Dungeons and Dragons / Cat Sìth



Name: Cat Sìth
Size: Medium
Type: Fey
Alignment: Chaotic Neutral

Armor Class: 15 (natural armor)
Hit Points: 65 (10d8 + 20)
Speed: 40 ft.

STR: 15 (+2)
DEX: 18 (+4)
CON: 14 (+2)
INT: 12 (+1)
WIS: 14 (+2)
CHA: 12 (+1)

Skills: Stealth +6, Perception +4, Survival +4
Senses: Darkvision 60 ft., passive Perception 14
Languages: Common, Sylvan
Challenge: 3 (700 XP)

Magic Resistance: The Cat Sìth has advantage on saving throws against spells and other magical effects.

Magic Immunity: The Cat Sìth is immune to being charmed.

Pounce: If the Cat Sìth moves at least 20 feet straight towards a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the Cat Sìth can make one bite attack against it as a bonus action.

Claws: Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage.

Bite: Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 4) piercing damage.

Magic Claws (1/day): The Cat Sìth can use its action to make its claws magical for 1 minute. During that time, its claw attacks are considered magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

Invisibility (1/day): The Cat Sìth can use its action to become invisible for 1 minute. It can end this effect early as a bonus action.

Rejuvenation (1/day): If the Cat Sìth dies, it returns to life in 1d4 days with all its hit points restored.

Description: The Cat Sìth, also known as the Cat Sìdh or Cat Sidhe, is a legendary creature from Scottish folklore that has captured the imaginations of people for centuries. This mystical feline is said to be a supernatural being that brings both good and bad luck to those who encounter it.

Origins of the Cat Sìth
The origins of the Cat Sìth can be traced back to ancient Celtic mythology, where it was considered a powerful and mysterious creature. The Celts believed that the Cat Sìth had the ability to see into the future and could control the elements of nature.

Physical Description of the Cat Sìth
The Cat Sìth is typically depicted as a large, black cat with piercing green eyes and a sleek, glossy coat. Its body is said to be very muscular, and it has long, sharp claws that it uses to defend itself. Some legends describe the Cat Sìth as having a long, bushy tail, while others say that it has a short, stubby tail that is almost invisible.

Supernatural Abilities of the Cat Sìth
According to Scottish folklore, the Cat Sìth has several supernatural abilities, including the ability to see into the future, control the elements of nature, and bring good or bad luck to those who encounter it. It is also said to have the power to transform into a human form, which it uses to interact with people and manipulate events to its advantage.

The Role of the Cat Sìth in Scottish Folklore
The Cat Sìth has played an important role in Scottish folklore for centuries. It is often associated with death and the afterlife, and is believed to be able to transport people to the underworld. Some legends describe the Cat Sìth as a friendly, helpful creature, while others view it as a malevolent force that should be feared and avoided at all costs.

Encountering the Cat Sìth
Encounters with the Cat Sìth are said to be rare, but when they do occur, they can be life-changing experiences. Some people claim to have seen the Cat Sìth in the form of a black cat, while others say that they have encountered it in its human form. Regardless of how it is encountered, the Cat Sìth is said to have a profound impact on those who come into contact with it.

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