

THE NYMIAN BEASTLANDS™

PLAYTEST PACK 03: DINOS/PRIMS 1

R. WILLIAM THOMPSON



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KRHPP03



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NOTICE: THIS PRODUCT CONTAINS ARTISTIC DEPICTIONS
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PP03 PAPER MINIS
DESIGN: SCOLIDOSAURUS,
by R. William Thompson



THE NYMIAN
BEASTLANDS



Dear Playtesters,

Wow, dinosaurs. This is the first chance I get to share with you a new format for real-world, prehistoric animals, including many new examples of some of my favorite dinosaurs – or at least a taste of what's to come. With over 100 listed dinosaurs I would like to cover in this first publication in our series, the first twenty are presented here, along with some great accompanying material: 'Beast Feats,' for primitive animals and other beasts. Including the scientific specifics for each (say it out loud for fun), pronunciations, location/era on Earth, and as many generalizations as I can make in game material – these dinos will come as close to being historically accurate as I can manage, within reason. With six *Playtest Packs* in the *Dinos/Prims* series devoted entirely to dinosaurs while approaching our publication goals for *OMARKAN ECOLOGY I: THUNDER LIZARDS & LEGENDS*, we are sure to cover some of your favorites – and maybe even help you find some new ones!

To begin this monumental achievement here at the Krewe, I want to share with the readers some of the original inspirations for *THE NYMIAN BEASTLANDS CAMPAIGN SETTING*, as well as a personal story that those who know me will find amusing – and you can share in the laughs along with us.

'Well, it's good to know that my little buddy, Willy, can finally use his dinosaur-OCD for something better than driving me and many

others completely nuts. I can remember a time – a time long, long ago – before he was a dino-obsessed maniac. It was sometime between 1988 and 1993 (between the releases of *The Land Before Time* & *Jurassic Park*), when Will started to show a real interest in dinosaurs. He received his first dinosaur books in 1990, titled *DINOSAURS: AN A-Z GUIDE* (©1988; Grisewood & Dempsey, Ltd. / Derrydale Books), and *PREHISTORIC ANIMALS: AN A-Z GUIDE* (©1989), both by author, Michael Benton. These were filled with facts and proper pronunciations for hundreds of dinosaurs and other prehistoric animals, and were only a few of the dozens or more books that Willy would accumulate and helped to inspire him to write his material.'

'During our childhood, Will used to come over to my house with totes filled with dino toys and we would play for hours. The only thing I really dreaded about playing dinosaur fights with Willy: he would tell me all the time, "Those two would never have fought each other; they never existed at the same time," or "Those two are herbivores, and wouldn't fight each other." I would tell him, "Have an imagination, and just play!" and he would reply, "How can you imagine something that I have proof could never happen?" After many arguments, he finally just gave up and played as a "normal" kid would... Well, as normal as a Dino-Rainman could. That's right – I said it... I called him Dino-Rainman for years, and eventually it grew on him, and he became proud to wear the title.'

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'Through all the arguments and the teasing, Willy never gave up learning as much as he could about these great prehistoric animals. It looks as if the years spent engrossed in all of those books have finally paid off. He is giving back some of this knowledge to create this setting.' —Vincent Clark (*Willy's cousin, & fellow gamer*)

Utilizing this childhood direction as a background for many of the ideas I plan to build in this series, I hope to make our selection of prehistoric animals, including dinosaurs and other primitive beasts real and fictitious, truly one of the most formidable available to gamers.

Finally, I would like to share with you some of the great inspirations that have kept this world setting fresh, purposeful, and backed by a long history of popular and fringe contemporary fiction, as well as some of my own personal twists. This setting is inspired by the following:

JURASSIC PARK (Michael Crichton), **10,000 B.C.** (Warner Bros. film), **THE BEAST MASTER** (Andre Norton, film, TV), **DINOTOPIA** (James Gurney, TV), **DINO-RIDERS** (toys, comic, TV cartoon), **'CHANUR SAGA / COMPACT SPACE'** series (C. J. Cherryh), **JOURNEY TO THE CENTER OF THE EARTH** (Jules Verne), **THE LOST WORLD** (Sir Arthur Conan Doyle), **HOLLOW EARTH CAMPAIGN SETTING** (E. Gary Gygax, Dave Arneson, the gaming community, magazine contributors), and a long history of popular fiction, the secular prehistoria of a waning comic-era genre, and continuing modern scientific discoveries about our own ancient world. Finally, many gamers have personally contributed to this setting's material over the years, working from common fantasy to our own controversial ancient history, contributing ideas regarding shapeshifters, secret societies, divine pacts, sigilry and cave art usage, and many more unique elements and perspectives.

What I think is truly great is that, along with offering a ton of 'generic' gaming material useful in any core or homebrew game, but along with all-new tricks, game-mastery techniques, and plot hook ideas, the forthcoming campaign is also designed with the potential for high contrast and dynamic, constantly-shifting storyline plots. If some of these inspirations seem contradictory or seemingly out of sync, it's because **THE NYMIAN BEASTLANDS** is one crazy place!

Many thanks for helping out, and best wishes to you and yours!



-R. William Thompson, *Lead Designer*
(And the rest of the **KREWE OF HARPOCRATES!**)

PLAYTESTING & THE PLAYTESTER'S GUIDE

This material was written to be used with the **PATHFINDER ROLEPLAYING GAME** rules, as well as the free document, **'THE NYMIAN BEASTLANDS: A PLAYTESTER'S GUIDE TO THE LANDS & PEOPLES OF OMARKA,'** and as such this free online document should be reviewed prior to playtesting this material. In this guide are included information on the setting, rules for viable playtesting, data-gathering resources, including character creation standards, new playtesting content, and setting-specific player options.

Please make sure that you are familiar with the sorts of things we are looking for in terms of balance/imbalance, application, and other perspectives, and that your table is well prepared for the playtesting experience just like any other session of regular game-play. And please: don't forget to register with us by email and send back your responses, for additional discounts on future playtesting materials and/or products!

DINOSAURS AND PREHISTORIC ANIMALS

Working toward the completion of the **FIRST OMARKAN ECOLOGY**, which focuses on the exhibition of an animal ecology consisting of dinosaurs (excluding other prehistoric and modern animal types), our first animal playtest packs will deal exclusively with these ancient beasts. Included here are twenty new dinosaurs for your bestiary, along with all player-oriented details, such as familiar/companions, and purchasing the creatures on the market, or for the purposes of training/rearing services for these animals.

These real-world animals deserve more than they usually get, so for that reason we are including a new portion of material related to such creatures. The new format for real-world critters from our own history can be seen below, and with all new and future "dinos" and "prims." You might keep asking yourself, "What the heck is a *prim*?" During the many months of writing out my ideas, if you can imagine writing out the words "prehistoric animals" over and over and over again, it became incredibly tedious very quickly, and I found myself trying to come up with an abbreviated version. Such as one might shorten "dinosaurs" to *dinos* and find very few people asking what it meant, shortening this term was not such an easy task.

I began with "pre-animals" and found it entirely misleading when dealing with recent-history animals, as well as our own real-world and fictionalized "dire" animal varieties. "Preh-anims" was entirely unhelpful on first appearance, as were many other choices. I ended up favoring "primitive animals," or primitives, and leaned on a completely unrelated source for the final abbreviation. On one of my favorite online virtual worlds, a user-created virtual object is known as a "primitive object," or "prim" for short. Hence, when I abbreviate my words for these wonderful animals of our own history, I have chosen to call them *dinos* and *prims*. This relates to any animal-type creature that you can find in a fossil or history book, including real-world "dire" animals, such as the Dire Wolf, and our favorite fantasy giant-sized versions. Only true dinosaurs will be called *dinos*, and other reptilian animals (even those often falsely considered dinosaurs) will be included with the other *prims*.

If you are looking for more dire animals, modern and prehistoric animals, and megafauna, we will be working toward completing those materials in preparation for **OMARKAN ECOLOGY II: PRIMITIVE CRITTERS AND CREEPS**. There will be much more to come in covering this material, but for now dinosaurs are the focus here. These entries are presented like a typical bestiary entry, and considered a "mature" specimen for the purposes of pricing for training/purchasing the beasts. For more on how to read the entries see the template and description below. Also included are some new feats for *dinos*, *prims*, and other beasts which can use them.

MONSTER ICONS



CREATURE TYPE

ANIMAL



TERRAIN TYPE

DESERT



FOREST



HILLS



PLAINS

SKY

SWAMPS

WATER



ENVIRONMENT TYPE

TEMPERATE

TROPICAL



Finally, it merits mentioning that the PFRPG folks blogged about intelligent animals (and plants), and it's worth reading over their blog post, in case you are dealing with similar intelligent animals and require more detailed rules on how to handle them in-game. The link is below.

BLOG [PFRPG]: *Dealing with Intelligent Animals (and Plants)*
[HTTP://PAIZO.COM/PAIZO/BLOG/V5748DYO5LC1Y](http://paizo.com/paizo/blog/v5748dYO5LC1Y)

Included in this **PLAYTEST PACK** are the following: (3 *Armored*): Kentrosaurus, Nodosaurus, Scelidosaurus; (6 *Carnosaurs*): Baryonyx, Dilophosaurus, Giganotosaurus, Megaraptor, Spinosaurus, Torvosaurus; (4 *Ceratopsians*): Microceratus, Pachyrhinosaurus, Protoceratops, Torosaurus; (1 *Curiosity*): Massospondylus; (3 *Runners*): Coelurus, Troodon, Utahraptor; and (3 *Sauropods*): Apatosaurus (Brontosaurus), Diplodocus, Titanosaurus. These "*Dino-Types*" are described below, and are not scientific classifications; they describe only the fictional, utilitarian application and popular definition of the animals in Omarkan culture and the surrounding wilderness environ.

REGISTERED PLAYTESTERS GET ALL THE GOOD STUFF!
Bonus material is available for this Playtest Pack.

If you're not already registered to playtest, please do it now - it's easy! Just contact Justin (blackfang@krewhehar.com) with your name and email, and let us know which Playtest Pcks you have. We'll send you notices when new stuff comes out, special discounts, and other good stuff.



THE NYMIAN
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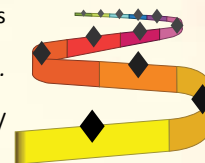
COMPSOGNATHUS

ALSO COMING SOON, PAPER MINIS FOR THIS AND OTHER PLAYTEST PACKS!

Miniatures designs for this Playtest Pack will also include minis for dinosaurs from PFRPG Bestiaries 1 & 2, as featured in the PP03 Bonus Material.

DINO/PRIM FORMAT

Name ("pro-NUN-see-AY-shun"); "the creature's discoverer/region/name meaning"
Dino/Prim-Type (*Scientifica classificationis* & *S. variantis*, family or grouping)
Era: Name, #-#^M/^Y (M = MYA, million years ago / Y = YBCE, years before common era)
Discovery: Original location of discovery^o; By whom, When; Region known^r; Specimens known



CREATURE PFRPG ENCOUNTER STAT BLOCK (CR #)

(Stat Block Content)

* denotes a new beast feat; see below.

SIMILAR: Similar species (changes, CR #), other species
 Description of creature.

ANIMAL COMPANIONS / FAMILIARS

(Companion Content)

Line 1: The proper spelling of the popular name of the animal (and a phonetic pronunciation of the popular name); finally, the meaning of the name – this is often a Latin, pseudo-Latin, ancient Greek, or other historical words, or else the discoverer or location of the creature, and in some cases even the discoverer's most inspiring role model or other renowned figure).

Line 2: Omarkan classification (or "*DINO-TYPE*" – see below) (scientific name of the most popular or holotype species, as well as other known or debated species names, followed by the family, subfamily, or other broadly-applicable taxonomical grouping).

Line 3: The named real-world historical era in which the creature lived, followed by the numerical period in which it lived (all dinos use #^M for MYA, # of millions of years ago; primis who lived less than 1 million years ago will use #^Y for YBCE, # of years before the common era).

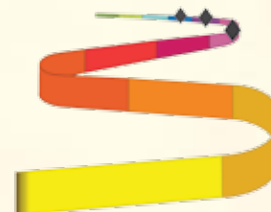
Line 4: Our own historical documented discovery of the animal beginning with the continental location of its original discovery^o; the person or people who discovered or first described the animal scientifically, as well that time if possible; the specific or general region in which the animal can be found in fossil record to-date^r; finally, if possible to notate shortly, the number or type of discovered specimens to-date are given.

Other Info: Also provided is a timeline design denoting the era or historical periods during which the animal lived in our real-world history; after the PFRPG creature stat block entry, similar species of dinosaurs are listed, with any changes they may require; rules for use as Companions/Familiars are provided with each of them as normal, as well as a sidebar displaying entries for the costs for one or more of these animals (see sidebar, **Practical Purchasing**).

[*Note:* All historical data and information is based on online and print resources research, and is open to re-definition based on credible sources of information provided with feedback on this material. While our game mechanics are certainly important, so too are the historical facts – and we welcome you to verify or discredit our own findings, should you choose to do so in a scholarly fashion; all input is welcome!]

Devonian	408	Paleocene	66
Carboniferous	380	Eocene	55
Permian	286	Oligocene	37
Triassic	245	Miocene	25
Jurassic	208	Pliocene	5
Cretaceous	144	Pleistocene	2
# Million Years Ago			

Dinosaurs only lived during the Triassic, Jurassic, and Cretaceous periods.



PLAYTEST PACK 03:

DINOS/PRIMS 1

DINO-TYPES AND PRIM-TYPES

Omarkan culture is not like our own – we do not have a vast wilderness full of dinosaurs, primitive beasts, and other supernatural critters surrounding us – and the Peoples of Omarka are very effective at defining and utilizing their ecological neighbors to the best of their knowledge and ability. For this reason, and for organizational means, dinos and prims are categorized into the following groups, based on their loose definitions and uses, if any utilitarian use exists for the beasts, such as herd animals, transportation, labor, physical byproducts, etc. While no prim types are covered here, they are organized in a similar manner; only the various Dino-Types will be described here for simplicity.

ARMORED: A group of diverse dinosaurs related only by their ability to produce natural armoring and bony spikes, excluding only the beak-billed ceratopsians and proceratopsians; this group includes many varieties of stegosaurids and ankylosaurids. *ANKYLOSAURUS*¹ and *STEGOSAURUS*¹ are included in this group.

AVIMIMES: These dinosaurs have feathers or other avian anatomy and features, and are sometimes referred to as *Avians*, *Mimics*, and *Featherbacks*. They are not prims, but true dinosaurs with feathers or bird-like characteristics.

CARNOSAURS: Including most carnivorous dinosaurs and the large spinosaurids, or *Sailbacks*, this category includes any predatory non-dromaeosaurids that have a significant hunting capacity and danger in training/handling. *ALLOSAURUS*² and *TYRANNOSAURUS*¹ are included in this group.

CERATOPSAINS: These are beak-billed dinosaurs with head armoring, and often facial horns or thickened cranial bones, and although technically “armored,” these dinosaurs also include pro- and proto-ceratopsians, such as *Psittacosaurus* and *Microceratus*. They are quadrupedal or semi-quadrupedal, and primarily herbivorous. *TRICERATOPS*¹ is included in this group.

CROCS: Not technically dinosaurs at all (we’ve gotta trick you at least once, to keep you on your toes), these crocodyliforms are close enough in physical characteristics to true dinosaurs, and we thought it best to show crocs like *Telelosaurus* some dino-love.

CURIOSITIES: The name might be misleading for some of these, but there were too many left-overs when all the other dinosaurs had been easily categorized. This segment includes therizinosaurids – a unique and highly debated group of dinosaurs – as well as difficult-to-categorize omnivores, and a group we call *Ancestors*, because they are either the predecessor or a “missing link” between other dinosaur species or groups.

PACHYS: Best known for the thick-skulled *Pachycephalosaurus*, this group of dinosaurs is sometimes called *Thunderheads*, and are all close relatives of the species. These ones just didn’t fit in with anything else, including the above *Curiosities*.

RUNNERS: This group includes all non-Avimime “raptors,” known as *Hunters* or *Talonthunters*, as well as many small omnivorous or scavenging dinosaur species, consisting of compsognathids, or *Runners*, and other species that rely on small size, diverse diets, speed and stealth to make their mark. *COMPSOGNATHUS*² and *DEINONYCHUS*¹ are included in this group.

SAUROPODS: Also known as *Longwalkers*, this is any long-necked, quadrupedal or semi-quadrupedal herbivorous dinosaur species, often from the sauropoda or prosauropoda groupings. *BRACHIOSAURUS*¹ is included in this group.

WALKERS: Including many saurolophids, iguanodontids, and other large, herbivorous dinosaurs, these gentle brutes are often called *Walkers* when they are primarily land-faring animals, and called *Bogwalkers* when they live in very saturated swamp-like or aquatic environments. *PARASAUROLOPHUS*² is included in this group.

NOTE: *ELAMOSAUURUS*¹, *PTERANODON*¹, and *TYLOSAURUS*² are not proper dinosaurs, even though their entries are included in the ‘Dinosaur’ section of your bestiaries. **1** denotes the *PATHFINDER ROLEPLAYING GAME BESTIARY*; **2** denotes the *PATHFINDER ROLEPLAYING GAME BESTIARY 2*.

PRACTICAL PURCHASING: Each of the animals included here is listed in a nearby sidebar which describes the requirements, costs, and related details of breeding, rearing, and training them. Costs are given for the animal based on a standard availability in the region; exotic animals in trade typically cost between 3 and five times this amount in regions they are not normally found, at the GM’s discretion. These figures and helpful information list the details necessary to purchasing the animals at a variety of ages (*Egg*, *Infant*, *Mature*, and *Adult* specimens), as well as services rendered for breeding/rearing, and training such animals. As with any equipment, the creature’s trade value (as a used item) is worth half its sale price when purchased, with the exception of unhatched, healthy eggs. While an *Egg* is an unhatched dinosaur without question, for use in game terms the following definitions can be used to describe possible creature age: an *Adult* specimen is the most powerful entry, listed as the primary creature stat block; an *Infant* specimen is the Animal Companion entry available to druids at 1st level; finally, a *Mature* specimen is the Animal Companion entry advancement at either 4th or 7th level in most cases, or else an individual of the standard stat block with the Young Template applied to it, depending on the needs and application of the creature in question. More specific rules may be included in an animal’s individual pricing sidebar, where applicable.

CONSIDERATIONS for these aspects are given, along with any special circumstances, details, and requirements. The following characteristics are evaluated for each, on a scale of 1 to 10, from least to most applicable:

- **Danger:** the inherent dangers in dealing with these beasts.
- **Capacity:** the beast’s capacity/difficulty for training and/or domestication.
- **Practicality:** the realistic effectiveness and results of training the beast.
- **Resources:** the amount and depth of physical and logistic resources required for training.
- **Usefulness:** the diverse number and types of application for the beast in daily use.

COST (by life stage, see above, with general amounts listed)–*Egg* [1/8x] gp, *Infant* [1/3x] gp, *Mature* [3/4x] gp, *Adult* [1x, at 1,000 gp per Huge-sized CR 7 Animal (Elephant)] gp.

BASE LAND USE COSTS: # gp to purchase the land (the base acreage required for such a creature); rented land use is 40% of the base land cost.

BREEDING & REARING: Details; **Cost Breeding** # gp (# of eggs produced in a clutch), **Rearing** # gp (# of years to adulthood). **Note:** multiples (#x) marked with **L** denote the base land cost used for handling for the duration of these activities, and which may be different for each individual handling activity; this multiplied price represents either a land portion of a different size, or else, land of the same base size as normal, but with a different amount of natural resources – which of these possibilities is not specified here for simplicity, since it would have almost no in-game effect, save for gp spent for land use.

DOMESTIC/COMBAT TRAINING: Details; **Cost Domestic Tasks** # gp (Handle Animal DC 15 Trained), **Combat-Ready** # gp (Handle Animal DC 20 Trained). **Note:** see land use multiples (#xL), notation above.

DINOSAURS

DINOSAUR, APATOSAURUS (AKA, BRONTOSAURUS)

APATOSAURUS ("ah-PAT-oh-SAWR-us"); "deceptive lizard"; also, historically BRONTOSAURUS, "thunder lizard"

Longwalker (*Apatosaurus ajax*, *A. excelsus*, *A. louisae*, & *A. parvus*, Sauropoda infraorder)

Era: Jurassic, 154-150^M

Discovery: North America (Wyoming, USA)^o; Othniel Charles Marsh, 1877; Colorado, Oklahoma, Utah, & Wyoming^R; multiple species, many partial skeletons and juveniles

This massive sauropod's body moves with a graceful elegance while munching leaves despite its immense size; it is the true definition of a thunder lizard, as its body mass rumbles the earth below it with nearly every motion.



APATOSAURUS (CR 8)

XP 4,800

N Gargantuan animal

Init +0; **Senses** low-light vision, scent; **Perception** +16

DEFENSE

AC 19, touch 6, flat-footed 19 (-4 size, +13 natural)

hp 161 (14d8+98)

Fort +16, **Ref** +9, **Will** +6

OFFENSE

Speed 20 ft.

Melee tail slap +16 (3d6+10 plus thunderous strike), or 2 stamps +11 (3d8+5/19-20/x2)

Space 20 ft.; **Reach** 25 ft. (10 ft. with stamp)

Special Attacks trample (4d8+15, DC 27)

STATISTICS

Str 30, **Dex** 11, **Con** 21, **Int** 1, **Wis** 14, **Cha** 10

Base Atk +10; **CMB** +24 (+26 to bull rush); **CMD** 34 (36 vs. bull rush)

Feats Alertness, Awesome Blow, Diehard, Endurance, Great Fortitude, Improved Bull Rush, Improved Critical (stamp)^B, Power Attack, Toughness^B

Skills Climb +15, Perception +16, Sense Motive +5, Swim +17;

Racial Modifiers +2 Swim

ECOLOGY

Environment warm forests, hills, and plains

Organization solitary, pair, or herd (3-6)

Treasure none

SPECIAL ABILITIES

Thunderous strike (Ex): An apatosaurus can use its tail in a whip-like manner, producing a thunderous crack which can stun and deafen enemies. Any creature struck by an apatosaur's tail slap must make a Fortitude save (DC 21), or be stunned for 1d4 rounds and deafened for 1d4 minutes. On a successful save, the creature is merely deafened for 1/2 the time listed above. The save DC is Constitution-based.

The original "thunder lizard," originally termed *Brontosaurus*, *Apatosaurus* was re-named according to its chronological first species name, after some confusion over which fossils portrayed specimens of differing species, and scientifically the name was changed to the original holotype fossil's name—but that has not kept the original from holding on for years. Because of the confusion its fossil records caused, the new name, *Apatosaurus*, denotes this underlying scientific deception. *Apatosaurus* was one of the most massive creatures to walk the earth, nearly reaching the brink of limitations that scientists believe organic life can reach and sustain based on basic physiology. At nearly 75 feet in length from nose to tail, and an estimated

80,000 pounds in weight, they are sometimes referred to as the "cows of the sauropods." They spend a great deal of their daily activity grazing on an immense amount of plant matter, traveling in family herds from location to location in search of new feeding grounds, and they have a surprising knack for effective motion through bodies of water despite their enormity.

APATOSAURUS COMPANIONS

Use *Brachiosaurus* stats (see *PATHFINDER ROLEPLAYING GAME BESTIARY*, brachiosaurus dinosaur animal companion).

PRACTICAL PURCHASING: The following is a listing of the livestock and offered services centered on these dinosaurs.

APATOSAURUS—Considerations: *Capacity* 7, *Danger* 4, *Practicality* 8, *Resources* 7, *Usefulness* 6; apatosaurus requires a large amount of foliage for food, can carry a sizeable load and perform domesticated tasks, and aside from accidentally stepping on humanoids, they are not too dangerous to handle.

Cost—Egg 155 gp, *Infant* 420 gp, *Mature* 940 gp, *Adult* 1,250 gp.

Base Land Use Costs: 10,000 gp (4 acres).

Breeding & Rearing: Apatosaurs easily breed in captivity, and are well-adapted to kind treatment from humanoid domestication — making them ideal domesticated beasts — and can be reared from infancy; **Cost Breeding** 560 gp (4-12 eggs), **Rearing** 7,525 gp (7 years).

Domestic/Combat Training: While apatosaurus can be combat-trained, they are easily spooked into attacking any threatening masters, and only about 30% of them are fit to do so, while any apatosaur makes an excellent beast for labor; **Cost Domestic Tasks** 1,635 gp (2x¹), **Combat-Ready** 4,900 gp (2x¹).



PLAYTEST PACK 03: DINOS/PRIMS 1

DINOSAUR, BARYONYX

BARYONYX ("BAYR-ee-AHN-ix"); "heavy claw"
Carnosaur (*Baryonyx walkeri*, Spinosauridae family)
Era: Cretaceous, 130-125M

Discovery: Europe (South of Dorking, England)^o;
William Walker, January 1983; Europe^R; several
European specimens



This immense, carnivorous thunder lizard is a relative of spinosaurus, lacking the back spines but with a wicked set of teeth and brutal, dense feet and hand claws.

BARYONYX (CR 8)

XP 4,800

N Huge animal

Init +5; **Senses** low-light vision, scent; **Perception** +14

DEFENSE

AC 20, touch 9, flat-footed 19 (+1 Dex, -2 size, +11 natural)

hp 133 (14d8+70)

Fort +14, **Ref** +10, **Will** +6

OFFENSE

Speed 40 ft.

Melee bite +17 (2d6+8 plus grab), 2 claws +12 (1d8+4), tail +12 (2d4+4)

Space 15 ft.; **Reach** 10 ft. (5 ft. with claws)

Special Attacks rend (2 claws, or one claw and one bite, 1d8+12), swallow whole (2d6 bludgeoning +1d6 acid, AC 17, 27 hp), trample (1d8+12, DC 22)

STATISTICS

Str 26, **Dex** 12, **Con** 21, **Int** 2, **Wis** 15, **Cha** 12

Base Atk +10; **CMB** +22 (+24 to bull rush); **CMD** 33 (35 vs. bull rush)

Feats Alertness, Awesome Blow, Combat Reflexes^B, Improved Bull Rush, Improved Initiative, Power Attack, Run, Snatch

Skills Perception +14, Stealth +2, Swim +16; **Racial Modifiers** +4 Swim

ECOLOGY

Environment Any temperate or warm hills and plains

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Swallow Whole (Ex): A baryonyx has a slightly narrow mouth, and can only swallow a creature up to three size categories smaller than itself. Because it often eats fish with defensive spines, its insides gain a +2 natural armor bonus, and the creature's interior is treated as if it had the Toughness feat for its internal hit points (these bonuses are included in the creature's statistics).

SIMILAR: Suchosaurus (advanced young baryonyx, CR 8)

Baryonyx is among the fiercest-looking predators, and certainly among the larger species of carnosaurs, but primarily feeds on fish and other local marine life. As such, it remains one of the most treasured mounts of hunters and riding combatants for its balance of size, speed, capacity for training, practicality, strength, and lower danger than those carnivorous dinosaurs which feed on beings much like humanoids. With an elongated snout and easily recognizable facial features, baryonyx is built much like spinosaurus, a close relative; they are 28 feet long on average from nose to tail, and weigh around 1,800 pounds.

BARYONYX COMPANIONS

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +4 natural armor; **Attack** bite (1d6 plus grab), 2 claws (1d3); **Ability Scores** Str 13, Dex 15, Con 12, Int 2, Wis 14, Cha 12; **Special Qualities** low-light vision, scent.

7th-Level Adjustment: **Size** Large; **AC** +2 natural armor; **Attack** bite (1d8 plus grab), 2 claws (1d4 plus grab), tail (1d4); **Ability Scores** Str +8, Dex -2, Con +4; **Special Qualities** swallow whole (up to two size

categories smaller, 1d6 bludgeoning +1d6 acid, +2 internal natural armor bonus plus Toughness—as *Swallow Whole*, above).

PRACTICAL PURCHASING: The following is a listing of the livestock and offered services centered on these dinosaurs.

BARYONYX—Considerations: *Capacity* 8, *Danger* 7, *Practicality* 7, *Resources* 7, *Usefulness* 7; baryonyx requires a specific diet of fish or other meat, and can be supplemented with foliage to support an omnivorous lifestyle, but there is a high potential for the beast to turn on its handler, and it has a very strong, stubborn attitude – an omnivorous baryonyx is less likely to attack a handler.

Cost—Egg 145 gp, **Infant** 385 gp, **Mature** 865 gp, **Adult** 1,150 gp.
Base Land Use Costs: 7,500 gp (3 acres).

Breeding & Rearing: Baryonyx become dangerously aggressive during mating periods when in the company of other baryonyx not including its mate, and at these times the creatures' *Danger* is treated as being 2 higher – baryonyx must be reared from birth; **Cost Breeding** 505 gp (2x^L) (3-6 eggs), **Rearing** 8,520 gp (2x^L) (7 years).

Domestic/Combat Training: Baryonyx on its natural diet can be very useful as a laboring animal, while those trained for combat are similarly effective, making them decent beasts of burden or war; **Cost Domestic Tasks** 1,870 gp (2x^L), **Combat-Ready** 5,600 gp.

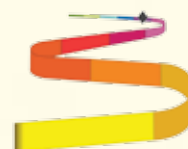
DINOSAUR, COELURUS

COELURUS ("see-LOOR-us"); "hollow tail"
Runner (*Coelurus fragilis*, Coeluridae family)

Era: Jurassic, 153-150^M

Discovery: North America (Wyoming)^o; Othniel Charles Marsh, 1879; Wyoming (Morrison Formation) & possibly Utah^R; mostly complete skeleton, and possibly two arm bones

This two-legged reptile hunts tiny forest lizards, and appears much like a small dromaeosaurid, but without their prominent hindclaw, or savage teeth. It darts quickly through the jungle foliage.



COELURUS (CR 2)

XP 600

N Medium animal

Init +7; **Senses** low-light vision; **Perception** +13

DEFENSE

AC 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural)

hp 22 (3d8+9)

Fort +5, **Ref** +6, **Will** +3

Defensive Abilities evasion

Weaknesses brittle bones

OFFENSE

Speed 50 ft.

Melee bite +5 (1d6 plus grab), 2 claws +0 (1d4)

Special Attacks pounce

STATISTICS

Str 11, **Dex** 17, **Con** 14, **Int** 2, **Wis** 15, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** 15

Feats Alertness, Dodge^B, Improved Initiative, Run^B, Toughness^B, Weapon Finesse^B

Skills Acrobatics +9, Climb +2, Perception +13, Stealth +11 (+17 in forests), Swim +2; **Racial Modifiers** +6 Acrobatics, +2 Climb, +6 Perception, +4 Stealth (+10 in forests), +2 Swim

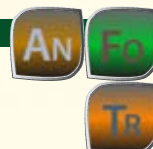
SQ sidewinder

ECOLOGY

Environment warm or temperate forests and plains

Organization solitary, pair or pack (3-8)

Treasure none



SPECIAL ABILITIES

Brittle Bones (Ex): Coelurus has hollow bones, and is vulnerable to critical hits from bludgeoning weapons; any confirmed critical hit by a bludgeoning weapon deals multiplied damage as normal, and the coelurus must make a successful Fort save (DC the damage dealt by the critical hit) or take 1d3 Dexterity damage and 1d2 Constitution damage; additionally, there is a 20% chance that its speed will also be reduced by 10 feet.

Sidewinder (Ex): Coelurus may make a charge or run action without traveling in a straight line; it can diverge sideways in any direction half as much distance as its total forward distance covered (for example, making a charge action while traveling 50 feet – or 10 squares – it can also move up to 25 feet sideways, either left or right from its forward motion).

SIMILAR: Tanyolagreus (same stats, CR 2), Alvarezsaurus and Staurikosaurus (advanced young coelurus, CR 2), Elaphrosaurus and Harpymimus (advanced giant coelurus, CR 4)

Coelurus is a carnivorous biped with a light skeleton which included hollow tail bones, for which it was named, and relatively harmless to humanoids, making it easily domesticated. Its light weight allowed it to be quick and agile on its feet, in order to hunt small animals, including other lizards and large prehistoric insects, as well as to escape hungry predators. Its dexterous body made it nimble enough to make sharp turns even at high speeds. Coelurus is around 6 feet tall and 7 feet long, and weighs around 45 pounds.

COELURUS COMPANIONS

Starting Statistics: Size Small; Speed 40 ft.; AC+1 natural armor; Attack bite (1d4), 2 foreclaws (1d3), tail slap (secondary, 1d2); Ability Scores Str 10, Dex 17, Con 16, Int 2, Wis 14, Cha 7; Special Qualities brittle bones (see above), low-light vision, scent, sidewinder.

4th-level Advancement: Size Medium; Speed 50 ft.; AC +2 natural armor; Attack bite (1d6), 2 foreclaws (1d4), 2 hindclaws (1d2), tail slap (1d3); Ability Scores Str +2, Dex +2, Con -2, Cha +2; Special Qualities pounce (no tail slap included).

Note: These statistics update those featured in **THE NYMIAN BEASTLANDS: A PLAYTESTER'S GUIDE TO THE LANDS & PEOPLES OF OMARKA.**

PRACTICAL PURCHASING: The following is a listing of the livestock and offered services centered on these dinosaurs.

COELURUS—Considerations: Capacity 6, Danger 4, Practicality 8, Resources 3, Usefulness 5; small lizards, large insects, and sometimes even fresh carrion is enough to feed coelurus, and they are great for hunting parties using them like canines to seek out living scents and feed-critters.

Cost—Egg 12 gp, **Infant** 50 gp, **Mature** 100 gp, **Adult** 150 gp.

Base Land Use Costs: 2,500 gp (1 acre).

Breeding & Rearing: Coelurus are primarily oriented on scents produced during mating season, although this hormonal scent can be harnessed and reproduced at other times to induce mating – they can be reared from infancy; **Cost Breeding** 230 gp (2-6 eggs), **Rearing** 1,410 gp (1.5 years).

Domestic/Combat Training: Despite their relative frailty, coelurus make excellent pets, occupying much the same niche as a dog or large cat – they are not very effective laborers, but can be trained for combat, or – more preferably – for performance very easily; **Cost Domestic Tasks** 250 gp (2x¹), **Combat-Ready** 750 gp (2x¹).

DINOSAUR, DILOPHOSAURUS

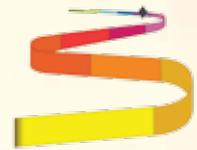
DILOPHOSAURUS (“die-LOH-foh-SAWR-us”); “two-crested lizard”

Carnosaur (*Dilophosaurus wetherilli* & debated *D. sinensis*, Dilophosauridae family)

Era: Jurassic, 193^M

Discovery: North America (Arizona)^o; Sam Welles, summer 1942; Arizona with possible other sites & species^R; several debated specimens

This distinctive predator has two bony ridges along the top of its head, and its vibrant head markings let you know it is venomous and deadly.



DILOPHOSAURUS (CR 5)



XP 1,600

N Large animal

Init +3; **Senses** low-light vision, scent; **Perception** +13

DEFENSE

AC 19, **touch** 13, **flat-footed** 15 (+3 Dex, -1 size, +6 natural, +1 dodge)

hp 52 (8d8+16)

Fort +8, **Ref** +9, **Will** +4

OFFENSE

Speed 50 ft.

Melee bite +11 (1d8+5; 19-20/x2 plus poison), 2 claws +10 (1d6+5)

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

Special Attacks pounce

STATISTICS

Str 20, **Dex** 16, **Con** 14, **Int** 2, **Wis** 15, **Cha** 12

Base Atk +6; **CMB** +12; **CMD** 25

Feats Combat Reflexes^B, Improved Critical (bite)^B, Dodge, Endurance, Run, Weapon Focus (bite)

Skills Climb +10, Perception +13, Stealth +4 (+10 in forests); **Racial Modifiers** +8 Perception, +2 Stealth (+8 in forests)

ECOLOGY

Environment Warm deserts, forests, plains, and coastal areas

Organization solitary, pair, or herd (3-8)

Treasure none

SPECIAL ABILITIES

Dilophosaurus Poison (Ex): Bite–injury; *save* Fort DC 20; *frequency* 1/round for 3 rounds; *onset* 2 rounds; *effect* paralysis (2d4 rounds), plus -4 cumulative circumstance penalty to Perception checks from cloudy vision (2d8 rounds); *cure* 1 save. The save DC is Constitution-based and includes a +4 racial bonus.

SIMILAR: Crestless Dilophosaurus (females, or optionally, a differing species) (same stats, CR 5, +4 to the Perception check DC, or +2 Knowledge (nature) check DC, to identify this as a dilophosaurus); Poisonless Dilophosaurus (based on fossil evidence only) (same stats, no poison, CR 4)



Recognizable by its unique dual skull crests which stand upright like two halves of a broken dinner plate, this slender carnivore has a relatively weak jaw, lending to its diet of coastal or freshwater marine life, scavenging, and small animals. Using its poison to render its prey incapable of properly defending itself, *dilophosaurus* uses guerrilla-style tactics to attack enemies and wait for its poison to render them paralyzed and disoriented before making its final blows. This dinosaur grows around 20 feet long, and five feet tall at the hip, weighing between 650 and 1,000 pounds.

PLAYTEST PACK 03:

DINOS/PRIMS 1

DILOPHOSAURUS COMPANIONS

Starting Statistics: Size Medium; Speed 40 ft.; AC +1 natural; Attack bite (1d6), 2 claws (1d4); **Ability Scores** Str 13, Dex 15, Con 15, Int 2, Wis 14, Cha 11; **Special Qualities** low-light vision, scent, can only carry Tiny-sized or smaller riders.

7th-Level Adjustment: Size Large; Speed 50 ft.; AC +2 natural; Attack bite (1d8 plus poison), 2 claws (1d6); **Ability Scores** Str +4, Dex -2, Con +2, Cha +4; **Special Qualities** poison (Bite-injury; save Fort DC 10 +1/2 HD + Con modifier +4 racial bonus; frequency 1/round for 3 rounds; onset 2 rounds; effect paralysis (2d4 rounds), plus -4 cumulative circumstance penalty to Perception checks from cloudy vision (2d8 rounds); cure 1 saves; the save DC includes a +4 racial bonus); dilophosaurus can only carry Small-sized or smaller riders.

PRACTICAL PURCHASING: The following is a listing of the livestock and offered services centered on these dinosaurs.

DILOPHOSAURUS—Considerations: Capacity 7, Danger 6, Practicality 7, Resources 5, Usefulness 8; dilophosaurus eats fish, small lizards and dinosaurs, and sometimes fresh carrion or very light foliage when food sources are low, but it is a very durable lizard in harsh conditions – they can have their poison glands removed for domestic use, but this decreases their trade value dramatically, and careful domestication methods can make them very loyal and devoted mounts for Small-sized or smaller creatures (they cannot handle the weight of a Medium-sized creature on their backs for any extended period, which causes eventual ability score damage to Dexterity and Constitution), or as helpful and intelligent companions to any proper caretaker.

Cost—Egg 75 gp, **Infant** 200 gp, **Mature** 450 gp, **Adult** 600 gp.

Base Land Use Costs: 5,000 gp (2 acres).

Breeding & Rearing: Dilophosaurus complements its normal diet with certain foods containing helpful nutritional composition to help its activity during mating, and will actively seek these out during courting and pregnancy – they are intelligent creatures, and can be reared from infancy; **Cost Breeding** 360 gp (2x⁴) (4-8 eggs), **Rearing** 4,290 gp (4 years).

Domestic/Combat Training: Because humanoids do not often constitute as a dilophosaurus's typical diet, they are not quick to attack a master unless provoked, and those with aggressive temperaments which must accomplish domestic tasks often have their poison glands removed (Heal DC 20), while those which are combat trained rarely would have done; **Cost Domestic Tasks** 935 gp (3x⁴), **Combat-Ready** 2,800 gp (2x⁴).

DIPLODOCUS—Considerations: Capacity 7, Danger 4, Practicality 7, Resources 5, Usefulness 7; diplodoci occupy much the same aspects that apatosaurus does in most regards.

Cost—Egg 205 gp, **Infant** 550 gp, **Mature** 1,240 gp, **Adult** 1,650 gp.

Base Land Use Costs: 12,500 gp (5 acres).

Breeding & Rearing: Diplodocus pairs mate for life, and newborns must be raised from birth; **Cost Breeding** 595 gp (5-10 eggs), **Rearing** 6,100 gp (6.5 years).

Domestic/Combat Training: Diplodoci are very effective for both domestic and combat uses, and are not as easily spooked as other sauropods are by smaller creatures, in most circumstances; **Cost Domestic Tasks** 1,300 gp, **Combat-Ready** 3,900 gp.

DIPLODOCUS COMPANIONS

Use *Brachiosaurus* stats (see *PATHFINDER ROLEPLAYING GAME BESTIARY*, brachiosaurus dinosaur animal companion), with the following adjustments:

7th-Level Advancement: Ability Scores Str +6, Dex +0; **Special Qualities** thunderous strike (as above, save DC 10 + 1/2 HD + Con modifier).

DINOSAUR, DIPLODOCUS

DIPLODOCUS (“die-PLOD-uh-CUS”); “double beam [vertebrae]”

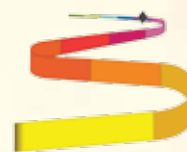
Longwalker (*Diplodocus longus*, *D. carnegii*, *D.*

hayi, & *D. hallorum*, Sauropoda infraorder)

Era: Jurassic, 154-150^M

Discovery: North America (Cañon City, Colorado)⁰; Benjamin Mudge & Samuel Wendell Williston, 1877; North America (Upper Morrison Formation)⁸; multiple species, many partial skeletons

This massive sauropod has a slender head and features, and a whip-like tail. While it is larger than an apatosaur, it is much leaner and more dexterous, with its tail making a distinctive cracking sound as it attacks.



DIPLODOCUS (CR 8)

XP 3,200

N Colossal animal

Init +6; **Senses** low-light vision, scent; Perception +19

DEFENSE

AC 18, touch 6, flat-footed 16 (+2 Dex, -8 size, +14 natural)

hp 165 (13d8+88)

Fort +13, **Ref** +9, **Will** +4

OFFENSE

Speed 40 ft.

Melee tail slap +13 (4d6+12 plus thunderous strike), 2 stamps +8 (3d6+6/19-20/x2)

Space 30 ft.; **Reach** 40 ft. (tail slap), 15 ft. (stamp)

Special Attacks trample (4d6+18, DC 28)

STATISTICS

Str 34, **Dex** 14, **Con** 22, **Int** 1, **Wis** 12, **Cha** 14

Base Atk +9; **CMB** +29 (+31 to bull rush); **CMD** 41 (+43 vs. bull rush)

Feats Alertness^B, Awesome Blow, Improved Bull Rush, Improved Critical (stamp)^B, Improved Initiative, Power Attack, Toughness, Weapon Focus (tail slap)

Skills Perception +19, Swim +19; Racial Modifiers +4 Perception, +2 Swim

ECOLOGY

Environment warm forests

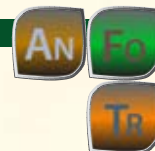
Organization solitary, pair, or herd (3-12)

Treasure none

SPECIAL ABILITIES

Thunderous strike (Ex): A diplodocus can use its tail in a whip-like manner, producing a thunderous crack which can stun and deafen enemies. Any creature struck by a diplodocus' tail slap must make a Fortitude save (DC 25), or be stunned for 1d4 rounds and deafened for 1d4 minutes. On a successful save, the creature is merely deafened for 1/2 the time listed above. The save DC is Constitution-based, and includes a +4 racial bonus.

Up to 115 feet long, weighing around 30,000 pounds, *diplodocus* was, for a very long while, the longest known earth animal, until other discoveries showed several creatures surpassing its size, as well as the correction of the fossil reconstructions, which were nearly 30% longer than they actually were, based on more recent research. Around 20 feet of its total length was in its neck, and nearly half of its length was in its whip-like tail. *Diplodocus* was a quadrupedal herbivore that fed on the foliage of tall trees, and its massive size may have been a deterrent to many potential predators; fossil records show *Allosaurus* and *Ceratosaurus* in the same strata as *Diplodocus*, suggesting that they may have live with little threat from these predators.



DINOSAUR, GIGANOTOSAURUS

GIGANOTOSAURUS ("jye-GAN-oh-toe-SAWR-us"); "giant southern lizard"
Carnosaur (*Giganotosaurus carolinii*, Giganotosaurinae subfamily)

Era: Cretaceous, 97^M

Discovery: South America (Argentina)^o; Ruben Carolini, 1993; Argentina (Candeleros Formation, Patagonia)^R; two specimens (a 70% complete skeleton, and dentary fragments)

This gigantic carnosaur looks like a tyrannosaurus, but even larger and more massive. It roars with ferocity as it chases its prey.

GIGANOTOSAURUS (CR 11)

XP 12,800

N Gargantuan animal

Init +5; Senses low-light vision, scent; Perception +28

DEFENSE

AC 23, touch 7, flat-footed 22 (+1 Dex, -4 size, +16 natural)

hp 168 (16d8+96)

Fort +18, Ref +11, Will +8

OFFENSE

Speed 40 ft.

Melee bite +26 (4d8+28/19-20/x2 plus grab), or hindclaw +21 (2d6+7)

Space 20 ft.; Reach 15 ft. (10 ft. with hindclaw)

Special Attacks rend (1 bite and 1 hindclaw, 4d6+21), swallow whole (4d6 acid, Fort DC 24, 16 hp), trample (2d6+21, DC 24)

STATISTICS

Str 38, Dex 12, Con 22, Int 2, Wis 16, Cha 12

Base Atk +12; CMB +30; CMD 41

Feats Diehard, Endurance, Gnash*, Horrific Roar*, Improved Critical (bite), Improved Initiative, Intimidating Prowess, Skill Focus (Perception)

Skills Intimidate +19, Perception +28; Racial Modifiers +4 Perception
SQ powerful bite

* denotes a new beast feat; see below.

ECOLOGY

Environment warm hills and plains

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Powerful Bite (Ex): A giganotosaurus applies twice its Strength modifier to bite damage.

This immense, carnivorous beast appears much like a *tyrannosaurus*, with a somewhat more angular and obtuse skull. It stands around 15 feet tall, over 45 feet long, and weighs 17,500 pounds.

GIGANOTOSAURUS COMPANIONS

Use *Tyrannosaurus* stats (see **PATHFINDER ROLEPLAYING GAME BESTIARY**, tyrannosaurus dinosaur animal companion).

DINOSAUR, KENTROSAURUS

KENTROSAURUS ("KEN-troh-SAWR-us"); "point/prickle lizard"
Armored (*Kentrosaurus aethiopicus*, Stegosauridae family)

Era: Jurassic, 156-151^M

Discovery: Africa (Tanzania)^o; Edwin Hennig, 1915; Tendaguru Formation, Tanzania, Africa^R; around 70 different specimens in one area, partial skeletons and lesser partial remains

This stegosaurid has both bony plates, as well as long bony spikes, along its spine, with two massive spikes sticking out from its torso.

KENTROSAURUS (CR 6)

XP 2,400

N Large animal

Init +4; Senses low-light vision, scent; Perception +17

DEFENSE

AC 19, touch 9, flat-footed 19 (-1 size, +10 natural)

hp 85 (10d8+40)

Fort +15, Ref +7, Will +5

OFFENSE

Speed 30 ft.

Melee tail +12 (2d6+6 plus trip), gore +7 (1d8+3/19-20/x2)

Space 10 ft.; Reach 10 ft. (5 ft. with gore)

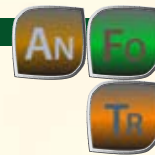
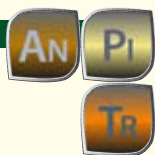
Special Attacks powerful charge (gore +14, 1d8+9)

STATISTICS

Str 23, Dex 11, Con 19, Int 1, Wis 14, Cha 7

Base Atk +7; CMB +14; CMD 24

Feats Ability Focus (powerful charge), Alertness, Great Fortitude, Improved Critical (gore)^R, Improved Initiative, Power Attack, Run
Skills Perception +17



PLAYTEST PACK 03: DINOS/PRIMS 1

ECOLOGY

Environment warm forests

Organization solitary, pair, or herd (3-7)

Treasure none

Kentrosaurus is a smaller relative of *stegosaurus*, with more spikes and less bony plates along its back, with the latter being much more triangular than spade-like. It also bore two spikes that protruded from above its shoulders, and at its discovery, no spikes were attached to the rest of the body, making determining their strength or exact positioning difficult. It grazes on low-lying foliage, and can rear up on its hind legs to reach higher food. *Kentrosaurus* is 12 feet long, 3 feet tall at the hip, and weighs 880 pounds.

KENTROSAURUS COMPANIONS

Use *Stegosaurus* stats (see *PATHFINDER ROLEPLAYING GAME BESTIARY*, *stegosaurus* dinosaur animal companion), with the following adjustments: **Starting Statistics:** AC +5 natural armor; **Attack** tail (2d4), or gore (1d3).

7th-Level Adjustment: AC +2 natural armor; **Attack** tail (2d6 plus trip), or gore (1d6); **Ability Scores** Str +6, Con +2; **Special Qualities** powerful charge (gore only, 1d6+1-1/2 Strength modifier).

PRACTICAL PURCHASING: The following is a listing of the livestock and offered services centered on these dinosaurs.

GIGANOTOSAURUS—Considerations: *Capacity* 6, *Danger* 10, *Practicality* 4, *Resources* 7, *Usefulness* 8; like *tyrannosaurus*, *giganotosaurus* is a massive, apex predator, and incredibly difficult to keep from eating humanoid masters.

Cost—Egg 230 gp, **Infant** 615 gp, **Mature** 1,390 gp, **Adult** 1,850 gp.

Base Land Use Costs: 10,000 gp (4 acres).

Breeding & Rearing: Most *giganotosaurus* pairs often mate for life, while some females are known to ‘steal’ the male mates of others, leave their current mate for another, or even occasionally do they take on a celibate lifestyle, making them highly unpredictable and individualized – they can be reared from youth; **Cost Breeding** 590 gp (3x^l) (3-5 eggs), **Rearing** 8,575 gp (4x^l) (8 years).

Domestic/Combat Training: *Giganotosaurus* are best suited for war, and when properly trained, make some of the most feared combat mounts known, and some of them (40%) can be made to perform domestic labor – however, many view this as a complete waste of a good war machine; **Cost Domestic Tasks** 1,870 gp (2x^l), **Combat-Ready** 5,600 gp (3x^l).

DINOSAUR, MASSOSPONDYLUS

MASSOSPONDYLUS (“MAZ-oh-SPON-dih-LUS”); “longer vertebra”

Curiosity (*Massospondylus carinatus* & *M. kaalae*, Prosauropoda infraorder)

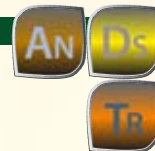
Era: Jurassic, 200-183M

Discovery: Africa (Upper Elliot Formation, Harrismith, South Africa)O; J. M. Orpen, 1953; Southern Africa (South Africa, Lesotho, & Zimbabwe)R; original partial skeleton destroyed (WWII; only casts left intact), others specimens discovered

This prosauropod represents one of the farthest evolutionary distinctions from other similar animals, walking upright and occasionally on all fours, with a tough hide and sharp knobs and spines in short rows, and two clawed forearms.



MASSOSPONDYLUS (CR 5)



XP 1,600

N Large animal

Init +1; **Senses** low-light vision, scent; **Perception** +19

DEFENSE

AC 21, touch 10, flat-footed 19 (+1 Dex, -1 size, +10 natural, +1 dodge)

hp 59 (7d8+28)

Fort +8, **Ref** +6, **Will** +3

DR 2/piercing

OFFENSE

Speed 30 ft.

Melee bite +8 (1d6+4), 2 claws +3 (1d6+2)

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

STATISTICS

Str 19, **Dex** 12, **Con** 16, **Int** 1, **Wis** 12, **Cha** 7

Base Atk +5; **CMB** +8; **CMD** 19

Feats Alertness, Dodge, Improved Initiative^B, Multiattack, Toughness

Skills Climb +9, **Perception** +19; **Racial Modifiers** +8 Perception

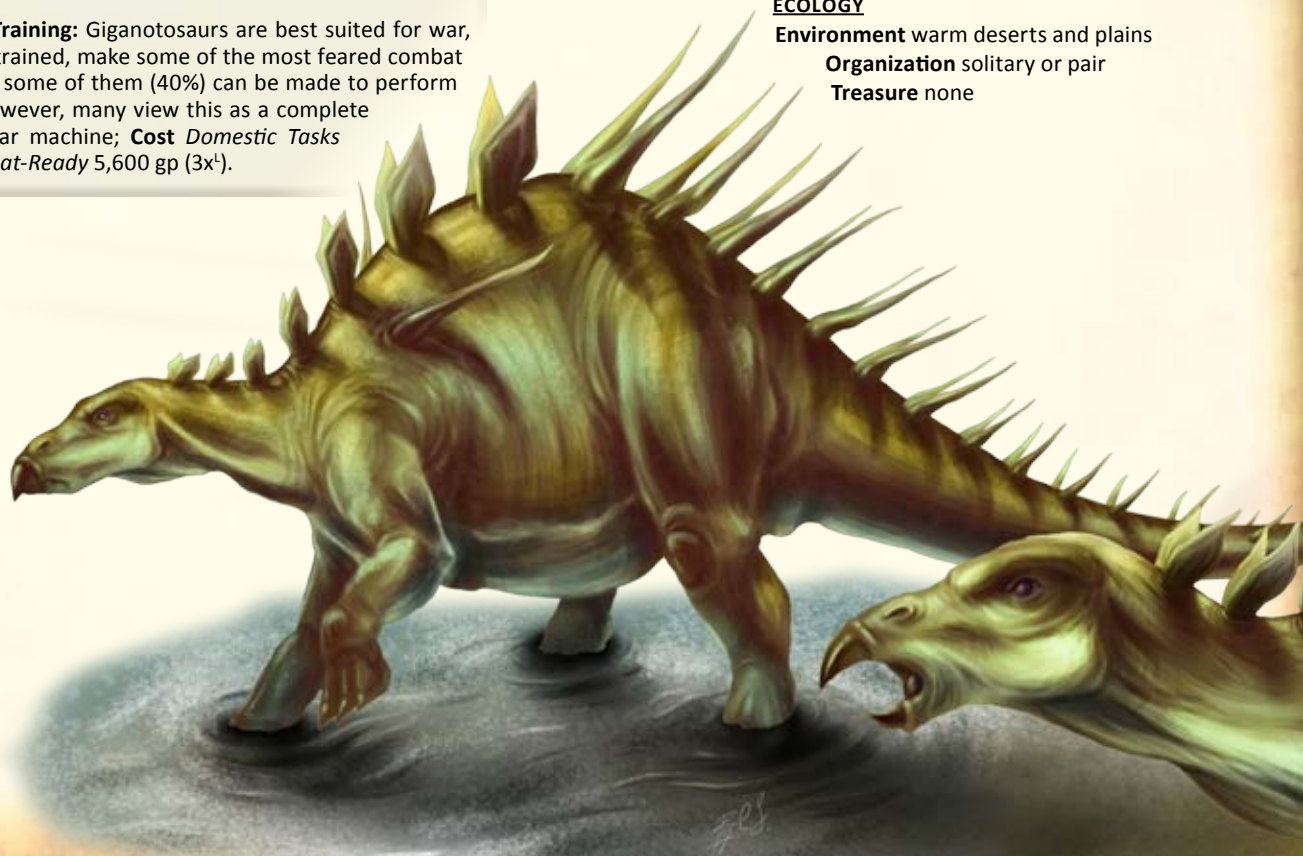
SQ arid adaptation

ECOLOGY

Environment warm deserts and plains

Organization solitary or pair

Treasure none



SPECIAL ABILITIES

Arid Adaptation (Ex): A massospondylus does not need to make Fortitude saves to avoid taking nonlethal damage in conditions between 90 degrees and 110 degrees. In conditions of severe heat (above 110 degrees), it must make Fortitude saves like any other creature, but gains a +4 racial bonus on this save. (See *Heat Dangers*, **PATHFINDER ROLEPLAYING GAME CORE RULEBOOK**, Chapter 13.)

SIMILAR: Sarhsaurus (advanced massospondylus, CR 6)

By far one of the most interesting and thought-provoking of the prosauropods, *massospondylus* is also one of the first prosauropods to be named. Its long, slender body with an elongated neck, like its sauropod descendents, suggest a quadrupedal stance, however recent scientific findings show that it was indeed bipedal. *Massospondylus* was likely omnivorous, capable of supporting its large body mass despite a much more arid, low-vegetation environment; it could have been a scavenger, or fed on small, scampering critters, in order to supplement its ingestion of local foliage. *Massospondylus* averaged 13 feet in length, with possible specimens reaching up to 20 feet in length, and weighed around 300 pounds.

MASSOSPONDYLUS COMPANIONS

Starting Statistics: Size Medium; Speed 30 ft.; AC +3 natural armor; Attack bite (1d4), 2 claws (1d3); Ability Scores Str 12, Dex 14, Con 10, Int 2, Wis 16, Cha 8; Special Qualities low-light vision, scent.
4th-Level Adjustment: Size Large; AC +2 natural armor; Attack 2 claws (1d6), tail (1d2); Ability Scores Str +8, Dex -2, Con +4.

PRACTICAL PURCHASING: The following is a listing of the livestock and offered services centered on these dinosaurs.

KENTROSAURUS—Considerations: Capacity 6, Danger 5, Practicality 6, Resources 4, Usefulness 6; while not as large as its cousin, stegosaurus, kentrosaurus is similarly dangerous in practical use, but makes a decent combat-trained mount for a Medium size creature with a properly shaped, exotic riding harness.

Cost—Egg 95 gp, **Infant** 250 gp, **Mature** 565 gp, **Adult** 750 gp.
Base Land Use Costs: 5,000 gp (2 acres).

Breeding & Rearing: Males tend to be mildly more aggressive during mating season toward other males, and kentrosaurus can be reared from infancy; **Cost Breeding** 365 gp (2x¹) (6-10 eggs), **Rearing** 4,590 gp (5 years).

Domestic/Combat Training: Kentrosaurus makes an excellent beast of burden for both domestic labor, as well as combat; **Cost Domestic Tasks** 1,000 gp, **Combat-Ready** 3,000 gp (2x¹).

MASSOSPONDYLUS—Considerations: Capacity 9, Danger 3, Practicality 8, Resources 3, Usefulness 5; as an herbivore with no major natural aggressions toward humanoids, and heavy body armor, massospondylus represents a low-risk beast of burden, capable of carrying riders and having the fortitude and means to handle even combat situations when properly trained.

Cost—Egg 75 gp, **Infant** 200 gp, **Mature** 450 gp, **Adult** 600 gp.
Base Land Use Costs: 5,000 gp (2 acres).

Breeding & Rearing: It is widely accepted that massospondylus care for its young, and newborns learn the majority of their habits and behavior from parents – requiring them to be reared from infancy, or else they will have gained a -4 ability penalty to their Wisdom score, and lessening their trade value by up to 1/2 – massospondylus will successfully breed in captivity 70% of the time; **Cost Breeding** 320 gp (3-8 eggs), **Rearing** 3,240 gp (3.5 years).

Domestic/Combat Training: The confident demeanor of this prosauropod creates a combat steadiness that is often in demand, and its high natural armor bonus make it a durable mount; **Cost Domestic Tasks** 700 gp (1/2x¹), **Combat-Ready** 2,100 gp (2x¹).

DINOSAUR, MEGARAPTOR

MEGARAPTOR (“MEH-gah-RAP-tor”); “huge robber” Carnosaur (*Megaraptor namunhuaiquii*, Neovenatorid Allosaurid family)

Era: Cretaceous, 98-90^M

Discovery: South America (Argentina)^o; Fernando Novas, December 2, 1997; Argentina (northwestern Patagonia)^h; a single claw specimen (and possible relatives in Argentina and Australia)

This immense carnosaur has a huge foreclaw which resembles the talons of dromaeosaurs, yet it is more closely related to spinosaurus and baryonyx, sharing their physical stature.



MEGARAPTOR (CR 6)

XP 2,400

N Huge animal

Init +5; **Senses** low-light vision, scent; Perception +20

DEFENSE

AC 19, touch 9, flat-footed 18 (+1 Dex, -2 size, +10 natural)

hp 76 (9d8+36)

Fort +10, **Ref** +7, **Will** +5

OFFENSE

Speed 50 ft.

Melee bite +10 (2d6+6 plus grab), 2 talons +11 (2d6+6)

Space 15 ft.; **Reach** 15 ft. (10 ft. with talons)

Special Attacks rend (one bite and one talon, or two talons, 2d6+9), swallow whole (up to two size categories smaller)

STATISTICS

Str 23, **Dex** 13, **Con** 19, **Int** 2, **Wis** 15, **Cha** 12

Base Atk +6; **CMB** +14; **CMD** 25

Feats Alertness, Improved Initiative, Multiattack, Power Attack, Run^B, Weapon Focus (talon)

Skills Perception +20, Stealth -2 (+2 in light forests); **Racial Modifiers** +8 Perception, +4 Stealth (in lightly forested areas)

ECOLOGY

Environment warm hills, plains, and forests

Organization solitary, pair, or pack (3-4)

Treasure none

SIMILAR: Australovenator (young advanced megaraptor, CR 6)

One of the most commonly misunderstood carnivores, *megaraptor* was not a dromaeosaur (popularly known as “raptors”), but a neovenatorid allosaurid, a relative of *allosaurus* with some characteristics best seen in spinosaurids, *baryonyx*, and suchosaurs. Its most distinctive features, aside from its massive size and toothy maw, are its forelimb claws, which appear much like the talons of dromaeosaurs, and just as deadly. With much more prominent forearms than other *allosaurs* and *tyrannosaurs*, *megaraptor* is a predator unlike many others. Although the fossil evidence is sparse and much remains unknown, the adult specimen presented here reaches up to 12 feet in height, 25 feet in length, and weighs around 8,000 pounds.

MEGARAPTOR COMPANIONS

Use *Allosaurus* stats (see **PATHFINDER ROLEPLAYING GAME BESTIARY 2**, *allosaurus* dinosaur animal companion), with the following adjustments:

7th-Level Adjustment: Attack bite (1d6), 2 claws (2d4); **Special Qualities** rend (2 claws, 2d6+1-1/2 Strength modifier).



PLAYTEST PACK 03: DINOS/PRIMS 1

DINOSAUR, MICROCERATUS

MICROCERATUS ("MYE-kroh-SAYR-uh-TUS"); "small horned"

Armored (*Microceratus gobiensis* [formerly *Microceratops*, renamed], Ceratopsia infraorder)

Era: Cretaceous, 70^M

Discovery: Asia (Gobi Desert)^o; Bohlin, 1953; Asia^R; indeterminate remains, many juveniles

This miniscule ceratopsian walks upright on its strong hind legs, scurrying around on all fours while it searches for ground foliage to munch on; it bears a wide skull helm that flares upward, and very small horn on its face.

MICROCERATUS (CR 1/2)

XP 200

N Tiny animal

Init +2; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 size, +2 natural)

hp 8 (1d8+4)

Fort +3, **Ref** +4, **Will** +2

OFFENSE

Speed 30 ft.

Melee bite +4 (1d2-2), or

head butt -1 (1d3-2)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 6, **Dex** 15, **Con** 13, **Int** 1, **Wis** 14, **Cha** 6

Base Atk +0; **CMB** -4; **CMD** 8

Feats Alertness, Toughness^R, Run^B

Skills Acrobatics +4, Perception +12, Stealth +12; **Racial Modifiers**

+2 Acrobatics, +4 Perception, +2 Stealth

ECOLOGY

Environment warm deserts, hills, and plains

Organization solitary, pair, nest family (2-8 adults plus 3-20 non-combatant youth), or herd (3-8)

Treasure none

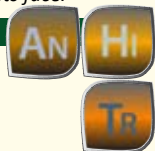
SIMILAR: Graciliceratops (advanced giant microceratus, CR 2)

This distinctive ornithischian appears like a tiny *protoceratops*, but stands on two long hind legs intermittently with a quadrupedal stance of its larger, horned relatives. With a knobby beak, a long flaring skull crest, and quick, darting motion, *microceratus* is an active and incredibly vocal creature, mimicking almost any sound as well as speech. Adult *microceratus* grow up to 32 inches long, and weigh 9 to 15 pounds.

MICROCERATUS

FAMILIARS

Microceratus can be taken as a familiar by spellcasters; their master gains a +1 natural armor bonus to AC, and the *microceratus* familiar can speak one language of its master's choice as a supernatural ability (like a raven or thrush).



DINOSAUR, NODOSAURUS

NODOSAURUS ("NOH-doh-SAWR-us"); "knobbed lizard"

Armored (*Nodosaurus textilis*, Ankylosauria infraorder)

Era: Cretaceous, 110^M

Discovery: North America (Wyoming & Kansas)^o; Othniel Charles Marsh, 1889; North America (USA)^R; two incomplete skeletons lacking skulls

This early ankylosaurid lacks the massive clubbed tail, armor spikes, and many bony protrusions of its cousins, but it's knobby, armored flesh still protects its massive frame.

NODOSAURUS (CR 4)

XP 1,200

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +13

DEFENSE

AC 18, touch 9, flat-footed 17 (+1 Dex, -2 size, +9 natural)

hp 52 (7d8+21)

Fort +10, **Ref** +6, **Will** +3

Defensive Abilities flat defense; **DR** 2/-

OFFENSE

Speed 30 ft.

Melee slam +8 (1d6+4), or tail slap +3 (1d4+2)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 2, **Wis** 12, **Cha** 4

Base Atk +5; **CMB** +10; **CMD** 21

Feats Alertness, Diehard, Endurance, Great Fortitude

Skills Perception +13

ECOLOGY

Environment temperate forests and plains

Organization solitary, pair, or pod (3-6)

Treasure none

SPECIAL ABILITIES

Flat Defense (Ex): A *Nodosaurus* may fall prone as a swift action that does not provoke attacks of opportunity, in order to gain an additional +2 natural armor bonus, an additional +2 bonus to DR/-, and a +10 circumstance bonus vs. grapple checks and coup de grace attempts. In this position, *Nodosaurus* is immune to bull rush and trip attempts; furthermore, they do not receive a -4 AC vs. melee attacks made against them while prone.

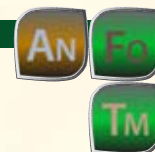
Nodosaurus is one of the first ankylosaurids discovered, and fossils have been sparse and incomplete; much of what we know about them comes from their close relatives. This large ornithischian has obvious knobby plates and low osteoderms along its back, and possibly had side spikes like its relatives – they are not included in this entry. *Nodosaurus* has a simple tail with no bony club like some of its relatives, and the *Nodosaurus*'s underside is not as armored as its back, making its best defense while lying prone. *Nodosaurus* is 13 to 20 feet long, and weighs up to 5,000 pounds.

NODOSAURUS COMPANIONS

Use *Ankylosaurus* stats (see *PATHFINDER ROLEPLAYING GAME BESTIARY*, *Ankylosaurus* dinosaur animal companion), with the following adjustments:

Starting Statistics: **Speed** 40 ft.; **AC** +7 natural armor; **Attack** tail (1d3), or slam (1d6).

7th-Level Adjustment: **AC** +3 natural armor; **Attack** tail (1d6), or slam (1d8); **Special Qualities** DR 1/-, flat defense (see above).



DINOSAUR, PACHYRHINOSAURUS

PRACTICAL PURCHASING: The following is a listing of the livestock and offered services centered on these dinosaurs.

MEGARAPTOR—Considerations: *Capacity* 6, *Danger* 10, *Practicality* 5, *Resources* 8, *Usefulness* 9; megaraptor is a top-line predator, however humanoid trainers appear much more like meals than masters, making them a very high-risk beast to train or rear.

Cost—Egg 110 gp, **Infant** 285 gp, **Mature** 645 gp, **Adult** 860 gp.

Base Land Use Costs: 7,500 gp (3 acres).

Breeding & Rearing: One alpha female megaraptor is known to actively or passively cultivate certain behaviors in the other males and females of any given group, and breeding is often subject to this alpha female's direction, requiring most breeders to retain at least one aggressive and dominant female; **Cost Breeding** 455 gp (2x¹) (4-8 eggs), **Rearing** 5,520 gp (2x¹) (4.5 years).

Domestic/Combat Training: While the stubborn megaraptor does not make a very good beast of burden, its usefulness in combat is invaluable, and well-established and experienced trainers are often in demand in dinosaur livestock marketplaces; **Cost Domestic Tasks** 1,300 gp (2x¹), **Combat-Ready** 3,600 gp (2x¹).

MICROCERATUS—Considerations: *Capacity* 9, *Danger* 2, *Practicality* 5, *Resources* 2, *Usefulness* 4; while microceratus is often seen as a cute and vocal pet animal, or a familiar for saurian spellcasters, some may consider them fodder for larger carnivorous predators, retaining a high commodity trade value.

Cost—Egg 6 gp, **Infant** 17 gp, **Mature** 38 gp, **Adult** 50 gp.

Base Land Use Costs: 1,250 gp (1/2 acres).

Breeding & Rearing: Breeding microceratus is incredibly easy even in captivity, producing 3-10 healthy young in a good litter, and they can be reared from infancy – they are very vocal, and can be taught to speak one language (though the animal's understanding of the language is rarely guaranteed, except among microceratus familiars); **Cost Breeding** 110 gp (6-16 eggs), **Rearing** 395 gp (6 months).

Domestic/Combat Training: Microceratus' small size makes it a very bad beast for labor, but its keen senses and agility make it a decent pest-hunter, sometimes doing the task of a small feline or large bird, and is similarly enjoyable for its vocal abilities, which include singing, speaking, and other noises one might expect a parrot to make; **Cost Domestic Tasks** 85 gp, **Combat-Ready** 250 gp.

NODOSAURUS—Considerations: *Capacity* 4, *Danger* 4, *Practicality* 4, *Resources* 4, *Usefulness* 4; nodosaurus is not a particularly dangerous or active creature, making it far less useful than other ankylosaurids, but its strength can sometimes be used to advantage in certain types of physical labor.

Cost—Egg 56 gp, **Infant** 150 gp, **Mature** 340 gp, **Adult** 450 gp.

Base Land Use Costs: 5,000 gp (2 acres).

Breeding & Rearing: Nodosaurus occasionally breed in captivity, although there is a 45% chance that a nodosaurus with the typical stimuli and circumstances will not willingly breed while captive; **Cost Breeding** 295 gp (4-8 eggs), **Rearing** 2,190 gp (3.5 years).

Domestic/Combat Training: The strength and endurance of a nodosaurus are high, making them decent laborers in certain conditions, while their relative lack of effective attack forms and their docile, non-confrontational personality make it a poor combat choice; **Cost Domestic Tasks** 470 gp (2x¹), **Combat-Ready** 1,400 gp (2x¹).

PACHYRHINOSAURUS—Considerations: *Capacity* 6, *Danger* 6, *Practicality* 7, *Resources* 7, *Usefulness* 8; while stout and enduring beasts, pachyrhinosaurus are also incredibly stubborn, aggressive, and instigate violence without much stimuli or obvious cause.

Cost—Egg 125 gp, **Infant** 333 gp, **Mature** 750 gp, **Adult** 1,000 gp.

Base Land Use Costs: 7,500 gp (3 acres).

Breeding & Rearing: Pachyrhinosaurus are often aggressive during mating periods – they must be reared from birth; **Cost Breeding** 460 gp (2x¹) (3-6 eggs), **Rearing** 5,895 gp (2x¹) (5.5 years).

PACHYRHINOSAURUS (“PAK-ee-rye-NAH-sawr-US”); “thick-nosed lizard”

Armored (*Pachyrhinosaurus canadensis* & *P. lakustai*, Ceratopsidae family)

Era: Cretaceous, 73.5-71^M

Discovery: North America (Alberta, Canada)^o; Charles M. Sternberg, 1946; Alaska & Alberta, Canada⁸; twelve partial skulls plus other remains

This ceratopsian appears like a triceratops with its three large horns and crested helmet, and its nose bears a distinctive bony mass which gives it a rhinoceros-like shape as it snorts and begins to charge.



PACHYRHINOSAURUS (CR 7)



XP 3,200

N Huge animal

Init +0; **Senses** low-light vision, scent; **Perception** +17

DEFENSE

AC 20, touch 9, flat-footed 19 (-2 size, +11 natural, +1 dodge)

hp 105 (11d8+55)

Fort +12, **Ref** +7, **Will** +4

OFFENSE

Speed 40 ft.

Melee gore +11 (2d8+5/19-20/x2), or slam +6 (1d8+2 plus push)

Space 15 ft.; **Reach** 10 ft. (5 ft. with slam)

Special Attacks powerful charge (gore, 3d8+7), push (slam, 10 ft.), trample (2d6+Str, DC 22)

STATISTICS

Str 20, **Dex** 10, **Con** 21, **Int** 2, **Wis** 13, **Cha** 14

Base Atk +8; **CMB** +15; **CMD** 25

Feats Ability Focus (trample), Alertness, Dodge, Improved Critical (gore)⁸, Power Attack, Run, Territorial Display* (DC 17, +10 Intimidate)

Skills Perception +17

* denotes a new beast feat; see below.

ECOLOGY

Environment warm forests, hills, and plains

Organization solitary, pair, or herd (3-10)

Treasure none

Pachyrhinosaurus is a massive ceratopsian, much like *triceratops*, but with only a pair of skull horns, a much more distinctive and protruding nasal bone structure, and several knobby protrusions along its skull crest and cheek bones. It is an incredibly stubborn and brutish animal, capable of fierce territorial displays, and makes an ideal combatant when properly trained. *Pachyrhinosaurus* at adulthood can reach up to 26 feet in length, and weigh around 8,000 pounds.

PACHYRHINOSAURUS COMPANIONS

Use *Triceratops* stats (see *PATHFINDER ROLEPLAYING GAME BESTIARY*, triceratops dinosaur animal companion), with the following adjustments:

Starting Statistics: **Attack** gore (1d4), or slam (1d6).

7th-Level Adjustment: **Attack** gore (1d6), or slam (1d8 plus push); **Special Qualities** push (slam, 5 ft.), trample (2d6+1-1/2 Strength modifier, DC 10 + 1/2 HD + Strength modifier).

Domestic/Combat Training: While training pachyrhinosaurus for both domestic and combat purposes, they can become erratically aggressive, often as a sign of asserting dominance or personal boundaries, but this even goes so far as to include humanoid masters, as well as other pachyrhinosaur kin; **Cost Domestic Tasks** 1,285 gp, **Combat-Ready** 3,850 gp (3x¹).

PLAYTEST PACK 03: DINOS/PRIMS 1

DINOSAUR, PROTOCERATOPS

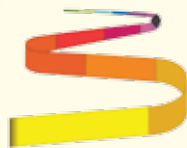
PROTOCERATOPS ("PRO-toh-SAYR-uh-TOPS"); "first horned face"

Armored (*Protoceratops andrewsi* & *P. hellenikorhinus*, Protoceratopsidae family)

Era: Cretaceous, 83-70^M

Discovery: Asia (Mongolia)^o; J. B. Shackelford, 1922; Gobi Desert (Gansu, Inner Mongolia)^R; multiple specimens

This pint-sized ceratopsian lacks any facial horns, but bears a wide skull helm that covers its neck as it searches for ground foliage.



PROTOCERATOPS (CR 2)

XP 600

N Medium animal

Init +1; **Senses** low-light vision, scent; **Perception** +16

DEFENSE

AC 18, touch 12, flat-footed 16 (+1 Dex, +6 natural, +1 dodge)

hp 25 (3d8+12)

Fort +6, **Ref** +4, **Will** +2

OFFENSE

Speed 30 ft.

Melee bite +4 (1d4+2), or

head butt +4 (1d6+2 plus push)

Special Attacks push (head butt, 5 ft.)

STATISTICS

Str 14, **Dex** 13, **Con** 17, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +2; **CMB** +4; **CMD** 15

Feats Alertness, Dodge, Endurance^B, Toughness^B

Skills Perception +16, Stealth +5 (+11 in tall grass); **Racial Modifiers** +8 Perception, +6 Stealth in tall grass

ECOLOGY

Environment warm and temperate deserts, hills, and plains

Organization solitary, pair, or squad (3-20)

Treasure none

SIMILAR: Bagaceratops (advanced young protoceratops, CR2)

Protoceratops is a small, active, hornless ceratopsian with a wide skull crest and a round, parrot-like beak capable of diverse vocalizations. Its small size and quickness allow it to escape many predators, and its natural tendency to remain in herds makes it a very sociable and popular herd animal where they are abundant. *Protoceratops* will protect its young until death, but are otherwise non-aggressive animals, capable only of combat when trained or when in danger and left without other options. Adult *protoceratops* are around 2 feet tall, 6 feet long, and weigh about 400 pounds.

PROTOCERATOPS COMPANIONS

Starting Statistics: **Size** Small; **Speed** 30 ft.;

AC +2 natural; **Attack** bite (1d2), or head butt (1d4); **Ability Scores** Str 12, Dex 16, Con 14, Int 2, Wis 12, Cha 13;

Special Qualities low-light vision, powerful charge (1d4+1-1/2 Strength modifier), scent.

4th-Level Adjustments: **Size** Medium;

AC +3 natural; **Attack** bite (1d3), or head butt (1d6); **Ability Scores**

Str +4, Dex -2, Con +2, Wis +2; **Special Qualities** powerful charge (1d8+1-1/2 Strength modifier).



DINOSAUR, SCOLIDOSAURUS

SCOLIDOSAURUS ("SKEL-ih-doh-SAWR-us"); "limb lizard"

Armored (*Scelidosaurus harrisonii*, Ankylosauria infraorder)

Era: Jurassic, 208-194^M

Discovery: Europe (Black Ven, England)^o; James Harrison, 1858; Europe and North America (England and Arizona)^R; multiple bone segments, partial remains, and even some preserved soft tissue surrounding caudal vertebrae



This primitive ornithischian bears characteristics of other dinosaurs, including ankylosaurids and stegosaurids, with long hind legs holding up its stocky body, and rows of osteoderms covering its hide.

SCOLIDOSAURUS (CR 2)

XP 600

N Large animal

Init +0; **Senses** low-light vision; **Perception** +8

DEFENSE

AC 15, touch 9, flat-footed 15 (-1 size, +6 natural)

hp 30 (4d8+12)

Fort +6, **Ref** +4, **Will** +2

Defensive Abilities flat defense; **DR** 2/piercing or slashing

OFFENSE

Speed 20 ft.

Melee tail slap +1 (1d8+1 plus push)

Space 10 ft.; **Reach** 5 ft.

Special Attacks push (tail slap, 5 ft.)

STATISTICS

Str 15, **Dex** 10, **Con** 15, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +3; **CMB** +6; **CMD** 16

Feats Alertness^B, Endurance, Toughness^B, Weapon Focus (tail slap)

Skills Perception +8, Stealth +5 (+9 in tall grass); **Racial Modifiers** +4 Stealth in tall grass

ECOLOGY

Environment warm hills and plains

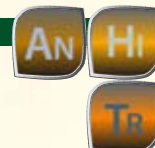
Organization solitary, pair, or herd (3-6)

Treasure none

SPECIAL ABILITIES

Flat Defense (Ex): A scelidosaurus may fall prone as a swift action that does not provoke attacks of opportunity, in order to gain an additional +2 natural armor bonus, an additional +2 bonus to DR/piercing or slashing, and a +10 circumstance bonus vs. grapple checks and coup de grace attempts. In this position, scelidosaurus are immune to bull rush and trip attempts; furthermore, they do not receive a -4 AC vs. melee attacks made against them while prone.

Scelidosaurus is among the more unique ornithischians, a family which includes herbivorous dinosaurs like *ankylosaurs*, *stegosaurs*, and ceratopsians, however *scelidosaurus* is also among the most primitive members of this group. It has been called "the earliest complete dinosaur." While its mouth was only capable of up



and down motion, it is thought to sever low foliage from the plants, and digest them using gatroliths, which are small stones swallowed to help grind the plant matter. *Scelidosaurus*' back and sides are covered in osteoderms, bony protrusions from the hide, and three pairs of osteoderms along the back of its skull are also distinctive. *Scelidosaurus* is 4 to 6 feet tall, 10 to 13 feet long, and weighs around 500 pounds.

SCOLIDOSAURUS COMPANIONS

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +4 natural armor; **Attack** tail (1d6); **Ability Scores** Str 11, Dex 14, Con 9, Int 2, Wis 14, Cha 7; **Special Qualities** low-light vision, scent.

4th-Level Adjustment: **AC** +2 natural armor; **Attack** tail (1d8 plus push); **Ability Scores** Str +6, Con +2; **Special Qualities** DR 1/piercing or slashing, flat defense (see above), push (tail, 5 ft.).

PRACTICAL PURCHASING: The following is a listing of the livestock and offered services centered on these dinosaurs.

PROToceratops—Considerations: *Capacity* 6, *Danger* 3, *Practicality* 7, *Resources* 4, *Usefulness* 5; protoceratops are a very mild and tolerant animal toward humanoid masters in good conditions, with relatively low risks.

Cost—Egg 12 gp, **Infant** 50 gp, **Mature** 100 gp, **Adult** 50 gp.

Base Land Use Costs: 2,500 gp (1 acre).

Breeding & Rearing: Protoceratops are best suited in modest situations, such as family farms with many children, who often enjoy riding the docile ceratopsians, are known to breed in captivity, and can be reared from infancy; **Cost Breeding** 230 gp (1/2x¹) (6-14 eggs), **Rearing** 1,185 gp (1.5 years).

Domestic/Combat Training: Though smaller than many other beasts of burden, protoceratops is sturdy and enduring, capable of both moderate labor and as a combat-trained mount for Small size riders; **Cost Domestic Tasks** 250 gp (3x¹), **Combat-Ready** 750 gp (2x¹).

SCOLIDOSAURUS—Considerations: *Capacity* 6, *Danger* 2, *Practicality* 7, *Resources* 4, *Usefulness* 6; while certainly capable of harming their humanoid masters, scelidosaurus has a mostly passive attitude toward all but the most obvious predators.

Cost—Egg 31 gp, **Infant** 85 gp, **Mature** 190 gp, **Adult** 250 gp.

Base Land Use Costs: 5,000 gp (2 acres).

Breeding & Rearing: Scelidosaurus require certain scent and environmental temperature stimuli in order to instigate natural mating habits, but they are very intelligent and empathic creatures – they can be reared from infancy; **Cost Breeding** 275 gp (2x¹) (3-6 eggs), **Rearing** 1,590 gp (2x¹) (2 years).

Domestic/Combat Training: While moderately passive, some scelidosaurus (around 40%) make dutiful combat-trained beasts, however their calm nature is much more suited to laboring for well-treating humanoid masters; **Cost Domestic Tasks** 335 gp (2x¹), **Combat-Ready** 1,000 gp.

SPINOSAURUS—Considerations: *Capacity* 6, *Danger* 10, *Practicality* 6, *Resources* 8, *Usefulness* 9; one of the most feared of all the carnosaurs known to dinosaur trainers, spinosaurs view humanoid masters as little more than ripe appetizers.

Cost—Egg 288 gp, **Infant** 770 gp, **Mature** 1,725 gp, **Adult** 2,300 gp.

Base Land Use Costs: 10,000 gp (4 acres).

Breeding & Rearing: Spinosaurs rarely breed in captivity (20%), however their aggression doesn't seem to be any more heightened at this time than any other – they must be reared from birth; **Cost Breeding** 720 gp (2x¹) (3-5 eggs), **Rearing** 13,975 gp (2x¹) (11.5 years).

Domestic/Combat Training: Many combatants and handlers would see the use of a spinosaur for menial labor tasks as a complete misuse of a war-machine, while its immense strength, endurance, and savagery are prized all around; **Cost Domestic Tasks** 3,070 gp, **Combat-Ready** 9,200 gp (2x¹).

DINOSAUR, SPINOSAURUS

SPINOSAURUS (“SPYE-noh-SAWR-us”); “spine lizard” Carnosaur (*Spinosaurus aegyptiacus* & debated *S. maroccanus*, Spinosauridae family)

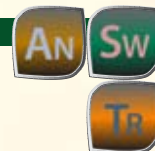
Era: Cretaceous, 112-97^M

Discovery: North Africa⁰; Ernst Stromer, 1912; Egypt and possibly Morocco^R; several specimens (original holotype destroyed in WWII)



This massive carnosaur has a distinctive flesh-covered sail along its spine, and its quick movement, vicious natural attacks, and savage hunting ability have earned it a very dangerous and deadly reputation.

SPINOSAURUS (CR 14)



XP 38,400

N Gargantuan animal

Init +5; **Senses** low-light vision, scent; Perception +20

DEFENSE

AC 26, touch 7, flat-footed 25 (+1 Dex, -4 size, +19 natural)

hp 218 (23d8+115)

Fort +20, **Ref** +14, **Will** +9

OFFENSE

Speed 40 ft., swim 30 ft.

Melee bite +23 (2d8+10/crit plus grab), 2 claws +18 (2d6+5 plus pinning strike), tail slap +18 (2d4+5)

Space 20 ft.; **Reach** 15 ft. (10 ft. with claws)

Special Attacks rake (2 claws +23, 2d6+15), swallow whole (4d6 acid, AC 19, 21 hp)

STATISTICS

Str 29, **Dex** 12, **Con** 21, **Int** 2, **Wis** 11, **Cha** 13

Base Atk +17; **CMB** +31 (+33 to bull rush); **CMD** 42 (44 vs. bull rush)

Feats Alertness, Awesome Blow, Diehard, Endurance, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Armor, Intimidating Prowess, Iron Will, Power Attack, Stealthy

Skills Escape Artist +3, Intimidate +15, Perception +20, Stealth +2 (+4 in dense swamps), Swim +17; **Racial Modifiers** +2 Perception, +2 Stealth in dense swamps, +2 Swim

SQ hold breath

ECOLOGY

Environment Warm forests, hills, and swamps

Organization solitary, pair, or terror (3-5)

Treasure none

SPECIAL ABILITIES

Hold Breath (Ex): A spinosaur can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Pinning Strike (Ex): Any time a spinosaur makes two successful claw attacks against an opponent up to two size categories smaller than itself, it may immediately make a grapple check to pin its opponent. Against an opponent up to three size categories smaller than itself, a spinosaur needs only a single claw attack to make a pinning attempt. A spinosaur may not pin more than one creature at any time, and may make an additional bite attack at its highest base attack bonus to the pinned creature every round the pin is maintained; this attack provokes attacks of opportunity from the pinned creature at a -4 circumstance penalty, and the spinosaur may not attack any other opponents any round it uses this additional bite attack.

SIMILAR: Irritator (syn. Angaturama) (advanced giant spinosaur; CR 16)

Among the most terrifying and deadly predators, *spinosaurus* is a distinctive carnivore, baring a huge sail along its spine from neck to tail. *Spinosaurus* is also among the fossils affected by our own history, with some specimens destroyed in Germany during World War II. Originally discovered in Egypt and other portions of North Africa, it existed in a pre-Nile environment of coastal regions, tidal flats, and

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mangrove swamps, and perhaps lived alongside other large predators such as *carcharodontosaurus* and the prehistoric crocodile, *stomatosuchus*. It had an incredibly long skull, among the longest known, with a long mouth much like a crocodile, full of sharp teeth. *Spinosaurus* is over 18 feet tall, nearly 60 feet long, and weighs almost 18,000 pounds.

SPINOSAURUS COMPANIONS

Use *Tyrannosaurus* stats (see *PATHFINDER ROLEPLAYING GAME BESTIARY*, tyrannosaurus dinosaur animal companion), with the following adjustments:

Starting Statistics: AC +2 natural armor; **Ability Scores** Dex 14, Con 12, Wis 13, Cha 12; **Special Qualities** hold breath (see above), low-light vision, scent.

7th-Level Adjustment: **Attack** bite (2d4 plus grab), 2 claws (1d6 plus pinning strike); **Special Qualities** grab, pinning strike (see above).

DINOSAUR, TITANOSAURUS

TITANOSAURUS ("tie-TAN-oh-SAWR-us"); "titanic lizard"

Longwalker (*Titanosaurus indicus*, *T. blanfordi*, & *T. colberti* [latter renamed *Isisaurus*; all species debated], Sauropoda infraorder; *nomen dubium*, or "dubious name")

Era: Cretaceous, 70-65^M



Discovery: Asia (Lameta Formation, India)⁰; Richard Lydekker, 1877; Asia, possibly Europe & South America^R; "wastebin taxon," poorly understood and questionable sauropod specimens with distinct vertebrae, now considered indistinguishable as a species

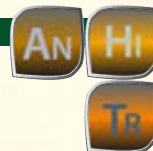
This sauropod has a head and neck like a brachiosaur, but a more elongated torso which is covered in small bony plates. Its crane-like neck allows it to eat foliage from high branches, and its whip-like tail swings back and forth to counter its massive weight.

TITANOSAURUS (CR 12)

XP 19,200

N Gargantuan animal

Init +3; **Senses** low-light vision, scent; Perception +22



DEFENSE

AC 24, touch 6, flat-footed 22 (-1 Dex, -4 size, +18 natural, +1 dodge)
hp 241 (21d8+147)

Fort +18, **Ref** +11, **Will** +8

DR 5/piercing or slashing

OFFENSE

Speed 30 ft.

Melee 2 stamps +27 (3d6+15/19-20/x2 plus pinning strike), tail slap +21 (2d6+7)

Space 20 ft.; **Reach** 25 ft. (10 ft. with stamp)

Special Attacks deafening snap, pinning strike, trample (4d6+21, DC 37)

STATISTICS

Str 40, **Dex** 8, **Con** 23, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +15; **CMB** +34; **CMD** 43

Feats Ability Focus (deafening crack), Ability Focus (trample), Alertness, Dodge, Endurance, Improved Critical (stamp)^B, Improved Initiative, Improved Natural Armor, Power Attack, Run, Toughness, Weapon Focus (stamp)

Skills Perception +22, Stealth -4 (+2 in light forest), Swim +20;
Racial Modifiers +4 Perception, +6 Stealth in lightly forested areas

ECOLOGY

Environment warm forests, hills and plains

Organization solitary, pair, family (3-6), or pod (6-24)

Treasure none

SPECIAL ABILITIES

Deafening Snap (Ex): As a full-round action that does not provoke attacks of opportunity, a titanosaurus may forego all of its attacks, using its whip-like tail to create a powerful sonic area effect. A titanosaurus may target any square within its threatened area, delivering a tail whip snap (often above or near a creature, instead of directly at them) that thunders in the ears of those nearby. Creatures that fail a Fortitude save (DC 28) take 3d6 non-lethal sonic damage, and are deafened for 2d8+2 rounds; those that succeed on the save take half damage and are deafened for 1d3 rounds. The save DC is Constitution-based.

Pinning Strike (Ex): Any time a titanosaurus makes two successful stamp attacks against an opponent up to two size categories smaller than itself, it may immediately make a grapple check to pin its opponent. Against an opponent up to three size categories smaller than itself, a titanosaurus needs only a single stamp attack to make a pinning attempt. A titanosaurus may not pin more than one creature at any time.

SIMILAR: Isisaurus (advanced titanosaurus, 40 ft. speed, stamp 3d8 damage with 15 ft. reach; CR 14)

"*Titanosaurus*" as a named fossil creature is not quite as concrete as it may seem – it is now known as a "*nomen dubius*" (Latin for "dubious name"), and a "wastebin taxon" because of the fossils of several sauropod species being assigned to it, and later reassigned elsewhere. However, as a sauropod, it is a large brachiosaurid with a long torso, and a whip-like tail that is unlikely used for much combat, but instead used to deafen and confuse foes with its loud cracking sound. *Titanosaurus* is said to be around 39-59 feet long, and weighs around 24,000 pounds.

TITANOSAURUS COMPANIONS

Use *Brachiosaurus* stats (see *PATHFINDER ROLEPLAYING GAME BESTIARY*, brachiosaurus dinosaur animal companion), with the following adjustments:

Starting Statistics: AC +4 natural armor; **Ability Scores** Dex 12.

7th-Level Adjustment: **Attack** tail (2d6 plus deafening snap); **Special Qualities** thunderous strike (see *apatosaurus* or *diplodocus* entries, above, for ability description; tail attack, DC 10 + 1/2 HD + Constitution modifier +2 racial bonus, stunned for 2d4 rounds, deafened for 2d4 rounds, successful save is not stunned, deafened for half duration).

PRACTICAL PURCHASING: The following is a listing of the livestock and offered services centered on these dinosaurs.

TITANOSAURUS—Considerations: *Capacity* 8, *Danger* 5, *Practicality* 7, *Resources* 7, *Usefulness* 8; while generally considered passive creatures, titanosaurs' immense size, strength, and capacity are prized among sauropods.

Cost—Egg 125 gp, *Infant* 665 gp, *Mature* 1,500 gp, *Adult* 2,000 gp.

Base Land Use Costs: 10,000 gp (4 acres).

Breeding & Rearing: Some titanosaurs will breed in captivity (45%), with males becoming somewhat more aggressive before birth, females becoming more aggressive after birth – they can be reared from infancy; **Cost Breeding** 665 gp (2x⁴) (4-8 eggs), **Rearing** 11,200 gp (2x⁴) (10.5 years).

Domestic/Combat Training: While not always the best candidate for combat situations (35% of failed training cannot be trained), titanosaurus has a passive attitude that is ideal for labor and other domestic uses; **Cost Domestic Tasks** 2,450 gp (2x⁴), **Combat-Ready** 7,350 gp (2x⁴).

TOROSAURUS—Considerations: *Capacity* 6, *Danger* 6, *Practicality* 6, *Resources* 6, *Usefulness* 7; stubborn, tough, and aggressive, torosaurus is a challenging animal for most handlers, but greatly rewards its rider when trained in combat.

Cost—Egg 163 gp, *Infant* 435 gp, *Mature* 975 gp, *Adult* 1,300 gp.

Base Land Use Costs: 7,500 gp (3 acres).

Breeding & Rearing: Like other ceratopsians, torosaurs tend to be very aggressive prior to and during mating season, especially around others of the same gender – they can be reared from infancy, and 60% will breed in captivity; **Cost Breeding** 480 gp (2x⁴) (3-10 eggs), **Rearing** 7,470 gp (2x⁴) (7 years).

Domestic/Combat Training: Torosaurs are both excellent combatants and laborers once trained; **Cost Domestic Tasks** 1,635 gp (2x⁴), **Combat-Ready** 4,900 gp (3x⁴).

DINOSAUR, TOROSAURUS

TOROSAURUS ("TOR-oh-SAWR-us"); "perforated lizard"

Armored (*Torosaurus latus* & *T. utahensis*, Ceratopsidae family)

Era: Cretaceous, 70-65M

Discovery: North America (Wyoming)^o; John Bell Hatcher, 1891; USA (Wyoming, Montana, South Dakota, North Dakota, Utah; possibly Texas and Mexico) and Canada (Saskatchewan)^r; many specimens

This bulky ceratopsian has a massive crested skull helm that is vibrantly colored in distinctive markings and edged with knobby spikes along its frill, and it possesses three large facial horns.

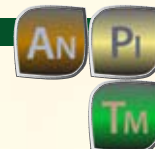


TOROSAURUS (CR 9)

XP 6,400

N Huge animal

Init +1; **Senses** low-light vision, scent; **Perception** +19



DEFENSE

AC 25, touch 9, flat-footed 24 (+1 Dex, -2 size, +16 natural)

hp 147 (14d8+84)

Fort +17, **Ref** +10, **Will** +7

OFFENSE

Speed 40 ft.

Melee gore +19 (2d10+10/19-20/x2)

Space 15 ft.; **Reach** 10 ft.

Special Attacks powerful charge (gore, 4d10+20), trample (2d6+15, DC 27)

STATISTICS

Str 30, **Dex** 13, **Con** 23, **Int** 2, **Wis** 16, **Cha** 11

Base Atk +10; **CMB** +22 (+24 to bull rush); **CMD** 33 (34 vs. bull rush)

Feats Alertness, Great Fortitude, Improved Bull Rush, Improved Critical (gore)^b, Intimidating Prowess^b, Power Attack, Run, Territorial Display*, Weapon Focus (gore)

Skills Intimidate +13, Perception +19

* denotes a new beast feat; see below.

ECOLOGY

Environment warm and temperate plains

Organization solitary, pair, or herd (3-8)

Treasure none

According to recent scientific findings, "*torosaurus*" as we know it is actually a fully



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matured specimen of the same species as *triceratops* – and despite the fact that *torosaurus* was classified earlier than *triceratops*, the more popular name will likely end up being the final classification. Presented here is an advanced *triceratops*, with some basic adjustments. *Torosaurus* was around 30 feet long, and weighed around 11,000 pounds.

TOROSAURUS COMPANIONS

Use *Triceratops* stats (see *PATHFINDER ROLEPLAYING GAME BESTIARY*, triceratops dinosaur animal companion).

DINOSAUR, TORVOSAURUS

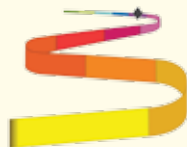
TORVOSAURUS (“TOR-voh-SAWR-us”); “savage lizard”

Carnosaur (*Torvosaurus tanneri*, Megalosauridae family)

Era: Jurassic, 153-148^M

Discovery: North America (Colorado)^o; James A. Jensen & Kenneth Stadtman, 1972; North America (Dry Mesa Quarry, Colorado) and Portugal[®]; multiple partial specimens

This huge carnivore is closely related to megalosaurs, with features characteristic of allosaurs, tyrannosaurs, and similar theropods. It runs its prey down and attacks viciously with its massive jaws.



TORVOSAURUS (CR 9)

XP 6,400

N Huge animal

Init +2; **Senses** low-light vision, scent; Perception +29

DEFENSE

AC 25, touch 10, flat-footed 23 (+2 Dex, -2 size, +15 natural)

hp 171 (18d8+90)

Fort +16, **Ref** +13, **Will** +8

OFFENSE

Speed 40 ft.

Melee bite +24 (2d8+8 plus grab), 2 claws +18 (2d4+4)

Space 15 ft.; **Reach** 10 ft. (5 ft. with claws)

Special Attacks thrashing, swallow whole (3d6 acid, AC 17, 17 hp)

STATISTICS

Str 26, **Dex** 14, **Con** 21, **Int** 2, **Wis** 15, **Cha** 14

Base Atk +13; **CMB** +23 (+25 to bull rush or overrun); **CMD** 35 (37 vs. bull rush or overrun)

Feats Alertness, Awesome Blow, Horrific Roar*, Improved Bull Rush, Improved Overrun, Improved Natural Armor, Power Attack, Run, Stealthy, Weapon Focus (bite)

Skills Escape Artist +4, Perception +29, Stealth +1 (+7 in light forest or tall grass); **Racial Modifiers** +8 Perception, +6 Stealth in lightly forested areas or tall grass

* denotes a new beast feat; see below.

ECOLOGY

Environment warm forests, hills, and plains

Organization solitary, pair, or family (2 plus 1-3 young)

Treasure none

SPECIAL ABILITIES

Thrashing (Ex): When a torvosaurus successfully grapples a creature up to two size categories smaller than itself with a successful bite attack, it may choose to thrash its head back and forth to deal more damage, instead of swallowing the creature whole. A torvosaurus deals bite damage each round it maintains a grapple with an opponent until the opponent escapes or dies, or until the torvosaurus breaks the grapple or swallows the creature.

Torvosaurus was one of North America’s largest carnivores, and a close relative of *allosaurus*. Its immense jaws are capable of rending flesh and bone, and its speed and agility despite its immense size is

impressive in action. *Torvosaurus* is 36 feet long, and weighs over 4,000 pounds.

TORVOSAURUS COMPANIONS

Use *Allosaurus* stats (see *PATHFINDER ROLEPLAYING GAME BESTIARY*, allosaurus dinosaur animal companion).

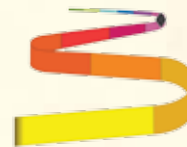
DINOSAUR, TROODON

TROODON (“TROO-oh-DON”); “wounding tooth”
Runner (*Troodon formosus* & *T. inequalis* [formerly *Stenonychosaurus*], Troodontinae subfamily)

Era: Cretaceous, 75-65^M

Discovery: North America (Judith River Formation, Montana)^o; Joseph Leidy, 1856; Much of N. America (Alaska to Wyoming, possibly Texas & New Mexico)[®]; a single tooth, a foot, hand fragments, tail vertebrae, and other debated specimens

This tiny dromaeosaur appears much like a miniature velociraptor, covered in feathered sprouts, and armed with deadly, taloned hindclaws.



TROODON (CR 2)

XP 600

N Medium animal

Init +7; **Senses** low-light vision, scent; Perception +16

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 19 (3d8+6)

Fort +5, **Ref** +6, **Will** +3

Defensive Abilities evasion

OFFENSE

Speed 60 ft.

Melee talon +5 (1d6+1), bite +5 (1d4+1), 2 claws +2 (1d3)

Special Attacks pounce

STATISTICS

Str 12, **Dex** 17, **Con** 15, **Int** 2, **Wis** 14, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 16

Feats Alertness, Improved Initiative, Run[®], Weapon Finesse[®]

Skills Acrobatics +11 (+15 to jump), Perception +16, Stealth +11 (+15 in dense forest); **Racial Modifiers** +4 Acrobatics (+8 to jump), +8 Perception, +4 Stealth (+8 in dense forest)

SQ raptor leap

ECOLOGY

Environment warm or temperate forests, hills, and plains

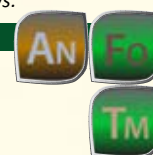
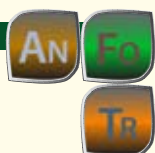
Organization solitary, pair, or pack (3-10)

Treasure none

SPECIAL ABILITIES

Raptor Leap (Ex): In addition to its racial bonus to Acrobatics checks made to jump, a troodon is always treated as though having a running start, even while standing still (unless prone or otherwise rendered unable to move). When making a jump check with a true running start, a troodon is not limited to its base speed for maximum distance leapt.

One of the first North American dinosaurs discovered, *troodon* was a small and nimble dinosaur, with a talon claw on its second toes like the dromaeosaurs, however *troodon*’s teeth suggest they may have been omnivorous. Certainly capable of hunting small lizards, large insects, or tiny mammals, but with teeth capable of grinding plant matter and capable foreclaws for grasping plants, it is likely that troodon had a very diverse diet. *Troodon* has binocular vision and a large brain case, leading to the theory that it was among the most intelligent dinosaurs in the world. *Troodon* is 6.5 feet tall, just over 6 feet long, and weighs 100 to 130 pounds.



TROODON COMPANIONS

Use *Deinonychus* stats (see **PATHFINDER ROLEPLAYING GAME CORE RULEBOOK**, velociraptor dinosaur animal companion), with the following adjustments:

Starting Statistics: Speed 50 ft.; AC +2 natural armor; **Ability Scores** Str 13, Dex 15, Con 15; **Special Qualities** low-light vision, raptor leap (see above), scent.

4th-Level Adjustment: Size Small; Speed 60 ft.; AC +1 natural armor; **Ability Scores** Dex +2, Con +0; **Special Qualities** rend (any two attacks, 1d6+1-1/2 Strength modifier).

PRACTICAL PURCHASING: The following is a listing of the livestock and offered services centered on these dinosaurs.

TORVOSAURUS—Considerations: Capacity 5, Danger 9, Practicality 5, Resources 8, Usefulness 7; like other apex predators, torvosaurus represents a serious danger and challenge to most trainers, and see humanoids often as little more than tasty snacks.

Cost—Egg 163 gp, **Infant** 435 gp, **Mature** 975 gp, **Adult** 1,300 gp.
Base Land Use Costs: 7,500 gp (3 acres).

Breeding & Rearing: Because of its highly independent attitude, few torvosaurus will breed in captivity (35%), and must be reared from birth; **Cost Breeding** 590 gp (2x¹) (4-8 eggs), **Rearing** 7,995 gp (3x¹) (9 years).

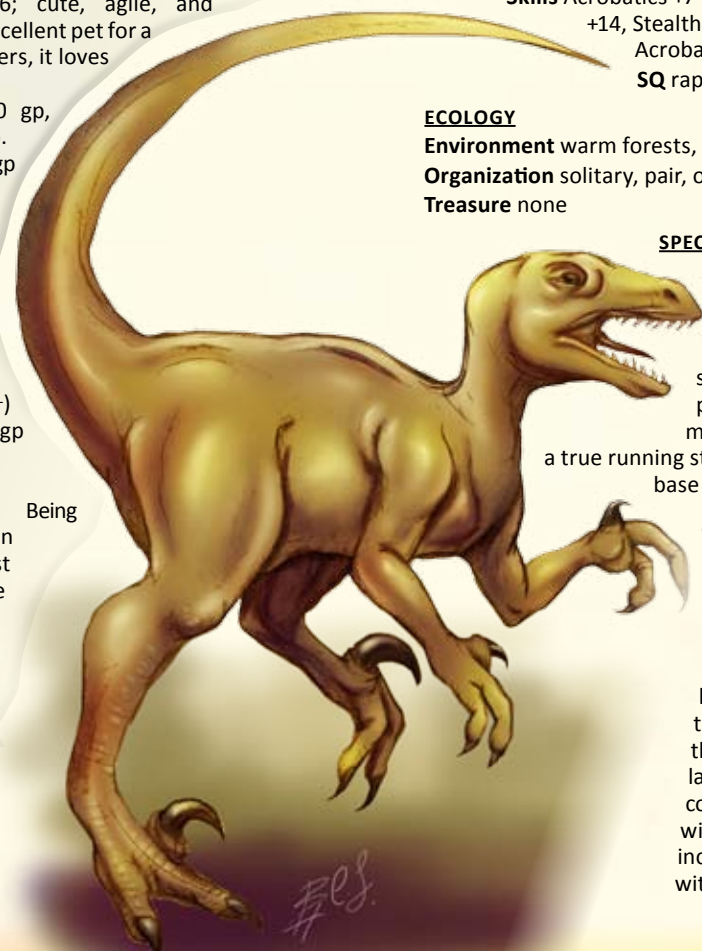
Domestic/Combat Training: Trainers primarily focus on combat, with laboring and other domestic-use torvosaurus being seen as a waste of combat ability – however, a torvosaurus that is the subject of a failed Handle Animal check has a 35% chance of being unable to re-try the attempt, with the chance increasing by 10% with successive attempts (maximum 95%); **Cost Domestic Tasks** 2,100 gp (2x¹), **Combat-Ready** 6,300 gp (2x¹).

TROODON—Considerations: Capacity 8, Danger 8, Practicality 6, Resources 6, Usefulness 6; cute, agile, and vicious, troodon makes an excellent pet for a capable handler – for all others, it loves a good chase.

Cost—Egg 12 gp, **Infant** 50 gp, **Mature** 100 gp, **Adult** 150 gp.
Base Land Use Costs: 2,500 gp (1 acre).

Breeding & Rearing: Troodon create temporary communal zones for nesting in groups during breeding season, despite their otherwise independent behaviors; **Cost Breeding** 280 gp (2x¹) (4-12 eggs), **Rearing** 1,635 gp (3x¹) (1.5 years).

Domestic/Combat Training: Being small and light, troodon is not well built for most labor, but they are incredibly fast, making both predatory companions and capable racing animals; **Cost Domestic Tasks** 350 gp, **Combat-Ready** 1,050 gp (2x¹).



DINOSAUR, UTAHRAPTOR

UTAHRAPTOR (“YOO-tah-RAP-tor”); “Utah’s predator”

Runner (*Utahraptor ostrommaysorum*, Dromaeosauridae family)

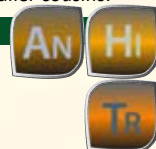
Era: Cretaceous, 124^M

Discovery: Cedar Mountain Formation, Utah, USA^o; James Kirkland, Robert Gaston, and Donald Burge, 1991; North America (Utah)^R; multiple specimens

This immense dromaeosaur (or “raptor”) sports the typical taloned hindclaw of notoriety, but is atypically massive in size, dwarfing its smaller cousins.



UTAHRAPTOR (CR 6)



XP 2,400

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +14

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, -1 size, +8 natural)

hp 67 (9d8+27)

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

OFFENSE

Speed 60 ft.

Melee talon +15 (2d6+9/19-20/x2), bite +14 (1d8+9), 2 foreclaws +9 (1d6+4)

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

Special Attacks pounce

STATISTICS

Str 28, **Dex** 15, **Con** 15, **Int** 2, **Wis** 17, **Cha** 13

Base Atk +6; **CMB** +16; **CMD** 28

Feats Alertness, Improved Critical (talon)^B, Multiattack^B, Power Attack, Run, Toughness, Weapon Focus (talon)

Skills Acrobatics +7 (+19 to jump), Climb +14, Perception +14, Stealth +3 (+11 in forests); **Racial Modifiers** +8 Acrobatics to jump, +4 Perception

SQ raptor leap

ECOLOGY

Environment warm forests, hills, and plains

Organization solitary, pair, or pack (3-6)

Treasure none

SPECIAL ABILITIES

Raptor Leap (Ex): In addition to its racial bonus to Acrobatics checks made to jump, a utahraptor is always treated as though having a running start, even while standing still (unless prone or otherwise rendered unable to move). When making a jump check with a true running start, a utahraptor is not limited to its base speed for maximum distance leapt.

SIMILAR: Achillobator (advanced megaraptor, CR 7)

Utahraptor is among the largest dromaeosaurs, or “raptors,” found on Earth, with a large brain case, and capable of strategic pack hunting. It may have had feathers on its body, since many of the dromaeosaurs are known to share this feature. Fossils found near much larger prey indicate packs of *Utahraptors* could take down immense prey by slashing with their multiple talons. Capable of incredibly fast speeds, agile, and cunning, with wicked talons, clawed and capable

Caroline Leideritz & Bonnie Horton
‘Utahraptor’

PLAYTEST PACK 03:

DINOS/PRIMS 1

forearms, a vicious bite, and a large brain case and eyes – the *utahraptor* is arguably the perfect predator. *Utahraptor* is 6.5 feet tall, 21 feet long, and weighs 150 to 200 pounds.

UTAHRAPTOR COMPANIONS

Use *Deinonychus* stats (see *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*, velociraptor dinosaur animal companion).

PRACTICAL PURCHASING: The following is a listing of the livestock and offered services centered on these dinosaurs.

UTAHRAPTOR—Considerations: *Capacity* 6, *Danger* 9, *Practicality* 7, *Resources* 8, *Usefulness* 8; one of the most coveted dromaeosaurs, utahraptor represents one of the most challenging dinosaurs for most handlers.

Cost—Egg 120 gp, **Infant** 320 gp, **Mature** 715 gp, **Adult** 950 gp.

Base Land Use Costs: 5,000 gp (2 acres).

Breeding & Rearing: Like megaraptors and other dinosaurs, utahraptors in familial groups are often led by an aggressive and dominant alpha female, which often governs the behaviors of the other members, either actively or passively; **Cost Breeding** 425 gp (3-8 eggs), **Rearing** 5,490 gp (2x¹) (4.5 years).

Domestic/Combat Training: Suited ideally for war, the utahraptor is an incredible mount and combatant – not the best laborer in most cases, with 70% being non-trainable for domestic tasks; **Cost Domestic Tasks** 1,200 gp (2x¹), **Combat-Ready** 3,600 gp (3x¹).

BEAST FEATS

GNASH [GENERAL, COMBAT]

Your bite attacks can cause ability damage.

Prerequisites: Bite attack, size Medium or larger, base attack bonus +6.

Benefit: On a successful bite attack once per round against a creature at least two size categories smaller than you, you can choose to do additional Dexterity damage, severing the victim's muscle and sinew. If you are two or three size categories larger than the victim, you deal 1 point of Dexterity damage; if four or more size categories larger, you deal 2 points. The victim must make a Fortitude save to negate this additional damage (save DC equals 11 + your CMB). You can perform this action a number of times per day equal to 3 + your Constitution modifier (minimum 1/day).

HORRIFIC ROAR [GENERAL]

You can emit a bellowing roar that makes your opponents quiver in fear.

Prerequisites: Size Large or larger, type animal, magical beast, or dragon, base attack bonus +3.

Benefit: You can roar up to three times per day as a standard action. This roar forces all creatures with 6 or less Hit Dice within a 100-foot radius to make a Will save (DC 10 + 1/2 your Hit Dice + your Constitution modifier) or be shaken for 2d4 rounds.

MASKED SCENT [GENERAL]

Your neutral natural odor confuses foes tracking you.

Prerequisites: Type animal or magical beast, Wis 6, Con 12, Scent ability, Stealthy.

Benefit: You cannot be tracked by smell alone. Creatures with the Track special ability can still track you by other means, but they take a -10 circumstance penalty to Survival checks made to do so.

TERRITORIAL DISPLAY [GENERAL, COMBAT]

Your physical displays can unsettle foes.

Prerequisites: Type animal or magical beast, Cha 14, base attack bonus +1.

Benefit: Before taking any damage during an encounter, you can choose to make a territorial display as a full-round action to unsettle

your opponents. This action does not provoke attacks of opportunity, and provides you a +8 racial bonus to Intimidate checks made to demoralize foes. Opponents who make a successful Will save (DC 10 + 1/2HD + your Charisma modifier) are unaffected and may not be affected by that creature's territorial displays for 24 hours.

PFRPG BESTIARY 1 DINOSAURS

Presented below are the same Purchasing Considerations as given for the dinosaurs above.

P denotes a "prim," or prehistoric animal, and not a true dinosaur – even though it is listed as a dinosaur in its entry.

ANKYLOSAURUS—Considerations: *Capacity* 4, *Danger* 5, *Practicality* 4, *Resources* 5, *Usefulness* 5; ankylosaurs are very stubborn and sometimes difficult to train not to attack, but they can be sturdy laborers and guardian beasts – they eat low foliage, and often graze when idle.

Cost—Egg 108 gp, **Infant** 285 gp, **Mature** 645 gp, **Adult** 860 gp.

Base Land Use Costs: 7,500 gp (3 acres).

Breeding & Rearing: **Breeding** 395 gp (3x¹) (5-9 eggs), **Rearing** 3,870 gp (2x¹) (5 years).

Domestic/Combat Training: **Domestic Tasks** 835 gp (2x¹), **Combat-Ready** 2,500 gp (2x¹).

BRACHIOSAURUS—Considerations: *Capacity* 6, *Danger* 4, *Practicality* 6, *Resources* 6, *Usefulness* 5; aside from accidentally stepping on their masters, brachiosaurs are not too dangerous, and they can make very durable mounts and laborers – they eat the highest leaves on tall trees, and must be fed or grazing almost continuously to maintain their immense metabolism.

Cost—Egg 180 gp, **Infant** 475 gp, **Mature** 1,075 gp, **Adult** 1,430 gp.

Base Land Use Costs: 10,000 gp (4 acres).

Breeding & Rearing: **Breeding** 595 gp (1/2x¹) (4-8 eggs), **Rearing** 8,275 gp (9 years).

Domestic/Combat Training: **Domestic Tasks** 1,800 gp (2x¹), **Combat-Ready** 5,400 gp.

DEINONYCHUS—Considerations: *Capacity* 7, *Danger* 8, *Practicality* 7, *Resources* 7, *Usefulness* 7; while incredibly intelligent and cunning, deinonychosaurs are very dangerous, and difficult to train not to attack their masters – they require a steady diet of red meat, but they can be trained to take to other diets, such as poultry, fish, or white meats.

Cost—Egg 65 gp, **Infant** 175 gp, **Mature** 390 gp, **Adult** 520 gp.

Base Land Use Costs: 2,500 gp (1 acre).

Breeding & Rearing: **Breeding** 320 gp (2x¹) (3-8 eggs), **Rearing** 2,460 gp (2x¹) (2 years).

Domestic/Combat Training: **Domestic Tasks** 535 gp (2x¹), **Combat-Ready** 1,600 gp (2x¹).

ELASMOSAURUS^P—Considerations: *Capacity* 3, *Danger* 3, *Practicality* 5, *Resources* 5, *Usefulness* 5; not the brightest creatures, elasmosaurs can be very helpful underwater for aquatic races, both as a mount or a guardian beast – they eat a near-continuous diet of fish, and cannot be trained to other diets.

Cost—Egg 125 gp, **Infant** 333 gp, **Mature** 750 gp, **Adult** 1,000 gp.

Base Land Use Costs: 7,500 gp (3 acres).

Breeding & Rearing: **Breeding** 395 gp (2x¹) (4-7 eggs), **Rearing** 3,870 gp (3x¹) (5 years).

Domestic/Combat Training: **Domestic Tasks** 835 gp, **Combat-Ready** 2,500 gp (2x¹).

PTERANODON^P—Considerations: *Capacity* 7, *Danger* 4, *Practicality* 6, *Resources* 4, *Usefulness* 6; for the properly-sized rider, a pteranodon makes an excellent aerial mount, but they are quick to attack creatures up to their own size category, even if they are not its typical prey – they eat fish, as well as tiny reptiles and mammals, and can even pick off small pests at home.

Cost—Egg 65 gp, **Infant** 170 gp, **Mature** 375 gp, **Adult** 500 gp.

Base Land Use Costs: 5,000 gp (2 acres).

Breeding & Rearing: *Breeding* 290 gp (2x¹) (3-6 eggs), *Rearing* 2,340 gp (3x¹) (2.5 years).

Domestic/Combat Training: *Domestic Tasks* 500 gp (2x¹), *Combat-Ready* 1,500 gp (4x¹).

STEGOSAURUS—Considerations: *Capacity* 3, *Danger* 4, *Practicality* 5, *Resources* 5, *Usefulness* 4; while somewhat dim, stegosaurus make decent laborers for certain tasks, and can be combat-trained with some effort – they are herbivorous, and will graze on low foliage when idle, but still require copious amounts of plant matter.

Cost—Egg 125 gp, *Infant* 333 gp, *Mature* 750 gp, *Adult* 1,000 gp.

Base Land Use Costs: 7,500 gp (3 acres).

Breeding & Rearing: *Breeding* 425 gp (2x¹) (3-8 eggs), *Rearing* 4,620 gp (2x¹) (6 years).

Domestic/Combat Training: *Domestic Tasks* 1,250 gp, *Combat-Ready* 3,750 gp (2x¹).

TRICERATOPS—Considerations: *Capacity* 6, *Danger* 5, *Practicality* 7, *Resources* 6, *Usefulness* 8; incredibly bright and sturdy beasts, they are easily trained for combat or labor – they eat a heavy amount of low foliage, and will graze when idle.

Cost—Egg 145 gp, *Infant* 385 gp, *Mature* 865 gp, *Adult* 1,150 gp.

Base Land Use Costs: 7,500 gp (3 acres).

Breeding & Rearing: *Breeding* 480 gp (3x¹) (4-9 eggs), *Rearing* 7,470 gp (2x¹) (7 years).

Domestic/Combat Training: *Domestic Tasks* 1,635 gp, *Combat-Ready* 4,900 gp (2x¹).

TYRANNOSAURUS—Considerations: *Capacity* 4, *Danger* 9, *Practicality* 5, *Resources* 9, *Usefulness* 7; a very dangerous beast to train, its natural tendency to kill and consume humanoid-sized creatures can eventually be overcome by devoted and rigorous training – it must consume a large amount of red meats, requiring one to three cattle's worth of red meat each day, and very rarely can it be trained to accept a divergent diet, such as large poultry, fish, or other red or white meats.

Cost—Egg 155 gp, *Infant* 420 gp, *Mature* 940 gp, *Adult* 1,400 gp.

Base Land Use Costs: 10,000 gp (4 acres).

Breeding & Rearing: *Breeding* 645 gp (2x¹) (3-7 eggs), *Rearing* 9,625 gp (3x¹) (9 years).

Domestic/Combat Training: *Domestic Tasks* 2,100 gp, *Combat-Ready* 6,300 gp (2x¹).

FEEDBACK FORMS

A set of digital PDF feedback forms accompanies this material, and the following example feedback forms have been made to help you make sense of how to use them, as filled in by an imaginary player, **Mary**, and her dedicated GM, **Joe**. The set of feedback forms included in your download covers material found in this *Playtest Pack* (animals) as well as some other current playtesting materials, such as new Racial Hit Dice Levels, or *Bonus Material* that may be available for this *Playtest Pack*. These feedback forms are useful for both players, and playtest-leading Game Masters. Included here for examples, are a set of GM and Player Forms for encountering new creatures.

APPENDIX: OTHER REFERENCED SOURCES

While much of the information shared here about these still-mysterious critters can be found on the easily-accessible encyclopedic website, Wikipedia.org, some of the information was difficult to find or decipher, and the following online resources also helped in the research for this material (*Note: the authenticity of these informational resources, and the functionality of these links cannot be verified or guaranteed to remain active*).

DILOPHOSAURUS:

- <http://www.enchantedlearning.com/subjects/dinosaurs/dinos/Dilophosaurus.shtml>
- <http://animals.howstuffworks.com/dinosaurs/dilophosaurus.htm>
- <http://www.scienceviews.com/dinosaurs/dilophosaurus.html>

MEGARAPTOR:

- <http://pages.prodigy.net/fenrisulf/geology/geo1.htm>

NODOSAURUS:

- <http://www.kidsdinos.com/dinosaurs-for-children.php?dinosaur=Nodosaurus>

Similarly, I found much of my information for body length, etc., in the following print publication:

Mehling, Carl (*Consultant Editor*, 2009). *Dinosaurs and Other Prehistoric Animals*. Amber Books, Ltd. London N1 9PF, UK. Online: <http://www.amberbooks.co.uk/>.

Creature Encounter Playtest (GM)

How does this creature's CR compare to another creature of the same or similar CR?

Is this creature suitable as a player race, including base racial traits, Racial Levels, and/or with class levels?

How did the tactics & strategy during combat work out when compared to the actual encounter outcome?

Does this creature have any elements which are too strong or too weak for the concept, creature type, or CR?

Any other thoughts or concerns?

Playtester Feedback Form 1a: for GMs

I know that the animal was based off Triceratops and given the advanced template, plus a few unique edits, but it just didn't end up being soft enough to warrant the CR 9.

No. None included in this Playtest Pack. The familiar and animal companion stats are nice, and helpful - I think Ian and Corina said they were going to mention some imbalances on those.

It helped to run it with multiple torosaurs once, because it showed how immensely powerful these things can be, even for the party of all level-9 characters.

I think the bonus feats and ability scores are too much for the CR, even despite the basics of advancement with a template.

My players were well prepared for this encounter, and the same during the second session, including two torosaurs, but it just wasn't enough - these are too tough.

Creature:	Torosaurus		
Session # or Series Name:	Comic Store Playtest Sessions (October 7, 2011)		
Game Master:	Joe (Just Joe88)	Creature's Intended CR:	9
Players:	Mary, Lu, Ian, Jon, and Corina		
Control / Comparison Creature & CR:	Tyrannosaurus (CR 9; 2x - CR 11), and Giant Snapping Turtle (CR 9) - separate sessions		
Does it embody this CR?	<input type="radio"/> Yes <input checked="" type="radio"/> No	Suggested CR:	Higher - CR 10
What if any aspects of this creature fall outside the expected stats of the CR?			
As mentioned above, it just seems like too much, even though I know how it was constructed.			
Creature HD:	14 (standard)	Base Racial Traits?	<input type="radio"/> Yes <input checked="" type="radio"/> No
PC Class Levels:	None	NPC Class Levels:	None
What if any aspects of this creature fall outside the expected stats of the CR with Class Levels included?			
I think the bonus feat is too much of an addition, plus the ability scores make the related abilities imbalanced more than they should be.			
Base Racial HD:	None	Racial Levels Input:	
Advanced HD:	None		N/A
Paragon HD:	None		
Other Racial Levels Adjustments or Balance Factors:			
N/A			
New Special Abilities & Considerations:		I like the beast feat - I just don't think I would give it to them along with the free feats.	
Tactics & Strategy during combat:		In both sessions, the torosaurus began with its territorial display, and succeeded against the majority of the party members, allowing it a few rounds of intimidation that basically set the PCs on a path to failure. Even fully prepared with the necessary info and equipment, it just seemed like too much. We compared it to a Giant Snapping Turtle from PF Bestiary 2, and all the players agreed that the torosaurus was too tough.	

Creature Encounter Playtest (Player)

How does this creature's CR compare to another creature of the same or similar CR?

Is this creature suitable as a player race, including base racial traits, Racial Levels, and/or with class levels?

How did the tactics & strategy during combat work out when compared to the actual encounter outcome?

Does this creature have any elements which are too strong or too weak for the concept, creature type, or CR?

Did this creature have any elements of mystery or surprise, and if so how did they affect the encounter? If you have an answer here, answer the next question as well.

What did you know about the creature before or during the initial encounter? What do you know now that is different?

Any other thoughts or concerns?

Playtester Feedback Form 1b: for Players

By itself, this dinosaur was difficult, and two of them together killed two of our players.

No.

With only one of these things, it was easy to surround him a few times to get some flanking and sneak attacks, but two of these nearly overcame us.

I don't think so - it was a fair challenge, given the CR.

None.

n/a

I think it would be a better animal companion if it became Large-sized during advancement, but Joe says that would be too over-powered for a companion. I think it would be cool to ride one with a human character.

Creature:	Utahraptor		
Player:	Mary (m311vz44)		Race: Human
Character:	Pregen Cleric		Class / Level: Cleric 7
Str:	14	Racial Abilities & Character Traits:	
Dex:	10	Human Traits, No character traits	
Con:	14		
Int:	10		
Wis:	20	Primary Class Abilities:	
Cha:	13	7d8, +2 scimitar and +1 light crossbow, Healing and Sun Domains, +2 chain shirt, +1 heavy shield, cloak of resistance +1, headband of inspired wisdom +2, Diplomacy, Heal, Knowledge (religion), and Perception; spells up to 4th level.	
Feats:	Channel Smite, Extra Channel, Improved Channel, Iron Will, Selective Channeling		
Character Notes:	I am using the PFRPG Pregen Cleric Character, to act as the party's healer. Level 7 Pregens on http://paizo.com/pathfinderSociety/pregeneratedCharacters		

PLAYTEST PACK 03: DINOS/PRIMS 1

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Paizo Blog: 'Monkey See, Monkey Do? An FAQ on Intelligent Animals' (Tuesday, March 29, 2011). Copyright 2011, Paizo Publishing, LLC; Author: Jason Bulmahn. From <http://paizo.com/paizo/blog/v5748d0y51c1y>.

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THE STRONG SURVIVE, THE INTELLIGENT PREVAIL, AND GOODNESS THRIVES IN THESE LANDS, BUT IT IS NOT WITHOUT DANGERS, BOTH MORTAL AND SUPERNAL. THE CALL ECHOES IN EACH OF US, MAKES OUR HEARTS BEAT FASTER, OUR FUR BRISTLE AND SCALES TINGLE. IT CAUSES US TO SEEK THE ANCIENT TRUTHS OR THE WISDOM OF ENLIGHTENMENT.

THIS IS NOT A DAY FOR ENLIGHTENMENT, HOWEVER. TODAY THERE WILL BE NO SEEKING OF ETERNAL TRUTHS, OR FOLLOWING PATHS WITHIN YOURSELF. TODAY, WE HUNT. REMEMBER, THOUGH, THIS IS NOT THE 'HAPPY HUNTING GROUNDS' OF THE ANCIENTS. PERHAPS SOME DAY YOU SHALL HUNT THERE, BUT NOT TODAY... FOLLOW ME IF YOU WISH TO STAY ALIVE; AND STAY AWARE.

*-Maruk Todaksharee of Clan Tallowfeather,
to an apprenticing hunter before a Great Hunt*

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- 5) SEND IN FEEDBACK FOR FREE PLAYTEST PACKS, OR DISCOUNTS ON UPCOMING PRODUCTS



THE NYMIAN BEASTLANDS

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