

Animal Adventures: Tales of



Cats & Catacombs

Rules Companion





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A Daring Entrance...



Barnabas leapt towards the chandelier, just reaching it as an arrow struck the hardened iron of the chain connecting it to the ceiling, and deflected towards the wall. Another arrow almost took his hat off. Dropping nimbly to the floor, Barnabas brought

his sword up — just in time — to block a vicious downward hack from one of the guards. Liveried in bright orange and green, he almost felt sorry for the poor fool. Almost. With a reflexive twist of the blade, he disarmed him and was gone. Always keep moving, he said to himself as another arrow struck the flag stone he had been standing on moments before; always keep moving. He danced past a second blow, this time from an ineptly held halberd and drove his sword into the guard's foot in revenge. He was doing okay, but he couldn't keep it up. Not much longer. Where were they?

From the balcony above, there was a strangled gasp and one of the archers who'd been threatening to skewer him for the last five minutes suddenly tumbled over the wooden railing. He fell, Barnabas noticed, with a strange rigidity — his limbs splayed out but unmoving, as though he wasn't even trying to cushion his landing. When the guard landed, he did so with the sound of glass cracking in the cold. The adventurer felt shards of ice streak past him, flung out by the impact of the landing. Ah, he thought, about time they made it!

Noise came from above. A thin, high noise. A call of welcome. Something thin and hairless leapt up onto the railing. It sniffed at the air and then noticed the adventurer.

"Oh, hello Barnabas," said the figure. Barnabas, nearly snarled in irritation. Typical Whisper, turns up late and acts as though I were the problem, he thought. But decided to keep his mouth shut. At least the sorcerer had turned up. Now, where was...

An explosion blew him backwards. Molly, Barnabas said to himself trying to shake the ringing from his ears, had arrived. A lithe black creature meandered into the room, looking around curiously.

'Some nice stuff in here, Barnabas. Thanks for inviting me.'

*'No stealing, Molly. You promised. ;
'Did I? That doesn't sound very like me.'
'She's right, you know' shouted Whisper, from the balcony, 'It doesn't sound like her.'
'Oh shut up, both of you,' growled Barnabas. 'Did you have to blow the doors up, Molly?'*

*'Have to? No.'
'But...?'
'Well, I'd retrieved this lovely little scroll with such an interesting spell on it and I thought...'
'Is that where my scroll went, you little thief!?' said Whisper.
'No. Definitely not.'
'Where are the others?' Barnabas said, trying to control his rising anger. 'Did no one ever take this seriously?'*

From somewhere behind them came the slap of leather-clad feet on stone. More guards. Barnabas turned around, his armour heavy on his back and his sword loose in his grip. Fatigue fell on him. Another dozen guards were lined up, halberds pointed at Barnabas and Molly.

*'Cats?' spat the Guard's leader, a grim-faced woman whose left eye was streaked white where a blade had done something nasty, many years ago. 'We're meant to fight cats?'
'Not just cats!' boomed a voice, rich and strident and filled with the fury of the frozen north; 'we are warriors! Warriors who will gut every single one of you!'*

A hulking cat strode into the hall, ear torn, a wild grin painted across its lopsided face. Alongside him came a black, elegant cat, a bow drawn and arrow nocked.

'Good to see you, Pawkus,' said Barnabas, nodding at the bulky, rough-looking tom. 'And you, Chloe.' The ranger, her cheek pressed into the bowstring, nodded in acknowledgement.

*'And good to see you, Barnabas! How much have you been complaining about us being late?'
'I...I haven't...' Barnabas tried to say, but Whisper got there first.*

*'Oh, endlessly. ;
'Ha! Thought so,' said Pawkus and then he snarled, 'Let's have them!'*

Barnabas grinned, suddenly suffused with renewed strength.

'Yes! Charge!' he yelled."





Welcome to Cats and Catacombs!

The following rules provide the basic character generation rules for playing an intelligent cat in the fifth edition of the world's first roleplaying game. Provided are racial rules, class options, and features designed to allow players to create a feline character capable of taking on the world...or at least those parts of it where decent treats and good napping options are available. These are cats, after all. Yes, they may be intelligent, awakened cats but, some might say, that should make them more likely to look out for places to curl up and sleep. Anyway, enough of such things...let's get back to the cats.

Playing a cat allows you to be both a serious adventurer...and a mercurial, temperamental creature concerned with its own wellbeing and with how good it looks. In short, playing a cat allows you to be a typical player character but with paws and whiskers. The style of play anticipated below is that the cats form their own party, investigating strange goings-on and protecting those cats who haven't been fortunate enough to be awakened. Along the way, they may even find out why they have been chosen to receive the gift (or curse?) of human intelligence! Of course, you may prefer a mixture of cat player characters and more standard fantasy races and this works just as well. Cats can make great assets to a normal dungeon delving party, capable of discovering traps and easily evading detection.

These rules do not present anthropomorphic cats... they aren't standing on their hind legs and wielding rapiers. They haven't grown opposable thumbs. They're still cats, with all that implies. These cats may be able to talk, read and cast spells but, when playing them, don't forget that they are still animals. They are still inherently, essentially, feline.

So, what are you waiting for? There are balls of string out there that need unravelling, boxes that need to be climbed into and mugs that must be pushed off a desk! There's also treasure to be discovered and foes to be beaten. But priorities, right?





A Cat's the Only Cat...

A sudden, fleeting movement glimpsed in the corner of an eye. A svelte shape insinuating itself into an implausibly small gap. A small, curled form in front of the fire, suddenly startled from sleep. Cats get everywhere, comfortable in any situation and adaptable in the way that few creatures are. They find a home in the most inhospitable of places, making themselves warm and comfortable almost instantly. But they are also deeply loyal, often friendly and willing to defend those they love to the death. Cats are the perfect adventurers; they are capable of withstanding hardship, and do not trust lightly but protect fiercely those in whom they have placed their trust.

Common Interest

Cats are, by nature, somewhat solitary creatures, often preferring their own space and company to that of a pack or group. But this is not always the case. Cats often form small circles of friends which, while looser than those formed by other animals, are no less devoted. If a cat is in trouble, their friends arrive in moments to assist them. Cats also form groups to achieve specific goals; solving a mystery? Looting a dungeon? Stopping a villainous wizard with designs on the city's supply of treats? Cats band together when faced with such threats, utilising each other's differing strengths to achieve their ends. Afterwards, they may part ways or may remain together...not that they need to. They could split up any time they want...

An Old Bond

Cats have been welcomed into the homes of man, dwarf, elf and even orcs and goblins for thousands of years. They provide an invaluable service, after all. Catching mice, rats, and other small vermin requires speed and coordination, not to mention a small stature, that most of the bigger races simply do not possess. And so, a relationship of mutual advantage began and continued, strengthening the strange bond between the cats and those who, quite mistakenly, believe themselves to be the owners, or masters. Cats aren't recklessly loyal like dogs, but they do love and form deep attachments to those who take the time to earn such devotion. It is not enough, with a cat, to simply feed it and expect adoration. It requires patience and persistence, it requires consistency. Cats are as varied in temperament and appearance as humans or dogs and need to be treated with respect, care, and attention. But they repay those who are prepared to spend the required time to earn their friendship a thousandfold. This is true even with awakened cats, blessed with human levels of intelligence. They can be suspicious but, if treated properly, become fiercely loyal companions.





Agile, and Hard to See

Renowned for their nimbleness, cats can make the most extraordinary leaps, fit into spaces that barely seem wide enough to slide a sheet of parchment through, and walk away, casually, from the most dangerous of falls. Awakened Cats still possess these traits, but it is now combined with acute intelligence and an understanding of how to use these natural traits to their best advantage. This makes cats extremely dangerous combatants, able to evade enemy attacks before suddenly appearing at their enemy's back, pouncing onto a vulnerable patch of flesh and sinking their claws in. This makes even heavily armoured and well-trained soldiers fear facing Awakened Cats in combat... you never know from where they'll strike next!



Who Wants to Play?

So, how do these clever cats fit into your games? Are they commonplace – do street smart cats live in every alleyway and in every city? Do they have communities with carefully organised systems of law, with civic leaders and parliaments? Do they have their own territories, with carefully policed borders? And how did they come to possess this level of sentience? Magic? Or is this just how things are in your game world? The answer is, of course, up to you. It's your game, after all! You choose how to weave awakened cats into your campaign.

In the following text, we presume that awakened cats are rare not unheard of, but not seen every day. There may be places where such animals are a regular occurrence, but you'd have to hunt those out for yourself. For this reason, we provide the Awakened Cat background, to allow you to determine how your player characters came to be something other than just a cat. But, if you want clever cats to be wandering all over the place, ignore that and give them a background more to your liking. These rules are here to offer options, not hard and fast laws (which surely a cat ignores anyway!)





Feline Traits

While the many different breeds of cat make generalizing difficult, there are a few traits which pertain to all felines:

Ability Score Increase: All cats increase their DEX score by 2.

Age: Cats reach maturity between the age of 1 or 2, and live, on average to the age of 15.

Alignment: Cats tend toward neutral alignments; they are very rarely wholly evil or wholly good. Their main preoccupation is themselves and the small circle of loved ones they seek to protect. This can occasionally seem like callousness or disinterest in the larger world. This is often misleading, however.

Size: While there are larger and smaller cats, this variation in size and length is much more limited than it is in dogs. As a result, all cats are considered small.

Speed: A cat's basic speed is 30 feet.

Languages: A cat can speak and read Common, Feline and one other Language. Cats only use language with humans and other races; when with each other, they communicate entirely through gesture, small inflections of the face and eyes, and carefully modulated thrusts of the paw or flank. This language is called Feline and can only be spoken fluently by other cats.

Darkvision: Cats have Darkvision up to 60 ft.

Bite & Scratch: Sharp teeth, and claws which can be quickly unsheathed and used to slice through flesh - all cats possess these natural weapons. Cats are proficient with this attack, which counts as both a weapon attack and an unarmed attack. The attack does 1d6 damage plus the attacker's STR modifier bonus.

All So Different: There are many different varieties of cat breed, each with their own idiosyncrasies, preferences, and behaviours - remember that any breed can belong to any of the three subraces; cats are born at all sizes. Choose a feline subrace from the list below and then choose one ability from the subsequent list. You may only choose one such ability.

Hefty Cat

These big, substantial cats are the biggest of their kind and are tougher and more durable than their feline kin. If you want to play a Maine Coon, a Norwegian Forest Cat or just an unusually chunky version of your favourite breed, choose a Large Cat!

- Gain +1 to your Strength attribute

Regular Cat

The typical cat. Neither too large, nor too small. Purrfect, you might say. Play a medium cat if you want to be a tabby, a bengal or an American bobtail; you're the kind of cat who knows how the world works. You can live in a home, or in the wild.

- Gain +1 to your Wisdom attribute.

Lap Cat

Smaller, more delicate and all the smarter for it, Lap Cats are experts at getting others to do the work for them. After all, when you're this adorable, why wouldn't you? Play a lap cat if you want to be a Persian, a sphynx or a ragdoll - or if you just want to be small, cute and loveable.

- Gain +1 to your Charisma attribute

Cat Abilities

How Did They Get Up There?: Moving with preternatural speed and grace, you scramble up sheer surfaces with ease. Reduce the difficulty of all climb tests by 2.

Feline Intuition: You know things. Even if you're not entirely sure how sometimes, you just do... Gain +1 to INT score permanently.

Gone!: No thanks, you're not sticking around to be smashed with a mace. You know how to stay safe and stay alive. When fleeing or escaping from combat, double your Base Speed.

Attention must be paid! Are they...ignoring you? Have they seen what you look like? Well, you'll soon put a stop to that. Add Proficiency bonus to all Charisma checks.





Skilled Hunter: You can follow your prey through any terrain, no one is getting away from you! Add +2 to all Tracking rolls.

Action Cat: You're always ready for what comes next; you're poised, cunning and able to anticipate. Add +1 to your Initiative Modifier.

Like Smoke: The enemy flails about them, trying to hit you. But you've already gone, like mist in a strong breeze. Whenever attempting to move past an enemy, or disengage from combat, you may avoid the first Attack of Opportunity made by an enemy.

Flower Marked: Your distinctive patterned fur is actually highly effective camouflage, making you difficult to spot in the wilderness. You have advantage on all stealth rolls made in natural terrain, like a forest or a jungle.

Lands on Feet: You are incredibly agile, so much so that even falling from a great height seems to scarcely affect you. Whenever you take fall damage, it is halved.

Good Luck Cat: You're just...lucky. You don't know why, but you are. Once per session, you may reroll one failed test.

Life in the Shadows: Twilight is your element, your colouring and lithe form making you almost impossible to track as the light dims. Whenever you are in partial or reduced light, you gain a +2 to all stealth roles.

Like a Wolf: As you shed your fur, you begin to resemble a vicious wolf, teeth bared and hungry for blood. You know how to use this appearance to your own ends! Whenever making an Intimidate check, you may use your proficiency bonus on top of any other modifiers.

Big Unit: Hulking and mighty, it doesn't matter that you aren't as big as a Dragon ...you pack just as much into a smaller package! Add +1 to your Strength attribute.

Defensive Fluff: Your fur is spectacularly fluffy, softening the blows of your enemies and protecting you against whatever forces you must confront. Add +1 to your Armour Class.

Adaptation: You were born in freezing cold conditions, you're used to them, capable of putting up with anything. You are Resistant to Cold Damage.

Go Limp: You've spent a lot of time going limp and playing dead. You're eerily good at it, in fact, but you've learned something more while lying there, unmoving. When knocked Prone, you suffer no disadvantages to avoiding or evading attacks.

Everybody Wants to be a Cat: You know it's natural to envy your grace, your fur, your beauty. How could they not? They won't get close, of course, but they can always watch you. Add +1 to your Charisma Attribute.

And...Push: Things need pushing! That's what they're there for! Just give them a little nudge and see what happens! Whenever attempting to move a stationary object, you may add your Proficiency bonus to the roll.

Stubborn: You don't go down. You've been in a lot of fights and you don't like losing. You don't like doing anything unless you want to do it. When you're reduced to 0 hit points in combat, make a DC 14 Constitution save. If you succeed, you are not knocked unconscious but remain standing, on 1 hit point. This ability can only be used once per combat.

Light Sleeper: You don't need much in the way of recovery time. You can get by in a way others can't. When Short Resting, determine the number of hit points regained in the normal fashion (roll a Hit Dice and add the Constitution modifier), then add an additional 1d4+2 hit points to the total.

Slippery Customer: Someone with your dignity is, most assuredly, not going to be manhandled! Whenever an enemy attempts to grapple you, you make your opposing Dexterity roll at Advantage.

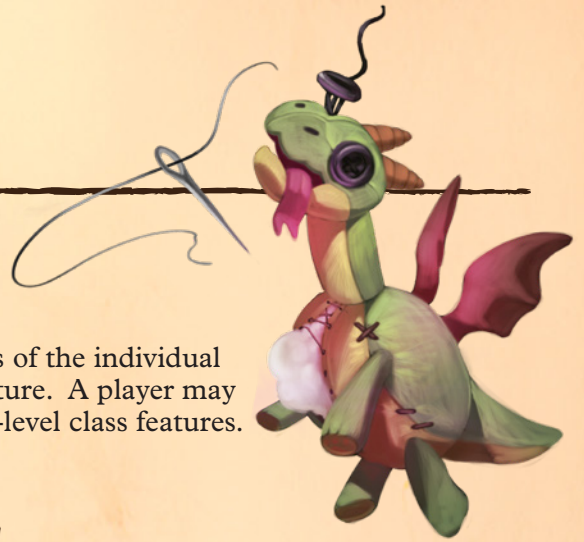
Nine Lives: Everyone knows that cats are too fast for death to catch. You make all death saves at advantage.





Class Options

The following gives a brief overview of how the cat-versions of the individual classes manifest themselves and provides a unique class feature. A player may elect to take this feature instead of one of the standard first-level class features.



Barbarian

Raised in the mountains or on the plains, Barbarian Cats are unused to human companionship and are often hostile to any who they believe might try and restrain them or limit their freedom. They are dangerous fighters, lashing out with teeth, claws, and tail while utterly unconcerned for their own safety. While they are rarely the most social of cats, they form deep attachments and become fiercely loyal to those they trust.

At 1st level, instead of Unarmoured Defense, you may take the following ability:

Ferocious Attack: Lunging towards the enemy, claws extended and fangs gleaming, you inflict massive damage as you attack. Whenever rolling for damage following a successful attack, roll two damage dice and choose the highest result.

At 7th level, instead of Feral Instinct, you may take the following ability:

Heavy Weight: When making a successful grapple attack against any enemy of Medium size or smaller, the Barbarian immediately knocks them prone.

At 15th Level, instead of Persistent Rage, you may take the following ability.

Go for the Throat: When the Barbarian has made a successful attack and dealt damage to a creature, they may immediately make a second attack against the same creature as a bonus action. This second attack delivers half damage.

Bard

Entrusted with remembering the history of the cats, Bards are highly respected within the ranks of the awakened cats and are welcomed warmly wherever they go. Expected to tell stories and act, in some fashion, as teachers, they remind fellow cats both of where they come from and where they might go. This responsibility means that Bards are frequent adventurers, drawn into strange circumstances and mysterious events, in pursuit of new knowledge to return to the ears of those cats who would listen.

At 1st level, you may take the following ability, alongside your normal 1st level abilities:

High Pitched Screech: While a Cat Bard can use its voice to achieve the most beautiful, musical effects, they can also do substantially less pleasant things. A Bard can unleash a hideous screeching noise as an attack (using Charisma), targeting one enemy within its line of sight. This enemy is afflicted by the Fear condition for the next turn.

At 6th level, alongside your Bardic College ability, you may take the following ability:

Laughter of the Cat: A strange hybrid of a growl and a purr leaves your mouth, bubbling through the air and leaving all who hear it convinced of your ineffable cuteness. Once per long rest, you can use this ability to convince all creatures within 15 ft not to attack you for one round. Each creature must make a Charisma save or be unable to attack you for the next round.

At 14th level, alongside your Bardic College ability, you may take the following ability:

Feline Fine: You have an inner reserve of strength, drawn from the great song of creation that so few can truly hear. When reduced to 0 hit points, you may automatically reroll any failed Death Saving Throw. You must accept the second result.

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Cleric

Religion is a strange new phenomenon for cats. While it seems to come naturally to dogs, for cats it has been rather different. Cleric Cats are those who came to recognise the gods earliest, heard their voices in dreams or in a waking trance and, more importantly, followed their instructions. Clerics provide guidance for cats bewildered by their awakening or unsure of their place in the world, and attempt to tread the path of the Ailurokin - combining the dignity of Urbaste, the wiliness of Tom o'th'Alley and the wisdom of the Old Striped Cat. Clerics are sought out for their guidance and for their skill in combat, almost equally. Especially as many cats simply don't care what the gods say...and, sometimes, it doesn't seem like the gods are especially bothered either...

New Divine Domain: See page 23.



Druid

The natural world flows through the Druid, awakening them to the ways in which the earth and the beings on it are a single organism, all one and inextricably connected. Cats, as predators, know this intimately; they know how deeply they rely on the creatures beneath them in the food chain for survival. Cat Druids are determined to protect the balance of nature, never letting their brethren take too much, preserving the precious equilibrium of the world that birthed them which they recognise as their duty to protect.

At 1st level, you may take the following ability as a bonus:

Wild Cat: You gain Nature or Animal Handling as a starting skill, for free. This does not replace any of the other two skills you may take at first level.

At 6th level, you may take the following ability in place of the corresponding ability from your Druid Circle:

Cat Nap: You have drawn the essence of nature into yourself. Whenever you are in a natural environment, you gain the benefits of a long rest in half the normal time (that is, 4 hours, rather than 8).

At 14th level, you may take the following ability in place of the corresponding ability from your Druid Circle:

Nature's Child: You move through the natural world with absolute ease; nothing obstructs you. You may cast the Freedom of Movement spell at will.





Paladin

Awakened cats are rarely committed to their faith, being unconcerned whether or not their gods are watching over them. There are some, however, who see in the Ailurokin a model of behaviour that all cats should endeavour to follow. Those who have heard the (fairly infrequent) call of the Cat Gods become Paladins, dedicated to providing their fellow cats with the defences of faith and dedication. Cat Paladins are often thought somewhat strange amongst their feline fellows but are greatly respected for their strength, resilience, and for their determination to help their kin no matter what it is they face.

At first level, you gain the following ability, along with your other starting abilities:

Defender of the Fur-th: Cat Paladins are fortified by their belief in the Ailurokin and, as a result, are immune to the Frightened condition.

At 3rd level, you may take the following Sacred Oath, in place of one of the standard Oaths:



Oath of Twilight

You are the guardian of the inbetween. You protect the balance, maintain the equilibrium between the light and the dark. You remain

perfectly poised, your powers precisely aligned and balanced between the two extremes of day and night. You protect the innocent, but you do not condemn the wicked, not without having ensured that you know what it is they have faced. Forgiveness is a powerful weapon too, if used correctly.

Tenets of Devotion

Paladins who have sworn themselves to the Oath of Protection must adhere to the following creed:

- **Balance:** You strive to achieve equilibrium in yourself and to help others achieve - ensuring that the world remains in harmony.
- **Belief:** No one is wholly good or wholly evil. You know that anyone can be redeemed if they choose to be - and you'll help them if you can.
- **Honour:** You never deceive your friends, never take from them and never deny them.
- **Commitment:** You stand between the light and the darkness, ensuring that neither ever overrides the other. You unite them, in yourself, and must ensure that they remain reconciled, no matter how difficult it might be.

Oath Spells:

You gain oath spells at the Paladin levels listed:

- 3rd: Friends, Identify
- 5th: Mirror Image, Shield of Faith
- 9th: Flame Blade, Protection from Poison
- 13th: Mass Healing Word, Remove Curse
- 17th: Guardian of Faith, Staggering Smite

Channel Divinity

When you take this oath at 3rd level choose one of the two following Channel Divinity options:

Fellowship of the Old Striped One: With the sagacity and solemnity of the Old Striped Cat you worship, you can use divine power to defend a friendly character from the darkness of a fallen creature. As an action, you may choose one player character within 30 ft to receive the boon of the Old Striped One. They gain +2 AC for the next turn.

The Bond of the Trickster: Quick wits define your friendships, including those you share with your god. As an action you can utter a series of strange whistles and whistles that disorient one creature attacking a fellow player character. Your friend gains advantage on all attacks made against that creature for the next turn.

At 7th level, you gain the following ability:

Loyal to the End: Nothing could make you betray your oath. You and all friendly characters within 10ft become immune to all psychological conditions - such as Frightened. At 18th level, the range of this ability extends to 30 ft.

At 15th level, you gain the following ability:

Rescued from the Darkness: When a friendly player character is reduced to 0 hit points within 5ft of you, they can elect to drop to 1 hit point instead. An individual player character may make use of this ability once per long rest.

At 20th level, you gain the following ability:

Not today: With a whispered word, you extract your friends from the grip of the darkness or the light. As an action, you can teleport a friendly character within 30ft of you to your side. The teleported player character cannot make any action for that turn, but they also cannot be attacked and any enemies they were in combat with do not make an attack of opportunity.





Monk

Precision, grace, speed, flair...these are the traits commonly attributed to all cats, but only a few elevate them to something resembling a divine gift. Such is the Monk. A Cat Monk is agile in a way that leaves any witnesses to such celerity and nimbleness awed; gravity seems to relax its hold on the monk, allowing them to move faster than should be possible. Cat Monks form a deep bond with their mentors, learning much from them before their natural wanderlust takes hold and forces them to venture into the world. Such is the path they must follow...

At 1st level, in addition to the standard Monk abilities, you may also take the following ability:

Nothing in the Laws of Physics: When making a Dexterity test to overcome any difficult terrain or jump over a gap, you make the test at advantage.

At 5th level, you may take the following ability, in addition to your other abilities:

Between the Rain: You gain advantage on all Dexterity saves.

At 13th level, you may take the following Ki-empowered ability in place of Tongue of the Sun & Moon:

Paw Flurry: You can dash as a single action. Rather than have to move, and then move again as your second action, you can travel up to your full move as a single action.



Ranger

Cat Rangers are experts in surviving in inhospitable terrain, overcoming the dangers and hazards posed by nature and the works of man. Whether seeking to hide in the bustling city or track a foe through a river, the Ranger possess the skills and instincts to do just that. In many ways, the Cat is the natural Ranger...they stalk their prey with the same caution, avidity and focus; they move with the same stealth and care. A Cat Ranger is amongst the deadliest and most gifted hunters imaginable, emerging from nowhere to bring their target to ground. Cats are not only inhabitants of the wilderness however; they can move and trace their prey as deftly and lethally in cities and towns as they can in the vastness of nature.

At 1st level, you may take the following ability, in addition to your other starting abilities:

Urban Explorer: A Cat Ranger can choose a city and treat it as favoured terrain as though it were subject to the Natural Explorer Class Feature. When within a city, you receive the following benefits:

- Difficult terrain doesn't slow your group's travel
- Your group can't become lost except by magical means
- Even when engaged in another activity while traveling (such as foraging, navigating or tracking) you remain alert to danger.
- If you are travelling alone, you can move stealthily at a normal pace
- When tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

At 10th level, you may take the following ability in place of Hide in Plain Sight:

Untouchable: You gain advantage on saves against attacks from any creatures with the 'monstrosity' tag.

At 18th level, you may take the following ability, in place of Feral Senses:

Not a Muscle: Staying impossibly still, you focus your senses for a single, perfect attack. If you take no actions for one turn, your next attack (whether melee or ranged) deals double damage.





Rogue

At one with the shadows, untraceable, capable of clambering up a wall in seconds, slipping through the tightest of spaces and escaping moments later with something precious and valuable clenched between their teeth, Cat Rogues excel at their chosen profession. Whether it be thief or assassin, whether they seek gold for themselves or to help others, Cat Rogues move with the swift certainty of purpose that makes them virtually undetectable. How many guards have entered a room to check on a precious jewel only to find it gone with nary but a nearby a single strand of fur, left, mockingly, in its place?

At 1st level, you may take the following ability, in addition to your other starting abilities:

Light on Your Paws: Cat Rogues are agile even for cats. As a result, you may reroll one failed Dexterity save of your choice. This ability can then only be used again after a visit to the Welcoming Dark.

At 11th level, you may take the following ability, in place of Reliable Talent:

Vicious Slice: Your claws have been honed to razor sharpness. Whenever you make a successful bite attack, you may immediately make a second attack as a bonus action.

At 15th level, you may take the following ability, in place of Slippery Mind:

And...Gone: You have advantage on all Dexterity (Sleight of Hand) checks, and on all Dexterity saves.

Sorcerer

Power is drawn from many places; for a Sorcerer, it comes from within. From something innate to the individual, from something that is essentially them. Some Awakened Cats have felt the same stirrings of power; their awakening doing more than blessing them with greater intelligence and consciousness...it has also unleashed their latent magical ability. Cat Sorcerers are powerful nodes of magical energy; human, elvish, and dwarven expectations of cats contribute to this power, increasing an awakened cat's consciousness of itself and its abilities. It also makes them more susceptible to the cat's nascent power...

At 1st level, you may take the following ability along with your other starting abilities:

I'm Sure I Live Here: Cat Sorcerers retain an essential feline confidence which they cannot help but project onto those who meet them, luring them into a false sense of security. As a result, you may take the Friends spell, as a cantrip.

At 6th level, you may take the following ability, replacing the ability of corresponding level from your Sorcerous Origin:

Grimalkin's Charm: Whenever you suffer damage, you may reduce the total by your Charisma modifier.

At 14th, you may take the following ability, replacing the ability of corresponding level from your Sorcerous Origin:

Cat's Eye View: Whenever an enemy creature begins to use magic, you can immediately identify what the spell is. In addition, you gain advantage on any spell save roll against this spell.





Warlock

Who knows what the act of Awakening might do to a cat, or to any animal? To be suddenly confronted by a world made new and different despite its apparent familiarity. Such a transformation can often trigger a search for meaning, for guidance. While many turn to the gods of Ailurokin, some want something more definite. For some cats, this takes the form of a bargain made with some being of great power, offering them something precious in exchange for potent magical capabilities. The Cat Warlock is a participant in such a pact, exchanging something of themselves for magical gifts...perhaps it is a soul the cat has offered, or perhaps it is even their awakening...who knows? Such secrets are not meant to be told.

At 1st level, you may take the following ability along with your other starting abilities:

Cat Nap: Cat Warlocks can use their power to send their enemies into a deep slumber. You can cast Sleep as a 1st Level spell.

At 10th level, you may take the following ability, replacing the ability of corresponding level from your Pact features:

Furbidden Lore: You gain advantage on all Wisdom saves and gain resistance to force damage.

At 14th level, you may take the following ability, replacing the ability of corresponding level from your Pact features:

Welcome to My World: When you hit a creature with an attack, you can use this ability to instantly polymorph the creature into a cat for a turn (except in duration, this works precisely as a polymorph spell does). At the end of the next turn, the creature reverts to its previous form, but it takes 8d10 psychic damage from the experience and disorientation it causes.

Wizard

Even before Awakening, some cats appear to be deeply wise and sagacious; they watch the events of the world going on around them with the cynicism of those who have seen it all before. Such traits remain behind after Awakening and many who possess such characteristics become Wizards, learning to write the Feline tongue with paw and claw and nose, translating spells and grasping the basics of casting them until they become as competent and powerful as any spellcasters of any species. Of course, Cat Wizards are still cats and are susceptible to the same foibles as any of their kin, like an affinity for bright lights and swatting them. Many Cat Wizards, however, have learned to use this to their advantage...

At 1st level, you may take the following ability along with your other starting abilities:

Hit the Lights!: A Cat Wizard may take Dancing Lights as an additional Cantrip.

At 10th level, you may take the following ability, replacing the ability of corresponding level from your School features:

Animal Friendship: You immediately add the spell Faithful Hound to your spellbook, if it isn't there already. You may cast this spell without expending a spell slot.





Fighter

Resilience and discipline aren't always the characteristics expected of a cat, but they possess them along with courage and skill. These are the attributes a Fighter requires and must be prepared to bring to bear in the most ferocious of battles. Cat Fighters are renowned for their willingness to fling themselves into the most desperate conflicts, laying about them with deadly speed and accuracy, deflecting blows with ease, and withdrawing before being overwhelmed.

At 1st level, you may take the following Fighting Style, in place of the standard styles:

Artful: You are perfectly poised and exactly balanced when wielding a blade. Whenever using a weapon with the finesse quality, you gain a +2 to damage rolls with that weapon.

At 3rd level, you may take the following Martial Archetype in place of the standard Martial Archetypes:

Cat's Paw Martial Archetype

At 3rd level, when you take this Archetype, you immediately gain the following ability:

Improved Critical: Your weapon attacks score a critical on a roll of 19 or 20.

At 7th level, you gain the following ability:

Cat's Scratch: Whenever you roll a critical hit, you may make a second attack as well as rolling additional damage. This second attack may be on the same target or on a different target, provided they're within range.

At 10th level, you gain the following ability:

Impossible Speed: You strike with astonishing speed and then withdraw. When you have made a successful melee attack against an enemy, you may then move up to half your movement away from the enemy, without incurring any attacks of opportunity.

At 15th level, you gain the following ability:

Superior Critical: Your weapon attacks score a critical on a roll of 18, 19 or 20.

At 18th level, you gain the following ability:

Cat's Claw: Whenever you roll a critical hit, you may make two additional attacks, as well as rolling additional damage. These additional attacks may be on the same target or on different target, provided they're within range.





Welcoming Dark Rules

Ever wondered how it is that cats can seem to be there one minute and gone the next? How it is that they can disappear for hours at a time in a room with nowhere to hide? Between worlds, outside of time, beyond the wit of any mortal species save other cats, lies the Welcoming Dark. Its presence is felt by all cats at all times, an ancestral home, a place of respite from the harshness of a world which treats animals so cruelly. The Welcoming Dark manifests itself differently for each cat who visits, swaddling them in the contents of their dreams and nourishing them in the fashion each cat requires. All cats are conscious of the presence of their brothers and sisters in the Welcoming Dark, but only as a vague ephemeral presence; a comforting reminder of the link they all share.

The Welcoming Dark functions in the same way as a Long Rest, restoring all lost hit points, and spent Hit Dice (up to a number of dice equal to half of the character's total number of them). The cat must spend at least 8 hours in the Welcoming Dark, not undertaking any strenuous activities. A cat also cannot visit the Welcoming Dark more than once per 24-hour period and must possess at least 1 hit point at the start of its rest to gain its benefits. However, the Welcoming Dark is a physical space, a place apart. When a cat enters the Welcoming Dark, they are gone from the game world and cannot be attacked by any monsters or creatures near to where they previously were. They have entirely vanished and only return when the individual cat chooses. However, while the Welcoming Dark is safe from terrestrial threats, curious and dangerous things do lurk there. Each time a cat enters the Welcoming Dark, roll a d20.

On a 1, the following occurs:

- ***The Welcoming Dark suddenly opens up and spits you out! You cannot reenter for 24-hours and only gain the benefits of a short rest.***

On a 20, the following occurs:

- ***The Welcoming Dark grants you a vision of things to come, warning you of the threats you'll face. Gain one point of Inspiration, which can be used to retake any failed test of the player character's choice.***





Awakened Cats

Not that you weren't ever aware of being different. Better. You're a cat. Of course you knew everything you needed to about the world around you; you knew how to hunt, where the cleanest water was to be found, and where to go when you fancied sharpening your claws on another cat's face. But now...now you're even more advanced than the stupid animals you run into (and, on the most degrading occasions, run from) on the streets or in the fields of your home. What exactly happened you're not sure...was it something you ate? Did you sleep too near that Sorcerer's hearth? It doesn't really matter. Instead, you've got the chance to go out and get yourself the respect, and the food, you've always wanted. No more of this having to meow for attention. Not for you. And there's lots of other things you could be doing with your time...lots more of the world to see. And lots of different food to try. There are even stories of treasure. Imagine the food you could buy with that! Not that it's all about food. No...you're a cat. It's also about reminding everyone how graceful and beautiful you are. And if there's some food that happens to need eating...well, who would say no to that?

Feelin' Feline

Cats aren't the friendliest of species, but you are loyal and, once you've chosen to like someone (and it's always that way round) then you'll keep them safe and fight to do so. Unlike awakened dogs who typically maintain their relationships with their less fortunate kin, cats rarely bother. Why would you? Just because they can speak doesn't mean that other cats aren't still a threat! Cats are predators, smoothly sliding through the world around them, and being awakened only made you more aware of the dangers and the risks you must confront. It also made you ever more protective and loyal to your friends. You know you can't trust them to look after themselves, not really. Cats are highly self-sufficient, and you are skilled in hunting for food in even the most unprepossessing of situations. You are also highly capable of navigating either the urban or the rural environment, as though you were born to either. You can find sources of food and water anywhere you go - whether in a bakery or a warehouse, your keen senses are able to find sustenance. You can also squeeze yourself into tiny spaces, ensuring a dry and warm haven wherever you go (though there is rarely enough room for your companions).

Suggested Characteristics

Every cat has their own peccadillos and unusual behaviors. Awakened cats are no different; if anything, they are likely to be amplified as you deal with the dangers and difficulties of the world. This manifests itself as some form of personality flaw — arrogance, timidity, belligerence — but cats typically embrace such aspects of themselves. While a dog might be in constant conflict over their anger towards some humans, given their love for others, you feel no such divisions. Philosophical problems are easily resolved: what keeps you alive? A cat is all about survival — if you have a personality trait, it's because it helped keep you alive this far, so why try and 'improve' yourself or your attitude? No. Stay alive. Anything that helps with that task can stick around.

Skill Proficiencies: Insight, Acrobatics

Languages: Any one of player's choice

Equipment: A single reminder of your life before becoming awakened; a collar, a bowl with your old name emblazoned on it, a bell attached to a length of yellow ribbon that was your favourite toy.

Feature: You can spot another awakened cat immediately, and know how to speak to them, how to win them over, and how to earn their trust. You also communicate with unawakened cats easily.



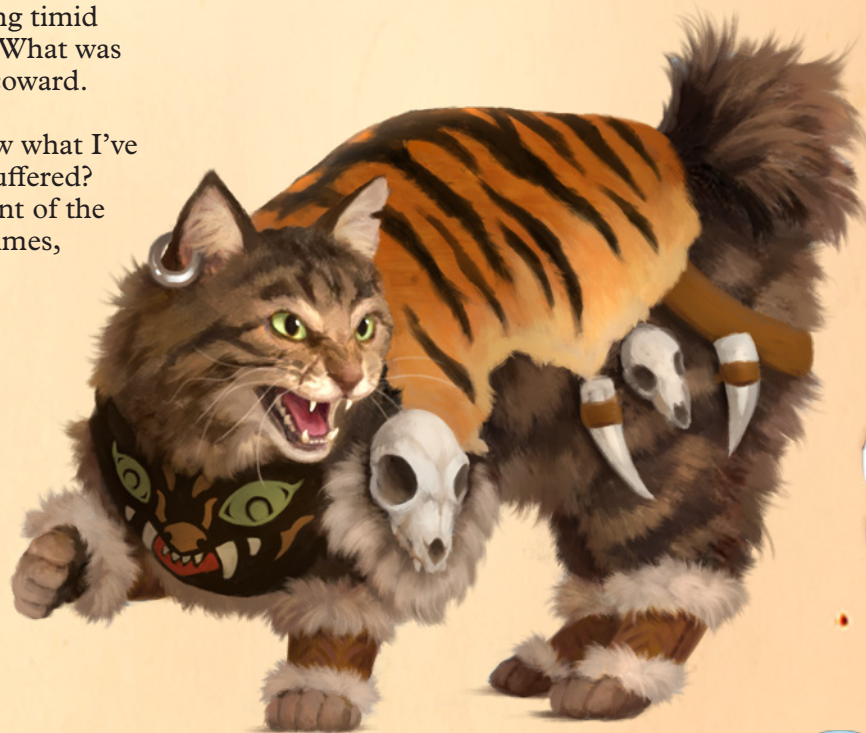


Personality Traits

1. I'm pretty much the most perfect creature who has ever existed. Have you seen me walk? You lucky thing, getting to watch me stroll down the street for the first time. You can come with me, if you must. I guess looking at you reminds everyone of how amazing I am.
2. I'm a fighter; a scrapper; a brawler. I've lost fur, ears, teeth...everything. But I'm still here. Because I'm tough. Really, really tough. And I'm afraid of nothing. Bring me a bloody Tarrasque...I'll still take it!
3. Sigh. Yes, yes, I'm coming. It really is too much you know. Some call me lazy. They're wrong, of course. What I am is considered. I don't go running around. I conserve my energy and act at just the right time.
4. I'm fun! I'm fun! Look at what I can do! Look at my tail! I'm a happy catty and I'm always ready for another game. Or just to run in circles! It's all fun!
5. I've never seen a hole in a wall I didn't want to investigate, or a scent-trail I didn't want to follow. It gets me in trouble sometimes, but it also gets me the kind of experience I want. Who wants to be a house cat?
6. Hmm...Distracted? I guess I can be easily...oh! Is that chicken? Yes, I'd love some!
7. I just prefer hiding under the nearest bed to being outside. Is that really being timid or scared? I don't think so...Wait! What was that? Alright yes, I'm a complete coward. Just let me get somewhere safe!
8. Of course I'm angry! Do you know what I've endured? How much I've seen? Suffered? Life as a cat isn't curling up in front of the fire for all of us, you know. Sometimes, it's much more difficult.

Bond

1. My old owner, who gave me this power, was a good person. They're gone now but they deserve to be remembered. I'll ensure they are.
2. I don't know what is in this jar, just that when I licked it, I learned to speak as humans do. Now I carry it with me, granting small amounts to the few cats I judge worthy.
3. The collar I tore off myself and flung away. I can still feel it, rubbing against my fur. I'll not wear one again.
4. A can of fish. My favorite food. It reminds me of the past, of what has changed, and of the future I will make myself.
5. A vow I took to protect the two children who took me in and gave me milk, when I was barely a kitten. I have not forgotten them, or my oath.
6. My mother was taken away when I was young. I never saw her again. I can feel that she is still alive, and I pursue her trail wherever it goes.
7. Once, cats ruled this world. They can do so again. I carry this knowledge inside me and share it with whomever listens, and believes.
8. I was an experiment — one that failed and was cast aside. The person who treated me so poorly will pay for it.



Ideal

1. Courage. Bravery is the highest goal any can achieve; to master your fear is to master yourself.
2. Change. The world is not as it should be. I'm going to change that, whatever it may cost.
3. Survival. Ensuring my survival, and that of the few I love, is the only worthwhile goal.
4. Knowledge. There is much out there to learn. I intend to use this knowledge to my advantage.
5. Revenge. Getting rid of those who harmed me is the only reason I travel through these lands.
6. Restoration. Bad things have happened to me, and I have done bad things myself. I want to make everything right, if I can.
7. Preservation. Too much has been lost to time. Now that I can speak and write, I want to preserve the true nature and history of my species.
8. Family. My love is not easily earned. These people have done so and I spend my life ensuring their safety and comfort.

Flaw

1. I lose my temper over the most minor of slights. I cannot help myself. I just love the adrenaline thrill of an imminent fight. Have done since I was a kitten.
2. I was superior even when I was a normal cat. Now...well, let's be honest. There just isn't another creature in this miserable corner of the world to compare to me.
3. They call me selfish, and even I have to admit that I am. I earned (or stole) this stuff by myself. I see no reason to share it with those who don't have the wit to do the same.
4. I take nothing seriously. Risk, danger, my life or those of others...all just one more set-up in a great joke no one else seems to notice. Even other cats!
5. Setbacks have a horrible habit of making me believe that I should just give up. Even the most minor incident can make me sit down, fold my paws, and refuse to move.
6. I once bit a man's nose off because I thought he was being too friendly with my family. It turned out he was a friend of theirs and had brought them a present. I may, on occasion, be overprotective.
7. Style matters far more than the end result. It has been known for me to leave someone in (very mild) peril, because I didn't want to mess up my fur. I know it doesn't look great, but I really did.
8. It's not that I'm a coward, I just refuse to put myself at any risk, for any reason, for anyone. Ever.







Feline Deities

While awakened dogs recognize a single deity, the Good Mother, cats are less picky. Their religion is far stranger and more obscure, with most of its rites and rituals being entirely secret — spoken only in the Feline language of touch, gesture and scent. Cat adventurers can choose one of the deities discussed below, instead of selecting an existing deity.

The descriptions of the Cat deities below are short and players should feel free to flesh them out as they like. Gods are never just one thing; they represent a number of different aspects of life and elements of belief. Why should those beings worshipped by cats be any different? The only thing of which to be wary is that just because a player character chooses to worship one of the Ailurokin (the name for the whole pantheon of Cat gods) in a particular way, it does not follow that anyone else will. Cat belief, like cats themselves, is highly individual and changes depending on the believer. Cats avoid dogma for many reasons - not the least of which is the word itself!

Key Members of the Ailurokin

Urbaste

Acknowledged by all cats to be the head of the pantheon and the most powerful of the gods, Urbaste is beloved by almost all cats and is the most widely worshipped member of the Ailurokin. Some cats believe her to have once been mortal, and proclaim her 'great mother,' tracing their lineage back to her. Others believe that all forms of cat were once unified in Urbaste but that, as she aged, she began to decay and fall to pieces. Her left-arm, as it dropped from her, became the lion, her right-leg became the tiger, and eventually, when nothing else was left, her heart became the first cat. Who knows what the truth is? What is known is that Urbaste now reigns over the Fields of Yarn - a cat heaven, where everything can be played with, chased and chivvied. Her followers worship her through acts of 'cat-ness', whether that be chasing a mouse, stealing food, creeping over roof tops at night...all are considered tributes to Urbaste. While she adores her children, Urbaste is not a huge fan of humanoid races, considering them to be frequently cruel to her offspring.

Tom o'th'Alley

Cats are mysterious, enigmatic creatures. It is no surprise that they should worship a god whose very nature is equally uncertain. Tom o'th'Alley is a mercurial deity; sometimes charming and seductive, sometimes capricious and cruel. Such is the nature of a Trickster God and Tom o'th'Alley is most certainly a trickster. Of all the Ailurokin, it is Tom who is most often seen by awakened cats. He generally takes the form of a large, ginger feline, with bright green eyes. These eyes are always gleaming with something like mischief, always friendly, always welcoming - even if Tom is yowling loudly at just the wrong time, bringing an irate human with a cleaver after you. Tom is not always ginger, of course. What self-respecting trickster god wants to be fixed in one shape forever? Certainly not Tom. As a result, all followers of Tom treat every cat they meet with a wary respect, who knows when they might meet the great thief himself?

The Old Striped One

The most mysterious of the cat deities is undoubtedly The Old Striped One. He has no more definite name than this peculiar sobriquet and, whenever he is mentioned, cats close their eyes as though asleep. The Old Striped One is invoked both as a protector of cats and as a possessor of strange and hidden knowledge. While most feline gods are thought of as being loners, The Old Striped One maintains a court of friends - which, according to the scant clerics of the god, includes mice, birds, and other creatures which are traditionally food for cats. This results in Clerics of the Old Striped One being thought of as a little odd amongst their kin. They are, however, those most capable of bringing cats together and use their influence and gentleness to ensure that their gods message - that all species must endeavour to live together in harmony - may one day see fulfilment.





New Divine Domain: The Subtle Domain

Religion is new amongst cats and still undefined. Amongst those who have devoted themselves to the worship of the recently discovered feline deities, many choose to embrace the path of the Ailurokin, the trio of gods called Urbaste, Tom O'Th' Alley and the Old Striped Cat (amongst their many, many other names...what god only has the one?), believing this is the truest and most natural form of belief for their kind. The Subtle Domain emphasises the use of stealth, speed and wit to evade attacks and protect cats from danger. It is a domain of game playing, teasing, and highlights the mercurial nature of cats; loving one moment, suddenly distant and aloof the next. For the followers of the Ailurokin, this is all part of the game. Enemies are there to be played with, friends to be defended.

The Subtle Domain Spells

- 1st Level: Minor Illusion, Healing Word
- 3rd Level: Major Image, Mass Healing Word
- 5th Level: Modify Memory, Greater Restoration
- 7th Level: Prismatic Spray, Resurrection
- 9th Level: Shapechange, Mass Heal

Wit of Tom

When you choose this Domain at first level, you gain the ability to cast Tasha's Hideous Laughter as a 1st Level Spell. You may do this without expending a spell slot, once per visit to the Welcoming Dark. You also gain proficiency in Deception.

Channel Divinity: Blessing of Urbaste

Starting at 2nd level you can use your Channel Divinity to swathe those close to you in the Welcoming Dark, for a few moments.

This is represented by casting Invisibility, as a 2nd Level spell, on one player character as a bonus action.

Channel Divinity: Cute as a Kitten

At 6th level, you can persuade your foes that fighting you and your fellows is just... silly. What a waste of everyone's time!

As an action, you present your Holy Symbol and cast Glibness on yourself. It lasts for ten minutes. You must long rest before you can use this ability again.

Divine Strike

At 8th level you gain the ability to infuse your weapon strikes with the combined strength of your allies. Once in each of your turns, when you hit a creature with a weapon attack, you can cause the attack to deal an additional 1d8 bludgeoning damage. When you reach 14th level, the extra damage increases to 2d8.

Knowledge of the Old Striped One

At 17th level you receive the blessed insight of the Old Striped One, the undying font of feline wisdom. Any enemy attempting to make a melee attack against you must pass a DC12 Wisdom test or be unable to act for the rest of the turn.





Magic Items

It is one of the great mysteries of this universe, indeed of every universe, why cats prefer the box which an item came in to the item itself. The greatest scholars from every plane have tried to unravel this mystery. None has ever arrived at a satisfying answer. For this reason, despite the number of magical items which awakened cats might use, relatively few of them are ever seen. For those cats capable of ignoring the attractions of the boxes containing them, however, the following might prove useful...



The Collar of Resilience

Created by an artificer, for a wizard who wanted to ensure that his pet cat could come on his adventures alongside him, this small red collar is adorned with a brass bell which rings whenever

the wearer is performing a heroic deed - lending a strange, tinny peal. When worn, it grants the user +2 AC and Advantage on all Strength and Constitution saves.

Enchanted Yarn Ball

What cat doesn't enjoy batting a ball of yarn around, allowing it to unravel before rolling it in the opposite direction and tangling themselves, joyously, in the mess of string? This ball of yarn, however, is somewhat different. It is an infinite ball of string, capable of being unfurled to any length. It can only be cut or severed by the owner.

Box of Shelter

Cats love hiding in boxes. Fortunately, this box does more than offer a place to hide from the world (though it does also offer that). The box is usually only a few inches across and can be carried in a pocket or in a pouch on a belt with ease. When activated by the use of the correct purr, the box quickly swells in size, so that 10 medium sized creatures could fit inside the box. The box is warm and comfortable and there are a number of blankets and cushions within, left there by previous owners. Only creatures granted access by the owner of the box can enter it - all others are repulsed.

Post of Illimitable Scratchiness

An extendable scratching post which can keep a cat's claws extra sharp and extra vicious, this peculiar magical device is extremely ancient, marked with pictograms of cats from some long-dead culture. Once per day, the owner of the Scratching Post may declare that they are 'sharpening their claws'. For the next hour, all attacks made by the owner of the Scratching Post do an extra +1d6 slashing damage.

Frying Pan of Chaos

This heavy, black iron frying pan is etched with strange images of mice, dancing just out of reach of a tall, sinuous cat wielding the pan as a weapon. The frying pan is a +2 Melee Weapon, dealing 1d10 bludgeoning damage. If it is ever used against a creature of Tiny size, however, all its attacks are made at Disadvantage.

Hat of Effortless Style

This small, round, pork-pie hat is coloured a distinctive purple - it always makes the wearer look cool, irrespective of how disheveled they might have seemed before they put it on! When worn by a cat, the wearer gains Advantage on all Charisma tests and gains proficiency in Acrobatics. The Hat of Effortless Style can only ever be worn by a cat, however. Should any other species attempt to wear it, the hat no longer appears to be stylish but rather tattered and ugly. It also has no magical effects.





Eye Patch

This old, leathery eye patch is worn and beaten from years of use. There are numerous myths woven around it, including that it once belonged to the cat deity, Tom o'th'Alley himself, and still bears his touch. When worn, it grants Advantage on all Perception checks and on all Intimidate checks.

Trickster's Yarn

Crafted by a dwarfish wizard with a sense of the mischievous, the Trickster's Yarn can be used to ensnare an unfortunate victim. The Trickster's Yarn can be thrown as a ranged attack, with a range of 20/40 feet and a single target. If it successfully strikes its target, the creature is immediately restrained for 1d4 turns. The yarn cannot be broken or ripped but, after the turns have passed, the yarn immediately rolls itself back into a ball - ready to be collected and used again.

Wand of Fascination

A long, silver wand with a glass bauble mounted at its end, the wand emits a single, vermillion mote of light at a point anywhere within 30 ft of the caster. All creatures within 10 ft of this vermillion mote must succeed on a DC 15 Wisdom save or become confused until they succeed on a DC 15 Wisdom save.

Bells of Silence

This small series of golden bells attached to a length of green ribbon has the remarkable effect of improving the stealthiness and coordination of the cat who wears it. Any cat wearing the Bells of Silence gains +2 to their Dexterity modifier and gains advantage on all Dexterity (Stealth) tests.

Twin Fish of Perfect Harmony

This beautifully crafted piece of jewellery, made from a single piece of silver, is wreathed with deep and powerful magic. Any cat possessing it makes all saves against spells or magical items which affect the mind at advantage.





Indy, Ragdoll Bard



Indy

Race (subrace): *Hefty - Ragdoll*
Class: *Bard (College of Valor)*
Alignment: *Chaotic Good*

Hit Points: 24 Speed: 30ft
Hit Dice: 3d8 Proficiency Bonus: +2
Size: Medium Initiative: 0

STR: 11 +0 DEX: 16 +3 CON: 14 +2
INT: 11 -0 WIS: 10 +0 CHA: 15 +2
AC: 13

Saves

- +4 Dexterity Saves *
- +2 Constitution Saves
- 1 Intelligence Saves
- +0 Wisdom Saves
- +5 Charisma Saves *

Skills

- +3 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +0 Arcana (Int)
- +2 Athletics (Str)
- +5 Deception (Cha)*
- +1 History (Int)*
- +2 Insight (Wis)*
- +4 Intimidation (Cha)
- +1 Investigation (Int)*
- +1 Medicine (Wis)
- +0 Nature (Int)
- +1 Perception (Wis)
- +6 Performance (Cha)**
- +4 Persuasion (Cha)
- +0 Religion (Int)
- +4 Sleight of Hand (Dex)*
- +6 Stealth (Dex)**
- +1 Survival (Wis)

Features

- Ritual Casting
- High Pitched Screech
- Defensive Fluff
- Bardic Inspiration (d6) (3 uses per day)
- Jack of All Trades
- Song of Rest
- Combat Inspiration
- Expertise

Spellcasting

Spell Attack Modifier: +5
Spell Save: DC 13
Cantrips Known: *Blade Ward, Vicious Mockery*

Prepared Spells

1st Level (4 slots): *Charm Person, Detect Magic, Faerie Fire*
2nd Level (2 slots): *Hold Person, Enhance Ability, Phantasmal Force*

Actions

Bite Attack: +5 to hit. Range 5 ft. Damage: 1d6

Equipment:

- *Bells of Silence (Magic Item)*
- *Musical Instrument: Harp*
- *A bottle of ink*
- *An ink pen*
- *A lamp*
- *2 flasks of oil*
- *5 sheets of paper*
- *A vial of perfume*

Coins & Gems:

- *12 gold pieces (gp)*
- *13 silver pieces (sp)*
- *28 copper pieces (cp)*
- *2 gems (worth 10 gp each)*





Pawkus, Bobtail Barbarian



Pawkus

Race (subrace): *Hefty - Bobtail*
Class: *Barbarian (Path of the Berserker)*
Alignment: *Neutral*

Hit Points: 32 Speed: 30ft
Hit Dice: 3d12 Proficiency Bonus: +2
Size: Medium Initiative: 2

STR: 16 +3 DEX: 14 +2 CON: 15 +2
INT: 9 -1 WIS: 13 +1 CHA: 11 +0
AC: 14

Saves

+5 Strength Saves * +1 Wisdom Saves
+2 Dexterity Saves +0 Charisma Saves
+4 Constitution Saves *
-1 Intelligence Saves * Prof. bonus added

Skills

+4 Acrobatics (Dex) * -1 Nature (Int)
+1 Animal Handling (Wis) +1 Perception (Wis)
-1 Arcana (Int) +2 Performance (Cha) *
+5 Athletics (Str) * +0 Persuasion (Cha)
+0 Deception (Cha) -1 Religion (Int)
-1 History (Int) +2 Sleight of Hand (Dex)
+1 Insight (Wis) +2 Stealth (Dex)
+2 Intimidation (Cha) * +1 Survival (Wis)
-1 Investigation (Int)
+1 Medicine (Wis) * Prof. bonus added

Features

- Rage (3/day)
- Big Unit
- Ferocious Attack
- Unarmored Defense (AC)
- Reckless Attack
- Danger Sense
- Frenzy

Actions

Bite Attack: +5 to hit. Range 5ft. Damage: 1d6+5

Equipment:

- Explorer's pack
- Belt pouch
- A unique ornamental addition to your armor

Coins & Gems:

- 7 gold pieces (gp)
- 35 silver pieces (sp)
- 46 copper pieces (cp)
- 2 gems (worth 10 gp each)





Whisper, Sphynx Sorcerer



Whisper

Race (subrace): *Lap - Sphynx*
Class: *Sorcerer (Wild Magic)*
Alignment: *Chaotic Neutral*

Hit Points: 20 Speed: 30ft
Hit Dice: 3d6 Proficiency Bonus: +2
Size: Small Initiative: 2

STR: 9 -1 DEX: 15 +2 CON: 15 +2
INT: 11 +0 WIS: 13 +1 CHA: 16 +3
AC: 12

Saves

-1 Strength Saves +1 Wisdom Saves
+2 Dexterity Saves +5 Charisma Saves *
+4 Constitution Saves *
+0 Intelligence Saves * Prof. bonus added

Skills

+2 Acrobatics (Dex) +0 Nature (Int)
+3 Animal Handling (Wis)* +1 Perception (Wis)
+2 Arcana (Int)* +3 Performance (Cha)
-1 Athletics (Str) +3 Persuasion (Cha)
+3 Deception (Cha) +0 Religion (Int)
+0 History (Int) +2 Sleight of Hand (Dex)
+1 Insight (Wis) +2 Stealth (Dex)
+5 Intimidation (Cha)* +3 Survival (Wis)*
+0 Investigation (Int)
+1 Medicine (Wis) * Prof. bonus added

Features

- Wild Magic Surge
- Tides of Chaos
- Font of Magic
- Flexible Casting
- Light Sleeper
- I'm Sure I Live Here

Spellcasting

Spell Attack Modifier: +5
Spell Save: DC 13
Cantrips Known: *Blade Ward, Fire Bolt, Minor Illusion, True Strike, Friends*

Prepared Spells

1st Level (4 slots): *Magic Missile, Burning Hands*
2nd Level (2 slots): *Enhance Ability, Crown of Madness*

Actions

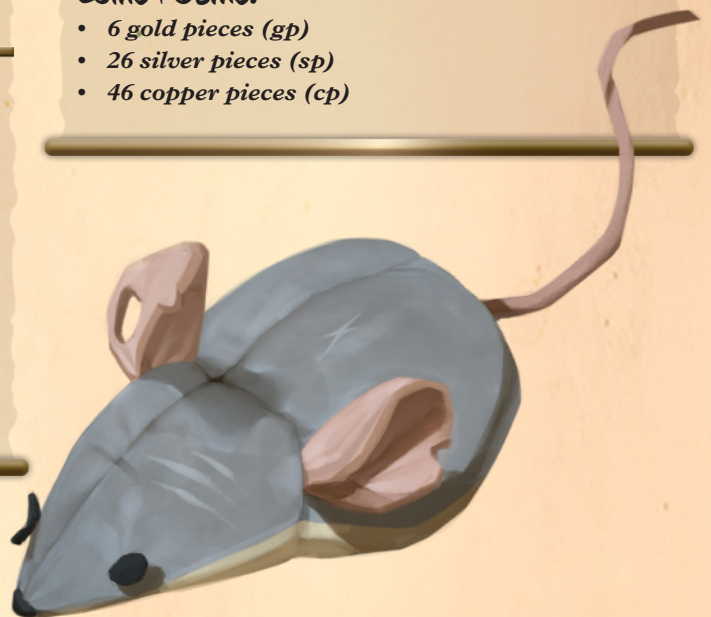
Bite Attack: +1 to hit. Range 5ft. Damage: 1d6

Equipment:

- *Calligrapher's supplies (pens, papers, special inks)*
- *Belt pouch*
- *Iron pot*

Coins & Gems:

- *6 gold pieces (gp)*
- *26 silver pieces (sp)*
- *46 copper pieces (cp)*





Solan, Persian Warlock



Solan

Race (subrace): *Hefty - Persian*
Class: *Warlock - Great Old One Pact*
Alignment: *Lawful Neutral*

Hit Points: 24 Speed: 30ft
Hit Dice: 3d8 Proficiency Bonus: +2
Size: Medium Initiative: 2

STR: 11 +0 DEX: 14 +2 CON: 15 +2
INT: 9 -1 WIS: 13 +1 CHA: 16 +3
AC: 12

Saves

+0 Strength Saves +3 Wisdom Saves *
+2 Dexterity Saves +5 Charisma Saves *
+2 Constitution Saves
-1 Intelligence Saves * Prof. bonus added

Skills

+4 Acrobatics (Dex) * +1 Nature (Int) *
+1 Animal Handling (Wis) +1 Perception (Wis)
+1 Arcana (Int) * +5 Performance (Cha) *
+0 Athletics (Str) +3 Persuasion (Cha)
+3 Deception (Cha) -1 Religion (Int)
-1 History (Int) +2 Sleight of Hand (Dex)
+1 Insight (Wis) +2 Stealth (Dex)
+3 Intimidation (Cha) +1 Survival (Wis)
-1 Investigation (Int)
+1 Medicine (Wis) * Prof. bonus added

Features

- Otherworldly Patron (The Demiurge)
- Pact Magic
- Awakened Mind
- Eldritch Invocations
- Pact Boon (Pact of The Blade)
- Cat Nap
- Lands on Feet

Eldritch Invocations

- *Agonizing Blast*
- *Devil's Sight*

Spellcasting

Spell Attack Modifier: +5
Spell Save: DC 13
Cantrips Known: *Blade Ward, Eldritch Blast*

Known Spells (2 spell slots)

Charm Person, Crown of Madness, Hex, Witch Bolt, Sleep

Actions

Bite Attack: +2 to hit. Range 5ft. Damage: 1d6

Equipment:

- Belt pouch
- Set of common clothes

Coins & Gems:

- 12 gold pieces (gp)
- 55 silver pieces (sp)
- 52 copper pieces (cp)
- 4 gems (worth 10 gp each)





Brook, Scottish Fold Cleric



Brook

Race (subrace): *Regular - Scottish Fold*

Class: *Cleric*

Alignment: *Lawful Good*

Hit Points: 36

Hit Dice: 3d12

Size: Medium

Speed: 30ft

Proficiency Bonus: +2

Initiative: 2

STR: 14 +2

DEX: 11 +0

CON: 13 +1

INT: 15 +2

WIS: 16 +3

CHA: 13 +1

AC: 12

Saves

+2 Strength Saves

+5 Wisdom Saves *

+0 Dexterity Saves

+3 Charisma Saves *

+2 Constitution Saves

+2 Intelligence Saves

* Prof. bonus added

Skills

+0 Acrobatics (Dex)

+4 Nature (Int) *

+3 Animal Handling (Wis)

+3 Perception (Wis)

-1 Arcana (Int)

+1 Performance (Cha)

+2 Athletics (Str)

+3 Persuasion (Cha) *

+1 Deception (Cha)

+4 Religion (Int) *

+1 History (Int) *

+0 Sleight of Hand (Dex)

+3 Insight (Wis)

+0 Stealth (Dex)

+1 Intimidation (Cha)

+3 Survival (Wis)

+4 Investigation (Int)

+5 Medicine (Wis) *

* Prof. bonus added

Features

- Ritual Casting
- Good Luck Cat
- Wit of Tom
- Channel Divinity: Blessing of Urbaste
- Channel Divinity: Turn Undead

Spellcasting

Spell Attack Modifier: +5

Spell Save: DC 13

Cantrips: *Guidance, Resistance, Spare the Dying*

Prepared Spells

1st Level: *Minor Illusion, Healing Word, Tasha's Hideous Laugh*

3rd Level: *Major Image, Mass Healing Word, Invisibility*

Actions

Bite Attack: +4 to hit. Range 5 ft Damage: 1d6+2

Equipment:

- Alchemist's supplies (measuring balance, flasks, funnels, various substances, etc.)
- Belt pouch
- Iron pot
- Shovel

Coins & Gems:

- 13 gold pieces (gp)
- 29 silver pieces (sp)
- 66 copper pieces (cp)





Han, Dragon Li Monk



Han

Race (subrace): *Lap - Dragon Li*

Class: *Monk*

Alignment: *Chaotic Good*

Hit Points: 24

Hit Dice: 3d8

Size: Medium

Speed: 30ft

Proficiency Bonus: +2

Initiative: 2

STR: 14 +2

DEX: 15 +2

CON: 14 +2

INT: 10 +0

WIS: 14 +2

CHA: 8 -1

AC: 12

Saves

+4 Strength Saves *

+2 Wisdom Saves

+4 Dexterity Saves *

-1 Charisma Saves

+2 Constitution Saves

+0 Intelligence Saves

* Prof. bonus added

Skills

+2 Acrobatics (Dex)

+0 Nature (Int)

+2 Animal Handling (Wis)

+2 Perception (Wis)

+0 Arcana (Int)

-1 Performance (Cha)

+2 Athletics (Str)

+1 Persuasion (Cha) *

-1 Deception (Cha)

+2 Religion (Int) *

+2 History (Int) *

+2 Sleight of Hand (Dex)

+4 Insight (Wis) *

+2 Stealth (Dex)

+1 Intimidation (Cha) *

+2 Survival (Wis)

+0 Investigation (Int)

+2 Medicine (Wis)

* Prof. bonus added

Features

- Unarmored Defense
- Martial Arts
- Flurry of Blows
- Patient Defense
- Step of the Wind
- Unarmored Movement
- Deflect Missiles
- Open Hand Technique
- Nothing in the Laws of Physics
- Like a Wolf

Actions

Bite Attack: +4 to hit. Range 5 ft Damage: 1d6+2

Equipment:

- Belt pouch
- Merchant's scale
- A letter of introduction from your guild
- Twin Fish of Perfect Harmony





Hesta, Abyssinian Wizard



Hesta

Race (subrace): *Regular - Abyssinian*

Class: *Wizard*

Alignment: *Lawful Neutral*

Hit Points: 20

Hit Dice: 3d6

Size: Small

Speed: 30ft

Proficiency Bonus: +2

Initiative: 2

STR: 10 +0

DEX: 15 +2

CON: 14 +2

INT: 15 +2

WIS: 13 +1

CHA: 11 +0

AC: 12

Saves

+0 Strength Saves

+3 Wisdom Saves *

+2 Dexterity Saves

+0 Charisma Saves

+2 Constitution Saves

+4 Intelligence Saves *

* Prof. bonus added

Skills

+2 Acrobatics (Dex)

+2 Nature (Int)

+1 Animal Handling (Wis)

+3 Perception (Wis) *

+4 Arcana (Int) *

+0 Performance (Cha)

+0 Athletics (Str)

+0 Persuasion (Cha)

+2 Deception (Cha) *

+2 Religion (Int)

+4 History (Int) *

+2 Sleight of Hand (Dex)

+1 Insight (Wis)

+4 Stealth (Dex) *

+0 Intimidation (Cha)

+1 Survival (Wis)

+2 Investigation (Int)

+1 Medicine (Wis)

* Prof. bonus added

Features

- Ritual Casting
- Arcane Recovery
- Conjuration Savant
- Minor Conjuration
- Stubborn
- Hit the Lights!

Spellcasting

Spell Attack Modifier: +4

Spell Save: DC 12

Cantrips Known: *Light, Mage Hand, Ray of Frost, Dancing Lights*

Prepared Spells

1st Level (4 slots): *Mage Armor, Find Familiar, Grease, Detect Magic*

2nd Level (2 slots): *Cloud of Daggers*

Actions

Bite Attack: +2 to hit. Range 5 ft Damage: 1d6

Equipment:

- Belt pouch
- Crowbar
- Set of dark common clothes including a hood

Coins & Gems:

- 10 gold pieces (gp)
- 32 silver pieces (sp)
- 75 copper pieces (cp)





Sonya, Maine Coon Fighter



Sonya

Race (subrace): *Hefty - Maine Coon*
Class: *Fighter*
Alignment: *Chaotic Good*

Hit Points: 28 Speed: 30ft
Hit Dice: 3d10 Proficiency Bonus: +2
Size: Medium Initiative: 2

STR: 15 +2 DEX: 13 +1 CON: 14 +2
INT: 10 +0 WIS: 12 +1 CHA: 10 +0
AC: 12

Saves

+4 Strength Saves * +1 Wisdom Saves
+1 Dexterity Saves +0 Charisma Saves
+4 Constitution Saves *
-1 Intelligence Saves * Prof. bonus added

Skills

+3 Acrobatics (Dex) * -1 Nature (Int)
+3 Animal Handling (Wis)* +3 Perception (Wis) *
-1 Arcana (Int) +2 Performance (Cha) *
+2 Athletics (Str) +0 Persuasion (Cha)
+0 Deception (Cha) -1 Religion (Int)
-1 History (Int) +1 Sleight of Hand (Dex)
+3 Insight (Wis) * +1 Stealth (Dex) (Disadv.)
+0 Intimidation (Cha) +3 Survival (Wis) *
-1 Investigation (Int) * Prof. bonus added
+1 Medicine (Wis)

Features

- Second Wind
- Action Surge
- Action Cat
- Artful
- Cat's Paw Martial Archetype:
- Improved Critical

Actions

Bite Attack: +4 to hit. Range 5 ft Damage: 1d6+4

Equipment:

- Belt pouch
- Flask





Verdandi, Norwegian Forest Druid



Verdandi

Race (subrace): *Hefty - Norwegian Forest Cat*
Class: *Druid*
Alignment: *Neutral Good*

Hit Points: 24 Speed: 30ft
Hit Dice: 3d8 Proficiency Bonus: +2
Size: Medium Initiative: 1

STR: 12 +1 DEX: 13 +1 CON: 15 +2
INT: 8 -1 WIS: 15 +2 CHA: 12 +1
AC: 14

Saves

+1 Strength Saves +4 Wisdom Saves *
+1 Dexterity Saves +1 Charisma Saves
+2 Constitution Saves
+1 Intelligence Saves * * Prof. bonus added

Skills

+1 Acrobatics (Dex) +1 Nature (Int) *
+4 Animal Handling (Wis)* +4 Perception (Wis) *
-1 Arcana (Int) +1 Performance (Cha)
+1 Athletics (Str) +1 Persuasion (Cha)
+3 Deception (Cha) * -1 Religion (Int)
-1 History (Int) +3 Sleight of Hand (Dex)*
+2 Insight (Wis) +1 Stealth (Dex)
+3 Intimidation (Cha) * +2 Survival (Wis)
-1 Investigation (Int)
+2 Medicine (Wis) * Prof. bonus added

Features

- Ritual Casting
- Wild Shape
- Natural Recovery
- Defensive Fluff
- Wild Cat

Spellcasting

Spell Attack Modifier: +4
Spell Save: DC 12
Cantrips Known: *Resistance, Thorn Whip*

Prepared Spells

1st Level (4 slots): *Faerie Fire, Charm Person, Cure Wounds, Detect Magic, Animal Friendship*
2nd Level (2 slots): *Barkskin, Spider Climb*

Actions

Bite Attack: +2 to hit. Range 5ft. Damage: 1d6+2

Equipment:

- Belt pouch





Molly, Lykoi Rogue



Molly

Race (subrace): *Lap - Lykoi*

Class: *Rogue*

Alignment: *Chaotic Neutral*

Hit Points: 32

Hit Dice: 3d12

Size: Medium

Speed: 30ft

Proficiency Bonus: +2

Initiative: 3

STR: 9 -1

DEX: 16 +3

CON: 13 +1

INT: 14 +2

WIS: 11 +0

CHA: 13 +1

AC: 13

Saves

-1 Strength Saves

+5 Dexterity Saves *

+1 Constitution Saves

+4 Intelligence Saves *

+0 Wisdom Saves

+1 Charisma Saves

* Prof. bonus added

Skills

+3 Acrobatics (Dex)

+0 Animal Handling (Wis)

+2 Arcana (Int)

+1 Athletics (Str)*

+1 Deception (Cha)

+2 History (Int)

+2 Insight (Wis)*

+1 Intimidation (Cha)

+2 Investigation (Int)

+0 Medicine (Wis)

+2 Nature (Int)

+0 Perception (Wis)

+3 Performance (Cha)*

+1 Persuasion (Cha)

+2 Religion (Int)

+7 Sleight of Hand (Dex)**

+7 Stealth (Dex)**

+2 Survival (Wis)*

* Prof. bonus added

Features

- Expertise
- Sneak Attack
- Thieves' Cant
- Cunning Action
- Fast Hands
- Second-Story Work
- Light on Your Paws
- Slippery Customer

Actions

Bite Attack: +2 to hit. Range 5 ft Damage: 1d6+2

Equipment:

- Belt pouch





Cleo, Bengal Ranger



Cleo

Race (subrace): *Regular - Bengal*
Class: *Ranger*
Alignment: *Chaotic Good*

Hit Points: 39 Speed: 30ft
Hit Dice: 3d12 Proficiency Bonus: +2
Size: Medium Initiative: 3

STR: 12 +1 DEX: 17 +3 CON: 13 +1
INT: 11 +0 WIS: 14 +2 CHA: 8 -1
AC: 16

Saves

+3 *Strength Saves* * +2 *Wisdom Saves*
+5 *Dexterity Saves* * -1 *Charisma Saves*
+1 *Constitution Saves*
+0 *Intelligence Saves* * *Prof. bonus added*

Skills

+3 *Acrobatics (Dex)* +0 *Nature (Int)*
+4 *Animal Handling (Wis)** +4 *Perception (Wis)**
+0 *Arcana (Int)* -1 *Performance (Cha)*
+1 *Athletics (Str)* +1 *Persuasion (Cha)**
-1 *Deception (Cha)* +0 *Religion (Int)*
+2 *History (Int)** +3 *Sleight of Hand (Dex)*
+2 *Insight (Wis)* +5 *Stealth (Dex)**
-1 *Intimidation (Cha)* +4 *Survival (Wis)**
+0 *Investigation (Int)*
+2 *Medicine (Wis)* * *Prof. bonus added*

Features

- **Favored Enemy:** Goblins and Hobgoblins
- **Natural Explorer:** Forests
- **Primeval Awareness**
- **Hunter's Prey:** Giant Killer
- **Urban Explorer**
- **Go Limp**

Spellcasting

Spell Attack Modifier: +4
Spell Save: *DC 12*
Cantrips Known: *Poison Spray*

Prepared Spells

1st Level (3 slots): *Detect Magic, Fog Cloud, Animal Friendship*

Actions

Bite Attack: +3 to hit. Range 5 ft Damage: 1d6+1
Short Bow: +5 to hit. Range 80/320. Damage 1d6.

Equipment:

- *A signet ring,*
- *A scroll of pedigree*
- *A purse*
- *20 arrows*

Coins & Gems:

- *20 gold pieces (gp)*
- *19 silver pieces (sp)*
- *4 copper pieces (cp)*
- *2 gems (worth 10 gp each)*





Barnabas, Korat Paladin



Barnabas

Race (subrace): *Regular - Bobtail*
Class: *Barbarian*
Alignment: *Neutral*

Hit Points: 32 Speed: 30ft
Hit Dice: 3d12 Proficiency Bonus: +2
Size: Medium Initiative: 1

STR: 16 +3 DEX: 11 +0 CON: 15 +2
INT: 10 +0 WIS: 12 +1 CHA: 14 +2
AC: 14

Saves

+3 Strength Saves +3 Wisdom Saves *
-1 Dexterity Saves +4 Charisma Saves *
+2 Constitution Saves
+0 Intelligence Saves * Prof. bonus added

Skills

+0 Acrobatics (Dex) +0 Nature (Int)
+1 Animal Handling (Wis) +1 Perception (Wis)
+0 Arcana (Int) +2 Performance (Cha)
+5 Athletics (Str)* +4 Persuasion (Cha)*
+2 Deception (Cha) +0 Religion (Int)
+2 History (Int)* +0 Sleight of Hand (Dex)
+3 Insight (Wis)* +0 Stealth (Dex)
+2 Intimidation (Cha) +1 Survival (Wis)
+0 Investigation (Int) * Prof. bonus added
+1 Medicine (Wis)

Features

- Divine Sense
- Lay on Hands
- Fighting Style: Defense
- Spellcasting
- Divine Smite
- Divine Health
- Oath of Twilight
- Fellowship of the Old Striped One

Spellcasting

Spell Attack Modifier: +4
Spell Save: DC 12
3rd: *Friends, Identify*

Actions

Bite Attack: +5 to hit. Range 5ft Damage: 1d6+5

Equipment:

- Plate armor (AC 16)
- Banner of noble house or faith
- Writ of service to noble
- A purse

Coins & Gems:

- 17 gold pieces (gp)
- 6 silver pieces (sp)
- 30 copper pieces (cp)
- 6 gems (worth 10 gp each)





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