

# DINOSAURS

## A MINI DINO COMPENDIUM



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## ARCHAEOPTERYX

*Tiny beast, unaligned*

**Armor Class** 12

**Hit Points** 5 (2d4)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	10 (+0)	3 (-4)	12 (+1)	10 (+0)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** -

**Challenge** 1/8 (25 XP)

### ACTIONS

**Beak.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 1) piercing damage.



## BRACHIOSAURUS

*Gargantuan beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 210 (12d20 + 84)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	24 (+7)	3 (-4)	13 (+1)	10 (+0)

**Senses** passive Perception 11

**Languages** -

**Challenge** 10 (5,900 XP)

**Trample.** The brachiosaurus can share the same space with creatures that are Large or smaller. Any creature that starts its turn in the brachiosaurus' space must make a DC 20 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

### ACTIONS

**Multiattack.** The brachiosaurus makes two attacks: one with its stomp and one with its tail. It can't make both attacks against the same target.

**Stomp.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage and the target must succeed on a DC 20 Strength saving throw or be knocked prone.

**Tail.** *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage.



## DILOPHOSAURUS

Large beast, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 45 (6d10 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	3 (-4)	12 (+1)	10 (+0)

**Senses** passive Perception 11

**Languages** -

**Challenge** 1 (200 XP)

**Fearsome Frill.** As a bonus action, the dilophosaurus displays its frill in an attempt to intimidate a creature. One creature that it can see must succeed on a DC 10 Wisdom saving throw or be frightened of the dilophosaurus for 1 minute. The target can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a successful save. If the effect ends or the target succeeds on the saving throw, they are immune to the fear effect of dilophosaurus for the next 24 hours.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

**Spit Venom.** *Ranged Weapon Attack:* +4 to hit, range 15/30 ft., one target. *Hit:* 10 (3d6) poison damage and the target must succeed on a DC 14 Constitution saving throw or be blinded until the end of the dilophosaurus' next turn.



## GIGANTORAPTOR

Huge beast, unaligned

**Armor Class** 15

**Hit Points** 57 (6d12 + 18)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	16 (+3)	3 (-4)	15 (+2)	10 (+0)

**Skills** Perception 14

**Senses** passive Perception 14

**Languages** -

**Challenge** 3 (700 XP)

**Pack Tactics.** The gigantoraptor has advantage on an attack roll against a creature if at least one of the gigantoraptor's allies is within 5 ft. of the creature and the ally isn't incapacitated.

**Pounce.** If the gigantoraptor moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the gigantoraptor can make one bite attack against it as a bonus action.

### ACTIONS

**Multiattack.** The gigantoraptor makes one claw and one bite attacks.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.





## INDOMINUS REX

*Huge beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 184 (16d12 + 80)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	20 (+5)	8 (-1)	16 (+3)	10 (+0)

**Saves** Dex +5, Wis +8

**Skills** Perception +8, Stealth +5, Survival +8

**Senses** passive Perception 18

**Languages** -

**Challenge** 14 (11,500 XP)

**Camouflage.** The indominus rex is invisible while it is hidden and motionless.

**Thermal Adaptability.** The indominus rex can modify its body temperature.

**Legendary Resistance (3/Day).** If the indominus rex fails a saving throw, it can choose to succeed instead.

### ACTIONS

**Multiattack.** The indominus rex uses roar and makes two attacks: One with its bite and one with its tail. It can't make both attacks against the same target.

**Roar.** Each creature of the indominus rex's choice that is within 120 ft. of the dinosaur and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A

creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the indominus rex's roar for the next 24 hours.

**Bite.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 34 (4d12 + 8) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 21). Until this grapple ends, the target is restrained, and the indominus rex can't bite another target.

**Claw.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage.

**Tail.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage.

### LEGENDARY ACTIONS

The indominus rex can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The indominus rex regains spent legendary actions at the start of its turn.

**Claw.** The indominus rex makes a claw attack.

**Hide.** The indominus rex can make a Dexterity (Stealth) check to hide.

**Move.** The indominus rex can move up to its speed.

## PACHYCEPHALOSAURUS

Large beast, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 60 (8d10 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	3 (-4)	10 (+0)	10 (+0)

**Senses** passive Perception 10

**Languages** -

**Challenge** 2 (450 XP)

**Charge.** If the pachycephalosaurus moves at least 20 feet straight toward a creature and hits them with a headbutt attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage and must succeed on a DC 14 Strength saving throw or be knocked prone.

### ACTIONS

**Headbutt.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.



## QUETZALCOATLUS

Huge beast, unaligned

**Armor Class** 12

**Hit Points** 150 (20d12 + 20)

**Speed** 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	9 (-1)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** -

**Challenge** 4 (1,100 XP)

### ACTIONS

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the quetzalcoatlus can't bite another target.

**Swallow.** The quetzalcoatlus makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the quetzalcoatlus, and it takes 18 (4d8) acid damage at the start of each of the quetzalcoatlus' turns.

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

# TANYSTROPHEUS

Large beast, unaligned

**Armor Class** 11

**Hit Points** 26 (4d10 + 4)

**Speed** 30 ft., swim 30

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	3 (-4)	10 (+0)	10 (+0)

**Senses** passive Perception 10

**Languages** -

**Challenge** 1 (200 XP)

**Amphibious.** The tanystropheus can breathe air and water.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

