

Lion

March 8, 2023



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.