

# Lion

March 8, 2023



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Large beast, unaligned

**Armor Class** 12

**Hit Points** 26 (4d10 + 4)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

**Saving Throws**

**Skills** Perception +3, Stealth +6

**Damage Resistances**

**Damage Immunities**

**Condition Immunities**

**Senses** passive Perception 13

**Languages** --

**Challenge** 1 (200 XP)

**Keen Smell.** The lion has advantage on Wisdom (Perception) checks that rely on smell.

**Pack Tactics.** The lion has advantage on an attack roll against a creature if at least one of the lion's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Pounce.** If the lion 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 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

**Running Leap.** With a 10-foot running start, the lion can long jump up to 25 feet.

## Actions

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target.  
Hit: 7 (1d8 + 3) piercing damage.

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