

MANTICORE

Manticores are solitary, carnivorous creatures that roam far and wide across Equestria. They can be found in nearly any land environment, but prefer the forest or open plains where prey animals are more plentiful. Manticores are intelligent creatures, and those who have the opportunity to befriend civilized races such as ponies or deer can learn to live in harmony with them and even learn their languages, provided they can limit their considerable appetites to normal animals.

A manticore's natural instinct is to attack with its claws and bite, but when thinking clearly they take to the air and make flyby attacks with their poisonous tails, weakening their prey before moving in for the kill.

Large monstrosity, unaligned

Armor Class: 14 (natural armor)

Hit Points: 85 (10d10+30)

Speed: 30 ft., fly 50 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	10 (+0)

Skills: Perception +3, Stealth +5

Senses: darkvision 60 ft., passive Perception 13

Languages: none or any one

Challenge: 4 (1,100 XP)

ACTIONS:

Multiattack: The manticore makes three attacks: one with its bite, one with its claws, and one with its tail sting or tail slap.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d8+4 slashing damage.

Tail Sting. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d4+4) piercing damage and 7 (2d6) poison damage. In addition, the target must succeed on a DC 14 Constitution saving throw or be *poisoned* for one minute. The target can repeat the saving throw at the end of each of its turns, removing the condition from itself on a success.

Tail Slap. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) bludgeoning damage and the target must make a DC 14 Strength saving throw or be pushed away 30 feet and knocked prone.

BONUS ACTIONS:

Terrifying Roar (Recharge 6): The manticore unleashes a mighty roar in a 40-foot cone. Each creature in the area has its hair ruined and must make a DC 14 Constitution saving throw, taking 7 (2d6) thunder damage on a failed save, or half as much on a successful one.

Targeted creatures must also make a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat save at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is



DESIGN NOTES: Manny Roar the manticore appeared in the series premiere part 2: *The Elements of Harmony*. Another manticore named Melvin was befriended by a young Princess Luna in the *Journal of the Two Sisters*.

The manticore's statistics are based on the D&D 5th Edition version of the same, with the addition of ferocious roar ability and the tail attacks to mimic the attacks Manny demonstrated in the show.

successful or the condition ends for it, the creature is immune to being frightened of the manticore for the next 24 hours.

REACTIONS:

Warding Tail: The manticore can make a tail slap attack against a target that moves within 5 feet of it.