

THE TWISTYCAT

Umbrafelis effingo maluscustos. Each time a copycat devours another creature there is minuscule chance of a spontaneous fusion to happen, leading to the creation of a completely new species. Due to the small probability of such an event to occur, these creatures are most likely unique within the multiverse. This specific variant shows signs of the rummynose – in appearance and regarding its abilities likewise. Being able to make objects appear considerable larger or smaller than they are, the twistycat usually seeks out lairs where it can fully unleash its illusionary powers.



TWISTYCAT

Tiny fiend, chaotic evil

Armor Class 12
Hit Points 12 (5d4)
Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	10 (+0)	15 (+2)	20 (+5)

Saving Throws Dex +4, Wis +4, Cha +7
Skills Perception +4, Stealth +4
Damage Vulnerabilities radiant
Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses truesight 60 ft., passive Perception 14
Languages Abyssal, Common, Infernal, Sylvan
Challenge 1 (200 XP)

Keen Senses. The twistycat has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Light Sensitivity. While in bright light, the twistycat has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow-Born. While in dim light or darkness, the twistycat can take the Disengage or Hide action as a bonus action on each of its turns and has advantage on Dexterity (Stealth) checks.

Specious Scaling. As a bonus action, the twistycat can make up to 3 objects that aren't worn or carried it can see within 60 feet of it appear larger or smaller than they are. Each object can have an illusory size between 1 inch and 60 feet.

The changes wrought by this trait fail to hold up to physical inspection. For example, if a creature tries to approach an object that appears to be smaller, the creature bumps into it. If an object appears to be larger, a creature that tries to jump on it passes through the object.

A creature can use its action to inspect the object and make an DC 16 Intelligence (Investigation) check. If it succeeds, it becomes aware that the object's size is an illusion.

The twistycat can uphold up to 3 of such illusions at a time and can end an illusion at any time. An object's illusory size also ends if the twistycat is more than 240 ft. away from the object.

ACTIONS

Hollowing Stare. *Melee Spell Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 7 (1d4 + 5) necrotic damage. The twistycat regains 2 (1d4) hit points.

Shadow Leap (Recharge 6). The twistycat teleports up to 20 feet to an unoccupied space it can see that is in dim light or darkness.