



MEDIUM (5'x5')

LEVELS 1 THRU 10

# MOUNTAIN LION

STR <b>19</b> +4	DEX <b>20</b> +5	CON <b>13</b> +1	INT <b>12</b> +1	WIS <b>12</b> +1	CHA <b>16</b> +3
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The Mountain Lion performs 2x Claw and 1x Bite attacks per turn plus the following:

The Mountain Lion performs an additional Claw attack at the end of the 3rd player's turn.

Whenever the Mountain Lion rolls a natural 17+ to hit, it performs a **Grapple and Crush Throat** attack.

A failed ST from this attack results in the character being Grappled and unable to perform actions except make another ST attempt to break free every other turn thereafter.

The ML will clamp its teeth onto the victim's throat, and a player unable to break free will die in 3 turns. 20% or more damage inflicted to the ML in one turn will cause it to release its victim.

While it's holding a victim by the throat, it will make all 3 of its Claw attacks vs. that target.

**Grapple and Crush Throat:** Grappled opponents cannot take actions (see details)

**Bite:** Melee weapon attack, 5' range (+6 to hit if target is grappled)

**Claw:** Melee weapon attack, 5' range (+6 to hit if target is Grappled)



The Mountain Lion is part of the RPG adventure *The Tailor's Task* from [GlendorsRPGAdventures.com](http://GlendorsRPGAdventures.com)

Level	1	2	3	4	5	6	7	8	9	10
Armor Class	13	13	13	13	14	14	14	14	14	15
Hit Points	20	36	42	82	54	142	67	124	211	240
XP Value	200	440	680	950	1500	2200	2950	3800	4800	5900
Proficiency Bonus	+2	+2	+2	+2	+3	+3	+3	+3	+4	+4
Bite	1	2	2	2	4 (1d6)	2	6 (1d8+1)	5 (1d6+2)	3 (1d4+1)	3 (1d4+1)
Claw	3 (1d4+1)	5 (1d6+2)	7 (1d8+3)	6 (1d8+1)	12 (4d4+2)	7 (1d8+3)	17 (2d10+6)	14 (2d8+5)	9 (1d10+4)	9 (1d10+4)

Other \_\_\_\_\_

Other \_\_\_\_\_



MEDIUM (5'x5')

LEVELS 11 THRU 20

## MOUNTAIN LION

STR <b>19</b> +4	DEX <b>20</b> +5	CON <b>13</b> +1	INT <b>12</b> +1	WIS <b>12</b> +1	CHA <b>16</b> +3
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Additional information:

If the ML is blocked from clamping its teeth onto its Grappled victim's throat, then it will maintain the Grapple and perform its Bite attack (along with its Claw attacks) on its Grappled opponent. All of its attacks vs. a Grappled opponent are a +6 to hit.

The Mountain Lion can move up to a maximum 50' per turn.

**Grapple and Crush Throat:** Grappled opponents cannot take actions (see details)

**Bite:** Melee weapon attack, 5' range (+6 to hit if target is grappled)

**Claw:** Melee weapon attack, 5' range (+6 to hit if target is Grappled)

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AWAKEN YOUR  
INNER GENIUS**

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*The Mountain Lion is part of the RPG adventure The Tailor's Task from GlendorsRPGAdventures.com*

Level	11	12	13	14	15	16	17	18	19	20
Armor Class	15	15	15	16	16	16	16	17	17	17
Hit Points	113	113	124	221	145	239	392	328	148	180
XP Value	7000	8200	9900	11700	13600	15600	17750	20000	22400	25000
Proficiency Bonus	+4	+4	+5	+5	+5	+5	+6	+6	+6	+6
Bite	9 (1d10+4)	9 (1d10+4)	10 (2d6+3)	7 (1d8+3)	11 (1d12+5)	9 (1d10+4)	5 (1d6+2)	8 (1d10+2)	15 (3D6+5)	16 (3D6+6)
Claw	26 (3d10+9)	28 (4d8+10)	29 (6d6+8)	21 (3d8+8)	34 (5d8+11)	26 (3d10+9)	15 (3D6+5)	24 (8d4+4)	45 (5d10+18)	47 (7d8+15)

Other \_\_\_\_\_

Other \_\_\_\_\_