



GIANT CAT

"Oh fine sure, it's adorable until it sits on yer house."

- Greb Butterstoad, Homeless Halfling Carpenter.

Feline Titan. The origin of the giant cat is unknown, but most assume they were the pets of titans or gods. A giant cat often lays claim to a large stretch of land or entire continent and treats everything within as belonging to it.

Giant cats show favour to those who feed them, settlements will often gather large tributes for the giant cats which can contain heaps of food, brightly coloured ropes and works of art in the cat's likeness. A few settlements have tried growing crops of catswort or catnip which giant cats seem to love, but it often causes them to become careless and accidentally crush the town instead.

Force of Nature. Giant cats are seemingly ageless or at least extremely long lived. A giant cat is just a feature of the land to most people, like the sea, the wind or the sun.

Much like regular cats, the giant cat believes things are there to be played with, eaten or ignored. Sometimes villages will be interacted with, where a giant cat will lower itself to be petted or fed. Othertimes entire cities will be trampled beneath the cat's tremendous paws as it chases a shimmering light or just wishes to paw at the buildings.

GIANT CAT

Gargantuan beast, chaotic neutral

Armor Class 15 (natural armor)
Hit Points 277 (15d20 + 120)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	26 (+8)	4 (-3)	13 (+1)	11 (+0)

-Skills Perception +6

- **Damage Immunities** bludgeoning, piercing, and slashing from non magical weapons
- **Senses** passive Perception 16
- **Languages** —
- **Challenge** 16 (15,000 XP)

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

Mighty Pounce. As a bonus action the cat leaps into the air, when it lands all other creatures on the ground within 30 feet of the cat must succeed on a DC 19 Strength saving throw or be knocked prone.

Siege Monster. The cat deals double damage to objects and structures.

Actions

Multiattack The cat makes three attacks: one with its bite and two with its claws.

Claw. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. **Hit:** 24 (4d8 + 6) slashing damage.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. **Hit:** 32 (4d12 + 6) piercing damage.

CREATED BY

U/1D6ADVENTURERS FOR
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Artwork: "Giant Cat" by [Baldervan](#)