

WHIP LION

Huge • Beast • Unaligned

Armor Class 14

Initiative +4 (14)

Hit Points 104 (11d12 + 33)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	4 (-3)	14 (+2)	8 (-1)

Skills Athletics +7, Perception +5, Stealth +7

Senses darkvision 60 ft., passive Perception 15

Languages -

CR 5 (XP 1,800; PB +3)



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.

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

ACTIONS

Multiattack. The lion makes one Rend attack and three Tail Whip attacks. The lion can replace the Rend attack with a use of Roar.

Rend. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) slashing damage. If the lion moved 20+ feet straight toward it immediately before the hit, the target takes an extra 9 (2d8) slashing damage and is knocked prone.

Tail Whip. *Melee Weapon Attack:* +7, reach 15 ft. *Hit:* 7 (1d6 + 4) slashing damage. Instead of dealing damage, the lion can grapple the target (escape DC 15) and pull up to 10 feet towards it. The lion can grapple up to three creatures that way.

Roar. *Wisdom Saving Throw:* DC 13, each creature in a 15-foot cone. *Failure:* The target becomes frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. *Success or Effect Ends:* The target becomes immune to this ability for 1 hour.

WHIP LION — WEAKER

Armor Class 13

Initiative +3 (13)

Hit Points 42 (5d12 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	4 (-3)	12 (+1)	8 (-1)

Skills Athletics +5, Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages -

CR 2 (XP 450; PB +2)



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.

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

ACTIONS

Multiattack. The lion makes one Rend attack and three Tail Whip attacks. The lion can replace the Rend attack with a use of Roar.

Rend. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) slashing damage. If the lion moved 20+ feet straight toward it immediately before the hit, the target takes an extra 4 (1d8) slashing damage and is knocked prone.

Tail Whip. *Melee Weapon Attack:* +5, reach 15 ft. *Hit:* 5 (1d4 + 3) slashing damage. Instead of dealing damage, the lion can grapple the target (escape DC 13) and pull up to 10 feet towards it. The lion can grapple up to three creatures that way.

Roar. *Wisdom Saving Throw:* DC 11, each creature in a 15-foot cone. *Failure:* The target becomes frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. *Success or Effect Ends:* The target becomes immune to this ability for 1 hour.

WHIP LION — STRONGER

Armor Class 15

Initiative +5 (15)

Hit Points 157 (15d12 + 60)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	18 (+4)	4 (-3)	16 (+3)	8 (-1)

Skills Athletics +8, Perception +6, Stealth +8

Senses darkvision 60 ft., passive Perception 16

Languages -

CR 8 (XP 3,900; PB +3)



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.

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

ACTIONS

Multiattack. The lion makes one Rend attack and three Tail Whip attacks. The lion can replace the Rend attack with a use of Roar.

Rend. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 18 (3d8 + 5) slashing damage. If the lion moved 20+ feet straight toward it immediately before the hit, the target takes an extra 9 (2d8) slashing damage and is knocked prone.

Tail Whip. *Melee Weapon Attack:* +8, reach 15 ft. *Hit:* 12 (2d6 + 5) slashing damage. Instead of dealing damage, the lion can grapple the target (escape DC 15) and pull up to 10 feet towards it. The lion can grapple up to three creatures that way.

Roar. *Wisdom Saving Throw:* DC 14, each creature in a 30-foot cone. *Failure:* The target becomes frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. *Success or Effect Ends:* The target becomes immune to this ability for 1 hour.