

CATS

CAT

Tiny beast, chaotic evil

Armor Class 12
Hit Points 2 (1d4)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +6
Senses Darkvision 60 ft., Passive Perception 13
Challenge 0 (10 XP)

Righting Reflex. The cat takes no fall damage if it falls from a height of 30 ft. or greater.

Pounce. If the cat moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 6 Strength saving throw or be knocked prone.

Actions

Claw. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

Reactions

Cruel Jest. As a reaction when a Tiny creature attempts to leave the cat's reach, the cat may force it to make a DC 12 Dexterity saving throw or be knocked prone.

LION

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)

Skills Perception +3, Stealth +6
Senses Darkvision 60 ft., Passive Perception 13
Challenge 1 (200 XP)

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 ft. of the creature and the ally isn't incapacitated.

Stalking Pounce. If the lion is hidden from each hostile creature, it may Dash as a Bonus Action. If the lion hits a creature with a claw attack on the same turn, the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage. The lion may make this attack as a Bonus Action against a prone target.

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

Bonus Actions

Daunting Roar (1/Day). As a Bonus Action, the lion lets out a menacing roar. Each hostile creature within 15 feet must succeed on a DC 13 Wisdom saving throw or become Frightened of the lion until the end of the lion's next turn.

DIRE HOUSECAT

Large beast, chaotic evil

Armor Class 13 (Natural Armor)

Hit Points 52 (7d10 + 14)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses Darkvision 60 ft., Passive Perception 13

Challenge 2 (450 XP)

Righting Reflex. The cat takes no fall damage if it falls from a height of 30 ft. or greater.

Stalking Pounce. If the cat is hidden from each hostile creature, it may Dash as a Bonus Action. If the cat hits a creature with a claw attack on the same turn, the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage. The cat may make this attack as a Bonus Action against a prone target.

Claw. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Reactions

Bat Away. As a reaction to being hit with a melee attack, the cat forces the attacker to succeed on a DC 14 Strength saving throw or have one object it is holding knocked out of its hands and 15 ft. away.

Cruel Jest. As a reaction when a Medium or smaller creature attempts to leave the cat's reach, the cat may force it to make a DC 12 Dexterity saving throw or be dragged 5 feet back towards the cat. If the creature fails this save by 5 or more, this ability does not use the cat's reaction.

DIRE LION

Large beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 85 (10d10 + 30)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	16 (+3)	5 (-3)	12 (+1)	8 (-1)

Skills Perception +4, Stealth +8, Survival +4

Senses Darkvision 60 ft., Passive Perception 14

Challenge 5 (1,800 XP)

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 ft. of the creature and the ally isn't incapacitated.

Stalking Pounce. If the lion is hidden from each hostile creature, it may Dash as a Bonus Action.

Actions

Multiattack. The lion makes two melee attacks, one of which may be with its throat-ripper bite.

Throat-Ripper Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage and the target is grappled (escape DC 16). A creature already grappled by the lion takes an additional 9 (2d8) piercing damage.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Bonus Actions

Daunting Roar (Recharge 5-6). As a Bonus Action, the lion lets out a menacing roar. Each hostile creature within 30 feet must succeed on a DC 16 Wisdom saving throw or become Frightened of the lion until the end of the lion's next turn.