Tyrannosaurus Rex

Huge Beast, Unaligned

AC 13 (natural armor)

Initiative +3

INIT

HP 136 (13d12 + 52)

Speed 50 ft., swim 25 ft., climb 25 ft., crawl 25 ft.

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

Skills Perception +4

Senses passive Perception 14

CR 8 (3,900 XP)

Actions

Bite. Melee Attack Roll: +10, reach 10 ft. 33 (4d12 + 7) Piercing damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 17). While Grappled, the target has the Restrained condition and can't be targeted by the tyrannosaurus's Tail.

Multiattack. The tyrannosaurus makes one Bite attack and one Tail attack.

Tail. Melee Attack Roll: +10, reach 15 ft. 25 (4d8 + 7) Bludgeoning damage. If the target is a Huge or smaller creature, it has the Prone condition.