SMILODON

Large Beast
Hit Dice: 7d10+35 (73 hp)
Initiative: +3 (Dex)
Speed: 30 ft
AC: 16 (-1 size, +3 Dex, +4 natural)
Attacks: 2 claws +12 melee, bite +7 melee
Damage: Claw 1d8+8, bite 2d8+4
Face/Reach: 5 ft by 10 ft/5 ft
Special Attacks: Pounce, improved grab, rake 2d4+4
Special Qualities: Scent
Saves: Fort +10, Ref +8, Will +3
Abilities: Str 26, Dex 17, Con 20, Int 2, Wis 12, Cha 6
Skills: Balance +8, Hide +7, Listen +4, Move Silently +8, Spot +4

Climate/Terrain: Any warm land
Organization: Solitary or pair
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 8-14 HD (Large); 15-21 HD (Huge)

The smilodon, also known as the sabre-tooth tiger, is a large catlike predator of the Pleistocene era. This beast was the most aggressive and fearsome predator of its time. Their six-inch long fangs inflict terrible wounds, and are responsible for the creature’s deadly reputation. They are otherwise very similar to modern tigers in most respects, but they are slightly larger and tougher.

COMBAT

These giant predators attack anything they think they can kill and eat, attacking with their powerful jaws and sharp teeth.

- **Pounce (Ex):** If a smilodon leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.
- **Improved Grab (Ex):** To use this ability, the smilodon must hit with a claw or bite attack. If it gets a hold, it can rake. The smilodon has a grapple bonus of +17.
- **Rake (Ex):** A smilodon that gets a hold can make two rake attacks (+12 melee) with its hind legs for 2d4+4 damage each. If the smilodon pounces an opponent, it can also rake.
- **Skills:** Smilodons receive a +4 racial bonus to Balance, Hide, and Move Silently checks.