



“monster : bloodsports 6” © deviantArt user Kolsga, accessed at her deviantArt gallery [here](#)

[Commissioned by [@justicegundam82](#). The gigat is a Lombard monster about which I could find very little. What I [could find](#) suggested that it was a regional variation of [Il Gatto Mammone](#), a giant cat that appears as a bogey in some Italian stories and as a magical helper in others. That name suggested the link to devils that I pursued in my flavor text.]

Gigat

CR 6 LE Magical Beast

This creature resembles an oversized cat, with a long slender body. Its ears are tufted and it has a beard-like mane. Ridges of bone run along its sides and spine.

Gigats are monstrous felines that conceal their kills with magical darkness. Most gigats lair in mountainous caves and descend to paths and villages on cloudy or moonless nights in order to hunt. They prefer humanoid prey to other kinds, and often attack travelers, beggars or other people whose disappearances will not attract too much attention. They can see perfectly well in magical darkness, and usually use that to blind foes. A gigat can cause darkness to solidify into a reflection of its own claws, slashing at faraway foes to provide distractions while it grabs and drags off its chosen victim.

A gigat is sapient despite its bestial appearance, although they are not as intelligent as the average human. Their origins are suspected of being tied to Hell, as they can see in magical darkness, resist fire and speak the language of devils. They view devils with instinctual respect, and may serve them in their plots on the Material Plane. Gigats collect treasure, and bribery with gifts and food is a key component of gigat courtship. Unsurprisingly given their association with darkness, they do not favor brightly colored or shiny items, and the treasures they collect are more likely to have interesting textures or smells.

A gigat grows to about ten feet long, with a third of that length being their bushy tails. Both males and females grow manes, but the males' manes tend to be larger.

Gigat CR 6

XP 2,400

LE Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, Perception +7, scent, see in darkness

Defense

AC 18, touch 12, flat-footed 15 (-1 size, +3 Dex, +6 natural)

hp 68 (8d10+24)

Fort +9, **Ref** +9, **Will** +4

Resist fire 10

Defensive Abilities fortification (25%); **Weakness** light blindness

Offense

Speed 50 ft., climb 30 ft.

Melee bite +11 (1d8+4 plus grab), 2 claws +11 (1d6+4)

Space 10 ft., **Reach** 5 ft.

Special Attacks clawing darkness, pounce, rake (2 claws, 1d6+4)

Spell-like Abilities CL 6th, concentration +8

3/day—*deeper darkness*

1/day—*unholy blight* (DC 16)

Statistics

Str 19, **Dex** 17, **Con** 17, **Int** 8, **Wis** 14, **Cha** 14

Base Atk +8; **CMB** +15; **CMD** 28 (32 vs. trip)

Feats Improved Initiative, Nimble Moves, Power Attack, Skill Focus (Stealth)

Skills Acrobatics +8 (+16 when jumping), Climb +17, Perception +7, Stealth +11; **Racial Modifiers** +4 Stealth

Languages Infernal

Ecology

Environment temperate mountains and underground

Organization solitary or pair

Treasure standard

Special Abilities

Clawing Darkness (Su) A gigat can make a claw attack as a swift action against any creature in the area of a *deeper darkness* effect the gigat creates.

See In Darkness (Su) A gigat can see perfectly in darkness of any kind, including that created by *deeper darkness*