



Deceiver Cat

FELIS DECEPSONIX

*- an ancient expression
for a force majeure*

Description: Few predators possess such skill as these large felines, and not only because of their sublime stealth and speed, for they possess a formidable innate ability of concealment and misdirection. They stalk the dark dungeons and deepest nights where their skills of predation leave little chance for their chosen meal.

Deceiver cats are extremely territorial carnivores. Adults stand 2' (~0.66 m) tall at shoulder height and weigh some 200 pounds (~150 kg). They are black or dark purple in colour with piercing-blue eyes. An attacking deceiver cat uses its fangs and claws and its powerful lower body tentacles to rend the target. Because of its speed and the gift of illusion, the cat's ambush is nigh impossible to counter.

Ecology and environment: Deceiver Cats prefer warm, dry areas: hill ranges and the edges of steppes, but they tolerate dank caves and often use them for their daytime hunting grounds.

Statistics: *Init:* +5, *Atk:* tentacle +6 melee (1d8+3) or rend +6 melee (2d4); *AC:* 18; *HD:* 6d8+6; *MV:* 60'; *Act:* 2d20; *SP:* deceiving aura (see below); darkvision 120'; *Saves:* Fort +3, Ref +8, Will +0; *AL:* C.

Deceiver cats get their name from their natural aura of illusion which hides the individual and projects its image 3' off its position. This is a mysterious innate ability that cannot be dispelled or negated in any way, but the cat's actual position can be inferred by magic (*Detect evil*, for example) or other handy material means (such as flour or dust). Anyone attacking the cat must pass a DC 18 perception check after the attack roll has been made or the attack automatically misses. Magical projectiles find the cat, but it gains a Ref save against the spell roll.