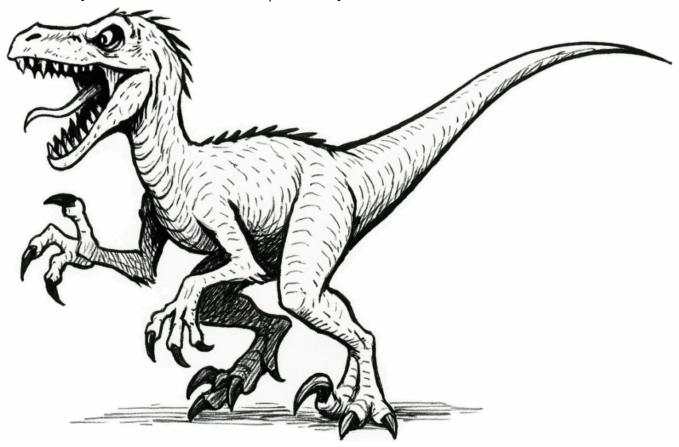
Velociraptor

written by CresthavenRPG Guru | January 21, 2020



Very Rare | Medium | Neutral | Dinosaur

Velociraptor is a bipedal, feathered carnivore with a long tail and an enlarged sickle-shaped claw on each hindfoot, which is thought to have been used to tackle prey. Velociraptor has a long and low skull, with an upturned snout.

Armor Class Hit Points Move

Appearing 2d4

Habitat Coastal,Desert,Fresh Water

Negotiation no **Morale DC** 10

Challenge 6.8 (2,040 XP per monster)

Ability Scores

STR DEX CON INT WIS CHA

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Combat

Has 3 attacks. Hit Bonus +4. Damage Claws (x2) d4, Bite d8, Rear Claws (x2) 2d6+4 damage damage

Special Attacks

If the velociraptor moves at least 20 feet straight toward a creature and then hits it with a rear claw attack (2d6 + 4) on the same turn, that target must succeed on a Strength DC 13 save or be knocked prone.

Special Defense

Velociraptors are pack hunters. They prefer to surround their prey silently, then draw out individuals into a trap, wherein the whole pack envelops the victims en masse. They receive a +4 to stealth.

Treasure

Individual: None

Lair: None