



DIRE COUGAR

The Dire Cougar is a predator from the heart of the Jungles of the Fey Wild. They are highly sought after both because of their ability to make fine guard animals and because of their silky pelt which is said to be able to absorb magical energies due to living in an environment rich with fey magic. These massive beasts often stand 3 to 4 feet tall and are close to 10 feet in length.

TERRAIN

Being so large, the dire cougar often lairs in caves hidden within the depths of the jungle or among the exotic vegetation of the Fey Wild.

CULTURE

The Dire Cougar is often a solitary hunter, choosing to either hunt by itself or with its lifelong mate. However, don't let their method of hunting fool you. Dire Cougars often dwell in a pack headed by an alpha male and will abide by the direction of the Alpha Male.

LORE

There are many stories of the Dire Cougar crossing over to the Prime Material Plane. Scholars believe that this most often happens when a dire cougar steps within a circle of mushrooms or flowers in the Fey Wild. These fey "rings" are believed to be a portal between the two dimensions that is activated on special lunar occasions such as full moons, eclipses, etc.

HISTORY

Very little is known about the history of the Dire Cougar. Most Scholars believe that they derive from a normal cougar who crossed over to the Fey Wild and was altered by the strange magic there. However, a few foolish people believe that the Dire Cougar was altered on purpose by the Other Races of The Fey to serve as a weapon to attack the mortal realm and that the few occurrences of spotting a Dire Cougar on the Prime Material Plane is an indication of scouting being done by the Fey in preparation for an all-out war.

Either way, what is known for sure is that the elite castes of the Prime Material Plane view owning one of these beasts a symbol of great status and scholars often try to acquire the beasts for further study as well. So, great rewards may await those foolish enough to try to tame these savage beasts possibility of drowning occurs.

DIRE COUGAR

Huge beast, true neutral

Armor Class 17

Hit Points 37 (3d20)

Speed 45 feet

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	10 (+0)	12 (-1)	8 (-1)

Saving Throws Dex +2, Wis +2

Skills Acrobatics +8, Athletics +6, Intimidation +3, Perception +5

Damage Resistances bludgeoning

Damage Immunities cold, necrotic, piercing

Condition Immunities frightened

Senses darkvision 75 feet; passive Perception 15

Languages Druidic

Challenge 3 (700 XP)

Keen Hearing and Smell. The Dire Cougar has Advantage on Wisdom (Perception) checks that rely on hearing and smell.

Pounce. If the Dire Cougar moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone and suffers 2d4 points of bludgeoning damage. If the target is prone, the lion can make one bite attack against it as a bonus action.

Roar. The dire cougar can roar as a bonus action. Any creature within 30 feet must make a Constitution save (DC 13) or be deafened for 1d4 rounds and frightened for 1 round.

Actions

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

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target., Hit: 8 (1d8 + 4) slashing damage.

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