A TIME TRAVELER'S GUIDE TO DINOSAUR HUNTING



QUICKSTART PDF

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"Our land is dying," King Anselot pleads. *"The confluence destroys everything it touches, leaving nothing but ash. If you don't stop its expansion, there will be nothing left."*

The party has been transported to the genesis machine. It pulses with power, the very air around it, vibrating. It has driven a shard through time, breaking it, threatening to end all reality.

The column of pure elemental tempus has become self sustaining and the party must figure out how to shut it down and repair the damage it's done.

Among the time shards that originally gave birth to time travel, there are a number of key shards. These provide corner stones that give structure to how each era connects to another.

The party will have to travel to several different eras as they hunt for the key shards. Through each time, they must discover that their interaction with that era in previous adventures ultimately created that era's key shard.

A Time Traveler's Guide to Dinosaur Hunting is a two-book set that features a dozen 5E adventures, unique player options, and a bestiary containing 300 dinosaurs and prehistoric monsters.

This Quickstart gives you a small preview of some of the settings, adventures, and dinosaurs you'll find.

HUNT OR BE HUNTED!



Chapter XI

A Savage World of Cybernetic Cutthroats

by Kat Kruger

In a distant future, Longyin City pulses with bright lights and the constant thrum of humanoids overcrowd the polluted metropolis. It is a place where mega corporations have seized power and generate all-consuming technologies with an unstoppable momentum.

The time machine in this world can be found in a junkyard outside city limits, where a scientist has gone into hiding. She believes the ARK Corporation, who are responsible for building incredibly realistic robotic simulacra, are planning to use their technology to take full control of Longyin City.

Hiding in plain sight at ARK are hyper-intelligent Compsognathus who blend in by using humanoid androids like mech suits. They are secretly building a giant mech to level the city and claim their station as apex predators. The party must hunt down these rogue androids with futuristic weapons, fly hover cars between locations, and create a giant mecha kaiju to go head-to-head with a replica Yangchuanosaurus...



The Last Gasp of a Dying World

by Zac Goins

Wind-scorched and grit-scoured, the world of Marken is on the teetering edge of annihilation. Those that remain use every scrap of flesh, metal, and ingenuity in a desperate bid to squeeze one more drop of life out of existence, holing themselves up behind towering walls and ancient cities, and waging a war that drains resources as fast as they can be stripped from the dead.

Before the shards, there wasn't hope enough to be salvaged to fill the hearts of a single group of souls planetside. Doomsday cults ran rampant, warlords held the leash of the people, and the wretched beasts that still survived prowled the shoars of every oasis or hid deep within deep canyons and chasms, hiding from the wind and oppressive suns.

Two cities managed to retain some semblance of order while the others fell to cruel chaos and crueler men. The first was Salak, which was really more of a mage's tower of spires and the "city" that sprung up around it was more of an afterthought. The mage, whoever they might have been, is long dead and the High Redlords sit instead atop the highest spire and command the gathered hosts. Their rule is absolute, which may be the only reason the city still exists, but it steps over any lines of decency and sits solidly in the realm of tyrannical. It is they who first tamed the great beasts, grinding the dinosaur's feet in the dust as they packed their backs with armored troops hellbent on scouring the wasteland for remaining supplies.

The other city, Hardoon, isn't much better. Ruled by the Council of Six, it consists of towering walls that surround what was almost certainly once a sprawling monastery. Other than the wall, the other key resource Hardoon holds is a great lake that is likely the final remaining large body of water. The city has held off invaders and siege after siege for...



Chapter III

Valley of the Gorgers

by Jeff Grubb

Mutated velociraptors have stolen your temporal sheilding! If the party wants to go home, they track them to their lair and confront their masters!

The party is shunted into a past reality in the late Cretaceous period. Their landing is a rough one, and portions of their vessel (and each other) fade in and out. There has been some disruption in the time stream. Upon arrival, they hear noises outside of something ripping away their time machine's outer hull.

They exit the machine to see that the ship is under attack by mutated velociraptors that have already ripped away portions of the machine. The velociraptors have tentacle-like manes, and act in a coordinated fashion. They are the creations of a group of gorgers, who were stranded here when their own time machine crashed. Trapped here, the gorgers are modifying the existing wildlife to allow them to return. The velociraptors have scavenged some necessary parts from the players' time machine, and should the gorgers repair their machine, they will escape and the party will be trapped in the past.

The party must track the thieving velociraptors along a winding canyon. As they do so, they encounter some other flayer-modified creatures, including protoceratops guards and a titanosaur brood mother. The last is a huge sauropod that looks...

Black Dragon Cannon

Several megacorporations in Longyin City have developed weapons technology for private security firms and sanctioned law enforcement agencies. The most widely used type is the Black Dragon Cannon, a two-handed hand cannon with a range of 40/120 ft. that deals 1d12 damage (varies).

The weapon has an arcane cartridge that holds 10 rounds of magical ammunition. The cartridge regains 1d6+4 expended rounds after a long rest. If you expend the last charge, roll 1d20. On a 1, the ammunition malfunctions and you must succeed on a DC 18 Dexterity saving throw or take damage from the weapon.

Cartridge Options

MODEL	DAMAGE	FEATURE
Hecate-432	Force	Silvery beams of moonlight flare out of the barrel. On a hit, a creature takes an additional 2d6 radiant damage and is Blinded until the end of your next turn.
Taranis Ω	Lightning	Conducted energy leaps out from the weapon. On a hit, each creature within 10 feet of the target must make a DC 15 Dexterity saving throw or take 1d8 lightning damage on a failed save or half as much damage on a successful one.
Kraken-Au	Necrotic	Black tendrils erupt from the cannon. On a hit, the weapon deals an additional 1d6 necrotic damage & the target cannot take Reactions until the start of its next turn.

Brain Gorger

Medium aberation

Armor Class 17 (breastplate)
Hit Points 90 (13d8+32)
Speed 30 ft.

AGGRESSION 4

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	21 (+5)	3 (-4)	11 (0)	6 (-2)

Saving Throws: Int +9, Wis +8, Cha +7

Senses darkvision 180 ft., passive Perception 18

Skills: Arcana +9, Deception +7, Insight +8, Perception +8, Persuasion +7, Stealth +7, Survival +8

Languages: Deep Speech, Undercommon, Telepathy 180 ft. **Challenge** 10 (5,900 XP)

Magic Resistance: ***The brain gorger has advantage on saving throws against spells and other magical effects.***

Innate Spellcasting: (Psionics): ***The brain gorger's innate spellcasting ability is intelligence (spell save DC 19).*** It can innately cast the following spells, requiring no components:

At will: Detect Thoughts, Levitate, Hypnotic Pattern

1/day each: Dominate Monster, Dominate Person, Plane Shift (self only)

ACTIONS:

Tentacles: Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 17 (2d10 + 7) psychic damage. If the target is medium of smaller, it is grappled (escape DC 17) and must succeed on a DC 17 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain: Melee Weapon Attack: +10 to hit, reach 5 ft., one incapacitated humanoid grappled by the brain gorger. Hit: The target takes 60 (10d10 + 10) piercing damage. If this damage reduces the target to 0 hit points, the brain gorger kills the target by extracting and devouring its brain.

Mind Blast (Recharge 4-6): The brain gorger magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed in a DC 19 Intelligence saving throw or take 24 (4d8 + 8) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Enslave (1/Day): The brain gorger can target one creature it can see within 30 feet of it. The target must succeed on a DC 16 Wisdom saving throw or be magically charmed by the brain gorger until the brain gorger dies, it voluntarily releases the target, or until it is on a different plane of existence from the target. The charmed target is under the brain gorger's control and cannot take reactions. The brain gorger and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can repeat the saving throw when it is at least 1 mile away from the Brain gorger.

Spellcasting: The brain gorger is a 10th level spellcaster. Its spellcasting ability is Intelligence (Save DC 19, +9 to hit with spell attacks). The brain gorger has the following wizard spells prepared

Cantrips (at will): Blade Ward, Dancing Lights, Mage Hand, Shocking Grasp

1st Level (4 slots): Detect Magic, Disguise Self, Shield, Sleep

2nd Level (3 slots): Blur, Invisibility, Ray of Enfeeblement

3rd Level (3 slots): Clairvoyance, Lightning Bolt, Sending

4th Level (3 slots): Confusion, Dimension Door

5th Level (2 slots): Telekinesis, Wall of Force

Chapter IX

Nameless One

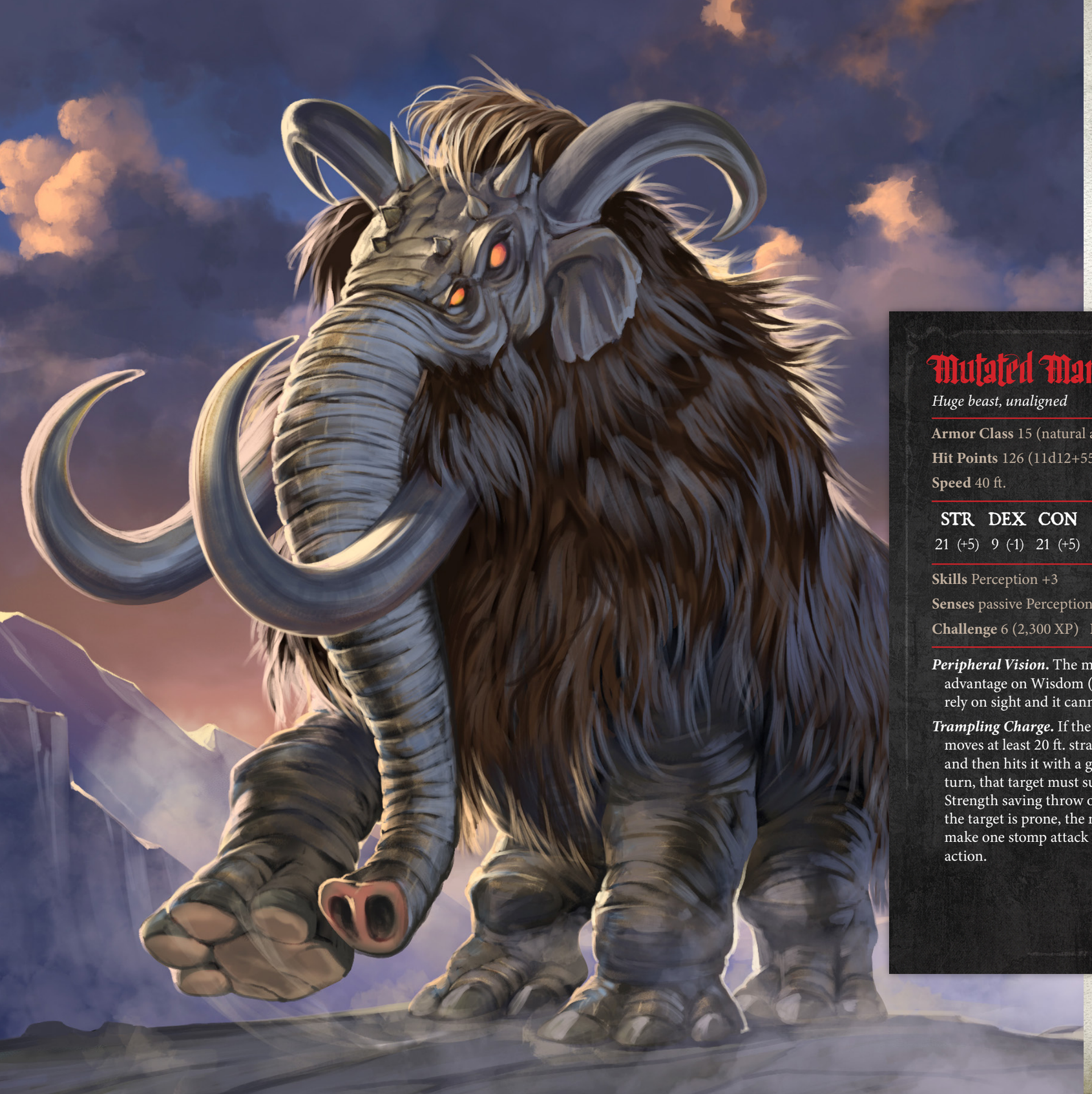
by Craig E. Sawyer

Adventurers crash-land on a massive glacier during a time when glaciers dominated the earth and ice age giants roamed!

After an unplanned crash landing on a frigid, warped version of the Ice Age, the party finds themselves imprisoned by the Dirac tribe, a brutal and superstitious clan who make grim sacrifices to a nameless, god-like entity lurking beneath the shadows of a colossal, glowing shard. This mysterious shard, which pulses with a pale light, casts a mystical blanket over the entire glacier, mutating the land, its beasts, and even the humans who live there.

As the party struggles to escape their captors, they are thrust into a race against time. The glacier teems with mutated horrors and monstrous creatures twisted by the shard's influence, many of which were once familiar animals now malformed beyond recognition. Worse still, the party's own bodies begin to show signs of corruption, slowly transforming them into these eldritch horrors unless they find a way to halt the mutation...





Mutated Mammoth

The massive thunder tusk, as it's called by the locals, is to be avoided at all costs. It has the sharp eyes of a hawk, making it almost impossible to sneak up on. Its trunk, stretches, elongating like a squid's tentacle, plucking enemies from the ground, even those a dozen strides away. Once it has a creature wrapped in its trunk, it constricts, crushing it, all the while acidic spit drips from its mouth, melting its victims' flesh.

Mutated Mammoth

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 126 (11d12+55)

Speed 40 ft.

AGGRESSION 4

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	21 (+5)	3 (-4)	11 (0)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Challenge 6 (2,300 XP) **Proficiency** Bonus +3

Peripheral Vision. The mutated mammoth has advantage on Wisdom (Perception) checks that rely on sight and it cannot be flanked.

Trampling Charge. If the mutated mammoth moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the mutated mammoth can make one stomp attack against it as a bonus action.

ACTIONS

Multiattack. The mammoth makes two melee weapon attacks: two with its stomp or one with its stomp and one with its gore or trunk slam.

Gore. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) piercing damage.

Trunk Slam. Melee Weapon Attack: +8 to hit, reach 20 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage. If the target is a large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the creature is restrained and takes 9 (2d8) bludgeoning damage and 4 (1d8) acid damage at the start of each of its turns. The escape DC increases by 1 after every failed attempt to escape. While a creature is grappled in this way, the mutated mammoth can only make stomp attacks. It can only grapple one target at a time.

Stomp. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Corrosive Spray (recharge 6). The mutated mammoth exhales acid in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 26 (6d8) acid damage on a failed save, or half as much damage on a successful one. If the target hit was wearing metal armor, the armor's effectiveness is reduced by 1.

Rehuasaurus

The Rehausaurus was a Carnotaurus analog before the shard of power landed on Ohin. Standing nearly 12' tall and over 30' long, these solitary hunters were already the most feared common predator on the Peninsula. Beyond their size, deceptive speed, and overwhelming strength, they are easily spotted by their distinctive horns and their textured hide composed of a mixture of green and brown hues. They were terrible and relentless predators before they were altered by the appearance of the temporal disruptor.

The recently arrived shard of power out of time has imbued these beasts with uncanny intelligence and psionic powers. They now communicate with each other telepathically and work together with terrifying efficiency and economic brutality.

Rehuasaurus

Huge beast

Armor Class 17 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 50 ft.

AGGRESSION 4

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (0)	19 (+4)	16 (+3)	12 (+1)	9 (-1)

Saving Throws STR +10 CON +7 INT +6

Skills Perception +5

Senses passive Perception 15

Damage Resistances Psychic

Conditional Immunities Blinded, Charmed, Frightened, Grappled, Restrained

Languages All (Telepathy)

Challenge 10 (5,900 XP)

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

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

ACTIONS

Multiattack. The Rehuasaurus makes one Temporal Gash attack and two melee attacks: one with its bite and one with its tail. It can't make both melee 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 Rehuasaurus can't bite another target.

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

Temporal Gash. Melee or Ranged Spell Attack: +7 to hit, reach 15 ft. or range 120 ft., one target. Hit: 14 (3d6 + 4) psychic damage, and the target must succeed on a DC 15 Wisdom saving throw or have the stunned condition until the start of the Rehuasaurus's next turn.

Temporal Blare. (Recharge 5–6). The Rehuasaurus magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and have the stunned condition for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the stunned condition on itself on a success.



Rather than destroying their prey with their razor teeth or powerful tails, they now usually prefer to stun their quarry with their psionic abilities before moving in for the much easier kill.

The only readily visible difference between an unaltered Rehausaurus and these new horrible iterations is the white diamond symbol emblazoned on their foreheads. It is believed that this is the of symbol of the unknown creature that now rules them. Beyond this white diamond device, these creatures are much more purposeful and measured in their actions than the unthinking brutes that they were before the temporal disruptor arrived on Ohin.



Argentinosaurus, Juvenile

The juvenile Argentinosaurus may not be as large as its fully grown parents, yet it towers over trees and the simple huts found near Lodros. It will reach adulthood approximately 15 years after hatching, but will continue growing throughout most of its lifetime.

Argentinosaurus probably used its long neck to sweep the ground or to reach high up in search of vegetation. Its massive size and thick hide make the it vulnerable to very few predators, yet the Giganotosaurus is the king of these tar fields and has claimed many of the Argentinosaurus's pod.

Other similarly massive dinosaurs include Patagotitan and Puertasaurus. They were all titanosaurs, a type of sauropod.

Argentinosaurus

Gargantuan beast, juvenile

Armor Class 14 (natural)

Hit Points 186 (10d6 + 10)

Speed 35 ft., climb 20 ft.

AGGRESSION 1

STR	DEX	CON	INT	WIS	CHA
21 (+5)	7 (-2)	20 (+5)	3 (-3)	10 (+0)	7 (-2)

Saving Throws Str +9, Con +9

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 9 (5,000 XP) **Proficiency Bonus** +2

Trampling Through. Once per round when the argentinosaurus moves at least 15 ft. it can move through spaces occupied by one or more Large or smaller creatures as if it was difficult terrain, and target one of them with its Stomp attack as a bonus action.

Brutal Force. When making a melee attack, the argentinosaurus scores a critical hit on a roll of 19 or 20.

ACTIONS

Stomp. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 27 (5d8 + 5) bludgeoning damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Thunder Foot. The argentinosaurus makes rears up and stomps with both front feet, releasing a concusive way in a 60-foot cone. Characters within the cone must succeed on a DC 19 Constitution saving throw or take 33 (6d10) thunder damage and be deafened for 1 minute.

Tail. Melee Weapon Attack: +9 to hit, reach 30 ft. (disadvantage within 10 ft.), one target. Hit: 32 (6d8 + 5) slashing damage. On a critical hit, the target must succeed on a DC 14 Constitution saving throw or be stunned until the start of the argentinosaurus' next turn.

REACTION

If flanked by enemy creatures, the argentinosaurus can use its reaction to make a tail attack.

Styracosaurus

Large beast

Armor Class 13 (natural)
Hit Points 68 (10d6 + 10)
Speed 40 ft.

AGGRESSION 2

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	16 (+3)	3 (-3)	12 (+1)	6 (-2)

Skills Perception +3
Senses darkvision 30 ft., passive Perception 12
Languages -
Challenge 3 (700 XP)
Agression (2)

Low Center of Gravity. The styrocosaurus has advantage on Strength and Dexterity saving throws made against effects that would knock it prone. It also has advantage on shove attacks.

Skull Shield. The styrocosaurus has +3 AC against attacks attacks from creatures or effects originating in front of it.

Trample. If the styracosaurus 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 12 Strength saving throw or be knocked prone. If the target is prone, the styracosaurus can make one stomp attack against it as a bonus action.

ACTIONS

Multiattack. The styrocasaurus makes two melee attacks.

Gore. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage.

Stomp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) bludgeoning damage.





Chikorick

Large monstrosity

Armor Class 14 (natural)
Hit Points 51 (10d6 + 10)
Speed 30 ft.

AGGRESSION 4

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3
Damage Immunities Cold
Senses Darkvision 60 ft., Passive Perception 13
Languages Chikorick
Challenge 4 (1100 XP)
Agression (2)

Fear of Fire. If the chikorick takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Icy Spines. A creature that touches the chikorick or hits it with a melee attack takes 7 (3d4) cold damage.

Arctic Camouflage. The chikorick has advantage on Dexterity (Stealth) checks made to hide in snowy or icy terrain.

ACTIONS

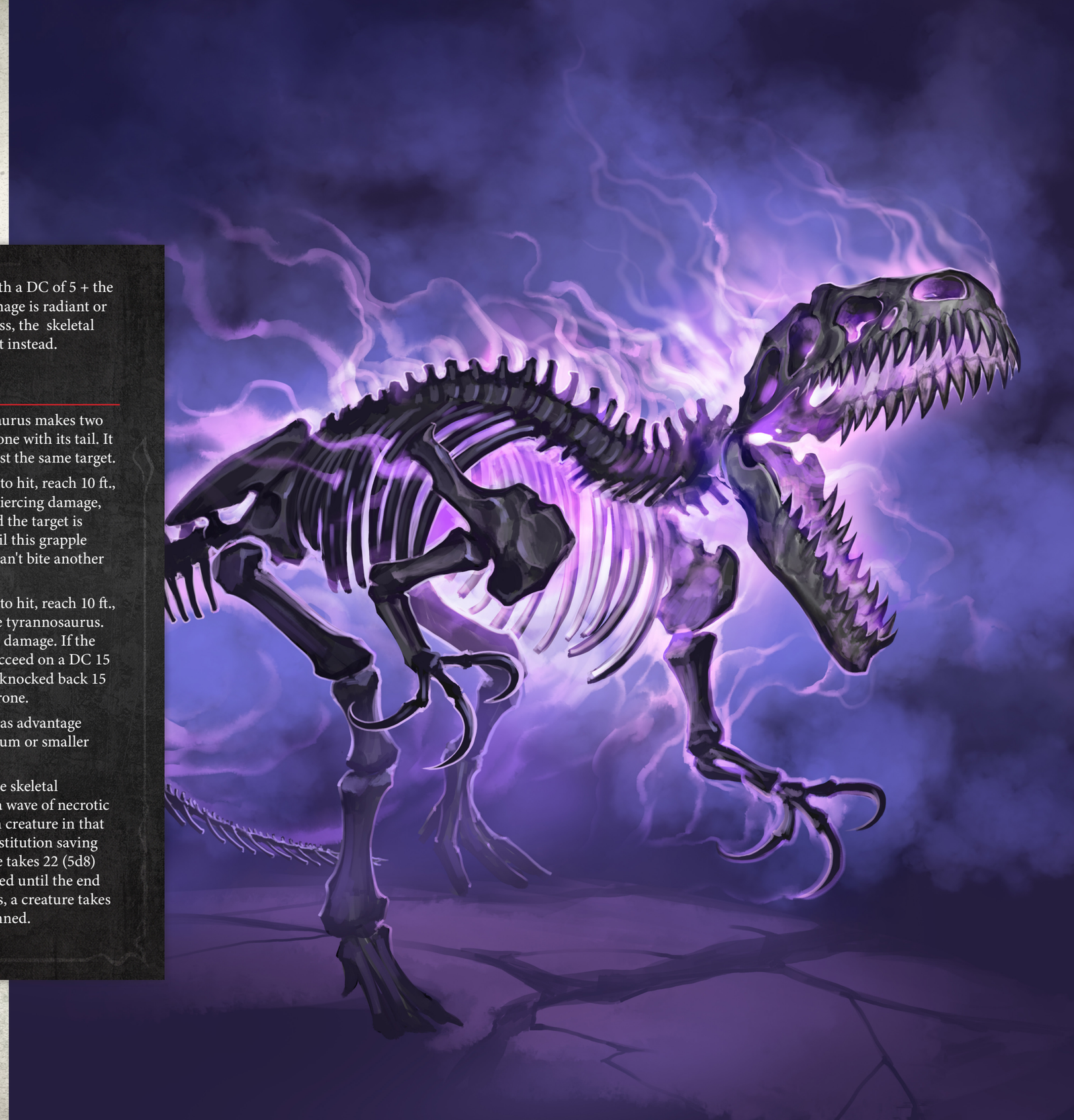
Multiattack. The chikorick makes two claw attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 3 (1d6) cold damage.

Chilling Breath. The chikorick exhales a 30-foot cone of cold. Each creature in that area must succeed on a DC 15 Constitution saving throw or take 14 (4d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect with a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to Chilling Breath for 1 hour.

Skeletal Allosaurus

Purple, necrotic energy drips from the massive teeth of this otherworldly skeleton. Its enormous skull is twice the size of a human and its segmented bone tail is as big as a tree. It stands almost upright on massive back legs.



Skeletal Allosaurus

Huge undead beast

Armor Class 15 (natural armor)
Hit Points 85 (10d12 + 20)
Speed 45 ft.

AGGRESSION 6

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+2)	3 (-4)	12 (+1)	5 (-3)

Skills Athletics +6, Perception +4, Stealth +4
Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses passive Perception 14
Languages -
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Ambusher. The skeletal allosaurus has advantage on attack rolls against any creature it is ahead of in initiative during the first round of combat.

Uncanny Senses. The skeletal allosaurus has advantage on Wisdom (Perception) checks.

Attack the Vulnerable. As a bonus action, the skeletal allosaurus can move up to half its speed to a target it can see that is dead, prone, restrained, stunned, or unconscious and make a bite attack.

Undead Fortitude. If damage reduces the skeletal allosaurus to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the skeletal allosaurus drops to 1 hit point instead.

ACTIONS

Multiattack. The skeletal allosaurus 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 10 ft., one target. Hit: 12 (2d8 + 3) piercing damage, 18 (4d8) necrotic damage, and the target is grappled (escape DC 15). Until this grapple ends, the skeletal allosaurus can't bite another target.

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one target not grappled by the tyrannosaurus. Hit: 16 (3d8 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength (Athletics) check be knocked back 15 ft. in a straight line and fall prone.

Chew. The skeletal allosaurus has advantage on bite attacks against a medium or smaller creature it is grappling.

Necro Roar (Recharge 5-6). The skeletal allosaurus roars, unleashing a wave of necrotic energy in a 45 foot cone. Each creature in that area must make a DC 15 Constitution saving throw. On a failure, a creature takes 22 (5d8) necrotic damage and is stunned until the end of this next turn. On a success, a creature takes half the damage and isn't stunned.

Skeletal Triceratops

This four-legged skeleton looks unlike anything you've ever seen. It has a wide stance and thick bones. Its massive skull has three huge horns on the front and a curved, shield-like plate of bone at the back.

Skeletal Triceratops

Huge undead beast

Armor Class 13 (natural)
Hit Points 95 (10d12 + 30)
Speed 40 ft.

AGGRESSION 3

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	17 (+3)	2 (-4)	11 (0)	5 (-3)

Skills Perception +3
Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages -
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Low Center of Gravity. The skeletal triceratops has advantage on Strength and Dexterity saving throws made against effects that would knock it prone. It also has advantage on shove attacks.

Skull Shield. The skeletal triceratops has +2 AC against attacks attacks from creatures or effects originating in front of it.

Trample. If the skeletal 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 16 Strength saving throw or be knocked prone. If the target is prone, the skeletal triceratops can make one stomp attack against it as a bonus action.

Undead Fortitude. If damage reduces the skeletal triceratops to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the skeletal triceratops drops to 1 hit point instead.

ACTIONS

Multiattack. The skeletal triceratops makes two stop attacks or moves at least 20 feet and makes a gore attack, initiating its trample ability.

Gore. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Stomp. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) bludgeoning damage.

Necro Stomp (Recharge 5-6). The skeletal triceratops violently stomps the ground, unleashing a wave of necrotic energy in a 15-foot radius around itself. Each creature in that area must make a DC 15 Constitution saving throw. On a failure, a creature takes 22 (5d8) necrotic damage and is stunned until the end of this next turn. On a success, a creature takes half the damage and isn't stunned.

Razor-Toothed Compy

Small beast

Armor Class 15 (natural)
Hit Points 10 (10d6 + 10)
Speed 35 ft.

AGGRESSION 5

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	11 (+0)	6 (-2)	13 (+2)	5 (-3)

Skills Perception +4, Stealth +5
Senses passive Perception 12
Languages –
Challenge 2 (400 XP)
Agression (2)

Natural Camouflage. The razor-toothed compy has advantage on Dexterity (Stealth) checks made to hide in tall grass or forest.

Pack Tactics. The razor-toothed compy has advantage on attack rolls against a creature if at least one of the razor-toothed compy' allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The razor-toothed compy makes two melee attacks.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) piercing damage. If the target is a creature, it is grappled (escape DC 12). Until this grapple ends, the razor-toothed compy automatically hits the target with claw attacks. If the grappled creature is Medium or larger, its speed is reduced by 5 feet for each razor-toothed compy grappling it.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1+3) slashing damage.

Eye Lazer. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 7 (2d6) fire damage.

