

Deinonychus

Medium, Beast (Dinosaur), Unaligned

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ARMOR CLASS

13

HIT POINTS

39 (6d8 + 12)

CHALLENGE

1 | 200 XP

PROFICIENCY

+2

Speed Walk 40 ft.

Initiative +3

Saving Throws N/A

Skills Stealth +5, Perception +3

Senses Passive Perception 13

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Languages None

STR15
+2**DEX**16
+3**CON**14
+2**INT**4
-3**WIS**12
+1**CHA**6
-2

Traits

Pack Pounce. If the dinosaur moves at least 20 feet straight toward a creature and then hits it with Claw on the same turn, the target must succeed on a Strength saving throw or fall Prone.

Sickle Hunter. The dinosaur has Advantage on melee attacks against a Prone creature.

Actions

Multiattack. The dinosaur makes two attacks: Bite and Claw.

Bite. Melee Attack Roll: +5, reach 5 ft. Hit: 8 (1d10 + 3) Piercing damage.

Claw. Melee Attack Roll: +5, reach 5 ft. Hit: 6 (1d6 + 3) Slashing damage.

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