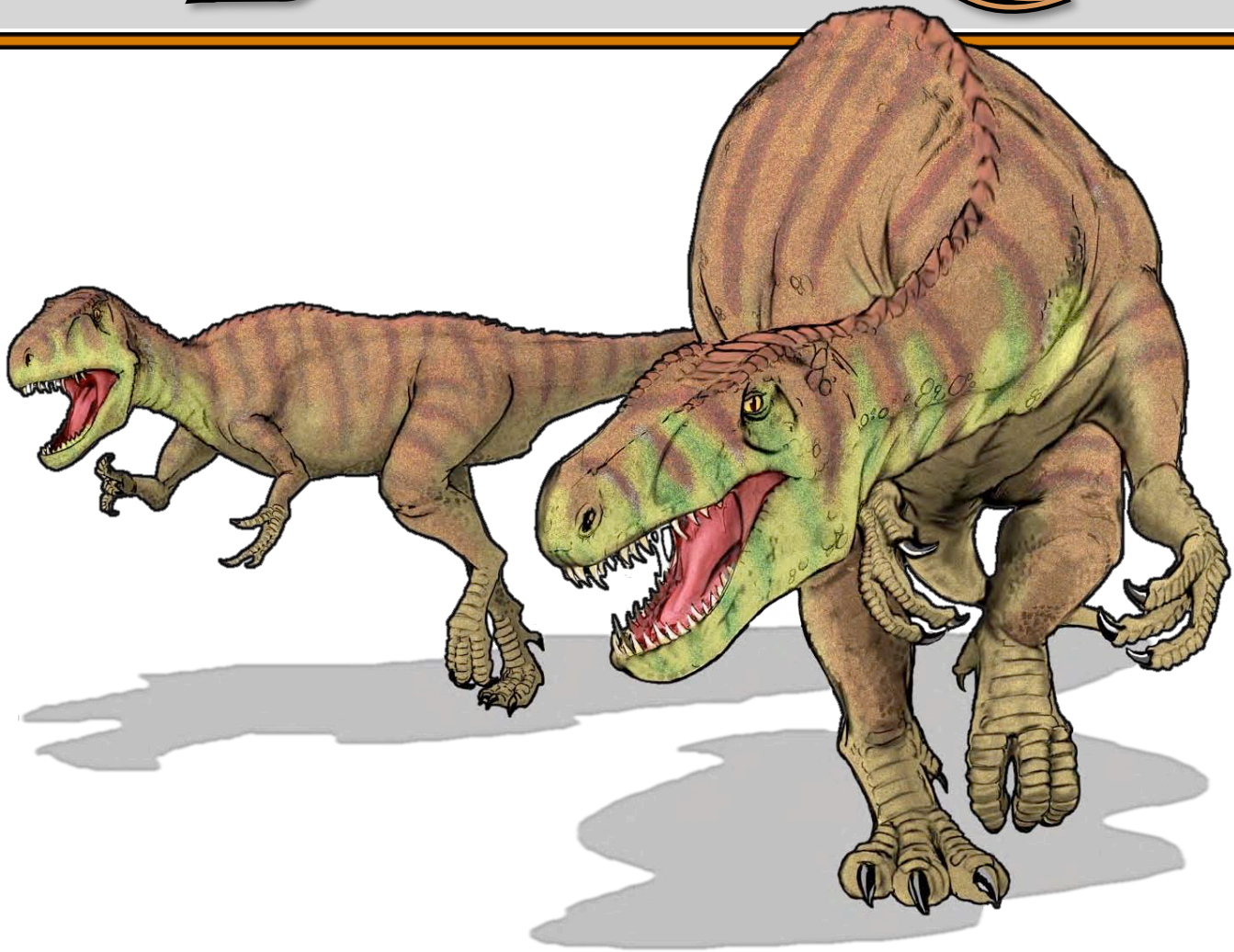


SCRATCHFACTORY Presents:

# TRUE20 PREHISTORIC BESTIARY



25 Unique Creatures From the Prehistoric World  
for use in True20 System games

by Corey Reid

**SCRATCH  
FACTORY**

*This product details rules and setting materials for the forthcoming game:*



# TRUE 20 PREHISTORIC BESTIARY

Dinosaurs come in many sizes and shapes. The species detailed and illustrated below are only samples; use your imagination to vary their appearance. Add spikes or sails or frills, colours, feathers and crests as you see fit. Every week newer, more fantastic creatures are being discovered in OUR mundane world, so the possibilities in a fantasy world ought to be even more incredible and spectacular.

These creatures are awe-inspiring in their size and their strangeness. Many travel in immense herds, calling out to each other in rumbling voices that carry for miles. They push over trees and churn the ground to mud wherever they go. The predators are usually speedy and powerful, and hunt in groups. Characters who are discovered by these sharp-toothed animals should be made aware that these are the most terrible hunters ever to walk the land.

Science has little to say on the subject of domesticating these animals, so we've made a bunch of stuff up. If you think that's unreasonable, you probably shouldn't play games about people fighting dinosaurs in the first place.

Note that despite our cavalier attitude towards certain aspects of dinosaurian reality, most of this work is based on the latest paleontological information. We have tried to present a good sample of these fantastic creatures, and include not just the well-known favourites but also some of the more recently-described animals, to ensure a few surprises await your players.

## **Playing With Dinosaurs**

It's important not to overuse the impact of these creatures. Of course in a setting like DINO-PIRATES OF NINJA ISLAND you can't help but have a few dinosaurs show up nearly every session, but the warning is worth taking anyway, no matter what your setting. Dinosaurs should be exotic, fantastic creatures that create memorable encounters.

Whether it's surfing the backs of rampaging apatosauruses, riding a massive quetzalcoatl or defending a village from a voracious horde of megaraptors, encounters with dinosaurs ought to be standout set-pieces in your games.

They're big. Play 'em big.

# AMONGST THE ISLANDS

*(note: the text in this section is Product Identity and is NOT released under the Open Gaming License. This text is copyright 2007, Corey Reid)*

The many islands where the Dino-Pirates make their homes are well-populated by these and other creatures. The Dino-Pirates do not typically use Latinized scientific names, of course, so they have their own terminology for some of the beasts, as follows:

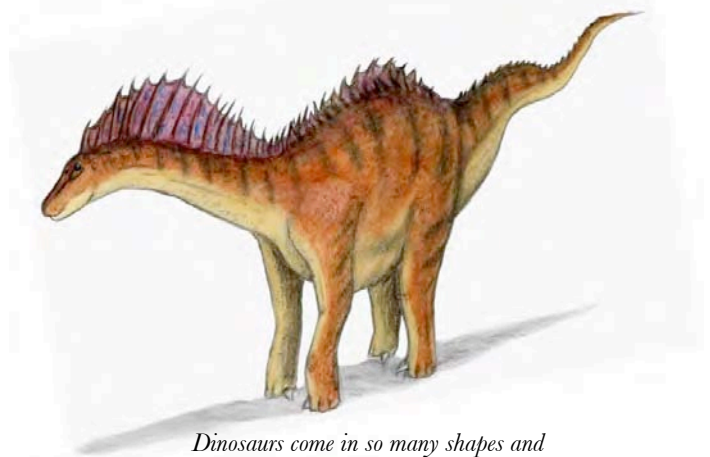
Afrovenator	Afrovenator
Allosaurus	Allus, Little Rex
Ankylosaurus	Walking Club, Ankylo
Apatosaurus	Thunder Lizard
Baryonyx	Walking Crocodile
Brachiosaurus	Titan
Compsognathus	Compie
Deinonychus	Raptor
Dimetrodon	Sailback
Eryopd	That Damn Lizard-Thing
Elasmosaurus	Turtle-Serpent
Gastonia	Sabre-Side
Liopleurodon	Holy &*%\$ What Was That
Megaraptor	Raptor (Damn Big)
Pachycephalosaurus	Dome-Head
Parasaurolophus	Parasaur
Pteranodon	Dactyl
Quetzalcoatls	Quetzal
Smilodon	Sabre-Tooth Tiger
Spinosaurus	BIG Sailback
Stegosaurus	Stego
Therizinosaurus	Claw-Hand
Triceratops	Trike
Tyrannosaurus	Rex

The Dino-Pirates themselves are divided into a number of 'societies'; each of which takes as its name and spirit totem one of the most well-known dino types. Thus there are Rex Dino-Pirates, Trike Dino-Pirates, and so on. These societies freely intermix, and any given pirate ship may include Dino-Pirates from a number of such bands. Think

of them as sort of fraternities in which each member has some similarities to each other but who don't refuse to associate with others. While these societies are often sources of rivalries between Dino-Pirates, they all band together when dealing with non-Pirates.

Some dinosaurs are domesticated by various groups (not just Dino-Pirates) throughout the islands. The most commonly domesticated dinosaurs include parasaur, who form a placid beasts of burden and trikes, whose aggressive nature makes them useful war-beasts (see the appendix for a half-inch-scale map of a trike war howdah). Titans are also used in some places to draw immense three-story carriages, and in other places Dactyls and Quetzals carry aerial warriors into battle. And it is rumoured that on some islands, fierce warriors have trained the deadly megaraptor as a fearsome steed.

Wherever they are employed, dinosaurs are always decorated with wild splendour, festooned with banners and trophies and fetishes. These great beasts lend themselves to spectacular display and amongst the Islands at least, they are colourful and fantastic creatures whose presence never fails to inspire awe.



*Dinosaurs come in so many shapes and sizes it's impossible to describe them all.*

# DINOSAUR TYPES

While numerous dinosaur genera are presented below, dinosaurs fall into a small number of broad types:

## Sauropods

These are big four-legged, long-necked herbivores best defined by Monty Python: 'Very thin at one end; much, much thicker in the middle; and thin again at the other end.' The most famous of these creatures is the unfortunately non-existent *Brontosaurus*. This document describes two varieties of sauropod: *Apatosaurus* and *Brachiosaurus*. The former is a good representative of the horizontally-built style, with a neck extending straight out from the body and the tail forming a long whiplash behind. The latter is typical of the vertically-built form, where the neck rises up from the shoulders like that of a giraffe. These creatures can get even larger than described here, and come with many varied additions such as tall spines down the back, heavy club endings on the tails, and so on.

## Big Meat-Eaters

We have five of these creatures for you: the infamous *Tyrannosaurus Rex*, a slightly smaller but otherwise similar *Allosaurus*, *Afrovenator* (unique for having powerful and effective foreclaws), and both *Baryonyx* and *Spinosaurus* (distinguished mostly by size and *Spinosaurus*' distinctive sail), whose long crocodilian jaws enable a unique grab-and-shake attack. All of these are dangerous beasts that will challenge even a high-level party.

## Smaller Meat-Eaters

These fast, agile predators are every bit as dangerous as their larger cousins. *Deinonychus* is a man-sized hunter that operates in packs and is capable of sophisticated coordination. *Megaraptor* is

pretty much the same thing, only the size of an elephant. Little *Compsognathus*, no bigger than a chicken, can still be deadly due to its poisonous bite and pack behaviour. Clad in feathery pelts of bright patterns, these creatures steal through thick jungle and are usually more feared by natives than the big predators.

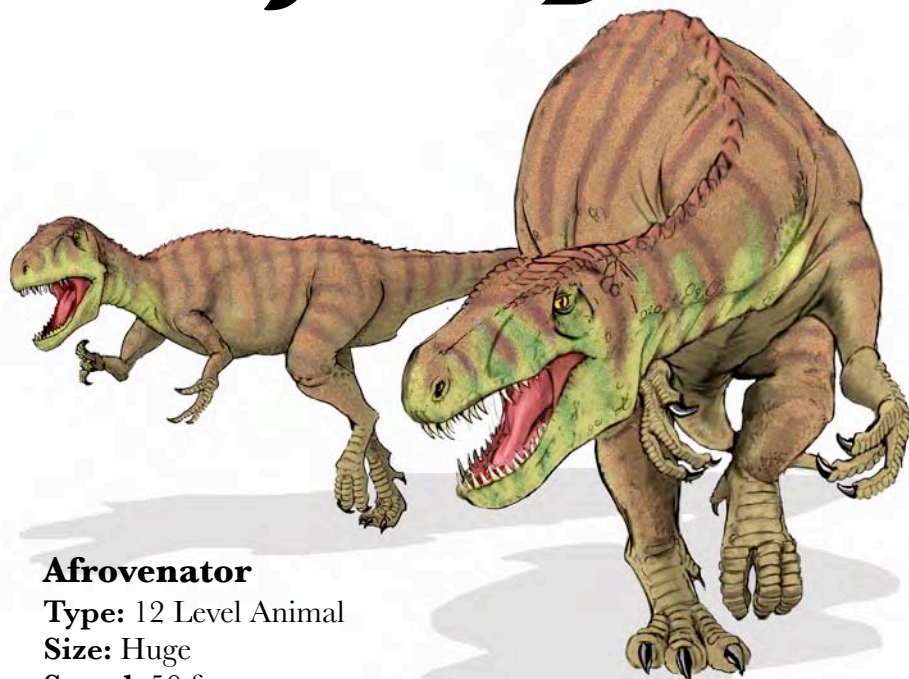
## Other Herbivores

There are numerous other types of herbivores represented here. *Ankylosaurus* and *Gastonia* are the armoured dinos, with thick plating and heavy tail weapons. *Triceratops* is a typical horned dinosaur; there are so many varieties of these creatures it is useless to list them all. *Parasaurolophus* provides a template for the large grazing animals with their hollow crests that they use to sound deafening calls across the plains and forests. *Pachycephalosaurus*, with its thick bone-plated head, and *Stegosaurus*, with towering spinal plates and dangerous spikes on its tail, are likewise examples of wildly varied types, and you should feel free to add different attacks (tail clubs, shoulder spikes, and whatnot) to these creatures as well. Finally we have the bizarre *Therizinosaurus*, with its immense foreclaws and long flexible neck.

## Not Dinosaurs

A number of the creatures herein are not dinosaurs at all but other prehistoric creatures. *Dimetrodon* and *Eryops* are ambush predators and good for a quick and bloody encounter. *Elasmosaurus* and *Liopleurodon* are terrifying aquatic creatures more than a match for any sea-borne party, and *Pteranodon* and *Quetzalcoatlus* can provide the good old Death From Above. *Smilodon*, the infamous Sabre-Tooth Tiger, and the giant dragonfly round out the offering.

# THE DINOSAURS



## Afrovenator

**Type:** 12 Level Animal

**Size:** Huge

**Speed:** 50 ft.

**Abilities:** Str +5, Dex +3, Con +3, Int -4, Wis +2, Cha +0

**Skills:** Notice 15 (+19)

**Feats:** Attack Focus (bite), Double Strike, Improved Grab, Night Vision<sup>B</sup>, Run, Tough (x1)

**Traits:** Scent, Snatch, Swallow Whole

**Combat:** Attack +10 (-2 size, +9 base, +3 Dex) (+11 bite), Damage +11 (bite), or +8 (claws), Defense Dodge/Parry +10/-- (-2 size, +9 base, +3 Dex), Initiative +3

**Saving Throws:** Toughness +10 (+4 size, +3 Con, +2 natural +1 Tough), Fortitude +11 (+8 base, +3 Con), Reflex +11 (+8 base, +3 Dex), Will +6 (+4 base, +2 Wis)

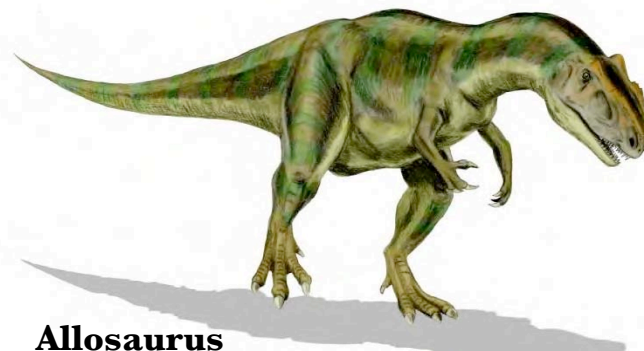
*Skills:* An afrovenator has a +2 racial bonus on Notice checks.

*Snatch:* An afrovenator can use its Snatch ability with its claws, targetting creatures up to two sizes smaller than itself.

*Swallow Whole:* Creatures up to two sizes smaller; +8 bludgeoning damage and +3 acid damage per round; gizzard Toughness save +9; an afrovenator's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

An afrovenator is a large predator with especially fearsome front claws that it uses to capture its prey. These creatures travel in family

groups and chase down any likely-looking prey with their swift pace. More lightly built than other large predatory dinosaurs, afrovenators are speedy and always hungry.



## Allosaurus

**Type:** 15th Level Animal

**Size:** Huge

**Speed:** 40 ft.

**Abilities:** Str +7, Dex +1, Con +4, Int -4, Wis +1, Cha +0

**Skills:** Notice 18 (+21)

**Feats:** Improved Grab, Night Vision<sup>B</sup>, Run, Tough (x3), Track

**Traits:** Scent, Swallow Whole

**Combat:** Attack +10 (-2 size, +11 base, +1 Dex), Damage +14 (bite), Defense Dodge/Parry +10/-- (-2 size, +11 base, +1 Dex), Initiative +1

**Saving Throws:** Toughness +13 (+4 size, +4

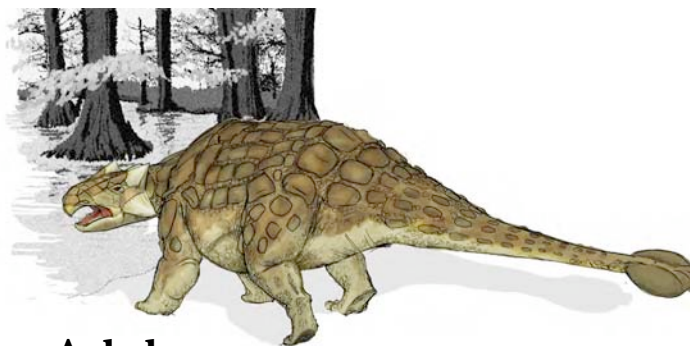
Con, +2 natural, +3 Tough), Fortitude +13 (+9 base, +4 Con), Reflex +10 (+9 base, +1 Dex), Will +6 (+5 base, +1 Wis)

*Skills:* An allosaurus has a +2 racial bonus on Notice checks.

*Swallow Whole:* Creatures up to two sizes smaller; +13 bludgeoning damage and +5 acid damage per round; gizzard Toughness save +9; an allosaurus' gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

An allosaurus is somewhat smaller than a tyrannosaurus, but is similar in form, standing on two powerful hind legs and a long tail extending out behind it for balance. These creatures are usually some 25 feet long and weigh one and a half tons.

Allosauruses typically hunt in packs of up to ten individuals, chasing down their prey before delivering a killing blow with their massive jaws.



### Ankylosaurus

**Type:** 16th Level Animal

**Size:** Huge

**Speed:** 15 ft.

**Abilities:** Str +7, Dex -1, Con +6, Int -5, Wis -1, Cha +0

**Skills:** Notice 19 (+22)

**Feats:** Awesome Blow, Night Vision<sup>B</sup>, Tough (x5)

**Traits:** Scent, Trample

**Combat:** Attack +9 (-2 size, +12 base, -1 Dex), Damage +16 (tail sweep), Defense Dodge/Parry +9/-- (-2 size, +12 base, -1 Dex), Initiative -1

**Saving Throws:** Toughness +25 (+4 size, +6 Con, +10 natural, +5 Tough), Fortitude +16 (+10 base, +6 Con), Reflex +9 (+10 base, -1 Dex), Will +4 (+5 base, -1 Wis)

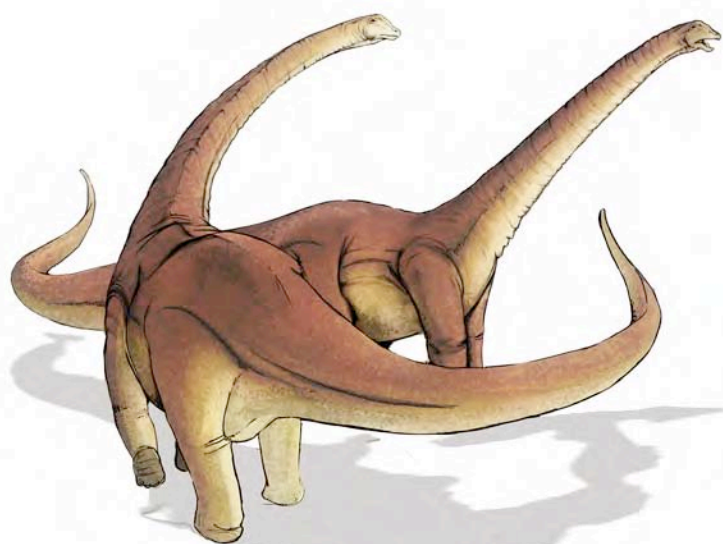
*Skills:* An ankylosaurus has a +4 racial bonus on Notice checks.

*Trample:* Damage +20, Difficulty 25 Reflex Save

for half damage. The save Difficulty is Strength-based.

An ankylosaurus is an immense armoured dinosaur with short legs and a tail ending in a heavy bone knob that it uses as its primary defense. The animal is usually around 25 feet long and weighs 20,000 pounds. The back of an ankylosaurus is heavily armoured, making it almost impervious to any sort of attack.

Ankylosauruses are slow-moving herbivores and use their fearsome tail weapons on anything that looks threatening to them.



### Apatosaurus

**Type:** 12th Level Animal

**Size:** Gargantuan

**Speed:** 20 ft.

**Abilities:** Str +8, Dex -1, Con +6, Int -5, Wis -1, Cha +0

**Skills:** Notice 15 (+16)

**Feats:** Night Vision<sup>B</sup>, Tough (x5)

**Traits:** Scent, Trample, Tail Whip

**Combat:** Attack +4 (-4 size, +9 base, -1 Dex), Damage +11 (tail lash), Defense Dodge/Parry +4/-- (-4 size, +9 base, -1 Dex), Initiative -1

**Saving Throws:** Toughness +19 (+6 size, +6 Con, +2 natural +5 Tough), Fortitude +14 (+8 base, +6 Con), Reflex +7 (+8 base, -1 Dex), Will +3 (+4 base, -1 Wis)

*Skills:* An apatosaurus has a +2 racial bonus on Notice checks.

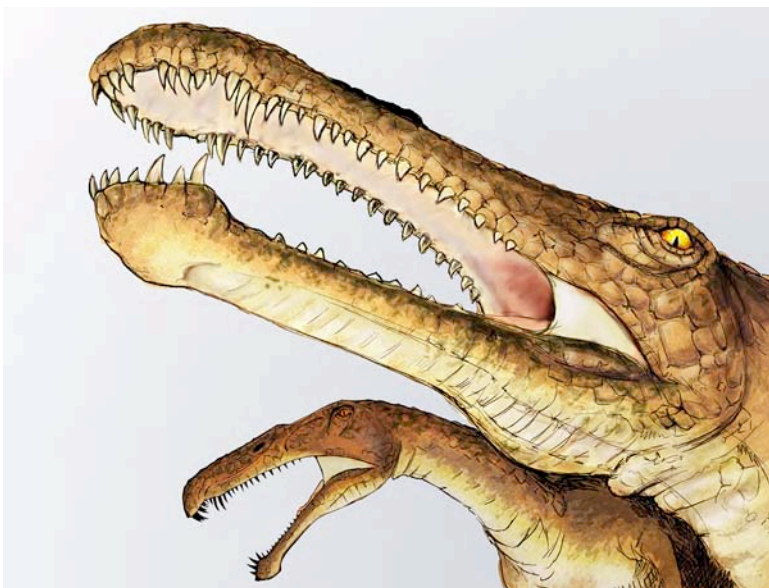
*Tail Whip:* As a standard action an apatosaurus can cause its long whip-like tail to lash with such speed that it generates a deafening boom. All

creatures within 30 feet of the apatosaurus' tail must make a DC 22 Fortitude save or be stunned for one round. The Fortitude save is Strength-based.

*Trample:* Damage +22, Difficulty 24 Reflex Save for half damage. The save Difficulty is Strength-based.

An apatosaurus is an enormous long-necked, long-tailed quadruped up to 80 feet in length, and weighing well over 20 tons. These creatures are normally peaceful herbivores, but will not hesitate to use the Tail Whip ability if they feel threatened, or use their tail directly as a weapon. They will unhesitatingly Trample any creature Large size or smaller.

Larger creatures (of Colossal size) are found of this type, as are smaller. As well, these animals are sometimes found with neck spikes, spinal sails and tail clubs (like the ankylosaurus).



### Baryonyx

**Type:** 15th Level Animal

**Size:** Huge

**Speed:** 40 ft.

**Abilities:** Str +7, Dex +2, Con +4, Int -4, Wis +1, Cha +0

**Skills:** Notice 9 (+12), Stealth 9 (+5)

**Feats:** Attack Focus (bite), Double Strike, Improved Grab<sup>B</sup> (bite), Night Vision<sup>B</sup>, Tough (x2)

**Traits:** Scent, Shake, Swallow Whole

**Combat:** Attack +11 (-2 size, +11 base, +2 Dex) (+12 bite), Damage +14 (bite) or +12 (claw), Defense Dodge/Parry +11/-- (-2 size, +11 base, +2 Dex), Initiative +2

**Saving Throws:** Toughness +12 (+4 size, +4 Con, +2 natural, +2 Tough), Fortitude +13 (+9 base, +4 Con), Reflex +11 (+9 base, +2 Dex), Will +6 (+5 base, +1 Wis)

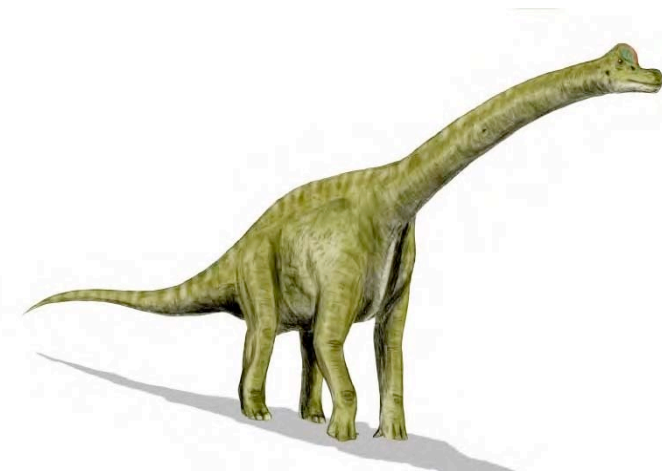
*Shake:* If a baryonyx gets a hold with its bite attack, it deals bite damage each round it maintains the hold as it shakes its prey violently in its long jaws.

*Skills:* A baryonyx has a +2 racial bonus on Notice and Stealth checks.

*Swallow Whole:* Creatures up to three sizes smaller; +13 bludgeoning damage and +5 acid damage per round; gizzard Toughness save +9; a baryonyx' gizzard can hold 4 Small, 8 Tiny, or 32 Diminutive or smaller opponents.

A baryonyx is a large fish-eating dinosaur with a long crocodilian snout and large claws on its forelimbs that it uses to scoop fish from the water. It stands on two legs and is about 30 feet long, weighing some 2,000 pounds.

Note: Unlike other Huge predatory dinosaurs, a baryonyx does not have the ability to swallow Medium size creatures whole.



### Brachiosaurus

**Type:** 15th Level Animal

**Size:** Gargantuan

**Speed:** 25 ft.

**Abilities:** Str +9, Dex +0, Con +6, Int -5, Wis -1, Cha +0

**Skills:** Notice 19 (+18)

**Feats:** Awesome Blow, Night Vision<sup>B</sup>, Tough (x5)

**Traits:** Scent, Trample

**Combat:** Attack +7 (-4 size, +11 base, +0 Dex), Damage +16 (tail sweep), Defense Dodge/

Parry +7/-- (-4 size, +11 base, +0 Dex), Initiative +0

**Saving Throws:** Toughness +19 (+6 size, +6 Con, +2 natural, +5 Tough), Fortitude +15 (+9 base, +6 Con), Reflex +9 (+9 base, +0 Dex), Will +4 (+5 base, -1 Wis)

*Trample:* Damage +23, Difficulty 26 Reflex Save for half damage. The save Difficulty is Strength-based.

A brachiosaurus is a towering creature, 40 feet tall and weighing 30 tons. It walks on four legs, with the front legs longer than the back, much like a modern-day giraffe. These enormous herbivores swat enemies with their muscular tails.

Much like the apatosaurus, these creatures are found both larger and smaller than listed here. This is simply a representative individual.



### Composognathus

**Type:** 2nd Level Animal

**Size:** Small

**Speed:** 40 ft.

**Abilities:** Str -2, Dex +4, Con +1, Int -4, Wis +3, Cha +0

**Skills:** Jump 0 (+2), Notice 5 (+12), Stealth 0 (+8)

**Feats:** Dodge Focus, Night Vision<sup>B</sup>

**Traits:** Scent, Poison

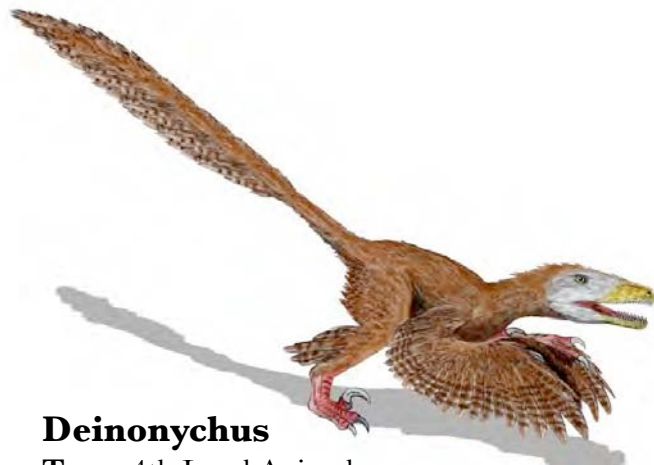
**Combat:** Attack +7 (+2 size, +1 base, +4 Dex), Damage -1 (bite), Defense Dodge/Parry +8/-- (+2 size, +1 base, +4 Dex, +1 Dodge Focus), Initiative +4

**Saving Throws:** Toughness +1 (-1 size, +1 Con, +1 natural), Fortitude +4 (+3 base, +1 Con), Reflex +7 (+3 base, +4 Dex), Will +3 (+0 base, +3 Wis)

*Poison:* Bite; Fortitude Difficulty 12 resists; initial and secondary damage 1 Str. The save Difficulty is Constitution-based.

*Skills:* A compsognathus has a +4 racial bonus on Jump, Notice and Stealth checks.

A compsognathus is a small, agile predator that travels in large packs and inflicts a poisonous bite on its prey, then waits for the poison to take effect. These creatures gang up on larger prey, with many pack members leaping in to bite once, then retreating. The pack then follow their victim, administering further bites if the prey does not appear to be collapsing. Once the prey is helpless the pack close in for their meal.



### Deinonychus

**Type:** 4th Level Animal

**Size:** Large

**Speed:** 60 ft.

**Abilities:** Str +4, Dex +2, Con +4, Int -4, Wis +1, Cha +0

**Skills:** Jump 7 (+19), Notice 0 (+9), Stealth 0 (+6), Survival 0 (+9)

**Feats:** Double Strike, Night Vision<sup>B</sup>, Run, Track<sup>B</sup>

**Traits:** Flying Charge, Pounce, Scent

**Combat:** Attack +4 (-1 size, +3 base, +2 Dex), Damage +8 (talons) or +4 (foreclaws) or +6 (bite), Defense Dodge/Parry +4/-- (-1 size, +3 base, +2 Dex), Initiative +2

**Saving Throws:** Toughness +8 (+2 size, +4 Con, +2 natural), Fortitude +8 (+4 base, +4 Con), Reflex +6 (+4 base, +2 Dex), Will +2 (+1 base, +1 Wis)

*Flying Charge:* A deinonychus can use a Jump action as part of its charge movement.

*Pounce:* If a deinonychus charges, it can attack a single target with both its talons and its bite in a single round.

*Skills:* A deinonychus has a +8 racial bonus on Jump, Notice, Stealth and Survival checks.

A deinonychus is clad in a colourful pelt of feathers, and resembles a land-bound bird with



clawed arms instead of wings, and a powerful jaw full of teeth instead of a beak. Its tail extends straight out behind itself, held aloft by an intricate structure of bony supports, thus allowing its weight to be carried entirely by the back legs. It weighs about 600 pounds.

A deinonychus uses a combination of speed, grasping forearms, large teeth and hind legs with ripping talons. It hunts by running at prey, leaping, and ripping with its rear talons as it claws and bites. The talons count as only one attack. A deinonychus has a relatively large brain for a dinosaur, and its pack hunts with cunning tactics.

Dimetrodons attack from ambush when they can, leaping forward and seizing their prey in their powerful jaws.

### Dragonfly, Giant

**Type:** 6th Level Vermin

**Size:** Large

**Speed:** 25 ft., fly 80 ft. (good)

**Abilities:** Str +2, Dex +2, Con +2, Int -, Wis +2, Cha +0

**Skills:** Notice 0 (+10)

**Feats:** Improved Initiative<sup>B</sup>, Snatch<sup>B</sup>

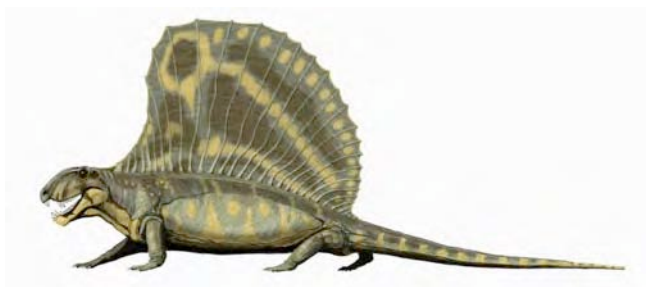
**Traits:** Darkvision 60 ft., Vermin Traits

**Combat:** Attack +5 (-1 size, +4 base, +2 Dex), Damage +5 (bite), Defense Dodge/Parry +5/-- (-1 size, +4 base, +2 Dex), Initiative +6

**Saving Throws:** Toughness +6 (+2 size, +2 Con, +2 natural), Fortitude +7 (+5 base, +2 Con), Reflex +4 (+2 base, +2 Dex), Will +4 (+2 base, +2 Wis)

*Skills:* A giant dragonfly has a +8 racial bonus on Notice checks.

These aerial predators are very territorial. They often attack lone predators and occasionally small caravans while in search of food, but may also become aggressive when its territory is entered by another creature that it perceives as a threat (including other giant dragonflies of the same gender). Giant dragonflies are around 14 feet in length, and weigh around 600 pounds.



### Dimetrodon

**Type:** 3rd Level Animal

**Size:** Large

**Speed:** 20 ft.

**Abilities:** Str +4, Dex -1, Con +4, Int -5, Wis +1, Cha +0

**Skills:** Notice 6 (+11), Stealth 0 (-1)

**Feats:** Improved Grab (bite), Night Vision<sup>B</sup>, Tough

**Traits:** Scent, Shake

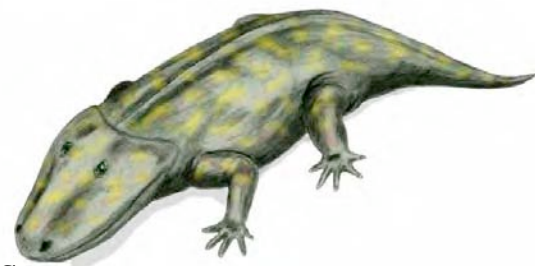
**Combat:** Attack +0 (-1 size, +2 base, -1 Dex), Damage +8 (bite), Defense Dodge/Parry +0/-- (-1 size, +2 base, -1 Dex), Initiative -1

**Saving Throws:** Toughness +9 (+2 size, +4 Con, +2 natural, +1 Tough), Fortitude +7 (+3 base, +4 Con), Reflex +2 (+3 base, -1 Dex), Will +0 (+1 base, -1 Wis)

*Shake:* If a dimetrodon makes a successful bite attack, it can immediately make a grapple check against that opponent. If it gets a hold, it automatically deals bite damage each round.

*Skills:* A dimetrodon has a +4 bonus on Notice and Stealth checks.

A dimetrodon is about 10 feet long and weighs 500 pounds. It is a lizard-like creature with an immense sail running the length of its back.



### Eryops

**Type:** 5th Level Animal

**Size:** Huge

**Speed:** 15 ft.

**Abilities:** Str +5, Dex -1, Con +2, Int -5, Wis +1, Cha +0

**Skills:** Notice 0 (+1), Stealth 8 (+10)

**Feats:** Improved Grab (bite), Night Vision<sup>B</sup>, Skill Focus (Stealth)

**Traits:** Scent, Swallow Whole

**Combat:** Attack +0 (-2 size, +3 base, -1 Dex),

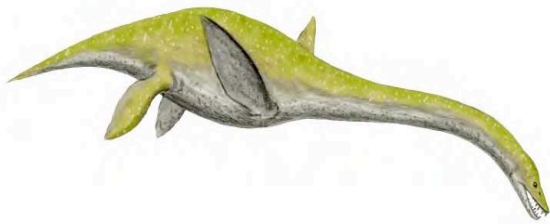
Damage +9 (bite), Defense Dodge/Parry +0/-- (-2 size, +3 base, -1 Dex), Initiative -1

**Saving Throws:** Toughness +10 (+4 size, +4 Con, +2 natural), Fortitude +8 (+4 base, +4 Con), Reflex +3 (+4 base, -1 Dex), Will +0 (+1 base, -1 Wis)

*Swallow Whole:* Creatures up to two sizes smaller; +10 bludgeoning damage and +2 acid damage per round; gizzard Toughness save +3; an eryops' gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

*Skills:* Due to its ability to change colours to match its surroundings, an eryops has a +8 racial bonus on Stealth checks.

An eryops is a 20ft-long amphibian that lurks half-buried in shallow waters, waiting for prey to travel past. It lunges up to swallow prey and then retreats to deeper waters to digest its meal. It does not normally stay to fight if attacked, instead preferring to simply swallow its prey and then retreat.



### Elasmosaurus

**Type:** 10th Level Animal

**Size:** Huge

**Speed:** 20ft., swim 50 ft.

**Abilities:** Str +8, Dex +2, Con +6, Int -4, Wis +1, Cha -1

**Skills:** Notice 13 (+14), Stealth 0 (-6)\*, Swim 0 (+16)

**Feats:** Dodge Focus, Great Fortitude, Night Vision<sup>B</sup>, Tough (x2)

**Traits:** Scent

**Combat:** Attack +7 (-2 size, +7 base, +2 Dex), Damage +14 (bite), Defense Dodge/Parry +7/-- (-2 size, +7 base, +2 Dex), Initiative +2

**Saving Throws:** Toughness +13 (+4 size, +6 Con, +1 natural, +2 Tough), Fortitude +15 (+7 base, +6 Con, +2 Great Fortitude), Reflex +9 (+7 base, +2 Dex), Will +4 (+3 base, +1 Wis)

*Skills:* An elasmosaurus has a +8 racial bonus on any Swim check to perform some special action or

avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

\*An elasmosaurus has a +8 racial bonus on Stealth checks in water.

Though it resides primarily in the water, an elasmosaurus only breathes air. An elasmosaurus has a total length of some 30 feet, including a tail half as long as its entire body, and weighs about 5,000 pounds. Observers who see only its head or tail might easily mistake it for a massive snake.

An elasmosaurus is aggressive and attacks anything it notices. The creature is strong, fast, and highly maneuverable, able to turn quickly and lunge at prey. When hunting, it travels with its head out of the water, snapping down quickly to seize prey.



### Gastonia

**Type:** 11th Level Animal

**Size:** Large

**Speed:** 25 ft.

**Abilities:** Str +4, Dex -1, Con +3, Int -5, Wis -1, Cha +0

**Skills:** Notice 15 (+18)

**Feats:** Night Vision<sup>B</sup>, Tough (x4)

**Traits:** Scent, Scything Armour

**Combat:** Attack +6 (-1 size, +8 base, -1 Dex), Damage +12 (tail blades), Defense Dodge/Parry +6/-- (-1 size, +8 base, -1 Dex), Initiative -1

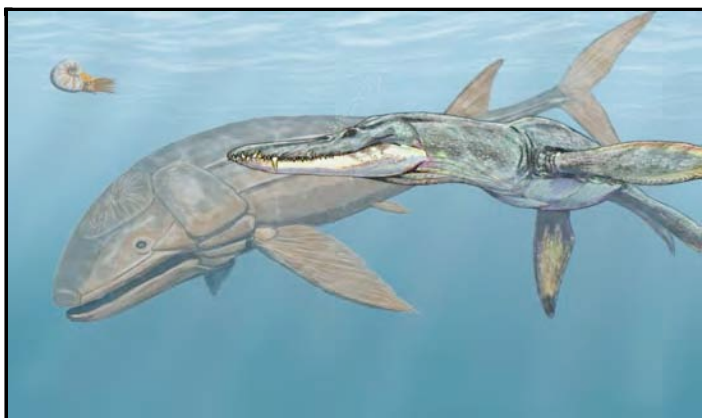
**Saving Throws:** Toughness +16 (+2 size, +3 Con, +7 natural, +4 Tough), Fortitude +10 (+7

base, +3 Con), Reflex +6 (+7 base, -1 Dex), Will +2 (+3 base, -1 Wis)

**Skills:** A gastonia has a +4 racial bonus on Notice checks.

**Scything Armour:** A gastonia is covered with bladed spikes that act in concert to slice at neighboring creatures. Any creature making a melee attack against a gastonia must make a DC 19 Reflex Save or suffer +6 damage (the save DC is Str-based). On a successful save, the attacking creature takes no damage. The gastonia does not need to be aware of its attacker for this ability to take effect.

A gastonia is a low-slung, armoured beast similar to an ankylosaurus, but smaller, being 15 feet long and weighing about 9,000 pounds. It is heavily armoured with thick bony plates and further protected by bladed spikes that rise up around its shoulder and all down the length of the creature, including its tail. Gastonias are plant-eaters and normally peaceful but they will challenge any Medium-size or larger creature that approaches.



### Liopleurodon

**Type:** 20th Level Animal

**Size:** Colossal

**Speed:** 10ft., swim 100 ft.

**Abilities:** Str +12, Dex +2, Con +8, Int -4, Wis +2, Cha +0

**Skills:** Notice 24 (+26), Stealth 0 (-6)\*, Swim 0 (+20)

**Feats:** Attack Focus (bite), Dodge Focus, Great Fortitude, Improved Grab, Night Vision<sup>B</sup>, Tough (x3)

**Traits:** Scent, Swallow Whole

**Combat:** Attack +10 (-8 size, +15 base, +2 Dex, +1 Attack Focus), Damage +21 (bite), Defense Dodge/Parry +10/-- (-8 size, +15 base, +2 Dex, +1

Dodge Focus), Initiative +2

**Saving Throws:** Toughness +22 (+8 size, +8 Con, +3 natural, +3 Tough), Fortitude +22 (+12 base, +8 Con, +2 Great Fortitude), Reflex +14 (+12 base, +2 Dex), Will +8 (+6 base, +2 Wis)

**Skills:** A liopluerodon has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

**Swallow Whole:** Creatures up to two sizes smaller; +17 bludgeoning damage and +8 acid damage per round; gizzard Toughness save +9; a liopluerodon's gizzard can hold 2 Large, 8 Medium, 32 Small, or 128 Tiny or smaller opponents.

\*A liopluerodon has a +8 racial bonus on Stealth checks in water.

A liopluerodon is an immense aquatic predator, 80 feet in length and weighing easily 300,000 pounds. These gigantic creatures sail through warm shallow seas, eating anything and everything that comes within range. For all their size they are capable of swift movement. They fear nothing and any attack that does manage to damage them is only likely to stir up their rage. They are known to attack ships, and areas that liopleurodon have claimed as their hunting grounds are avoided by all captains.



### Megaraptor

**Type:** 8th Level Animal

**Size:** Huge

**Speed:** 60 ft.

**Abilities:** Str +5, Dex +2, Con +5, Int -4, Wis +2, Cha +0

**Skills:** Jump 11 (+24), Notice 0 (+10), Stealth 0 (+2), Survival 0 (+10)

**Feats:** Double Strike, Night Vision<sup>B</sup>, Run,

Tough, Track<sup>B</sup>

**Traits:** Pounce, Scent

**Combat:** Attack +6 (-2 size, +6 base, +2 Dex), Damage +11 (talons) or +6 (foreclaws) or +9 (bite), Defense Dodge/Parry +6/-- (-2 size, +6 base, +2 Dex), Initiative +2

**Saving Throws:** Toughness +13 (+4 size, +5 Con, +3 natural, +1 Tough), Fortitude +11 (+6 base, +5 Con), Reflex +8 (+6 base, +2 Dex), Will +4 (+2 base, +2 Wis)

*Pounce:* If a megaraptor charges, it can attack a single target with both its talons and its bite in a single round.

*Skills:* A megaraptor has a +8 racial bonus on Jump, Notice, Stealth and Survival checks.

This creature is a larger version of the deinonychus, standing about 12 feet tall with a total length of 24 feet. It has the same appearance, habits and abilities of the smaller version.



### Pachycephalosaurus

**Type:** 13th Level Animal

**Size:** Huge

**Speed:** 60 ft.

**Abilities:** Str +8, Dex +2, Con +4, Int -5, Wis +2, Cha -1

**Skills:** Notice 17 (+21)

**Feats:** Great Fortitude, Night Vision<sup>B</sup>, Skill Focus (Notice), Tough (x3)

**Traits:** Powerful Charge, Scent

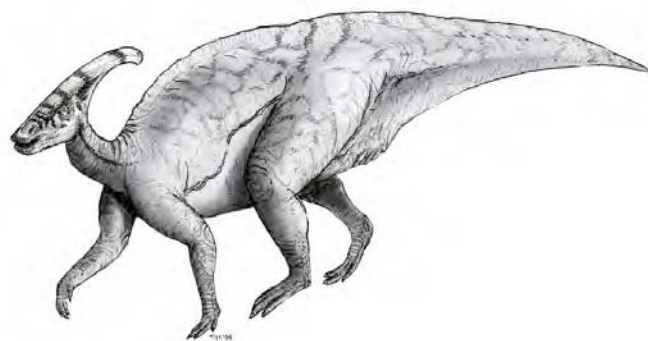
**Combat:** Attack +9 (-2 size, +9 base, +2 Dex), Damage +13 (headbutt), Defense Dodge/Parry +9/-- (-2 size, +9 base, +2 Dex), Initiative +2

**Saving Throws:** Toughness +12 (+4 size, +4 Con, +1 natural, +3 Tough), Fortitude +14 (+8 base, +4 Con, +2 Great Fortitude), Reflex +10 (+8 base, +2 Dex), Will +6 (+4 base, +2 Wis)

*Powerful Charge:* When a pachycephalosaurus charges, its headbutt attack deals +18 damage.

*Skills:* A pachycephalosaurus has a +2 racial bonus on Notice checks.

A pachycephalosaurus has a body about 25 feet long and weighs about 15,000 pounds. It stands on two legs and is characterized by a massive bare skull of solid bone that it uses as a powerful battering ram. These creatures travel in large herds and will defend their young against any intruders of Large size or greater. Smaller creatures will be ignored unless they attack or otherwise threaten the herd, at which point the strongest members will begin charging one after the other until the threat is gone.



### Parasaurolophus

**Type:** 15th Level Animal

**Size:** Gargantuan

**Speed:** 30 ft.

**Abilities:** Str +8, Dex +1, Con +3, Int -5, Wis +1, Cha -1

**Skills:** Notice 18 (+23)

**Feats:** Great Fortitude, Night Vision<sup>B</sup>, Skill Focus (Notice), Tough (x4)

**Traits:** Scent, Trample

**Combat:** Attack +8 (-4 size, +11 base, +1 Dex), Damage +4 (bite), Defense Dodge/Parry +8/-- (-4 size, +11 base, +1 Dex), Initiative +1

**Saving Throws:** Toughness +14 (+6 size, +3 Con, +1 natural, +4 Tough), Fortitude +14 (+9 base, +3 Con, +2 Great Fortitude), Reflex +10 (+9 base, +1 Dex), Will +6 (+5 base, +1 Wis)

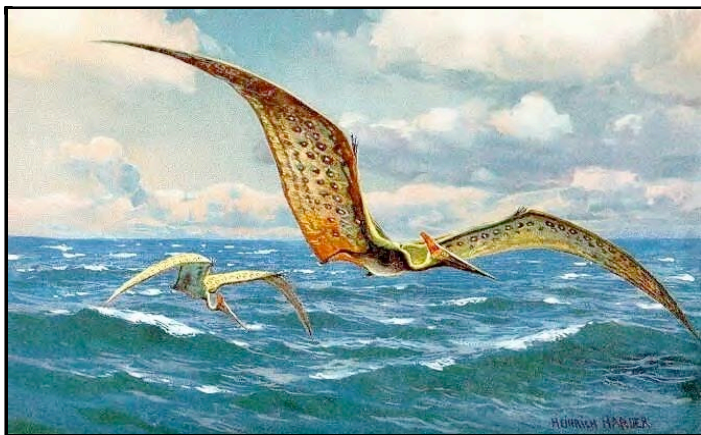
*Trample:* Damage +12, Reflex Save DC 23 for half damage. The save difficulty is Strength-based.

*Skills:* A parasaurolophus has a +4 bonus on Notice checks.

A parasaurolophus is a non-aggressive herbivore that will almost always choose to run from any danger. Its only attack, a weak bite, is

unlikely to deter predators, and it will only Trample other creatures accidentally.

These creatures are 35 feet long and weigh in excess of 25,000 pounds. Despite their inoffensive nature, they can be very dangerous because of their tendencies to form immense herds and to run from danger. Being caught in front of a stampeding herd of these animals can be as dangerous as any attack from a more ferocious dinosaur.



### Pteranodon

**Type:** 8th Level Animal

**Size:** Huge

**Speed:** 15 ft., fly 50ft. (poor)

**Abilities:** Str +2, Dex +2, Con +1, Int -5, Wis +1, Cha -1

**Skills:** Notice 11 (+19)

**Feats:** Dodge Focus, Move-By Action, Night Vision<sup>B</sup>, Skill Focus (Notice)

**Traits:** Scent

**Combat:** Attack +6 (-2 size, +6 base, +2 Dex), Damage +5 (bite), Defense Dodge/Parry +7/-- (-2 size, +6 base, +2 Dex, +1 Dodge Focus), Initiative +2

**Saving Throws:** Toughness +5 (+4 size, +1 Con), Fortitude +7 (+6 base, +1 Con), Reflex +8 (+6 base, +2 Dex), Will +3 (+2 base, +1 Wis)

*Skills:* A pteranodon has a +4 racial bonus on Notice checks.

A pteranodon is a soaring fish-eater that is not above scavenging any creature that looks big enough to form a meal and small enough to not be much of a threat. They nest in vast cliff-top rookeries overlooking the oceans where they hunt, and any intrusion into their nesting grounds will be met with shrieks and diving attacks from all sides.

Pteranodons have a wingspan of 30 feet, but

only weighs 100 pounds. Their light construction means that they can only carry a Medium Load for their strength (116 pounds).



### Quetzalcoatlus

**Type:** 14th Level Animal

**Size:** Gargantuan

**Speed:** 10 ft., fly 40ft. (poor)

**Abilities:** Str +6, Dex +1, Con +2, Int -5, Wis +1, Cha -1

**Skills:** Notice 17 (+25)

**Feats:** Dodge Focus, Move-By Action, Night Vision<sup>B</sup>, Skill Focus (Notice), Snatch, Tough

**Traits:** Scent

**Combat:** Attack +7 (-4 size, +10 base, +1 Dex), Damage +8 (bite), Defense Dodge/Parry +8/-- (-4 size, +10 base, +1 Dex, +1 Dodge Focus), Initiative +1

**Saving Throws:** Toughness +9 (+6 size, +2 Con, +1 Tough), Fortitude +11 (+9 base, +2 Con), Reflex +10 (+9 base, +1 Dex), Will +5 (+4 base, +1 Wis)

*Skills:* A quetzalcoatlus has a +4 racial bonus on Notice checks.

A quetzalcoatlus is an immense aerial scavenger that soars high to find the huge corpses of dinosaurs far below. Enormous beyond belief, these creatures will vigorously defend their meals, or even attack to drive off smaller animals. Lingering near a dead dinosaur can often mean a sudden attack from above.

Quetzalcoatlus have a wingspan of 50 feet, and weigh 300 pounds. Their light construction means that they can only carry a Medium Load for their strength (346 pounds).



## Smilodon

**Type:** 10th Level Animal

**Size:** Large

**Speed:** 40ft.

**Abilities:** Str +7, Dex +2, Con +3, Int -4, Wis +1, Cha +0

**Skills:** Notice 13 (+17), Stealth 0 (+2)\*

**Feats:** Attack Focus (bite), Attack Focus (claw), Double Strike<sup>B</sup>, Improved Grab<sup>B</sup>, Night Vision<sup>B</sup>, Run<sup>B</sup>, Skill Focus (Notice), Tough

**Traits:** Attach, Blood Drain, Pounce, Rake, Scent

**Combat:** Attack +8 (-1 size, +7 base, +2 Dex) (+9 with bite and claws), Damage +9 (bite) or +10 (claws) or +5 (rake), Defense Dodge/Parry +8/-- (-1 size, +7 base, +2 Dex), Initiative +2

**Saving Throws:** Toughness +8 (+2 size, +3 Con, +2 natural, +1 Tough), Fortitude +10 (+7 base, +3 Con), Reflex +9 (+7 base, +2 Dex), Will +4 (+3 base, +1 Wis)

*Attach:* A smilodon that hits with its bite attack latches on to its opponent, driving its huge fangs into the opponent's body. An attached smilodon loses its Dexterity bonus to Defense and thus has a Defense of 16. An attached smilodon can be struck with a weapon or grappled itself. To remove an attached smilodon, the opponent must achieve a pin against the creature.

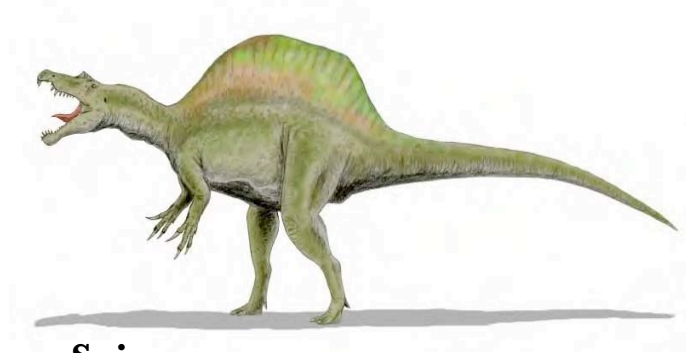
*Blood Drain:* An attached smilodon that inflicted damage with its bite attack drains blood for 1 point of Constitution damage each round it remains attached. If the bite attack hit but did no damage, the smilodon cannot drain the opponent's blood but remains attached until it is removed or decides to let go.

*Pounce:* If a smilodon charges, it can attack a single target with both its claws and its bite in a single round.

*Skills:* A smilodon has a +4 racial bonus on Stealth checks. \*In areas of tall grass or heavy undergrowth, the Stealth bonus improves to +8.

A smilodon is large hunting feline with two oversized upper fangs that it uses to latch onto its prey and bleed it to death. These creatures hunt in packs of up to twenty individuals and will attack anything that ventures into their territory.

These creatures are about 8 feet long and weigh 500 pounds.



## Spinosaurus

**Type:** 20th Level Animal

**Size:** Gargantuan

**Speed:** 20 ft.

**Abilities:** Str +12, Dex +1, Con +7, Int -4, Wis +1, Cha +0

**Skills:** Notice 23 (+29)

**Feats:** Attack Focus (bite), Improved Grab<sup>B</sup>, Night Vision<sup>B</sup>, Skill Focus (Notice), Tough (x5)

**Traits:** Scent, Shake, Swallow Whole

**Combat:** Attack +12 (-4 size, +15 base, +1 Dex) (+13 with bite), Damage +18 (bite), Defense Dodge/Parry +12/-- (-4 size, +15 base, +1 Dex), Initiative +1

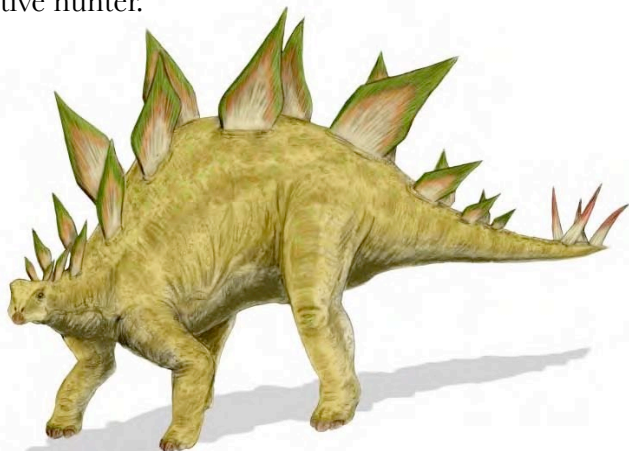
**Saving Throws:** Toughness +18 (+4 size, +7 Con, +2 natural, +5 Tough), Fortitude +18 (+11 base, +7 Con), Reflex +12 (+11 base, +1 Dex), Will +8 (+6 base, +2 Wis)

*Shake:* If a spinosaurus gets a hold with its bite attack, it deals bite damage each round it maintains the hold as it shakes its prey violently in its long jaws.

*Swallow Whole:* Creatures up to three sizes smaller; +18 bludgeoning damage and +7 acid damage per round; gizzard Toughness save +13; a spinosaurus' gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

*Skills:* A spinosaurus has a +2 racial bonus on Notice checks.

The spinosaurus is one of the most massive predators on land; more than 50 feet long and weighing over ten tons. The massive sail on its back only increases the terrifying impact of this creature. Fortunately, it is not as swift as some other large predators and is generally a scavenger rather than an active hunter.



### Stegosaurus

**Type:** 11th Level Animal

**Size:** Huge

**Speed:** 15 ft.

**Abilities:** Str +8, Dex -1, Con +6, Int -5, Wis +0, Cha -2

**Skills:** Notice 14 (+19)

**Feats:** Great Fortitude, Night Vision<sup>B</sup>, Skill Focus (Notice), Tough (x2)

**Traits:** Scent

**Combat:** Attack +5 (-2 size, +8 base, -1 Dex), Damage +13 (spikes), Defense Dodge/Parry +5/-- (-2 size, +8 base, -1 Dex), Initiative -1

**Saving Throws:** Toughness +15 (+4 size, +6 Con, +3 natural, +2 Tough), Fortitude +15 (+7 base, +6 Con, +2 Great Fortitude), Reflex +6 (+7 base, -1 Dex), Will +3 (+3 base, +0 Wis)

*Skills:* A stegosaurus has a +2 racial bonus on Notice checks.

A stegosaurus has a body about 30 feet long and weighs about 15,000 pounds. They use the large spikes on their tail as a defensive weapon, flailing them at attacking predators or anything that looks threatening to their poor eyes. When faced with a threat, a stegosaurus will turn and flee, trusting its swinging tail spikes to defend it.



### Therizinosaurus

**Type:** 13th Level Animal

**Size:** Huge

**Speed:** 20 ft.

**Abilities:** Str +10, Dex -1, Con +8, Int -5, Wis +1, Cha -2

**Skills:** Notice 17 (+25)

**Feats:** Great Fortitude, Night Vision<sup>B</sup>, Skill Focus (Notice), Tough (x3)

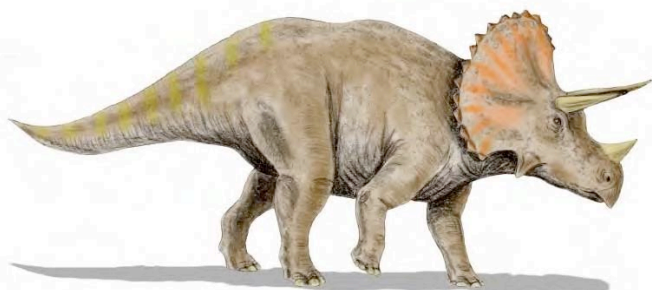
**Traits:** Scent

**Combat:** Attack +6 (-2 size, +9 base, -1 Dex), Damage +18 (claws), Defense Dodge/Parry +6/-- (-2 size, +9 base, -1 Dex), Initiative -1

**Saving Throws:** Toughness +18 (+4 size, +8 Con, +3 natural, +3 Tough), Fortitude +18 (+8 base, +8 Con, +2 Great Fortitude), Reflex +7 (+8 base, -1 Dex), Will +5 (+4 base, +1 Wis)

*Skills:* A therizinosaurus has a +4 racial bonus on Notice checks.

A bipedal herbivore that stands twenty feet tall and weighs 20,000 pounds, a therizinosaurus is well-armed with massive claws on its forelimbs that it uses to strip branches and tree trunks. One swipe from those claws can readily disembowel an attacking predator, and as such therizinosauruses are confident and move to attack any creature that disturbs them at eating.



### Triceratops

**Type:** 16th Level Animal

**Size:** Huge

**Speed:** 30 ft.

**Abilities:** Str +10, Dex -1, Con +7, Int -5, Wis +1, Cha -2

**Skills:** Notice 19 (+23)

**Feats:** Great Fortitude, Night Vision<sup>B</sup>, Skill Focus (Notice), Tough (x4)

**Traits:** Powerful Charge, Scent, Trample

**Combat:** Attack +9 (-2 size, +12 base, -1 Dex), Damage +16 (gore), Defense Dodge/Parry +9/-- (-2 size, +12 base, -1 Dex), Initiative -1

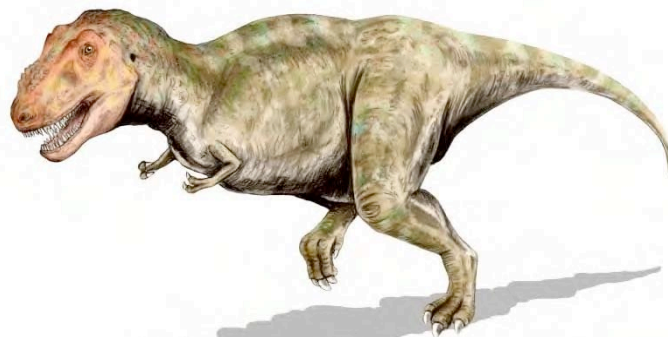
**Saving Throws:** Toughness +20 (+4 size, +7 Con, +5 natural, +4 Tough), Fortitude +17 (+10 base, +7 Con), Reflex +9 (+10 base, -1 Dex), Will +6 (+5 base, +1 Wis)

*Powerful Charge:* When a triceratops charges, its gore attack deals +21 damage.

*Trample:* Damage +25, Difficulty 28 Reflex Save for half damage. The save Difficulty is Strength-based.

A triceratops has a body about 25 feet long and weighs about 25,000 pounds.

These creatures are likely to charge and skewer any creature of at least Large size that infringes on their territory. A triceratops uses its trample attack on smaller opponents.



### Tyrannosaurus

**Type:** 18th Level Animal

**Size:** Huge

**Speed:** 40 ft.

**Abilities:** Str +9, Dex +1, Con +5, Int -4, Wis +2, Cha +0

**Skills:** Notice 21 (+28)

**Feats:** Attack Focus (bite), Improved Grab<sup>B</sup>, Night Vision<sup>B</sup>, Run, Skill Focus (Notice), Tough (x3), Track

**Traits:** Scent, Swallow Whole

**Combat:** Attack +12 (-2 size, +13 base, +1 Dex) (+13 with bite), Damage +15 (bite), Defense Dodge/Parry +12/-- (-2 size, +13 base, +1 Dex), Initiative +1

**Saving Throws:** Toughness +14 (+4 size, +5 Con, +2 natural, +3 Tough), Fortitude +16 (+11 base, +5 Con), Reflex +12 (+11 base, +1 Dex), Will +8 (+6 base, +2 Wis)

*Swallow Whole:* Creatures up to two sizes smaller; +13 bludgeoning damage and +5 acid damage per round; gizzard Toughness save +9; a tyrannosaurus' gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

*Skills:* A tyrannosaurus has a +2 racial bonus on Notice checks.

Despite its enormous size and 6-ton weight, a tyrannosaurus is a swift runner. Its head is nearly 6 feet long, and its teeth are from 3 to 6 inches in length. It is slight more than 30 feet long from nose to tail.

A tyrannosaurus pursues and eats just about anything it sees. Its tactics are simple -- charge in and bite.

These creatures can grow even bigger than described here; at 20th level a tyrannosaurus becomes Gargantuan in size (with all the adjustments implied by the size change).

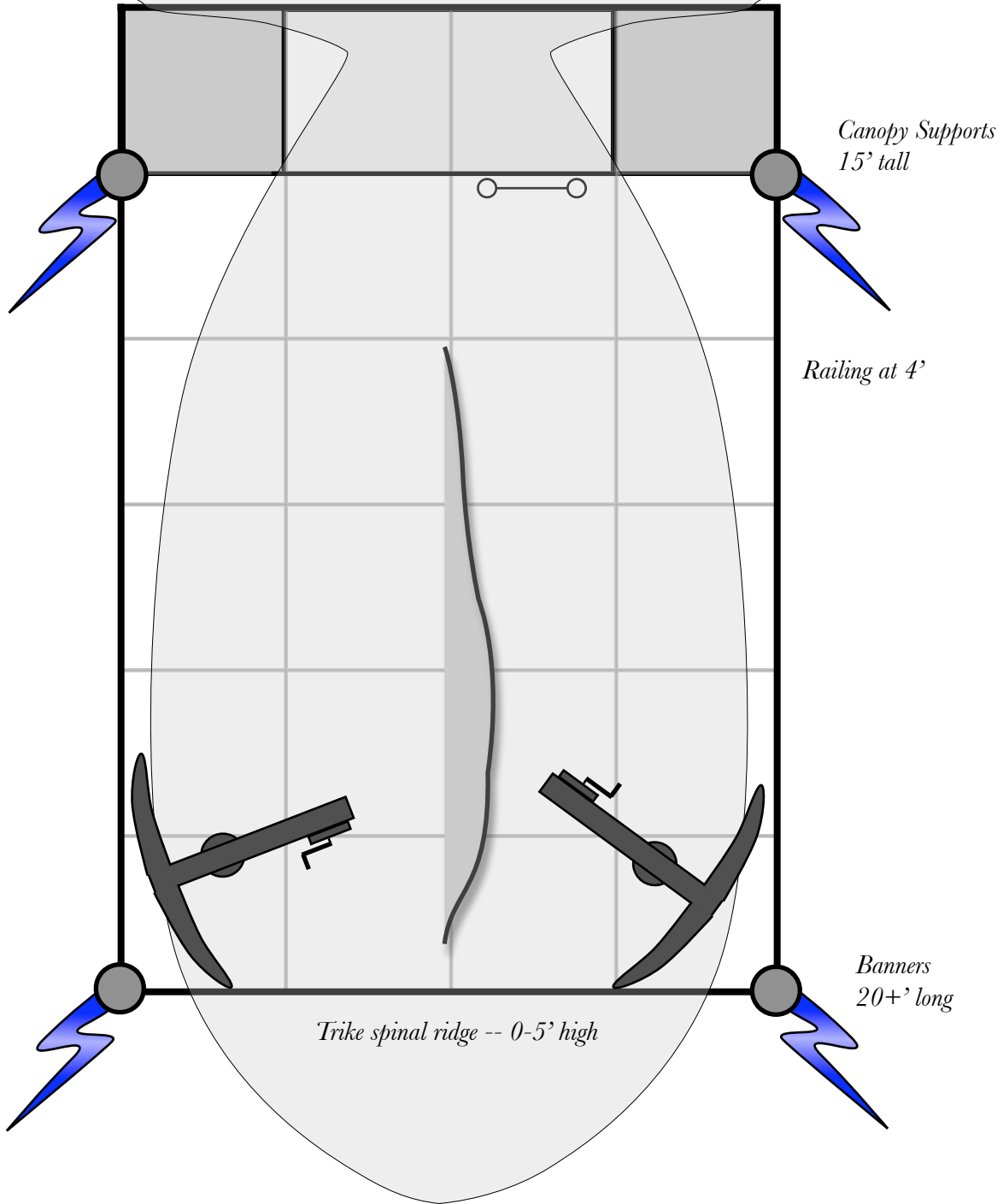


APPENDIX

# TRIKE HOWDAH

*Main deck -- 15' off the ground*

*Mahout's Platform -- 7' up*



*Canopy Supports  
15' tall*

*Railing at 4'*

*Banners  
20+' long*

*Trike spinal ridge -- 0-5' high*

# THANKS

I believe it's JD's fault. But it has to be said that the path was laid long, long ago. Even so, I blame JD. Which is weird, given that Gabe was involved. Thanks to Peter Aronson, Gabriel Whitehead and Erica Balsley for doughty number-checking.

Stephanie endured my obsessions with her constant good humour and wisdom. It's what she does.

# LICENSE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which

portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.  
System Reference Document, Copyright 2000, Wizards of the Coast, Inc.,  
Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.;  
Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Advanced Player's Manual, Copyright 2005, Green Ronin Publishing; Author Skip Williams

Advanced Player's Guide, Copyright 2004, White Wolf Publishing, Inc.

Armies of the Abyss, Copyright 2002, Green Ronin Publishing; Authors Erik Mona and Chris Pramas

The Avatar's Handbook, Copyright 2003, Green Ronin Publishing; Authors Jesse Decker and Chris Tomasson

Blue Rose, Copyright 2005, Green Ronin Publishing; Authors Jeremy Crawford, Dawn Elliot, Steve Kenson, Alejandro Melchoir, and John Sneed.

Blue Rose Companion, Copyright 255, Green Ronin Publishing; Editor Jeremy Crawford

The Book of Fiends, Copyright 2003, Green Ronin Publishing; Authors Aaron Loeb, Erik Mona, Chris Pramas and Robert J. Schwalb

Book of the Righteous, Copyright 2002, Aaron Loeb

Creatures of Freepport, Copyright 2004, Green Ronin Publishing, LLC; Authors Graeme Davis and Keith Baker

Cry Havoc, Copyright 2003, Skip Williams. All rights reserved.

Legions of Hell, Copyright 2001, Green Ronin Publishing; Author Chris Pramas.

Monte Cook Presents: Iron Heroes, Copyright 2005, Monte J. Cook. All rights reserved.

Mutants & Masterminds, Copyright 2002, Green Ronin Publishing; Author Steve Kenson.

The Psychic's Handbook, Copyright 2004, Green Ronin Publishing; Author Steve Kenson.

Silver Age Sentinels d20, Copyright 2002, Guardians of Order, Inc; Authors Stephen Kenson, Mark C. MacKinnon, Jeff Mackintosh, Jesse Scoble

Uncarthed Arcana, Copyright 2003, Wizards of the Coast, Inc.; Andy Collins, Jesse Decker, David Noonan, Rich Redman.

The Unholy Warrior's Handbook, Copyright 2003, Green Ronin Publishing; Author Robert J. Schwalb

True20 Adventure Roleplaying, Copyright 2005, Green Ronin Publishing; Author Steve Kenson.

Dinosaur Planet: Broncosaurus Rex Core Rulebook, Copyright 2001 Joseph Goodman DBA Goodman Games

True20 Prehistoric Bestiary, Copyright 2007, Corey Reid

## NOTICE OF PRODUCT IDENTITY

Any text specifically identified as such is considered Product Identity, as is the term (not to mention the logo) "*DINO-PIRATES OF NINJA ISLAND.*" In addition, all the text on Page 2 is identified as Product Identity. These items are NOT Open Game Content and are copyright by the author. All other text and tables are Open Game Content.

### ILLUSTRATION CREDITS

The following illustrations are provided by ArthurWeasely under the CC Attribution License 2.5: Allosaurus, Brachiosaurus, Compsognathus, Deinonychus, Eryops, Elasmosaurus, Megaraptor, Pachycephalosaurus, Spinosaurus, Stegosaurus, Triceratops, Tyrannosaurus

The following illustrations are provided by Bogdanov dimitchel@mail.ru under the CC Attribution License 2.5: Dimetrodon, Liopleurodon.

The Therizinosaurus illustration is provided by Apokryhtanos under the CC Attribution License 2.5.

The following illustrations are public domain, but shout out to Marianna Ruiz Villareal: Afrotitanator, Apatosaurus, Ankylosaurus, Baryonyx, Gastonia. All other non-attributed illustrations are public domain.

For details on CC licenses visit <http://www.creativecommons.org>