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| Snow Leopard  ***Medium beast*** | | | | | | |
| **Armor Class** 14  **Hit Points**  15 (2d8+6)  Speed 40 ft, Climspeed 30 ft | | | | | | |
| **STR**  14 (+2) | **DEX**  16 (+3) | **CON**  14 (+2) | **INT**  4 (-3) | **WIS**  14 (+2) | **CHA**  10 (0) |
| **Skills** Perception +4 Stealth +5  **Senses**. Darkvision 60 Ft. passive Perception 14  **Challenge 1/**2  **Snow Camouflage.** The Snow Leopard has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.  **Pounce**. The Snow Leopard's long jump is up to 30 feet and its high jump is up to 10 feet when it has a running start. If the Snow Leopard jumps at least 20 ft straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone.  **Keen Sight.** The Snow Leopard has advantage on Wisdom (Perception) checks that rely on sight.  **Snow Leopard** The Snow Leopard have resitncae to fall damage. | | | | | | | |
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| ACTIONS | | | | | | | |
| **Multiattack.** The Snow Leopard makes two attacks: one with its bite and one with its claws.  **Bite**. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 2d4 + 2) piercing damage. If the target is prone it deals 12 (4d4 + 2) instead.  **Claw**. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage. | | | | | | | |
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| gaint Snow Leopard  ***Large beast*** | | | | | | |
| **Armor Class** 14  **Hit Points**  66 (7d10+28)  Speed 40 ft, Climspeed 30 ft | | | | | | |
| **STR**  20 (+5) | **DEX**  16 (+3) | **CON**  18 (+4) | **INT**  4 (-3) | **WIS**  14 (+2) | **CHA**  10 (0) |
| **Skills** Perception +4 Stealth +5  **Senses**. Darkvision 60 Ft. passive Perception 14  **Challenge 3**  **Snow Camouflage.** The Snow Leopard has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.  **Pounce**. The Snow Leopard's long jump is up to 40 feet and its high jump is up to 15 feet when it has a running start. If the Snow Leopard jumps at least 20 ft straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone.  **Keen Sight.** The Snow Leopard has advantage on Wisdom (Perception) checks that rely on sight.  **Snow Leopard** The Snow Leopard have resitncae to fall damage. | | | | | | | |
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| ACTIONS | | | | | | | |
| **Multiattack.** The Snow Leopard makes two attacks: one with its bite and one with its claws.  **Bite**. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage. If the target is prone it deals 23 (4d8 + 5) instead.  **Claw**. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (1d12 + 5) slashing damage. | | | | | | | |
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