



“Inktober Day 15” © Mark Simmons. Accessed [@toysdream here](#)

[One of the weirder of the many, many African semi-aquatic cryptids. There’s another one in the pipe for this series too. I struggled with how to present the dingonek as more than just a weird animal, but the wry facial expression in this illustration, coupled with the stinger on the tail, inspired me to make it a relative of the manticore.]

Dingonek

CR 7 LE Magical Beast

This armor-plated feline has immense tusk like teeth, a stinger on the tip of its tail, and a disturbingly human expression on its face.

The amphibious beasts called dingoneks are semi-aquatic relatives of the manticore. Whether they took to the water due to magical tampering or over the course of time is unknown, but a dingonek has a single stinger where a manticore has a brace of quills, and the dingonek has traded its wings for a suit of thick scaled armor. They are also somewhat more intelligent than their flying kin, and are often a part of the societies where they dwell—albeit a distant and feared neighbor to be appeased or bribed. Dingoneks are greedy creatures who collect magical and mundane treasures alike. More than one traveler has bought their life from a dingonek by bribery, or else telling the monster about the magical properties of its trinkets.

Dingoneks prefer to hunt from the water, making hit and run attacks against those foolish enough to

swim or boat through their territory. Their venom is a paralytic, and a dingonek may sting a single foe several times and retreat until their prey is completely immobilized. Dingoneks rarely associate with others of their kind except when seeking a mate—these mated pairs are especially ravenous, as the male tries to prove its prowess by slaying more dangerous prey.

A dingonek grows about 10 feet long and weighs about a ton.

Dingonek **CR 7**

XP 3,200

LE Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, Perception +9, scent

Defense

AC 21, touch 12, flat-footed 19 (-1 size, +1 Dex, +1 dodge, +10 natural)

hp 85 (10d10+30)

Fort +10, **Ref** +8, **Will** +6

DR 10/magic and bludgeoning

Defensive Abilities reflect rays

Offense

Speed 40 ft., swim 40 ft.

Melee bite +14 (1d8+5), 2 claws +14 (1d4+5), sting +14 (1d6+5 plus poison)

Space 10 ft.; **Reach** 5 ft.

Statistics

Str 20, **Dex** 13, **Con** 16, **Int** 9, **Wis** 17, **Cha** 11

Base Atk +10; **CMB** +16; **CMD** 28 (32 vs. trip)

Feats Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack

Skills Acrobatics +7 (+11 jumping), Perception +9, Stealth +3, Swim +17

Languages Common

SQ hold breath

Ecology

Environment warm forests and freshwater

Organization solitary or pair

Treasure standard

Special Abilities

Poison (Ex) Sting—injury; *save* Fort DC 18; *frequency* 1/round for 4 rounds; *effect* 1d3 Dex; *cure* 2 saves. The save DC is Constitution based.

Reflect Rays (Su) When a dingonek is struck by a ranged touch attack from a spell or weapon, it may make a Reflex save as an immediate action to attempt to reflect the attack back to its source. The DC of this save is equal to 10 + the base attack bonus of the creature making this attack. If it fails the save, the spell or effect resolves as normal. This ability works against bullets or technological weapons, but does not work against alchemical items such as acid flasks or alchemist's bombs.