

Velociraptor

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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
14	16 (4 Hit Dice)	walk 60 ft
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
-2	3	0	0	1	-2

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