



TREASURE CAT

Treasure cats aren't born gargantuan. In fact, they're born rather small. Smaller than a house cat even! But then a treasure cat finds a single coin or a gem or something else of value. Thus, the treasure cat grows a smidge larger. "What a delightful prospect!" thinks the cat. So the cat collects more and more treasure. With each addition to its burgeoning hoard, the cat increases in size until it's larger than even the greatest ancient dragons, measuring 80-feet from snout to tail. By the time the treasure cat reaches this legendary status, it has amassed a hoard that can rival that of most kingdoms.

And it's not interested in sharing, either.

Sages of the Djinn. Since most treasure cats live a looped existence, their wisdom is rarely matched by living creatures. As such, the mighty djinns who share the Void with the treasure cats often seek these great hoarders for advice. Some believe that the djinn's ultimate source of power—particularly their ability to grant wishes—come from the treasure cats, who themselves have their own ability to grant wishes to those who seek them out.

Looped Existence. Treasure cats are never actually born nor do they ever truly die. Instead, when a treasure cat is destroyed, its mind returns to its earliest form with its past life memories intact. This looped existence gives the treasure cat its innate intelligence and wisdom. Unfortunately, treasure cats are easily distracted and often forget important details about its infinite lives. After all, it must make room for ruminations of wealth and pretty-things.

The Search for Treasure Cats Primus. Some treasure cats have lived beyond the times of Casar and Old Omeria and seen forward to the Omerian Echo. Naturally, these cats are more difficult to garner Wisdom from than those who've lived shorter loops. The greater the loop, the less it remembers. As such, "small" treasure cats are highly sought by the Pexian seers for their recent glimpse into the future.

TREASURE SICKNESS

Often, a treasure cat's hoard is so unfathomably large that those who witness it can become afflicted with a form of madness known as treasure sickness. A creature who witnesses such a hoard must succeed on a DC 12 Wisdom saving throw or become infected. While infected, the creature is blinded. Also, if the creature touches gold, it must succeed on a DC 12 Constitution saving throw, or become poisoned for 1 minute.

The sickness ends after a creature completes a long rest. A *remove curse* spell or similar magic can also end the sickness.

Storm Eaters. Legendary treasure cats subsist on a diet of storms. Often, this leads to droughts in areas where treasure cats lair. Hence, treasure cats are particularly attracted to subtropical regions with heavy annual rainfall. To rid the land of the treasure cat, locals hire storm giants to chase the gluttonous creatures away.

A TREASURE CAT'S LAIR

Treasure cats lair atop tall mountains, coastal cliffs, and sometimes even upon the clouds themselves. Considered a nuisance by cloud giants, sometimes treasure cats even push the might giants from their great homes and take over. This is especially true if the cloud giant's home possesses a healthy treasure vault.

The area surrounding the treasure cat's lair is filled with colorful fogs and mists, creating a dreamlike environment. Often, those who come into contact with a treasure cat are charmed by its domain alone.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the treasure cat takes a lair action to cause one of the following effects:

- Colorful fog fills a 30-foot radius sphere centered on a point the cat can see within 120 feet of it. The fog spreads around corners, and its area is heavily obscured. Each creature in the fog when it appears must make a DC 10 Wisdom saving throw or become charmed by the cat for 1 minute or until the fog disperses. While charmed, the creature is incapacitated and its movement becomes 0. A wind of at least 20 miles per hour disperses the fog. The fog otherwise lasts until the cat uses this lair action again or until the cat dies.
- The cat fills the air around it with static electricity. Each creature within 30 feet of the cat takes 7 (2d6) lightning damage. Creatures wearing metal armor take an additional 7 (2d6) lightning damage from this lair action.
- One creature the cat can see within 120 feet of it must succeed on a DC 15 Charisma saving throw or be banished to a dream plane, a different plane of existence the cat has imagined into being. To escape, the creature must use its action to make a Charisma check contested by the cat's. If the creature wins, it escapes the dream

plane. Otherwise, the effect ends on initiative count 20 on the next round. When the effect ends, the creature reappears in the space it left or in the nearest unoccupied space if that one is occupied.

REGIONAL EFFECTS

The region containing a treasure cat is warped by the cat's magic, which creates one or more of the following effects:

- Gold coins, gems, jewelry, and other shiny valuables randomly disappear within 6 miles of the treasure cat's lair. Magic items are not affected by this effect.
- Colorful mist manifests within 6 miles of the treasure cat's lair. The mist doesn't obscure anything. Travelers moving through the mists can hear the whispers and purrs of the treasure cat.
- It doesn't rain or storm within 6 miles of a treasure cat's lair.

If the treasure cat dies, these effects end immediately.

TREASURE CAT

Gargantuan elemental, chaotic good

Armor Class 18 (natural armor)

Hit Points 247 (15d20 + 90)

Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	21 (+5)	23 (+6)	16 (+3)	20 (+5)	23 (+6)

Saving Throws Dex +11, Wis +12, Cha +13

Skills History +10, Perception +12, Persuasion +13

Damage Immunities lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Senses truesight 120 ft., passive Perception 22

Languages Auran, Common, Primordial

Challenge 23 (50,000 XP)

Elemental Demise. If the treasure cat dies, its body disintegrates into a cloud of warm mist, leaving behind only the equipment the treasure cat was wearing or carrying.

Innate Spellcasting. The treasure cat's innate spellcasting ability is Charisma (spell save DC 21). It can innately cast the following spells, requiring no material components:

At will: *clairvoyance*, *detect evil and good*, *detect magic*, *gust of wind*

3/day each: *wind walk*, *wind wall*

1/day each: *dream*, *plane shift*, *wish*

Legendary Resistance (3/Day). If the cat fails a saving throw, it can choose to succeed instead.

Magic Resistance. The treasure cat has advantage on saving throws against spells and magical effects.

Pounce. If the treasure cat 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 23 Strength saving throw or be knocked prone. If the target is prone, the treasure cat can make one bite attack against it as a bonus action.

Actions

Multiattack. The cat makes two attacks with its claws.

Bite. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) piercing damage plus 19 (3d12) lightning damage.

Claw. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage.

Lightning Breath (Recharge 5-6). The cat exhales lightning in a 120-foot-long line that is 10 feet wide. Each creature in the area must make a DC 21 Dexterity saving throw. A creature takes 65 (10d12) lightning damage on a failed saving throw or half as much lightning damage on a successful one.

Legendary Actions

The treasure cat can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The treasure cat regains spent legendary actions at the start of its turn.

Move. The treasure cat moves up to its full movement speed.

Claw Attack. The treasure cat makes a claw attack.

Recover (Costs 3 Actions). The treasure cat regains one of its daily uses of Legendary Resistance. It cannot have more than 3 uses of Legendary Resistance at a time.