



Image © Angela Barrett, from the book *The Witches and the Singing Mice*. Accessed from @starxgoddess [here](#)

[Consider this one “loosely inspired” by Hackmaster.

In the Hacklopedia, there is a shapeshifting witch cat with thief powers. Unfortunately, it’s super gross and sexist. The design looks like erotic fanart of the one Batman TAS episode where [Catwoman turns into an actual cat woman](#). They’re female-only, and all of the flavor text is about sexual jealousy. And it’s called the “mynx”. Yuck.

So my version is still a shapeshifting witch cat with thief powers, but (hopefully) less skeevy and misogynistic.]

Malkin

This creature resembles a housecat the size of a man. Its eyes have a mischievous glint, and its paws bear an eerie resemblance to human hands.

Sometimes referred to as “witch cats”, the creatures known as malkins were created by a master witch ages ago to be the perfect familiar. They are strong enough to handle themselves in combat, smart enough to be a decent conversation partner, and tricky enough to help a caster out of a pinch

involving locks, larceny or other skills most arcane casters do not excel at. A malkin has an inherent love for all arcane spellcasters, acting as guardians of novices, servants of archmages or friends to any other casters who cross their paths.

When not in service to an arcane spellcaster, malkins live on the outskirts of society. Like the domestic cats they descend from, they are carnivores that feed primarily on small game. Malkins have a fondness for creature comforts, and may sneak into town to steal what they cannot get lawfully. In humanoid form, a malkin resembles a particularly fur-covered catfolk, although catfolk usually dislike malkins—their criminal antics and disdainful attitude towards clothing tend to give catfolk a bad reputation.

Malkins can be of any alignment, although they tend towards chaotic alignments. They advance by class level, with rogue and witch being the most common classes among them. Malkins know the struggles a familiar can suffer under a neglectful or cruel master—malkin spellcasters frequently dote on and pamper their familiars.

Malkin **CR 3**

XP 800

CN Medium magical beast (shapechanger)

Init +3; **Senses** darkvision 60 ft., low-light vision, Perception +10, scent

Defense

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 22 (4d10)

Fort +4, **Ref** +7, **Will** +1

Offense

Speed 40 ft.

Melee bite +7 (1d4 plus grab), 2 claws +7 (1d4)

Special Attacks pounce, rake (2 claws, +7, 1d4), sneak attack +1d6

Spell-like Abilities CL 4th, concentration +4

Constant—*feather fall*, *speak with animals* (felines only)

1/day—*beast shape II* (felines only), *expeditious retreat*, *spider climb*

Statistics

Str 10, **Dex** 17, **Con** 11, **Int** 16, **Wis** 10, **Cha** 11

Base Atk +4; **CMB** +7 (+11 grapple); **CMD** 17 (21 vs. trip)

Feats Agile Maneuvers, Weapon Finesse

Skills Acrobatics +9 (+13 jumping), Climb +8, Disable Device +6, Perception +4, Sleight of Hand +7, Stealth +11, Use Magic Device +4; **Racial Modifiers** +4 Climb, +4 Stealth

Languages Aklo, Common, Sylvan

SQ change shape (catfolk, *alter self*), mage servant, nimble paws

Ecology

Environment any land

Organization solitary, coven (2-7) or companion (1 plus 1 magic user)

Treasure standard

Special Abilities

Mage Servant (Ex) An arcane spellcaster with the Leadership feat and the familiar class ability may make a malkin her familiar. The malkin advances by class level as normal for a cohort, but gains the share spells, empathic link, deliver touch spells, and scribe on familiar abilities when the magic user reaches the appropriate level. A malkin can also act as a spellbook for a witch. A malkin with levels in a class that grants a familiar cannot use itself as a familiar. A malkin is treated as a 5th level character for the purposes of its cohort level.

Nimble Paws (Ex) A malkin gains Disable Device and Sleight of Hand as class skills. It also takes no penalty to Disable Device checks for not using thieves' tools.