

Tyrannosaurus Rex

March 8, 2023



Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Saving Throws

Skills Perception +4

Damage Resistances

Damage Immunities

Condition Immunities

Senses passive Perception 14

Languages --

Challenge 8 (3900 XP)

Actions

Multiattack. The 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: +10 to hit, reach 10 ft., one target. Hit: 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

Tail. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.