

STARGLOW MANTA

Huge • Beast • Unaligned

Armor Class 14

Initiative +2 (12)

Hit Points 95 (10d12 + 30)

Speed 5 ft., swim 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 14 (+2) | 17 (+3) | 6 (-2) | 14 (+2) | 6 (-2) |

Skills Perception +4

Damage Resistances cold

Senses passive Perception 14

Languages understands Primordial (Aquan) but can't speak

CR 4 (XP 1,100; PB +2)



Illumination. The manta sheds dim light in a 30-foot emanation.

Water Breathing. The manta can breathe only underwater.

ACTIONS

Multiattack. The manta makes one Bite and one Tail Slash attack.

Bite. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). While grappled this way, the target is restrained.

Tail Slash. *Melee Weapon Attack:* +6, reach 15 ft. *Hit:* 11 (2d6 + 4) slashing damage.

BONUS ACTIONS

Dazing Glow (Recharges after a Rest). *Wisdom Saving Throw:* DC 13, one creature within 30 feet of the manta that can see it. *Failure:* The target becomes charmed until the end of its next turn. While charmed, the creature is incapacitated and has a speed of 0. The effect ends early if it takes damage or someone uses an action to shake it out of its stupor.

STARGLOW MANTA — WEAKER

Armor Class 13

Initiative +1 (11)

Hit Points 34 (4d12 + 8)

Speed 5 ft., swim 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 16 (+3) | 12 (+1) | 15 (+2) | 6 (-2) | 12 (+1) | 6 (-2) |

Skills Perception +3

Damage Resistances cold

Senses passive Perception 13

Languages understands Primordial (Aquan) but can't speak

CR 1 (XP 200; PB +2)



Illumination. The manta sheds dim light in a 20-foot emanation.

Water Breathing. The manta can breathe only underwater.

ACTIONS

Multiattack. The manta makes one Bite and one Tail Slash attack.

Bite. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). While grappled this way, the target is restrained.

Tail Slash. *Melee Weapon Attack:* +6, reach 15 ft. *Hit:* 6 (1d6 + 3) slashing damage.

BONUS ACTIONS

Dazing Glow (Recharges after a Rest). Wisdom Saving Throw: DC 12, one creature within 20 feet of the manta that can see it. Failure: The target becomes charmed until the end of its next turn. While charmed, the creature is incapacitated and has a speed of 0. The effect ends early if it takes damage or someone uses an action to shake it out of its stupor.

STARGLOW MANTA — STRONGER

Armor Class 15

Hit Points 147 (14d12 + 56)

Speed 5 ft., swim 60 ft.

Initiative +3 (13)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 20 (+5) | 16 (+3) | 19 (+4) | 6 (-2) | 16 (+3) | 6 (-2) |

Skills Perception +6

Damage Resistances cold

Senses passive Perception 16

Languages understands Primordial (Aquan) but can't speak

CR 7 (XP 2,900; PB +3)



Illumination. The manta sheds dim light in a 30-foot emanation.

Water Breathing. The manta can breathe only underwater.

ACTIONS

Multiattack. The manta makes one Bite and one Tail Slash attack.

Bite. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 21 (3d10 + 5) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 16). While grappled this way, the target is restrained.

Tail Slash. *Melee Weapon Attack:* +8, reach 15 ft. *Hit:* 15 (3d6 + 5) slashing damage.

BONUS ACTIONS

Dazing Glow (Recharge 5-6). Wisdom Saving Throw: DC 15, one creature within 30 feet of the manta that can see it. Failure: The target becomes charmed until the end of its next turn. While charmed, the creature is incapacitated and has a speed of 0. The effect ends early if it takes damage or someone uses an action to shake it out of its stupor.

Swallow. *Strength Saving Throw:* DC 13, one Large or smaller creature grappled by the manta (it can have only one creature swallowed at a time). *Failure:* The target is swallowed by the manta, and the grapple ends. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the manta, and takes 3 (1d6) acid damage at the start of each of the manta's turns.

If the manta takes 10 damage or more on a single turn from a creature inside it, the manta must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls in a space within 5 feet of the manta and is prone. If the manta dies, a swallowed creature is no longer restrained and can escape from the corpse using 15 feet of movement, exiting prone.

Swallow. *Strength Saving Throw:* DC 16, one Large or smaller creature grappled by the manta (it can have only one creature swallowed at a time). *Failure:* The target is swallowed by the manta, and the grapple ends. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the manta, and takes 13 (3d8) acid damage at the start of each of the manta's turns.

If the manta takes 20 damage or more on a single turn from a creature inside it, the manta must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls in a space within 5 feet of the manta and is prone. If the manta dies, a swallowed creature is no longer restrained and can escape from the corpse using 15 feet of movement, exiting prone.