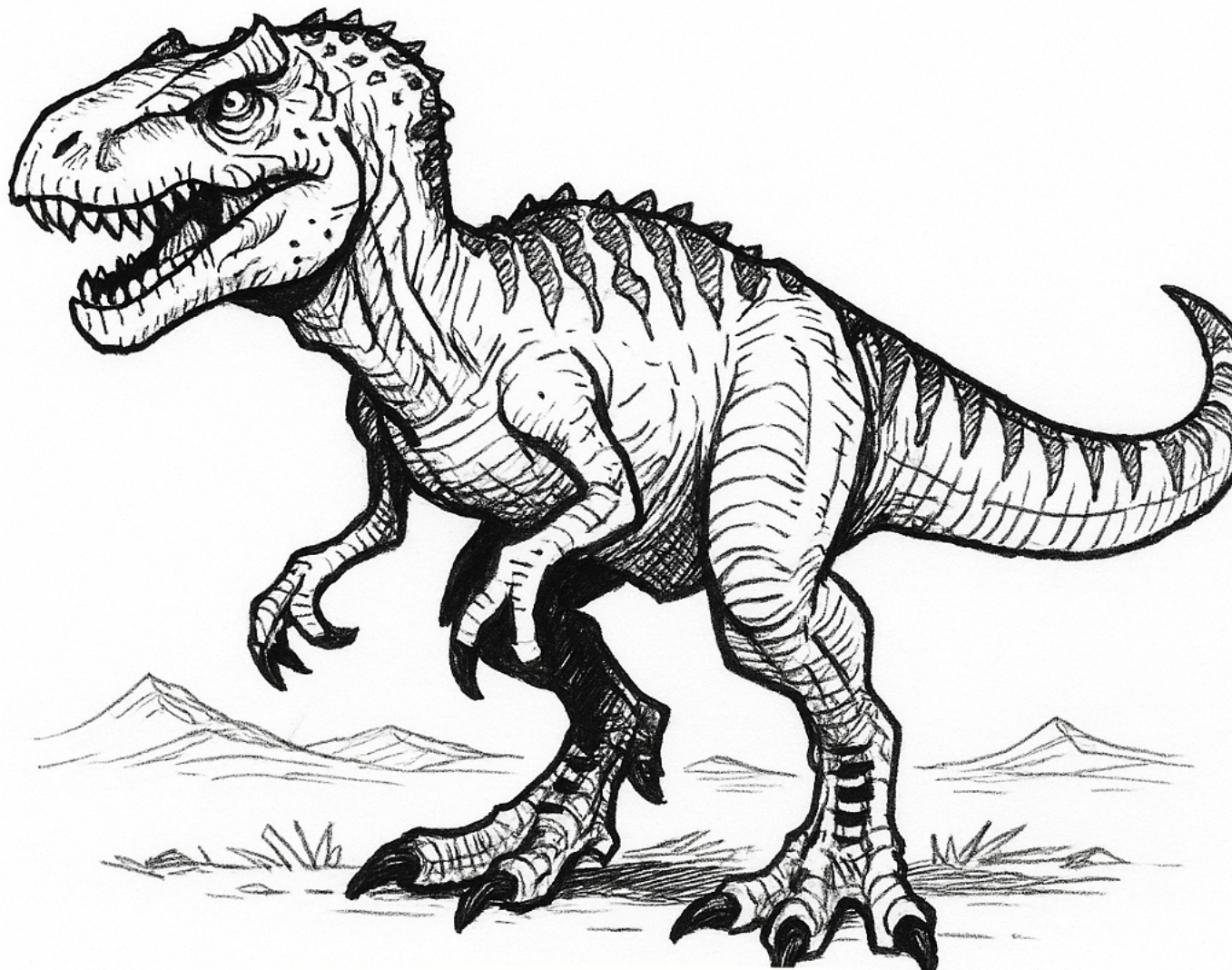


# Allosaurus

written by CresthavenRPG Guru | January 21, 2020



*Very Rare | Huge | Neutral | Dinosaur*

Allosaurus was a large bipedal predator. Its skull is large and equipped with dozens of sharp, serrated teeth. It averages 8.5 m (28 ft) in length, though it could have reached over 12 m (39 ft). Relative to the large and powerful hind limbs, its three-fingered forelimbs were small, and the body was balanced by a long and heavily muscled tail.

<b>Armor Class</b>	<b>Hit Points</b>	<b>Move</b>
13	24 (6 Hit Dice)	walk 70 ft
<b>Appearing</b>	1d2	
<b>Habitat</b>	Coastal, Forest, Fresh Water, Hills, Plains, Swamp	
<b>Negotiation</b>	no	
<b>Morale DC</b>	8	
<b>Challenge</b>	11.6 (3,480 XP per monster)	

## Ability Scores

STR DEX CON INT WIS CHA

4 1 3 -3 1 -3

## Combat

Has 3 attacks. Hit Bonus +4. Damage Claws (x2) d6 +4, Bite d10 +4 damage

## Special Attacks

If the Allosaurus moves at least 20 feet straight toward a creature and then hits it with a claw attack (d6 +4) on the same turn, that target must succeed on a Strength DC 13 save or be knocked prone.

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## Treasure

**Individual:** None

**Lair:** None