

TYRANNOSAURIDS

TYRANNOSAURUS LORE

History DC 20: "Don't move. It can't see you if you don't move." is a statement often espoused by canny explorers who want to ensure that their traveling companions provide an easier meal in the event of a tyrannosaur attack.

Nature DC 10: It has been asserted by certain explorers familiar with tyrannosaurs that their vision is based entirely on movement, and a creature with nerves of steel can render itself invisible to the tyrannosaur by simply standing stock-still.

Nature DC 15: The roar of an agitated tyrannosaur can shake bones and shatter glass, eliciting a primal sort of paralyzing terror in those in close proximity.

Nature DC 20: Despite their fearsome appearance, tyrannosaurs prefer low-risk prey, and will break off a chase in favor of fresh carrion.

TYRANNOSAURUS TACTICS

Tyrannosaurs forgo stealth trusting to their 50 ft. movement speed to allow them to catch prey as it flees. Once combat commences, they swipe with their tail and use their thunderous roar, trying to catch at least three enemies in its area, then on the following turn prioritize any Stunned creatures as targets.

Given a choice between targets, tyrannosaurs prioritize the largest foes, though they have an even stronger preference for prey that doesn't fight back, and will happily eat carrion rather than pursue a fleeing creature.



TARBOSAURUS BATAAR

Huge beast, unaligned

Armor Class 14 (Natural Armor)
Hit Points 115 (11d12 + 44)
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	18 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4
Senses Passive Perception 14
Challenge 6 (2,300 XP)

Opportunistic Feeder. The tarbosaurus's attacks score a critical hit on a roll of 19 or 20 when targeting a Stunned creature.

Actions

Multiattack. The tarbosaurus makes two attacks against different targets, one of which may be with its bite.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 25 (3d12 + 6) piercing damage and the target 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: 19 (3d8 + 6) bludgeoning damage.

Reactions

Thrash. As a reaction to a creature failing an attempt to escape its grapple, the tarbosaurus forces the grappled creature to succeed on a DC 17 Constitution saving throw or be Stunned until the end of the tarbosaurus' next turn. A creature that fails this save by 5 or more is instead Paralyzed for the same duration.

TYRANNOSAURUS REX

Huge beast, unaligned

Armor Class 13 (Natural Armor)
Hit Points 136 (13d12 + 52)
Speed 50ft.

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
Challenge 8 (3,900 XP)

Opportunistic Feeder. The tyrannosaurus's attacks score a critical hit on a roll of 19 or 20 when targeting a Stunned creature.

Actions

Multiattack. The tyrannosaurus makes two attacks against different targets, one of which may be with its bite. It may replace its bite with a use of its Thunderous Roar, if available.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 33 (4d12 + 7) piercing damage and the target 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.

Thunderous Roar (Recharge 5-6). Each creature in a 30 ft. cone must succeed on a DC 17 Wisdom saving throw or be Frightened until the end of the Tyrannosaurus's next turn. A creature that fails this save by 5 or more is also Stunned for the same duration.

Reactions

Thrash. As a reaction to a creature failing an attempt to escape its grapple, the tyrannosaurus forces the grappled creature to succeed on a DC 17 Constitution saving throw or be Stunned until the end of the tyrannosaurus' next turn. A creature that fails this save by 5 or more is instead Paralyzed for the same duration.

THE KING OF FEATHERS

Huge monstrosity, unaligned

Armor Class 13 (Natural Armor)

Hit Points 200 (19d12 + 52)

Speed 50ft.

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

Challenge 8 (3,900 XP)

Opportunistic Feeder. The King of Feathers' attacks score a critical hit on a roll of 19 or 20 when targeting a Stunned creature.

Mystic Fog. The area in a 100 ft. radius around the King of Feathers is lightly obscured by a sourceless, roiling fog. A ranged weapon attack made within the fog automatically misses a target beyond the weapon's normal range.

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

Actions

Multiattack. The King of Feathers 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 and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the king can't bite another target.

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

Swarm Breath (Recharge 5-6). The King of Feathers exhales a torrent of angry bees in a 30 ft. cone. Each creature in the area must succeed on a DC 17 Constitution saving throw or take 14 (4d6) piercing and 14 (4d6) poison damage, or half as much on a success.

Additionally, a [swarm of bees](#) that acts on the King of Feathers' turn and under its control appears in an unoccupied space in the area.

Reactions

Thunderous Roar (1/Day). As a reaction to being reduced below 101 X hit points, the King of Feathers emits a thunderous roar in a 30-foot cone. Each creature in that area must succeed on a DC 17 Wisdom saving throw or be Frightened until the end of the King of Feathers' next turn. A creature that fails this save by 5 or more is also Stunned for the same duration.

Legendary Actions

The King of Feathers can take 3 legendary actions, choosing from the options below.

Shuddering Step. The King of Feathers shakes the earth with a step, cocks its head and pauses to listen, gaining 30 ft. of Blindsight until the end of its next turn.

Through the Mist. The King of Feathers turns to mist and disappears. The next time another creature ends its turn within 60 ft., the king reappears in an unoccupied space within 30 ft. of where it departed.

Thrash (Costs 2 Actions). One creature grappled by the King of Feathers must succeed on a DC 17 Constitution Saving Throw or be Stunned until the end of the King of Feathers' next turn.

A creature that fails this save by 5 or more is instead Paralyzed for the same duration.

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