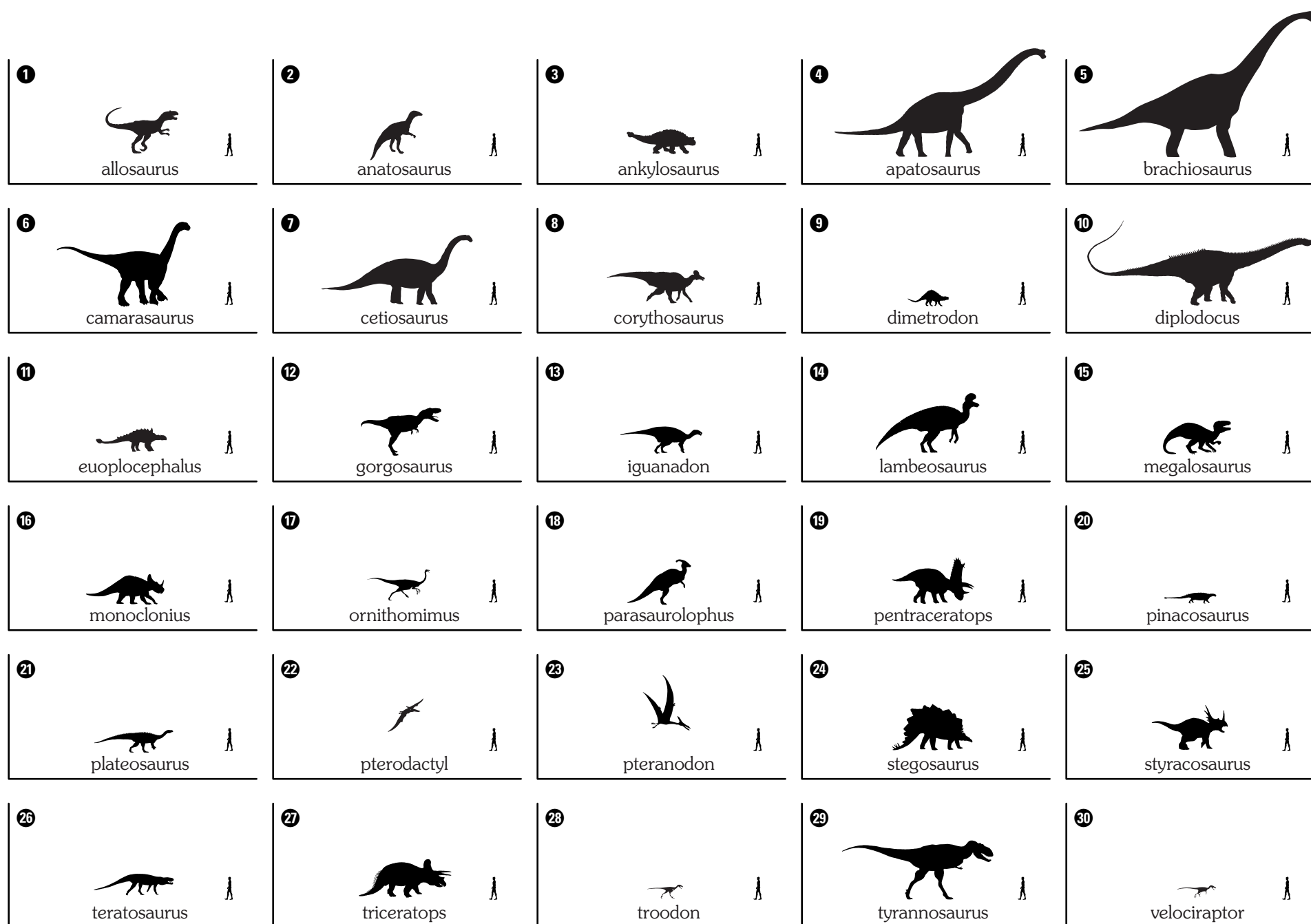


d30 Encounters: Dinosaurs & Pterosaurs



NEW BIG DRAGON
GAMES UNLIMITED

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Monster	HD	AC	Attacks / Damage	Move	ST	Long/High	#App	Special Attacks/Defenses/Notes	Also Known As
1 allosaurus	13	5	1 bite (4d6)	15	F:7	30'/15'	1-4		antrodemus
2 anatosaurus	11	5	1 tail (1d4)	12	F:6	25'/18'	2-12	will run from attack	trachadon
3 ankylosaurus	10	0	1 tail (3d6)	6	F:5	25'/6'	2-5		
4 apatosaurus	28	5	1 bite (2d6)/1 tail (3d6)	6	F:14	75'/30'	1-6	step/trample (4d10)	brontosaurus
5 brachiosaurus	36	5	1 bite (5d4)	6	F:18	100'/50'	1-6	step/trample (8d10)	
6 camarasaurus	22	5	2 claws (1d6 ea.)/1 bite (4d4)	15	F:11	60'/25'	2-8	does not use horn on nose for attack	ceratosaurus
7 cetiosaurus	20	6	1 tail (3d6)	6	F:10	50'/20'	1-4	step/trample (4d10)	
8 corythosaurus	14	6	1 tail (3d4)	12	F:7	35'/12'	2-16		
9 dimetrodon	7	5	1 bite (2d8)	12	F:4	10'/3'	1-6		
10 diplodocus	26	6	1 tail (3d6)	6	F:13	90'/30'	1-6	semi-aquatic: submerge/breathe to 30'; step/trample (3d10)	
11 euoplocephalus	9	-3	1 tail (2d6)	3	F:5	20'/6'	1-4	biting predators self-inflict 3d4 on successful "to hit"	
12 gorgosaurus	13	5	2 claws (1d3 ea.)/1 bite (7d4)	15	F:7	30'/10'	1-2		
13 iguanadon	6	4	2 claws (1d3 ea.)/1 tail (2d4)	15	F:3	25'/16'	3-18	will fight if cornered	
14 lambeosaurus	16	6	1 tail (2d6)	12	F:8	40'/20'	2-16	exceptional sight/smell/hearing	
15 megalosaurus	12	5	1 bite (3d6)	12	F:6	25'/12'	1-2	function bipedally and quadrupedally	
16 monoclonius	8	4*	1 trample (2d8)	6	F:4	20'/9'	2-12	*head/neck protected by bone shield (AC: 3)	
17 ornithomimus	4	6	2 claws (1d3 ea.)/1 beak (1d3)	15	F:2	15'/9'	2-12	very intelligent: surprises on 1-2 (on 1d6)	
18 parasaurolophus	15	6	1 tail (4d4)	12	F:8	30'/16'	2-16		
19 pentraceratops	12	6*	3 horns (1d6, 1d10, 1d10)	9	F:6	25'/11'	2-12	*shield and horns protect head (AC: 2)	
20 pinacosaurus	8	5	1 bite (1d6) or 1 tail (2d6)	12	F:4	15'/5'	1-6	biting predators self-inflict 1d4 on successful "to hit"	
21 plateosaurus	8	5	1 tail (2d4)	12	F:4	26'/10'	5-20	panicky: will always flee; only 10% chance to defend if cornered	
22 pterodactyl	1	7	1 beak (1d3)	3/15	F:1	10' wingspan	2-8		
23 pteranodon	4	6	1 beak (2d4)	3/18	F:2	30' wingspan	2-12	can carry off prey 4x own weight	
24 stegosaurus	16	2	1 tail (5d4)	6	F:8	28'/14'	2-8		
25 styracosaurus	10	4*	1 tail (2d8)	6	F:5	17'/9'	2-8	bony plate protects head (AC: 2)	
26 teratosaurus	10	5	2 claws (1d3 ea.)/1 bite (3d6)	18	F:5	20'/8'	1-3	will hunt anything that appears edible	
27 triceratops	16	6	3 horns (1d8, 1d12, 1d12)	9	F:8	26'/10'	2-8		
28 troodon	3	6	2 claws (1d3 ea.)/1 bite (2d6)	18	F:2	6'/2.5'	1-6	able to see as normal in low light; surprises on 1-3 (on 1d6) at night	
29 tyrannosaurus	18	5	2 claws (1d6 ea.)/1 bite (5d8)	15	F:9	50'/25'	1-2	engulfs man-sized or smaller on 18 or better	
30 velociraptor	5	5	2 claws (1d6 ea.)/1 bite (3d4)	18	F:3	6'/2.5'	1-6	able to track by scent; able to see as normal in low light	