

Dinosaur Planet BRONCOSAURUS RE X



DINOSAURS THAT NEVER WERE

Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published Wizards of the Coast®



Dinosaur Planet BRONCOSAURUS RE X

DINOSAURS THAT NEVER WERE

This monster manual presents background and game stats for 50 dinosaurs that could have evolved on Earth – but didn't. These “dinosaurs that never were” can be found in Storm Valley on the planet of Cretasus, where they have diverged fantastically from their Earth ancestors. Ranging from tiny and highly specialized to vicious killers and 90 HD behemoths, these fantasy dinosaurs present a new vista of encounters for any campaign.



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\$16.00 USA

SKU GMG1004

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DINOSAURS THAT NEVER WERE

By Gregory Detwiler



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Chapter 1: Storm Valley

Introduction

This book describes the wildlife, terrain, and other features of Storm Valley, one of the first great valleys of the planet Cretasus to be explored by humans. Storm Valley is notable not merely for its violent weather, but also for the amazing variety of dinosaurs that live there. Many of these creatures were once derived from the “root stock” of Earth dinosaurs, but have evolved into entirely new beasts. They are “dinosaurs that never were” – dinosaurs that could have evolved on Earth but never did, yet have evolved on Cretasus.

Although Storm Valley is set in the world of Dinosaur Planet: Broncosaurus Rex, most of this book is world-neutral monster statistics. You can use these creatures in any d20 game world.

Where the first two Broncosaurus Rex books focused on creatures with low CR (the better to start low-level campaigns with), this book expands into the higher CRs. Most are in the 6-8 range – but some are as high as 30!

The Storms

Exploring Storm Valley is not easy, due to its wildlife and the violent storms that rage over its surface constantly. Places of mystery still exist here, and even those spots that are on the map or spoken of by travelers are by no means fully explored. Characters will have to undergo a series of grueling treks in order to penetrate even one of Storm Valley’s mysteries, with no guarantee that they will come back alive with the knowledge they gained.

Storm Valley is one of the largest valleys on the world of Cretasus, covering an area equivalent to one entire hemisphere on Earth. This is not all land, however. The “mainland” consists of a vast irregular circle of land with as much area as the three continents of the Old World of Earth (Europe, Africa, and Asia). Closer to the center, like an internal layer of an onion, is the Tempest Sea, so called because of the frequent storms that lash its surface. This sea is equivalent in size to the Atlantic Ocean of Earth. In the very center of this sea, and the valley itself, is the island continent of Carsonia, which owes its name to its discoverer and first explorer. Equal in size to the combined territories of Australia, New Zealand, and New Guinea, it is a self-contained world in its own right, with mists concealing whatever features and wildlife may dwell there.

Naturally, the first thing one notices about Storm Valley is the

nonstop cover of storm-wracked clouds that cloaks the entire valley. These clouds descend to the tops of the great mountains that surround the valley, but come no lower, as if they are actually supported by the mighty peaks. Beneath them, there is an entirely separate weather system, which operates just as it does on Earth, with clear weather, clouds, and rain alternating in regular cycles. Explorers attest that the most pleasant days in Storm Valley, weather-wise, are those when the local weather is cloudy, but not rainy, because “clear” skies give them a nerve-wracking view of the violent storms that constantly rage above. Even when the storms are invisible above the local cloud layer, they can still be heard; the constant roar and rumble of thunder is the major background noise of Storm Valley.

The storms themselves are spectacular affairs, with mile-long lighting bolts constantly darting from one boiling cloud to another, or to the tops of the great peaks that cut off Storm Valley from the rest of the planet. Accompanying the thunder and lightning is the roar of the wind, for the air currents above this valley are in constant turmoil. The difficulty of flying in such an environment is one of the main reasons why the valley has been so little explored by humans (or aliens, so far as anyone knows).

Flying any kind of aerial vehicle into the maelstrom of clouds, wind, and lightning above Storm Valley requires a Pilot skill check to stay aloft. However, the storms are so violent that the DC is 24 rather than the usual 20. A typical trip through the storms lasts long enough to subject a pilot to at least three skill checks.

The only bit of good news is the sheer distance between the storms and the ground. A pilot has time to make a heroic last-minute effort to regain control, meaning a ship may still survive the trip. Although the passengers and crew will be shaken up, they will have taken no real damage, and the same goes for any equipment stored in the hold. The pilot gets one attempt to regain control in the stormy upper atmosphere (DC 24). If that check fails by 6 or more, the ship crashes; if by 3 or less, the ship plummets into the calmer lower atmosphere, where another check is possible (DC 20) before all bets are off.

Failure to regain control means a crash landing, wherein the ship itself will be a total loss. This leaves the party to make a fun-filled return trip on foot through one of the mountain passes – assuming they can find any, that is. Those who manage to maintain full control of their flying machines will see the wrecks of predecessor craft scattered at long, irregular intervals throughout the valley, and rumor has it that some of these craft are not of human design.



And when it comes time to go home, the pilot must struggle upwards back into violent storms for at least three consecutive skill checks.

Geography

Despite the obvious difficulties involved, enough brave and skillful pilots have penetrated the storm front repeatedly to bring the stay-at-homes at least a rough aerial map of the entire valley. Although the valley is surrounded by giant mountains on all sides, just like every other valley on Cretasus, it is the peaks to the west that provide the most spectacular view. These are the Red Mountains, an unbroken range that stretches from north to south. They get their name from their color, and they get their color from the fact that their rock is incredibly rich in iron ore, and to a lesser extent, copper. Thus, they provide any miners with the hardiness to get to them with a virtually endless supply of the most important metal to an industrial civilization, and copper isn't to be sneezed at either.

Remembering the relatively backward nature of human technology in the Broncosaurus Rex gaming universe, it must be realized that fiber optics and the like have not yet replaced copper wire in the construction of electrical gear. If the Confederacy can gain and maintain a monopoly on this valley – and on Cretasus in general – it will have all the raw materials it needs for a massive program of industrial expansion, giving it an excellent shot at ending – or at the very least severely reducing – the Union's enormous technical lead. The jockeying for position in order to control the Red Mountains is already the single largest cause of conflict between Union and Confederacy in Storm Valley, and looks to stay that way into the foreseeable future.

The land just east of the Red Mountains is seemingly impenetrable jungle, with the flora of a temperate climate dwelling in the shadow of the great mountains themselves, and its tropical equivalent in that half of the land that actually borders the Tempest Sea. To the north of this inland ocean are mountain peaks of normal color, and between them and the sea is a hunk of land that is mostly scrub-savanna and desert, dotted here and there with visually unpleasant but financially lucrative spots where oil seeps to the surface in great quantities. The eastern part of the great landmass that encircles the Tempest Sea consists of forests, lightly-wooded savannas, and rolling plains intermingled in no particular order, while the south, which has the only known mountain passes leading into Storm Valley, is a mass of forest and jungle. Again, as is the case to the west, the climate and flora are those of warm temperate conditions in those regions nearest to the mountains, passing from this to subtropical and at last tropical as one nears the inland sea.

One oddity about the vegetation of Storm Valley is the eerily beautiful blue-green color in the leaves and grass, replacing the normal green shades completely. Scientists theorize that this color change enables the plants to absorb what solar radiation makes it down through the storm clouds. Another oddity is that, although

the sun itself is never seen, a "clear" day in Storm Valley is just as bright as one in the outside world. Whether this is due purely to solar radiation or to some energy emitted by the eternal storm clouds, it is impossible to say at the moment, and the obvious dangers of research mean that this mystery will probably not be solved anytime in the near future. There is no sight more spectacular than that of a panoramic view of a large part of Storm Valley, with visibility as good as on a sunny day back on Earth, but with pitch-black storm clouds constantly boiling and raging overhead in the upper reaches of the atmosphere. There is also no sight more eerie, which is why veteran explorers of the valley prefer cloudy days.

In the eastern portion of the valley, a massive stone city has been discovered. It has, of course, immediately become the target of explorers and military reconnaissance forces alike, who tried to determine if the city was an ancient ruin or still inhabited, and if the latter, inhabited by whom. Between the crashed aircraft and land-bound expeditions that were annihilated by Storm Valley's bizarre dinosaurs and other creatures, it was several years after the city's initial discovery before a daring team of researchers discovered that this low-tech city was not only still alive, but was still inhabited by its original builders. Not only that, but those builders were dinosaurs, and not small raptor-types, but giant carnosaurs, kin to the big-armed and -clawed Therizinosaurus of Earth.

Theorists and laymen (whose ideas of dinosaurs came almost wholly from popular fiction and movies) alike were stunned to discover a species of large dinosaurs with humanlike intelligence, but reality is no respecter of preconceived beliefs. Those few researchers who made it there and back have since reported that the giant carnosaurs have a militaristic outlook on life, with their primary entertainment being blood combats in a giant arena along the model of ancient Rome. They also have the unfortunate tendency to regard the entire valley as their private hunting ground and game preserve, and all intruders from the outside, whether human (from any faction) or alien, will be met with immediate attack, resulting in either instant death or capture (for participation in future "games").

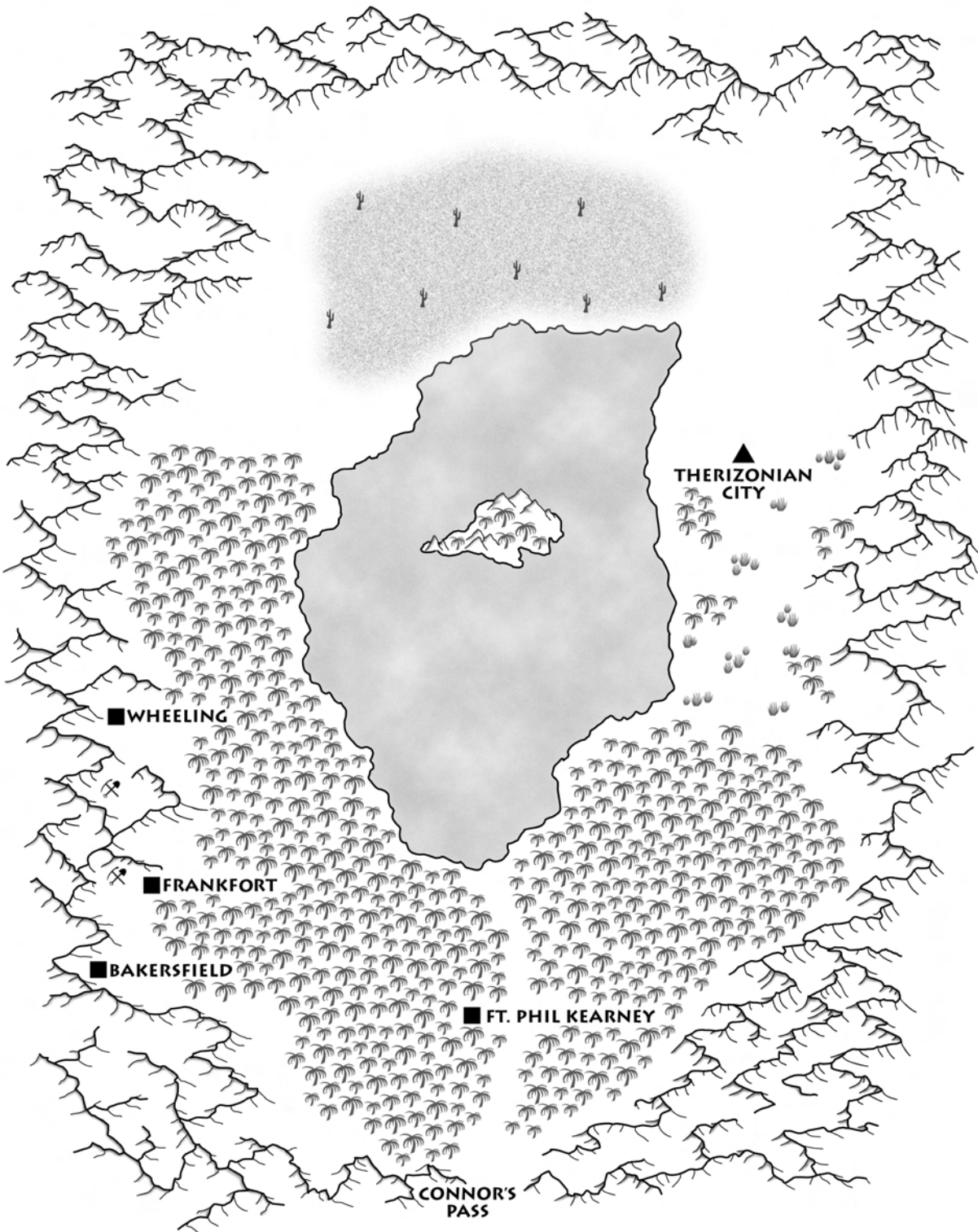
Union Presence

Once the true nature of Storm Valley's contents became known, the Union mounted a massive effort to gain a substantial foothold in the valley, going so far as to use explosives to widen one of the larger mountain passes so ground vehicles could enter. Unfortunately, this intended highway is frequently blocked by landslides, most of which seem to be due to the lightning striking the mountains. Others seem to have been deliberately caused by certain members of the animal life, pterosaurs and small, agile dinosaurs alike, while a handful have been attributed to human agents (i.e., the Confederacy). As a result, although the Union has a major military base in the southernmost portion of the valley, the unreliable supply route means that no more bases will appear for quite some time, while the soldiers stationed there are frequently



LEGEND

- SETTLEMENTS
- ⚡ MINE
- ☁ SAVANNAH
- 🌴 JUNGLE
- ⚙ MOUNTAINS
- 🌵 DESERT



short-handed on rations, ammunition, and other supplies.

Fort Phil Kearny, the Union's "foot in the door" in Storm Valley, on paper has a garrison of perhaps 1,000 men. In reality, the number is often as low as 300, or even lower, due to a combination of high casualties and the frequent interruption of reinforcements. Nor is this due only to the "natural" resistance of the local fauna, even though the fort has been under a virtual state of siege from the wildlife as soon as it was founded. Although information coming from explorers of Storm Valley is by no means comprehensive, it was realized early on that the dinosaurs and other beasts here were more advanced, more highly evolved, than those of either prehistoric Earth or the Main Valley. At the same time, the Union knows only too well that the Confederacy intends to use giant dinosaurs in battle to counter Union superiority in tanks and ironclads.

Thus, the primary mission of the fort's commander, aside from maintaining the Union's foothold here, is to capture large numbers of the local dinosaurs so that the Union may start its own program of military utilization of dinosaurs, a bigger and better one than the Confederates can boast. Of course, the Union can't even do a competent job yet in capturing and training ordinary dinosaurs, particularly en masse, so trying it with the more highly advanced beasts of Storm Valley is equivalent to running before one can walk.

The result has been massive casualties among the Union forces stationed here, and with precious little to show for them. What few animals have been taken alive invariably either escape or die in captivity, the latter usually as a result of the Union troops being forced to shoot them in self-defense. But Major Robert Harrison Foley, commander of the fort, has his orders, and as soon as a fresh batch of replacement troops fights its way to Fort Phil Kearny, he sends them out into the jungle to try again. This has led his surviving men to nickname him "Major Folly," in a clever play on his name, or simply "the butcher," while Fort Phil Kearny itself is referred to as either "Foley's Folly" or "Hell on Cretasus."

Rumors concerning conditions at Fort Phil Kearny have leaked out, despite all Foley's efforts, and most Union military men would willingly do anything to be stationed anywhere else in the universe but there. Not even the promise of rapid promotion and an increase in pay has tempted anyone to volunteer for this post, at least not after word of the first few massacres of soldiers got out. Now the rumors are starting to spread about a planned major expansion of Fort Phil Kearny, sparing no expense in either money or lives, so that the operation may go about "on a proper footing at last." Although the Union's news services treat this as ordinary, unspectacular news, military commanders are alarmed, predicting mass desertions and mutinies among their troops if this mad scheme is put into effect. If the Union Government – or at least the Cabal – insists on going ahead with this project, it could prove in the end to be the straw that breaks the Union's back, at least on Cretasus.

Fort Phil Kearny is well-equipped with heavy weapons. Square in design, it has a high tower at each corner equipped with a howzer and a pair of heavy machine guns (one on either side of

the cannon). Originally, they were designed only to fire outside, with the towers themselves bulging out from the main wall so as to provide flanking fire against any attackers. After the first six months, though, these towers were redesigned with swivel mounts so that their heavy weapons could be turned about to fire inside the fort. The standard explanation is that this was done to increase the garrison's firepower against captured animals that managed to break loose, but the rumor mill suggests that they have been used on occasion against mutinous troops of the garrison. Certainly every Union officer present is equipped with his own mutiny gun, with a small arsenal of "spares" in a special storeroom adjacent to the officers' quarters. Each officer also has his own automatic pistol, while Major Foley himself sports a laser pistol. The rank-and-file are heavily equipped with "Absentee Voter" or "Marionette" rifles, a handful of ROGUE rifles, trunk guns, heavy trunk guns, and an assortment of flamers, piledrivers, grenade launchers, and heavy machine guns in the hands of heavy weapons specialists. In spite of all this armament, and the fact that the troops often go out clad in armor of some sort, even powered armor, the local dinosaurs have inflicted massive casualties. Not only must the troops often "pull their punches" in the interests of trying to take their opponents alive, but the entire neighborhood is heavily forested, providing even giant dinosaurs with so much cover that the soldiers are unable to get much mileage out of their ballistic weapons before being ambushed at close quarters.

Fort Phil Kearny is built on a heroic scale, even considering the size of the garrison, for remember that this place is supposed to be a depository and training center for captive dinosaurs as well as a home for the human soldiers. As such, most of it is empty space that has largely gone to waste, due to the Union's inability to handle captive dinosaurs. (Not even wild ones of Union citizenship have been willing to help out at Fort Phil Kearny.) In addition, the frequent heavy losses of soldiers means that much of the barracks area is also empty or sparsely-inhabited. This lends the entire post a "ghost town" air that wreaks havoc with the already low morale of the troops. Add to this the fact that the fort is far too large for its limited garrison to properly defend it, even on those rare occasions when it's at paper strength, and it is easy to understand why every soldier who has been stationed here at least a short time is oppressed by a conviction of inevitable doom.

In the center of Fort Phil Kearny is a large well filled with poisoned water. Originally, this was a natural spring, and its presence was the reason this site was selected for the fort. Naturally, it wasn't poisoned when the Union troops first showed up; even "Major Folly" isn't *that* stupid! But shortly after the walls went up, a large flock of giant pterosaurs showed up one moonlit night and subjected the spring to a steady bombardment of decomposed animal carcasses. So many rotting corpses were dropped in (leading Major Foley to suspect the pterosaurs had the cooperation of some of the valley's dinosaurs in preparing this attack) that the well water is now hopelessly contaminated.

As a result, a convoy of tracked water trucks must leave the fort every day to fill their tanks at the river a mile away. The first time this was attempted, several "wolf packs" of the local



carosaurs ambushed the truck and annihilated it, reinforcing Foley's suspicions of a joint operation. A second water party was driven back with heavy losses, and the third succeeded only at the price of leaving the fort itself with a skeleton garrison. Now the need to go to the river for water is a steady drain on the garrison's strength in its own right, as the troops must leave the safety of the fort's walls and expose themselves to attack by dinosaurs, pterosaurs, giant snakes, and crocodiles and other large aquatic reptiles. Fort Phil Kearny has hosted a number of representatives from the Union's various chemical companies, as Major Foley has frantically tried to find a way to detoxify his post's well water, but so far, nothing has worked. Deaths from making the water run occur almost daily, even among troops wearing power armor; some predators have jaws powerful enough to crack this armor, while the crocodiles (which can grip the men firmly without actually penetrating their armor) simply grab the men and hold them underwater until they run out of air.

Major Robert Harrison Foley, a.k.a. "Major Folly": The commander of Fort Phil Kearny is a large man in his forties, with the body and limbs of a boxer and only the slightest touch of gray in his black hair. His clean-shaven face shows stern discipline and a stubborn determination to succeed, no matter what the cost. An officer of average intelligence and skill, he would be competent enough at most posts, but the radical nature of affairs at the Union's foothold in Storm Valley has proven too much for him, at least for the moment.

A pugnacious man who "joined the Army to fight," he is not above leading his troops in battle against dinosaurs or their own rebellious comrades, and the day after the pterosaurs poisoned the well, he personally led the third sortie that finally secured water, albeit at a heavy cost. It is in part this behavior that has prevented a general mutiny on the part of the entire garrison. All too aware of the low morale here – he suffers from it as well – Foley punishes mutineers and dissidents with a firm hand, but no firmer than absolutely necessary, for he is no martinet. In fact, he would like nothing better than to wash his hands of this entire mess, but his pride will not let him admit defeat and submit either a request for a transfer or his resignation. Aside from that, he has a sneaking suspicion that the radical nature of the problems at his post are such that no regular military officer would have more luck than he would at solving them. Since he has been commander for so long, he realizes what the Union is up against here better than any other officer in the army, and is reluctant to leave "his" men in the hands of a rank amateur who must learn all over again at a heavy cost in lives. Currently, all he can do is constantly scream for reinforcements and attempt to carry out his orders on the infrequent occasions they arrive.

Major Robert Harrison Foley, Union Sol8: CR 8; Medium-size Humanoid (6'2"); HD 8d10; hp 72; Init +2 (+2 Dex); Spd 20 ft.; AC 21 physical, 19 energy (+2 Dex, +7 reactive armor, +2/+0 kinetic field); Atk +8/+3 ranged (2d10/crit x2, laser pistol), +8/+3 ranged (1d10/crit x3, automatic pistol), or +8/+3 (1d10/crit 18-20/x3, mutiny gun); AL LN; SV Fort +6, Ref +4, Will +4; Str 13, Con 11, Dex 14, Int

11, Wis 10, Cha 13.

Skills: Bluff +5, Drive +7, Intimidate +8, Knowledge (strategy and tactics) +9, Listen +4, Sense Motive +2, Use Technical Equipment +12. *Feats:* Combat Placement, Combat Tactician, Iron Will, Leadership, Sense of Vulnerability, Weapon Proficiency–High Tech (Laser Pistol).

Possessions: Laser pistol, automatic pistol, mutiny gun, reactive armor, kinetic field, binoculars. Most other gear is carried by aides.

Infantryman: This is a typical infantryman of the garrison at Fort Phil Kearny. Regarding armament, at least one squad (sometimes two, depending on the number of reinforcements that have arrived recently) will have the "Absentee Voter" rifles replaced by ROGUE rifles, while every fifth man has skill with at least one heavy weapon (piledriver, flamer, heavy machine gun, etc.). A tenth of the garrison may wear reactive or powered armor instead of flak jackets.

Infantryman, Fort Phil Kearny Garrison, Union Sol1: CR 1, Medium-size Humanoid (6'); HD 1d10; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+5 flak jacket, +1 Dex); Atk +2 ranged (1d12/crit x3, Absentee Voter rifle) or +1 melee (1d4/crit 19-20/x2, bayonet); AL LN; SV Fort +2, Ref +1, Will +0; Str 12, Con 11, Dex 12, Int 11, Wis 10, Cha 10.

Skills: Drive +5, Intimidate +4, Knowledge (strategy & tactics) +4, Listen +4, Use Technical Equipment +4. *Feats:* Improved Initiative.

Possessions: Absentee Voter rifle with four magazines (20 bullets each), bayonet, flak jacket, cash \$1d6. Many infantrymen who go on capture sorties will carry trunk guns instead of assault rifles.

Confederate Presence

In contrast to the sorry state of affairs at Fort Phil Kearny, the various Confederate outposts in Storm Valley are hanging on quite well, and even thriving. Most of them are considerably smaller than the Union's besieged Gibraltar, making them much less threatening, and even in their pursuit of mining operations they have altered the local landscape much less. Confederate residents approach the wildlife with a "live and let live" attitude, rather than shooting on sight, an attitude that has spared them much grief at the hands of the dinosaurs. The few military posts here include wild ones and other "faunal liaisons" among their personnel and allies.

The mountain valley towns of Bakersfield, Wheeling, and Frankfort serve as a source of supply to the various mining companies and lone prospectors who roam the southernmost portion of the Red Mountains, mining copper and iron. Each town has a population of roughly 2,000, and unlike most Confederate colonial communities, they are industrial centers. Storm Valley is planned as the site of the Confederacy's industrial renaissance, and the towns' founders intended to hit the ground running in this



regard. The level of technology here (tech level 5) is also high for a Confederate colonial town. Thus, the situation present in the Main Valley is reversed in Storm Valley, with the North striving to capture and train dinosaurs while the Confederacy is setting up a high-tech mining and industrial center.

Each of the three towns has a well-organized militia. Every man owns a Winchester rifle and keeps it at home when he is off-duty. For backup weapons, the rank-and-filers have short swords and knives, while junior officers carry long swords or scimitar-like curved swords as well as Colt .45 revolvers. The top militia commanders even boast laser swords, as they are the richest and most prominent men in their communities. Howzers, grenade launchers, and heavy machine guns are also present, though the three towns combined still have fewer of these than Fort Phil Kearny. Off-duty civilians use shotguns and shortbows (the latter with poison-tipped arrows) for hunting, while the richer community leaders have bronto guns or other heavy hunting rifles. There are rumors that civilian hunters have used their poisoned arrows not merely against the local animal life but also against intruding parties of Union infantry. This has yet to be confirmed, but it would certainly poison (no pun intended) relations between the two powers if it turned out to be true; after the attack on Fort Phil Kearny's well, Foley and his men are particularly sensitive about anything to do with poison.

Several dozen small mining communities are scattered throughout the southern third of the Red Mountains, with a spider web of rough land trails leading from them to one or more of the major towns. These places are much more like the mining towns of the Old West, save for the fact that they are often equipped with the latest in mining technology, whether it be Confederate, Free Fleet (including alien tech that no one fully understands), or "salvaged" Union equipment from a shipwreck or failed camp in the Main Valley.

There are also an unknown number of independent miners who operate like the Forty-Niners of the California Gold Rush days. Gold has been found in some of the mountain streams, while the larger streams, ponds, lakes, and rivers contain a species of freshwater oyster that produces pearls as fine as any made by its marine equivalents on Earth. There are also rumors of deposits of various gemstones being found here and there, but for the moment, that's all they are: rumors.

One side note: All domesticated dinosaurs used by the Confederates and independent operators in Storm Valley are "standard" species which come from the Main Valley. The Confederacy has not even begun to attempt domesticating any of Storm Valley's dinosaurs, and it has no intention of doing so until after its specialists have thoroughly studied them. They have all they can handle in the Main Valley, anyway, and the primary thrust of their settlement of Storm Valley is the establishment of an industrial base as quickly as possible.

Colonel Ambrose Montgomery, Militia Commander of Frankfort: Colonel Montgomery is the head of the Frankfort Militia. As Frankfort is slightly larger than the other industrial towns in the region, this makes him de facto military commander

for the entire region. He is a rather ordinary-looking man to hold such an important post, with drab brown hair and eyes, as well as traces of a beard that show even right after shaving. However, he has a keen military mind. Cretasus is actually the fourth new planet he has been on, and on the other three, he led troops in informal skirmishes against Union soldiery, winning every time. This has given the men under his command complete confidence in him. Unaccustomed to losing, he will do everything in his power to win any struggle and accomplish any task, whether civilian or military.

Aside from overseeing the defenses of the Confederacy's handholds in Storm Valley, he must also help coordinate mining output with industrial growth, to make sure the factories in the towns do not appear faster than the raw materials they need to operate them, and that those which are present receive a steady supply. At the moment, things are going swimmingly, so much so that he predicts that each industrial town will double its size and population within the next year or two at most.

Colonel Ambrose Montgomery, Confederate Male War3/Sol3: CR 6; Medium-size Humanoid (5'9"); HD 3d8+3d10+12; hp 47; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+2 Dex, +5 flak jacket); Atk +5 melee (2d8+2/crit 19-20, laser sword), +8 ranged (1d10/crit x3, Colt .45), +8 ranged (1d12/crit x3, Winchester rifle), or +8 ranged (4d6/crit x2, bronto gun); AL LN; SV Fort +8, Ref +4, Will +5; Str 15, Con 14, Dex 14, Int 13, Wis 12, Cha 13.

Skills: Drive +5, Handle Animal +6, Intimidate +10, Knowledge (strategy & tactics) +7, Listen +6, Ride +6, Use Technical Equipment +6. *Feats:* Sense of Vulnerability, Combat Reflexes, Iron Will, Endurance, Improved Initiative.

Possessions: Knife, laser sword, Colt .45 with 1d4+2 cartridges (20 bullets each), Winchester rifle with 1d4+2 cartridges (20 bullets each), bronto gun (8 rounds), cash \$5d8. Most of the militia officers in the Confederate-controlled zone are equipped similarly, save for having sabers instead of laser swords.

Riflemen, Storm Valley Militia: These are the militia warriors defending Confederate holdings in Storm Valley. All have had some military training, enough to put them on par with at least the most recent recruits in the Union Army.

Riflemen, Storm Valley Militia, Confederate Sol1: CR 1; Medium-size Humanoid (6 ft.); HD 1d8; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+5 flak jacket, +1 Dex); Atk +1 melee (1d4+1/crit 19-20, knife), +1 melee (1d6/crit 19-20, short sword), +2 ranged (1d10/crit x3, automatic pistol), +2 ranged (1d12/crit x3, Winchester rifle), +2 ranged (3d6/crit x2, shotgun), or +2 ranged (1d6/crit x3, short bow); AL LN; SV Fort +2, Ref +1, Will +0; Str 12, Con 11, Dex 12, Int 11, Wis 10, Cha 10.

Skills: Drive +5, Intimidate +4, Knowledge (strategy & tactics) +4, Listen +6, Spot +2, Use Technical Equipment +4. *Feats:* Improved Initiative, Alertness.

Possessions: Knife, short sword, short bow (20 arrows), automatic pistol with 1d4 cartridges (20 bullets each), Winchester rifle with 1d4 cartridges (20 bullets each), shot-



gun (20 slugs), flak jacket, arrow poison (made from a local fern root: contact, 12, 1d4 Str/1d4 Str), cash \$1d8.

A Brief History

The first expedition to penetrate Storm Valley and return with some members alive was the Connors Expedition of 2187. Firmly in command was Union captain Jerrold H. Connors, one of the few truly adventurous souls in the Union military. In charge of a mixed party of military personnel, civilian adventurers (two-fisters), and scientists (machinists), he penetrated one of the mountain passes on the southern edge of Storm Valley, which has since been named Connors' Pass in his memory. It was the scientists in his party who confirmed that Storm Valley's dinosaurs and other prehistoric creatures were not the same as those of the Main Valley – or of Earth, for that matter.

Connors himself did not survive the expedition; on the trip home, he was seized and torn apart by a specimen of what his scientists have christened *Allosaurus temnonychus* (described on page 13) while conducting a rear-guard action against the beast's attacking pack. His heroic sacrifice has been shamelessly utilized by the Union in general – and the Cabal in particular – to inspire more adventurous souls to come to Storm Valley and “beat the rebels to the punch in this one valley, at least.” A large-scale program of mining, settlement, and dinosaur-training was intended, but most of these plans have been put on hold due to the problems at Fort Phil Kearny, which was founded in 2195 and completed two years later. The work parties suffered heavily from attacking dinosaurs and other animals, even when protected by armed soldiers, and the fort's bad luck continued from there.

Even though the Union has the honor of first exploration, the Confederacy and the Free Fleet were not far behind. The first low-level aerial survey of the valley came in 2190, with a plane piloted by the legendary Confederate pilot William “Wild Bill” Tucker, whose recklessness was as famous as his skill with a plane. He performed several more low-level passes until his ship crashed in 2192; this was apparently in the far northern part of the valley, where few have gone. The wreck was never discovered, and it is unknown whether Tucker is dead or alive, though his family of nouveau riche bankers is willing to pay a small mint to find out.

Another daring aerial penetration of Storm Valley's tempestuous cloud layer came in the same year, in the saucer-like craft (of alien design) flown by the flamboyant Gautier brothers from the Free Fleet. The pilot was Lothair Gautier, a man given to strong drink and loose women. Accompanying him was his scholarly, yet equally colorful, brother Bertrand. A lifelong fan of author Alexandre Dumas, he let his literary preferences get the better of him during his zoological studies, as will be seen below, and often dressed in Renaissance garb at home and in public. He it was who gave the human race its first detailed study of the various iguanodon species of Storm Valley, including their social system. The Gautier brothers conducted a half-dozen flights, all concentrating on the eastern portions of Storm Valley, and announced

the sighting of a great stone city there in 2194, shortly before their tragic crash and death.

More adventurous flights followed: Teng Hai-ping of the Free Fleet was the first pilot to find and describe the petroleum deposits in the northern part of the valley, on his third flight in 2196. He only made one more flight that year before crashing, and is presumed lost, along with his ship (which, like that of the Gautier brothers, was of alien design). The island of Carsonia was discovered by Confederate pilot Tex Carson in 2196; his ship crashed there on a second expedition in the same year, and the island was named Carsonia in his memory. (Does anyone else notice a pattern here?) It was another “Reb” pilot, Cornelius Montgomery, who carried out a nonstop aerial survey of the Red Mountains for their entire length in 2197, then died in a crash the next year as he was attempting a similar survey of the mountains on the northern border of the valley. (Yes, a definite pattern is emerging.)

There have even been a half-dozen sightings of alien spacecraft of various designs entering the storm clouds above the valley at intervals in 2198. Both the Union and Confederate militaries kept a close watch, but none of them ever came out again. When the reports leaked out, this led to a flurry of flights into Storm Valley in an attempt to find the crashed alien craft and retrieve samples of their advanced technology. So far as is known, no one has brought anything back, and the only results have been a further spate of crashes and crash landings. The same “scavenger hunt” mentality has taken place whenever an advanced Union or Free Fleet ship has failed to return.

Despite the obvious hazards, brave fools keep attempting to penetrate Storm Valley by air, some of them even succeeding, however briefly. The process has now taken on a life of its own, beyond simple exploration, as every time a ship goes down, there is the motive for sending a salvage or rescue party after it or its crew. There are even dark rumors that every time the Confederates find a crashed ship of one of the more advanced powers, with both crew members alive and samples of advanced technology intact, that the technology is promptly stolen and the “inconvenient” witnesses done away with. Of course, the same rumors are told about the Free Fleet finding a Union or alien craft, and about the Union finding alien ships. Nothing has been confirmed, but it is generally accepted by all parties concerned that anyone who flies into Storm Valley takes his life in his hands when he does so.

The human intrusion into Storm Valley has brought changes to the dinosaurs and other creatures dwelling there. Many of these creatures are at least as intelligent as their kin in the Main Valley; many are smarter by far. As a result, among the beasts in the southern end of the valley, where lies the worst human incursion – Fort Phil Kearny – the various species have come to an understanding. With pterosaurs, small predatory dinosaurs, and other creatures as intermediaries, the various large predator and prey species have agreed to a series of temporary truces. Stated briefly, each herd or pack of dinosaurs in the region takes turns dwelling in the shadow of Fort Phil Kearny, with no predators attacking the prey species while they are there. While “on duty,” the disparate species cooperate against the human interlopers with constant attacks.



This has led to such odd sights as armored dinosaurs (ankylosaurs, ceratopsians, titanosaurs, etc.) spearheading assaults on Fort Phil Kearny, with their erstwhile enemies the carnosaurs and raptors advancing behind them under cover of their armored bodies. Capture parties have chased hapless-looking prey species, such as the various duckbills, only to find themselves repeatedly drawn into ambushes launched by carnosaurs, ceratopsians, iguanodonts, and other species well-equipped for battle. There have been coordinated air-land battles, with dinosaurs and pterosaurs working together, typically with one side attacking first to draw the Union troops' attention to them, leaving them wide open to a surprise ground or aerial assault from behind. The fort's biggest nightmare is a massed assault on a cloudy day, when the men will be unable to see the pterosaurs attacking until it is too late. Launched in coordination with a massive ground assault by dinosaurs, it could conceivably take the fort. And yes, the carnosaurs and pterosaurs *did* work together on the operation to poison the fort's water supply.

Confederates and other independent parties look on the repeated Union disasters with a mixture of grimly-satisfied amusement and apprehension. On the one hand, they are glad their major enemy is doing so poorly, and at such a heavy cost. On the other, they realize that the dinosaurs of Storm Valley are gaining experience in fighting together against human outsiders, a practice that could just as easily one day be turned against them.

Plot Hooks

1. The characters have at least one skilled aviator or spaceship pilot among them, and they are hired to make an exploration or supply run of some sort into Storm Valley.

2. The characters must lead or accompany a ground convoy entering Storm Valley through a mountain pass, dealing with wildlife, storms, and avalanches (natural and artificial alike).

3. A VIP or the relative of one has gone down in his plane or spaceship over Storm Valley, and the characters are hired to get in there – by whatever means they can – find him, and get him out. Even if he's dead, it is preferred that his body be removed for a proper burial.

4. The characters are hired to retrieve a missing explorer, but what their employer *really* wants is a piece of high-tech gear, a bit of treasure, or a family heirloom that the missing man had with him. It is possible that the employer may have no legal right to the item; the missing man may have stolen it himself; the characters may find themselves accused on charges of dealing in stolen merchandise if they come out with it; and the employer may not tell the characters he is really after the item and not the man, if he constantly wears it or carries it concealed on his person. Both the missing man and the party's employer could be spies, military men, criminals, or aliens of some sort.

5. The characters are hired to skirt the mountain ranges surrounding Storm Valley in order to find a new trail leading in. Note that this could be part of a long-term adventure, with the party

constantly searching for, and occasionally finding, new mountain paths leading in.

6. A machinist, whether a member of the party or an NPC, has developed a type of energy field which he hopes can be used to protect aircraft from the severe storms covering the valley. He wants to try it out, with the characters piloting. If he is wrong, then he (and the characters) will have to deal with a "crash landing and marooned in Storm Valley" scenario. If he succeeds, then everyone and his dog will be after him to steal his secret. When deciding whether or not the thing works, the GM must decide if he wants to run yet another "lost in the wilderness" adventure, or one filled with intrigue, and whether he wants to make it possible to eventually nullify Storm Valley's near-invincible defenses against flying machines.

7. Tired of slow and dangerous travel on the ground to enter Storm Valley, and realizing the extreme dangers of flying over the mountains to enter by air, an NPC with more imagination and resources than sense has come up with an intriguing alternative: Enter the valley by flying below the mountain tops. This entails much dodging of mountain peaks, making it impossible for any conventional airplane or rocket ship to accomplish this feat. Thus, the NPC's – and the party's – vehicle of choice is a helicopter, VTOL (Vertical Take-Off and Landing) aircraft, dirigible, or free-flight balloon. (View the film version of Jules Verne's "Five Weeks in a Balloon" for ideas on the balloon concept.) Perhaps he even has access to an alien "flying saucer" type spaceship that can hover and move slowly in horizontal flight. There is still the danger of colliding with mountain peaks, and the GM must calculate the odds for himself after determining how fast the vehicle in question will be traveling.

The NPC will also make provisions for the crew (including the characters) to be equipped with long poles, which can be used to push their craft away from any mountains that air currents or pilot error cause them to approach too closely. If you can get a copy of the video version of the Vincent Price movie "Master of the World," based on the Jules Verne tale, there is a scene in the second half of the film that shows this contingency actually being put into effect. Even with these precautions, the characters will still have to put up with hazards such as high winds that can spring up from nowhere, getting lost (if they go through the Red Mountains, they will find that all that iron ore will screw up their compasses), boulders from above (dropped by storms, erosion, dinosaurs, pterosaurs, and human or alien agents), pterosaurs, and even dinosaur, human, or alien boarding parties if they get too close to a cliff conveniently situated to serve as a dropping-off point. The creature section below gives two dinosaur species that are particularly good candidates for opposition in any campaign among the mountains.

If the characters are forced down, the slow speed of their craft means there is an excellent chance the characters will survive to reach the ground more-or-less intact, in which case they must navigate Storm Valley on foot.

8. The Union decides that it will succeed in its plans only if it makes an all-out effort to link Storm Valley with the Main Valley.



Accordingly, a small army heavily staffed with engineers and demolition experts is detailed to construct a highway through the mountains, tunneling through any peaks that stand in the way. This work will, of course, be attacked and sabotaged by the Confederacy, the local wildlife, and possibly some alien races. Depending on the party's composition, the characters may be attempting either to help construct the highway or to block it.

9. The characters (or their employers) hear rumors of a high-tech Union, Free Fleet, or alien ship crashing at a certain point in Storm Valley, and the party is sent out to salvage as much high-tech equipment as they possibly can. If you don't want this to be "just another wilderness trek" where they only fight animals, then arrange for one or more other interested parties to find out about the wreck (including the ship's original owners).

10. The characters are sent to prospect in the deserts to the north to find the best places to sink oil wells, thereby providing their employer, be he Union or Confederate, with more than sufficient fuel to support any large-scale colonization and industrial programs in Storm Valley. Once there, they must contend with thirst, sunstroke, and the attentions of the wildlife of Storm Valley's deserts.

11. Similar to the previous hook, except that here, the exploration is being done by another outfit, and the party's employer sends the characters to spy on, and hopefully sabotage, their efforts.

12. The characters are sent to learn the secrets of that massive stone city in the eastern portion of Storm Valley and come back alive with the information.

13. Someone else was sent to learn the secrets of the aforementioned city, and now the characters must go in to find out what happened to him, rescuing him if at all possible, and preferably finishing his original mission as well.

14. The characters themselves are captured by the dinosaurs who rule the city, and must spend all their time between gladiatorial combats plotting a means of escape. Note that if there are any bronco riders or (preferably) wild ones in the party, they may communicate with the dinosaurs that are also held prisoner there and attempt a mass escape and/or a general uprising a la Spartacus.

15. With one or more wild ones among their ranks, the party must assemble an alliance from the various dinosaur families, herds, and packs in the eastern portion of Storm Valley to march on the therizinosaur city and put an end to it, or at least convince its rulers to leave everyone alone.

16. The characters, if they are Union military personnel, are transferred to Fort Phil Kearny, where they must spend their time struggling to survive against odds that grow worse with every passing day.

17. This scenario starts out like the previous one, save that this time, the characters find out in advance about both their impending transfer and the true conditions at Fort Phil Kearny. Thus, it starts out with role-playing and intrigue, as your players do everything they can to prevent their characters from being sacrificed in the hopeless struggle around the fort. This can range

from pleading, to pulling strings if they have friends in high places, to breaking into headquarters and modifying the records so they get sent somewhere else or nowhere at all, all the way to desertion, in which case they will spend the rest of the campaign with a price on their heads. (Hey, it's still better than serving at Fort Phil Kearny.)

If they fail, and only then, they get sent to the fort. After that, it's the same as in the scenario above, save that they have the added disadvantage of a cloud over their heads due to their efforts to get out, which will not endear them to "Major Folly." In fact, since newly-arrived troops won't have had time to forge firm bonds with the older members of the garrison, he might just decide to send them out all the time – for example, making them permanent members of the daily water run.

18. The characters are not military personnel, but they get sent to the fort for some reason or other (perhaps as escorts for some civilian big shot, possibly even a member of the Cabal). Their pay depends on fighting their way through to the fort and then back again, both times with their charge in tow.

19. Once the characters arrive at Fort Phil Kearny (for any reason), one or more soldiers there who are desperately trying to escape attempt to persuade them to provide aid. It helps if at least one of the would-be deserters comes from a relatively privileged family, whether it's one with money, connections, or both. Perhaps one relative is a member of the Union's military-industrial complex, and could provide helpful characters with a limitless supply of top-grade Union military and other gear. Conversely, the soldier could be able to trade a valuable family keepsake (class, engagement, or wedding rings are good examples of this).

20. This one is like the last scenario, except that after – or during – the escape attempt, the characters learn that their buddy isn't so well-endowed as he claims, and in fact is flat-out lying to literally save his skin. This can lead to a long-lasting adventure in itself, as the characters chase him all over Cretasus, trying to get him to "pay up," one way or another.

21. The characters are Union military personnel who are not necessarily slated to serve as part of the garrison at Fort Phil Kearny, but must still lead or take part in a large-scale operation to reinforce or relieve it. This scenario has the potential for a pitched battle in the jungle between large numbers of Union troops and a mixed bag of the dinosaurs of Storm Valley, all together in their crude alliance.

22. The characters are either Confederate military personnel or mercenaries in Confederate pay. They are charged to do what they can to sabotage the Union's efforts to maintain Fort Phil Kearny, to the point of leading Confederate troops in an assault against the fort, possibly in conjunction with the local dinosaurs.

23. The party consists mostly or entirely of wild ones, who have come to Storm Valley on their own account to assist the dinosaurs in their struggle against the Union, possibly bringing in high-tech gear to aid in the fight.

24. Here the characters are Confederate emissaries, with one or more wild ones in tow, sent to deliberately forge an alliance between the Confederacy and the dinosaur clans besieging Fort



Phil Kearny.

25. This is the Alamo/Rorke's Drift scenario, depending on the outcome. The inevitable finally happens, and dozens, hundreds, or even thousands of dinosaurs converge upon the fort, possibly with alien or Confederate allies and equipment, to take part in the final assault. Remember that the fort is far too large to be properly defended by a garrison of 1000 men or (probably) less. Unless your players can pull a rabbit out of their hats, or if they're tired of their current characters or serving the Union, this gives everyone the opportunity to take part in a glorious last stand. Trying to prop up the gates as they stagger upon the repeated impacts of ceratopsians or giant sauropods; fighting off mass assaults on the walls with one hand tied behind their backs, as they suffer from – or at least keep watch for – pterosaur aerial assaults that take them from behind; dealing with pterosaurs as they drop into the fort, not merely log and boulder “bombs,” but also smaller but still deadly dinosaurs; seeing giant sauropods deliberately stand up against the fortress walls and let large carnosaurs scramble over them to drop inside; dealing with a rapidly-shrinking supply of ammunition and fellow soldiers: this is the stuff of epics.

26. Union spies and/or saboteurs are sent into the Confederate-controlled zone to disrupt mining operations and the ongoing industrial buildup. Depending on their origins, the characters may be taking part in this operation or trying to foil it.

27. A pack of carnivorous dinosaurs – or one giant beast – has made a habit of attacking the convoys taking ore and supplies to and from the mining camps and industrial towns, and the characters must slay them or it. If the Union is somehow involved as well, they may find themselves with far more than they bargained for.

28. Miners have been making the rounds of the mining camps, claiming “There's gold in them thar hills!” – and in such abundance that it could turn a division's worth of men into millionaires. Whether this is true or not – the “miners” may be Union *agents provocateur* – the characters have to help the Confederate authorities keep their own miners on the job, instead of deserting

en masse in the hope of becoming rich and disrupting the flow of iron and copper ore to the industrial towns.

29. When the miners make their announcement from the scenario above, the characters themselves take off for the hills to see if it's true. It may well be true, or it could be a Union ploy, a hoax, or something even more sinister. For example, the miners may have found enough gold for themselves to get rich on, but it is in territory controlled by one or more huge carnosaurs. After using a wild one or small dinosaur as a go-between during negotiations, the unethical miners struck a deal with the carnosaurs: If the latter will let them work in peace, they'll spread rumors that will bring other tasty humans flocking into the neighborhood in large numbers, more than sufficient to sate the dinosaurs' hunger.

30. Someone is attacking Union troops with poisoned arrows and making it look like the Confederate militias did it. The characters must find out who is responsible and stop it, before these incidents trigger a full-scale colonial war and assault on the Confederate zone. In this scenario, the villains may be intelligent dinosaurs, aliens, human criminals or other troublemakers, or even agents employed by the Cabal.

31. The leader of a caravan using Main Valley dinosaurs as pack animals and mounts has reported some unsettling news. On their last trip, they suffered an unprovoked attack by a Storm Valley dinosaur, possibly even a herbivore such as a sauropod or ceratopsian. Their attacker's skin was in constant motion from what seemed to be severe nervous convulsions, and it showed what seemed to be insane viciousness when it attacked. After that, the convoy's own dinosaurs, one by one, began showing similar symptoms and rebelling against their masters, even attacking one another. It is feared that this is caused by a disease indigenous to Storm Valley, but perfectly communicable to dinosaurs from the Main Valley: one that affects dinosaurs and reptiles in general as rabies affects mammals. If it spreads, particularly if the Union finds out about it, then Confederate efforts to use trained dinosaurs in the military and the general economy may be doomed to a bloody failure.



Chapter 2: New Creatures

Because Storm Valley is just now being explored and exploited, none of the animals listed below have been captured long enough to be domesticated. We have thus not listed DCs for training these beasts. The standard rule (from the Handle Animal skill description in the PHB) is a DC of 20 + the animal's HD. This can be modified at the GM's discretion according to the creature's temperament.

As noted in the Broncosaurus Rex Core Rulebook, we treat dinosaurs as type animal, not beast as in the core d20 rules. Nevertheless, we have given our dinosaurs the hit dice of beasts (d10), not animals (d8), to conform to previously published d20 stats for dinosaurs. A T-rex on Cretasus shouldn't be any less tough than a T-rex in another d20 game just because one is an animal and the other is a beast!

You may notice one other inconsistency in our stat blocks: we do not always apply Str bonuses evenly across all of an animal's attacks. Str bonuses are applied based on how the creature's muscular system works. Many large herbivores have strong legs and bodies, but their jaws are quite weak. In game terms, the creature's Str bonus should not apply to its bite. Or, for a more dramatic example, consider the T-rex. The muscles in a T-rex's jaw and neck are much more powerful than the muscles in its arms. Some paleontologists conjecture that T-rex's arms could only lift 50 pounds! The legendary crushing power of the T-rex's jaws makes it obvious that there are two Str stats at work here: one for the jaws, and one for the arms. This "relevant muscular group" approach to Str bonuses is why some Broncosaurus Rex dinosaurs do not have Str bonuses applied evenly to all of their attacks.

ALLOSAURUS TEMNONYCHUS ("CLAW CUTTER")

Allosaurus temnonychus

Huge Animal

Hit Dice:	18d10+90 (189 hp)
Initiative:	+2 (Dex)
Speed:	50 ft.
AC:	15 (-2 size, +2 Dex, +5 natural)
Attacks:	Claws +19 melee, bite +14 melee
Damage:	Claws 4d8+13, bite 3d8+11
Face/Reach:	15 ft. by 15 ft./15 ft.
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Scent
Saves:	Fort +16, Ref +13, Will +10
Abilities:	Str 27, Dex 15, Con 20, Int 12, Wis 19, Cha 14
Skills:	Listen +10, Spot +14, Wilderness Lore +5

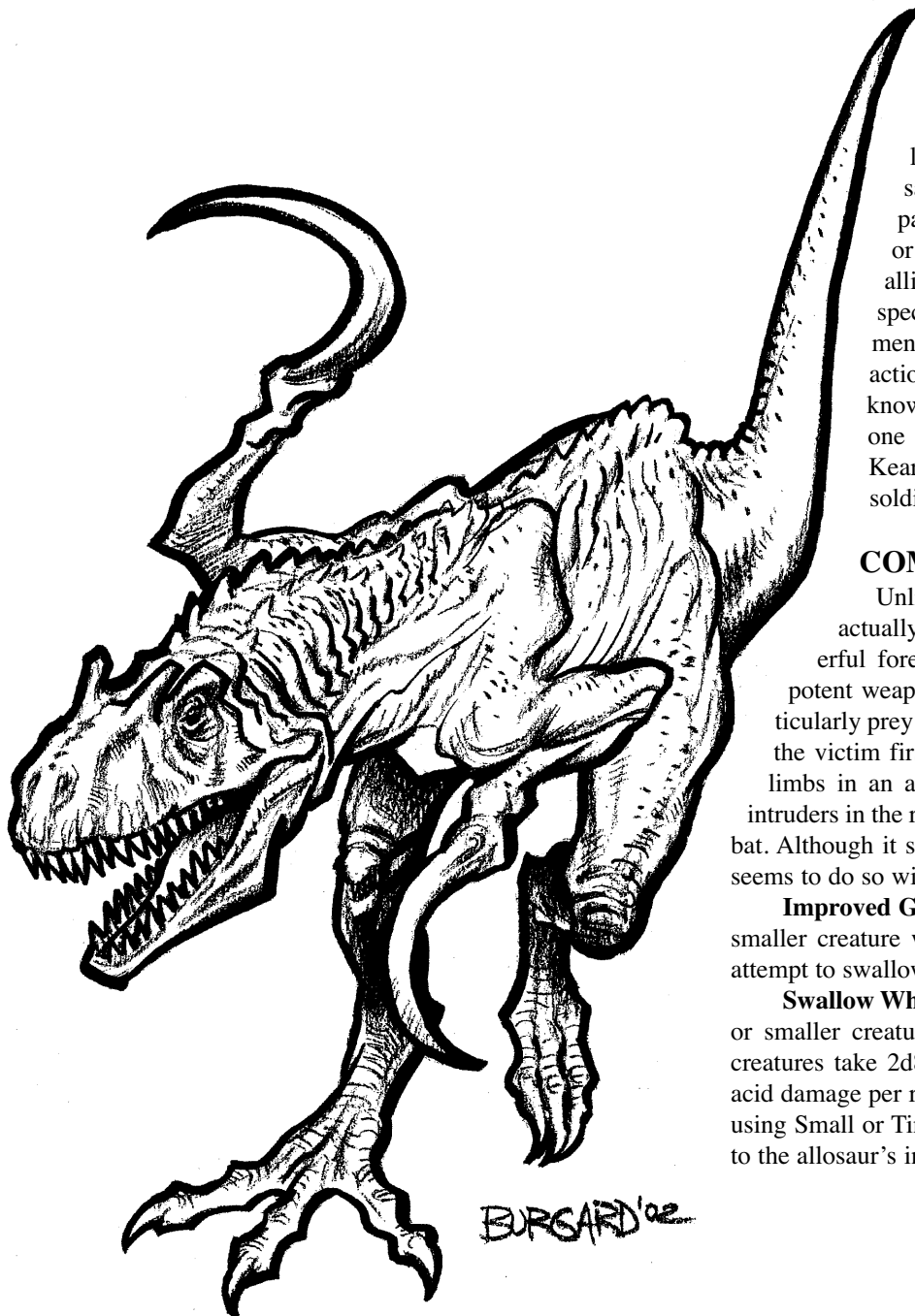
Climate/Terrain:	Warm forest, hill, plains, and marsh
Organization:	Solitary, pair, or pack (4-8)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Neutral
Advancement:	19-36 HD (Gargantuan)

Allosaurus temnonychus (the "cutting claw") gets its name from the massive foot-long claws on each of its forelimbs. These claws, allied to massively powerful arm muscles – among the most powerful of any carnivorous dinosaur – do terrible damage, even more than the great jaws. Even worse from the standpoint of human explorers is the fact that allosaurus temnonychus is the allosaur species most likely to attack without warning or compassion. This follows the trend set by their weaker, yet still-powerful relative A. cenovenator, leading to the unpleasant conclusion that the stronger the allosaur species is (and thus more able to enforce its demands and achieve its desires on its own), the less likely it is to reason with others. To those who know only the allosaurs of the Main Valley, this is a depressing and alarming commentary on allosaur psychology, but it seems to fit the facts.

SOCIETY

A. temnonychus is considerably more organized than its less-advanced relatives, frequently employing pack-hunting tactics





against larger and more dangerous herbivores. In fact, even in the short space of time humans have been observing them, there have been many known cases of separate packs temporarily uniting to join forces against a particularly dangerous opponent, such as a herd of giant sauropods, ceratopsians, or armored dinosaurs, a pack or family group of a larger carnosaur species, or the human intruders into Storm Valley. It was an alliance of two separate packs of this carnosaur species that slew Jerrold Connors and a third of his men when they conducted their desperate rearguard action to let the party's scientists get away with the knowledge they had gained. This species of allosaur is one of the prime movers of the siege of Fort Phil Kearny, and one of the most feared by those Union soldiers unfortunate enough to be stationed there.

COMBAT

Unlike all other allosaur species, *A. temnonychus* actually inflicts more damage with the claws on its powerful forearms than with its bite, although this is still a potent weapon in itself. When fighting larger dinosaurs, particularly prey species like the sauropods, the carnosaur will bite the victim first, then strike the wound with both clawed forelimbs in an attempt to widen it. Most ominously for human intruders in the region, the species actually seems to glory in combat. Although it still scavenges when a good opportunity arises, it seems to do so without enthusiasm.

Improved Grab (Ex): An allosaur that hits a Medium-size or smaller creature with its bite attack may grab them. It may then attempt to swallow them whole.

Swallow Whole (Ex): An allosaur can swallow a Medium-size or smaller creature with a successful grapple check. Swallowed creatures take $2d8+8$ points of crushing damage plus 8 points of acid damage per round. A swallowed creature may cut itself out by using Small or Tiny slashing weapons to deal 25 points of damage to the allosaur's innards (AC 20).



ANKYLOSAURUS PELTASPINOS (“SPINYDILLO”)

Ankylosaurus peltaspinos
Gargantuan Animal

Hit Dice: 20d10+160 (270 hp)
Initiative: -2 (Dex)
Speed: 20 ft.
AC: 18 (-4 size, -2 Dex, +14 natural)
Attacks: Tail club +20 melee
Damage: Tail club 5d6+9/crit 18-20
Face/Reach: 15 ft. by 25 ft./20 ft.
Special Attacks: Target Ankles, Spines
Special Qualities: Scent, Defensive Crouch
Saves: Fort +20, Ref +4, Will +6
Abilities: Str 28, Dex 7, Con 27,
Int 6, Wis 9, Cha 13
Skills: Listen +4, Spot +4
Feats: Power Attack, Cleave, Great Cleave

Climate/Terrain: Desert, plains, forest, riverbanks
Organization: Small herds (6-8)
Challenge Rating: 8
Treasure: Standard
Alignment: Neutral
Advancement: 21-25 HD (Gargantuan)

Ankylosaurus peltaspinos is a larger and more lethally adorned version of the regular ankylosaurus. With a maximum length of 40 feet, its most noticeable feature is the vast array of foot-long spines covering its carapace. The entire carapace is separated into little bony squares, and each square has a spine coming out of the center.

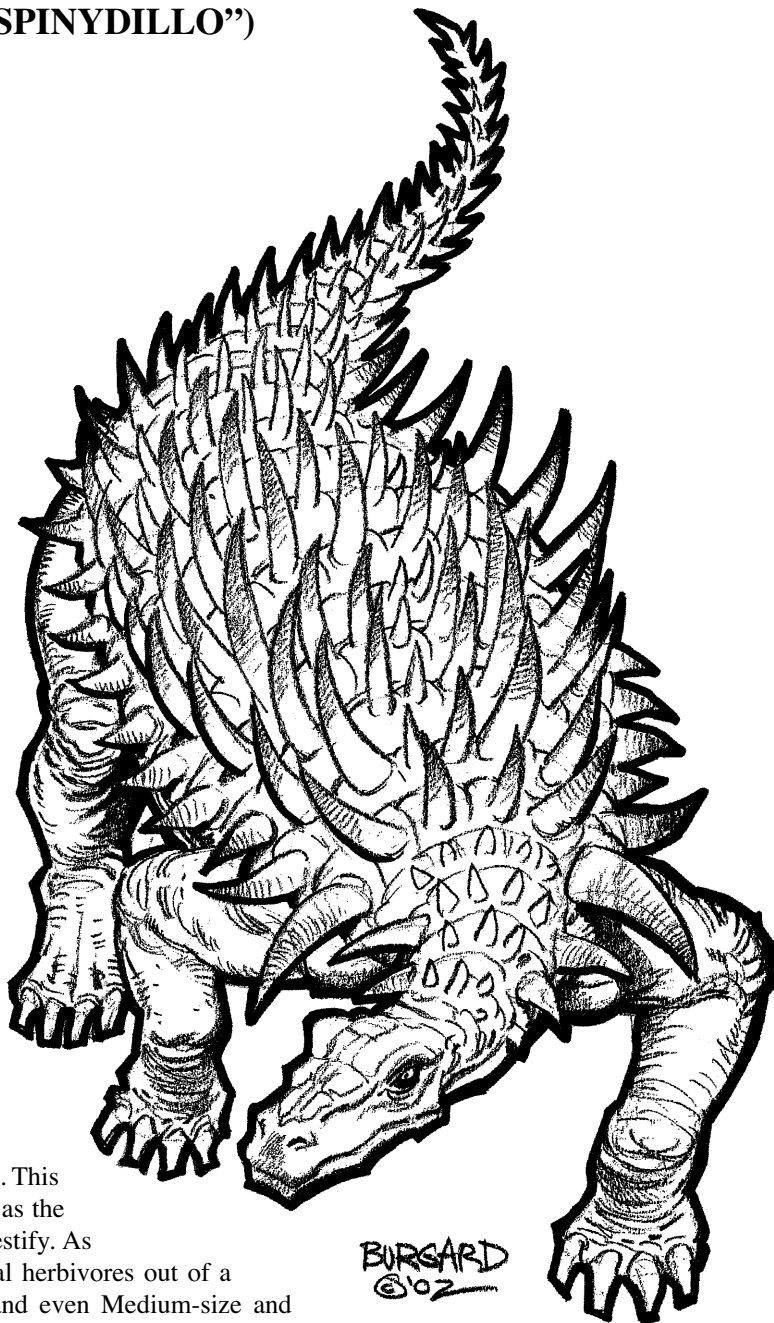
SOCIETY

With increased power comes increased aggressiveness. This old adage holds true for herbivores as well as carnivores, as the plant-eating neighbors of Ankylosaurus peltaspinos can testify. As with their less advanced relatives, they will drive all rival herbivores out of a good grazing area, in addition to all large carnivores (and even Medium-size and smaller carnivores during the breeding season, when young animals are about). Matriarchal as all ankylosaur herds, they nevertheless see some spectacular tail-club duels at the start of the mating season, as the males compete for the favors of the females.

Their herds wander constantly, but will settle down in one spot – the lushest grazing spot they can find – when it is time to breed. The choice of where to settle is decided entirely by the area’s ability to support the herd for a prolonged period of time, and although the lush regions get more than their fair share of attention, they will be dropped without regret if a prolonged drought or blight spoils them. From half-a-dozen to a dozen eggs are laid by each female, with roughly half of each clutch living to maturity – an unusually high proportion, due primarily to the increased care the herd takes in driving out potential predators (including the PCs).

COMBAT

These creatures fight as do all of their kind, crouching low to the ground so as to protect their vulnerable bellies, then lashing out with their tail clubs. When multiple foes of relatively small size are about, such as humans or raptors, they will often mow down num-



bers of them at a time with a single tail slap, courtesy of the Great Cleave feat.

Spines (Ex): The spines on the carapace of Ankylosaurus peltaspinos (“spiny shield”) are an extra protection. Any creature that comes into physical contact with the creature takes 1d8 points of damage, which can be avoided with a Reflex save (DC 14). Any attack made with a reach of 5 ft. or less (whether a natural attack or a melee weapon) counts as coming into physical contact. Ranged weapons and weapons with reach avoid the spines. The spine damage is a recurring attack – even if you make a Reflex save one round, you still need to make another one on the next round.

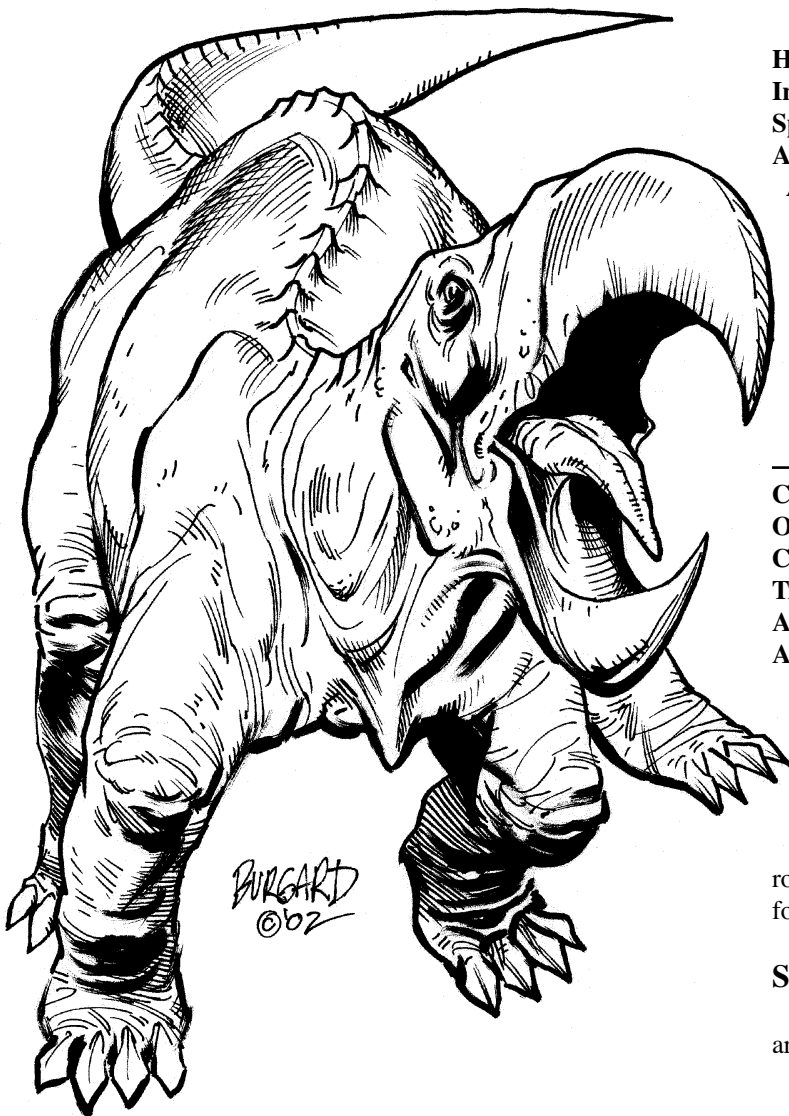
Defensive Crouch (Ex): An ankylosaurus feeling defensive can crouch, tuck its head in and draw its legs up beneath its body. This minimizes the already few vulnerable areas and grants a +6 circumstance bonus to AC. When crouched as such, the ankylosaurus cannot move or attack. Ankylosaurus generally do this only when injured or facing overwhelming odds. Only a handful of specialized long-armed predators can successfully attack them when they are crouched.

Target Ankles (Ex): Ankylosaurus always aim for their enemy’s ankles. For a creature so low to the ground, this is its best defense against large theropods. All ankylosaurus attacks have a threat range of 18-20. On any critical hit, the ankylosaur scores double damage, and the target must make a Fortitude save (DC 18) or have its leg broken. A target with a broken leg cannot run, moves at half speed and is considered flat-footed at all times.

BYPRODUCTS

As with the original Ankylosaurus, the main value of A. peltaspinos is its heavy armor, which can be used to provide defensive armor for domesticated dinosaurs, be they cargo-hauling brachiosaurs or the smaller and more aggressive beasts ridden by the Dino Riders. If properly cured, the hide can convey its spiny protection to the bearer.

ANOPLTOPS FEROX (“PARROTBEAK”)



Anoplotops ferox

Huge Animal

Hit Dice:	17d10+119 (213 hp)
Initiative:	-1 (Dex)
Speed:	30 ft.
AC:	11 (-2 size, -1 Dex, +4 natural)
Attacks:	Bite +20 melee
Damage:	Bite 3d8+11
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Armor crush, trample
Special Qualities:	Scent
Saves:	Fort +17, Ref +5, Will +6
Abilities:	Str 20, Dex 9, Con 25, Int 6, Wis 12, Cha 7
Skills:	Listen +12, Spot +10

Climate/Terrain:	Warm forest, hill, and plains
Organization:	Solitary or herd (10-50, 20% young)
Challenge Rating:	7
Treasure:	None
Alignment:	Lawful neutral
Advancement:	18-34 HD (Gargantuan), 35-52 HD (Colossal)

This slate-gray animal is a living paradox: a horned dinosaur without horns. Not only that, but this 35 foot long beast also lacks the bony frill owned by virtually all other ceratopsians. By way of compensation, it has a massive parrotlike beak, which can crush bones and tree trunks (its favorite food) with equal ease.

SOCIETY

Anoplotops ferox roams in sizeable herds run by a matriarchy. It is almost unique among ceratopsians in that the males do



not fight for the females' favors at the breeding season. Instead, each male has a type of musk gland that gives off a pungent odor, subtly different for each individual. The females of the herd sniff over their suitors, selecting the one whose smell they like the best. In almost all other ways, their behavior conforms to that of *Cretasus ceratopsians* in general: migrating along regular routes, "petitioning" would-be herd members, and so on. They tend to get along well with all other herbivores, at least as long as there is enough grazing and water for all, but the males aggressively rush any carnivores that venture too near the herd. If they encounter a creature never seen before, such as a human, they assume the worst for safety's sake, and take an attitude of "charge first, ask questions later."

COMBAT

Anoplotops ferox' standard attack is to rush at a predator and bite it with its massive beak, aiming primarily for the hind legs when the enemy is a carnosaur. One reason they are so aggressive is their lack of body armor; they cannot afford to be passive in the face of a potential threat. Aside from the standard bite, they have two special attacks:

Armor Crush (Ex): The massive beak of this ceratopsian is literally like that of a giant parrot, and works like a nutcracker. This is good for splintering tree trunks, and it has an added value now that humans with armor are invading Storm Valley. So suitable is the beak of this creature for cracking hard items that any opponent with non-natural armor (such as a Union Ironclad or an infantryman with a flak jacket) receives only one-half the benefits of his armor bonus to Armor Class, rounding down when necessary. Thus, a soldier wearing riot gear (normally +6) receives only a +3 bonus to AC. Energy armor and Dexterity bonuses are not affected.

Moreover, the suit of armor will be quickly ruined as it is split open by the creature's bites. After each successful hit, the armor's bonus is halved, rounding down, until it reaches +0 and is utterly destroyed. For example, the aforementioned riot gear would offer only a +1 bonus after the first hit, and would be ruined thereafter. All subsequent attacks of any sort will be made on a totally defenseless victim so far as armor bonuses are concerned.

Trample (Ex): *A. ferox* can trample creatures of Medium size or smaller, inflicting 2d12+10 points of damage. The intended victim can attempt to halve this damage by making a Reflex save (DC 23), assuming he is willing to forgo an attack of opportunity.

BYPRODUCTS

Aside from *anoplotops* flesh being a delicacy (the pink meat is something like smoked turkey in flavor), the scent emitted from the male musk glands is not unpleasant to human nostrils, and in fact is now in great demand as an ingredient for men's cologne. A single vial (equivalent to a vial of antitoxin in size) filled with this musk is valued at \$500. The scent is so strong that a little bit goes a long way – the creature's musk glands contain enough musk at

one time to fill ten such vials. Of course, one must kill the animal to remove the musk, and the herd members do tend to stick together in the event of attack...

AUBLYSODON OROGRADIOR ("MOUNTAIN WALKER", "ROCK MONSTER," "STONE DROPPER")

Aublysodon orogradiator Huge Animal

Hit Dice:	14d10+42 (119 hp)
Initiative:	+4 (Dex)
Speed:	30 ft., climb 15 ft.
AC:	20 (-2 size, +4 Dex, +8 natural)
Attacks:	Bite +13 melee, claws +3 melee
Damage:	Bite 2d8+6, claws 1d4
Face/Reach:	10 ft. by 10 ft./10 ft.
Special Attacks:	Start avalanche
Special Qualities:	Fall safely, scent
Saves:	Fort +11, Ref +12, Will +5
Abilities:	Str 22, Dex 18, Con 17, Int 10, Wis 13, Cha 10
Skills:	Climb +22*, Jump +6, Hide +6, Listen +4, Spot +11

Climate/Terrain:	Hills, mountains
Organization:	Solitary, family (2-4), or pack (5-16)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Lawful neutral
Advancement:	15-28 HD (Gargantuan)

Aublysodon orogradiator is a "mountain walking" descendant of the original tyrannosaur relative *Aublysodon*: a relatively small animal (roughly 20 feet long) with a sharply-pointed snout that gives its head a triangular profile. Its rock-climbing skills are far greater than those of its ancestor. The species has as its natural habitat the entire chain of mountains that rings Storm Valley round, giving it the nickname of "the guardian of the valley."

Virtually no one can enter Storm Valley by land without having at least a single encounter with one or more of these predators. Given the high rate of airplane crashes, there's a good chance that even fliers will encounter them in the end. They roam the rocky slopes of the mountains, preying on lizards, snakes, pterosaurs and their eggs, raptors and other small predators, and several species of *hypsilophodonts* which roam the same area like bighorn sheep and mountain goats.

SOCIETY

Although the scarcity of prey on the mountainsides often forces these *aublysodonts* to hunt alone, they have absolutely no trouble with working together when necessary to bring down larg-





er game or a herd of small creatures. Family bonds are strong, with the young from one generation often hanging around to help raise their siblings from the next, and many packs are actually an extended family of three or more generations.

Cooperation between packs is common, with relatively bloodless ritual combat between pack leaders as a means to determine which pack must move on when there is a shortage of prey. When large game such as sauropods moves beside a mountain or through the passes, several packs may combine to bring it down, and the same goes for herds or other large bodies of smaller creatures, including humans. *Aublysodon orogrador*, more than any other dinosaur species, is responsible for choking off the flood of Union reinforcements through the mountain passes bound for Fort Phil Kearny.

COMBAT

Aublysodon orogrador fights with its powerful jaws and clawed forearms. How it gets at the enemy to launch this attack varies. It can climb the mountain slopes easily enough to chase down or corner small and agile prey, or wait in ambush among the rocks. When large or smaller-sized prey moves singly down a mountain pass, a lone predator will stand to one side of the trail at some point where it widens out, and two or more may wait thus along both sides in the advent of tougher prey. Although its jumping ability is average, its feet are heavily cushioned with muscle to ease the impact of a fall, and these carnosaur often gather on the rocks above prey and then drop down among them, making an effective defense virtually impossible.

Fall Safely (Ex): *Aublysodon orogrador* takes no damage from the first 30 ft. of any fall. It treats the next 30 ft. as subdual damage. Only after falling more than 60 ft. does it begin to take normal damage.

Start Avalanche (Ex): A favorite tactic of these creatures is to use their semi-grasping forepaws to shovel loose mountainside rubble in order to start an avalanche. A single *A. orogrador* can start an avalanche with 2d6 rounds of clawing. For each additional rock monster involved, reduce the time required by 1 round.

Creatures below may notice pebbles and loose stones falling before the avalanche begins (Spot check, DC 14). The avalanche has a range of 500 ft. downhill. The bury zone is a cone 200 ft. wide at its bottom; the slide zone is the rest of the area.

The avalanche causes the same damage as indicated in the DMG: 8d6 points of damage in the bury zone or half that with a successful Reflex saving throw (DC 15), and survivors are pinned; 3d6 in the slide zone, or no damage with a successful Reflex saving throw (DC 15), with survivors pinned only if they don't save. Pinned characters take 1d6 points of subdual damage per minute while pinned. If a pinned character falls unconscious, he must make a Constitution check (DC 15) or take 1d6 points of normal damage each minute thereafter until freed or dead.

The *aublysodonts* have to dig a while to recover their prey when using this tactic, but what the heck; the prey isn't going anywhere. Retaliation is difficult, as these carnosaur have proven themselves to be quite adept at taking cover when attacked with ranged weapons.

Skills: **Aublysodon orogrador* receives a +10 racial bonus to Climb checks.

BYPRODUCTS

When the springy muscles of the hind feet are preserved, they can be used to fill a pillow and provide a most comfortable head rest. One foot's worth fills a small pillow, two a large one; each foot goes for \$80 on the open market.



AVIMIMUS STRUTHIOIDES

("TORTURE BIRD")

	Avimimus struthioides
	Large Animal
Hit Dice:	5d10+15 (43 hp)
Initiative:	+3 (Dex)
Speed:	60 ft.
AC:	14 (+3 Dex, +2 natural, -1 size)
Attacks:	Bite +6 melee, 2 claws +1 melee
Damage:	Bite 1d10+8, 2 claws 1d3
Face/Reach:	5 ft. by 10 ft./10 ft.
Special Attacks:	Combination attack
Saves:	Fort +7, Ref +7, Will +3
Abilities:	Str 18, Dex 16, Con 16, Int 5, Wis 14, Cha 8
Skills:	Listen +4, Spot +8
<hr/>	
Climate/Terrain:	Desert, warm forest or plains
Organization:	Solitary, family (2-4), or pack (5-20)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Lawful evil
Advancement:	6-8 HD (Large)



Avimimus struthioides (the "ostrich-shaped bird mimic") is a 15 ft. long descendant of the original dinosaur Avimimus, which was smaller than a man. It is built somewhat like ornitholestes, but with the beaked head of a bird, downy feathers covering its torso, and larger feathers adorning its arms and forming a crest on the back of the head. The Cretasus version has the ordinary bird's beak replaced by the hooked raptorial beak of a bird of prey.

Unlike its omnivorous ancestor, this creature is a pure carnivore, using its speed and agility to run down creatures far weaker than it, which it will (when opportunity provides) kill as slowly and cruelly as possible. Cretasus veterans say it has the cruelty of a ceratosaur and the intelligence and organizational ability of ornitholestes: a bad combination, indeed.

SOCIETY

These creatures tend to be solitary hunters throughout much of their range, which is usually desert or plains. When there is enough game available to support them in greater numbers, or when they must combine because the only prey is too powerful for one of them to handle, they hunt in small family groups of a half-dozen or more, or even in large packs. They realize quite well, it seems, that strength of numbers will give them more food and more opportunities for torture than a solo act will. On the plus side, they mate for life, and will not seek a new mate if the old one is killed.

They use their speed and agility in place of brute strength, not only on the hunt, but also in settling differences among one another, either engaging in a simple foot race or performing an intricate

dance (which is also used to attract females during the mating season). Young animals stay with their parents until they are fully grown, unless the region they occupy is so barren of food that they have to leave early to find their own hunting grounds.

COMBAT

When tackling prey of Medium-size or larger, Avimimus struthioides fights primarily with vicious slashes from its wickedly-hooked beak in a series of hit-and-run attacks. Smaller creatures are, of course, simply snapped up, or played with first when there is time. The claws tend to come into use only if the creature is surprised and forced to struggle at close quarters with no room to maneuver, or as supplemental weapons once the victim is bleeding heavily and unable to react to attacks as swiftly as before. Then the avimimid will launch three attacks on a single spot, first tearing a wound out with the hooked beak, then using the clawed forepaws to widen it, adding to the damage. Against a totally helpless victim, the creature will draw out this prospect beyond all reasonable time, seeming to enjoy the death agonies of helpless prey. Any PC who gets caught in a bad way by one or more of these creatures when he is unable to fight back would be well-advised to save the last bullet for himself.

Fortunately, the forepaws of these creatures are not nimble enough to use captured human or alien weaponry. However, the dinosaurs still like to collect them, as well as anything else that captures their attention, as they have a definite pack rat mentality. Needless to say, this does nothing to endear them to the explorers and settlers of Storm Valley, particularly as they have been known



to trade weapons to dinosaurs that *can* use them in exchange for food or pretty items such as gemstones or gold nuggets.

Combination Attack (Ex): If the avimimid succeeds in a bite attack by a margin of 5 or more (e.g., if it rolls 18 or better against an opponent with AC 13), it may immediately follow up with its two claw attacks on the exact same spot. When used in such a combination, the claw attacks are made at the same attack bonus as the bite and inflict an extra +2 damage per claw.

BYPRODUCTS

The sharp-hooked beak of *Avimimus struthioides* is eight inches in length, making a good dagger which can be sold for \$80. Its claws make smaller daggers, with a complete set worth \$40. Aside from this, there are no items of value to be gained from killing them, other than the treasure they may have gathered. Given their cruelty and intelligence, it is obvious that training them, even while young, would be a waste of time. However, anyone who has seen them kill will readily agree that killing them is its own reward.

CARNOCORNUS MEGALOCORNUS (“BLACKHORN”)

Hit Dice:

Initiative:

Speed:

AC:

Attacks:

Damage:

Face/Reach:

Special Attacks:

Special Qualities:

Saves:

Abilities:

Skills:

Carnocornus megalocornus

Huge Animal

15d10+60 (143 hp)

+1 (Dex)

50 ft.

13 (-2 size, +1 Dex, +4 natural)

Gore +16 melee, bite +11 melee, claws +2 melee

Gore 2d8+9, bite 1d8+7, claws 1d4

10 ft. by 10 ft./15 ft.

Charging gore

Scent

Fort +13, Ref +9, Will +7

Str 24, Dex 13, Con 18,

Int 6, Wis 15, Cha 12

Listen +12, Spot +5

Climate/Terrain:

Organization:

Challenge Rating:

Treasure:

Alignment:

Advancement:

Warm forest, plains, and desert

Solitary or family (1-2 adults, 1-4 young)

7

Standard

Chaotic neutral

16-30 HD (Gargantuan)

Carnocornus megalocornus (“large-horned flesh horn”) is a descendant of the original carnosaur *carnotaurus* (“flesh bull”), whose head was adorned with a pair of large horns. In its descendant, however, these horns are longer and sharper (7 feet long!), and are in fact used as an offensive weapon. The horns are a shiny black in color, offsetting the creature’s light green back and pale yellow belly.

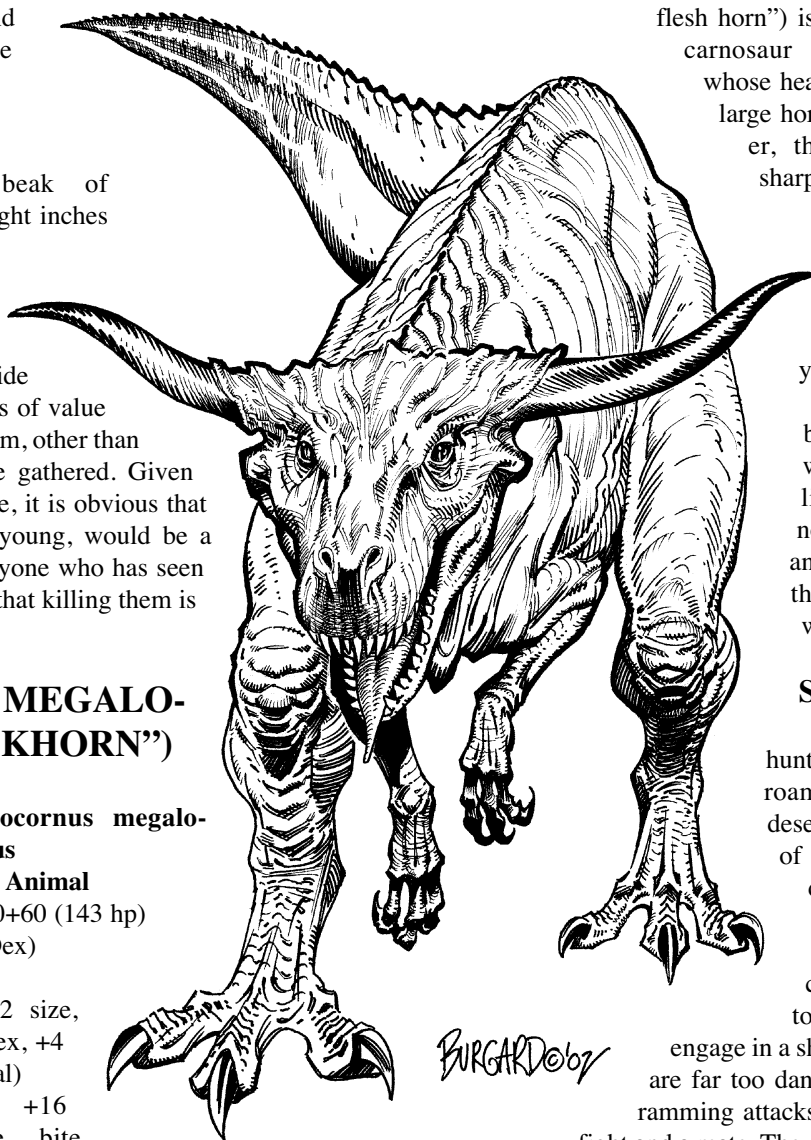
Carnocornus is a carnivore, but it shares some qualities with large horned herbivores like bulls and rhinos, most notably an irritable disposition and a tendency to charge anything that comes too close, whether it’s hungry or not.

SOCIETY

These carnosaur are solitary hunters for the most part. They roam the forests, plains, and deserts of Storm Valley in search of prey, only coming together during the mating season. At this time, opposing males will step up to one another and carefully lock their horns together, after which they

engage in a shoving match. The sharp horns are far too dangerous to be used in outright ramming attacks. The stronger male wins the fight and a mate. The male may or may not stay with the female to help tend the young; if not, she can do the job quite well on her own.

All rival predators are driven out of *Carnocornus*’ territory by the points of its horns. The only exceptions are others of its kind, in which case the interlocked-horn shoving match comes into play again. This species is not very bright compared to, say, the allosaurs, but its instincts allow it to keep destructive combat between members of its own kind to the absolute minimum.



COMBAT

Like its ancestor Carnotaurus, Carnocornus has surprisingly weak jaws for such a large animal, as well as the typically weak forepaws of most carnosours, and this is reflected in the damage stats. As a result, it tends to rely primarily on its sharp horns for combat, whether fighting off an enemy or bringing down large prey.

Charging Gore (Ex): The carnosour will stand off from its target at a distance, and then deliver a high-speed charge that ends with the victim impaled on its huge horns. If Carnocornus moves its full speed before an attack, the gore inflicts double damage. If the victim foregoes attacks of opportunity, it may attempt a Reflex save (DC 16, not inclusive of the -2 penalty noted below) to take half damage (assume only one horn of the pair actually hits the target).

Like the Cape buffalo of Earth, Carnocornus keeps its head raised and its eyes on the target for the entire charge, lowering its head to gore only at the last moment. Because of this, all opponents facing a charge have a -2 penalty to their Reflex save when trying to evade this charge.

BYPRODUCTS

The massively-horned head of Carnocornus would be a prized addition to any big-game hunter's trophy collection, so safaris to hunt these creatures down are becoming more common. They have some competition from pharmacists, however, for the material these horns are composed of is a powerful stimulant. When ground into powder and ingested, an ounce's worth of this material will provide a +1 enhancement bonus to Strength for 4d6 hours. A single horn is thus worth \$1,200, and a normal pair \$2,400.

Despite these creatures' vicious reputation, some people are willing to pay \$200 for one of their eggs. It is suspected that any captive Carnocornus thus obtained and raised would not be truly domesticated, but merely kept in a compound next to some facility that is valuable and needs special protection, such as a military research center.

CERATOPS SUSOIDES (“PIG BEAK,” “TUSKER”)

	Ceratops susoides Medium Animal
Hit Dice:	3d10+15 (32 hp)
Initiative:	+0 (Dex)
Speed:	30 ft.
AC:	18 front (+8 natural), 13 sides and back (+3 natural)
Attacks:	Bite +5 melee
Damage:	Bite 1d6+7
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Gore
Special Qualities:	Scent, resistance to poison
Saves:	Fort +8, Ref +1, Will +7
Abilities:	Str 17, Dex 10, Con 20, Int 6, Wis 12, Cha 13
Skills:	Listen +7, Spot +6, Wilderness Lore +3
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Climate/Terrain:	Any land
Organization:	Solitary, or herd (2-16)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always neutral
Advancement:	4-6 HD (Medium)

Ceratops susoides (“pig-shaped horn face”) is a small ceratopsian dinosaur, in size not much different from protoceratops, but far less intelligent. In fact, this “small” (though it weighs from 100-200 pounds) animal is the dinosaur equivalent of a wild boar, peccary, or warthog. It has a short bony frill and a relatively small beak, from which protrude tusks at least 5 inches in length. These tusks are used both as a weapon and as a tool for digging up roots, grubs, and worms, for this particular ceratopsian has evolved an omnivorous diet. It also eats carrion when it can get it, and expeditions into Storm Valley have more than once gone through the inconvenience – to say the least – of having this animal raid their food stores.

SOCIETY

Ceratops susoides roams alone, in small family groups of one or two adults and up to four young, or even herds of up to sixteen animals. Because it has adopted the omnivorous lifestyle of the pig, it has proven itself to be one of the most versatile of dinosaurs, being equally at home in jungles, forests, plains, deserts, marshes, hills, and mountains. It can eat anything, and is relatively small as dinosaurs go, so there is little or no competition or hostility between different herds if they run into each other in the course of foraging expeditions. If the low-growing fruits are eaten, they can dig up roots. If those are eaten, they can eat mushrooms and other plants. And if *those* are gone, they can root around for grubs and worms, or run down and kill small animals,



or find the eggs of creatures that nest on or near the ground, or even scavenge from dead bodies. Something is always available.

By contrast, if nearby creatures appear to be even a potential threat, the adults of the herd will drive them out at once if it is within their power to do so. If not, as would be the case if a giant carnosaur appeared, the entire herd will withdraw as swiftly and silently as possible. In case of attack by an unstoppable opponent, the entire herd will separate and scatter to all points of the compass, reuniting later with a combination of body odor and high-pitched grunts that only their own kind can hear.

COMBAT

For its size, *Ceratops susoides* is a fierce fighter, snapping at the enemy with its powerful beak. It can also use its tusks in combat, and has other powers as well.

Gore (Ex): When fighting an enemy head-on, *Ceratops susoides* can gore and rip with its sharp tusks. This gore attack is +7 meleé and does 2d6+9 points of damage, but can only be used against a single opponent directly in front of the *Ceratops susoides*. If the creature makes a gore attack, it may not bite.

Resistance to Poison (Ex): Another thing this creature shares with the pigs it resembles is a strong resistance to poisons. Whenever the animal is hit with a poison-based attack, it only suffers half damage. If it makes its saving throw, it suffers no damage at all. If the poison causes nausea, unconsciousness, or the like instead of physical damage, then a failed save halves the duration.

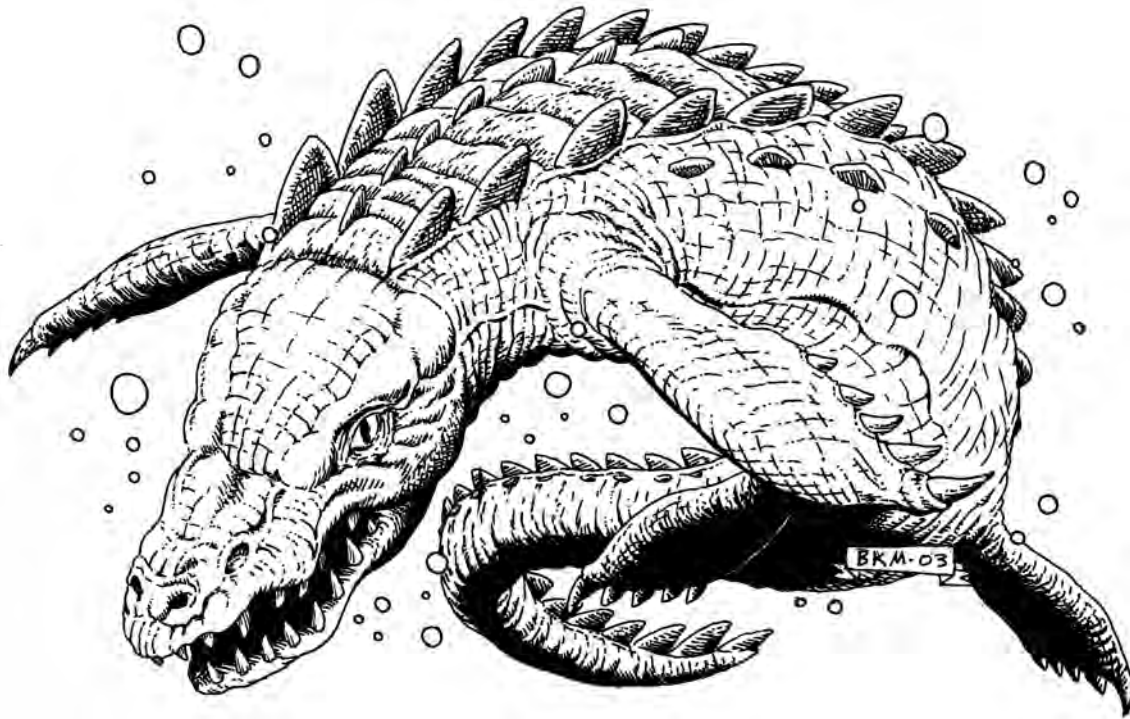
BYPRODUCTS

The flesh of *Ceratops susoides* is a gourmet's delight, making it a frequently-hunted animal. Given its tendency to eat anything it finds, it will also no doubt be hunted as a nuisance to be exterminated once farming begins in Storm Valley. The tusks make suitable daggers, costing \$20 apiece.

Its intact hide may also be sold for about \$30. These creatures apparently prefer privacy when they mate, heading for the thickest brush or other cover available. As a result, no one knows whether they lay eggs or produce young via live birth.

Either a new-born youngster or an egg, however, would net anyone who brought one in about \$20.





CETIOCROCODYLUS THALASSOS ("OCEAN TOOTH")

	Cetiocrocodylus thalassos Gargantuan Animal (Aquatic)
Hit Dice:	12d8+54 (138 hp)
Initiative:	+1 (Dex)
Speed:	10 ft., swim 40 ft.
AC:	16 (-4 size, +1 Dex, +9 natural)
Attacks:	Bite +17 melee, tail slap +12 melee
Damage:	Bite 4d6+12, tail slap 1d8+6
Face/Reach:	30 ft. by 50 ft./20 ft.
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Land vulnerability
Saves:	Fort +15, Ref +9, Will +6
Abilities:	Str 35, Dex 13, Con 24, Int 5, Wis 15, Cha 7
Skills:	Listen +12, Spot +14
Climate/Terrain:	Warm aquatic
Organization:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	Chaotic evil
Advancement:	13-18 HD (Gargantuan), 19-36 HD (Colossal)

Cetiocrocodylus thalassos, the "marine whale crocodile," is the largest of the prehistoric sea-going crocodiles, or thalatto-

suchians. Although as powerful as a sperm whale, it is longer and more slender, reaching extreme lengths of up to 100 feet. This blackish-brown monster preys on the largest fishes and marine reptiles of the Tempest Sea, while only the largest of the latter have a chance of preying on it in turn. A true marine animal, its ancestral crocodile legs have long since been transformed into flippers.

SOCIETY

C. thalassos has no true society, being a solitary hunter. During the mating season, the males engage in ritual combat for the right to impregnate a female, but the moment they have done so, they abandon her and return to the sea. The female herself will find a stretch of sandy beach, laboriously crawl ashore, and lay her eggs in a nest scraped out of the sand with her flippers. When sand has been brushed back over the eggs, concealing them completely, the female's job is done, and she can return to the sea.

Desert islands are essential to this lifestyle, and not just for the sake of the eggs. All but invincible in the water, these marine crocodiles are incredibly slow and clumsy on land, and when they come ashore on the mainland or a large island such as Carsonia, they are often set upon and killed by giant carnososaurs or their Carsonian equivalents.

COMBAT

C. thalassos fights like all of its kind, with a powerful bite and a lashing tail, while its thick scales provide good armor all around.

Improved Grab (Ex): If this marine crocodile hits a Medium-size or smaller creature with its bite attack, it may grab



them, and then attempt to swallow them whole.

Swallow Whole (Ex): This monster can swallow a Medium-size or smaller creature with a successful grapple check. Swallowed creatures take 2d8+8 points of crushing damage plus 8 points of acid damage per round. A swallowed creature may cut itself out by using Small or Tiny slashing weapons to deal 25 points of damage to the sea crocodile's innards (AC 20).

Land Vulnerability (Ex): It is not unheard of to encounter *C. thalassos* on land, especially during mating season. While on land, its effective Dex is reduced to 4, bringing its AC down to 12 and its initiative modifier to -3.

BYPRODUCTS

Because crocodile teeth are designed for grasping and holding a victim, rather than slashing or tearing it, they are not suitable for use as daggers. However, if you want tent pegs with prestige, these are the way to go, and a full set of teeth from *C. thalassos* still sells for \$500.

CHIROSTENOTES TEMNOCHEIRUS ("CUTTING HAND")

	Chirostenotes temnocheirus Medium-Size Animal
Hit Dice:	3d8+6 (20 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	14 (+1 Dex, +3 natural)
Attacks:	2 claws +6 melee
Damage:	2 claws 2d8+4
Face/Reach:	5 ft. by 5 ft./5 ft.
Saves:	Fort +5, Ref +4, Will +2
Abilities:	Str 19, Dex 13, Con 15, Int 5, Wis 13, Cha 6
Skills:	Listen +8, Spot +8
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Climate/Terrain:	Warm forest, hills, desert, or plains
Organization:	Solitary or family (1-2 adults, 1-2 young)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Lawful neutral
Advancement:	4-5 HD (Medium)

This animal is a descendant of the original dinosaur Chirostenotes: a beaked, bipedal omnivore with a short, bump-like horn on its beak, long and powerful clawed forearms, and a surprisingly short tail. Roughly the size of a black bear of Earth, Chirostenotes temnocheirus, the "cutting hand," has turned its clawed forearms into lethal weapons, indeed.

SOCIETY

The lifestyle of this curious animal is a combination of the bear and the ostrich. Like both creatures, it is omnivorous.



However, it lives in a wide variety of habitats, like the bear, and is fairly quick on its feet, like the ostrich. It is also less gregarious than the ostrich, living at most in family groups in which the parents take excellent care of the young.

Because the claws on the forepaws are such lethal weapons, the males take special precautions to avoid harming one another during the mating season. Standing face-to-face, they reach out carefully and interlock their hand claws together, then begin a shoving match. The loser is the one who gets shoved the farthest. He surrenders with a plaintive squawk for mercy. At that, the victor immediately stops pushing and graciously allows the loser to disentangle himself from his opponent's claws before trotting off.

No such mercy is shown an intruding predator, however. If it is small enough to be fought with a fair prospect of success, the dinosaur will attack at once; if not, it will attempt to silently withdraw.

COMBAT

In combat, Chirostenotes temnocheirus fights with its powerful clawed forearms, both of which can inflict 2d8+4 points of damage on any opponent. "Bring 'em back alive" types take note: the parents in a family will fight to the death to defend their young.



COLOSSOSAURUS CRETASUS ("COLOSSUS LIZARD", "DINO GOD")

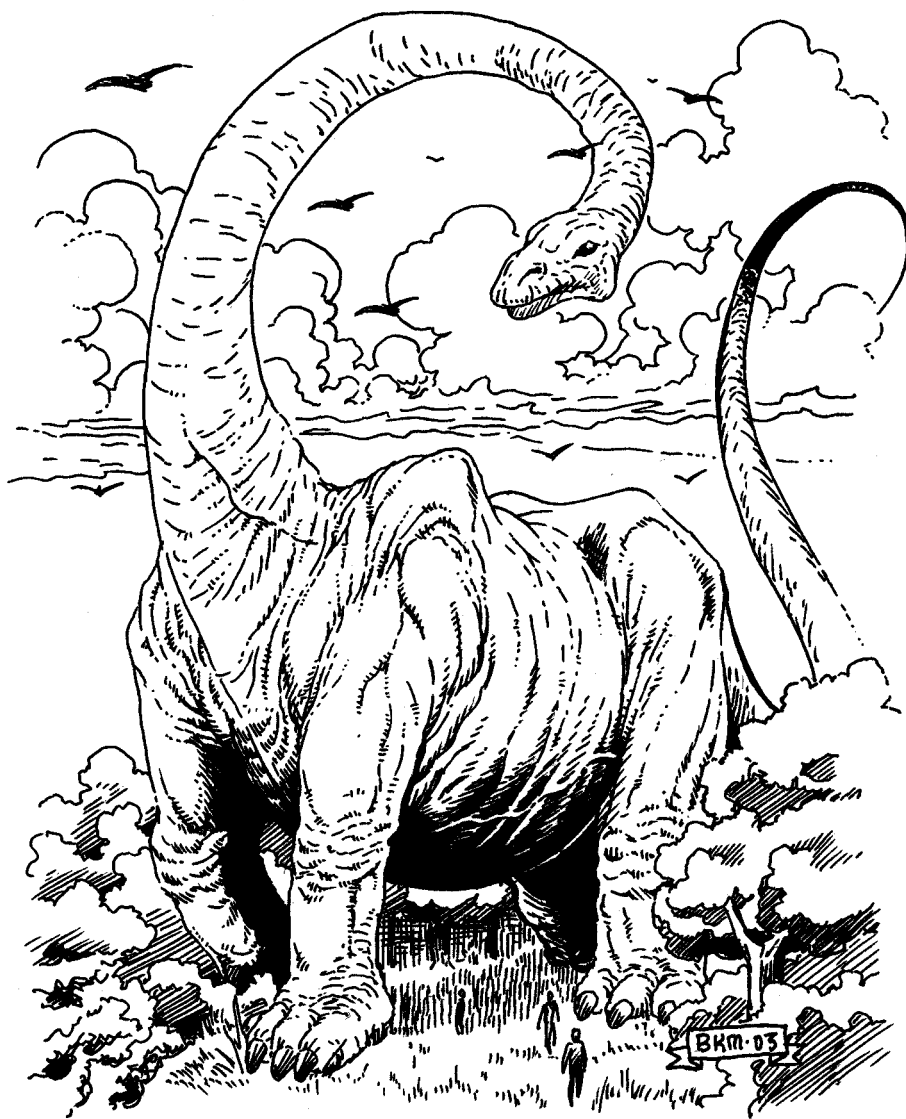
	Colossosaurus cretасus Colossal Animal
Hit Dice:	90d10+1,800 (2,295 hp)
Initiative:	-4 (Dex)
Speed:	100 ft.
AC:	-12 (-16 size, -4 Dex, +8 natural)
Attacks:	Tail slap +84 melee, kick +64 melee, bite +24 melee
Damage:	Tail slap 10d12+32, kick 5d12+24, bite 3d8+8
Face/Reach:	100 ft. by 300 ft./100 ft.
Special Attacks:	Trample, rear and stomp, tail sweep
Special Qualities:	Massive size, scent
Saves:	Fort +92, Ref +0, Will +31
Abilities:	Str 75, Dex 2, Con 50, Int 5, Wis 12, Cha 14
Skills:	Listen +4, Spot +22, Wilderness Lore +6
Climate/Terrain:	Warm plains
Organization:	Herds (3-6)
Challenge Rating:	30
Treasure:	None
Alignment:	Neutral good
Advancement:	They don't get any bigger!

Colossosaurus cretасus, the "colossal lizard of Cretасus," is a descendant of the diplococids among the sauropods. It is the longest land animal known to exist, and is also the longest land animal that can exist, according to the calculations of the scientists. Including its tail, this creature is 400 feet in length, and its head is at least 150 feet high. It weighs only 250 tons, despite its length, since its body and tail are long and slender (well, "slender" for a creature its size). Still, it is so big that its legs almost touch each other when it walks. A larger creature is a physical impossibility, at least on dry land, since there isn't room on a quadruped's skeletal structure for its legs to grow larger to support any additional

weight. It claims the distinction of being the safest, least attackable herbivore in Storm Valley (and perhaps in all the universe).

SOCIETY

These creatures roam in small herds, the better to avoid swallowing the entire neighborhood at once. The young are defended until they mature, a process which can take two centuries or more. These creatures may be regarded as virtually immortal. They have a mating season and lay eggs only once every century, and while waiting for those eggs to hatch, they will strip an entire region to virtually nothing. Not as intelligent as some other sauropods, they are nonetheless well-versed in knowledge about the valley they call home.



COMBAT

From a combat perspective, colossosaurus is mind-boggling. Its strength and size are staggering. Nothing can kill it.

On the other hand, it's not hard to hit. With a lot of patience, ranged weapons could (in theory) bring it down.

Only the largest carnivores, such as T-rex tyrant kings or the linnorms, will consider attacking an adult colossosaurus, and even then only under conditions of complete famine. Although not aggressive, these sauropods are ferocious fighters, being able to kick, bite, and lash out with their tails. The lashing tail of Colossosaurus is handled so adeptly, and with so much strength, that it can literally reach supersonic speeds when lashing out.

This sauropod also has a number of special attacks:

Trample (Ex): Anything that comes near a colossosaurus is at risk of being stomped. In battle, it will attempt to trample anything in sight. The trample causes 11d12 points of damage, or half that if the target will forgo an attack of opportunity and attempt a Reflex save (DC 15). (The DC is rather low because the distance a target must move to dodge a colossosaurus trample is offset by the slow speed at which most of its body moves.)

Rear and Stomp (Ex): When facing an enemy to its front, colossosaurus can rear up and come crashing down with both forelegs, using a combination of gravity and its own weight to do damage. This attack takes an entire round and does 10d20 points of damage per forelimb; both forelimbs may be used at once on a single creature of Gargantuan size or larger, thus doubling the damage. As before, a Reflex save (DC 15) will halve the damage.

Tail Sweep (Ex): Colossosaurus can make two kinds of tail attacks. The first is its standard slap, which is a whip-like attack aimed at one creature. The second is a slower sweep of a general area, which can push aside even the largest trees.

Even though a standard slap is aimed at a single creature, the tail is so large that it's inevitable that something else will get hit, too. The attack is treated as a cone attack with a width and height of a quarter of its length. The length is fixed at the target's location – e.g., even though the tail's full reach is 100 ft., an attack against a target 50 ft. away is treated as having a 50 ft. length. This is due to the size and circumference of the colossosaurus' tail. Even if wanted to target a specific creature, it would have a hard time not hitting something else along the way.

A sweep attack can be undertaken only if the colossosaurus makes no other attacks in the same round. It sweeps its enormous tail in one direction, then the other. The attack affects a half circle with a diameter of 75 feet, centered on the colossosaurus' rear. The attack automatically deals 5d12+32 points of damage to all targets within the area (including trees, houses, and allies). In theory, a Reflex save (DC 15) can be made to avoid the attack, but even if a creature makes the save, there must be a safe spot within half its normal speed. If not, it jumps out of the way – but not far enough – and still gets hit.

Massive Size (Ex): Colossosaurus is really in a class of its own. Its size penalty to AC and attacks has been increased to reflect the enormity of its size.

BYPRODUCTS

The egg of a colossosaurus sell for at least \$6,000. One egg can feed a family for weeks. A bullwhip made from the last section of the tail sells for \$500. However, the creature is mainly valued as a source of meat and blubber, though only carcasses and very young are even considered for such purposes.

CRASPEDOCERATOPS GREGARIUM ("HORNED TANK")

Craspedoceratops gregarium

Huge Animal

Hit Dice:	20d10+160 (270 hp)
Initiative:	-1 (Dex)
Speed:	30 ft.
AC:	18 front/sides (-2 size, -1 Dex, +11 natural), 11 rear (-2 size, -1 Dex, +4 natural)
Attacks:	Gore +19 melee
Damage:	Gore 3d8+9
Face/Reach:	15 ft. by 25 ft./15 ft.
Special Attacks:	Charge for double damage, trample
Special Qualities:	Scent, spines
Saves:	Fort +20, Ref +11, Will +7
Abilities:	Str 22, Dex 9, Con 27, Int 7, Wis 12, Cha 9
Skills:	Listen + 8, Spot +8

Climate/Terrain:	Warm hills and plains
Organization:	Solitary or herd (10-100, 50% young)
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	21-40 HD (Gargantuan), 41-50 HD (Colossal)

Craspedoceratops gregarium, the "gregarious spiny horn-face," is a descendant of the ceratopsian dinosaur *Triceratops*, but is better protected. Aside from being larger and more powerful, with a maximum length of 40 feet, its frill is a much better defensive device. Not only is it covered with six inch long spines, but it has broadened and expanded to cover the entire front half of the animal, including the back, the sides, and the upper halves of the forelegs, making it far more difficult for a carnosaur to make its way past the armor and sink its teeth into unprotected flesh.

SOCIETY

C. gregarium lives in sizeable herds, just as its ancestor does in the Main Valley. In most respects, as in mating, migration, and the "petitioning" of outsiders into the herd, its behavior is the same as that of its ancestor. The primary difference is that *Craspedoceratops*, being better protected than *Triceratops*, is far less hesitant to charge away from the herd to attack an intruder. Protective circles are rare, and are often composed of the adult



females only, while the bulls roam freely on the outskirts of the herd, concentrating on a particular threat or charging targets of opportunity. These herbivores are almost never attacked, unless the area is short of water or prey.

COMBAT

These animals fight as do their ancestors, with a goring attack from the three front horns. *C. gregarium* also has some special attacks and characteristics:

Charge For Double Damage (Ex): Craspedoceratops can charge an opponent from a standing start at a distance, building up enough momentum to inflict double damage on it (6d8+12).

Trample (Ex): This ceratopsian can trample creatures of Medium size or smaller. The trample causes 3d12+4 points of damage, although targets who do not make attacks of opportunity may make a Reflex save (DC 23) to take half damage.

Spines (Ex): The spines on the frill are so sharp that any creature that comes in contact with it – which in practice means coming in contact with any part of the front or sides of the animal – will suffer 1d6 points of damage. This damage can be avoided with a Reflex save (DC 20).

BYPRODUCTS

The head of this magnificent beast is highly prized by trophy hunters, while its flesh is quite delicious. The eggs can be eaten as well, but would-be breeders and trainers are willing to pay \$250 for an intact one.

DEINOCHEIRUS GRYPONYCHUS (“SHREDDER”)

Deinocheirus gryponychus

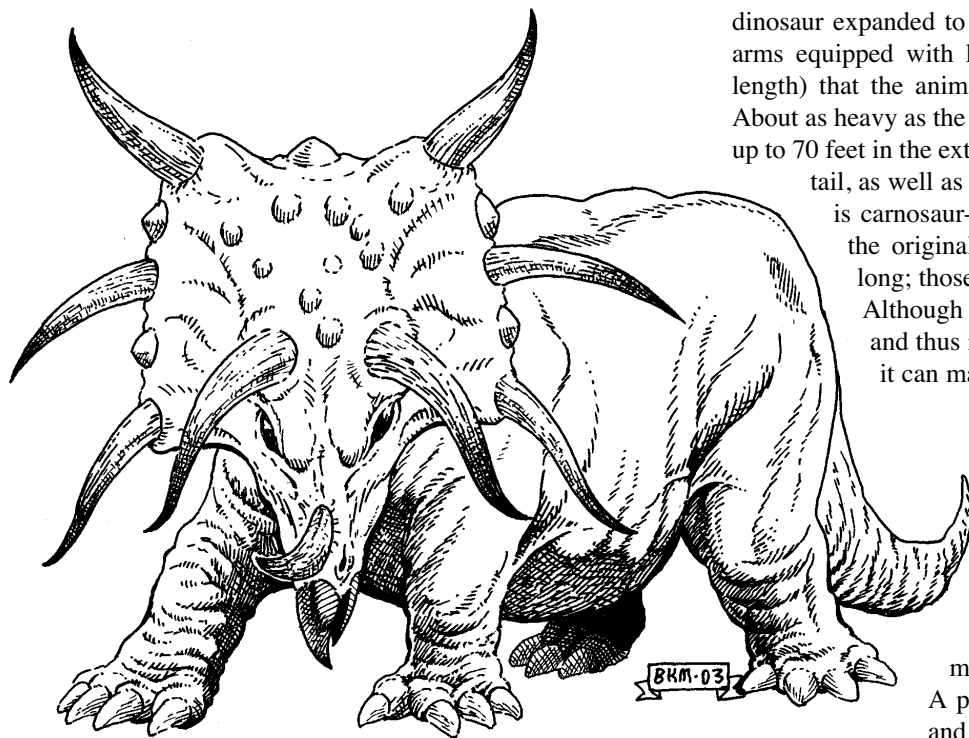
Huge Animal

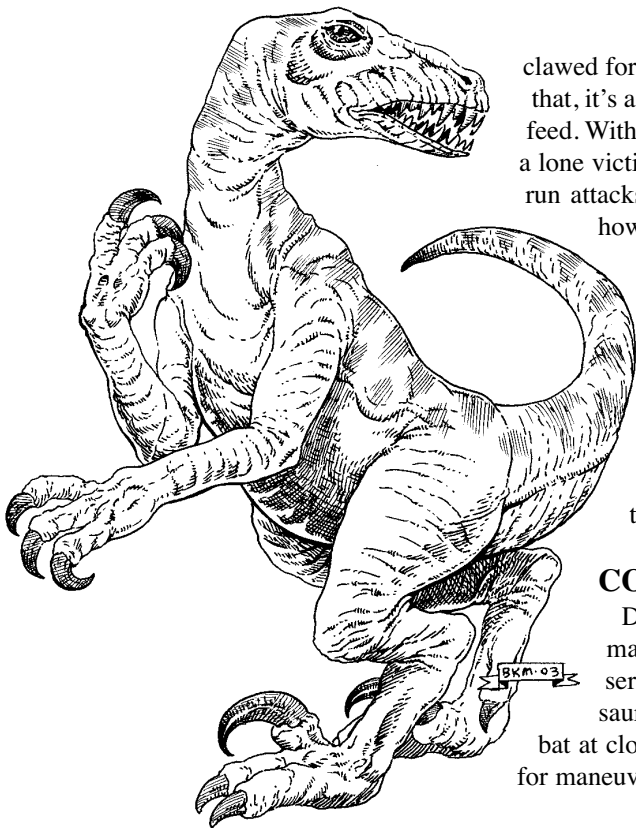
Hit Dice:	17d10+68 (162 hp)
Initiative:	+2 (Dex)
Speed:	60 ft.
AC:	13 (-2 size, +2 Dex, +7 natural)
Attacks:	2 claws +19 melee, bite +5 melee
Damage:	2 claws 5d10+8, bite 5d6+8
Face/Reach:	20 ft. by 30 ft./30 ft.
Special Attacks:	None
Special Qualities:	Scent
Saves:	Fort +14, Ref +12, Will +8
Abilities:	Str 27, Dex 15, Con 19, Int 9, Wis 17, Cha 12
Skills:	Listen +12, Spot +12, Wilderness Lore +7
Climate/Terrain:	Warm plains and desert
Organization:	Solitary, family (2-4), or pack (5-10)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Lawful neutral
Advancement:	18-34 HD (Gargantuan), 35-47 JD (Colossal)

Deinocheirus gryponychus, the “griffin-clawed terrible hand” (after the mythical eagle/lion hybrid), is a descendant of the original Cretaceous carnivore Deinocheirus. This is an ostrich dinosaur expanded to carnosaur dimensions, with a pair of long arms equipped with killing claws so large (a foot or more in length) that the animal’s bite is secondary to them in combat. About as heavy as the largest allosaur, it is longer by far, reaching up to 70 feet in the extreme cases, due largely to its long neck and tail, as well as its longer and more slender body. The head is carnosaur-like, filled with killing teeth. The arms of the original Deinocheirus were eight and a half feet long; those of its descendant are twelve feet in length. Although of incredible length, it is swift and agile, and thus is restricted to the wide open spaces, where it can make best use of its advantages.

SOCIETY

Deinocheirus gryponychus can run down (relatively) small prey on its own, but often hunts in packs and relies on teamwork in bringing down large and dangerous prey. For instance, it is one of the few predator species that makes a habit of preying on the ankylosaurs. A pack or family group will charge the front and side of the ankylosaur, thrust their long





clawed forearms underneath its armor, and heave it upside down before it can react. After that, it's a simple matter to use their teeth and claws to rip open the unprotected belly and feed. With other prey animals, such as sauropods and ceratopsians, the pack will surround a lone victim and attack at once from all sides, dodging in and out while making hit-and-run attacks that wear it down until it has bled to death. Unlike *Avimimus struthioides*, however, it will not draw out the victim's death agony needlessly, taking no pleasure in torture. It merely does what it must to get meat for its jaws.

These animals mate for life, and a full-sized pack will often consist of several generations of an extended family sticking together after all the young have reached adulthood. An attack on one dinosaur will bring the entire pack down on the offender, and several well-equipped safaris sent out to steal eggs or young have already been annihilated. The males attract potential mates by means of an elaborate dance which they perform during the breeding season. When the breeding is over, each female lays up to six eggs, of which two or three will typically survive long enough to reach adulthood.

COMBAT

Deinocheirus gryponychus is a terrible opponent in combat, due largely to its massively-clawed forearms. A single adult animal is thus capable of dealing out serious damage, while an entire pack of them is lethal. A massive dinosaur like a sauropod, ceratopsian, or large carnosaur might be a match for one in single combat at close quarters, but on a battlefield where the agile *Deinocheirus* has ample room for maneuver, the issue is never in doubt.

BYPRODUCTS

Needless to say, the forearm claws of this creature are in great demand for the construction of large daggers or short swords, and a complete set will sell for \$1,000. The teeth make more normal-sized daggers, a complete set costing \$200. In addition, the lungs and leg muscles of an adult will sell for \$700, as they are supposed to make a substance that increases one's speed and endurance when mixed together. An egg or young animal is worth \$500, but the perils of attempting to collect are obvious.

DOLICHOBRACHIUS FEROX ("MONKEY CLAW")

	Dolichobrachios ferox Huge Animal
Hit Dice:	13d10+52 (124 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., climb 20 ft.
AC:	17 (-2 size, +2 Dex, +7 natural)
Attacks:	2 claws +14 melee, tail lash +9 melee, bite +3 melee
Damage:	2 claws 2d8+7, tail lash 1d8+7, bite 1d6+3
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Tail constriction
Special Qualities:	Scent
Saves:	Fort +12, Ref +10, Will +4
Abilities:	Str 25, Dex 14, Con 19, Int 7, Wis 11, Cha 8
Skills:	Balance +11, Climb +13, Hide +8, Jump +8, Listen +11, Spot +13

Climate/Terrain:	Mountains and hills
Organization:	Solitary or family (1-2 adults, 0-2 young)

Challenge Rating:	6
Treasure:	Standard
Alignment:	Neutral evil
Advancement:	14-25 HD (Gargantuan)

Dolichobrachios ferox, the "fierce long arm," is another descendent of the giant ostrich dinosaur *Deinocheirus*. Unlike its plains-dwelling ancestor, however, this one chooses to live among the mountains and hills, and although it can still run, it prefers to climb among the crags or the branches of large trees in search of prey. Toward that end, it has four grasping feet, like those of a monkey (albeit a heavily-clawed one), as well as a prehensile tail, with which this 30-ft animal can seize all but the most minute of handholds as it makes its way after prey. Generally a light gray in color, it tends to blend in with the rocks it lives among.

SOCIETY

Dolichobrachios ferox is a solitary animal, though a mated pair will stay together long enough to allow their young to grow up protected. Because their long necks are so vulnerable to bites





and slashing claws, they do not physically fight one another over hunting grounds, preferring to frighten trespassers with harsh screams or simply avoid interlopers altogether, generally by going to a higher or lower level of the mountains. As these carnivores live on a mixed diet of pterosaurs and their eggs, lizards, snakes, and small mountain-climbing dinosaurs like a subspecies of hypsilophodon cerves, as well as fish from mountain streams, they are rarely in danger of starvation even if they do have to move.

COMBAT

Dolichobrachios ferox fights with teeth and clawed forelimbs, its long neck enabling it to dangle its head down at an enemy below for a quick nip before withdrawing out of range. It has also been known to cause avalanches in the manner of Aublysodon orogrador. The creature's trademark attack, however, is its tail.

Tail Constriction (Ex): The long tail of D. ferox can lash out like a whip, wrapping itself around the neck of a Large-sized or smaller creature and then strangling it. If D. ferox succeeds in a tail attack, the target takes damage from the lash itself and, in

addition, is strangled. Strangulation inflicts 1d8 points of constriction damage each round thereafter. The target can escape with an Escape Artist check (DC 17) or by hacking through the tail (AC 17, 20 hp). A strangled target has its movement restricted by the reach of D. ferox's tail unless it succeeds in an opposed Strength check.

BYPRODUCTS

The teeth and claws of Dolichobrachios ferox are worth \$300 on the open market, generally for use as daggers, while its tail can be sold for the same amount due to a superstition stating that the meat of the tail muscles is a good folk cure for weakness. (It's tasty but powerless in real life, but there's no particular reason your players have to know that.)

DRACOROC MEGALOPTERYX ("ELEPHANT BAT")

Dracoroc megalopteryx

Huge Animal

Hit Dice:	10d8+30 (75 hp)
Initiative:	+1 (Dex)
Speed:	15 ft., fly 50 ft.(average)
AC:	12 (-2 size, +1 Dex, +3 natural)
Attacks:	Bite +10 melee, rake +6 melee
Damage:	Bite 2d12+8, rake 1d12+4
Face/Reach:	20 ft. by 60 ft./20 ft.
Special Attacks:	Bombard, improved grab
Special Qualities:	Scent
Saves:	Fort +9, Ref +8, Will +5
Abilities:	Str 20, Dex 12, Con 16, Int 6, Wis 12, Cha 8
Skills:	Listen +3, Spot +15

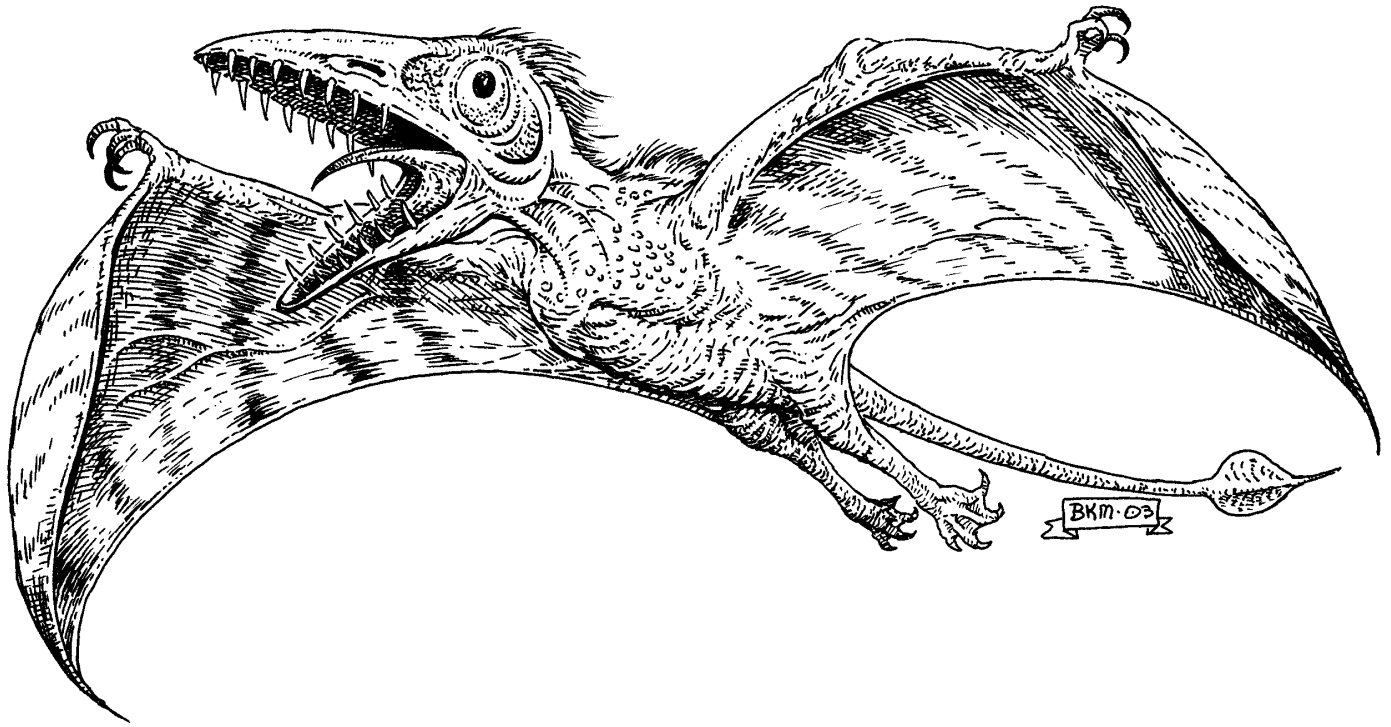
Climate/Terrain:	Cliffs, mountains
Organization:	Solitary or pair
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always neutral
Advancement:	11-15 HD (Huge)

Dracoroc megalopteryx, the "giant-winged dragon roc," gets its name from both its size and the ancient Arabic legend of the roc, a giant bird large enough to carry off an elephant in its talons. It is a 60-foot wide pterosaur, precisely twice as large as pteranodon. A mottled black and white in color, like the earthly marine birds known as puffins, it is quite a handsome animal. It flies so high that the lightning bolts from the permanent storm covering the valley flash all around it, but it always manages to dodge them.

SOCIETY

These creatures live and hunt alone, only forming brief families during the mating season. From 1-4 young will be raised, and





most or all of them reach maturity, due to the great difficulty predators have in getting at them. The nests of these creatures are on the highest cliffs and mountain ledges available, and any creature small and light enough to climb so high would be no match for these giant pterosaurs in one-on-one combat.

COMBAT

Dracoroc fights with a stabbing beak and a rake with its clawed hind feet. It also has two specialized attacks:

Bombard (Ex): Dracoroc is intelligent enough to pick up heavy items such as boulders, tree trunks, and even the massive bones of dead dinosaurs and drop them on top of the enemy. The items it chooses are so large that they inflict 4d6 points of damage when they hit their target. Attacks from greater heights can cause more damage but cannot be attempted with accuracy. Only one such “bomb” can be carried at a time.

Improved Grab (Ex): If Dracoroc can hit a Medium-size or smaller target with its bite or rake attack, it can then carry it to a great height and drop it. The pterosaur can carry targets in both its beak and claws, but no more than two targets can be carried at once, one in the beak and one in the pair of clawed feet.

BYPRODUCTS

The claws of this creature are worth \$100 when used in making daggers. In addition, wealthy collectors are willing to pay up to \$6,000 for an intact carcass mounted by an expert taxidermist. Nothing equals the shock value of crossing a yard or courtyard completely overshadowed by one of these great flying reptiles, wings fully outspread.

DRACOTHERIZINOS CRETASUS (“STONE CUTTER,” “SCYTHE DRAGON”)

Dracotherizinos cretusus Huge Animal

Hit Dice:	18d10+72 (171 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	18 (-2 size, +2 Dex, +6 natural)
Attacks:	2 claws +20 melee, bite +5 melee
Damage:	2 claws 3d8+9, bite 3d8+9
Face/Reach:	15 ft. by 15 ft./20 ft.
Special Attacks:	Improved grab, swallow whole, bombard
Special Qualities:	Scent
Saves:	Fort +15, Ref +8, Will +15
Abilities:	Str 28, Dex 15, Con 19, Int 11, Wis 18, Cha 15
Skills:	Craft (Stonemasonry) +10, Hide +8, Listen +12, Spot +13, Wilderness Lore +12

Climate/Terrain:	Warm forest, hills, desert, plains, marshes
Organization:	Hunting party (3-6), city state
Challenge Rating:	8
Treasure:	Standard
Alignment:	Lawful evil
Advancement:	19-36 HD (Gargantuan), 37-54 HD (Colossal)



Dracotherizinos cretasus, the “Cretasus scythe dragon,” is an intelligent descendant of the original dinosaur Therizinosaurus. Dracotherizinos is a long-armed predatory dinosaur, a true carnosaur: the ancestor to the “modern” Therizinosaurus in the Main Valley. Its arms are not so long as those of the other long-armed giant, being only six feet in length, but they are far more muscular and robust, and the claws are harder and thicker. In fact, allied with the great strength of this dinosaur, they can literally cut rock, and Dracotherizinos cretasus makes full use of this in its construction of buildings and a defensive wall in and around its city state. The animal itself is a uniform dull black in color, and takes advantage of this to hide in the depths of forest and jungle, waiting to ambush its victims. It has an average length of 40 feet.

SOCIETY

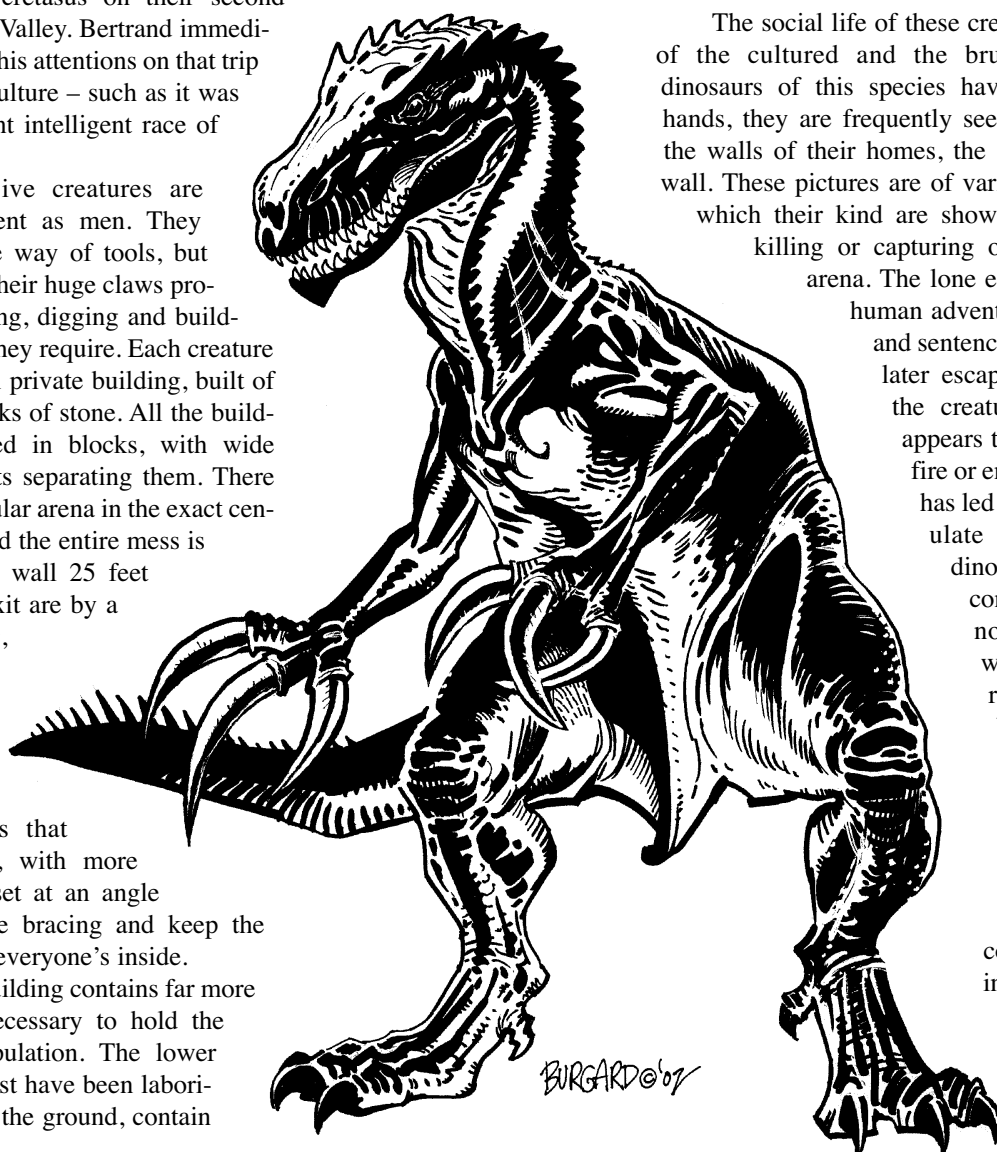
It was those aerial swashbucklers the Gautier Brothers who discovered the great stone city of Dracotherizinos cretasus on their second voyage to Storm Valley. Bertrand immediately devoted all his attentions on that trip to studying the culture – such as it was – of the dominant intelligent race of Storm Valley.

These massive creatures are fully as intelligent as men. They have little in the way of tools, but they need little; their huge claws provide all the cutting, digging and building implements they require. Each creature dwells in its own private building, built of rough-hewn blocks of stone. All the buildings are arranged in blocks, with wide avenues or streets separating them. There is a massive circular arena in the exact center of the city, and the entire mess is surrounded by a wall 25 feet tall. Entry and exit are by a single opening, marked by a massive wooden gate composed of the trunks of the largest trees that could be found, with more massive trunks set at an angle inside to provide bracing and keep the thing shut when everyone’s inside.

The arena building contains far more space than is necessary to hold the entire city’s population. The lower levels, which must have been laboriously dug out of the ground, contain

dungeons large enough to hold a wide variety of dinosaur captives. Dracotherizinos eats flesh, but it does not keep animals for food later on, much less properly domesticate them. The inhabitants of the city go hunting every few days, not only to kill other dinosaurs for food, but to gang up on lone individuals and physically drag them into the city and its waiting dungeons. Once there, they are kept alive for a special purpose. Every several months, the population of the city turns out to enjoy a series of vicious gladiatorial games, in which young and adults alike pit themselves in mortal combat against captive creatures of varying sizes and degrees of danger. Note that although Dracotherizinos itself is a pure carnivore, it does grow extensive gardens nearby to feed the captive population (its claws make adequate plows), and it shares portions of its kills with those carnivores it manages to capture. The games are presided over by the alpha male and female (though this term seems inadequate for such intelligent and humanlike creatures), whom Bertrand Gautier immediately christened “Caesar” and “Caesonia.”

The social life of these creatures is a combination of the cultured and the brutal. When individual dinosaurs of this species have spare time on their hands, they are frequently seen chiseling pictures on the walls of their homes, the arena, or the defensive wall. These pictures are of various terrain features, in which their kind are shown, invariably in battle, killing or capturing other dinosaurs for the arena. The lone exception, reported by a human adventurer who was captured and sentenced to the arena, but who later escaped, shows a crowd of the creatures surrounding what appears to be a swirling mass of fire or energy of some sort. This has led some scientists to speculate that this particular dinosaur race is somehow connected with a greater, now dead, civilization, which may have been responsible for the bizarre weather conditions of Storm Valley. Despite living a civilized lifestyle of sorts, Dracotherizinos still has a regular mating season. The males compete for the rights to individual females in the arena, dueling each other with great swipes of their heavily-clawed forearms – it



appears biting is not allowed – until one male can no longer catch and parry the strokes of his opponent with his own claws. As soon as a combatant takes a serious wound, the contest comes to an end and the next one begins.

COMBAT

Dracotherizinos cretasus fights primarily with great sweeping blows of its forearms with their scythe-like claws, which are two foot or more in length, as well as with its jaws. It has a number of special attacks as well:

Improved Grab (Ex): A member of this species which hits a Medium-size or smaller target with its bite attack may then attempt to swallow it whole.

Swallow Whole (Ex): Dracotherizinos can swallow a Medium-size or smaller creature whole with a successful grapple check. Swallowed creatures take 2d8+8 points of crushing damage plus 8 points of acid damage per round. A swallowed creature may cut itself out by using Small or Tiny slashing weapons to deal 25 points of damage to the dinosaur’s innards (AC 20).

Bombard (Ex): In place of its normal slashing claw attack, Dracotherizinos can use its claws to heave huge boulders and similar missiles at an opponent. These attacks are +15 ranged and typically inflict 3d8 damage (though larger or smaller boulders will affect the damage). There are large piles of boulders in the city at intervals beside the wall, as well as earthen ramps, leading experts to believe that the city’s population will man the walls and hurl boulders at the enemy in the unlikely event that the city itself ever comes under organized attack or siege. Escaped captives have reported hearing legends of the city successfully defending itself against Tyrant Masters and their tyrannosaur armies, though such stories may have been used solely to impress captives.

When these creatures go forth in packs and bands to capture other dinosaurs, their clawed hands are covered with crude gloves made from a combination of natural rubber and dinosaur hide. This not only keeps them from hurting their captives too much as they grab them and haul them off, but also protects their hands from spines, such as those on Ankylosaurus peltaspinos. (When capturing an ankylosaur or nodosaur, they use their extra-long forearms to reach underneath the shell, then flip it over and carry it off upside-down.)

BYPRODUCTS

A full set of claws from one of these creatures is worth \$800, as they are useful in making large daggers or short swords, while a full set of teeth is worth \$300 for the making of lesser daggers. The creature’s hide is also useful as armor, and an intact hide provides enough material for two suits of good Medium-size armor, or even four, in the unlikely event the “donor” can be killed without puncturing the hide. This armor gives a +5 armor bonus, max Dex bonus of +4, and an armor check penalty of -2, with a weight of 30 pounds. An intact hide sells for \$600.

However, the saying caveat emptor (“Let the buyer beware!”) is particularly appropriate in this case. The fellow who revealed

the details about what this species does with captured creatures was captured after joining a party of explorers. These explorers had managed to kill a lone specimen on a previous commercial-minded trip, poisoning a water hole to slay the first creature to drink from it. As a result, each of the witness’ comrades had a suit of Dracotherizinos hide armor and one or more daggers or short swords made of its teeth and claws. When they ran into a full pack of these dinosaurs and wound up getting captured, their captors noticed the apparel and gear that came from one of their dead comrades. The offending hunters were slammed flat on the ground, the claws came up and down... Suffice it to say, the witness himself will never use any piece of a Dracotherizinos, and urges everyone else to do the same between bouts of gagging.

DRYPTOSAURUS INGENS (“LEAPING CLAW”)

Dryptosaurus ingens

Huge Animal

Hit Dice:	15d10+45 (130 hp)
Initiative:	+2 (Dex)
Speed:	40 ft., jump 120 ft.
AC:	13 (-2 size, +2 Dex, +3 natural)
Attacks:	Bite +17 melee, claws +2 melee
Damage:	Bite 3d8+7, claws 1d4
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Improved grab, swallow whole, pounce
Special Qualities:	Scent
Saves:	Fort +13, Ref +14, Will +7
Abilities:	Str 25, Dex 15, Con 17, Int 9, Wis 17, Cha 12
Skills:	Hide +7, Jump +17, Listen +11, Spot +10
Climate/Terrain:	Warm forest, hills, and marsh
Organization:	Solitary or family (1-2 adults, 1-2 young)

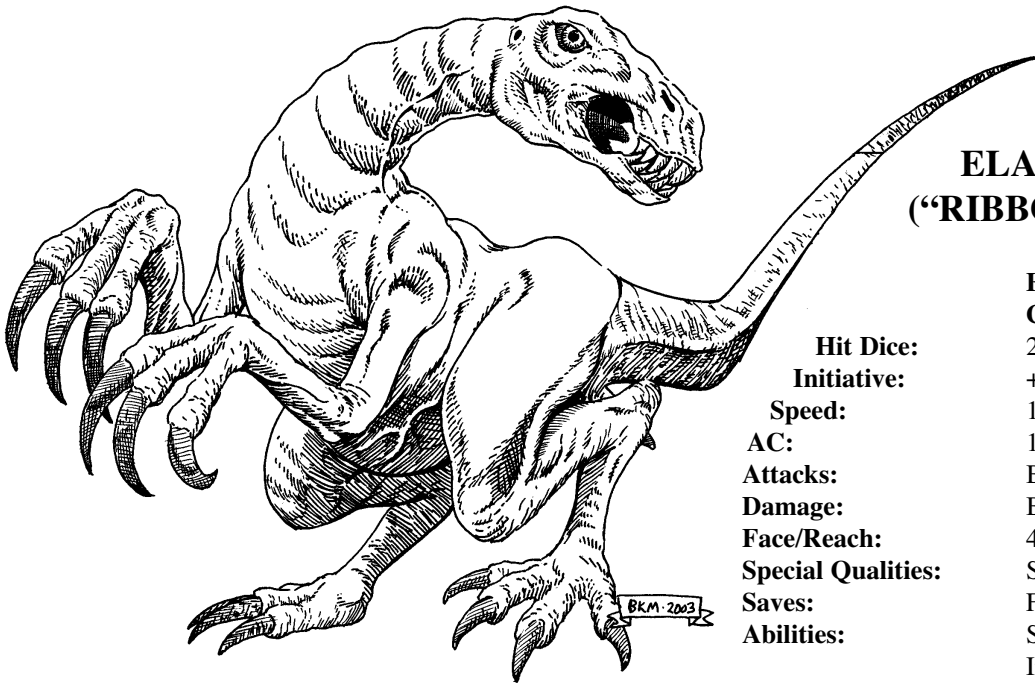
Challenge Rating:	7
Treasure:	Standard
Alignment:	Chaotic evil
Advancement:	16-29 HD (Gargantuan)

Dryptosaurus ingens is a “vast” descendant of the original carnosaur Dryptosaurus, a vicious predator whose powerful hind legs were made for jumping as well as running. A dark green in color, this 30-foot monster likes to hide among the trees and pounce on unsuspecting prey, a practice that plays merry hell with the nerves and morale of those who travel in known dryptosaur country.

SOCIETY

D. ingens is a solitary hunter, its members only coming together during the breeding season. These creatures evidently prefer privacy at this time, as it is not yet known how they select mates. The males may help the females raise the young after they





ELASMOFORME INGENS ("RIBBON KILLER")

Elasmoforme ingens

Colossal Animal

Hit Dice:	25d10+75 (212 hp)
Initiative:	+2 (Dex)
Speed:	10 ft., swim 40 ft.
AC:	15 (-8 size, +2 Dex, +11 natural)
Attacks:	Bite +24 melee
Damage:	Bite 2d20+7
Face/Reach:	40 ft. by 80 ft./40 ft.
Special Qualities:	Scent
Saves:	Fort +19, Ref +6, Will +2
Abilities:	Str 37, Dex 14, Con 17, Int 2, Wis 13, Cha 9
Skills:	Hide +17, Listen +2, Spot +7

hatch, or they may simply wander off one day and never come back. It doesn't matter much; the females are more than tough enough to take care of the young. On other occasions, males and females will viciously attack one another, for the species is fiercely territorial, and explorers have reported some spectacular battles of appalling ferocity.

COMBAT

Like all other carnosaurs, this species fights with teeth and claws. It also has several special attacks:

Improved Grab (Ex): A dryptosaur that hits a Medium-size or smaller opponent with its bite attack may grab it and then attempt to swallow it whole.

Swallow Whole (Ex): A dryptosaur can unhinge its jaws and swallow a Medium-size or smaller creature with a successful grapple check. Swallowed creatures take 2d8+8 points of crushing damage plus 8 points of acid damage per round. A swallowed creature may cut itself out by using Small or Tiny slashing weapons to deal 25 points of damage on the dinosaur's innards (AC 20).

Pounce (Ex): Dryptosaurus ingens can pounce on a prone or low-built foe (smaller than Medium-size) using its powerful hind legs. If it leaps upon a foe during the first round of combat, it can make a full attack action even if it has already taken a move action.

BYPRODUCTS

The thick leg muscles from this creature's hind legs make delicious eating, and the hind leg muscles from one adult animal sell for \$1,000.

Climate/Terrain:	Warm aquatic
Organization:	Solitary or pair
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	26-37 (Gargantuan)

Elasmoforme ingens, the "vast ribbon form," is an enormous version of the elasmosaur. Some specimens reach a maximum length of almost 300 feet, with at least a hundred feet being taken up by the long neck. It weighs as much as some of the largest whales, but because its body is so slender, and so much of the rest of the animal consists of the ultra-long neck and tail, this weight is more spread out, making the creature far more agile and maneuverable. It is a beautiful blue-green in color, but while this makes it attractive, it also provides perfect camouflage from surface dwellers, enabling it to lunge suddenly out of the water and snatch a low-flying pterosaur from the sky – or a sailor from a boat, nowadays.

SOCIETY

E. ingens hunts alone or in pairs, the pair being either a male and female (during the mating season) or a pair of siblings with a stronger than usual bond. When they work together, each swims to one end of a large school of fish and then moves inward, herding their terrified prey together into a dense mass that can be easily harvested with strikes from their long necks. If two of these creatures work together in picking off the crew of a ship, the result is sheer terror and, all too often, a floating derelict.



COMBAT

Elasmoforme ingens fights with its powerful jaws, and nothing else, but the sheer size and power of this marine animal mean that they are usually all it needs. Combined with its ability to hide beneath the surface of a calm sea, this makes it a formidable foe, indeed.

BYPRODUCTS

Because they are long enough to serve as large daggers or short swords, a full set of teeth from this marine monster can sell for \$1,700. The incredibly beautiful hide is worth \$7,000 if taken intact. Since this rarely happens, the actual selling price depends on how much damage was inflicted on the creature while killing it, and where that damage took place. This has led to some wild schemes for launching ships on the Tempest Sea and equipping them with winches and giant fishing lines, the hooks of which are to be baited with meat or fish that has been liberally coated with the strongest poisons available.

GORGOMONSTRUM TORVOVENATOR ("FRILL MONSTER")

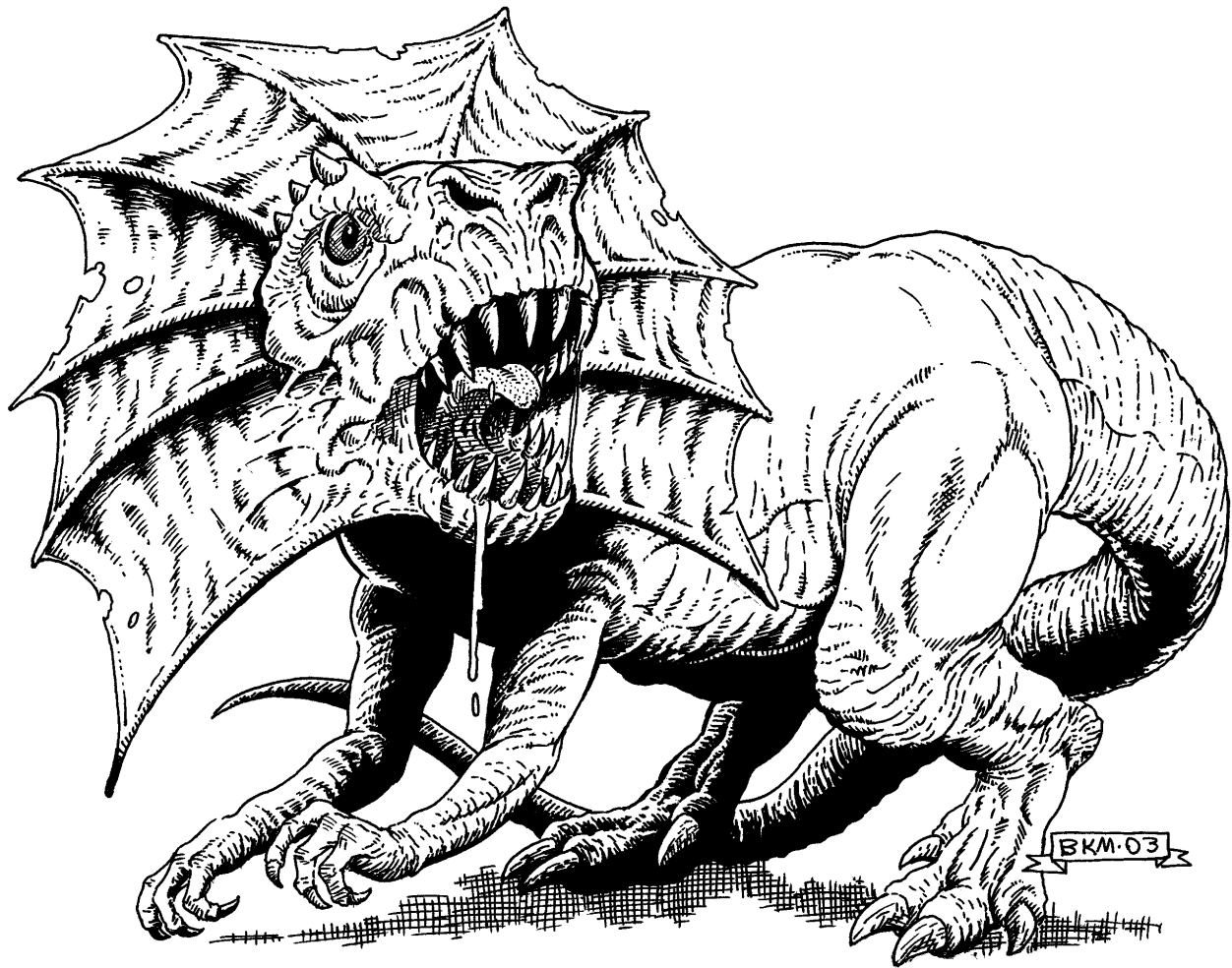
Gorgomonstrum torvovenator Huge Animal

Hit Dice: 18d10+54 (153 hp)
Initiative: +1 (Dex)
Speed: 40 ft.
AC: 13 (-2 size, +1 Dex, +4 natural)
Attacks: Bite +20 melee, 2 claws +4 melee
Damage: Bite 3d8+8, claw 1d4+1
Face/Reach: 10 ft. by 10 ft./15 ft.
Spcl. Atks: Improved grab, swallow whole
Spcl. Qlties: Frill display, scent
Saves: Fort +13, Ref +11, Will +8
Abilities: Str 26, Dex 12, Con 16, Int 6, Wis 13, Cha 10
Skills: Listen +8, Spot +8

Climate: Any warm
Organization: Solitary or family (1-2 adults and 0-2 young)
CR: 7
Treasure: Standard
Alignment: Chaotic good
Advancement: 16-33 HD (Gargantuan), 34-51 HD (Colossal)

Gorgomonstrum torvovenator, the "savage hunter gorgon monster," is a huge but fairly primitive carnosaur which can be found in almost any corner of Storm Valley. Its name comes from the gorgon, a creature from folklore so frightful that its very appearance could kill or pet-





rify a victim. Its jaws are large, its forearms only so-so in strength and with three fingers on each hand, and it reaches a length of from 35 to 40 feet. Its most noticeable feature is a frill composed of large skin flaps which is normally pressed down tight against the neck and shoulders, but which it can pop erect at a moment's notice, like that of the frilled lizard of Earth's Australia.

SOCIETY

This creature is a solitary hunter, only coming together with others of its kind during the mating season, and then only briefly. Because of its chaotic nature, there are only two chances in five that both parents will raise the young once they hatch. Most of the time, the male wanders off and leaves the female to do the job by herself.

Males compete for females via a sort of face-off, in which they repeatedly pop their frills while hissing menacingly at each other. This is an eerie sight to watch, particularly since they also roll their eyeballs back during this process, so that only the whites are starkly showing, as if the creature were an undead monster with glowing eyes. In addition, although the frill is normally a dark blue in color like the rest of the dinosaur, when displayed, it immediately flares crimson, adding to the shock value.

COMBAT

G. torvovenerator fights with its powerful bite, as well as with its clawed forearms. In addition, it has a number of specialized attacks:

Improved Grab (Ex): When this creature hits a Medium-size or smaller target with its bite attack, it may grab it, then attempt to swallow it whole after unhinging its jaws.

Swallow Whole (Ex): Gorgomonstrum can swallow a Medium-size or smaller creature whole with a successful grapple check. Swallowed creatures take $2d8+8$ points of crushing damage plus 8 points of acid damage per round. A swallowed creature may cut itself out by using Small or Tiny slashing weapons to deal 25 points of damage to the carnosaur's innards (AC 20).

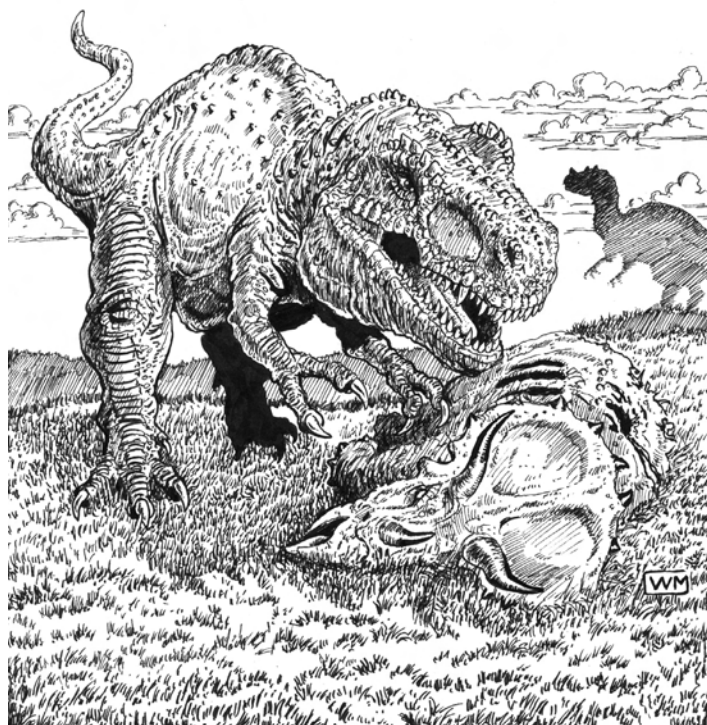
Frill Display (Ex): When Gorgomonstrum torvovenerator goes into its terrifying display with its frill and eyes, hissing all the while (see above), every living creature which sees it must make a successful Willpower save (DC 15) or else become frightened. This includes all humans, PCs and NPCs alike, as well as all animals with the party (if any), such as pets, hunting beasts, mounts, and pack animals. Thus, even if a character who is riding makes his save, he may still wind up retreating if his mount fails its own. Other gorgomonstrums are immune to this effect.



HYAENASAURUS OSSEOPHAGUS

("BONE-EATER")

	Hyaenasaurus osseophagus
	Huge Animal
Hit Dice:	18d10+90 (189 hp)
Initiative:	+0
Speed:	40 ft.
AC:	14 (-2 size, +6 natural)
Attacks:	Bite +22 melee, 2 claws +8 melee
Damage:	Bite 8d8+10, claws 1d6
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Armor nullification, improved grab, swallow whole
Special Qualities:	Resistance to poison, roar, scent
Saves:	Fort +16, Ref +11, Will +10
Abilities:	Str 30, Dex 10, Con 20, Int 8, Wis 16, Cha 10
Skills:	Listen +11, Spot +11
Climate/Terrain:	Warm forest, hills, desert, plains, marsh
Organization:	Solitary or family (2 adults and 0-2 young)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Lawful evil
Advancement:	19-36 HD (Gargantuan), 37-54 HD (Colossal)



Hyaenasaurus osseophagus, the “bone-eating hyena lizard,” is a tyrannosaur about the same size as T-rex, but stockier and more specialized. The forearms are more muscular, while the jaw muscles seem grotesquely overdeveloped, being thick and swelling, while the snout is short and thick. Its lifestyle reflects this, and the fact that Hyaenasaurus can live in almost any environment shows that this lifestyle is a successful one. The dinosaur is brick red above and golden below.

SOCIETY

Hyaenasaurus is both a scavenger and a specialized hunter, with its powerful jaws designed for both roles. As well as crunching bones, they are also designed to bite through the heavy armor of dinosaurs like the ankylosaurs, making H. osseophagus one of their few predators. It also likes to shadow other, lesser predators and steal their kills, using its size for intimidation purposes. The trick only works in environments where prey is abundant, however; if it’s a choice of fight or starve, any predator will fight. In nearly all respects, family life and society for this dinosaur is the same as for its more famous relative.

COMBAT

Hyaenasaurus osseophagus fights with its powerful jaws and stronger-than-usual forearms. It also has a number of special attacks and other advantages.

Armor Nullification (Ex): Because its jaws are so powerful as to resemble nutcrackers, the armor bonus of any armor worn by the target of a bite attack is halved. Indeed, these jaws are so powerful that they have already been used to crack open Union ironclad armor, with disastrous effects for the users.

Improved Grab (Ex): Hyaenasaurus may, if it hits a Medium-size or smaller opponent with its bite attack, grab it and attempt to swallow it whole.

Swallow Whole (Ex): Hyaenasaurus can swallow whole any Medium-size or smaller creature with a successful grapple check. Swallowed creatures take 2d8+8 points of crushing damage plus 8 points of acid damage per round. A swallowed creature may cut itself out by using Small or Tiny slashing weapons to deal 25 points of damage to the tyrannosaur’s innards (AC 20).

Resistance to Poison (Ex): Because it consumes so many rotting carcasses that are toxic to other scavengers, Hyaenasaurus has evolved a cast-iron stomach and a system that is immune or partially immune to poisons. Every time this creature is hit with a poison-based attack, it will take only half damage, or none at all if it makes its saving throw. If the poison causes nausea, sleep, or other effects, then those conditions will only last for half as long as they usually do, assuming a failed save. This makes Hyaenasaurus the bane of those hunters who get their prey with poisoned baits or by poisoning water holes; it is unaffected itself, and it often comes to eat the carcasses of those animals that are killed by the poison, thus ruining their valuable hides.



BYPRODUCTS

A full set of teeth and claws from a hyaenasaur will sell for \$600. Note that because the teeth are stout and pointed, but not edged, they can only be used to make punching daggers. The intact hide is worth \$3,600, and can be used to make two suits of good Medium-size armor, or four if the animal is killed without damaging the hide (an especially difficult proposition due to its immunity to poison). Hyaenasaur hide armor gives a +5 armor bonus, max Dex bonus of +4, armor check penalty of -2, and has a weight of 30 pounds. In addition, some parts of the dinosaur are sold for (alleged) medicinal purposes: the jaw muscles (strength) for \$3,000, plus the tongue and liver (poison antidote) for \$600 and \$400 respectively. \$300 is the bidding price for an egg of one of these monsters, if you can manage to swing it. The Confederate military is particularly eager to pay this price, as the powerful jaws of these carnosaurs are an obvious remedy to the armor of Union ironclads.

HYPSILOPHODON CERVESAURUS ("DEER LIZARD")

	Hypsilophodon cervesaurus Medium-Size Animal
Hit Dice:	2d10+4 (15 hp)
Initiative:	+2 (Dex)
Speed:	50 ft., climb 40 ft.
AC:	16 (+2 Dex, +4 natural)
Attacks:	Bite +5 melee
Damage:	Bite 1d10+5
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Charge and gore
Saves:	Fort +5, Ref +4, Will +2
Abilities:	Str 16, Dex 14, Con 15, Int 5, Wis 13, Cha 8
Skills:	Climb +10, Listen +8, Spot +8
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Climate/Terrain:	Forest, mountains, desert, plains, marsh
Organization:	Herd (8-32)
Challenge Rating:	1
Treasure:	None
Alignment:	Lawful neutral
Advancement:	3-4 HD (Medium), 6-7 HD (Large)

Hypsilophodon cervesaurus, the "deer lizard," is a descendant of the small dinosaurian herbivore Hypsilophodon. The main differences are twofold. First, this version has a pair of sharply-pointed foot-long horns on its head. Second, it is roughly 8 feet in length – nearly half of its tail – rather than the one-yard length of the original version. This light browser and grazer can eat virtually any type of plant material because of its comparatively massive parrot-like beak. As a result, subspecies can and do live in just about every terrestrial habitat in Storm Valley: mountains, hills, forests and jungles, deserts, plains, and marshes. It is also one of

the most common small prey animals in Storm Valley, eaten by everything from small carnosaurs to raptors, crocodiles, giant snakes, large pterosaurs, and now humans.

SOCIETY

These gentle grazers dwell in sizeable herds, which are invariably led by a male. Although both males and females have horns, the males are still easily distinguishable by means of the blood-red dewlap extending from their throats. (The rest of the animal is a mottled brown and white, with the beak being a bright orange.) During the breeding season, the males compete for the attentions of the females by gulping in air and extending their dewlaps, balloon-like, with the largest display netting the owner first choice among the females. The second largest has second choice, and so on down the line. These creatures are exemplary parents, the entire herd providing communal defense for everyone's young.

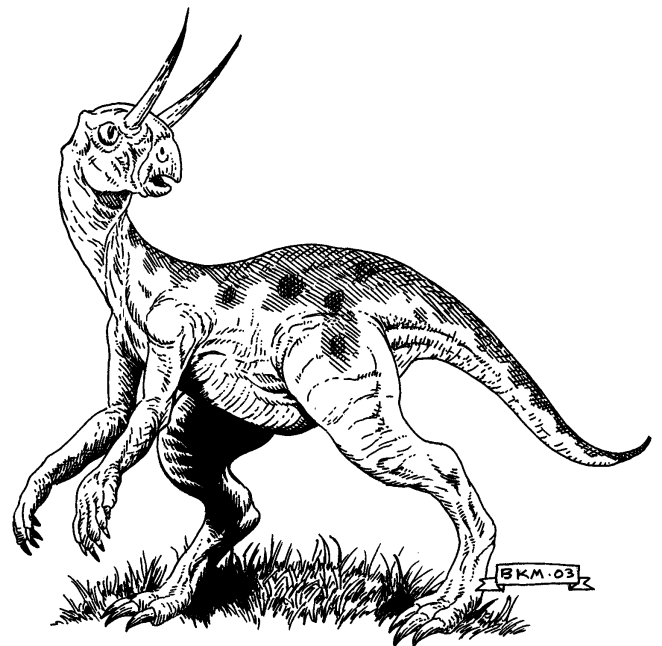
COMBAT

H. cervesaurus fights by biting with its powerful beak. However, it does have another means of defense.

Charge and Gore (Ex): Instead of biting, the dinosaur can stand off at a distance and then charge its enemy with its short horns. The horns attack at +5 and inflict 1d8+5 points of damage, which is doubled if the creature moves at least 50 ft. prior to impact. The horns cannot be used except in this manner.

BYPRODUCTS

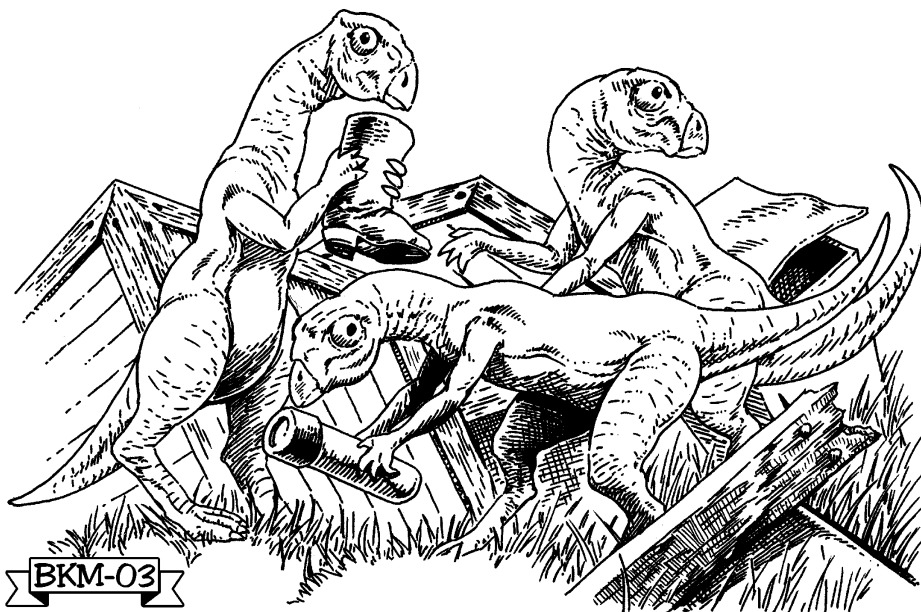
The flesh of these little dinosaurs is a pleasant tasting meat much sought-after in frontier towns and major urban centers alike, but not particularly valuable because it is so common. The gaudy and horned heads make small but interesting trophies.



HYSILOPHODON LEMMO (“LIZARD LEMMING”)

Hit Dice:	1/4 d8 (2 hp)
Initiative:	+2 (Dex)
Speed:	25 ft., climb 15 ft.
AC:	14 (+2 size, +2 Dex)
Attacks:	Bite +4 melee
Damage:	1d6-4
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	See below
Special Qualities:	Scent
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2
Skills:	Hide +16, Listen +7, Spot +8, Infuriate Characters +100 (heh heh)
<hr/>	
Climate/Terrain:	Any warm land
Organization:	Swarm (100-10,000)
Challenge Rating:	1/4
Treasure:	None
Alignment:	Always neutral
Advancement:	-

Hypsilophodon lemмо is literally the lemming equivalent of the hypsilophodont family. These small animals roam about in the dozens or hundreds, sometimes in the thousands, providing a free feast for most Small and Medium-sized predators in the area. Not much more than a foot in length, these tiny dinosaurs are a brownish-green in color.



SOCIETY

H. lemмо usually lives in colonies of at least a hundred or more. They migrate when low food supplies, bad weather, predators, or a natural catastrophe (such as an earthquake or a forest fire) makes the current neighborhood unhealthy. At least once a year, many colonies set out at roughly the same time on a great migration, coming together in vast swarms by the thousands, just like their mammalian counterparts on Earth. These little creatures let nothing but death itself stop them, going over, under, around, or through any obstacles. On these occasions, predators in the vicinity have a feast to remember.

COMBAT

Hypsilophodon lemмо fights by means of its horny beak, which can devour any plant matter. In fact, this beak is as powerful as a wire cutter or similar tool, and can bite through any substance, save for stone and the harder forms of plastic. This makes these little creatures a serious pest and plague to any adventuring party, for they will blunder right through a campsite in their hundreds or thousands, and if they get the least little bit excited, they will bite anything and everything in their way.

Fortunately, their beaks are too small to do much damage to humans, but their potential damage to possessions makes them a serious threat, and their swarming tactics frequently result in the severing of tool and weapon handles, gun barrels, triggers and trigger guards, bows, arrows, spears, rope, poles and tent pegs (even metal ones), sword and dagger blades, whips, crowbars, the handles of cooking implements, belts, and harness straps, not to mention the tearing of clothing, blankets, tents, sleeping bags, backpacks, sacks, holsters, scabbards and quivers, saddle straps, and even some types of armor (including flak jackets, hermetic suits, riot gear, reflective armor, unactivated energy shields, and vacuum suits).

Hungry lemмос will even gnaw at larger items made of wood, such as furniture, crates, shields, and gun stocks. Thus, an invasion of the party's campsite by a horde of these creatures, which can occur at any time of the day or night, can be a major catastrophe for a group relying largely on its gear. If the GM wants to hit the party with an encounter designed to severely weaken it before the climax of the adventure, but not one that grants them huge numbers of experience points, a “dinosaur lemming swarm” is the way to go.

BYPRODUCTS

The flesh of these little animals is delicious, and were they not such a nuisance to keep, they would even now be raised in a number of communities as food items and pets.



IGUANODONTS (“SWORD WARRIORS,” “BLADE GRAZERS”)

Iguanodon cultercheirus cutelluscheirus
Iguanodon gladiusnychus
Iguanodon saxnychus
Shamshiriguanodon cretasus
Huge Animals

Hit Dice: 10d10+40 (90 hp)
Initiative: +1 (Dex)
Speed: 40 ft.
AC: 11 (-2 size, +3 natural, +1 Dex)
Attacks: See below
Damage: See below
Face/Reach: 10 ft. by 15 ft./10 ft.
Special Attacks: None
Special Qualities: Parry, Scent
Saves: Fort +10, Ref +8, Will +5
Abilities: Str 25, Dex 12, Con 18, Int 9, Wis 14, Cha 15
Skills: Listen +15, Spot +15

Climate/Terrain: Warm forest and marsh
Organization: Herd (25-50)
Challenge Rating: 6
Treasure: None
Alignment: Lawful neutral
Advancement: 11-16 HD (Gargantuan)

The advanced iguanodonts of Storm Valley are alike in size and social habits, but are fairly similar in combat ability, so that they are all covered together. Aside from increased intelligence, their main point of difference is the improved armaments each sports. The thumb spikes of their ancestors have evolved considerably, as follows:

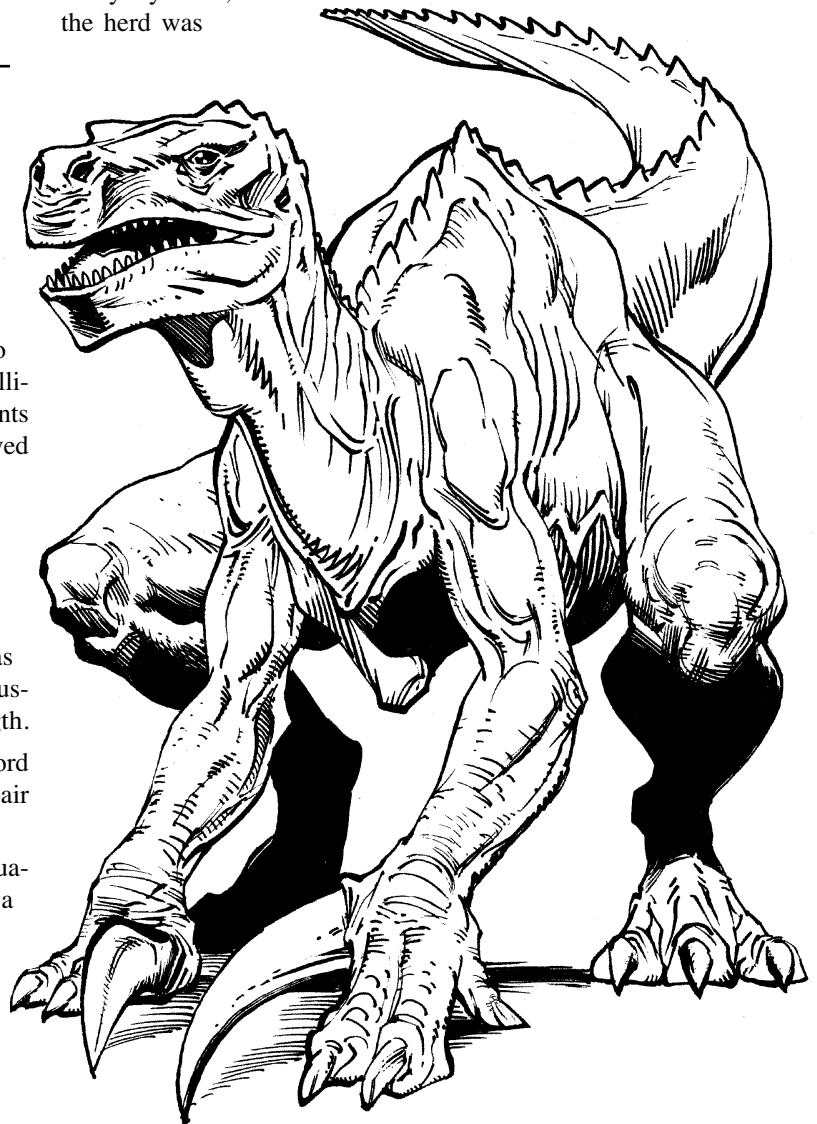
- Iguanodon cultercheirus cutelluscheirus means “knife-handed and small knife-handed iguana tooth.” Its thumb spikes consist of a short spike on the left hand and a 5-6 ft. long straight blade on the right.
- Gladiusnychus means “gladius-clawed” (the gladius was the short sword used by the Roman legionaries). I. gladiusnychus has a pair of thumb spikes a foot and a half in length.
- Saxnychus means “sax-clawed” (the sax was a long sword which gave its name to the Saxons). I. saxnychus has a pair of straight blades up to 6 feet in length.
- Shamshiriguanodon cretasus means “Cretasus shamshir iguana tooth” (the shamshir was the old Persian name for a curved sword, and the root of our “scimitar”). Shamshiriguanodon has slightly curved blades of the same length.

Shamshiriguanodon was encountered first, by the initial Union exploring party under Jerrold Connors. The others

were discovered by the Gautier brothers, and herds representing all four species inhabited the area where they concentrated their explorations. Nearly all of what we know about these dinosaurs comes from the studies of Bertrand Gautier.

SOCIETY

From the start, it was obvious that these Iguanodon descendants had evolved the simple thumb spike defense into a form of combat very similar to human fencing. This played oddly in the mind of Dumas fan Bertrand Gautier. The first species he discovered and studied was Iguanodon saxnychus; subsequently, he found that the other iguanodonts behaved quite similarly. Herd defense is the responsibility of the males, and the herd Gautier studied had as the backbone of its defense a trio of large males he promptly nicknamed “Athos,” “Porthos,” and “Aramas.” A lone male from some defunct herd showed up during the course of the study, and was allowed into the herd after successfully defeating several of the other males in ritual fencing. It was inevitable that Bertrand Gautier would nickname this one “D’Artangan.” In everyday life, the herd was



led by an elderly alpha male and female who were promptly dubbed “King Louis” and “Queen Anne.” The herd’s primary enemies consisted of a pack of *Dolichobrachios ferox* (see above), and no one who has read thus far will be surprised to learn that the alpha male and female of that pack were nicknamed “Cardinal Richelieu” and “Lady de Winter.”

The herds of these iguanodonts are tightly disciplined at all times, and the occasions when any animal wanders off – even the very young – are few, indeed. Within the herd, the oldest male and his mate are the leaders at all times, save in combat, when the defense of the herd is given over to a small knot of vigorous males in the prime of life. A relatively weak enemy or threat is dealt with solely by them; a strong one means that they organize and lead the entire herd into battle.

During the mating season, the males engage in fencing duels with one another over the rights to the females, and some impressive displays of swordsmanship can be observed during this period. The thrusts and slashes are made at half-strength, however, producing only light wounds that heal quickly.

At all other times of the year, the males engage in similar duels, apparently for the sheer joy of it, as well as for practice. Indeed, on those few occasions when the Confederates have made friendly contact with one of these herds, sword-armed officers and gentry were encouraged to bring their weapons and engage the iguanodont young in fencing matches to get them used to fighting non-iguanodont opponents.

COMBAT

Iguanodon *cutlercheirus cutelluscheirus* fights in a manner reminiscent of the rapier-and-dagger fighting of Renaissance times. The three other species fight with two blades of the same size, using both with equal skill. Their attack stats are:

- *I. cutlercheirus cutelluscheirus*: attack thumb blade +10 melee, thumb spike +3 melee; damage thumb blade 4d8+7, thumb spike 2d10+5
- *I. saxnychus*: attack 2 thumb blades +10 melee; damage 4d8+7
- *I. gladiusnychus*: attack 2 thumb blades +10 melee; damage 3d8+7
- *Shamshiriguanodon*: attack 2 thumb blades +10 melee; damage 5d8+8.

Parry (Ex): Any of these iguanodonts that delays its action can use one of its hand weapons, not to inflict damage, but to parry a blow about to land on it. This blow must be a slashing or piercing attack, whether from the weapons of a fellow iguanodont or the clawed hands of some carnosaur species. The parry adds the iguanodont’s attack bonus to its AC for that one attack, which may cause the attacker to miss. The iguanodont cannot use that same hand weapon to attack when its initiative count comes up, but the nonparrying hand’s weapon can be engaged normally. An iguanodont may use both of its hand weapons in this manner during a single round.

LINNORMS (“WORM DINOS,” “SLITHER LIZARDS”)

Acrocanthosaurus linnormus

Huge Animal

Hit Dice:	20d10+80 (190 hp)
Initiative:	+0 (Dex)
Speed:	40 ft.
AC:	13 (-2 size, +5 natural)
Attacks:	Bite +22 melee
Damage:	Bite 5d8+14
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Scent
Saves:	Fort +16, Ref +12, Will +8
Abilities:	Str 28, Dex 11, Con 19, Int 8, Wis 15, Cha 9
Skills:	Hide +3, Listen +9, Spot +9

Climate/Terrain:	Warm forest, hills, plains, and marsh
Organization:	Solitary or family (2 adults and 0-2 young)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Neutral evil
Advancement:	21-30 HD (Gargantuan)

Allosaurus linnormus

Huge Animal

Hit Dice:	18d10+72 (171 hp)
Initiative:	+1 (Dex)
Speed:	40 ft.
AC:	14 (-2 size, +1 Dex, +5 natural)
Attacks:	Bite +19 melee
Damage:	Bite 4d8 +12
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Scent
Saves:	Fort +15, Ref +12, Will +10
Abilities:	Str 27, Dex 13, Con 18, Int 9, Wis 18, Cha 12
Skills:	Hide +4, Listen +12, Spot +12, Wilderness Lore +5

Climate/Terrain:	Warm forest, hills, plains, and marsh
Organization:	Solitary or family (2 adults, 1-2 young)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Chaotic good
Advancement:	19-24 HD (Gargantuan)



	<p>Carcharodontosaurus linnormus Huge Animal Hit Dice: 22d10 +88 (209 hp) Initiative: +1 (Dex) Speed: 50 ft. AC: 14 (-2 size, +1 Dex, +5 natural) Attacks: Bite +23 melee Damage: Bite 6d8 +14 Face/Reach: 20 ft. by 20 ft./30 ft. Special Attacks: Improved grab, swallow whole Special Qualities: Scent Saves: Fort +17, Ref +14, Will +8 Abilities: Str 29, Dex 12, Con 19, Int 7, Wis 12, Cha 10 Skills: Hide +3, Listen +10, Spot +7</p>	<p>Ceratosaurus linnormus Huge Animal Hit Dice: 17d10+51 (145 hp) Initiative: +2 (Dex) Speed: 40 ft. AC: 14 (-2 size, +2 Dex, +5 natural) Attacks: Bite +18 melee Damage: Bite 3d8+12 Face/Reach: 10 ft. by 10 ft./15 ft. Special Attacks: Improved grab, swallow whole Special Qualities: Scent Saves: Fort +11, Ref +8, Will +5 Abilities: Str 27, Dex 14, Con 17, Int 9, Wis 10, Cha 8 Skills: Hide +5, Listen +11, Spot +11</p>
	<p>Climate/Terrain: Warm forest, hills, plains, and marsh Organization: Solitary or family (2 adults and 1-3 young) Challenge Rating: 9 Treasure: Standard Alignment: Neutral evil Advancement: 23-33 HD (Gargantuan)</p>	<p>Climate/Terrain: Warm forest, hills, plains, marsh Organization: Solitary or family (2 adults, 0-2 young) Challenge Rating: 7 Treasure: Standard Alignment: Chaotic evil Advancement: 18-25 HD (Gargantuan)</p>
	<p>Giganotosaurus linnormus Huge Animal Hit Dice: 25d10 +150 (288 hp) Initiative: -2 (Dex) Speed: 50 ft. AC: 13 (-2 size, -2 Dex, +7 natural) Attacks: Bite +26 melee Damage: Bite 8d8 +15 Face/Reach: 15 ft. by 15 ft./20 ft. Special Attacks: Improved grab, swallow whole Special Qualities: Scent Saves: Fort +22, Ref +14, Will +9 Abilities: Str 30, Dex 7, Con 23, Int 6, Wis 13, Cha 13 Skills: Hide +3, Listen +14, Spot +10</p>	<p>Gorgosaurus linnormus Huge Animal Hit Dice: 15d10+60 (143 hp) Initiative: +2 (Dex) Speed: 60 ft. AC: 14 (-2 size, +2 Dex, +4 natural) Attacks: Bite +17 melee Damage: Bite 4d8+12 Face/Reach: 10 ft. by 10 ft./15 ft. Special Attacks: Improved grab, swallow whole Special Qualities: Scent, roar Saves: Fort +13, Ref +11, Will +9 Abilities: Str 26, Dex 15, Con 18, Int 10, Wis 18, Cha 13 Skills: Hide +4, Listen +12, Spot +12</p>
	<p>Climate/Terrain: Warm forest, hills, plains, and marshes Organization: Solitary or family (2 adults, 0-2 young) Challenge Rating: 10 Treasure: Standard Alignment: Chaotic evil Advancement: 26-36 HD (Gargantuan)</p>	<p>Climate/Terrain: Warm forest, hills, desert, and plains Organization: Solitary or family (1-2 adults, 1-4 young) Challenge Rating: 7 Treasure: Standard Alignment: Lawful evil Advancement: 16-22 HD (Gargantuan)</p>



Kentrosaurus linnormus**Huge Animal**

Hit Dice: 15d10 +75 (156 hp)
Initiative: +0 (Dex)
Speed: 40 ft.
AC: 16 (-2 size, +8 natural)
Attacks: Tail spikes +12 melee
Damage: Tail spikes 3d8+8
Face/Reach: 10 ft. by 30 ft./20 ft.
Special Attacks: Pivot and swing
Special Qualities: Scent
Saves: Fort +13, Ref +9, Will +5
Abilities: Str 20, Dex 11, Con 20, Int 1, Wis 10, Cha 6
Skills: Listen +4, Spot +2

Climate/Terrain: Warm forest, hills, desert, and plains
Organization: Herd (5-10)
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 16-22 HD (Gargantuan)

Spinosaurus linnormus**Huge Animal**

Hit Dice: 21d10 +84 (200 hp)
Initiative: +1 (Dex)
Speed: 40 ft.
AC: 15 (-2 size, +1 Dex, +6 natural)
Bite: +23 melee
Bite: 6d8+15
Face/Reach: 15 ft. by 30 ft./15 ft.
Improved grab, swallow whole
Scent
Saves: Fort +16, Ref +13, Will +9
Str 31, Dex 12, Con 19, Int 7, Wis 14, Cha 10
Hide +3, Listen +7, Spot +12

Climate/Terrain: Warm forest, hills, desert, plains, and marsh
Organization: Solitary or family (2 adults and 1-2 young)
Challenge Rating: 9
Standard
Lawful neutral
22-33 HD (Gargantuan)

**Stegosaurus linnormus****Huge Animal**

Hit Dice: 18d10+90 (189 hp)
Initiative: +0 (Dex)
Speed: 40 ft.
AC: 16 (-2 size, +8 natural)
Attacks: Tail spikes +18 melee
Damage: Tail spikes 5d8+11
Face/Reach: 10 ft. by 30 ft./ 20 ft.
Special Attacks: Pivot and swing
Special Qualities: Scent
Saves: Fort +16, Ref +11, Will +6
Abilities: Str 24, Dex 11, Con 20, Int 1, Wis 10, Cha 6
Skills: Listen +4, Spot +2

Climate/Terrain: Warm forest, hills, desert, and plains
Organization: Herd (6-10)
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: 19-24 HD (Gargantuan)

The original term “linnorm” referred to a type of dragon from Norse mythology, called a lyndwyrn by other cultures. This was a wingless dragon that walked on two legs, with no forelimbs for either walking or grasping.

Various “real” dinosaur species evolved in ways that placed less and less emphasis on their forelimbs, and some eventually reached the point where their forelimbs were no longer needed at all. Most species of the big



Tyrannosaurus linnormus

Huge Animal

Hit Dice:	23d10+138 (265 hp)
Initiative:	+0 (Dex)
Speed:	50 ft.
AC:	13 (-2 size, -2 Dex, +7 natural)
Attacks:	Bite +25 melee
Damage:	Bite 6d8+15
Face/Reach:	20 ft. by 20 ft./30 ft.
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Scent, roar
Saves:	Fort +19, Ref +7, Will +15
Abilities:	Str 30, Dex 10, Con 23, Int 8, Wis 15, Cha 13
Skills:	Hide +3, Listen +11, Spot +11

Climate/Terrain:	Warm forest, hills, and plains
Organization:	Solitary or family (2 adults and 0-2 young)
Challenge Rating:	10
Treasure:	Standard
Alignment:	Lawful evil
Advancement:	24-45 HD (Gargantuan)

carosaurs have useless forelimbs, and the stegosaurus are on the way there. In Storm Valley, all these animals have linnorm variants, with their forelimbs nonexistent and their two hind legs placed further along the torso so as to be in the exact center of the body, thus being in the center of gravity. They move through an undulating, snake-like motion regulated by the two limbs. If a linnorm of any species falls on its side, it will heave itself up to a sitting position in one round and stand up again in the next.

The lengths of these various beasts are as follows:

- Acrocanthosaurus linnormus: 60 feet
- Allosaurus linnormus: 50 feet
- Carcharodontosaurus linnormus: 70 feet
- Ceratosaurus linnormus: 40 feet
- Giganotosaurus linnormus: 65 feet
- Gorgosaurus linnormus: 45 feet
- Kentrosaurus linnormus: 40 feet
- Spinosaurus linnormus: 75 feet
- Stegosaurus linnormus: 60 feet
- Tyrannosaurus linnormus: 65 feet

The spinosaur variant has a 6 foot tall sail running the length of its back, while the acrocanthosaurus one has a foot-tall sail on the same spot. Kentrosaurus linnormus, a

descendant of a primitive relative of Stegosaurus, has a double row of long spines running the length of its back and tail.

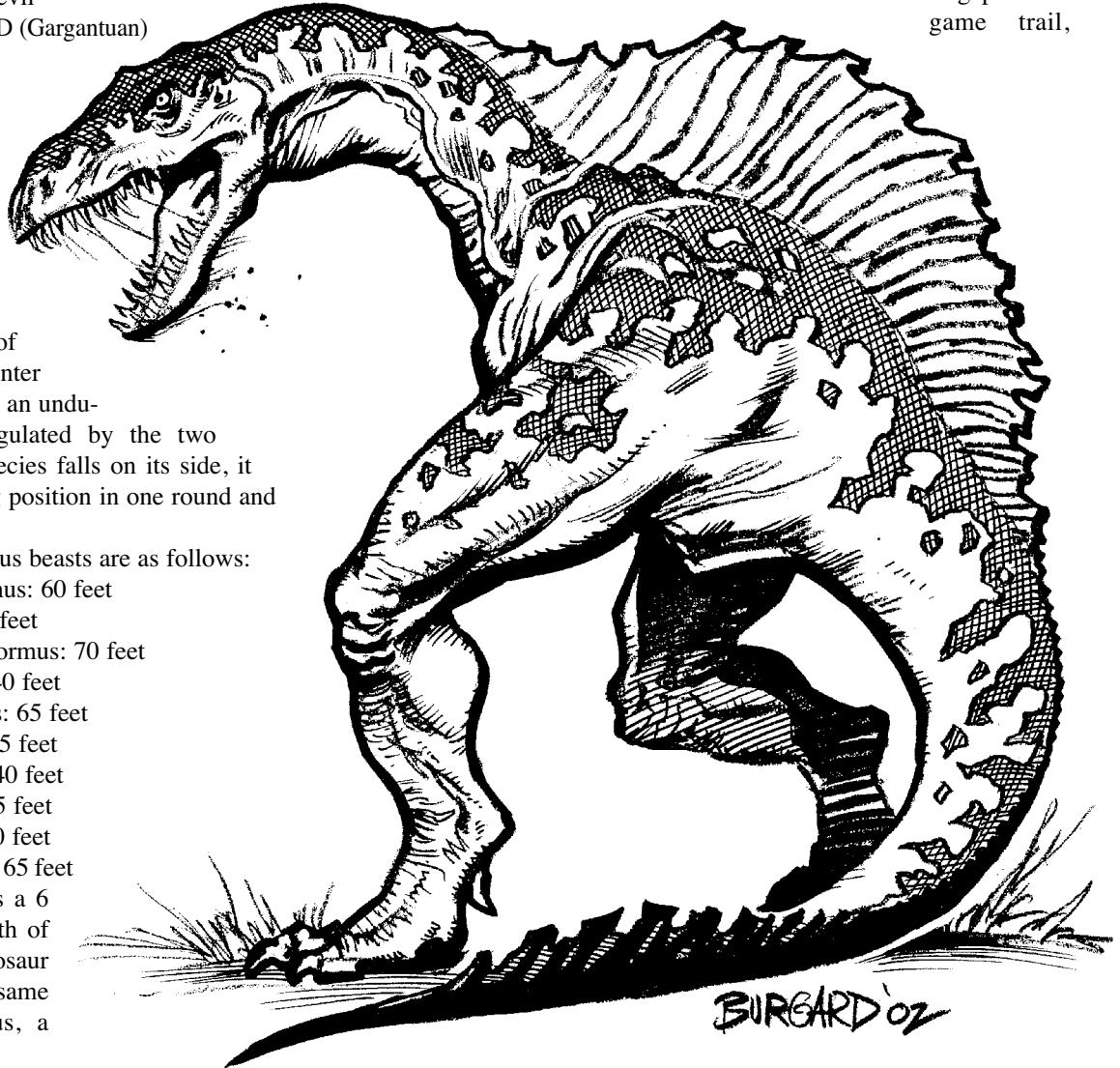
Because they have no clawed forepaws to fight with, the carnivorous linnorms compensate by having enormous heads with massive jaws, far more powerful than those of the ancestral dinosaur.

SOCIETY

Carnivore and herbivore alike, all linnorms are solitary creatures for much of the time, dwelling at most in small herds or family groups. As much as possible, their behavior is similar to that of their ancestral dinosaurs.

COMBAT

The stegosaurus are grazers, of course, but the rest of the linnorms are carnivores. Most creatures run for their lives when they see these massive monsters coming. Therefore, linnorms have learned to make the most of whatever cover is in their neighborhood, be it a hill or a thick stand of trees, preferably beside a watering place or game trail,



where they wait for potential prey to walk by. When it does, the carnivorous linnorm will be upon it in a single stride, taking a massive bite out of the victim which, if it does not kill it outright, will severely cripple it, making it incapable of running away. Once that is done, the hapless prey must fight to the death to the best of its ability. Predatory linnorms will also eat carrion, of course, and they often make use of their gigantic size to drive lesser carnivores, or even a pack of them, from their kills.

The carnivores among the linnorm group fight with their powerful jaws, the stegososaurs with their spiked tails. In addition, various linnorms have other special combat qualities.

Improved Grab (Ex): A carnivorous linnorm that hits a Medium-size or smaller creature with its bite attack may grab it. It may then attempt to swallow it whole.

Swallow Whole (Ex): A carnivorous linnorm can swallow a Medium-sized or smaller creature with a successful grapple check. Swallowed creatures take 2d8+8 points of crushing damage plus 8 points of acid damage per round. A swallowed creature may cut itself out by using Small or Tiny slashing weapons to deal 25 points of damage to the linnorm's innards (AC 20).

Pivot and Swing (Ex): The two-limbed stegosaur species have a neat trick, in which they can pivot on one heel and swing about quickly for 180 degrees, so that a foe that was facing the dinosaur's head will be struck by the spiked tail. For purposes of this attack, their reach is measured to both their rear and rear. In addition, this pivot and swing attack does double damage, due to the sheer weight and momentum behind the stegosaur's movement.

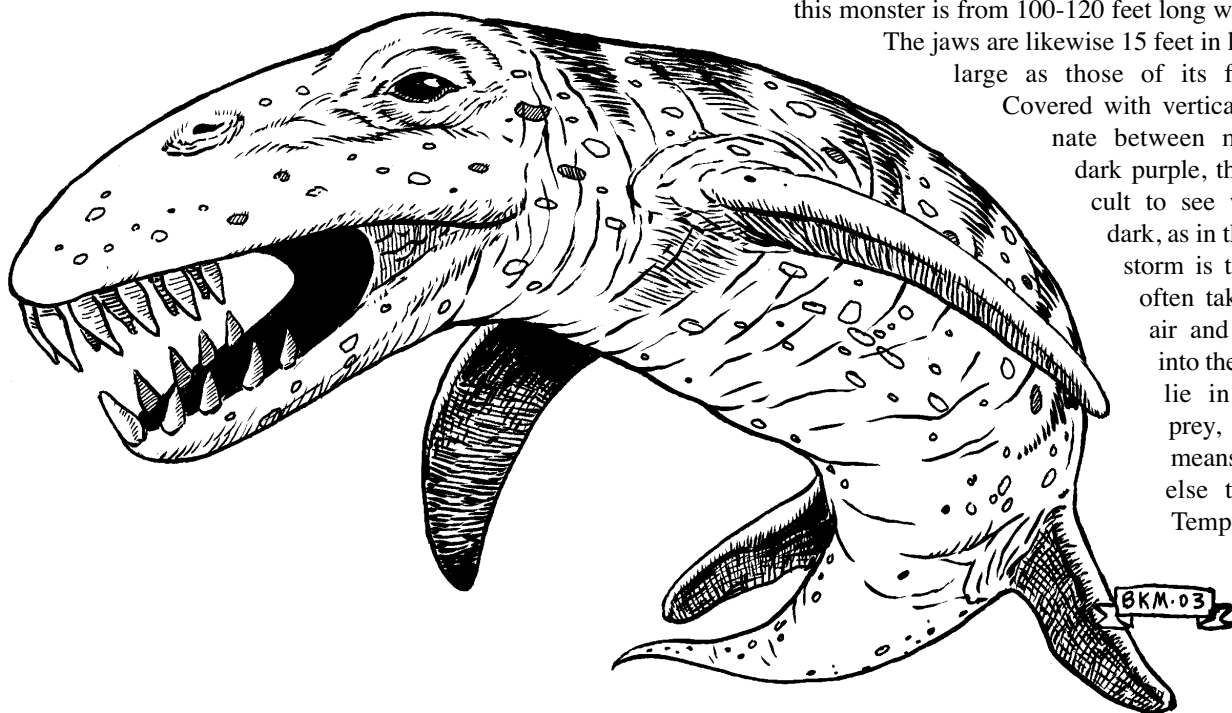
LIOPLEURODON GIGANTIS ("SWIMMING DEATH")

Liopleurodon gigantis	
Colossal Animal	
Hit Dice:	15d10+120 (203 hp)
Initiative:	+2 (Dex)
Speed:	Swim 40 ft.
AC:	15 (-8 size, +2 Dex, +11 natural)
Attacks:	Bite +16 melee
Damage:	Bite 7d10 +20
Face/Reach:	30 ft. by 100 ft./20 ft.
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Blindsight, scent
Saves:	Fort +17, Ref +11, Will +10
Abilities:	Str 37, Dex 14, Con 27, Int 2, Wis 12, Cha 9
Skills:	Hide +10, Listen +11, Spot +11
<hr/>	
Climate/Terrain:	Warm aquatic
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Chaotic evil
Advancement:	16-30 HD (Colossal)

Liopleurodon gigantis is a gigantic version of the original pliosaur (short-necked plesiosaur) Liopleurodon of Earth, but whereas the original was 80 feet long with flippers 10 feet long, this monster is from 100-120 feet long with 15-foot flippers.

The jaws are likewise 15 feet in length, half again as large as those of its fearsome ancestor.

Covered with vertical stripes that alternate between midnight blue and dark purple, this creature is difficult to see when the water is dark, as in the depths or when a storm is taking place, and it often takes a great gulp of air and deliberately heads into the shadowy depths to lie in wait for passing prey, which in practice means virtually anything else that swims in the Tempest Sea.



MALEEVOSAURUS NASIPILUM ("NOSE LANCER")



Maleevosaurus nasipilum

Huge Animal

Hit Dice:	14d10+42 (119 hp)
Initiative:	+2 (Dex)
Speed:	50 ft.
AC:	17 (-2 size, +2 Dex, +7 natural)
Attacks:	Gore +10 melee, bite +4 melee, claws +1 melee
Damage:	Gore 2d12+7, bite 2d6+3, claws 1d4
Face/Reach:	10 ft. by 10 ft./10 ft.
Special Attacks:	Charge for double damage
Special Qualities:	Scent
Saves:	Fort +11, Ref +8, Will +5
Abilities:	Str 25, Dex 15, Con 17, Int 7, Wis 11, Cha 9
Skills:	Hide +7, Listen +11, Spot +12
Climate/Terrain:	Warm forest, hills, and plains
Organization:	Solitary
Challenge Rating:	6
Treasure:	Standard
Alignment:	Chaotic evil
Advancement:	15-21 HD (Gargantuan)

SOCIETY

Liopleurodon gigantis is a solitary hunter, and one which is quite aggressive toward others of its kind when it comes to driving them out of its private hunting grounds. Needless to say, predators of other species receive similar treatment, assuming they are not so small that they are simply killed outright and devoured. Fights to the death and cannibalism are not unknown to the inter-species combats of this monster.

COMBAT

Liopleurodon gigantis fights solely with its massive jaws, and in fact, it needs no other weapon. Its highly-developed sense of smell, combined with good night vision and keen hearing, make it a terror of the ocean depths. It also has some unusual powers.

Improved Grab (Ex): If this giant pliosaur hits a Medium-size or smaller opponent with a successful bite attack, it may grab it and attempt to swallow it whole.

Swallow Whole (Ex): *L. gigantis* can swallow a Medium-size or smaller creature with a successful grapple check. Swallowed creatures take 2d8+8 points of crushing damage, plus 8 points of acid damage per round. A swallowed creature may cut itself out by using Small or Tiny slashing weapons to deal 25 points of damage to the monster's innards (AC 20).

Maleevosaurus nasipilum is a descendant of the original Asian dinosaur *Maleevosaurus*. A relatively small (20-30 feet long) predator, it had a large horn on its snout. Unlike *Ceratosaurus*, however, this horn was sharp and pointed. With the Storm Valley descendant, this tendency has been exaggerated, until the nasal horn is now an effective weapon. With a hide that is a mottled black and dark green in color, this carnosaur is well suited for ambushing prey in most of its range, and in the open plains, it can run down most victims.

SOCIETY

M. nasipilum ("nose-lance") is a solitary beast, the sexes only coming together in the mating season. At this time, the males compete for the right to breed by means of an elaborate game of "chicken," repeatedly rushing at one another in a seemingly lethal charge, heads bowed and nasal horns pointed forward, only to pull away at the last moment. The carnosaur that takes the longest time to pull out is the top dog when it comes to choosing a mate, and the withdrawal times of the other males determines not only their order in choosing a mate, but also their place in the loose community. When two males meet and compete over the same hunting ground between breeding seasons, the one who pulled out of the charge quickest must give way for the other. These dinosaurs are evil, but that doesn't mean they engage in practices that are suicidal for their species' survival.



COMBAT

Like any other carnosaur, Maleevosaurus nasipilum fights with its teeth and claws. Its main weapon, however, is its nose horn. Its gore attack does double damage if the dinosaur charges its opponent.

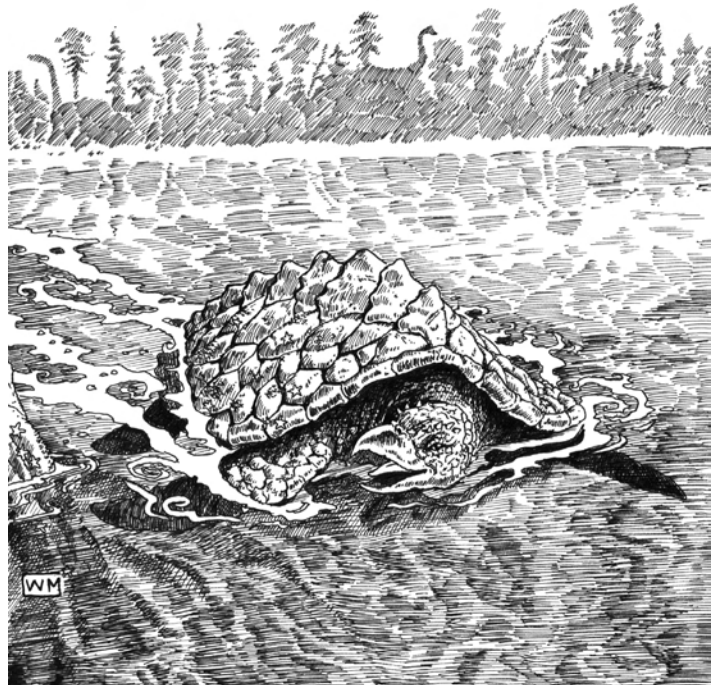
MEGALOCHELYS THALASSOS ("DEEP SNAPPER")

	Megalochelys thalassos Gargantuan Animal
Hit Dice:	18d10+144 (243 hp)
Initiative:	-2 (Dex)
Speed:	10 ft., swim 30 ft.
AC:	22 (-4 size, -2 Dex, +18 natural)
Attacks:	Bite +17 melee
Damage:	Bite 4d8+14
Face/Reach:	40 ft. by 60 ft./15 ft.
Special Attacks:	Armor nullification
Special Qualities:	None
Saves:	Fort +21, Ref +4, Will +4
Abilities:	Str 28, Dex 6, Con 26, Int 1, Wis 6, Cha 8
Skills:	Spot +16
<hr/>	
Climate/Terrain:	Warm aquatic
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	19-36 HD (Colossal)

Megalochelys thalassos, the "huge turtle of the sea," is a descendant of the Mesozoic sea turtle Archelon, but where that turtle was only 12 feet long, this monster is 60 feet long and 40 feet across, with large eyes, a red-rimmed beak that stands out from the dull brown of the rest of the animal, and a backward-sloping shell composed of massive, shingle-like scales. It is an omnivore, feasting on seaweed and dead or injured marine animals, while its protective carapace gives few of the Tempest Sea's many large predators an opportunity to prey on it in turn. Its tongue is wormlike in appearance, and it often lies on the sea bottom wiggling its tongue in its open mouth to attract hungry fish into its beak.

SOCIETY

Like all sea turtles, Megalochelys thalassos is a solitary creature. The female lays her eggs on shore and buries them, and out of several dozen eggs, only a few offspring will survive to reach adulthood.



COMBAT

This massive turtle fights with its powerful beak, which gives it a rather nasty extra attack.

Armor Nullification (Ex): The crushing beak of this enormous sea turtle has so much power in it that the armor bonus of any creature suffering a bite attack is halved, and yes, that includes manmade body armor, and even Union ironclad armor. Sorry.

BYPRODUCTS

The flesh and eggs of this monster are quite delicious, and the calipee (the soft lining inside the shell) alone sells for \$800 because of the exquisite soup that can be made from it. Because these creatures are too stupid to be trained, food is the only reason to obtain their eggs. In addition, the invulnerable upper and lower halves of the carapace can be made into armor plating for Colossal creatures such as tamed brachiosaurs, a complete shell costing \$3,000. This is heavy armor, with a +8 armor bonus, max Dex bonus of +0, and armor check penalty of -8. A treated, ready-to-wear suit of armor costs \$8,000.



MULTICERATOPS TARBOS

("MEGAHORN")

	Multiceratops tarbos
	Huge Animal
Hit Dice:	16d10+128 (216 hp)
Initiative:	-1 (Dex)
Speed:	30 ft.
AC:	18 front (-2 size, -1 Dex, +11 natural), 11 sides (-2 size, -1 Dex, +4 natural)
Attacks:	Gore +15 melee
Damage:	Gore 3d8+8
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Charge for double damage, trample
Special Qualities:	Scent
Saves:	Fort +18, Ref +9, Will +6
Abilities:	Str 20, Dex 8, Con 26, Int 6, Wis 12, Cha 8
Skills:	Listen +8, Spot +8
Climate/Terrain:	Warm forest, hills, and plains
Organization:	Solitary or herd (10-100, 50% young)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	17-34 HD (Gargantuan), 35-50 HD (Colossal)



Multiceratops tarbos, the “alarming multi-horn face,” is a ceratopsian dinosaur built on the order of Triceratops, but far more abundantly adorned. Its snout has two nasal horns, a 3-foot one curved outward like a saber, plus a smaller, straight 2-footer. It has the pair of eyebrow horns of its relative, but also a third horn placed in between on the forehead, like that of a unicorn. Finally, the bony frill is covered with long spines like those of styracosaurus. The overall effect is impressive and alarming, and few are the predators, whether dinosaur, human, or alien, who want anything to do with a head-on battle with this horned behemoth. Maximum length is 30-35 feet, while the animal can weigh up to 25,000 pounds.

SOCIETY

Multiceratops lives in herds for much of the time; a solitary animal, even one as formidably armed as this one is, can be easy prey for an ambush predator who strikes it from behind. The head is pale, almost bone-white, for much of the time, standing out from the blackish-purple body, but at will the creature can flush more blood into its facial veins, turning the entire head first pink, then vivid red in quick succession. Although this display can, and often is, used to ward off a predator, its most common application is during the breeding season. When competing for the favors of a female, two bulls will face off against one another and commence bellowing and flushing until one or the other is thoroughly

intimidated (or perhaps just exhausted by the effort). When a predator appears, though, the entire herd acts as one, forming a circle with the young inside and the adults out, their heads forming a bristling barrier to any attack. Naturally, they can't stay there forever, and a particularly persistent predator will be aggressively charged by several of the larger males at once if he hangs around for much more than an hour. In the advent they are faced by a virtual “wolf pack” of carnosaurs or raptors, *all* of the males, along with those females (if any) not guarding young will charge out and engage the enemy in a general melee.

COMBAT

As with all its kind, Multiceratops fights by goring with its horns. It also shares with its ceratopsian kin a pair of special attacks listed below.

Charge For Double Damage (Ex): A Multiceratops that can stand off from the enemy and then charge him builds up enough momentum so that when the collision occurs, twice the average amount of damage is inflicted. Note that all goring attacks after the initial collision will be standard unless/until the creature can back off for another charge.

Trample (Ex): This beast can trample creatures of Medium size or smaller, inflicting 2d12+10 points of damage on them. Targets who do not make attacks of opportunity may make a Reflex save (DC 23) to take half damage instead.



BYPRODUCTS

As with all ceratopsians, the flesh of Multiceratops is quite palatable, while its head would be a prize to any trophy hunter.

NANOTYRANNUS ACINONYX ("SPEED DEMON")

Nanotyrannus acinonyx

Large Animal

Hit Dice:	5d10+20 (48 hp)
Initiative:	+2 (Dex)
Speed:	80 ft.
AC:	16 (-1 size, +2 Dex, +5 natural)
Attacks:	Bite +7 melee, claws +1 melee
Damage:	Bite 1d10+5, claws 1d2
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Qualities:	Scent
Saves:	Fort +8, Ref +6, Will +2
Abilities:	Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 12
Feats:	Run
Skills:	Hide +7, Listen +12, Spot +12

Climate/Terrain:	Warm plains and desert
Organization:	Solitary or family (1-2 adults, 1-2 young)

Challenge Rating:	4
Treasure:	Standard
Alignment:	Neutral evil
Advancement:	6-10 HD (Large)

The original Nanotyrannus was a small tyrannosaur, about 15 feet in length. *N. acinonyx* is the same size, but of lighter build, and as the word *acinonyx* ("cheetah") in its name suggests, it is capable of attaining extremely high speeds in a run, possibly 80 mph or more. With black stripes above and a sandy yellow belly, it is a striking animal in appearance, and its speed enables it to easily run down any of the hypsilophodonts or other small dinosaurs that are its standard prey.

SOCIETY

Like true cheetahs, these dinosaurs hunt alone or in mated pairs. A mated pair will stay together until the young are almost fully grown, then break up as the youngsters are driven off to survive on their own. Because they require far less food than their huge relatives, and can cover territory swiftly when searching for new hunting grounds, they do not compete as fiercely for territory as most tyrannosaurs do.

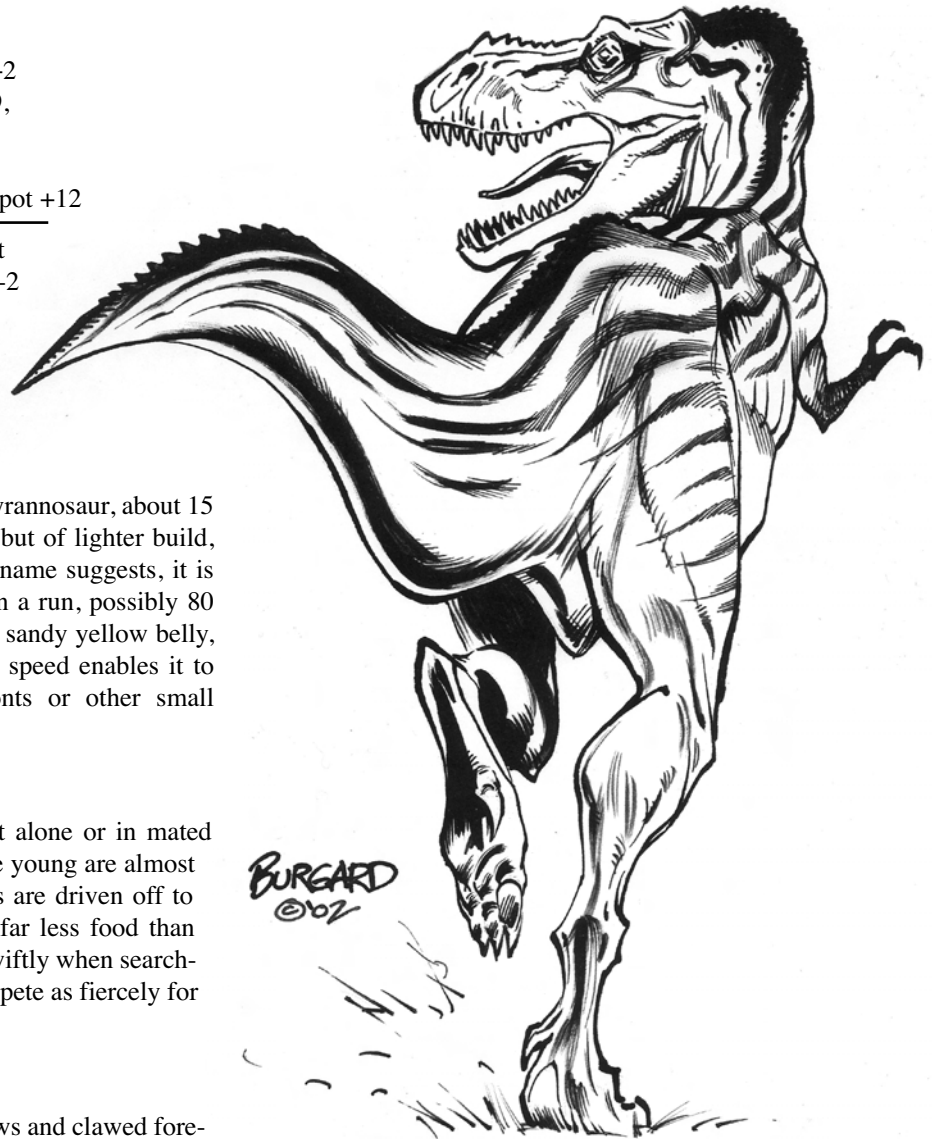
COMBAT

Nanotyrannus acinonyx fights with its jaws and clawed forehands. Although it is not all that much larger than a grown man, it nevertheless hunts humans when other prey is scarce, and its

speed and agility make it particularly feared and hated by lone prospectors, explorers, and hunters, any of whom could be picked off at any time for a meal.

BYPRODUCTS

A full set of teeth and claws from this small tyrannosaur will sell for \$100. In addition, the leg muscles can be sold for \$200 to medicinal dealers who claim that digesting them will somehow make the eater faster on his feet.



OVIRAPTOR ARBOPHAGUS ("TREE BEAK")

Hit Dice:	Oviraptor arbophagus Medium Animal
Initiative:	2d10+8 (19 hp)
Speed:	+2 (Dex)
AC:	60 ft.
Attacks:	16 (+2 Dex, +4 natural)
Damage:	Bite +6 melee
Face/Reach:	Bite 1d8+8
Special Attacks:	5 ft. by 5 ft./5 ft.
Special Qualities:	Crunch wood
Saves:	Scent
Abilities:	Fort +6, Ref +4, Will +2
Skills:	Str 18, Dex 14, Con 18, Int 6, Wis 15, Cha 8
	Hide +8, Listen +8, Spot +8

Climate/Terrain:	Warm forest, hills, mountains, desert, plains, or marshes
Organization:	Solitary or pair
Challenge Rating:	1
Treasure:	Standard
Alignment:	Chaotic neutral
Advancement:	3-4 HD (Medium), 5-8 HD (Large)

O. arbophagus is a "tree-eating" descendant of the original Oviraptor. Unlike its ancestor, this creature is an omnivore; though it is largely herbivorous, it will eat eggs or rotten flesh when the opportunity presents itself. Eight feet in length, its powerful horny beak enables it to chew and devour any vegetable matter, including wood, thorn bushes, and – in the desert – cacti. Obviously, this means the creature can live in virtually any terrestrial environment, and this is reflected in the stats above.

O. arbophagus also relies on stealth and camouflage more than its ancestor does. There are several subspecies of this creature, with those that dwell in closed terrain, such as forests, jungles, marshes, and tree-covered mountains and hills, being a mottled pine green and midnight blue in color, while those that dwell in open plains and deserts are grass-green or sandy yellow in hue, respectively.

SOCIETY

This creature lives alone, though a mated pair will often stick together for a short while after the breeding season is over. Oviraptor arbophagus attracts a mate by performing an elaborate dance, which involves a great deal of head-bobbing and tail-lashing, along with short intervals in which it balances itself solely on one hind leg for perhaps a minute or so.



COMBAT

Like its ancestor, O. arbophagus fights only by means of biting with its horny beak. Its power, and the creature's own feeding habits, give it a special attack.

Crunch Wood (Ex): Because it eats wood, it follows that this dinosaur's bite can crush anything made of wood, including clubs, wooden spears, shields, and other such objects. Its bite inflicts double damage against any wooden object. As a matter of fact, this ability, plus the fact that the animal's favorite food is salted wood, makes it a major nuisance for human explorers and settlers.

Fun Facts With Science! Human perspiration is full of salt. In the Broncosaurus Rex universe, most human tools have wooden, rather than plastic, handles, thanks to the generally lower technology levels. When humans work – i.e., use their tools – they tend to sweat, and this sweat is absorbed by the wooden handles, stocks, sides, etc. Thus, like porcupines on Earth, Oviraptor arbophagus makes a major pest of itself by devouring any wooden item that has absorbed human sweat: the handles of hammers, saws, axes, screwdrivers, shovels, picks, and other tools, pistol butts and the stocks of rifles, shotguns, and submachine guns, bows, arrow shafts, wooden quivers and scabbards, spear and harpoon hafts, wooden crates, chests, and boxes, tent poles, baseball bats, some sword and dagger hilts, shields, and just about any type of wooden furniture or structure.

Although the animal itself is not much of a threat in combat, if it can sneak into camp and get among the characters' possessions, it





PENTACERATOPS TARBOMONSTRUM ("BLADE DUELER")

Pentaceratops tarbomonstrum

Huge Animal

Hit Dice:	16d10+128 (216 hp)
Initiative:	-1 (Dex)
Speed:	30 ft.
AC:	20 front (-2 size, -1 Dex, +13 natural), 13 sides (-2 size, -1 Dex, +6 natural)
Attacks:	Gore +16 melee
Damage:	Gore 3d6+7
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Charge for double damage, passing slash, trample
Special Qualities:	Scent
Saves:	Fort +18, Ref +9, Will +8
Abilities:	Str 22, Dex 9, Con 26, Int 6, Wis 13, Cha 10
Feats:	Ride-by Attack
Skills:	Listen +8, Spot +8

Climate/Terrain:	Warm forest, hills, and plains
Organization:	Solitary or herd (10-100, 50% young)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	17-32 HD (Gargantuan), 33-48 HD (Colossal)

can easily wreak enough damage so as to decrease their chances of survival: spoiling provisions, gnawing water barrels until they leak, ruining weapons, and so on. A gun whose butt or stock is ruined limits the wielder's ability to get a good grip on it; he suffers at least a -2 circumstance penalty when aiming with that weapon.

As for the rest, enjoy coming up with new ways to make your players' lives miserable through the travails of their characters. You haven't lived until you've heard a Confederate character howl because the handle, hilt, butt, or stock of his personal heirloom weapon – and the weapon itself, by implication – has been absolutely ruined by the alimentary designs of one of those !@#%&* oviraptors!

BYPRODUCTS

There is a small market for the hides of these animals, with those of desert or savanna species selling for \$10 apiece, while the far more attractive ones of the forest, jungle, marsh, hill, and mountain-dwellers sell for \$60. Of course, the more lucrative prey lives in areas where it has plenty of places to hide, as well as plenty of cover to enable it to sneak into camp and turn the tables on its hunters. Some brave souls are even willing to pay \$50 per egg. The idea here is to eventually raise a pack of trained oviraptors that will leave their owner's stuff alone, but sneak into an enemy's camp and wreak havoc with his weapons and other gear. So far, the results have been disappointing, to say the least, as hunger always seems to overcome even the strictest training.

Pentaceratops tarbomonstrum, the "five-horned alarming monster," is a descendant of the original ceratopsian dinosaur Pentaceratops. This creature had three regular horns in the manner of Triceratops, but in addition, had a short spike jutting out of each side of its lower jaw. With *P. tarbomonstrum*, these spikes have evolved into a pair of slashing blades up to six feet in length. The entire animal is at least 30 feet in length, though larger specimens have been reported.

SOCIETY

Pentaceratops tarbomonstrum lives for the most part in herds, though some aging and irritable old bulls make such a nuisance of themselves that they are driven from the herd and forced to live alone. When facing a solitary member of this species and determining its reaction to the party, lean toward the aggressive side, since they tend to charge on sight, out of sheer orneriness.

Unlike most ceratopsians, these creatures attract their mates by means of a pungent and not unpleasant-smelling musk that the males give off; their armament is entirely too lethal to risk head-to-head combat. The best-smelling male gets first pick of the females, the second-best one second pick, and so on down the line. When the herd comes under attack, though, leadership passes automatically to the largest and oldest beasts. Whenever possi-



ble, the young will be tucked away in a corner where the predators can't get at them from behind, such as a cliff, while the females form a protective wall between them and the flesh-eaters. This frees up the males to charge aggressively at the menace until it is either dead or driven off.

COMBAT

P. tarbomonstrum gores with its horns, as do nearly all ceratopsians, but it also has some special attacks.

Charge For Double Damage (Ex): If the animal is at a distance from the foe and charges, it can build up sufficient momentum so that its horns do double damage at the moment of impact (and only at the moment of impact; all subsequent goring attacks do normal damage until the beast can charge again).

Passing Slash (Ex): If the ceratopsian merely brushes beside the enemy, instead of colliding with him head-on, the scythe blade on that side of the dinosaur's lower jaw may cut through the foe.

This attack is evaluated in the same manner as the Ride-by Attack feat. The pentaceratops can use a charge attack to move and attack, then continue moving. This does not provoke attacks of opportunity. The pentaceratops must continue to move in a straight line for the length of the charge, as with the Ride-by Attack feat.

Because it has two slashing blades, the ceratopsian can use this attack on two foes if they are both within reach on opposite sides of its head.

Against a carnosaur, the usual effect is to cut one of the predator's hind legs out from under it, hopelessly crippling it and forcing it to fall to the ground, helpless and vulnerable to a trampling attack, while human and raptor enemies have been known to have their torsos completely sliced in two.

Trample (Ex): This ceratopsian can trample creatures of Medium-size or smaller, inflicting 2d12+8 points of damage, or half that if the enemy makes a Reflex save (DC 23) rather than launching an attack of opportunity.

BYPRODUCTS

The flesh of these animals is delicious, and the massively-armed head is a trophy hunter's dream. In addition, the musk glands of the males – each male has two – sell for \$800 apiece to perfume manufacturers.

PILUMCEPHALUS VELOS ("LANCE-HEAD")

Pilumcephalus velos

Huge Animal

Hit Dice:	11d10+44 (105 hp)
Initiative:	-1 (Dex)
Speed:	50 ft.
AC:	13 (-2 size, -1 Dex, +6 natural)
Attacks:	Head gore +7
Damage:	Head gore 3d6+7
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Double damage with charge
Special Qualities:	Scent
Saves:	Fort +9, Ref +5, Will +3
Abilities:	Str 23, Dex 9, Con 19, Int 4, Wis 11, Cha 9
Skills:	Listen +4, Spot +4
Feats:	Improved Bull Rush

Climate/Terrain:	Warm plains, forest
Organization:	Herd (5-10)
Challenge Rating:	6
Treasure:	None
Alignment:	Neutral
Advancement:	12-16 HD (Gargantuan)

Pilumcephalus velos, the "swift lance-head," is a highly-specialized descendant of the bonehead pachycephalosaurus. The dull bony dome has been transformed into a lance point a full yard in length, capable of inflicting terrible damage on any opponent. This lance is a pure bone white in color, standing out in stark contrast to the creature's mottled blue and muddy brown hide.

SOCIETY

Needless to say, the head armament of these creatures makes head-butting out of the question for settling interspecies disputes. To attract a harem of females during the breeding season, each male performs an elaborate and – to a watching human – somewhat silly-looking dance, with many bows and much head-bobbing, as well as the occasional forward lunge at an imaginary enemy (interpreted as a promise to protect his mates, although females as well as males have the lance-heads and participate in defense against predators).

Both sexes take care of the young. Young females will be permitted to stay on awhile after reaching adulthood, but the males are invariably driven off, to keep them from usurping their father's place as head of the harem. Each herd has its own territory, and both predators and outsiders of their own species are driven off at once by aggressive charges.

COMBAT

Pilumcephalus velos has had to evolve to extraordinary



use the rest of the skull as a club, either a regular one or as a flail, the skull being attached to the animal's flexible spine. Because this creature's aggressive behavior makes it an ideal guard animal for enclosed compounds where it doesn't have to obey a trainer's commands, its eggs are worth \$100.

POTAMOCERATOPS CRETASUS ("RIVER BRONCO")



lengths in order to deal with the terrible carnivores of Storm Valley. The appearance of the lance head has turned the entire animal into a single massive weapon. When thrusting at close range, the dinosaur can inflict 3d6+7 points of damage with its gore. However, standing off at a distance and then charging is much preferred, as the initial impact will then cause 6d6+14 points of damage.

As with the ancestral boneheads, these creatures will coordinate their attacks, with half the herd charging at once, then the second wave charging while the first wave withdraws to gather space for another high-speed charge.

BYPRODUCTS

The skulls of these creatures are much sought-after by trophy hunters, garnering as much as \$300. Wild ones and other wilderness-dwellers and settlers, however, prefer to snap the lance head off from the main part of the skull and use it as either the basis of a spear or, for those who prefer a more civilized type of melee combat, the blade of a homemade rapier or longsword. Pilumcephalus-point swords are much in demand among the Confederate gentry, a finished weapon earning the crafter as much as \$100, though there are some snobs skilled with their hands who prefer a "real man's" sword which they have fashioned themselves after personally killing the donor dinosaur. When wild ones have removed the lance head for use as a spear point, they often

Potamoceratops cretusus

Huge Animal

Hit Dice:	20d12+180 (290 hp)
Initiative:	-2 (Dex)
Speed:	30 ft., Swim 10 ft.
AC:	19 front (-2 size, -2 Dex, +13 natural), 9 sides (-2 size, -2 Dex, +3 natural)
Attacks:	Bite +18 melee
Damage:	Bite 3d8+9
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Ram boat
Special Qualities:	Immunity to poison, scent
Saves:	Fort +18, Ref +8, Will +6
Abilities:	Str 28, Dex 8, Con 28, Int 6, Wis 13, Cha 8
Skills:	Listen +8, Spot +8

Climate/Terrain:	Warm freshwater
Organization:	Solitary or herd (10-40, 50% young)
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	21-40 HD (Gargantuan), 41-50 HD (Colossal)

Potamoceratops cretusus, the "Cretasus river horn-face," has a slightly deceptive name, as this ceratopsian's horns – a pair of 2-ft. eyebrow horns and a foot-long nasal horn, all blunt – are totally useless in defense. This creature is the Storm Valley equivalent of the hippopotamus, being a massively corpulent creature that wallows in the rivers, lakes, and marshes of this corner of Cretasus. It is bulkier and less agile than its relative Triceratops, has a much-reduced bony frill that still protects the head, and sports a pair of massive beaked jaws that can do terrible damage in combat. This creature's whitish-yellow head is in sharp contrast to the silky blackness of its hide, and the largest specimens reach a length of 60 feet, with the head alone being 12 feet across.

SOCIETY

Although few predators care to face this creature even when it's alone, it prefers the company of others due to a gregarious nature, and stretches of river and marsh seem at times to be positively alive with these animals as they thrash and splash about. Each adult male has his own harem, generally won by intimidat-



ing rivals with threat displays. The inside of each Potamoceratops mouth is a vivid reddish-orange in color, making an intimidating sight, indeed, particularly when the animal is roaring at the same time its mouth is wide open. Still, there are times when this attempt at psychological warfare fails. Then the great jaws come into play, and many P. cretatus males bear abundant scars from a series of fierce and bloody battles. All differences between individuals are forgotten when a common threat such as a predator appears, and every adult in the herd will participate in the mutual defense.

COMBAT

The massive jaws of Potamoceratops are terrible weapons, with a single bite often being sufficient to sever the leg of even one of the largest carnivores. As a result, these tend to direct their attentions to the aged, the young, and the sick and injured, particularly when the intended victim has strayed from the rest of the herd and the carnivores have numbers on their side.

Aside from its bite, this dinosaurs has a number of qualities that come into play in combat:

Ram Boat (Ex): One trait this ceratopsian shares with the earthly mammal it resembles is an irritable nature that manifests itself in severe hostility toward water craft. Whenever the party is traveling by boat and encounters one of these creatures, roll 1d6; even numbers mean the creature attacks on sight, ramming the boat and biting it. Boats smaller than the creature are automatically capsized; boats of equal size or one increment larger may do so at the GM's discretion.

Immunity to Poison (Ex): Like real hippos, pigs, and other fat animals, this creature shows a heightened resistance to poisons, taking half damage at most from them, and then only if it fails its saving throw. If the poison causes nausea, puts the victim to sleep, paralyzes him, etc., then the effects will only last half as long as normal, again assuming a failed saving throw.

BYPRODUCTS

The flesh and fat of this dinosaur are delicious, the latter so much so that it is even eaten raw. The hide is so tough that it can be used in making hide armor, with an intact hide (which costs \$6,000) having sufficient material to produce a half-dozen suits of Medium-size armor. This armor gives a +5 armor bonus, max Dex bonus of +4, armor check penalty of -2, and a weight of 30 pounds.

The massive head is popular among trophy hunters, though not as much as that of other ceratopsians; aside from the horns being so small, the head is simply so huge that it's hard to find a wall large enough to hang it from and a room large enough to display it. Its eggs are also eaten, though few egg thieves have gotten away with their thievery. Finally, the folk medicine dealers among the pioneer settlements are willing to pay \$800 for the massive liver, which is not only delicious, but is (falsely) rumored to transfer to the eater the previous owner's resistance to poison.



PTERANODON PILUMGNATHUS ("SWORD WING")

	Pteranodon pilumgnathus
	Huge Animal
Hit Dice:	12d8+24 (78 hp)
Initiative:	+2 (Dex)
Speed:	20 ft., fly 70 feet (good)
AC:	13 (-2 size, +2 Dex, +3 natural)
Attacks:	Bite +7 melee, rake +5 melee
Damage:	Bite 2d8, rake 1d6+2
Face/Reach:	10 ft. by 30 ft./10 ft.
Special Attacks:	Dive, improved grab
Special Qualities:	Scent
Saves:	Fort +9, Ref +9, Will +4
Abilities:	Str 17, Dex 14, Con 14, Int 7, Wis 12, Cha 5
Skills:	Listen +3, Spot +12
<hr/>	
Climate/Terrain:	Cliffs, mountains
Organization:	Solitary or pair
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always neutral
Advancement:	13-24 HD (Huge)





Pteranodon pilumnathus is a “lance-jawed” descendant of the original flying reptile Pteranodon. Besides being slightly tougher and stronger, its beak is longer and more sharply pointed, having evolved to be used as a weapon against large opponents. It has a thirty foot wingspan and its jaws are toothless. Dark pine green above and sky blue below is its usual coloration, though those which concentrate on catching seafood may be sea green above instead. In both cases, the creature’s coloration is intended to protect it from enemies above (including other flyers) and conceal it from prey below.

SOCIETY

This creature nests only on the highest cliffs and mountain peaks, giving it an immense advantage over any intruders or egg thieves that try to reach it. It preys on both terrestrial animals and seafood, the pterosaur’s coloration having a lot to do with where it hunts. Up to four young fledglings will be in the nest of a mated pair. Both parents participate in the defense of the nest.

COMBAT

These pterosaurs can fight by biting with their beaks and making raking passes with their clawed hind feet, but they have several special attacks as well.

Dive (Ex): Taking advantage of its more robust physique and more sharply-pointed beak, P. pilumnathus can literally dive into

an opponent – or ram an aerial one – to do 3d12+4 damage at the moment of impact. An opponent who is climbing up to the nest (or simply mountain-climbing and attacked by mistake) must make a successful Climb check (DC 20) or else the pain and impact will cause him to lose his grip.

Improved Grab (Ex): The pterosaur can use this specialized routine if it hits a Medium-sized or smaller creature with either its bite or rake attack. It can then carry the target to a great height and drop it. The pteranodon can carry targets in both its beak and claws, but no more than one target can be carried at once.

BYPRODUCTS

The head of this pterosaur is sought after by trophy hunters, and some people even like to have the entire animal mounted and suspended above a courtyard or similar area in a wings-wide-spread pose. Wild ones and others can use the two halves of the sharp beak to make spear points or sword blades, with two weapons made from each beak.

SEGNOSAURUS URSOIDES (“URSASAUR,” “BEAROSAURUS”)

Segnosaurus ursoides

Huge Animal

Hit Dice:	11d10+44 (105 hp)
Initiative:	-1 (Dex)
Speed:	30 ft.
AC:	14 (-2 size, -1 Dex, +7 natural)
Attacks:	2 claws +8 melee
Damage:	2 claws 3d8+4 each
Face/Reach:	10 ft. by 15 ft./5 ft.
Saves:	Fort +8, Ref +5, Will +3
Abilities:	Str 22, Dex 9, Con 18, Int 3, Wis 11, Cha 9
Skills:	Listen +11, Spot +9
Climate/Terrain:	Warm forest, hills, mountains, and marshes
Organization:	Solitary or family (1-2 adults, 0-2 young)
Challenge Rating:	6
Treasure:	None
Alignment:	Chaotic neutral
Advancement:	12-18 HD (Huge)

Segnosaurus ursoides is a “bear-shaped” descendant of the original dinosaur Segnosaurus. This was an animal with the general outline of the prosauropod dinosaurs, such as plateosaurus, but with massive bearlike claws on the forelimbs. S. ursoides has exaggerated these trends, being bulkier by far, with larger claws, and with a neck and tail of only moderate length. It is one of the closest dinosaur counterparts to a true bear there is. Perhaps a ground sloth would be a better comparison, though, as this creature is a pure vegetarian like that animal, using its huge claws not only for self-defense, but also for digging up the tree roots that



make up the bulk of its diet. It is for this reason that it only lives where there are trees in abundance; it may venture onto lightly-wooded savannas from time to time, but in general is restricted to the environments listed above. The entire animal is a dirty brown in color, and is 30-35 feet long.

SOCIETY

Like bears, this dinosaur is solitary for much of the time, seeking company only during the breeding season. Unlike its mammalian counterparts, however, the males help the females raise the young. The family den – and the homes of solitary beasts, for that matter – consists of a cave in rocky terrain amongst the most tangled thickets to be found, allowing the defender to get its back against as solid a wall as possible. Both parents fight to protect their young, and after these animals are half-grown, they, too, will participate in the common defense, having half-average hit points and doing half-damage with their claws. Because of their choice of diet, only rarely do these creatures come into conflict with one another over grazing grounds.

COMBAT

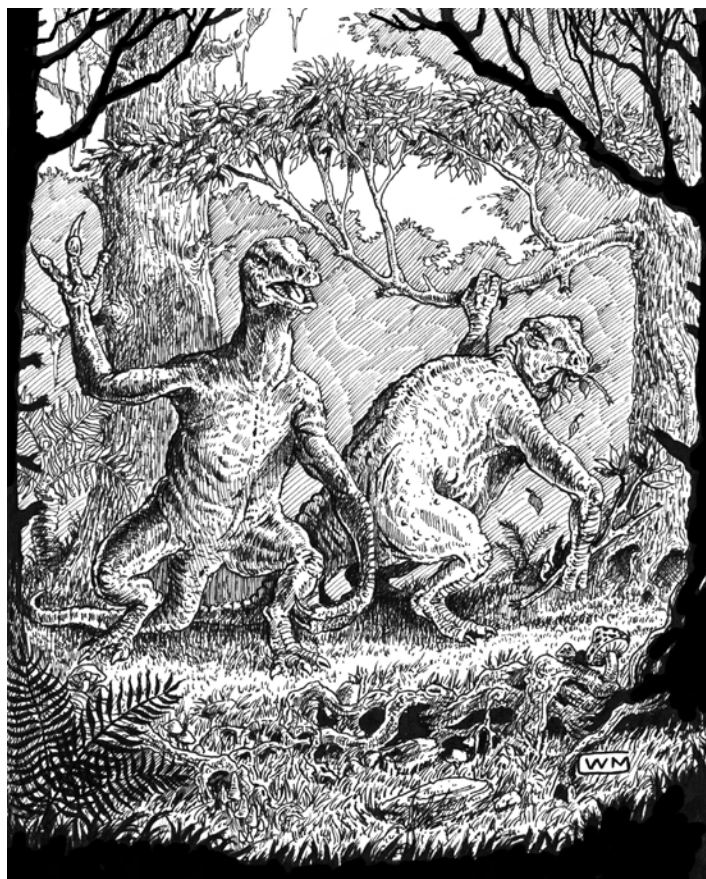
Segnosaurus ursoides fights by means of its powerfully-clawed forearms, both of which can inflict up to 28 hp damage per blow.

BYPRODUCTS

The claws of this creature, which can be up to a foot in length, are much sought after as dagger blades, a full set from one animal costing \$500. The flesh is also edible, and the hide makes good leather, an intact hide selling for \$300.

SIRENISAURUS MACROLOPHUS (“SONG HUNTER”)

	Sirenisaurus macrolophus Huge Animal
Hit Dice:	16d10+64 (152 hp)
Initiative:	+1 (Dex)
Speed:	50 ft.
AC:	14 (-2 size, +1 Dex, +5 natural)
Attacks:	Bite +16 melee, claws +5 melee
Damage:	Bite 3d8+6, claws 1d8
Face/Reach:	10 ft. by 10 ft./10 ft.
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Mimicry of hadrosaurs (duckbills)
Saves:	Fort +13, Ref +13, Will +8
Abilities:	Str 22, Dex 13, Con 18, Int 10, Wis 18, Cha 15
Skills:	Hide +8, Listen +12, Spot +10
Climate/Terrain:	Warm forest, hills, desert, plains, and marsh
Organization:	Solitary or family (1-2 adults, 1-2 young)



Challenge Rating:	7
Treasure:	Standard
Alignment:	Neutral Evil
Advancement:	17-32 HD (Gargantuan)

Sirenisaurus macrolophus, the “big-crested siren lizard,” gets its name from two prominent characteristics. The big crest is a weirdly-shaped hollow head crest, which it can use to imitate the calls of any type of duckbilled dinosaur dwelling in Storm Valley, while the “siren” part comes from the use it makes of this feature: to draw unwary duckbills to their doom.

This huge carnosaur is a specialized hunter and slayer of hadrosaurs, or duckbills, which are among the most numerous of the large herbivorous dinosaurs. The hollow head crest is filled with separate chambers, all of which can be sealed off at will via flaps of muscle. Using them, Sirenisaurus can not only imitate the calls of any duckbill, but it can even make itself sound at will like male or female, old or young, or even an injured animal. It can even differentiate between mating calls and bugles of alarm, as well as calls for help.

According to the accounts of those parties which have taken “normal” duckbill mounts from the Main Valley into Storm Valley, Sirenisaurus can even imitate their calls, though whether this is due to learning and mimicry after hearing them or some ingrained instinct is, as yet, unknown.





or smaller opponent with a successful bite attack may grab it. It may then attempt to swallow it whole.

Swallow Whole (Ex): A sirenisaur can swallow a Medium-size or smaller victim with a successful grapple check. Swallowed creatures take 2d8+8 points of crushing damage plus 8 points of acid damage per round. A swallowed creature may cut itself out by using Small or Tiny slashing weapons to deal 25 points of damage to the sirenisaur's innards (AC 20).

BYPRODUCTS

The skull of this carnosaur is in great demand, both as a trophy in its own right and as a tool for attracting duckbills for human hunters. This means the eggs of this creature are in great demand as well, for those who want the ultimate hunting beast when going after duckbills.

SPINOFLAGELLA PELOROS ("WHIPLASHER")

	Spinoflagella peloros Huge Animal
Hit Dice:	14d10+98 (175 hp)
Initiative:	-2 (Dex)
Speed:	25 ft.
AC:	20 (-2 size, -2 Dex, +14 natural)
Attacks:	Tail lash +15 melee
Damage:	4d6
Face/Reach:	10 ft. by 20 ft./20 ft.
Special Attacks:	Coiling lash
Special Qualities:	Scent, defensive crouch
Saves:	Fort +17, Ref +7, Will +7
Abilities:	Str 22, Dex 7, Con 25, Int 6, Wis 8, Cha 10
Skills:	Listen +4, Spot +4

Climate/Terrain:	Warm forest, desert, plains, marsh
Organization:	Small herds (5-8)
Challenge Rating:	7
Treasure:	None
Alignment:	Neutral
Advancement:	18-25 HD (Gargantuan)

Spinoflagella peloros, the "heavy spiny whip," is a giant nodosaur. This is an ancestor of the ankylosaurs, but with the bony tail club replaced by spines in abundance. In the case of *S. peloros*, the tail is now a long, supple whip of incredible agility, at least when wielded by its owner. The entire animal is a mottled white and either olive green or light brown in color, depending on its choice of habitat. It reaches a maximum length of at least 30 feet.

SOCIETY

Spinoflagella peloros lives in small, irritable herds, just like

SOCIETY

This carnosaur hunts alone, via ambush, or in small family groups. Sometimes, when cover is scarce, one adult will sound the alarm call of a particular species to stampede them in the general direction of the other, which is lying in wait. Although evil, the parents take excellent care of their young, though they often subject dying prey to torture as they teach the young carnosaur how to kill. The mating season itself is the scene of unimaginable bugling and other cries, as each male tries to outdo the others with the variety and quality of calls he can make.

COMBAT

Primarily an ambush predator, *Sirenisaurus macrolophus* is ready for open combat if necessary. This is important, because its success as a duckbill-hunter means that all the other carnivores in the area like to follow along, to steal the kill if they can and scavenge from the scraps if they can't. When a sirenisaur seeks to lure prey into an ambush by imitating the cry of an injured animal, it often inadvertently attracts a carnosaur seeking an easy meal, and Storm Valley carnosaur such as *Allosaurus temnoychus* and *Tyrannosaurus linnormus* take disappointment quite poorly, indeed. Against smaller opponents, it also has a pair of special attacks:

Improved Grab (Ex): A sirenisaur that hits a Medium-size



its ankylosaur relatives. They use their lashing tails to drive out not only predators, but rival grazing herbivores as well. The herds are matriarchal in terms of leadership, and wander about constantly in search of good grazing land. When breeding season comes around, the dinosaurs lay their eggs wherever they happen to be, not having traditional nesting grounds like many other species do. *S. peloros* lays up to a dozen eggs, from which only two or three will have young both hatch and live to reach adulthood.

COMBAT

Spinoflagella fights with its flexible spiny tail, depending on its armored shell for protection from the enemy's return blows. It can make trip attacks with its tail. It has two special tactics:

Coiling Lash (Ex): The long, supple, spined tail of Spinoflagella can, upon striking something Medium-size or smaller, immediately coil tightly around it, letting the spines sink in. The creature can decide whether to withdraw its tail or let it coil around a target.

If it chooses to coil its tail, Medium-sized or smaller targets must make a Reflex save (DC 18) or be entangled by the tail. If the target makes the save, the spinoflagella must withdraw its tail. If the tail does coil successfully, the tail itself can be targeted by other creatures (AC 20, 35 hp). In order for the target to move outside the spinoflagella's reach, it must succeed in an opposed Strength check. Characters can try to wriggle out of the tail with an Escape Artist or Dexterity check (DC 16), but in doing so they take 2d6 points of damage from the spines.

If the tail is severed, the spinoflagella loses its main attack. If not severed by the next combat round, the spinoflagella can withdraw its tail with devastating effect. The spines inflict long, gaping wounds on the victim as they are torn out, doing half again as much damage as the initial tail strike did (i.e., 6d6 points of damage instead of 4d6) with a threat range of 19-20. One such double strike against a large carnosaur can transform it from being king of the jungle to being a limping cripple, while against smaller foes, this tactic often proves fatal.

Defensive Crouch (Ex): A Spinoflagella feeling defensive can crouch, tuck its head in and draw its legs up beneath its body. This minimizes the already few vulnerable areas and grants a +4 circumstance bonus to AC. When crouched as such, the Spinoflagella cannot move or attack. They generally do this only when injured or facing overwhelming odds, such as a "wolf pack" of carnosaur or raptors.

BYPRODUCTS

The last 10-12 feet of this creature's tail can, when suitably dried and treated, serve as a barbed whip, useful both in combat and in driving recalcitrant dinosaur pack animals, while the shell can serve as armor for large dinosaur beasts of burden and mounts.



TITANOSAURS ("TORTOISAURS")

Hypselosaurus machairurus

Saltasaurus testudostegos

Spinosauropoda cretusus

Titanosaurus pilumurus

Titanosaurus spinurus

Titanosaurus talarurus

Colossal Animals

Hit Dice: 30d10+210 (375 hp)

Initiative: -3 (Dex)

Speed: 80 ft.

AC: 17 (-8 size, -3 Dex, +18 natural)

Attacks: Tail +26 melee, kick +14 melee, bite +10 melee

Damage: See below

Face/Reach: 25 ft. by 50 ft./25 ft.

Special Attacks: Trample

Special Qualities: Scent

Saves: Fort +24, Ref +7, Will +15

Abilities: Str 35, Dex 4, Con 25,

Int 6, Wis 20, Cha 12

Skills: Listen +4, Spot +20, Wilderness Lore +10

Climate/Terrain: Forest, hills, plains



Organization: Herds (20-50)
Challenge Rating: 10
Treasure: None
Alignment: Neutral Good
Advancement: 31-45 HD (Colossal)

The original titanosaurs were a group of sauropod dinosaurs that averaged about 40 feet in length, though a few got far larger. Their most distinguishing characteristic was the nodular bony armor plates embedded in their hides, providing them with some protection against the predators of their era. Now the titanosaurs of Storm Valley have evolved a complete carapace, like that of a tortoise, to protect their torsos, and this armor extends down their tails, all of which end in a weapon of some sort. In the case of Spinosauropoda cretacus, the shell is even covered with short spines. These beasts are all the same size, being roughly 60 feet in length, with heads perhaps 25-30 feet off the ground, and their behavior is largely the same, so they will all be examined together.

SOCIETY

Although they are among the best-protected of all sauropods, and thus most suited for a life alone, the titanosaurs of Storm Valley still gather in herds like their unarmored kin. Much of what is true about the brachiosaurs holds true for them as well in regard to migration and other behavior. They are more aggressive than their kin, as well as slightly more intelligent, and any potential threat in the neighborhood of the herd will be set upon and driven off by several of the younger and stouter males.

The females lay eggs once every six to eight years,

laying up to a dozen at a time. Typically, only three or four young ever reach maturity, and it takes a titanosaur 30 years to reach full adulthood. They may live as long as 175 or even 200 years, and remember virtually everything that took place in that time.

COMBAT

These dinosaurs trust their armor and tail weapons in combat. Besides providing the usual armor protection, the spiny shell of Spinosauropoda will inflict 1d6 points of damage on any creature that touches it (Reflex save (DC 22) to avoid). All of these beasts can kick for 6d12+16 damage and bite for 2d6+8. The real variety comes in their tail weapons and damage, which are:

- **Hypselosaurus machairurus:** A massive curved blade of bone which does 4d10 damage; machairurus means “machaira tail,” as the blade resembles a thick curved sword of ancient times called the machaira.
- **Saltasaurus testudostegos:** The tail weapon of this “tortoise-roofed” titanosaur is the complete tail, covered in rings of nodular armor, making it stiff but deadly. It does 3d10+4 points of damage.
- **Spinosauropoda cretacus:** This animal’s tail is long and flexible despite the bony armor, and it is covered with short spines like those on the carapace, enabling it to do 2d10+8 points of damage.
- **Titanosaurus pilumurus:** This “javelin tailed” dinosaur’s tail ends in a long bony point or spearhead which inflicts 4d10+10 points of damage on the target.
- **Titanosaurus spinurus:** This “spiny tailed” sauropod’s tail ends in four spikes, like those of a stegosaur, which do



4d10+16 points of damage.

- Titanosaurus talarurus: The “basket tailed” dinosaur T. talarurus has a tail that ends in a bony club like that of the ankylosaurs, and which inflicts 4d10+12 points of damage on any foe.

Trample (Ex): Any creature that comes near a titanosaur can expect to be trampled. In combat, the titanosaur will actively attempt to trample any and all targets within reach. This attack causes 5d12 points of damage, or half that if the enemy foregoes an attack of opportunity and attempts a Reflex save (DC 25).

BYPRODUCTS

The armored carapaces of these titanosaurs can be used to make armor for domesticated dinosaurs. One carapace can provide armor for a huge creature, two for a gargantuan creature, and four for a colossal one. A single carapace can be split in half to provide armor for two large creatures.

VELOCIRAPTOR HOMOIDES (“MAN-RAPTOR”)

	Velociraptor homoides Medium-Size Animal
Hit Dice:	2d10+4 (11 hp)
Initiative:	+3 (Dex)
Speed:	40 ft.
AC:	16 (+3 Dex, +2 natural, +1 shield)
Attacks:	Longspear or short sword +3 melee; sling or shortbow +4 ranged
Damage:	Longspear 1d8+2 or short sword 1d6+2; or sling 1d3+2 or shortbow 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Scent
Saves:	Fort +6, Ref +7, Will +5
Abilities:	Str 15, Dex 16, Con 15, Int 15, Wis 16, Cha 10
Skills:	Hide +10, Listen +12, Move Silently +11, Spot +12, Wilderness Lore +12, others (see below)
<hr/>	
Climate/Terrain:	Any land
Organization:	Solitary, hunting party (2-10), or tribe (11-400)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Lawful neutral
Advancement:	By character class

Velociraptor homoides is a “man-shaped” descendant of the original dinosaur velociraptor, and shaped like a man it is. The tail is either entirely gone or is a mere stump, its size varying among individuals, while the snout is only slightly more pronounced than

the muzzle of an ape. The – animal? being? – walks upright, its posture being as straight at that of a soldier on parade. In addition, all the claws and teeth are so greatly reduced as to be useless in combat; even the original slashing claws are mere dull spikes an inch long on each heel. To compensate, they have an opposable thumb.

V. homoides ranges in coloration from a drab olive green to muddy brown.

SOCIETY

Aside from dracotherizinos, velociraptor homoides is the only known “civilized” dinosaur race in Storm Valley. These creatures live in villages or cave systems, depending on the terrain they call home, but they are found in all terrestrial environments in Storm Valley. Mountains, hills, forests, jungles, marshes, plains, and deserts alike have all been adapted to magnificently.

In many respects, these raptors are like their uncivilized brethren in the Main Valley. However, there are a number of differences, such as the fact that these dinosaurs actually build huts and other shelters for protection from the elements. The huts can be made of anything from wood and thatching to stone, clay, and even dinosaur bones, while great tents made of dinosaur leather are also popular.

Most raptor tribes lead a settled existence, but those who dwell in the harsher portions of the northern deserts have taken up the life of the nomad, wandering to and fro in search of food and water, carrying their hide tents and the wooden stick and large bones used to support them everywhere they go. There are even reports of tribes dwelling in the high mountains, clad in clothing made from pterosaur fur. The tribes are also led by the males, rather than the females, and combat between would-be leaders is fought using artificial weapons rather than natural ones. Shamans in these tribes know Alchemy as one of their skills, and given the species’ lack of natural weapons, this skill is naturally more important than it is for the original velociraptor (or deinonychus). The same goes for raptor armorers, bowyers, fletchers, and weaponsmiths, though these work without metal.

These creatures are fond of diplomacy, both among their own kind and relating to other dinosaur species. They were among the prime movers concerning the siege of Fort Phil Kearny, and have been responsible for planning many of the more clever attacks, such as the aerial bombing and poisoning of the fort’s water supply. Although they hunt and eat other dinosaurs, they always leave at least one species in their territory strictly alone, in exchange for using it as a go-between when the tribe wishes to negotiate with another species.

COMBAT

Like the original species, velociraptor homoides has specialized warrior, tactician, and shaman types, who are treated similar to the character classes for normal velociraptors. The only difference is that they fight with artificial weapons.

V. homoides uses the teeth, horns, claws, and spikes of other





dinosaur species to produce longswords and short swords, with which they often fight in a rude phalanx formation. They also produce both large and small wooden shields and hide armor to boost their armor class. Both the sling and the shortbow have been invented, and these are used to rain stones and arrows on top of an enemy to disrupt his preparations for combat. Large tribes and widespread alliances mean that these creatures can sometimes field an army numbering in the thousands, and this has become more common since those troublesome humans appeared.

These creatures have special equipment as well. When given the time, raptor craftsmen can produce masterwork versions of the few weapons and armor types they have. Alchemy-savvy shamans can produce poisons of all types, acids, alchemist's fire, slippery greases and oils that make an enemy lose his footing on a treated area (make a Reflex save (DC 18 to 24) or fall flat on your back), lamp oil, gunpowder bombs, tanglefoot bags, and even smoke-sticks and tindertwigs.

To make matters worse, the insect life of Storm Valley includes bees, and the tribes often keep them around, both for their production of honey and beeswax and because hurled hives filled with angry bees make excellent missile weapons. (Treat as a thrown weapon, range increment 20 ft., damage 1d4 plus target is stunned (Will save, DC 18 to resist) as he tries to beat off the bees. Bees continue to attack the target for 2d4 rounds or until he is submerged underwater, lit on fire, or runs more than 300 feet from the hurled beehive.)

And if that isn't enough, many tribes have scavenged human and alien weapons and other high-tech gear from shipwrecked victims and failed expeditions, and have learned to use at least some of it. Naturally, lacking repair facilities, spare parts, and ammunition or energy cell resupply, they can't rely on them all the time, but once they've discovered how potent the thing is, they'll keep it carefully stored, until the time comes when all conventional defenses have failed and they really need it.

Thus, characters who fight their way into a raptor village may find themselves being fired on with such things as whisper rifles and laser guns towards the end of the battle. All of the raptor tribes in the vicinity of Fort Phil Kearny are now reasonably well-equipped, and their skills in combat and their powerful dinosaur allies help them keep in supply.

BYPRODUCTS

Aside from their value as friends, allies, and/or servants, these dinosaurs have nothing anyone would want, their bodies being useless from a pharmacological point of view.



Appendix 1: Encounter Tables

The following tables group prehistoric creatures by CR and terrain. You can use them to plan encounters. The tables include all relevant creatures from the MM, MM2, Broncosaurus Rex Core Rulebook (CR), Cretasus Adventure Guide (CAG), Complete Guides to Velociraptors (CV) and T-Rex (CT), and this volume (DNW), as well as the Trogloraptor from Campaign magazine #3 (CM). Dinosaurs from this volume use their scientific name.

Table 1-1: Encounters of CR 1/10 through 1

CR	Creature	Forest	Plains	Riverine/ Swamp	Hills/ Mountain	Desert	Aquatic (Any)
1/10	Toad (MM)	X		X			
1/8	Mon. Centipede, Tiny (MM)	X	X		X	X	
1/8	Trilobite, Common (CAG)			X			X
1/6	Lizard (MM)	X	X	X	X	X	
1/6	Small Game, Tiny (CAG)	X	X	X	X	X	X
1/4	Cheirolepis (CAG)						X
1/4	Hypsilophodon Lemmo (DNW)	X	X	X	X	X	
1/4	Mon. Centipede, Small (MM)	X	X		X	X	
1/4	Mon. Scorpion., Tiny (MM)	X	X		X	X	
1/4	Mon. Spider, Tiny (MM)	X	X		X	X	
1/3	Giant Beetle, Fire (MM)	X	X		X	X	
1/3	Small Game, Small (CAG)	X	X	X	X	X	X
1/3	Snake, Tiny Viper (MM)	X	X	X	X	X	X
1/2	Compsognathus (CR)	X	X	X	X		
1/2	Giant Bee (MM)	X	X		X	X	
1/2	Mon. Centipede, Med. (MM)	X	X		X	X	
1/2	Mon. Scorpion, Small (MM)	X	X		X	X	
1/2	Mon. Spider, Small (MM)	X	X		X	X	
1/2	Pterodactylus (CR)		X		X		
1/2	Snake, Small Viper (MM)	X	X	X	X	X	X
1/2	Tanystropheus (CAG)	X					
1	Dryosaurus (CAG)		X				
1	Edaphosaurus (CR)	X		X			
1	Eurypterid (CAG)						X
1	Giant Ant, Worker (MM)	X	X		X	X	
1	Hypsilophodon Cervesaurus (DNW)	X	X	X	X	X	
1	Mon. Centipede, Large (MM)	X	X		X	X	
1	Mon. Scorpion, Med. (MM)	X	X		X	X	
1	Mon. Spider, Med. (MM)	X	X		X	X	
1	Octopus (MM)						X
1	Ornitholestes (CR)	X	X	X	X		
1	Oviraptor (CR)	X	X			X	
1	Oviraptor Arbophagus (DNW)	X	X	X	X		
1	Protosuchus (CR)	X	X	X	X	X	
1	Shark, Medium (MM)						X
1	Snake, Medium Viper (MM)	X	X	X	X	X	X
1	Squid (MM)						X
1	Stenonychosaurus (CAG)	X	X	X	X	X	
1	Trilobite, Giant (CAG)			X			X



Table 1-2: Encounters of CR 2 and 3

CR	Creature	Forest	Plains	Riverine/ Swamp	Hills/ Mountain	Desert	Aquatic (Any)
2	Avimimus Struthioides (DNW)	X	X			X	
2	Bactrosaurus (CAG)			X			
2	Camptosaurus (CR)	X		X			
2	Ceratops Susoides (DNW)	X	X	X	X	X	
2	Chirostenotes Temnocheirus (DNW)	X	X		X	X	
2	Crocodile (MM)			X			X
2	Dimetrodon (CR)	X		X			
2	Dunkleosteus (CAG)						X
2	Giant Ant, Soldier (MM)	X	X		X	X	
2	Giant Ant, Queen (MM)	X	X		X	X	
2	Giant Beetle, Bombardier (MM)	X	X		X	X	
2	Giant Dragonfly (CR)			X			
2	Giant Lizard (MM)	X	X	X	X	X	
2	Giant Praying Mantis (MM)	X					
2	Leptoceratops (CAG)				X	X	
2	Mon. Centipede, Huge (MM)	X	X		X	X	
2	Mon. Scorpion, Large (MM)	X	X		X	X	
2	Mon. Spider, Large (MM)	X	X		X	X	
2	Plesiosaurus (CAG)						X
2	Protoceratops (CR)	X	X	X	X	X	
2	Shark, Large (MM)						X
2	Snake, Constrictor (MM)	X		X			X
2	Snake, Large Viper (MM)	X				X	X
2	Velociraptor Homoides (DNW)	X	X	X	X	X	
3	Cryptoclidus (MM2)						X
3	Giant Wasp (MM)	X	X		X	X	
3	Parasaurolophus (CR)			X			
3	Snake, Huge Viper (MM)	X	X	X	X	X	X
3	Stegoceras (CR)	X	X				
3	Velociraptor (CR, CV)	X	X	X	X		
3	Young Rex (CT)	X	X	X	X		

Table 1-3: Encounters of CR 4 and 5

CR	Creature	Forest	Plains	Riverine/ Swamp	Hills/ Mountain	Desert	Aquatic (Any)
4	Giant Beetle, Stag (MM)	X					
4	Giant Crocodile (MM)			X			X
4	Monoclonius (CAG)		X				
4	Mon. Spider, Huge (MM)	X	X		X	X	
4	Nanotyrannus (CT)	X					
4	Nanotyrannus Acinonyx (DNW)		X			X	
4	Pteranodon (CR)		X		X		
4	Pteranodon Pilmungnathus (DNW)				X		
4	Shark, Huge (MM)						X
4	Styracosaurus (CAG)	X			X		
4	Trogloraptor (CM)	X					
5	Dracoroc Megalopteryx (DNW)				X		
5	Edmontosaurus (CAG)			X			
5	Elasmosaurus (MM)						X
5	Iguanodon (CR)	X		X			
5	Pachycephalosaurus (CR)	X	X				
5	Quetzalcoatlus (CAG)		X		X		
5	Snake, Giant Constrictor (MM)	X		X			X
5	Therizinosaurus (CAG)	X	X		X		



Table 1-4: Encounters of CR 6 and 7

CR	Creature	Forest	Plains	Riverine/ Swamp	Hills/ Mountain	Desert	Aquatic (Any)
6	Aublysodon Orogradior (DNW)				X		
6	Ceratosaurus (CR)	X	X	X	X		
6	Cetiocrocodylus Thalassos (DNW)						X
6	Deinosuchus (CR)	X	X	X			
6	Dolichobrachios Ferox (DNW)				X		
6	Iguanodonts (DNW)	X		X			
6	Maleevosaurus Nasipilum (DNW)	X	X		X		
6	Megaraptor (MM)	X	X	X	X		
6	Mon. Centipede, Garg. (MM)	X	X		X	X	
6	Mon. Scorpion, Huge (MM)	X	X		X	X	
6	Pilumcephalus Velos (DNW)	X	X				
6	Segnosaurus Ursoides (DNW)	X	X	X	X		
6	Vulcanodon (CAG)	X					
7	Albertosaurus (CAG)	X	X				
7	Allosaurus (CG)	X	X	X	X		
7	Ankylosaurus (CG)		X	X		X	
7	Anoplotops Ferox (DNW)	X	X		X		
7	Carnocornus Megalocornus (DNW)	X	X		X		
7	Ceratosaurus Linnormus (DNW)	X	X	X	X		
7	DryptosaurusIngens (DNW)	X		X	X		
7	Gorgomonstrum torvovenator (DNW)	X	X	X	X	X	
7	Kentrosaurus Linnormus (DNW)	X	X		X	X	
7	Mon. Spider, Gargantuan (MM)	X	X		X	X	
7	Multiceratops Tarbos (DNW)	X	X		X		
7	Pentaceratops Tarbomonstrum (DNW)	X	X		X		
7	Sirenisaurus Macrolophus (DNW)	X	X	X	X	X	
7	Spinoflagella Peloros (DNW)	X	X	X	X		
7	Spinosaurus (CAG)			X			
7	Stegosaurus (CR)	X	X		X		
7	Triceratops (CR)	X	X		X		

Table 1-5: Encounters of CR 8 and 9

CR	Creature	Forest	Plains	Riverine/ Swamp	Hills/ Mountain	Desert	Aquatic (Any)
8	Acrocanthosaurus Linnormus (DNW)	X	X	X	X		
8	Allosaurus Linnormus (DNW)	X	X	X	X		
8	Allosaurus Temnonychus (DNW)	X	X	X	X		
8	Ankylosaurus Peltaspinos (DNW)	X	X	X		X	
8	Craspedoceratops Gregarium (DNW)		X		X		
8	Deinocheirus Gryponychus (DNW)		X			X	
8	Dracotherizinos Cretasus (DNW)	X	X	X	X	X	
8	Elasmoforme Ingens (DNW)						X
8	Hyaenasaurus osseophagus (DNW)	X	X	X	X	X	
8	Kronosaurus (CAG)						X
8	Megalochelys Thalassos (DNW)						X
8	Mon. Centipede, Col. (MM)	X	X		X	X	
8	Octopus, Giant (MM)						X
8	Potamoceratops Cretasus (DNW)						X
8	Stegosaurus Linnormus (DNW)	X	X		X	X	
8	Tyrannosaurus (CR, CT)	X	X	X	X		
9	Carcharodontosaurus Linnormus (DNW)	X	X	X	X		
9	Mon. Scorpion, Garg. (MM)	X	X		X	X	
9	Squid, Giant (MM)						X



Table 1-6: Encounters of CR 10 and 11

CR	Creature	Forest	Plains	Riverine/ Swamp	Hills/ Mountain	Desert	Aquatic (Any)
10	Giganotosaurus Linnormus (DNW)	X	X		X	X	
10	Liopleurodon Gigantis (DNW)						X
10	Mon. Spider, Colossal (MM)	X	X		X	X	
10	Titanosaurs (DNW)	X	X		X		
10	Tyrannosaurus Linnormus (DNW)	X	X		X	X	
11	Brachiosaurus (CR)	X	X		X		
11	Mon. Scorpion, Colossal (MM)	X	X		X	X	

Table 1-6: Encounters of CR 12 and above

CR	Creature	Forest	Plains	Riverine/ Swamp	Hills/ Mountain	Desert	Aquatic (Any)
12	Seismosaurus (MM2)	X	X	X	X		
18	Tyrant King (CT)	X	X	X	X		
22	Tyrant Master (CT)	X	X	X	X		
30	Collosaurus Cretasus (DNW)			X			

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