

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.