



Animal Adventures: Tales of



Cats & Catacombs

LAIR OF THE NECROMEOWNCER





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Lair of the Necromeowncer



Death comes for everyone, even those with nine lives. Nimble-footed felines who seem to land always on their feet, defy death at every turn, and otherwise escape the inescapable... even they must eventually succumb to





dark-shrouded doom. Perhaps they succumb from old age. Perhaps from the sword. Or perhaps they spend all nine lives at once, managing to blow themselves up doing a stupid experiment without wearing any protective goggles! Certainly, that's what's happened here...the legendary necromancer has now become the equally fearsome (or fursome) necromeowncer. And he isn't exactly happy about it. You'd probably say, 'fair enough,' but that hasn't stopped him plotting the most nefarious of new schemes.

After all, being trapped in the body of a cat shouldn't prevent a necromancer from some proper necromancing...though admittedly the lack of opposable thumbs is a bit of a nuisance for turning a grimoire's pages when looking for the right spell. But, being a cat does make things like catching rats to use as servants that much easier. The necromeowncer has made full use of this particular, unforeseen, benefit to his new body and quickly recruited a strange, sinister little cult of rats - kept docile and obedient with the use of arcane technology. But the necromeowncer's plans stretch far beyond the recruitment of a legion of rats to do his bidding. Using the insidious power of undeath, the necromeowncer has begun to create something terrible in the darkness of his lair... He merely waits to unleash it on the world. The necromeowncer must be stopped - but how?

This is an adventure for 4-6 player characters of 3rd level. It combines combat, puzzle solving and a hefty dose of silliness as part of a classic dungeon crawl through the den of the titular necromeowncer.

How did the players get here?

It's a fair question. What are the player characters doing in this horrible place? There are any number of potential options. The following reasons might bring your player characters to the dingy cells that wait beneath:

-  A local town is besieged by unusually intelligent rats, who steal with impunity. Even the most skilled of rat catchers cannot deter the verminous assault. So, finally, the call was put out for a group of adventurers who might be able to do a bit better... You answered!
-  Strange magical effects flicker through the sewers beneath the small town and those investigating the origins have yet to return.... You're the second group to be sent into the darkness to find out exactly what's going on.
-  Troubling dreams kept you awake for the last four nights. Dreams in which a horrifying monster lurks in the darkness, while a cat with glinting black eyes watches you, something like a smile twisting its mouth. You awaken, sweating, each morning, suffused with a sense of horror, of evil approaching. Finally, you think you've found the source of this evil. Time to put those nightmares to rest!
-  The earth is drying out, cracking and splitting into slabs of parched wilderness - you'd say there was a drought on, except that it keeps raining...Something sucks the life from the soil, from the land. What could it be? And does it have anything to do with that extremely sinister tunnel entrance over there that large rats keep disappearing into? Surely not?!

Who are the Player Characters, Exactly?

This adventure assumes that the player characters are animal adventurers and, most likely, cats. This doesn't have to be the case, by any means. The adventure works just as well with a more typical adventuring party, or with a party consisting of animals and humans, elves, dwarves...whatever combination you prefer!





Adventure Overview

A powerful (but, let's be honest, fairly stupid) necromancer managed to get himself trapped in the body of a cat. Since then, he's been carrying on as normal, bringing havoc to the world of the living, but now with zombie rats as his minions instead of the rotting corpses of his neighbours. But the effect is more or less the same.

While trapped in his feline form, the necromancer discovered a new way of deriving energy from the living and using it to draw the souls of the dead back from beyond the veil...drawing them back and then combining them into hideous amalgamated forms. After experimenting with a few, smaller abominations of this kind, the necromancer has nearly completed his masterpiece: the Rataclysm. A vast, hulking beast he intends to unleash upon the lands of the living - spreading a wave of disease and destruction over everything it touches. Being encased in a cat's form has not rendered the necromancer any more stable...if anything, it has disturbed him further - pushing him towards his apocalyptic plan. Where once the necromancer might have clung to a semblance of rationality in his motivations, now he only really cares about chaos and conquest. It's not as though he was exactly sane before he became a cat...

The necromancer lairs in the surviving catacombs of a long ruined church. These crumbling ruins have been carefully converted into a generator for the power the necromancer seeks to draw from the dead, fuelling his Rataclysm's final spasms of waking. This dread form of power is called, by the necromancer, Necro galvanism, and he is extremely proud of it. So proud of it, he might spend a lot of time talking about it and crowing over his own genius rather than getting on with the messy business of destroying the world. Oh yeah, he's that sort of badguy. The various chambers which form the necromancer's lair are festooned with strange globes, glowing a searing blue. These draw the energy of the dead and funnel it towards the Rataclysm. They are also capable of stealing the essence of the living...something of which the player characters may become all too uncomfortably aware.

So, getting to business, what awaits the player characters in the chambers of horror?





The Dungeon Itself

The Necromeowncer's lair consists of half a dozen rooms - each filled with evidence of the creature's peculiar genius for reanimating the dead and for bizarre technologies which don't quite make sense. The first chamber is an entrance hall but don't expect much in the way of a warm welcome - there are some bodies here to greet the player characters, but they've been cold a long time. The player characters also get their first chance to see the necroglobes which siphon off the energy of the dead to infuse the Rataclysm with a dark semblance of life. The second room is a mortuary. Carefully temperature controlled, the necromeowncer preserves the corpses he intends to raise from the dead here. These corpses hang suspended above the floor on a series of tables; tables which gradually travel around the room, driven by a chain-driven mechanism. The third room contains the necromeowncer's most precious machine - the Galvanic Accumulator. It is here the essence of death is gathered and then readied for injection into the Rataclysm's ethereal form, bringing it ever closer to corporeality. As might be expected, this room is heavily defended and extremely dangerous - swirling, live magic spurts and explodes, the air occasionally erupting into blue fire as reality splits. The fourth room is the necromeowncer's personal domain - it's where he spent months working on his favourite beastie...and that particular beastie is just about to wake up. The fifth, and final chamber, is the exit. But it is also where the excess necrotic galvanic energy ventilates - getting out won't be quite that easy.

Enemies

The necromeowncer isn't short of minions to put in the path of the player characters. His most plentiful, and frequently encountered, troops are zombies. He is a necromancer, after all. There is also the sentient machine which the necromancer carefully constructed. The Galvanic Accumulator isn't just for creating the Rataclysm, it is also capable of defending itself pretty vigorously against any players attempting to destroy it! The necromeowncer himself is protected by a series of zombies and a ghost, alongside a huge rat swarm that descends upon the player characters in a wave of pullulating, disease-ridden fur. The Rataclysm is, of course, the necromeowncer's most terrifying and dangerous protector and the player characters are likely to struggle if confronting it when at full strength. However, there is a way of weakening it prior to the final confrontation...



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The Orbs

Contained in every room, the player characters cannot avoid noticing the strange, glowing blue orbs, all of which have copper cables connected to them leading off deeper into the catacombs. These orbs are used by the necromeowner to siphon off the energy of the dead which is then collected into the Galvanic Accumulator (located in Chamber 3). This energy is then converted into a pure magical essence capable of restoring life and, in the paws of the necromeowner, being used to induce life in the heap of inanimate flesh that will become the Rataclsym. If player characters decide to smash these orbs, then they can weaken the Rataclsym for the forthcoming battle.

Smashing an orb requires a DC 16 Strength test, but, when broken, it unleashes a sudden wave of force which inflicts 1d4 force damage. Destroying the orbs, however, undermines the strength of the Rataclsym, when it finally emerges. The effects stack, so that if the player characters destroy 5 orbs, all of the preceding effects apply to the Rataclsym.

Number of Orbs Destroyed	Effect on the Rataclsym
1-2	The Rataclsym's starting HP is reduced by 5.
3-4	The Rataclsym's starting AC is reduced by 3.
5-6	The Rataclsym's starting damage roll for its Bite attack is 1d8, instead of 1d12.
7-8	The Rataclsym's starting AC is reduced by 5.
8+	The Rataclsym's starting HP is reduced by 15.





Chamber 1: I Ain't Gonna Work on the Corpse Farm No More...

Treasure in the room: 25gp, 65sp secreted on the zombies.

The first room is round and extremely solidly built. The church that stood above the catacombs was constructed with care and it shows, even here and even after several years of necromantic depredation. The main features of the room are the large, ornate door which promises entrance into the necromeowncer's inner sanctum. The door is marked with ancient and obviously occult symbols (he isn't a subtle necromeowncer...) and great, cast-iron door knockers, shaped into the visages of grotesques. The walls of the chamber are lined with a series of strange glass globes, each strung to the other with thick copper cabling and crude metal clamps. The orbs are mounted on sconces, about six foot in the air. Any animal player character must make a DC 10 Dexterity test to clamber up the wall and examine a globe. They are made of an unidentifiable substance and, while the orb itself is transparent, the swirling blue fog within it is impenetrable. A DC 16 Intelligence (Arcana) test reveals that the orbs channel some form of eldritch energy to an unseen point deeper in the catacombs. The orbs can be broken with a DC 16 Strength test, but, when smashed, they unleash a blaze of spectral energy, dealing 1d6 force damage to any creature within 5 ft.

Just to really set the mood, there are also a number of walking corpses (1 per player +2) in the way. These are the necromeowncer's guards - zombies ordered to attack and consume anyone who draws too close. Like most in his profession, the necromeowncer is quite the paranoid. As soon as the player characters enter the first chamber, the zombies close in on them, attempting to surround them and bring them down with weight of numbers. The zombies have no tactics beyond gradually advancing and sinking their teeth into those in front of them. The zombies continue to attack until they are all killed. If the player characters attempt to flee to the next room in the dungeon, the zombies follow.

Opening the door to the next chamber requires a DC 14 Dexterity (Sleight of Hand) test to unpick and a DC 12 Strength test to force open. It hasn't been opened for some time - rats and the necromeowncer no longer use the door. They have secret entrances and exits, but the player characters won't find these till later...



Chamber 1: I Ain't Gonna Work on the Corpse Farm No More...





Chamber 2: Last Dance with Table Chains

Treasure in the room: 100gp is hidden on the various corpses.

The first thing that strikes the player characters upon entering the second chamber is the temperature. It is freezing cold. A chill mist hangs a foot above the floor, leaving droplets of ice in the character's fur, or hanging from their clothing. The floor of the chamber is entirely obscured by this mist. Heavy chains hang from the ceiling which hold four large wooden tables aloft, each at varying heights. The highest is the first table, located on the player characters' left when they enter the chamber, some 12 ft in the air. A second hangs in parallel with this on the right of the room. A third table hangs opposite the door leading to the next chamber, approximately 8 ft above the air. A fourth table hangs in the far right corner, again around 8 ft in the air. More copper cables run from each of these tables to a single huge orb which stands isolated in the centre of the room. Smashing this orb requires a DC 16 Strength check and the ensuing force detonation, once it's been smashed, deals 1d6 force damage.

Running off from these tables are a series of thick copper cables stretching down to an orb almost identical to those on the walls of the previous chamber but substantially larger. The cables are plugged into the base of the globe - a verdigris-stained mass of copper rings. Again, a DC 16 Intelligence (Arcana) check enables the player characters to deduce that some form of energy is being directed into the orb and being collected there.

Each table has a slumbering zombie laid out on it, entirely unmoving. The copper cables are plunged deep into the corpses' puckered flesh and siphon off the necromantic energy for the necromeowner's schemes.

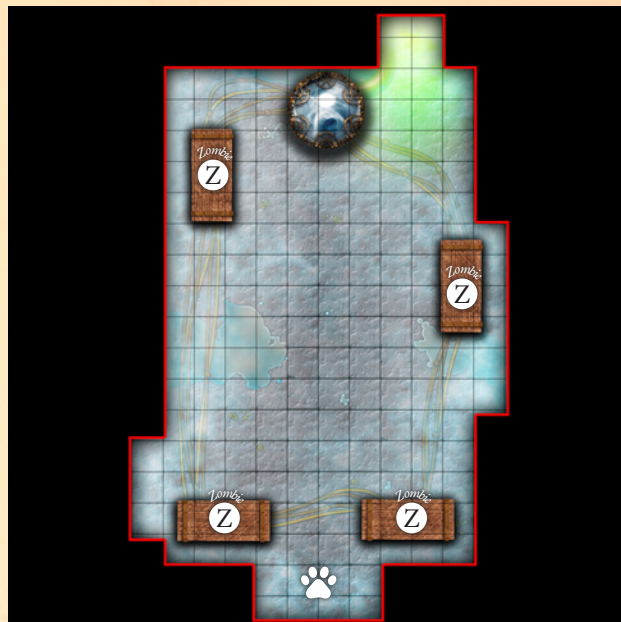
As soon as the player characters enter the room, the icy chill of the mist begins to make movement difficult, sapping their limbs of energy. All movement rates are halved while in this chamber. In addition, any Dexterity saves made while on the floor are made at a disadvantage, as the cold seizes up joints. The player characters can, however, clamber up onto the tables, with a DC 14 Dexterity test. Doing so immediately awakens the zombie on the table, however. Once awake, the zombie immediately makes an attack, trying to dislodge the interloper from the table and let them drop to the ground. If the zombie successfully hits the player character, then they must succeed on a DC 14 Dexterity save or be knocked to the hard, stone ground below and take 1d6 bludgeoning damage from the fall.





If none of the player characters attempt to climb onto the suspended tables to avoid the cold, then the moment they approach the orb in the centre of the room the zombies awaken and begin to sit up. They do so quietly, and the player characters need to succeed on a DC 14 Wisdom (Perception) check in order to notice the corpses suddenly becoming slightly less dead! Otherwise, the zombies simply drop down on the player character nearest to them. Any player character within 5 ft of one of the platforms when a zombie is about to drop must succeed on a DC 14 Dexterity save or suffer 1d8 bludgeoning damage as a lot of mouldering flesh suddenly flops down on them! For their first turn after falling from the platforms, the zombies are prone. But after, they awkwardly clamber to their feet and begin to close in on the player characters. As with the zombies in the previous chamber, these zombies attack until they are all killed...there's no reasoning with those that lack a mind of their own, after all.

The door leading out of the room is easily opened, with a DC 10 Strength test. The door hasn't been locked but the constant cold has led to the metal sticking, making it somewhat difficult to open.



Chamber 2: Last Dance with Table Chains





Chamber 3: Mage Against the Machine

Treasure in the room: 78gp in various currencies, secreted around the room.

The smell of ozone strikes the player characters as soon as they enter the third chamber. The room is dominated by a vast machine - an arcane contraption consisting of dozens of smaller orbs, all surrounding a central glass gourd. The gourd is filled with a green liquid that sloshes and bubbles, crawling up the sides of the gourd as it does so. The gourd is surrounded by a series of mechanical arms which stretch out from the glass. There are eight arms, each made of a strange metallic alloy; each is hinged in three places, and terminating in a claw holding a glowing, sparking orb. The ceiling of the room is strung with thick bunches of copper cable, all of which feed into the skull-shaped machine in the centre of the room. A series of glass pipes extend from the gourd into the stone floor. The skull has two glowing, green eyes which, on closer inspection, are peculiar gourds. Each gourd is filled with swirling, neon-green gas twisting and writhing as though alive before passing along these pipes to the next room - the Galvanic Chamber - where the Rataclysm is slowly brought to life. There is no obvious exit to the room, no door leading out, and no stairs climbing or leading down to a different floor. The room's exit is concealed beneath the Galvanic Accumulator and getting to it is not going to be easy.

The Accumulator is something more than a machine, however. Too much necrotic magic has passed through it; it has developed sentience, and a fairly malevolent sentience at that. The first time a player character moves within 5 ft of the mechanical arm, it launches an immediate attack on the nearest player character. The machine is a vicious combatant, constantly attacking any player character in range. The player characters can attack the arms, destroying them and undermining the strength and savagery of the machine as the fight continues. The machine does its best to keep the player characters away from the central gourd, in which the sloshing green liquid resides.

The machine also endeavours to keep any player characters away from the pipes leading off to the next room - the ritual cannot be interrupted! 'The Rataclysm must live!' The arms can only attack in an arc of 10 ft from where they are attached to the central gourd. Thus, the player characters don't have to annihilate every arm but they are definitely going to have to deal with some of them. And that brings another problem...

Each time a player character succeeds in breaking an arm, the globe attached to its end smashes to pieces. This does not unleash the usual blast of occult energy, however. Instead, whenever one of the machine's orbs breaks, it disgorges a small, malformed creature! This is a lightning homunculus - formed from the excess necrotic energy being filtered into the machine - and the constant electrical discharge which the mechanisms give off, as magic and technology interact violently. The lightning homunculi are extremely dangerous and extremely fast opponents, able to shock the player characters into paralysis before descending upon their frozen forms to deliver some real damage.

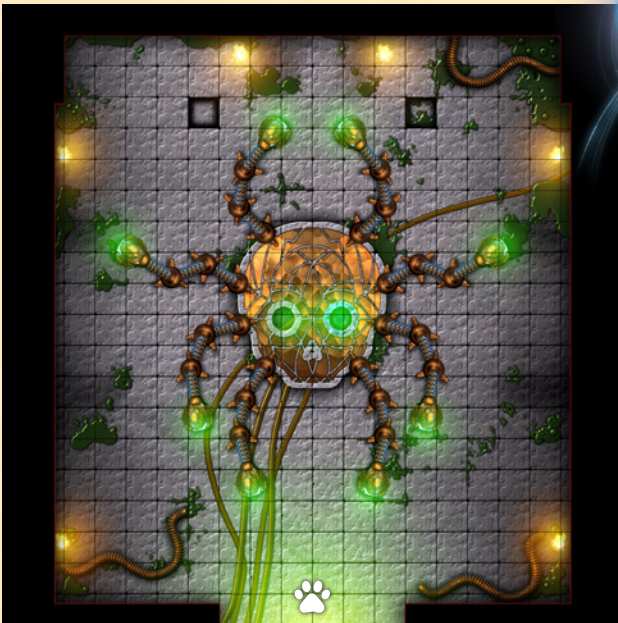




The machine and the lightning homunculi fight until they are destroyed. Once the machine has been dealt with, the player characters still need to move the gourd in order to access the necromeowner's lair hidden beneath it.... Doing so is something of a puzzle. The skull can't be moved through physical strength alone. If one or more player character tries to move it out of the way with sheer strength, allow them to try! However, examining the skull with a DC 12 Wisdom (Perception) test reveals the following text:

Only dead hands can move what dead magic created.

The solution is simple. The player characters need to use the hands of one of the zombies (whether still attached to the zombie or not). As soon as the hands of a zombie are in contact with the gourd, it slides easily away revealing a staircase to the lair hidden below.



Chamber 3: Mage Against the Machine



Riddle me this...

If the player characters struggle to solve the puzzle, then the GM has a couple of options. The first is to allow them to deduce the answer to the riddle via making a DC 14 Intelligence test. The second is to simply allow the player characters to move the gourd through a strength test, after some struggles. The third is to have the gourd suddenly move aside by itself, as the necromeowner prepares to retaliate against the player characters for their temerity to attack his lair! Of course, you can choose to simply eschew this riddle altogether, or make the players spend as long as needed to work it all out! The choice is always up to you!





Chamber 4: Like a Rat Out of Hell

Treasure in the room: 125gp worth of gemstones and precious metals, used in the machinery.

The final chamber of the adventure is the lair of the necromeowncer himself. Hidden deep beneath the earth, and constructed from a series of marble pillars, the lair is a converted crypt. While the church catacombs above are rustic, unrefined, unfinished even, the crypt is beautifully constructed. The effect is somewhat tainted by the banks of arcane machinery which dominate the room, each clicking, screeching, and whirring as they perform their sinister function. Emanating from a vast glass tube, a thin, creeping green mist clings to everything. The tube is filled with the green mist, so much so that anything else within it is entirely obfuscated.

The crypt-cum-laboratory is filled with rats, all of whom wear a strange collar embedded with a glowing gem-stone (see the Necrats statistics for details). At the centre of the room, surrounded by these swarming rats, is the necromeowncer. As soon as the player characters enter, the creature responsible for their struggles turns to them and hisses, back arching and fangs exposed. It then snarls the following words, in the best evil villain voice you can imagine:

“So! It’s you! The fools who have been smashing my necro-orbs and killing my beautiful zombies! Well, you’re too late! My plan is at fruition, the Rataclysm is about to awake and, when it does, the world will tremble. First, however, I’m sure it can devote a little time to tearing you limb from limb!”

And just like that, the necromeowncer’s private army of rats charges! During the fight, the necromeowncer lingers at the back of the pack, casting spells to both inconvenience the player characters and support his followers as concertedly as he can. As soon as half the rats are dead, the necromeowncer leaps towards one of the machines, and presses a large central button. With a feline grin, he announces:

“A brave attempt, heroes, but it’s much too late. Much too late. My greatest creation is here... I think you’ll make an exquisite first meal!”

There is a horrifying roar and the glass of the green mist-filled tube explodes outward, the Rataclysm emerging with a terrifying roar. The Rataclysm is purely bestial; it doesn’t think, it doesn’t speak...it lunges at the nearest player character and aims to destroy them utterly. The Rataclysm is only interested in destruction. The necromeowncer continues to cast spells on the Rataclysm, aiming to make it even more formidable and, again, ensures that he is as far from the player characters as is possible. He isn’t going to risk being killed by an aimless swing, if he can possibly avoid it.

Only when the player characters have disposed of both the Rataclysm and the Necrats is the necromeowncer willing to join battle. He rages at the player characters for ruining his intricate plans, shrieking:

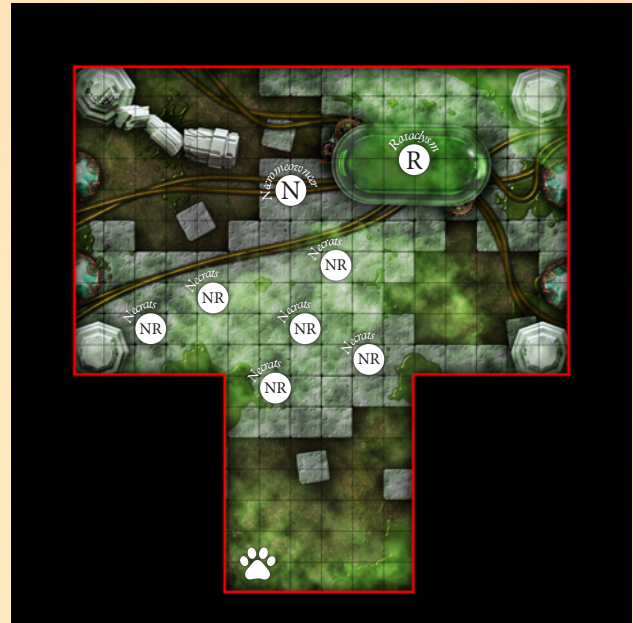
“You may have finished my minions, but you’ll not destroy me! I’ll return stronger and I’ll crush you all!”





The necromeowncer attempts to flee at the first opportunity, using magic to drive the player characters off, forcing them back or raising the corpses of the necrats to provide an effective obstacle between the player characters and himself. If the necromeowncer makes it to the stairs, leading up to the Galvanic Accumulator chamber, then he escapes. Manoeuvring the gourd back into place, he's gone before the player characters can escape. If the player characters manage to keep the necromeowncer trapped within his lair, then he fights to the last.

Once the necromeowncer is either dead or absconded, then the adventure is at an end! The player characters have won...for the time being at least. How long does any necromancer (or necromeowncer) really remain dead?



Chamber 4: Like a Rat Out of Hell





Awarding Experience Points

Completing the adventure should result in the player characters gaining enough experience points to go up a level...they've earned it after all!

Next Steps

If the GM wants to continue this adventure, here are a few future plot developments...

- ❧ No self-respecting necromeowncer is going to risk ultimate death...not when he can become a Lich! And that's exactly what happens. Now the player characters have an undead necromancer pursuing them...and he isn't exactly happy that they killed him.
- ❧ Killing the necromeowncer's feline prison actually did him a favour...now he can return to human form! At last! He's going to carry on trying to destroy the world of course, but now he figures he owes the player characters a bit of leeway...who knows when their paths might cross again? And will the player characters will even notice who he is in such a different form?
- ❧ The necromeowncer is definitely dead. But who was behind his experiments? Who equipped his laboratory? Who helped him continue to practice his malign experiments, even after he'd become... all paws and no thumbs? Someone with such influence and such a reach might pose a greater threat to the world than even the necromeowncer!





Zombie

Medium undead, neutral evil

Armor Class: 8
Hit Points: 22 (3d8+9)
Speed: 20ft.

STR: 13 +1 **DEX:** 6 -2 **CON:** 16 +3
INT: 3 -4 **WIS:** 6 -2 **CHA:** 5 -3

Saves

Saving Throws: *Wis* +0
Damage Immunities: *Poison*
Condition Immunities: *Poisoned*
Senses: *Darkvision 60ft., passive Perception 8*
Languages: *Understands All Languages It Spoke in Life But Can't Speak*
Challenge: 1/4 (50 XP)

Skills

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+ the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6 + 1) bludgeoning damage.

Necrat

Small undead beast, unaligned

Armor Class: 12
Hit Points: 10 (2d6+3)
Speed: 30ft.

STR: 10 +0 **DEX:** 15 +2 **CON:** 11 +0
INT: 12 +1 **WIS:** 10 +0 **CHA:** 4 -3

Saves

Senses: *Darkvision 60 Ft., passive Perception 10*
Challenge: 1/4 (25 XP)

Skills

Keen Smell: The rat has advantage on Wisdom (Perception) checks that rely on smell.
Pack Tactics: The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 ft. of the creature and the ally isn't incapacitated.
Gemstone Collar: Once per round, the Necrat can press the gem on its collar. This infuses it with a burst of necrotic energy, allowing it to make its next attack at advantage.

Actions

Bite: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.





Lightning Homunculus

Small elemental, unaligned

Armor Class: 10
Hit Points: 5 (1d4+3)
Speed: 25ft.

STR: 11 +0 **DEX:** 14 +2 **CON:** 9 -1
INT: 8 -1 **WIS:** 8 -1 **CHA:** 6 -2

Saves

Challenge: ¼ (25XP)

Skills

Shock & Awe: All successful attacks from a Lightning Homunculi do +2 lightning damage, to any creature wearing metal armour.

Zap!: Using one of its actions, a Lightning Homunculi can teleport to any point adjacent to another Lightning Homunculus.

Actions

Spark: Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) lightning damage.



Rataclysm

Large undead beast, unaligned

Armor Class: 15
Hit Points: 85 (10d10+35)
Speed: 30ft.

STR: 18 +4 **DEX:** 12 +1 **CON:** 16 +3
INT: 8 -1 **WIS:** 10 +0 **CHA:** 4 -3

Saves

Senses: *Darkvision 60 Ft., passive Perception 10*
Challenge: 4 (1100 XP)

Skills

Keen Smell: The Rataclysm has advantage on Wisdom (Perception) checks that rely on smell.

Resilient: The Rataclysm has advantage on all Constitution saves.

Charge: If the Rataclysm moves at least 15 ft. straight toward a target, and then hits it with its claws, the target takes 1d10 (5) damage.

Actions

Bite: Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) piercing damage.

Claws: Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.





Necromeowncer

Medium humanoid (any race), any alignment

Armor Class: 13
Hit Points: 76 (12d8+28)
Speed: 30ft.

STR: 11 +0 **DEX:** 16 +3 **CON:** 14 +2
INT: 19 +4 **WIS:** 14 +2 **CHA:** 13 +1

Saves

Saving Throws: *Int* +8, *Wis* +6
Skills: *Arcana* +8, *Deception* +5, *History* +8, *Perception* +6, *Religion* +8
Damage Resistances: *Necrotic*
Senses: *Passive Perception* 16
Languages: *Any five languages*
Challenge: 6 (2,300 XP)

Skills

Brave: The necromeowncer has advantage on saving throws against being frightened.
Keen Sight: The necromeowncer has advantage on Wisdom (Perception) checks that rely on sight.
Spellcasting: The necromeowncer is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save: DC 16, +8 to hit with spell attacks). The necromeowncer has the following wizard spells prepared:
Cantrips (at will): chill touch, dancing lights, mage hand, mending, minor illusion

- 1st level (4 slots): false life, venomous ray
- 2nd level (3 slots): blindness/deafness*, ray of enfeeblement*, web
- 3rd level (3 slots): animate dead*, bestow curse*, counterspell
- 4th level (3 slots): blight*, dimension door, fire shield**
- 5th level (2 slots): arcane hand

Grim Harvest (1/turn). When the necromeowncer kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the necromeowncer regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

Actions

Multiattack: The necromancer makes two bite attacks.
Bite: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.
Leadership (Recharges after a Short or Long Rest) (must be able to speak): For 1 minute, the necromancer can utter a special command or warning whenever a nonhostile creature, that it can see within 30 ft., makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the necromeowncer. A creature can benefit from only one Leadership die at a time. This effect ends if the necromeowncer is incapacitated.





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