**SPOTTED LION**

**Large Beast**

- **Hit Dice:** 6d10+24 (57 hp)
- **Initiative:** +3 (Dex)
- **Speed:** 30 ft
- **AC:** 17 (-1 size, +4 Dex, +4 natural)
- **Attacks:** 2 claws +10 melee, bite +5 melee
- **Damage:** Claw 1d4+6, bite 1d12+3
- **Face/Reach:** 5 ft by 10 ft/5 ft
- **Special Attacks:** Pounce, improved grab, rake 2d4+3
- **Special Qualities:** Scent
- ** Saves:** Fort +9, Ref +9, Will +3
- **Abilities:** Str 24, Dex 18, Con 18, Int 3, Wis 13, Cha 6
- **Skills:** Balance +9, Hide +8*, Jump +7, Listen +5, Move Silently +9, Spot +5

- **Climate/Terrain:** Warm plains and desert
- **Organization:** Solitary or pride (2-8)
- **Challenge Rating:** 4
- **Treasure:** None
- **Alignment:** Always neutral
- **Advancement:** 7-12 HD (Large); 13-18 HD (Huge)

Spotted lions, also known as cave lions, are larger, fiercer lions, roaming the plains of the Pleistocene era. Spotted lions look like their later cousins, but their pelts are dappled with dark mottling.

**COMBAT**

Spotted lions hunt in much the same way as their normal lions.

- **Pounce (Ex):** If a spotted lion 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 spotted lion must hit with a claw or bite attack. If it gets a hold, it can rake. The spotted lion has a grapple bonus of +15.
- **Rake (Ex):** A spotted lion that gets a hold can make two rake attacks (+10 melee) with its hind legs for 2d4+3 damage each. If the lion pounces on an opponent, it can also rake.
- **Skills:** Smilodons receive a +4 racial bonus to Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy growth, the Hide bonus improves to +12.