CLAW. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage, and the target is pulled 5 feet toward it.

SPIDER-CAT FAMILIAR

Small beast, neutral

ARMOR CLASS 12

HIT POINTS 18 (4d6 + 4)

SPEED 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	6 (-2)	14 (+2)	7 (-2)

SKILLS Perception +4, Stealth +4

SENSES blindsight 10 ft., darkvision 60 ft., passive Perception 14

LANGUAGES —

CHALLENGE 1/8 (25 XP)

SPIDER CLIMB. The spider-cat can climb difficult surfaces, including upside down and on ceilings, without needing to make an ability check.

WEB SENSE. While in contact with a web, the spider-cat knows the exact location of any other creature in contact with the same web.

WEB WALKER. The spider-cat ignores movement restrictions caused by webbing.

ACTIONS

BITE. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

That purrberus is just a great big three-headed kitten once you get to know it. Likes tuna, belly rubs, and takin' naps, and one of its heads is almost always named "Mittens". It'll chase a will-o-the-wisp around a field for hours.

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