

NEKOMATA

NEKOMATA LOOK LIKE A DOMESTIC CAT, save for the tail, which splits into two giving the creature the appearance of being double-tailed. Nekomata are intelligent, can walk upright, and are renowned for their wickedness. They are carnivorous and have refined tastes for flesh, enjoying human meat in particular.

MOUNTAIN NEKOMATA

A mountain nekomata is as large as an ogre and just as ornery. Much less civilized than the other nekomata these monsters live solitary lives removed from civilization preying on wild animals and the occasional passing traveler. They are cunning and will set traps and plan ambushes. They rarely use apparel or tools, though they will sometimes cook their food on spits. They are, however, fond of treasure; they will hoard it in their dens and their greed makes them susceptible to bribes.

Mountain Nekomata	Level 7 Brute
Large natural humanoid	XP 325
Initiative +9	Senses Perception +8; low light vision
HP 82; Bloodied 41	
AC 21; Fortitude 19, Reflex 22, Will 19	
Speed two-legged 6; four-legged 7; climb 3	
Claw (standard; at-will) +9 vs. AC; 1d8+4 damage.	
Bite (standard; at-will) +5 vs. AC; 1d12+3 damage	
High-ground Pounce (standard; when attacking by jumping on the opponent from high ground 5' or more) Make two claw attacks. If either hits the target is knocked prone.	
Avalanche Trap (standard; encounter; first strike if not surprised)	
Pushes a large rock from the high ground towards a target. Area burst 2 within 30 squares; +10 vs. Reflex; 2d6+3 damage and target knocked prone; miss does half damage. +5 to hit if target(s) are surprised.	
Cat Fall (at will)	
Takes no fall damage from any jump or fall of 30' or less	
Alignment Chaotic Evil	Languages Common
Skills Stealth +8 Str 18 (+7) Dex 17 (+6) Wis 11 (+4) Con 16 (+6) Int 11 (+3) Cha 10 (+3)	

HOUSE NEKOMATA

The size of a domestic house cat, if a little bigger, the house nekomata is civilized and prefers to live with other races, including humans.

Occasionally they will adopt the dress and manners of their cohabitants, though this is largely for show. They sometimes play the part of a servant or helpmate but they are entirely self-serving and have no hesitancy to betray their "master" if it suits them. They tend to be lazy and vain. Some have at least a superficial interest in learning and arcana. They prefer to fight with their claws and teeth as they are too small to wield weapons effectively, but there is no reason a nekomata wouldn't use a small poison knife or magic implement, if the situation called for it. They have a natural aptitude for languages, spoken and written, and make prized familiars if they can be adequately managed.

House Nekomata	Level 5 Lurker
Small natural humanoid	XP 225
Initiative +8	Senses Perception +10; low light vision
HP 40; Bloodied 20	
AC 18; Fortitude 17, Reflex 20, Will 19	
Speed two-legged 6; four-legged 7; climb 2	
Claw (standard; at-will) +7 vs. AC; 1d6+1 damage.	
Bite (standard; at-will) +4 vs. AC; 1d8+2 damage	
Cat Blink (minor; encounter) Can teleport 3 squares.	
Cat-trick Cantrip If exposed to training may have a wizard's cantrip or 1 st level spell (DM's discretion, see PH p. 158-60 for cantrips and spells)	
Alignment Chaotic Evil	Languages Common and the language of its associates
Skills Diplomacy +5, Stealth +8, Thievery +5, Str 11 (+7) Dex 17 (+5) Wis 15 (+4) Con 14 (+4) Int 18 (+6) Cha 17 (+5)	