

SEROPARD

Huge • Beast • Unaligned

Armor Class 15

Initiative +7 (17)

Hit Points 85 (9d12 + 27)

Speed 50 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages -

CR 5 (XP 1,700; PB +3)



Running Leap. With a 10-foot running start, the seropard can long jump up to 30 feet.

ACTIONS

Multiattack. The seropard makes one Bite attack and one Kick attack.

Bite. *Melee Weapon Attack:* +7, reach 15 ft. *Hit:* 22 (4d8 + 4) piercing damage, and the target is grappled (escape DC 15). If the target is a Medium or smaller creature, the seropard can, as part of this attack, immediately end the grapple and throw the target up to 10 feet in a direction of its choice. A target is knocked prone at the end of this movement.

Kick. *Melee Weapon Attack:* +7, reach 10 ft. *Hit:* 14 (3d6 + 4) bludgeoning damage. If the target is knocked prone, *Constitution Saving Throw:* DC 15. *Failure:* The target is incapacitated until the end of its next turn.

BONUS ACTIONS

Sprint. The seropard moves up to its speed in a straight line.

REACTIONS

Tail. *Trigger:* The seropard is hit by an attack from a creature within 15 feet of it. *Response - Dexterity Saving Throw:* DC 15, the attacker. *Failure:* 7 (1d6 + 4) bludgeoning damage.

SEROPARD — WEAKER

Armor Class 14

Initiative +5 (15)

Hit Points 42 (5d12 + 10)

Speed 50 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	3 (-4)	10 (+0)	7 (-2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages -

CR 2 (XP 450; PB +2)



Running Leap. With a 10-foot running start, the seropard can long jump up to 30 feet.

ACTIONS

Multiattack. The seropard makes one Bite attack and one Kick attack.

Bite. *Melee Weapon Attack:* +5, reach 15 ft. *Hit:* 7 (1d8 + 3) piercing damage, and the target is grappled (escape DC 13). If the target is a Medium or smaller creature, the seropard can, as part of this attack, immediately end the grapple and throw the target up to 10 feet in a direction of its choice. A target is knocked prone at the end of this movement.

Kick. *Melee Weapon Attack:* +5, reach 10 ft. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is knocked prone, *Constitution Saving Throw:* DC 13. *Failure:* The target is incapacitated until the end of its next turn.

BONUS ACTIONS

Sprint. The seropard moves up to its speed in a straight line.

REACTIONS

Tail. *Trigger:* The seropard is hit by an attack from a creature within 15 feet of it. *Response - Dexterity Saving Throw:* DC 13, the attacker. *Failure:* 5 (1d4 + 3) bludgeoning damage.

SEROPARD — STRONGER

Armor Class 16

Initiative +8 (18)

Hit Points 136 (13d12 + 52)

Speed 50 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	18 (+4)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages -

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



Running Leap. With a 10-foot running start, the seropard can long jump up to 30 feet.

ACTIONS

Multiattack. The seropard makes one Bite attack and one Kick attack.

Bite. *Melee Weapon Attack:* +8, reach 15 ft. *Hit:* 27 (5d8 + 5) piercing damage, and the target is grappled (escape DC 16). If the target is a Medium or smaller creature, the seropard can, as part of this attack, immediately end the grapple and throw the target up to 10 feet in a direction of its choice. A target is knocked prone at the end of this movement.

Kick. *Melee Weapon Attack:* +8, reach 10 ft. *Hit:* 19 (4d6 + 5) bludgeoning damage. If the target is knocked prone, *Constitution Saving Throw:* DC 16. *Failure:* The target is incapacitated until the end of its next turn.

BONUS ACTIONS

Sprint. The seropard moves up to its speed in a straight line.

REACTIONS

Tail. *Trigger:* The seropard is hit by an attack from a creature within 15 feet of it. *Response - Dexterity Saving Throw:* DC 16, the attacker. *Failure:* 12 (2d6 + 5) bludgeoning damage.