

DUNGEONS & DRAGONS

**A menagerie of deadly monsters
for Jurassic Encounters in the world's
greatest roleplaying game**



JURASSIC ENCOUNTERS

BY PAUL WEBER



JURASSIC ENCOUNTERS

Introduction

Welcome to Jurassic Encounters! This is designed and dedicated to give more life into your Jurassic themed adventures with Dinosaurs and other prehistoric beasts. In this material you'll find over twenty-five new monsters for custom Jurassic themed adventures and campaigns. The monsters have pictures and full stat blocks, and descriptions. You'll also find, for your convenience, some official Dungeons and Dragons 5th Edition monsters that now have descriptions and pictures to better serve your creativity while writing an adventure or campaign. Creatures taken from the official Dungeons and Dragons 5th edition Monster Manual have the exact stat block as they do in the manual, and have been marked with the red Dungeons and Dragons Logo on the upper right-hand corner of their stat block. *Please Note:* Most of these creatures are historically accurate based on research while others have been modified to make for a more exciting encounter. Like all creatures in the world of Dungeons and Dragons these creatures can be modified anyway you like and were created for inspiration and ideas for your enjoyment.

Suggestion

This material compliments most of my other already available material. This supplement goes really well with both the Jungle Encounters supplement and the Desert Encounters supplement. Combine Jurassic Encounters with the Jungleborn race from Jungle Encounters and you may have a good old fashioned caveman vs dinosaur campaign!

Supplement PDF download links & other material may be found on my facebook group at
(www.facebook.com/groups/dmweber)

Contact

If you wish to contact me directly, please join my facebook group with the link above and message me on there.

“Welcome... To Jurassic Encounters.”



A Worthy Note

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Designed by Paul Weber



ALLOSAURUS

The Allosaurus is a predator possessing great size, strength, and speed. It can run down almost any prey over open ground, pouncing to pull creatures down with its wicked claws.

ANKYLOSAURUS

Thick armor plating covers the body of the plant-eating Ankylosaurus, which defends itself against predators with a knobbed tail that delivers a devastating strike. Some varieties of Ankylosaurus have spiked tails that deal piercing damage instead of bludgeoning damage.

ANKYLOSAURUS

Huge beast, unaligned



Armor Class 15 natural armor
Hit Points 68 (8d12 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	11(+0)	15(+2)	2(-4)	12(+1)	5(-3)

Skills Perception +5
Senses passive Perception 15
Languages —
Challenge 2 (450 XP)

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 18 (4d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

ALLOSAURUS

Large beast, unaligned



Armor Class 13 natural armor
Hit Points 51 (6d10 + 18)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	13(+1)	17(+3)	2(-4)	12(+1)	5(-3)

Skills Perception +5
Senses passive Perception 15
Languages —
Challenge 2 (450 XP)

Pounce. If the Allosaurus moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the allosaurus can make one bite attack against it as a bonus action.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.





BRACHIOSAURUS

This gargantuan creature is amongst the biggest of the dinosaurs. The Brachiosaurus has a long solid body and long giraffe-like neck, making this creature as tall as fifty feet and as long as eighty-three feet. Although this dinosaur is a herbivore and has an appetite of vegetation life, especially vegetation from tree-tops, the Brachiosaurus will gore predators by charging them and bashing them prone with its powerful and strong neck, and then stomp on them to defend itself. Because of its heavy weight, even a smaller Brachiosaurus can be deadly if crushed beneath its wide feet.

BRACHIOSAURUS

Gargantuan monstrosity, unaligned

Armor Class 15 natural armor

Hit Points 130 (5d20 + 80)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
24(+7)	11(+0)	19(+4)	11(+0)	12(+1)	15(+2)

Skills Perception +15

Damage Resistances slashing, piercing, bludgeoning from nonmagical weapons.

Damage Immunities bludgeoning

Senses Passive Perception 12

Languages —

Challenge 7 (2,900 XP)

Siege Monster. The Brachiosaurus deals double damage to objects and structures.

Keen Sight. The Brachiosaurus has advantage on Wisdom (Perception) checks that rely on sight.

Trampling Charge. If the Brachiosaurus moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 19 Strength saving throw or be knocked prone. If the target is prone, the Brachiosaurus can make one stomp attack against it as a bonus action.

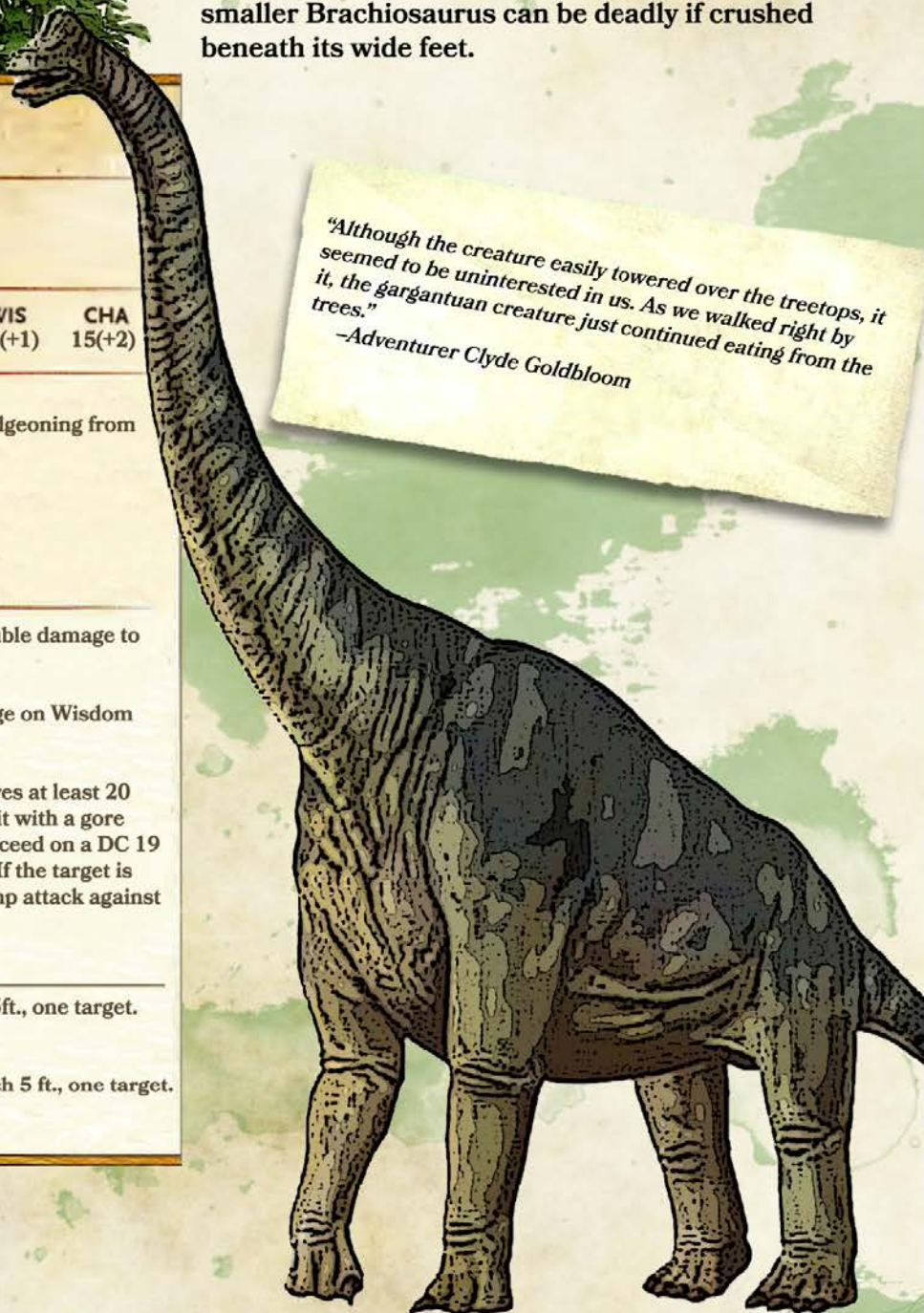
Actions

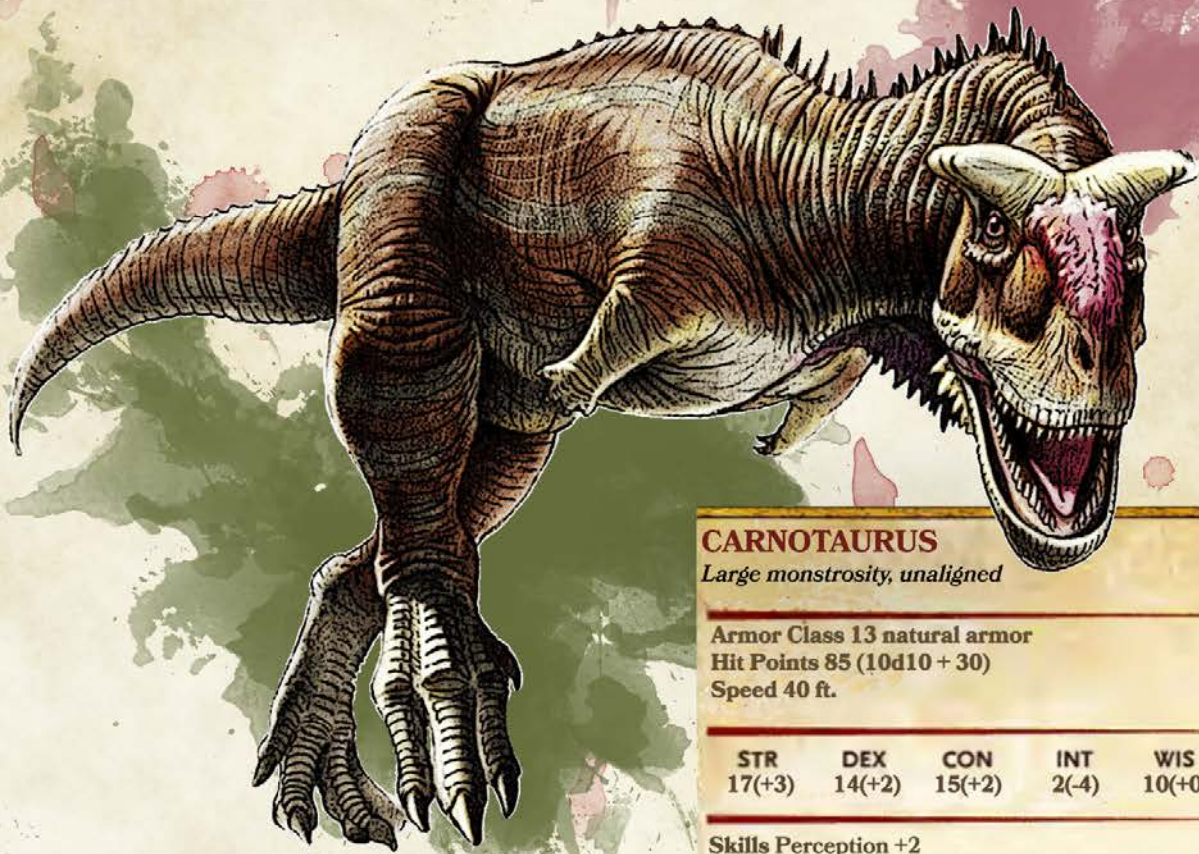
Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.
Hit: 18 (2d12 + 5) bludgeoning damage.

Stomp. Melee Weapon Attack: +10 to hit, reach 5 ft., one target.
Hit: 29 (3d8 + 17) bludgeoning damage.

"Although the creature easily towered over the treetops, it seemed to be uninterested in us. As we walked right by it, the gargantuan creature just continued eating from the trees."

—Adventurer Clyde Goldbloom





CARNOTAURUS

Often confused for a smaller Tyrannosaurus Rex, the Carnotaurus is built very much the same but smaller in size. Although the Carnotaurus is slightly smaller with significantly smaller arms, it has unique horns that protrude from the sides of its head similar to a bull. It uses its horns to ram, bash, and head-butt other creatures that oppose it. The Carnotaurus also has several tiny teeth that it uses to kill prey as it is a meat-eating dinosaur with a keen sense of smell. Although this predator towers over humanoids at around fourteen feet tall, it has a poor sense of vision and typically relies on sound and smell.

CARNOTAURUS

Large monstrosity, unaligned

Armor Class 13 natural armor

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	14(+2)	15(+2)	2(-4)	10(+0)	7(-2)

Skills Perception +2

Senses Passive Perception 9

Languages —

Challenge 7 (2,900 XP)

Poor Depth Perception. The Carnotaurus has disadvantage on any attack roll against a target more than 30 feet away.

Keen Smell. The Carnotaurus has advantage on Wisdom (Perception) checks that rely on smell.

Charge. If the Carnotaurus moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Actions

Multiattack. The Carnotaurus makes two attacks: one with its bite and one with its horns.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 23 (3d8 + 10) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Carnotaurus can't bite another target.

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



COMPSOGNATHUS

Tiny lizard-like dinosaurs that walk on two legs, the Compsognathus only grow to the size of a turkey when fully matured. These small dinosaurs travel in swarms to fulfil their carnivorous appetite for flesh and blood. Although a Compsognathus is vulnerable individually, they are fearsome while in large swarms as they tend to climb and overrun larger creatures while quickly biting and tearing off flesh.

COMPSOGNATHUS SWARM

Swarm of tiny beast, Unaligned

Armor Class 11
Hit Points 28 (8d8 - 8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	14(+2)	6(-2)	12(+1)	7(-2)

Skills Perception +5
Senses passive perception 3
Languages —
Challenge 1 (200 XP)

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny Compsognathus. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. Melee Weapon Attack: +5 to hit, reach 0 ft., one creature in the swarm's space. Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

COMPSOGNATHUS

Tiny Beast, unaligned

Armor Class 10 natural armor
Hit Points 5 (1d4+3)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
7(-2)	16(+3)	12(+1)	7(-2)	10(+0)	8(-1)

Skills Perception +3
Senses Passive Perception 2
Languages —
Challenge 0 (10 XP)

Blood Frenzy. The Compsognathus has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 piercing damage.



Deinonychus

Medium monstrosity, unaligned

Armor Class 15 Natural Armor
Hit Points 90 (10d8 + 30)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	18(+4)	16(+3)	19(+4)	19(+4)	14(+2)

Saving Throws Dex +3, Int +3, Wis +1
Skills Perception +16, Stealth +15
Senses Passive Perception +18, darkvision 60 ft.
Languages Raptor
Challenge 7 (2,900 XP)

Keen Senses. The Deinonychus has advantage on Wisdom (Perception) Checks that rely on sight, sound, or smell.

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

Standing Leap. The Deinonychus's long jump is up to 40 feet and its high jump is up to 25 feet, with or without a running start.

Savage Pounce. If the Deinonychus moves at least 20 feet straight toward a creature and then hits it with a bite 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 Deinonychus can make two claw attacks against it as a bonus action.

Blood Frenzy. The Deinonychus has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Actions

Multiattack. The Deinonychus makes 3 attacks one with its bite, and two with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16 (2d8 + 8) piercing damage.

Claws. Melee Weapon Attack: +8 to hit, reach 5ft., one target. Hit: 12 (2d8 +4) slashing damage.

Deinonychus

Taller, and longer, than the Velociraptor, the Deinonychus shares much of the same qualities including their appearance and unique curved claw on their feet. The Deinonychus can also jump great distances without needing a running start due to its powerful hind legs. Some of these medium sized creatures are covered in feathers, while others appear with reptilian-like skin. The Deinonychus is capable of gutting large size creatures in a matter of seconds with their long and sharp claws. Typically these creatures will pounce on a target, latch on to it with their strong jaws, and proceed to slash at it with their claws until their target dies of blood loss or trauma. Much like Velociraptors these creatures travel, hunt, and dwell in packs of three to six other Deinonychus. It's also common to see a Deinonychus assume the alpha position within a pack of Velociraptors.



DILOPHOSAURUS

Similar in size and shape to Velociraptors, the Dilophosaurus is often confused as one even despite their skin being more colorful with various patterns. The Dilophosaurus is a cautious predator and typically hunts alone or with one other Dilophosaurus. Despite being beautiful with sometimes extravagant colors, this dinosaur is a deadly carnivore with fast speeds and long jumping abilities. Although these creatures usually stay isolated and attack only for food or defence, once angered, intimidated, or threatened, the Dilophosaurus will flair out a fan-like appendage from its neck making it look larger than what it is. It will then spit a toxic acid from its mouth blinding a target that insist on getting too close. The Dilophosaurus will typically flee if it doesn't think it can survive against a threat, but attacks with its bite while engaging an enemy.



DILOPHOSAURUS

Medium monstrosity, unaligned

Armor Class 11 natural armor
Hit Points 19 (3d8 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	18(+4)	12(+1)	14(+2)	16(+3)	11(+0)

Skills Perception +5, stealth +4
Damage Immunities acid
Senses Passive Perception 10, darkvision 30 ft.
Languages —
Challenge 1 (200 XP)

Standing Leap. The Dilophosaurus long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

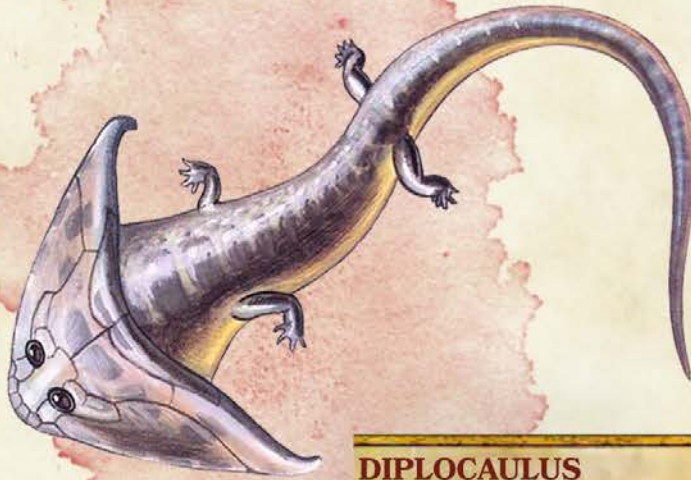
Keen Senses. The Dilophosaurus has advantage on Wisdom (Perception) Checks that rely on sight, sound, or smell.

Mimicry. The Dilophosaurus can mimic bird sounds. A creature that hears the sounds can tell they are imitations with a successful DC 11 Wisdom (Insight) check.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit: 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) Acid damage on a failed save, or half as much damage on a successful one.

Acid Spray (Recharge 6). The Dilophosaurus spits acid in a line that is 30 feet long and 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save and is blinded, or half as much damage on a successful one and is blinded.



DIPLOCAULUS

The Diplocaulus is a predominantly small marine dinosaur that can reach a length of up to three feet and may be found in marine-like environments. Although it can breathe underwater or on land, it is rarely found outside of water. The Diplocaulus resembles a salamander except for its notable and distinguishable arrow shaped head. Because of its unique head shape the Diplocaulus swims in a bobbing pattern much like a dolphin. Its small and sticky hands and feet allow it to hang on rocks, walls, or upside down on ceilings when out of its watery habitat. These creatures typically feed on small insects or insect larva.

DIPLOCAULUS

Small beast, unaligned

Armor Class 10 natural armor

Hit Points 14 (2d8 + 6)

Speed 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2(-4)	16(+3)	12(+1)	9(-1)	12(+1)	13(+2)

Skills Perception +2

Damage Vulnerabilities bludgeoning

Senses Passive Perception 2, darkvision 60 ft.

Languages —

Challenge 0 (10 XP)

Spider Climb. The Diplocaulus can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Amphibious. The Diplocaulus can breathe air and water.

Actions

Bite. Melee Attack: +0 to hit, reach 5 ft., one creature. Hit: 1 piercing damage.



DIPLODOCUS

Only slightly smaller than a Brachiosaurus, the Diplodocus is similar in almost every aspect except its neck appears slimmer and tail is extensively longer. The Diplodocus is capable of cracking its tail like a massive whip, and does so, not just to defend itself against predators, but also to warn off creatures that are too close for its comfort, as well as warn other Diplodocus's of a potential threat. The sound of its tail cracking against the ground is often confused with thunder and can cause any nearby creatures to be startled. The Diplodocus eats high hanging foods from atop trees, as well as vegetation life from the ground or shrubs. The body of the Diplodocus is solid and well structured. Its tail and wide legs provide it with great balance, although it is a very slow moving creature.

DIPLODOCUS

Gargantuan monstrosity, unaligned

Armor Class 14 natural armor
Hit Points 100 (5d20 + 50)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	12(+1)	17(+3)	10(+0)	11(+0)	14(+2)

Skills Perception +13
Senses Passive Perception 11, blindsight 30 ft.
Languages —
Challenge 4 (1,200 XP)

Keen Sight. The Diplodocus has advantage on Wisdom (Perception) checks that rely on sight.

Tail Crack. The Diplodocus whips its tail making a thunderous sound. All creatures that can hear the sound must succeed on a DC11 Wisdom saving throw. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the Diplodocus's tail crack for the next 24 hours.

Actions

Tail. Melee Weapon Attack: +8 to hit, reach 20 ft., one target. Hit: 14 (4d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 4) bludgeoning damage.



DODO

Small beast, unaligned

Armor Class 9

Hit Points 10 (3d6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
7(-2)	8(-1)	10(+0)	1(-5)	6(-2)	11(+0)

Damage Vulnerabilities thunder, necrotic

Senses Passive Perception 2

Languages —

Challenge 0 (10 XP)

Mind Blank. Any creature that shapeshifts into a Dodo takes a negative 2 points to their intelligent modifier for 48 hours, even when they shapeshift back into their natural form or any other form.

Actions

Beak. Melee Weapon Attack: +1 to hit, reach 5 ft., one target.

Hit: 1 (1d4) slashing damage.

DODO

The Dodo is a small bird-like creature that typically weighs around fifty pounds and can grow up to heights of 3 feet tall. These flightless birds use their beak for defensive purposes as well as for breaking open hard fruits, nuts, and shelled creatures such as crabs. Dodo's have large bodies with a thick neck and small inverted wings and a feathered tail. Dodo meat is almost uneatable and is often served to prisoners as lunch due to the Dodo being easily catchable and exist in great numbers.



FUTABASAURUS

Huge Monstrosity, unaligned

Armor Class 16 natural armor

Hit Points 138 (12d12 + 60)

Speed 20 ft., Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	16(+3)	17(+3)	12(+1)	14(+2)	10(+0)

Skills Perception +10

Senses Passive Perception 12

Languages —

Challenge 7 (2,900 XP)

Amphibious. The Futabasaurus can breathe air and water.

Siege Monster. The Futabasaurus deals double damage to objects and structures.

Actions

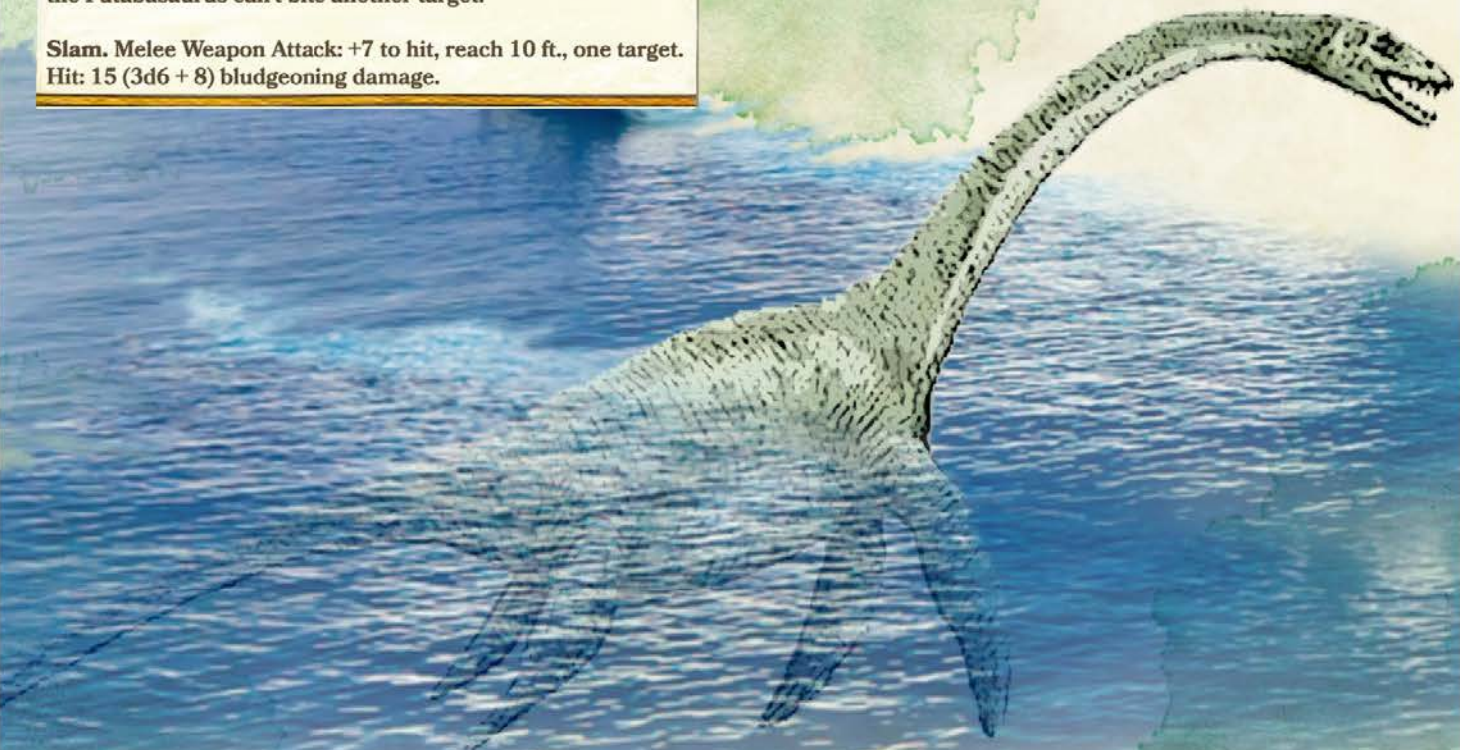
Multiattack. The Futabasaurus makes two attacks.

Bite. Melee Weapon Attack: +5 to hit, reach 10ft., one target. Hit: 23 (3d6 + 13) piercing damage. If the target is a creature and smaller than the Futabasaurus, it is grappled (escape DC 15). Until this grapple ends, the target is restrained and takes 5 piercing damage at the start of each of its turns. While a creature is grappled the Futabasaurus tries to drown it, and the Futabasaurus can't bite another target.

Slam. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (3d6 + 8) bludgeoning damage.

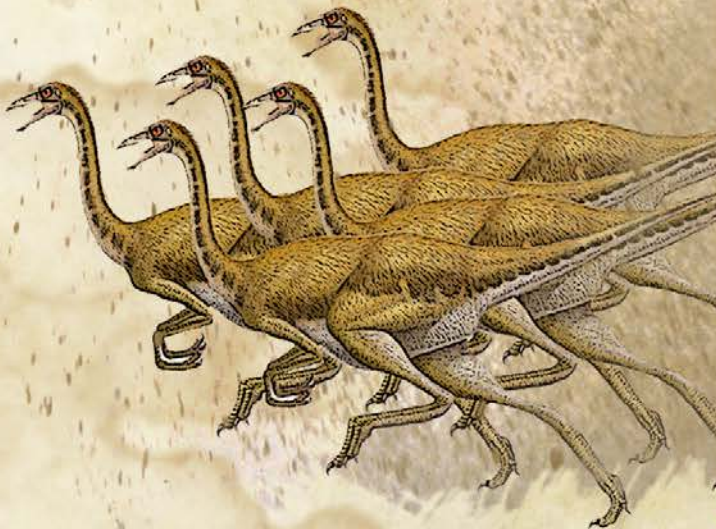
FUTABASAURUS

These huge aquatic dwelling dinosaurs are known by not only their size but by their long necks, and unique paddle-like arms. The Futabasaurus is sometimes referred to as the aquatic Brachiosaurus because of its similar neck and body type. Unlike the Brachiosaurus, these creatures are carnivorous, but typically feed on smaller water dwelling creatures such as fish, squids, and other deep underwater dwellers. The Futabasaurus is able to breath both underwater and on land, although it typically spends most of its time under the seas. These creatures will attack boats and ships if they feel threatened by them.



GALLIMIMUS

Similar to a reptilian-like ostrich, the Gallimimus is a medium sized dinosaur with a long neck, small head, toothless beak, short arms, long legs, and a long tail. Gallimimus are fast herbivore creatures that travel in large packs. Their long tails provide them with balance while their thick and powerful legs give them the speed they need to escape potential predators. When something startles a heard of these creatures they will quickly flee in the same direction causing a massive stampede. A creature caught in the path of a Gallimimus stampede is at great risk of being trampled and bludgeoned. These creatures are one of the most popular food sources for carnivorous creatures that share the same habitat.



GALLIMIMUS

Medium beast, unaligned

Armor Class 13 natural armor
Hit Points 13 (2d8+6)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	16(+3)	13(+2)	9(-1)	10(+0)	15(+2)

Skills Perception +8
Senses Passive Perception 10, blindsight 30 ft.
Languages —
Challenge 1/8 (25 XP)

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

Nimble Escape. The Gallimimus can take the Disengage or Hide action as a bonus action on each of its turns.

Charge. If the Gallimimus moves at least 30 feet straight toward a target and then hits it with a beak attack on the same turn, the target takes an extra 2 (1d4) piercing damage.

Actions

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.



Helicoprion

The Helicoprion is a terrifying aquatic dwelling shark that reaches lengths of 24 feet. Its slender body is easily comparable to most other sharks but what makes it unique is its saw-like mouth that extends outward to scoop up smaller fish and ocean dwelling creatures. Because of its slender shape and extended fins, the Helicoprion can swim great distances at quick speeds. The Helicoprion's teeth are sharper than most other creatures and are capable of grinding flesh and bone faster than a swarm of Piranhas. Individuals traveling by boat often know of a Helicoprion's presence when they spot a mile long trail of bloody water beneath their vessel.

"Man overboard was the last thing I heard before seeing a cloud of blood in the water below."
-Capitan Steven Crichton

Helicoprion

Huge monstrosity, unaligned

Armor Class 13 natural armor

Hit Points 69 (11d12 +3)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	14(+2)	17(+3)	1(-5)	9(-1)	1(-5)

Skills Perception +3

Senses blindsight 30 ft., passive Perception 9

Languages —

Challenge 3 (700 XP)

Water Bound. The Helicoprion dies if it leaves the water to which it is bound or if that water is destroyed.

Blood Frenzy. The Helicoprion has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Actions

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature Hit: 18 (4d6+4) piercing damage.





INDOMINUS REX

Huge Monstrosity, chaotic neutral

Armor Class 16 (natural armor)
Hit Points 186 (13d12 +102)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
25(+7)	18(+4)	20(+5)	19(+4)	12(+1)	8(-1)

Skills Perception +8, Stealth +8
Senses Darkvision 60 ft, Passive Perception 16
Languages —
Challenge 11 (7,200 XP)

Ambusher. The Indominus Rex has advantage on attack rolls against any creature it has surprised.

Chameleon Carapace. The Indominus Rex can change the color of its skin to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (Stealth) checks made to hide.

Brave. The Indominus Rex has advantage on saving throws against being frightened.

Thermal Vision. The Indominus Rex can see any creature within 60 feet of it, that has a heated body temperature, making creatures within range have disadvantage on Dexterity (stealth) checks made to hide.

Keen Senses. The Indominus Rex has advantage on Wisdom (Perception) Checks that rely on sight, sound, or smell.

Actions

Multiattack. The Indominus Rex makes three attacks: only one of which can be with its bite.

Bite. Melee Weapon Attack: +10 to hit, reach 10ft., one target. Hit: 43 (4d12 + 17) 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 Indominus Rex can't bite another target.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

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

INDOMINUS REX

This huge dinosaur-like creature can measure up to 50 feet in length and has white, reptilian-like, skin. The Indominus Rex is a ferocious predator that kills for sport and has a very fast running speed.

Although much larger than a Tyrannosaurus Rex, it resembles much of the same qualities except it has longer arms that are equipped with extended, sharp claws, as well as an extended jaw filled with several hundred more teeth. Being that this creature is a hybrid of several different types of dinosaurs and other beasts, the Indominus Rex the ability to camouflage into its surroundings, as well as see other creatures body heat with thermal-like vision. This terrifying creature is extremely cunning and utilizes its intelligence to stalk, trap, and manipulate prey and victims. Once a target is spotted, the Indominus Rex will charge towards it and attack with its claws, tail, and or bite.



LIOPLEURODON

The Liopleurodon is an aggressive aquatic hunter that is capable of moving through water almost silently as it attacks prey even larger than itself. This 60 foot creature has several long needle-like teeth, and a long narrow body that helps it move stealthily underwater. The Liopleurodon's unique nose allows it to be capable of smelling underwater so it can sniff out prey from great distances away. Smaller creatures are engulfed within its mouth as it swims through them, while larger creatures are ripped to shreds within moments of the Liopleurodon sinking its teeth into them. Despite needing air to breathe it still remains underwater throughout a majority of its time and typically will only venture to a shoreline to mate.

LIOPLEURODON

Huge monstrosity, unaligned

Armor Class 21 natural armor
Hit Points 256 (11d12 +185)
Speed 5 ft., Swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
29(+9)	20(+5)	30(+10)	7(-2)	12(+1)	9(-1)

Saving Throws Str +7, Dex +4, Con +8
Skills Perception +14, Stealth +12
Damage Immunities lightning, necrotic, cold
Condition Immunities charmed, terrified, petrified
Senses Passive Perception 13, blindsight 60 ft.
Languages —
Challenge 17 (18,000 XP)

Keen Senses. The Liopleurodon has advantage on Wisdom (Perception) Checks that rely on sight, sound, or smell.

Siege Monster. The Liopleurodon deals double damage to objects and structures.

Ambusher. The Liopleurodon has advantage on attack rolls against any creature it has surprised.

Fear Aura. Any creature hostile to the Liopleurodon that starts its turn within 20 feet of the Liopleurodon must make a DC 21 Wisdom saving throw, unless the Liopleurodon is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the Liopleurodon's Fear Aura for the next 24 hours.

Lightning Absorption. Whenever the Liopleurodon is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Limited Amphibiousness. The Liopleurodon can breathe air and water, but it needs to breathe air at least once every 8 hours to avoid suffocating.

Actions

Bite. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 40 (6d10 + 7) piercing damage plus 10 (3d6) necrotic damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the Liopleurodon can't bite another target.

Swallow. The Liopleurodon makes one bite attack against a large or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and 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 Liopleurodon, and it takes 21 (6d6) necrotic damage at the start of each of the Liopleurodon's turns.

If the Liopleurodon takes 40 damage or more on a single turn from a creature inside it, the Liopleurodon 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 10 feet of the Liopleurodon. If the Liopleurodon dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 25 feet of movement, exiting prone.



MEGALODON

Three times the size of a normal Great White Shark, the Megalodon is a much deadlier extension of one. These gargantuan water dwelling creatures reach lengths of seventy feet and have thousands of teeth that are capable of growing back in a matter of days. Their jaws can be extended open to simply swallow other swimming creatures and are wide enough to take in small sea vessels. The Megalodon typically inhabits warmer waters and dwells in the deepest and darkest ocean floors. Some seek out the Megalodon because it's believed their teeth provide good luck and are also used in potions or for magical spells. Because some of their teeth are so large, some individuals that stumbled upon them believed that they were the remains of fossilized dragons tongues.



MEGALODON

Gargantuan monstrosity, unaligned

Armor Class 16 natural armor
Hit Points 197 (17d20 + 19)
Speed 0 ft., Swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
29(+9)	18(+4)	25(+7)	5(-3)	13(+2)	7(-2)

Skills Perception +6
Senses Blindsight 60 ft., Passive Perception 15
Languages —
Challenge 9 (5,000 XP)

Blood Frenzy. The Megalodon has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The Megalodon can breathe only underwater.

Actions

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 30 (6d10) piercing damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the Megalodon can't bite another target.

Swallow. The Megalodon makes one bite attack against a huge or smaller creature it is grappling. If the attack hits, that creature takes the bites damage and 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 Megalodon.

If the Megalodon takes 20 damage or more on a single turn from a creature inside it, the Megalodon 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 10 feet of the Megalodon. If the Megalodon dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 25 feet of movement, exiting prone.

MEGATHERIUM

Elephant sized creatures called Megatherium's are also known as Ground Sloth's. They are huge versions of Sloth's and mimic a lot of the same qualities and attributes. At a distance the Megatherium is easily confused as an overgrown bear, especially while walking on all four legs. These creatures use their huge oversized claws to slash open prey, climb trees, and ward off potential predators. Just like Sloth's, the Megatherium is covered in hair that ranges in color, and can have two or three clawed toes. Rather than sneaking by crawling close to the ground, these creatures prefer to lurk in trees. They will scout the area and wait for a potential target to unsuspectingly travel by. Once fixed on a target the Megatherium will carefully size up its prey before making a decision to attack or not. Although these creatures do eat meat, they mostly stick to eating nuts and fruits.



MEGATHERIUM

Huge monstrosity, unaligned

Armor Class 12 (natural armor)
Hit Points 76 (8d12 + 24)
Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	14(+2)	17(+3)	3(-4)	11(+0)	6(-2)

Skills Perception +11, Stealth +10
Senses Passive Perception 14, darkvision 60 ft.
Languages —
Challenge 5 (1,800 XP)

Spider Climb. The Megatherium can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Keen Hearing and Smell. The Megatherium has advantage on Wisdom (Perception) checks that rely on sound and smell.

Ambusher. The Megatherium has advantage on attack rolls against any creature it has surprised.

Aggressive. As a bonus action, the Megatherium can move up to its speed toward a hostile creature that it can see.

Actions

Multiattack. The Megatherium makes two melee attacks.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) slashing damage.

Bite. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit: 15 (3d8 + 3) piercing damage.

"That's no bear!"

-Dinosaur researcher Sarah Owen



MOSASAURUS

This huge aquatic dwelling dinosaur roams in giant beds of water such as oceans, seas, and sometimes lakes, so long as they are large enough to contain the feared Mosasaurus. These creatures can reach lengths up to fifty-six feet and are capable of devouring any living creature smaller than itself. Although the Mosasaurus has several large and small teeth, it typically swallows prey whole. They Mosasaurus will also attack ships and has been known to swallow small boats in a single gulp. Those who have encountered a Mosasaurus, and lived to tell about it, have described them as paralysing to look at because of their frightening size and vicious behavior. The Mosasaurus appears almost as a humongous eel with a large extended jaw and four paddle-like flippers that give it tremendous swimming speed. These creatures mostly eat creatures that occupy its watery habitat, however they have been known to beach themselves to eat creatures upon ocean adjacent shores.

MOSASAURUS

Huge monstrosity, unaligned

Armor Class 19 natural armor

Hit Points 243 (18d12 + 126)

Speed Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30(+10)	17(+3)	20(+5)	14(+2)	15(+2)	12(+1)

Skills Perception +15

Damage Immunities cold

Condition Immunities prone, petrified, terrified, charmed, frightened

Senses Passive Perception 16, darkvision 120 ft.

Languages —

Challenge 18 (20,000 XP)

Hold Breath. The Mosasaurus can hold its breath out of water for 1 hour.

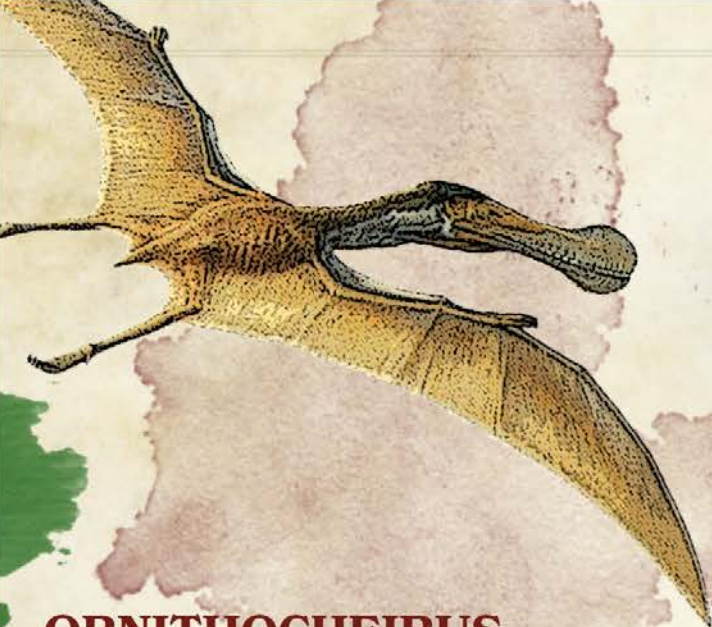
Siege Monster. The Mosasaurus deals double damage to objects and structures.

Fear Aura. Any creature hostile to the Mosasaurus that starts its turn within 20 feet of the Mosasaurus must make a DC 21 Wisdom saving throw, unless the Mosasaurus is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the Mosasaurus Fear Aura for the next 24 hours.

Actions

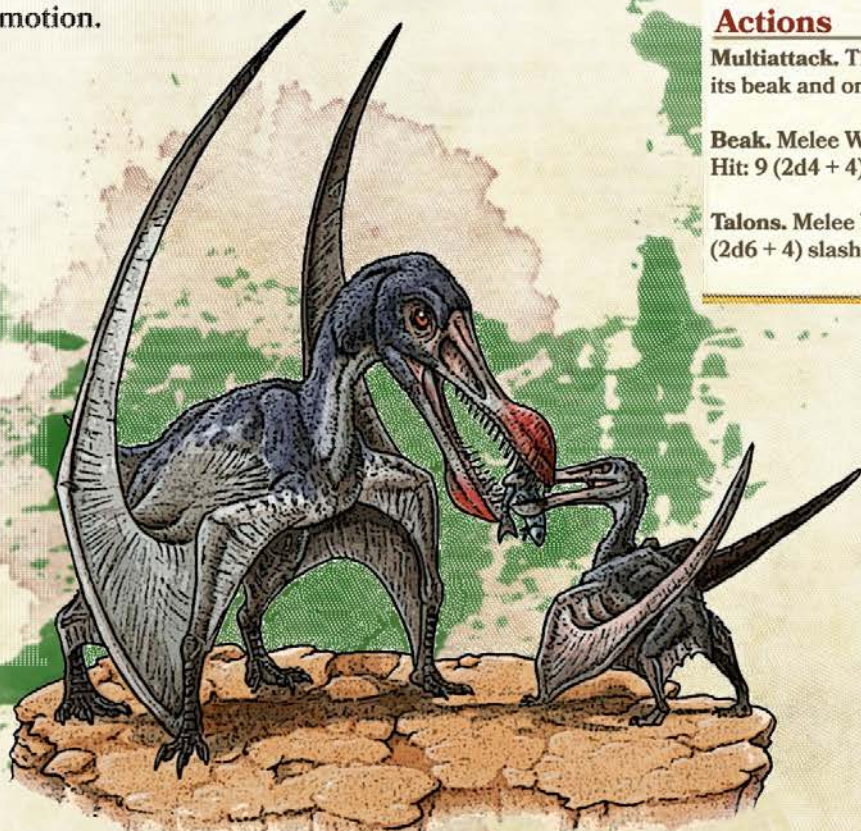
Bite. Melee Weapon Attack: +18 to hit, reach 5 ft., one target. Hit: 23 (3d8 + 10) piercing damage. If the target is a large or smaller creature that creature is grappled and swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the Mosasaurus, and it takes 42 (12d6) neurotic damage at the start of each of the Mosasaurus's turns. If the Mosasaurus takes 50 damage or more on a single turn from a creature inside it, the Mosasaurus must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the Mosasaurus.

If the Mosasaurus dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 25 feet of movement, exiting prone.



ORNITHOCHEIRUS

Aside from its ten to twenty foot wingspan making the Ornithocheirus one of the largest flying creatures, it also has a unique bony keel on the end of its snout, which is used to crack open the shells of creatures, as well as to intimidate other creatures in search of the same prey, and to attract the opposite sex. Within its beak, the Ornithocheirus also has several teeth that it uses to eat fish or other tiny and small creatures. The Ornithocheirus soars in the sky until its ready to scoop down and attack, usually in one swift motion.



ORNITHOCHEIRUS

Large monstrosity, unaligned

Armor Class 12 (Armor type)

Hit Points 22 (3d10 + 6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	12(+1)	15(+2)	8(-1)	14(+2)	6(-2)

Skills Perception +8

Senses passive Perception 14

Languages —

Challenge 2 (450 XP)

Keen Sight and Smell. The Ornithocheirus has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

Dive Attack. If the Ornithocheirus is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

Actions

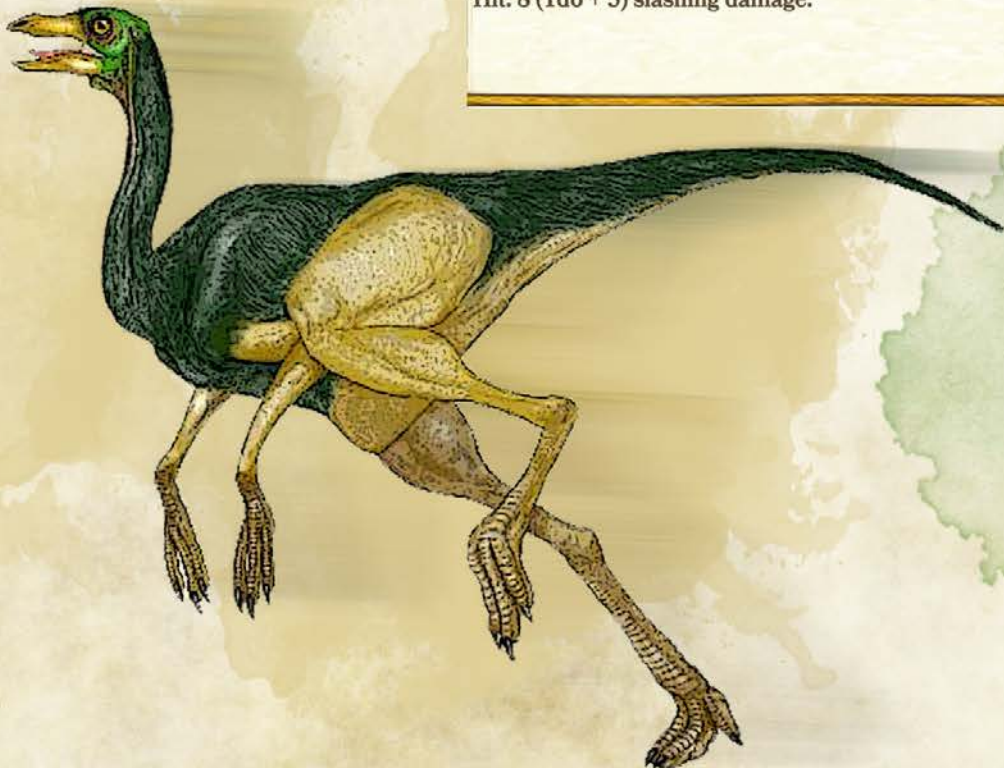
Multiattack. The Ornithocheirus makes two attacks: one with its beak and one with its talons.

Beak. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) piercing damage.

Talons. Melee Weapon Attack: +5 to hit, reach 5 ft., one Hit: 11 (2d6 + 4) slashing damage.

ORNITHOMIMIDAE

Similar to the dinosaur Gallimimus and an Ostrich, the Ornithomimidae is slightly smaller and one of the fastest dinosaurs. It's small and slender lightweight body allows the Ornithomimidae to be quick on its feet to outrun potential predators. This creature eats mostly plants and small insects and travels in packs. It has sharp claws on both its hands and feet that it uses to defend itself, but mostly utilizes them to cut through foliage when searching and gathering food. Because of their quick speed, these creatures are often captured and domesticated to be used as mounts. What a Ornithomimidae lacks in carrying capacity, it make up for in agility.



ORNITHOMIMIDAE

Small monstrosity, unaligned

Armor Class 10 (Armor type)

Hit Points 13 (3d6+4)

Speed 70 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	20(+5)	12(+1)	10(+0)	12(+1)	16(+3)

Saving Throws Dex +3

Skills Perception +7

Senses Passive Perception 11, blindsight 30 ft.

Languages —

Challenge 1/4 (50 XP)

Cunning Action. On each of its turns, the Ornithomimidae can use a bonus action to take the Dash, Disengage, or Hide action.

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

Running Leap. The Ornithomimidae's long jump is up to 20 feet and its high jump is up to 10 feet when it has a running start.

Actions

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage.

PLESIOSAURUS

A plesiosaurus is a marine dinosaur whose compact body is driven by powerful flippers. Predatory and aggressive, it attacks any creature it encounters. Its flexible neck accounts for a third of its total length, letting it twist in any direction to deliver a powerful bite.

PLESIOSAURUS

Large beast, unaligned



Armor Class 13 natural armor

Hit Points 68 (8d10 + 24)

Speed 20 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	15(+2)	16(+3)	2(-4)	12(+1)	5(-3)

Skills Perception +3, Stealth +4

Senses Passive Perception 13

Languages —

Challenge 2 (450 XP)

Hold Breath. The Plesiosaurus can hold its breath for 1 hour.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target, Hit: 14 (3d6 +4) piercing damage.



PTERANODON

These flying reptiles have wingspans of 15 to 20 feet and typically dive for small marine prey, though they are opportunists and will attack any creature that appears edible. A pteranodon has no teeth, instead using its sharp beak to stab prey too large to swallow with one gulp.

PTERANODON

Medium beast, unaligned



Armor Class 13 natural armor

Hit Points 13 (3d8)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	15(+2)	10(+0)	2(-4)	9(-1)	5(-3)

Skills Perception +1

Senses passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Flyby. The Pteranodon doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) piercing damage.



PTERODAUSTRO

Pterodaustro is a flying creature that has a wingspan of about 8 feet long and its most dominant feature is its pelican-like beak that has teeth making up the roof of it. The Pterodaustro uses its beak to scoop up small fish-like creatures and then mashes them inside its beak grinding them down. Because of its heavy weight the Pterodaustro doesn't typically fly very long but instead uses its wide feet to stand in shallow waters to catch its prey. These creatures are very protective of their young and are territorial in general. Getting too close to a Pterodaustro usually results in an attack, sometimes from several Pterodaustro's that flock together.



PTERODAUSTRO

medium monstrosity, unaligned

Armor Class 14 natural armor
Hit Points 29 (5d8 + 9)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	11(+0)	11(+0)	10(+0)	12(+1)	7(-2)

Skills Perception +5, Swim +6
Senses Passive Perception 8, blindsight 30 ft.
Languages —
Challenge 2 (450 XP)

Keen Sight and Smell. The Pterodaustro has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

Dive Attack. If the Pterodaustro is flying and dives at least 20 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

Actions

Multiattack. The Pterodaustro makes one bite attack and one talon attack.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 3) piercing damage.

Talons. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 8 (2d4 + 3) piercing damage.



QUETZALCOATLUS

Huge monstrosity, unaligned

Armor Class 13 natural armor

Hit Points 126 (11d12 +55)

Speed 25 ft., Fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	19(+4)	21(+5)	11(+0)	13(+2)	14(+2)

Skills Perception +14

Damage Immunities thunder, lightning

Senses Passive Perception 12, darkvision 60 ft.

Languages —

Challenge 6 (2,300 XP)

Dive Attack. If the Quetzalcoatlus is flying and dives at least 20 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 10 (1d12+4) damage to the target.

Flyby. The Quetzalcoatlus doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Keen Sight. The Quetzalcoatlus has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Beak. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 22 (3d10+6) piercing damage.

QUETZALCOATLUS

With a wingspan of up to forty feet, the Quetzalcoatlus is a huge bird-like creature that, when standing, is the size of a giraffe. Excluding giant creatures and dragons, the Quetzalcoatlus is the largest flying creature. It has a long toothless and narrow beak used for eating fish and other small or tiny creatures. Typically the Quetzalcoatlus travels in small packs or remains isolated away from any other creatures. It spends a majority of its time soaring through the skies only to be grounded while resting. The Quetzalcoatlus has a long neck and stout body with bat-like wings and tiny hook-like claws on its hands. Its skull has a slight bulge that protects it from being crushed by predators as well as provides aerodynamics while flying.

SABRE-TOOTHED TIGER

The Sabre-Toothed Tiger is part of the large cat family but noticeably different in that they have long fangs that descend from their mouths and hang past their jawline. Another notable difference is their tails which have more of a snubbed appearances rather than the traditional long style tails other members of the cat family have. This four legged beast is quick and territorial and uses its strong legs to pounce on prey when attacking. Once mounted over a target, the Sabre-Toothed Tiger will claw and bite its victim, feeding on their flesh.



SABRE-TOOTHED TIGER

Large beast, unaligned



Armor Class 12 natural armor

Hit Points 52 (7d10 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	14(+2)	15(+2)	3(-4)	12(+1)	8(-1)

Skills Perception +3, stealth +6

Senses passive perception 13

Languages —

Challenge 2 (450 XP)

Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the Tiger can make one bite attack against it as a bonus action.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.



SLOTH

Small beast, unaligned

Armor Class 12
Hit Points 10 (2d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	11(+0)	9(-1)	3(-4)	4(-3)	5(-3)

Skills Perception +3, Stealth +5
Senses darkvision 60ft., passive Perception 13
Languages —
Challenge 1/4 (50 XP)

Keen Hearing and Smell. The Sloth has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Spider Climb. The Sloth can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

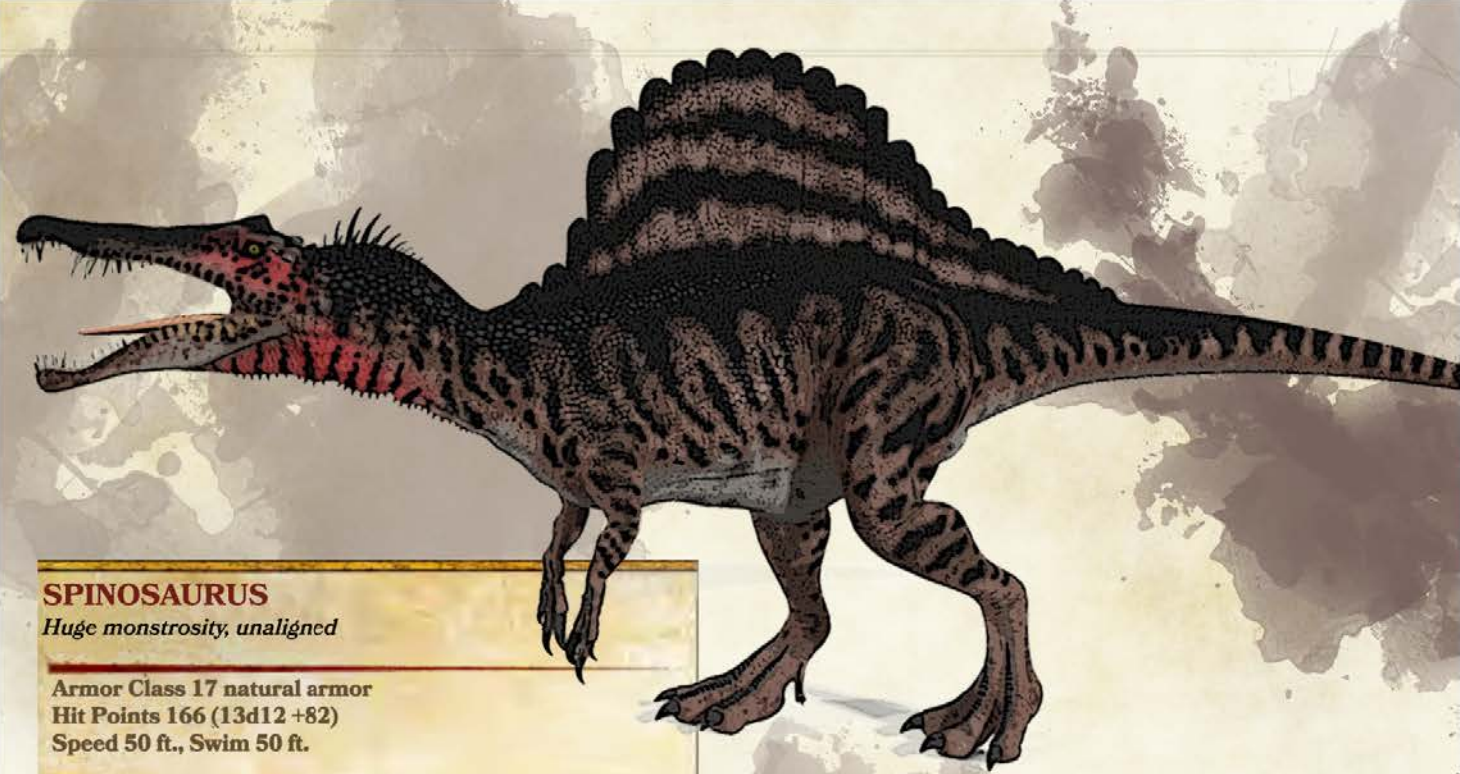
Multiattack. The sloth makes two attacks with its claws.

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

SLOTH

Small creatures about the size of a medium dog, the Sloth is covered in hair that can range in colors with brown being the most common. Some sloth's have two claw-like toes while others have three. Their claws are noticeably long and very sharp and they use them for climbing and hanging off objects, trees, and structures. They also use them to attack prey and predators. Most Sloth's travel in small packs that include their intermediate family and are slow moving always roaming from habitat to habitat in search of food and safe shelter. Sloth's tend to be stealthy creatures as they will crawl close to the ground on their stomachs when approaching a target to avoid possible detection.





SPINOSAURUS

Huge monstrosity, unaligned

Armor Class 17 natural armor
Hit Points 166 (13d12 +82)
Speed 50 ft., Swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
27(+8)	17(+3)	20(+5)	9(-1)	15(+2)	8(-1)

Skills Perception +6
Senses Passive Perception 16
Languages —
Challenge 11 (7, 200 XP)

Amphibious. The Spinosaurus can breathe air and water.

Keen Hearing and Smell. The Spinosaurus has advantage on Wisdom (Perception) checks that rely on hearing and smell.

Aggressive. As a bonus action, the Spinosaurus can move up to its speed toward a hostile creature that it can see.

Blood Frenzy. The Spinosaurus has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Siege Monster. The Spinosaurus deals double damage to objects and structures.

Charge. If the Spinosaurus moves at least 15 feet straight toward a target and then hits it with a melee attack on the same turn, the target takes an extra 6 (1d12) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 saving throw or be pushed up to 20 feet away and knocked prone.

Actions

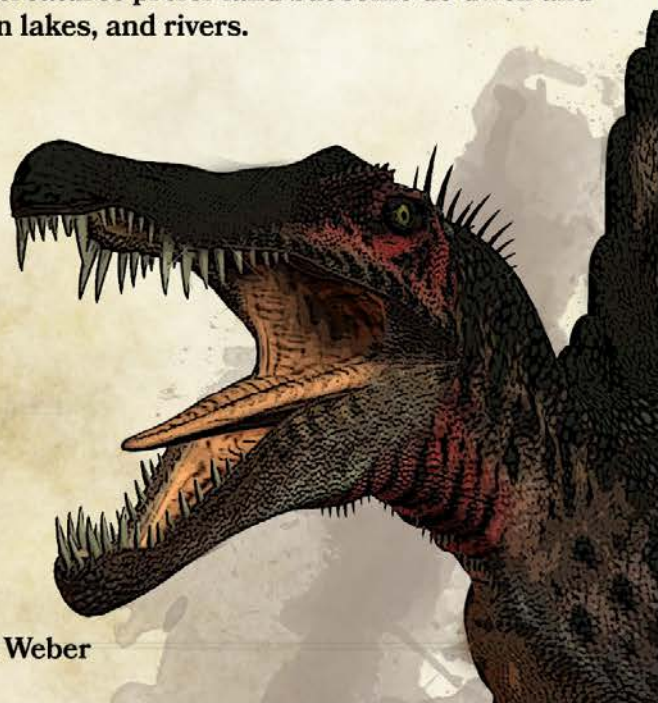
Multiattack. The Spinosaurus makes three melee attacks: only one of which can be its bite.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 43 (4d12 + 17) piercing damage. If the target is a smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the Spinosaurus can't bite another target.

Claws. Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) slashing damage.

SPINOSAURUS

The Spinosaurus is a massive carnivorous dinosaur with a large overgrown spine protruding from its back. It has a large extended mouth similar to an alligator that's filled with several long piercing teeth. The size and strength of a Spinosaurus is what makes this creature one of the deadliest dinosaurs known to exist. As the Spinosaurus towers over a Tyrannosaurus Rex, it uses its powerful jaws to break the necks of larger creatures before feasting on their remains. In addition to its strength and size, this dinosaur is a skilled hunter on both land and in water. The Spinosaurus uses its keen sense of hearing and smell to track and listen for prey which ranges from fish to other large creatures. Most of these creatures prefer land but some do dwell and hunt in lakes, and rivers.





STEGOSAURUS

Huge monstrosity, unaligned

Armor Class 16 natural armor
Hit Points 71 (8d12 + 19)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	11(+0)	15(+2)	7(-2)	9(-1)	11(+0)

Skills Perception +4

Damage Immunities poison

Senses Passive Perception 4, blindsight 30 ft.

Languages —

Challenge 4 (1,100 XP)

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

Barbed Hide. At the start of each of its turns, the Stegosaurus deals 5 (1d10) piercing damage to any creature grappling it.

Actions

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 20 (4d6 + 6) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

STEGOSAURUS

The Stegosaurus is a huge dinosaur with very unique features. The back of the Stegosaurus has several plate-like spikes that protrude down its spine from its head, down to its tail. These plates are used as protection from large predators that may seek to eat it. More physical features of the Stegosaurus are its small head, short front legs, and raised hind legs along with its spiked tail that it utilizes to bash and pierce those who oppose it. Although its armor-like body and other hazardous looking appendages make this dinosaur look frightening, it is typically a peaceful creature that eats plant-life while traveling in herds with other creatures of its kind. Its unique stomach makes the Stegosaurus invulnerable to poison from plants, allowing it to eat carelessly to fill its massive appetite.

"We watched as the Styracosaurus charged a tree and knocked it over just to get the fruit from atop of it."
-Dinosaur Researcher Grant Hammett



STYRACOSAURUS

The Styracosaurus is a thick skinned dinosaur with a unique armor-like frill around its neck. The frill has several horns that protrude from it that range in various sizes. Also unique is its beak-like mouth and two foot long horn that protrudes from the top of it. The Styracosaurus walks on four legs, and has a short but strong tail. Although this creature is powerful enough to knock down large trees, it typically stays away from other creatures and eats low lingering vegetation life such as, plants, berries, and flowers. These creatures travel in packs and their armor-like body typically keeps them safe from potential predators. However, if a creature does decide to attack, the Styracosaurus will defend itself and others of its kind by charging, and ramming foes with its piercingly sharp horn. Although its horn is its greatest weapon, it also makes this dinosaur one of the most poached, as the horn sells for a great sum of coin.

STYRACOSAURUS

Large monstrosity, unaligned

Armor Class 17 natural armor
Hit Points 48 (8d10 + 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	15(+2)	12(+1)	8(-1)	14(+2)	11(+0)

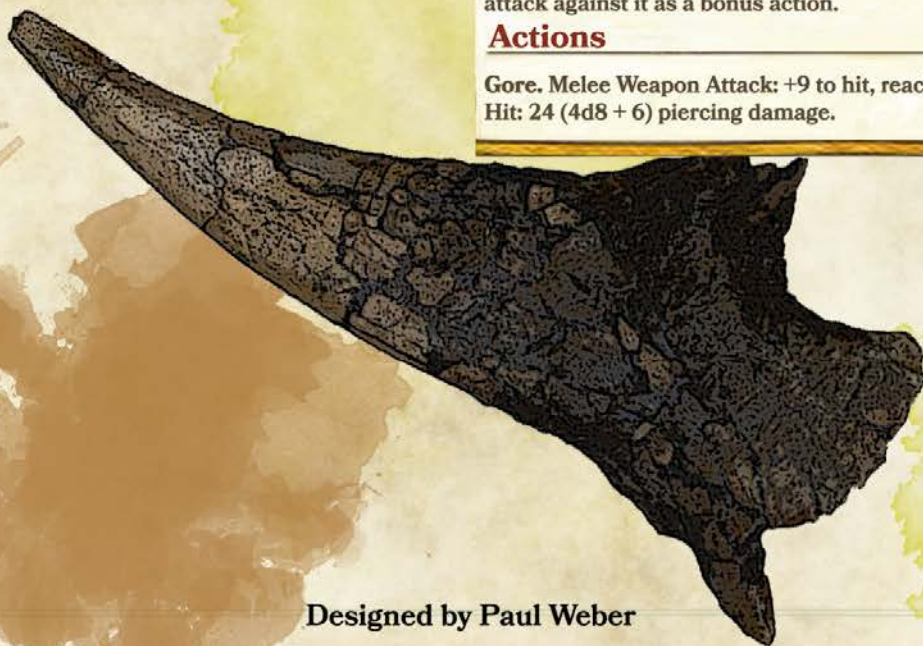
Skills Perception +7
Damage Immunities slashing, piercing, bludgeoning from nonmagical weapons
Senses Passive Perception 6, blindsight 30 ft.
Languages —
Challenge 5 (2,300 XP)

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

Trampling Charge. If the Styracosaurus moves at least 10 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the Styracosaurus can make one additional gore attack against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 24 (4d8 + 6) piercing damage.



TRICERATOPS

Huge beast, unaligned

Armor Class 13 natural armor

Hit Points 95 (10d12 + 30)

Speed 50 ft.



STR	DEX	CON	INT	WIS	CHA
22(+6)	9(-1)	17(+3)	2(-4)	11(+0)	5(-3)

Senses Passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Trampling Charge. If the Triceratops moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the triceratops can make one stomp attack against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 24 (4d8 + 6) piercing damage.

Stomp. Melee Weapon Attack: +9 to hit, reach 5 ft., one prone creature. Hit: 22 (3d10 + 6) bludgeoning damage

TRICERATOPS

One of the most aggressive of the herbivorous dinosaurs, a triceratops has a skull that flares out to form a protective plate of bone. With its great horns and formidable speed, a triceratops gores and tramples would-be predators to death.





TYRANNOSAURUS REX

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)

Skills Perception +4
Senses passive Perception 14
Languages —
Challenge 8 (3,900 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.

TYRANNOSAURUS REX

This enormous predator terrorizes all other creatures in its territory. Despite its size and weight, a Tyrannosaurus is a swift runner. It chases anything it thinks it can eat, and there are few creatures it won't try to devour whole. While prowling for substantial prey, a Tyrannosaurus subsists on carrion, and on any smaller creatures that try to dart in to steal its meal.

VASTATOSAURUS REX

Towering over most other dinosaurs, the Vastatosaurus Rex can reach heights up to twenty-four feet tall and be as long as seventy feet. These huge creatures are thought to be an evolved Tyrannosaurus Rex as they appear to be enormous versions of them. Although these dinosaurs are extremely rare, they exist and dwell in either desert or jungle type environments with a dense population of other creatures that it feeds on. The Vastatosaurus Rex favorite meal is other large dinosaurs as it must consume its weight in food everyday in order to survive without starving to death. The Vastatosaurus Rex relies on its keen sense of smell to hunt for prey, although its vision is much improved from its Tyrannosaurus cousin. It also has the ability to regrow any lost teeth over the course of a few days, and is among the few dinosaurs that have several rows of teeth that differ between being long, short, wide, and narrow. Despite being so heavy, the Vastatosaurus Rex is incredibly fast adding to the many reasons this creature is one of the top predators amongst all other dinosaurs.

VASTATOSAURUS REX

Gargantuan monstrosity, unaligned

Armor Class 20 natural armor
Hit Points 340 (22d20 + 109)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
30(+10)	25(+7)	20(+5)	11(+0)	12(+1)	10(+0)

Saving Throws Str +9, Dex +7, Con +6
Skills Perception +15
Damage Resistances slashing, piercing, bludgeoning from nonmagical weapons
Senses Passive Perception 13, darkvision 30 ft.
Languages —
Challenge 17 (18,000 XP)

Keen Smell. The Vastatosaurus Rex has advantage on Wisdom (Perception) checks that rely on smell.

Fear Aura. Any creature hostile to the Vastatosaurus Rex that starts its turn within 20 feet of the Vastatosaurus Rex must make a DC 21 Wisdom saving throw, unless the Vastatosaurus Rex is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the Vastatosaurus Rex's Fear Aura for the next 24 hours.

Actions

Multiattack. The Vastatosaurus Rex makes three attacks: one with its bite and two with its tail.

Bite. Melee Weapon Attack: +10 to hit, reach 10ft., one target. Hit: 43 (4d12 + 17) 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 Vastatosaurus Rex can't bite another target.

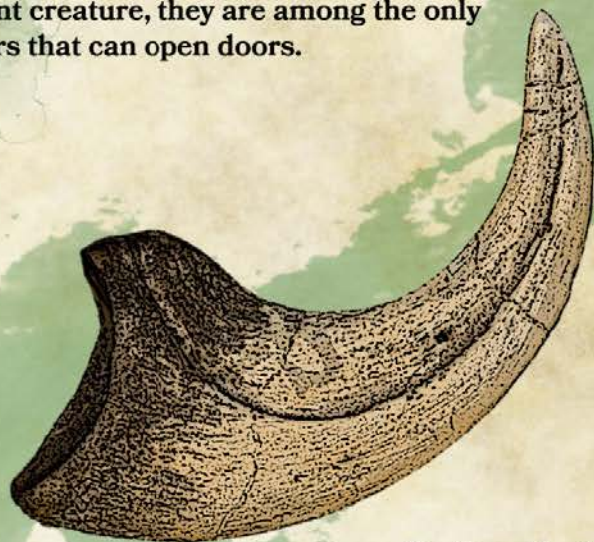
Tail. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 26 (3d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the Vastatosaurus Rex and knocked prone.





VELOCIRAPTOR

Quick, intelligent, and proficient in hunting and tracking, the Velociraptor is one of the most feared creatures of its kind, even despite being relatively smaller in size compared to other dinosaurs. The Velociraptor is a carnivorous creature that appears as a large bipedal lizard-like creature with long and sharp claws on its hands, and feet. The Velociraptor is easily identifiable by its long and protruding curved claw on each of its feet. These creatures are some of the most intelligent amongst the dinosaur kingdom, and travel in packs of up to six and no less than three. Velociraptor's use stealth and pack tactics to surround and trap their prey while using their own language to communicate intelligent verbal commands to one another. Much like wolves, Velociraptor's will always defend another of its kind especially when another calls for help with its loud and unique sounding bark. When a Velociraptor engages a target it will often leap great distances and pounce on its target pinning it to the ground before thrashing with its sharp claws and snapping with its piercing bite. Because the Velociraptor is an intelligent creature, they are among the only dinosaurs that can open doors.



VELOCIRAPTOR

Medium monstrosity, unaligned

Armor Class 14 Natural Armor

Hit Points 65 (10d8 + 20)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	20(+5)	14(+2)	19(+4)	18(+4)	13(+2)

Skills Perception +15, Stealth +14

Senses Passive Perception +17, darkvision 60 ft.

Languages Raptor

Challenge 4 (1,100 XP)

Keen Senses. The Velociraptor has advantage on Wisdom (Perception) Checks that rely on sight, sound, or smell.

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

Standing Leap. The Velociraptor's long jump is up to 30 feet and its high jump is up to 20 feet, with or without a running start.

Pounce. If the Velociraptor moves at least 30 feet 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 Velociraptor can make one bite attack against it as a bonus action.

Blood Frenzy. The Velociraptor has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Actions

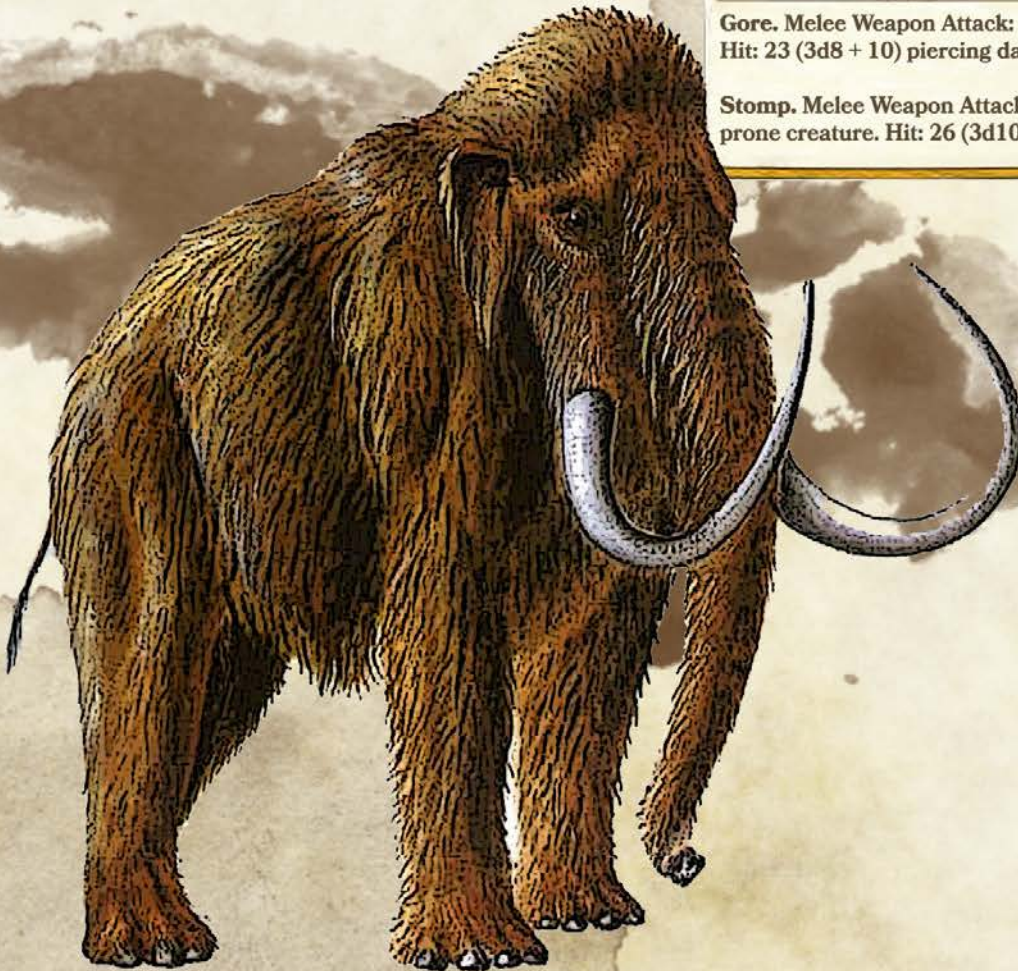
Multiattack. The Velociraptor makes 3 attacks one with its bite, and two with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 4) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 10 (2d8 +2) slashing damage.

Wooly Mammoth

A Wooly Mammoth is similar to an elephant in that it has the same basic structure and body-type only the Wooly Mammoth is much larger, has bigger and more rounded tusk, and they are covered in thick wool-like hair on their entire body. The hair on a Wooly Mammoth helps keep it warm in colder temperatures and environments where these huge creatures are known to inhabit. The Wooly Mammoth is also a favored war machine for those who engage in frigid battles. These fierce creatures have tough skin and brutal strength, which adds to their already battle-ready physique.



WOOLY MAMMOTH

Huge monstrosity, unaligned

Armor Class 16 natural armor
Hit Points 106 (8d12+54)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27(+8)	11(+0)	17(+3)	9(-1)	15(+2)	8(-1)

Skills. Perception +6
Senses passive perception 12
Languages —
Challenge 5 (1,800 XP)

Trampling Charge. If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

Ice Walker. The mammoth ignores movement restrictions caused by ice.

Siege Monster. The mammoth deals double damage to objects and structures.

Actions

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 23 (3d8 + 10) piercing damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one prone creature. Hit: 26 (3d10 + 10) bludgeoning damage.

MAGIC ITEMS

The following contains magic items that characters may encounter during their adventure during Jurassic Encounters. These items of course may be modified to your liking.

MEGALODON TOOTH

Wondrous item, uncommon, requires attunement

A magical stringed tooth of a Megalodon fashioned to be worn around the neck.

While wearing this tooth as an amulet it grants the ability to communicate with sharks.

RAPTOR CLAW

Wondrous Item rare, requires attunement.

A magical claw from a Raptor.

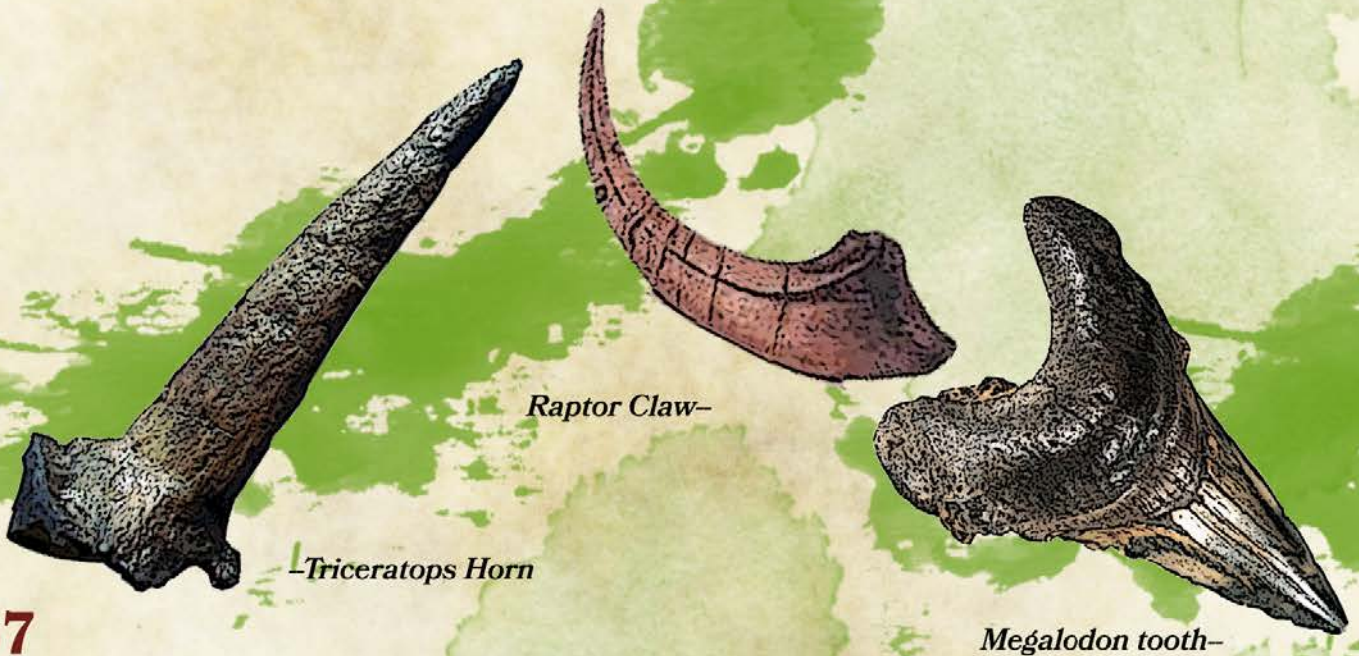
While wearing this item as an amulet it grants a +3 bonus to intimidation checks.

TRICERATOPS HORN

Wondrous item, very rare.

A magical hallowed out Triceratops Horn.

Any health potion consumed from this horn has double the effect it normally would have. Example: A healing potion that normally regains 5 Hit Points would instead regain 10 Hit Points.



RAPTOR CALL

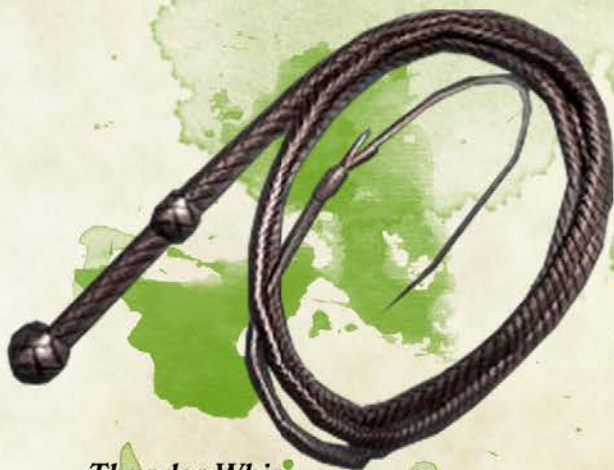
Wondrous item, uncommon.

An altered Raptor vocal instrument that can mimic the sounds of Raptors.

When blowing into this device it mimics the sound of a Raptors call. Pending on the pitch and other variables the sound that emanates could be a distress bark, or warning screech. Different sounds cause nearby raptors to do various actions in response. Upon using this device roll 1d6. On a 1-4 it makes a distress bark drawing in any and all nearby raptors to the callers location. On a 5-6 it mimics a warning screech and all nearby raptors will flee up to 1 mile away from the location of the sound.



-Raptor Call



Thunder Whip-

THUNDER WHIP

Weapon (any whip), rare, requires attunement.

An ordinary looking leather whip.

When cracking this whip on any surface it creates a thunderous sound that causes creatures medium or smaller within 50 feet to become frightened. Any creature that is hostile to the wielder must make a DC15 Wisdom saving throw. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the whip's frightening sound for the next 24 hours.

TYRANNOSAURUS URINE

Wondrous item, uncommon.

A 6 oz glass bottle of dinosaur urine.

When poured on a surface, clothing, or generally exposed to open air flow, dinosaur creatures are able to smell the urine from up to two miles away. The smell causes large or smaller dinosaurs to flee from the odor while huge or larger dinosaurs may be attracted to it. The odor last for 1d6 hours and the entire bottle must be used to be effective.



-Tyrannosaurus Urine

PRIMITIVE WEAPONS

The following weapons are considered primitive weapons and what low level characters would have access to in most Jurassic-like adventures and campaigns. Feel free to use the following chart or modify anything listed below to your liking.

Name	Cost	Damage	Weight	Properties
Arrowhead				
Spear	5 sp	1d6 piercing	3 lb.	Thrown (range 20/60), Versatile, (1d8)
Oak Club	1 sp	bludgeoning 1d4	2 lb.	light
Slingshot	1 sp	bludgeoning	N/A	Ammunition (range 30/120)
Stone Axe	1 gp	1d4 slashing	2 lb.	light, thrown (range 20/60)
Stone Machete	10 gp	1d6 slashing	3 lb.	light
Tomahawk	2 gp	1d4 piercing	1 lb.	light, thrown (range 20/200)
Whip	8 gp	1d8 slashing	1 lb.	light, (range 10/40)
Wooden Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600) heavy, loading, two-handed
Wooden Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/120), two-handed



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Check out other Encounter Supplements to combine with Jurassic Encounters by visiting my facebook group page at www.facebook.com/groups/dmweber

Two large, irregular red watercolor splashes are positioned in the upper center of the page. The splashes have a soft, feathered edge and a slightly darker red center, giving them a hand-painted appearance. They are set against a light beige, textured background.

BONUS MONSTER!
Just for kicks I threw in this little guy...





GODZILLA

Gargantuan monstrosity, chaotic neutral

Armor Class 25 natural armor

Hit Points 747 (40d20 + 347)

Speed 30 ft., Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30(+10)	10(+0)	30(+10)	15(+2)	20(+5)	12(+2)

Saving Throws Str +9, Con +7, Wis +10

Damage Immunities Acid, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 120 ft., passive Perception 10

Languages —

Challenge 30 (155,000 XP)

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

Magic Resistance. Godzilla has advantage on saving throws against spells and other magical effects.

Reflective Carapace. Any time Godzilla is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, Godzilla is unaffected. On a 6, Godzilla is unaffected, and the effect is reflected back at the caster as though it originated from Godzilla, turning the caster into the target.

Siege Monster. Godzilla deals triple damage to objects and structures.

Amphibious. Godzilla can breathe air and water.

Actions

Multiattack. Godzilla can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws, and one with its tail. It can use its breath attack if available.

Bite. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and Godzilla can't bite another target.

Claw. Melee Weapon Attack: +19 to hit, reach 15ft., one target. Hit: 28 (4d8 + 10) slashing damage.

Tail. Melee Weapon Attack: +19 to hit, reach 20ft., one target. Hit: 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of Godzilla's choice within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Godzilla is within line of sight, 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 Godzilla's Frightful Presence for the next 24 hours.

Fire Breath (recharge 5-6). Godzilla exhales blue fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one. Flammable objects or clothing not being worn in that area are ignited.

Bonus Monster

Designed by Paul Weber