



By Leandra Walters, Phil Senter, James H. Robins - <http://journals.plos.org/plosone/article?id=10.1371/journal.pone.0144036>, CC BY 2.5, accessed at Wikipedia [here](#)

[Even though this *Dilophosaurus* is decidedly more realistic than the Jurassic Park version, I recommend you play the [sound effects from the movie](#) for your players at the table. Some of my favorite sound design ever.

Yes, the feathery integument is speculative, but at this point theropods should probably be fuzzed unless otherwise demonstrated (like for abelisaurs)]

## Dinosaur, Dilophosaurus

### CR 3 N Animal

*This fuzzy reptilian biped has a long flexible tail and short, powerful arms. Two thin, colorful crests grow along the top of its skull.*

Dilophosaurus is a gracile predatory dinosaur with a bizarre and ostentatious cranial crest. They inhabit dry floodplains and shorelines, and are skilled swimmers. As much of the diet of a dilophosaurus comes from the water as from the land, and they prey on smaller dinosaurs, fish and amphibians with equal gusto. Dilophosauruses are somewhat sociable and may travel together when resources are abundant, but they rarely cooperate to bring down large prey. The twin crests on their head are display structures; during the mating season, the crests of the males flush with color as blood rushes into the thin skin covering them. These crests are very fragile, and older dilophosauruses will often have damaged or missing crests. Dilophosaurus is long and light, growing about 25 feet long and weighing 900 pounds or so.

### Dilophosaurus as Animal Companions

**Starting Statistics:** Size Medium; **Speed** 40 ft.; **AC** +1 natural armor; **Attack** bite (1d6), 2 claws (1d3); **Ability Scores** Str 12, Dex 21, Con 10, Int 2, Wis 13, Cha 11; **Special Attack** savage; **Special Qualities** low-light vision, scent.

**7<sup>th</sup>-Level Advancement:** Size Large; **AC** +3; **Attack** bite (1d8), 2 claws (1d4); **Ability Scores** Str +4, Dex -2, Con +4; **Special Attacks** trip

### Dilophosaurus CR 3

#### XP 800

N Large animal

**Init** +4; **Senses** low-light vision, Perception +10, scent

**Defense**

**AC** 16, touch 13, flat-footed 12 (-1 size, +4 Dex, +3 natural)

**hp** 32 (5d8+10)

**Fort** +6, **Ref** +8, **Will** +2

Offense

**Speed** 40 ft.

**Melee** bite +6 (1d8+3 plus trip), 2 claws +6 (1d4+3)

**Space** 10 ft.; **Reach** 10 ft. (5 ft. with claws)

**Special Attacks** savage

Statistics

**Str** 16, **Dex** 19, **Con** 14, **Int** 2, **Wis** 13, **Cha** 11

**Base Attack** +3; **CMB** +8; **CMD** 22

**Feats** Agile Maneuvers, Skill Focus (Stealth), Weapon Finesse

**Skills** Perception +10, Stealth +8, Swim +10; **Racial Modifiers** +4 Perception, +4 Swim

Ecology

**Environment** warm plains and coastal

**Organization** solitary or pack (2-9)

**Treasure** none

Special Abilities

**Savage (Ex)** A dilophosaurus gains an additional +1d6 points of damage on all attacks made against prone opponents