

Manticore

Large, Monstrosity, Lawful Evil

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ARMOR CLASS

14

HIT POINTS

68 (8d10 + 24)

CHALLENGE

3 | 700 XP

PROFICIENCY

+2

Speed Fly 50 ft., Walk 30 ft.

Initiative +3

Saving Throws N/A

Skills N/A

Senses Darkvision 60 ft.; Passive Perception 11

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Languages Common

STR

17
+3

DEX

16
+3

CON

17
+3

INT

7
-2

WIS

12
+1

CHA

8
-1

Actions

Multiattack. The manticore makes three attacks: one with Bite and two with Claws, or three Tail Spike attacks.

Bite. Melee Attack Roll: +5, reach 5 ft. Hit: 7 (1d8 + 3) Piercing damage.

Claw. Melee Attack Roll: +5, reach 5 ft. Hit: 6 (1d6 + 3) Slashing damage.

Tail Spike. Ranged Attack Roll: +5, range 100/200 ft. Hit: 7 (1d8 + 3) Piercing damage.

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