

The Catamount (New Monster)

By Antony Bethell

Armour Class:	6 (5)	Save As:	F3
Hit Dice:	4+1	Morale:	8
Move:	120' (40')	Treasure Type:	U
Attacks:	2 or 3 (2claws/1 weapon)	Intelligence:	8-10
Damage:	1d3/1d3/By Weapon Type	Alignment:	Neutral
No. Appearing:	1 (1d4)	Xp Value:	125

The catamount is a smaller, solitary cousin of the wemic (*) and like them are similar to centaurs. Their bodies consist of a feline body (mountain lion/cougar) with humanoid torso. They have feline features, ears and golden cat-like eyes. Most of the body is covered in brownish-tawny fur. The typical catamount measures six feet long from head to rump and up to six feet tall when standing. Catamounts speak their own language and the common tongue. As a species they have been known to live up to 50 years of age.

Catamounts use their forepaws and weapons to attack their prey. They normally carry several javelins, and either a stone mace, club or short sword. They also carry a leather-hide shield (Ac: 5) for additional protection. Catamounts have keen senses and gain a +2 bonus on initiative rolls and surprise prey on 1-4 on a d6. In contrast they are only surprised on a roll of 1 on a d6. Catamounts possess powerful leg muscles and can leap 15 feet upwards or 20 feet forwards.

These solitary hunters can be found in warm temperate mountains, forests, swamps, deserts and plains. Males and females maintain separate territories. If more than one catamount is encountered it will be a female with her cubs, which she rears alone. The cubs remain with their mother for 1 or 2 years. Their preferred prey is deer (where available), wild sheep, mountain goats (ibex), elk, rabbits (and other small mammals) and sometimes domesticated livestock (when other food is scarce).

All catamounts by nature are flexible and elusive. They have adapted to survive on the fringes of human settlements while maintaining a stone-age culture. Catamounts make excellent trackers and guides and sometimes hire their services in exchange for treasure and tools, such as weapons and magical items.

Catamounts may also be spell-casters and can either be shaman, druids or wotan. There is a 70% chance that any encountered catamount can also cast spells. Such catamounts may attain the maximum level of 7th level as a druid or shaman (cleric) and 4th level as a wotan (magic-user).

(*) See AD&D Monstrous Manual Page# 357 for details.