

Panther

March 8, 2023



Medium beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

Saving Throws

Skills Perception +4, Stealth +6

Damage Resistances

Damage Immunities

Condition Immunities

Senses passive Perception 14

Languages --

Challenge 44930 (50 XP)

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

Pounce. If the panther 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 12 Strength saving throw or be

knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 5 (1d6 + 2) piercing damage.

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