

Giant Tyrannosaurus Rex of Doom!

This is a special encounter, administered by HQ (or HQ volunteers) during Round Two of the D&D Open. It takes place after the adventurers visit the central chamber of the maze and “flip the switch”.

As the adventurers make their way through the maze, Acererak uses some of Ubtao’s stolen power to send an enormous tyrannosaurus rex after the adventurers. This giant monster roams the play area inflicting pain and suffering. We recommend having one person run this monster for each tier, using a tracking sheet to ensure all tables for each tier are visited.

DMs: When the dinosaur reaches your table, pause the current combat. A member of Open HQ will then run this special encounter.

The T-Rex must visit each table at least once before it can be killed. Tables that wish to try for bonus points (such as the “Big Game Hunter” achievement) may attempt to draw the monster’s attention in various ways after it has made a circuit of all tables for that tier.

Achievements

It can be helpful to remember that DMs will track the following achievements during this encounter:

Achievement/Description	Points	Cert?
<i>Lunch Meat:</i> One or more characters was killed by the T-Rex	-10	
<i>Awesome Lunch Meat:</i> If one or more characters performed a cool maneuver (such as riding the T-Rex to another table) or otherwise distinguished themselves through valor or tactics (not raw damage) against the T-Rex	+15	Y
<i>Can't Touch This:</i> The party avoids any damage from the T-Rex	+5	
<i>Legendary Beat-Down:</i> An adventurer deals more than 45/95/180 damage in a single round to the T-Rex	+5	
<i>Big Game Hunter:</i> The party brings down the T-Rex!	+10	Y
Total:		

Challenge of Ubtao

This encounter can be impacted by how well the adventurers empowered their spirit totem during the Challenge of Ubtao in Round One.

Earned an Achievement: Award inspiration to the characters if the table won an event or was the overall winner for the Challenge of Ubtao.

Strength of the Spirit Totem: The score the team earned during the Challenge of Ubtao represents the energy they stored into their spirit totem. The spirit totem now acts as a shield. Take the party’s total score (maximum 400 points) and divide it by 10, discarding any fractions. This is the strength of the shield granted to the party as a whole by the power of Ubtao. Any character can draw on the shield as if it were temporary hit points when hit by the tyrannosaurus. Any excess damage is taken by the character. Damage resistance is applied after subtracting damage soaked by the shield.

For example, if the table scored 386 points during the Challenge of Ubtao, their shield has an initial strength of 38 temporary hit points. Using hit points from the shield is not an action and does not consume the character’s reaction for the turn.

Running the Encounter

First, have the DM pause the current combat. All monsters fade away, hide, or otherwise are considered to not be present during this special encounter. Miniatures will remain where they are, with this special encounter using theater of the mind rules.

Next, determine whether the table gains inspiration (if they earned any achievements during the Challenge of Ubtao) and the strength of their shield (their score divided by 10, discarding fractions). Describe this as Ubtao’s spirit energy now shielding them.

Read the following:

With an impossibly loud noise, the walls of the maze shift and pull apart. Coming through the opening is a horrendous nightmare.

This huge reptilian terror is almost one hundred feet tall, shaking the earth as it enters the room. Rows of massive teeth line its terrible maw, and its enormous tail smashes against the wall as the opening it came through now closes behind it. Its eyes glow an unearthly green, and it thunders forward.

As the legendary king of the Chultan jungle prepares to destroy you, a four-foot pillar of stone rises up amongst you. It bears three types of runes, each carved multiple times over the pillar's surface: a green-tinted hooked dinosaur claw, a red-tinted round disk inscribed with a maze-like pattern, and a gold-tinted idol of an Omuan warrior. You have only a brief moment to interact with the pillar before your demise.

Characters will first interact with the pillar, then there will be one round of combat.

The Pillar

Ubtao has provided this pillar, attempting to aid the characters against the T-Rex (now controlled by Acererak). Go around the table, allowing each character to choose one rune to examine. They may then interact with it, if desired.

Green-Tinted Hooked Dinosaur Claw: The character sees that the claw runes can be shifted in place, but it takes great strength to force them to move, or a quick determination of the right order to slide them freely. If the character succeeds at a DC 10/14/16 Strength (Athletics), Dexterity (Thieves' Tools), or Intelligence (Investigation) check, the claw runes glow green and the T-Rex is covered in a green glow. The next attack roll against the T-Rex is made with advantage. If the character making that attack also uses inspiration, the attack deals double damage if it hits.

Red-Tinted Disk with a Maze Pattern: A successful DC 10/14/16 Intelligence (History, Investigation, or Religion) check allows the character to quickly trace the path through the maze depicted on the disk. The spirit totem is empowered and the damage shield granted by Ubtao gains an additional 30 hit points of protection (even if it had been reduced to 0).

Gold-Tinted Idol of an Omuan Warrior: Simply pressing one of the runes activates it, causing a secret panel atop the pillar to open. A golden idol of an Omuan warrior rises out of the opening. The circular area upon which it rests appears to be a pressure plate. A character may attempt a DC 12/16/20 Dexterity (Sleight of Hand or Thieves' Tools) check to remove the idol without triggering the trap. This check is automatic if they substitute an object weighing between 1-2 pounds for the idol.

They may determine the idol's weight without an action with a DC 10/14/17 Wisdom (Perception) check. If they retrieve the idol, they earn the **treasure**, worth **600/3000/6000 gp**. If the trap is triggered, darts fly out of the pillar. Each character must make a DC 12/16/20 Dexterity saving throw or take 1d8/2d10/4d10 piercing damage. The trap does not reset and *only one idol can be recovered from the pillar*.

The Combat

For initiative, go around the table, allowing each character to take a full turn. The T-Rex will go after the third character finishes their turn. (This is known by the players.) Assume all combatants can reach the other combatants with a round of movement, but spellcasters are not adjacent to the T-Rex unless they wish to be.

The battle lasts for one round. The T-Rex then departs for another table and all effects upon it end. It drops any character it has grappled.

Stat Blocks by APL

Use the statistics block appropriate to the party's tier, making the noted modifications based on the specific APL.

When Combat Ends

- Review the Achievements section above and provide any instruct the DM to record any points earned on their scoring sheet.
- Make a note of any certs earned and the table number and provide them later during Round 2.
- Proceed to another table until all tables of that tier have met the T-Rex, then continue the carnage until the T-Rex is defeated!

Tier One – Giant Tyrannosaurus Rex of Doom!

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 240 (special – cannot be defeated before appearing at all tables for its tier)

Speed 50 ft.

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

Skills Perception +4

Senses Passive Perception 14

Languages –

Challenge 8 (3,900 XP, special)

Magic Resistance. (*Levels 3-4 only*) The tyrannosaurus has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both against the same target.

Bite. *Melee Weapon Attack.* +__ to hit, reach 10 ft., one target. *Hit:* __ piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC __). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

Level 1: +8 to hit. *Hit:* 12 damage, escape DC 10.

Level 2: +9 to hit. *Hit:* 14 damage, escape DC 12.

Level 3: +9 to hit. *Hit:* 16 damage, escape DC 14.

Level 4: +10 to hit. *Hit:* 18 damage, escape DC 16.

Tail. *Melee Weapon Attack.* +__ to hit, reach 10 ft., one target. *Hit:* __ bludgeoning damage.

Level 1: +8 to hit. *Hit:* 8 damage.

Level 2: +9 to hit. *Hit:* 10 damage.

Level 3: +9 to hit. *Hit:* 12 damage.

Level 4: +10 to hit. *Hit:* 16 damage.

Legendary Actions

For levels 2-4, the tyrannosaurus can take a single legendary action, and only at the end of another creature's turn.

- **Bite and Spit.** The tyrannosaurus makes a bite attack against one target within reach. If successful, it deals damage and the target must succeed on a DC 12 Strength saving throw or be thrown 30 feet. A thrown target takes 10 bludgeoning damage.

- **Feed.** The tyrannosaurus makes a bite attack against one target within reach (this succeeds automatically if a creature is grappled by its bite). If successful, the tyrannosaurus regains hit points equal to the damage dealt.

Tier Two – Giant Tyrannosaurus Rex of Doom!

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 400 (special – cannot be defeated before appearing at all tables for its tier)

Speed 50 ft.

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

Skills Perception +6

Senses Passive Perception 16

Languages –

Challenge 13 (10,000 XP, special)

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

Legendary Resistance (2/table). If the tyrannosaurus fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both against the same target.

Bite. Melee Weapon Attack. +__ to hit, reach 10 ft., one target. *Hit:* __ piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC __). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

Level 5: +10 to hit. *Hit:* 16 damage, escape DC 15.

Level 6: +11 to hit. *Hit:* 18 damage, escape DC 16.

Level 7: +12 to hit. *Hit:* 22 damage, escape DC 17.

Tail. Melee Weapon Attack. +__ to hit, reach 10 ft., one target. *Hit:* __ bludgeoning damage.

Level 5: +9 to hit. *Hit:* 14 damage.

Level 6: +10 to hit. *Hit:* 16 damage.

Level 7: +11 to hit. *Hit:* 20 damage.

Legendary Actions

The tyrannosaurus can take two legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The tyrannosaurus regains spent legendary actions at the start of its turn. The guardian can't use the same legendary action twice in consecutive turns.

- **Bite and Spit.** The tyrannosaurus makes a bite attack against one target within reach. If successful, it deals damage and the target must succeed on a DC 14 Strength saving throw or be thrown 30 feet. A thrown target takes 14 bludgeoning damage.

- **Feed.** The tyrannosaurus makes a bite attack against one target within reach (this succeeds automatically if a creature is grappled by its bite). If successful, the tyrannosaurus regains hit points equal to the damage dealt.

Tier Three – Giant Tyrannosaurus Rex of Doom!

Huge beast, unaligned

Armor Class 16 (natural armor)

Hit Points 500 (special – cannot be defeated before appearing at all tables for its tier)

Speed 50 ft.

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

Skills Perception +8

Senses Passive Perception 18

Languages –

Challenge 16 (15,000 XP, special)

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

Legendary Resistance (3/table). If the tyrannosaurus fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The tyrannosaurus makes three attacks: one with its bite and two with its tail. It can't make more than one attack against the same target.

Bite. *Melee Weapon Attack.* +__ to hit, reach 15 ft., one target. *Hit:* __ piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC __). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

Level 8: +13 to hit. *Hit:* 18 damage, escape DC 17.

Level 9: +14 to hit. *Hit:* 20 damage, escape DC 18.

Level 10: +15 to hit. *Hit:* 23 damage, escape DC 19.

Tail. *Melee Weapon Attack.* +__ to hit, reach 15 ft., one target. *Hit:* __ bludgeoning damage.

Level 8: +12 to hit. *Hit:* 11 damage.

Level 9: +13 to hit. *Hit:* 12 damage.

Level 10: +14 to hit. *Hit:* 14 damage.

Legendary Actions

The tyrannosaurus can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The tyrannosaurus regains spent legendary actions at the start of its turn. The guardian can't use the same legendary action twice in consecutive turns.

- **Bite and Spit.** The tyrannosaurus makes a bite attack against one target within reach. If successful, it deals damage and the target must succeed on a DC 16 Strength saving throw or be thrown 30 feet. A thrown target takes 20 bludgeoning damage.

- **Feed.** The tyrannosaurus makes a bite attack against one target within reach (this succeeds automatically if a creature is grappled by its bite). If successful, the tyrannosaurus regains hit points equal to the damage dealt.

- **Earthshaker.** The tyrannosaurus stomps its feet in rapid succession, causing the earth to shake and terrain to crumble and fall. Each character must succeed on a DC 17 Strength saving throw or be knocked prone and take 30 bludgeoning damage.

- **Frightening Roar.** The tyrannosaurus roars, shaking the walls. Each creature of the tyrannosaurus' choice within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tyrannosaurus is within line of sight, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the tyrannosaurus' Frightful Presence for the next 24 hours.

- **King of the Jungle.** The tyrannosaurus ends one condition, spell, or effect on it.