

# Manticore

March 8, 2023



Large monstrosity, lawful evil

**Armor Class** 14 (natural armor)

**Hit Points** 68 (8d10 + 24)

**Speed** 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

**Saving Throws**

**Skills**

**Damage Resistances**

**Damage Immunities**

**Condition Immunities**

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common

**Challenge** 3 (700 XP)

**Tail Spike Regrowth.** The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

## Actions

**Multiattack.** The manticore makes three attacks: one with its

bite and two with its claws or three with its tail spikes.

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target.  
Hit: 7 (1d8 + 3) piercing damage.

**Claw.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target.  
Hit: 6 (1d6 + 3) slashing damage.

**Tail Spike.** Ranged Weapon Attack: +5 to hit, range 100/200 ft., one target. Hit: 7 (1d8 + 3) piercing damage.