

CAT

Tiny beast, chaotic evil

Armor Class 12
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 +6
Senses Darkvision 60 ft., Passive Perception 13
Challenge 0 (10 XP)

Righting Reflex. The cat takes no fall damage if it falls from a height of 30 ft. or greater.

Pounce. If the cat moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 6 Strength saving throw or be knocked prone.

Actions

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

Reactions

Cruel Jest. As a reaction when a Tiny creature attempts to leave the cat's reach, the cat may force it to make a DC 12 Dexterity saving throw or be knocked prone.

DIRE HOUSECAT

Large beast, chaotic evil

Armor Class 12
Hit Points 26 (4d10+4)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6
Senses Darkvision 60 ft., Passive Perception 13
Challenge 1 (200 XP)

Righting Reflex. The cat takes no fall damage if it falls from a height of 30 ft. or greater.

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

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Claw. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Reactions

Bat Away. As a reaction to being hit with a melee attack, the cat forces the attacker to succeed on a DC 13 Strength saving throw or have one object it is holding knocked out of its hands and 15 ft. away.

Cruel Jest. As a reaction when a Medium or smaller creature attempts to leave the cat's reach, the cat may force it to make a DC 12 Dexterity saving throw or be dragged 5 feet back towards the cat. If the creature fails this save by 5 or more, this ability does not use the cat's reaction.