



“Parhelion” © Hit Point Press, by Ilse Gort. Accessed at the artist’s deviantArt [here](#)

[The medieval bestiary version of the panther is a monster I’ve always idly considered doing, but resisted because it doesn’t have a different name. Reverting to an archaic spelling is the route I’ve gone finally, but I’m still not fully satisfied. Because all medieval bestiaries involve elaborate religious metaphors, the panther is said to be Christ—it “sleeps” for three days at a time and attracts all creatures to it except for the dragon, Satan, which hates it. The fact that the panther then eats the

creatures it attracts seems counterproductive to me, but I'm not a medieval monk or scholar. Because of this symbolism, I made the pantere good in alignment.]

Pantere

CR 7 CG Magical Beast

This creature resembles a great cat, with a spotted coat of multiple colors. Horn-like growths extend from its ears and forehead. The air around it smells sweet.

Panteres are benevolent cat-like creatures that are so merciful that they only kill their prey painlessly. They spend much of their time either sleeping or roaming from place to place, but when they hunt, they find an area rich in game and then spray it with their sweet breath. Creatures that breathe in this mist are lured towards the pantere and are knocked unconscious by its gaze. The pantere then selects which prey to kill and consume, favoring individuals that are obviously sick or weak, and then watches over the other sleeping animals until they recover. A pantere will guard these creatures from other, opportunistic hunters, and this is the time when they are most likely to fight directly.

A pantere might negotiate with intelligent creatures in its territory, but usually does so from hiding—it does not want to risk catching potential allies in its gaze, but neither does it trust many creatures to enter talked with its eyes closed. This has led to rumors that panteres are hideously ugly, or are somehow ashamed of their appearance. The one creature they are genuinely shy around is dragons. Due to some quirk of draconic physiology, the breath that attracts most creatures enrages dragons instead, and even good aligned dragons find these magical cats a menace. Panteres are usually solitary, but they do come together to mate and raise cubs. The young leave their parents when they are old enough to hunt for themselves, but families will keep in touch over the years by scent marking and occasional visits. Some panteres are friendly with fey or even empyreal outsiders, but others keep to their own kind their entire lives.

Pantere CR 7

XP 3,200

CG Large magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision, Perception +11, scent

Defense

AC 20, touch 13, flat-footed 16 (-1 size, +3 Dex, +7 natural, +1 dodge)

hp 75 (10d10+20)

Fort +9, **Ref** +10, **Will** +6

Defensive Abilities evasion, fortification (50 %); **Immune** sleep effects

Offense

Speed 40 ft.

Melee bite +12 (1d8+3), 2 claws +12 (1d6+3 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks gaze, luring breath, pounce, rake (2 claws +12, 1d6+3)

Statistics

Str 17, **Dex** 16, **Con** 15, **Int** 13, **Wis** 16, **Cha** 12

Base Atk +10; **CMB** +14 (+18 grapple); **CMD** 28 (32 vs. trip)

Feats Acrobatic Steps, Combat Expertise, Dodge, Great Fortitude, Nimble Moves

Skills Acrobatics +14 (+18 when jumping), Climb +14, Diplomacy +7, Heal +9, Perception +11, Stealth +11; **Racial Modifiers** +4 Acrobatics, +4 Climb, +4 Stealth

Languages Celestial, Common

Ecology

Environment any hills or mountains

Organization solitary, pair or family (3-6)

Treasure standard

Special Abilities

Gaze (Su) 30 ft., Will DC 16, sleep 1 hour. A creature that succumbs to this gaze is in a particularly deep sleep—they must succeed a DC 16 Will save to awaken if someone tries to rouse them. If they take damage, they gain a +2 bonus on this save. This is a mind-affecting sleep effect, and the save DC is Charisma based.

Luring Breath (Ex) As a standard action, a pantere can breath a fragrant mist in a 120 foot cone. Any creature breathing this mist must succeed a DC 17 Will save or can take no action for the next 1d4+1 rounds except for approaching as close as possible to the pantere. Once adjacent to the pantere, it becomes dazed, even if it is attacked. A creature that succeeds on this Will save is immune to the luring breath of that pantere for the next 24 hours. A dragon exposed to this ability instead becomes frenzied, as per a *rage* spell, for the duration. The save DC is Constitution based.