

Miniature Tyrannosaurus

September 20, 2023



Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	4 (-3)	12 (+1)	8 (-1)

Skills Perception +3

Senses passive Perception 13

Languages –

Challenge 2 (450 XP)

Actions

Multiattack. The Miniature Tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

This miniature tyrannosaurus has been selectively bred for service, and it shows remarkable intelligence and loyalty. It is trained to assist its owner in various tasks and is especially useful for transportation and protection. The [goblins](#) of the United Hordes of Kluird have honed the breeding process to create these unique and helpful creatures.