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[The “elfin cat” of 1e and 2e AD&D seems to be equal parts cait sidhe and Cheshire Cat. So I exaggerated the latter. Considering how many other Alice in Wonderland characters have ended up in PFRPG, it’s a little weird there’s not a Cheshire Cat already.]

### **Faerie Cat**

#### **CR 2 CN Small Fey**

*This creature resembles an oversized house cat, with bizarrely striped fur. Its eyes are large and its grin unnervingly human.*

Faerie cats are mischievous cat-like creatures with strong ties to the fey. They are also known as elfin cats or cheshires. They are predators of small game who are also nosy and curious, poking into the business of their neighbors and stirring up trouble. They frequently know a fair amount about their environs, but their advice is usually cloaked in riddles, jokes and teasing. Trying to follow a faerie cat is a fool’s errand, as they leave no tracks and can become invisible at will. A favorite prank is to make themselves partially invisible, then turn up as nothing more than a head, a tail or a few paws to startle observers.

Although faerie cats do not seek conflict with humanoids, if cornered they will fight. Their claws and teeth are sharp, but they much prefer to use magic to befuddle enemies and laugh at their misfortune. A favorite trick is to stay out of reach with *levitate*, then rain down spells. If they are badly threatened, they will hide and flee. Faerie cats rarely seek a rematch directly with those that best them, but they will encourage others to target them, attempt to get them lost, or take other forms of petty revenge.

For most of their lives, cheshires maintain a solitary existence, although they may allow themselves

to be adopted by other fey creatures. In this case, the faerie cat makes sure the relationship is clearly one of mutual benefit, and if they are slighted or condescended to, they will leave (likely causing trouble as they go). A family of faerie cats will consist of a mated pair and their nearly adult children, but faerie cats switch partners frequently and rarely keep in touch with their offspring once they are fully grown.

A faerie cat grows to three feet long and weighs around 20-30 pounds.

### **Faerie Cat Boons and Banes (CL 5<sup>th</sup>, 3<sup>rd</sup> level)**

Faerie cats may bestow their boon on a creature that humors their ribbing, but doing so often leads to more pranks, as the faerie cat reveals itself only to the target of its boon. Few faerie cats have the attention span to inflict their bane regularly, but they may use it against someone who severely offends them.

**Boon:** You can see invisible creatures, as the *see invisibility* spell. This boon lasts for 1 day.

**Bane:** Any time you fail a Will save, you are also confused for 1 round. This bane lasts for 1 week.

### **Faerie Cat CR 2**

**XP 600**

CN Small fey

**Init** +3; **Senses** low light vision, Perception +7, *see invisibility*

**Defense**

**AC** 16, touch 15, flat-footed 12 (+1 size, +3 Dex, +1 natural, +1 dodge)

**hp** 17 (5d6)

**Fort** +1, **Ref** +7, **Will** +4; +4 vs. mind-influencing effects

**DR** 5/cold iron; **SR** 14

**Defensive Abilities** mad mind

**Offense**

**Speed** 40 ft., climb 20 ft.

**Melee** 2 claws +6 (1d3), bite +6 (1d4)

**Special Attacks** pounce

**Spell-like Abilities** CL 5<sup>th</sup>, concentration +7 (+11 casting defensively)

Constant—*pass without trace*, *see invisibility*

At will—*blur*, *invisibility*, *lesser confusion* (DC 13), *ventriloquism* (DC 13)

3/day—*color spray* (DC 13), *stumble gap* (DC 13), *touch of idiocy*

1/day—change size (DC 14), *levitate*, *tree stride*

**Statistics**

**Str** 11, **Dex** 17, **Con** 10, **Int** 10, **Wis** 11, **Cha** 14

**Base Atk** +2; **CMB** +1; **CMD** 15 (19 vs. trip)

**Feats** Combat Casting, Dodge, Weapon Finesse

**Skills** Acrobatics +10 (+14 jumping), Bluff +9, Climb +14, Diplomacy +9, Knowledge (local) +7, Knowledge (nature) +7, Perception +7, Stealth +13

**Languages** Common, Sylvan

**SQ** partial invisibility

**Ecology**

**Environment** temperate forests

**Organization** solitary, pair or family (3-6)

**Treasure** incidental

**Special Abilities**

**Change Size (Sp)** This functions as either an *enlarge person* or *reduce person*, as the faerie cat chooses, except that it can affect creatures of any type. This is the equivalent of a 2<sup>nd</sup> level spell.

**Mad Mind (Su)** A creature that attempts to read a faerie cat's mind or communicate with it telepathically must succeed a DC 14 Will save or be confused for 1d4+1 rounds. This is a mind-influencing effect, and the save DC is Charisma based. In addition, a faerie cat gains a +4 racial bonus to all saving throws against mind-influencing abilities.

**Partial Invisibility (Su)** When a faerie cat uses its *blur* spell-like ability, it instead becomes invisible except for one body part of its choosing. The faerie cat gains an additional +8 to Stealth checks when partially invisible. This ability can be seen through by a *see invisibility* or similar effect, and can be negated through *glitterdust*