



Dinosaur Companions

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LETTERS FROM THE FLAMING CRAB DINOSAUR COMPANIONS

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Letters from the Flaming Crab is a monthly series of Pathfinder-compatible supplements. Each Letter focuses on exploring a different topic to give gamemasters and players new, exciting options that can be dropped into any campaign.

Coming in October: Household Magic

Coming this Halloween: Monster Circuses



The trip through the ~~ether~~ ether between universes had been particularly troublesome and we exited at an uncontrollable angle. Klaxons shrieked as my crew and I worked to right the Flaming ~~Crab~~ Crab. In the end, we succeeded only in transforming what would have been a deadly crash into a merely injurious crash landing.

The land into which we crashed was damp and primitive, with giant flora unlike any which I had ever seen before. In many ways it reminded me of the swamps which lie at the heart of the island of Florida, and I felt in my very bones the same sense of danger I had during the training exercises I had attended there, early in my naval career. On the island of Florida there were alligators and skunk apes that threatened our lives. My mind raced, trying to catalog what possible dangers this world, seemingly devoid of ~~any~~ civilization might offer my ship and my crew.

I turned, ready to order my crew into parties to catalog the damage and to scout for supplies when my first mate cried out in alarm and wonder. He ~~pointed~~ pointed and I turned my head, looking off into the distance. A singularly reptilian head on the end of a long neck peeked up over the trees. It was soon followed by a half-dozen more. At first, I could not comprehend that which I was seeing. Then my first mate chortled like a school boy receiving a Yuletide present.

"Dinosaurs, captain! Dinosaurs!"

~~Day~~ Day 481
Time 2300 hours

From the logs of Molly Shell, Captain of the UCS Flaming Crab

Dinosaurs! The word conjures up childhood dreams in even the stoutest of hearts. After all, dinosaurs are part monster and part mystery and, best of all, they were real! What kid didn't love going to the museum and looking at the skeletons and sculptures, knowing that, millions of years ago, these mighty creatures roamed the earth!

Inspired by the Flaming Crab's crash landing in a dinosaur filled world, we've put together a collection of dinosaurs (and dinosaur-like critters) to insert into your campaign for use as challenges, animal companions, and familiars. We also are including a series of encounters to add a bit of Jurassic (or Cretaceous) fun to your travels. It doesn't matter if dinosaurs are rare on your world as common as horses and owlbears, what you're about to read will help you make your world a more magical, yet real, place.

Thanks as always!

J Gray



Maiasaura

Dinosaurs of the Pathfinder RPG

For convenience sake, we are providing the following table which lists not only the creatures in this book but also every dinosaur published in the Pathfinder Bestiaries 1 thru 5. Every dinosaur has a hyperlink to d20pfsrd.com, paizo.com, or this PDF. Click the name for the monster listing. Click Familiar or Animal Companion for its Familiar/Animal Companion listing.

Name	CR	Size	Environment	Era	Source	Familiar/ Animal Companion
Allosaurus	7	Huge	temperate forests/plains	late Jurassic	Bestiary 2	Animal Companion
Ankylosaurus	6	Huge	warm forests/plains	late Cretaceous	Bestiary 1	Animal Companion
Argentinosaurus*	15	Colossal	warm forests/plains	late Cretaceous	FCG: DC	Animal Companion
Baryonyx*	6	Huge	rivers/lakes	early Cretaceous	FCG: DC	Animal Companion
Brachiosaurus	10	Gargantuan	warm forests/plains	late Jurassic	Bestiary 1	Animal Companion
Ceratosaurus	5	Large	temperate forests/plains	late Jurassic	Bestiary 5	Animal Companion
Coelophysis*	1/2	Small	temperate forests/plains	late Triassic	FCG: DC	Familiar
Compsognathus	1/2	Tiny	temperate forests/plains	late Jurassic	Bestiary 2	Familiar
Concavenator*	8	Large	temperate forests/plains	early Cretaceous	FCG: DC	Animal Companion
Corythosaurus*	5	Huge	warm forests/plains	late Cretaceous	FCG: DC	Animal Companion
Deinonychus	3	Medium	warm forests	early Cretaceous	Bestiary 1	Animal Companion
Deinoceratus*	8	Gargantuan	warm plains/deserts	late Cretaceous	FCG: DC	Animal Companion
Dilophosaurus*	5	Large	warm forests	early Jurassic	FCG: DC	Animal Companion
Dimetrodon	3	Large	warm forests	late Paleozoic	Bestiary 3	Animal Companion
Dimorphodon	1	Medium	warm coasts/forests	early Jurassic	Bestiary 4	Animal Companion
Diplodocus	12	Colossal	warm plains	late Jurassic	Bestiary 4	Animal Companion
Dracorex*	4	Large	temperate plains	late Cretaceous	FCG: DC	Animal Companion
Elasmosaurus	7	Huge	warm aquatic	late Cretaceous	Bestiary 1	Animal Companion
Excaliborsaurus*	7	Huge	warm aquatic	early Jurassic	FCG: DC	Animal Companion
Iguanodon	6	Huge	warm forests/swamps	early Cretaceous	Bestiary 3	Animal Companion
Jinfengopteryx*	1/4	Diminutive	temperate forests	early Cretaceous	FCG: DC	Familiar
Leaellynasaura*	1/4	Tiny	Cold forests/plains	early Cretaceous	FCG: DC	Familiar
Maiasaura*	6	Huge	warm coastlines	late Cretaceous	FCG: DC	Animal Companion
Mei*	1/4	Tiny	temperate forests	early Cretaceous	FCG: DC	Familiar
Micropachycephalosaurus*	1/2	Tiny	warm forests/plains	late Cretaceous	FCG: DC	Familiar
Microraptor*	1/4	Tiny	temperate forests/jungles	early Cretaceous	FCG: DC	Familiar
Neptunidraco*	3	Large	tropical seas/lagunes	middle Jurassic	FCG: DC	Animal Companion
Nyctosaurus*	1	Small	warm coastlines/plains	late Cretaceous	FCG: DC	Familiar
Pachycephalosaurus	4	Large	temperate plains	late Cretaceous	Bestiary 3	Animal Companion
Parasaurolophus	4	Huge	warm forests/plains	late Cretaceous	Bestiary 2	Animal Companion
Parvicursor*	1/4	Diminutive	temperate forests/savannahs	late Cretaceous	FCG: DC	Familiar
Plesiosaurus	2	Large	warm swamps/water	early Jurassic	Bestiary 5	Animal Companion
Pteranodon	3	Large	warm coastlines	late Cretaceous	Bestiary 1	Animal Companion
Scansoriopteryx*	1/2	Tiny	temperate forests/jungles	late Jurassic	FCG: DC	Familiar
Scipionyx*	1	Medium	tropical coastlines/islands	early Cretaceous	FCG: DC	Animal Companion
Sordes*	1/2	Tiny	warm forests/jungles	late Jurassic	FCG: DC	Familiar
Spinosaurus	11	Gargantuan	warm forests/swamps	Cretaceous	Bestiary 3	Animal Companion
Stegosaurus	7	Huge	warm plains	late Jurassic	Bestiary 1	Animal Companion
Stygimoloch*	3	Medium	warm forests/plains	late Cretaceous	FCG: DC	Animal Companion
Styracosaurus	5	Large	warm plains	late Cretaceous	Bestiary 4	Animal Companion
Tethyshadros*	5	Large	warm forests/plains	late Cretaceous	FCG: DC	Animal Companion
Therizinosaurus	10	Gargantuan	warm plains	late Cretaceous	Bestiary 5	Animal Companion
Triceratops	8	Huge	warm plains	late Cretaceous	Bestiary 1	Animal Companion
Troodon	1	Medium	warm plains	late Cretaceous	Bestiary 5	Animal Companion
Tupandactylus*	2	Medium	warm coastlines	early Cretaceous	FCG: DC	Animal Companion
Tylosaurus	8	Gargantuan	warm aquatic	late Cretaceous	Bestiary 2	Animal Companion
Tyrannosaurus	9	Gargantuan	warm forest/plains	late Cretaceous	Bestiary 1	Animal Companion
Utahraptor*	13	Large	warm forests	early Cretaceous	FCG: DC	Animal Companion
Velociraptor	2	Small	warm forests/plains	late Cretaceous	Bestiary 4	Animal Companion

Prehistoric Companions

The following creatures from prehistory make for excellent candidates for cavaliers, druids, and other characters who possess either the animal companion or mount class features. We recommend consulting with your GM before picking one of the following creatures as your new best friend.

CROCODILIAN, NEPTUNIDRACO

(middle Jurassic Period)

This beast seems an amalgam of a crocodile and a shark, with four legs and a vertical fin on the end of its tail.

NEPTUNIDRACO

CR 3

XP 800

N Large animal

Init +6; **Senses** low-light vision; Perception +10

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 30 (4d8+12)

Fort +6, **Ref** +5, **Will** +1

OFFENSE

Speed 10 ft., swim 60 ft.

Melee bite +6 (1d8+4 plus grab), tail slap +1 (1d6 +2)

Space 10 ft., **Reach** 10 ft.

Special Attacks death dive

STATISTICS

Str 18, **Dex** 15, **Con** 17, **Int** 1, **Wis** 11, **Cha** 3

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 20

Feats Improved Initiative, Skill Focus (Perception)

Skills Perception +10, Swim +12

SQ hold breath

ECOLOGY

Environment tropical seas and lagoons

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

Treasure none

SPECIAL ABILITIES

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

Death Dive (Ex) When grappling a foe of its size or smaller, a neptunidraco can perform a deadly dive upon making a successful grapple check. As it clings to its foe, it uses the force of its powerful tail to propel it downward in the water, allowing it to use both the move and damage actions as part of its grapple attempt. If successful, the neptunidraco maintains its grapple.

The neptunidraco is the most ancient metriorhynchid crocodylian known but often mistaken for a marine dinosaur. At thirteen feet long it isn't the largest of crocodylian to ever exist but it was a deadly and efficient predator nonetheless.

Neptunidraco Companions

Starting Statistics: **Size** Medium; **Speed** 10 ft., swim 60 ft.; **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str 10, Dex 12, Con 11, Int 1, Wis 12, Cha 2; **Special Qualities** hold breath, low-light vision.

7th-Level Advancement: **Size** Large; **Attack** bite (1d8) or tail slap (1d6); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** death dive, grab.

DINOSAUR, ARGENTINOSAURUS

(late Cretaceous Period)

The massive head of this reptile rises to a great height, followed by a body the size of a small castle.

ARGENTINOSAURUS

CR 15

XP 51,200

N Colossal animal

Init +0; **Senses** low-light vision, scent; Perception +35

DEFENSE

AC 30, touch 2, flat-footed 30 (+28 natural, -8 size)

hp 253 (22d8+154)

Fort +22, **Ref** +13, **Will** +13

OFFENSE

Speed 30 ft.

Melee tail +36 (3d20+38)

Space 30 ft., **Reach** 30 ft.

STATISTICS

Str 48, **Dex** 10, **Con** 25, **Int** 2, **Wis** 18, **Cha** 12

Base Atk +16; **CMB** +43; **CMD** 53 (57 vs. trip)

Feats Cleave, Critical Focus, Great Cleave, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception), Staggering Critical, Stunning Critical, Weapon Focus (tail)

Skills Perception +35

SQ smashing tail

ECOLOGY

Environment warm forests or plains

Organization solitary, pair, or herd (3-18)

Treasure none

SPECIAL ABILITIES

Smashing Tail (Ex) The argentinosauros adds double its Strength bonus to its tail attack.

The argentinosauros belongs to the family of titanosaurs. It is possibly the largest dinosaur that ever lived with a length of 114 feet and a weight of 200,000 pounds. A herbivore, the argentinosauros's long neck allowed it to gather food from the ground as well as from the tops of trees. It took fifteen years for an argentinosauros to grow to full adult size, as much as 25,000 times their weight at birth.



Argentinosauros

Argentinosauros Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +9 natural armor; **Attack** tail (1d8); **Ability Scores** Str 16, Dex 14, Con 14, Int 2, Wis 13, Cha 11; **Special Qualities** low-light vision, scent.

7th-Level Advancement: **Size** Large; **Attack** tail (2d8); **Ability Scores** Str +6, Con +4; **Special Attacks** smashing tail.

DINOSAUR, BARYONYX

(early Cretaceous Period)

This fearsome dinosaur has a narrow crocodile-like jaw and a great thumb claw, both perfect for snatching and spearing fish and other small prey.

BARYONYX

CR 6

XP 2,400

N Huge animal

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

DEFENSE

AC 19, touch 11, flat-footed 16 (+3 Dex, +8 natural, -2 size)

hp 76 (9d8+36)

Fort +10, **Ref** +9, **Will** +4

OFFENSE

Speed 30 ft.

Melee bite +11 (3d6+7 plus grab) and 2 claws +6 (1d8+3)

Space 15 ft., **Reach** 15 ft.

Special Attacks swallow whole (2d6+4 acid damage, AC 14, 8 hp)

STATISTICS

Str 25, **Dex** 16, **Con** 18, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +6; **CMB** +15; **CMD** 28

Feats Combat Reflexes, Improved Initiative, Improved Natural Attack (bite), Skill Focus (Perception), Snatch

Skills Perception +16, Stealth +3 (+8 in water)

Racial Modifiers +8 on Stealth in water

SQ hold breath

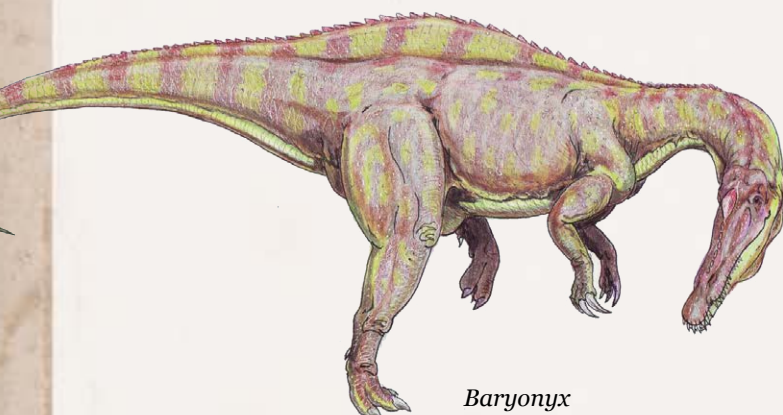
ECOLOGY

Environment near rivers and lakes in warm forests or plains

Organization solitary, pair, or family

Treasure none

With dozens of sharp teeth and a long thumb claw that allows it to spear fish while sitting on the side of a riverbank, the baryonyx was well suited to aquatic hunting. A baryonyx was 10 feet tall, 28 feet long, and weighed about 2,400 pounds.



Baryonyx

Baryonyx Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +3 natural armor; **Attack** bite +4 (1d6+3) and 2 claws -1 (1d4+1); **Ability Scores** Str 16, Dex 20, Con 12, Int 2, Wis 12, Cha 8; **Special Qualities** hold breath, low-light vision

7th-Level Advancement: **Size** Large; **Attack** tail (2d8); **Ability Scores** Str +6, Con +4; **Special Attacks** smashing tail.

DINOSAUR, CONCAVENATOR

(early Cretaceous Period)

This quill covered raptor-like dinosaur sports a tall and narrow pointed crest on its back.

CONCAVENATOR

CR 8

XP 4,800

N Large animal

Init +7; **Senses** low-light vision, scent; Perception +20

DEFENSE

AC 21, touch 14, flat-footed 16 (+5 Dexterity, +7 natural, -1 size)

hp 102 (22d8+154)

Fort +12, **Ref** +13, **Will** +5

OFFENSE

Speed 30 ft.

Melee bite +15 (2d6+9)

Space 10 ft., **Reach** 10 ft.

STATISTICS

Str 23, **Dex** 20, **Con** 18, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +9; **CMB** +16; **CMD** 31

Feats Alertness, Improved Initiative, Improved Natural Attack (bite), Power Attack, Run, Vital Strike

Skills Perception +20

ECOLOGY

Environment temperate and warm forests and plains

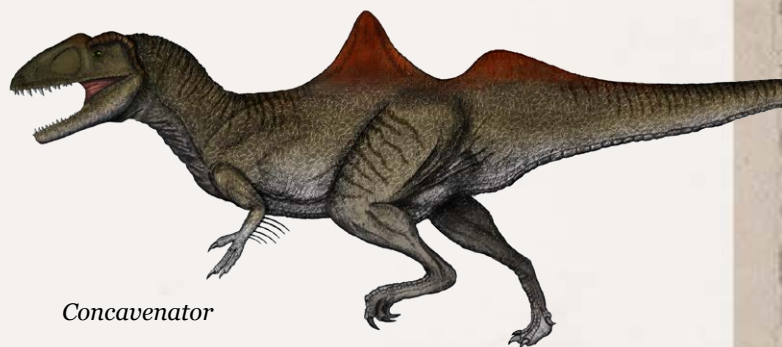
Organization solitary, pair, or herd (3-8)

Treasure none

SPECIAL ABILITIES

Lightning Fast Bite (Ex) As a full-round action, the concavenator may attack up to two times with its bite attack. This ability stacks with any magical effect or ability that grants an additional attack, such as haste.

Concavenators were vicious and highly territorial predators. Packs of concavenators were known to hunt for fun, sometimes not even eating their prey. If a pack was confronted by a more dangerous predator, they would wound and then abandon their weakest pack member so the rest could flee while the predator was distracted. A concavenator was 9 feet tall and weighed 700 pounds.



Concavenator

Concavenator Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +3 natural armor; **Attack** bite (1d6); **Ability Scores** Str 15, Dex 17, Con 12, Int 2, Wis 10, Cha 8 **Special Qualities** low-light vision, scent.

7th-Level Advancement: **Size** Large; **Attack** bite (1d8); **Ability Scores** Str +6, Dex -2, Con +4; **Special Attacks** lightning fast bite.

DINOSAUR, CORYTHOSAURUS

(late Cretaceous Period)

The jaw of this duck-billed dinosaur moves up and down, back and forth, and in and out to the sides, slowly crushing tough leaves in its mouth.

CORYTHOSAURUS

CR 5

XP 1,600

N Huge animal

Init +1; **Senses** low-light vision, scent; **Perception** +14

DEFENSE

AC 16, touch 9, flat-footed 15 (+1 Dex, +7 natural, -2 size)

hp 59 (7d8+28)

Fort +9, **Ref** +6, **Will** +3

OFFENSE

Speed 30 ft.

Melee tail slap +10 (2d6 +10)

Space 15 ft., **Reach** 15 ft.

STATISTICS

Str 25, **Dex** 12, **Con** 18, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +14 (+16 bull rush); **CMD** 25 (27 vs. bull rush)

Feats Awesome Blow, Improved Bull Rush, Power Attack, Skill Focus (Perception)

Skills Perception +14

ECOLOGY

Environment warm forests or plains

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

Treasure none

SPECIAL ABILITIES

Sound Shock (Ex) A corythosaurus can emit a loud noise from its nasal passages, affecting creatures in a 20 foot radius. Creatures within the area take 2d4 sonic damage and must succeed at a DC 18 Fortitude saving throw or be deafened for 1 round. Using sound shock is a standard action. A corythosaurus can use its sound shock once every 1d4 rounds.

The corythosaurus spent most of its day chewing on tough plants with its hundreds of teeth. It blasted a trumpet sound through its tall crest to communicate with its herd, and was adept at making an amplified noise to scare off would-be attackers. When competing for a mate, two corythosaurus would slap their necks against each other in a contest, much as giraffes do. This dinosaur was approximately 30 feet long and 6,800 pounds.

Corythosaurus Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +2 natural armor; **Attack** tail slap (1d6); **Ability Scores** Str 13, Dex 16, Con 10, Int 2, Wis 12, Cha 10; **Special Qualities** low-light vision, scent.

7th-Level Advancement: **Size** Large; **Attack** tail slap (1d8); **Ability Scores** Str +8, Con +6; **Special Qualities** sound shock.

DINOSAUR, DEINOCHEIRUS

(late Cretaceous Period)

This strange feathered beast resembles a gigantic ostrich, but with long, muscled arms ending in vicious claws and a camel-like hump on its back.

DEINOCHEIRUS

CR 8

XP 4,800

N Gargantuan animal

Init +8; **Senses** low-light vision; **Perception** +12

DEFENSE

AC 21, touch 10, flat-footed 17 (+4 Dex, +11 natural, -4 size)

hp 102 (12d8+48)

Fort +12, **Ref** +12, **Will** +6

OFFENSE

Speed 30 ft.

Melee 2 claws +15 (2d6+10/19-20)

Space 20 ft., **Reach** 20 ft.

STATISTICS

Str 30, **Dex** 19, **Con** 18, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +9; **CMB** +23; **CMD** 37

Feats Awesome Blow, Improved Bull Rush, Power Attack, Skill Focus (Perception)

Skills Acrobatics +11, Perception +12, Survival +6

ECOLOGY

Environment warm plains or deserts

Organization solitary or pair

Treasure none

The deinocheirus was a slow, peaceful omnivore, 36 feet long and weighing 14,000 pounds. Despite its appearance, it's was not built for running and its frightening claws were mainly used for defense and foraging. A deinocheirus had hollow bones and no teeth.



Deinocheirus

Deinocheirus Companions

Starting Statistics: **Size** Medium; **Speed** 20 ft.; **AC** +3 natural armor; **Attack** 2 claws (1d4); **Ability Scores** Str 12, Dex 22, Con 11, Int 2, Wis 15, Cha 10; **Special Qualities** low-light vision.

7th-Level Advancement: **Size** Large; **Attack** tail slap (1d8); **Ability Scores** Str +8, Con +6; **Special Qualities** sound shock.

DINOSAUR, DILOPHOSAURUS

(early Jurassic Period)

A large two-legged theropod with a crest on each side of its reptilian head stretches its long neck back and forth as it sniffs the air.

DILOPHOSAURUS

CR 5

XP 1,600

N Large animal

Init +5; **Senses** low-light vision, scent; **Perception** +13

DEFENSE

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size)

hp 73 (7d8+42)

Fort +11, **Ref** +6, **Will** +3

OFFENSE

Speed 40 ft.

Melee bite +8 (1d8+4) and 2 claws +8 (1d6+3)

Space 10 ft., **Reach** 10 ft.

Special Attacks paralytic spittle, poison

STATISTICS

Str 18, **Dex** 12, **Con** 22, **Int** 2, **Wis** 10, **Cha** 13

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

Feats Improved Initiative, Skill Focus (Perception)

Skills Acrobatics +1 (+5 to jump), **Perception** +13

ECOLOGY

Environment warm forests

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

Treasure none

SPECIAL ABILITIES

Paralytic Spittle (Ex) A dilophosaurus can spit venom

as a ranged attack with a range of 5 feet. This is a primary natural attack and doesn't provoke attacks of opportunity. A target struck by a dilophosaurus's spittle must succeed at a DC 19 Fortitude save or be blinded for 1d4 rounds and suffer the normal effects of its poison. A dilophosaurus can't use this attack during any round in which it makes a bite attack (and vice-versa). After spitting venom, a dilophosaurus is unable to use its paralytic spittle for 1d4 rounds.

Poison (Ex) Contact; *save* Fort DC 19; *frequency* 1/round; *effect* paralysis; *cure* 1 save.

Despite its long teeth and the crocodilian shape of its maw, a dilophosaurus' jaw was weak; as such it preferred to hunt fish, scavenge for carrion, or attack small, easy prey when possible. It utilized its paralytic spittle when hunting small prey or attempting to escape when confronted by larger creatures. A dilophosaurus was approximately 23 feet long, 5 1/2 feet tall, and weighed about 880 pounds.

Dilophosaurus Companions

Starting Statistics: **Size** Medium; **Speed** 40 ft.; **AC** +3 natural armor; **Attack** bite (1d6) and 2 claws (1d4); **Ability Scores** Str 12, Dex 16, Con 15, Int 2, Wis 10, Cha 14; **Special Qualities** low-light vision, scent

7th-Level Advancement: **Size** Large; **Attack** bite (1d8) and 2 claws (1d6); **Ability Scores** Str +6, Con +4; **Special Attacks** paralytic spittle



DINOSAUR, DRACOREX

(late Cretaceous Period)

Spikes protrude from the bumpy skull of this beast, and the nose at the end of its spiny muzzle sniffs as it searches its surroundings by scent.

DRACOREX

CR 4

XP 1,200

N Large animal

Init +4; **Senses** low-light vision; Perception +8

DEFENSE

AC 19, touch 13, flat-footed 15 (+4 Dex, +6 natural, -1 size)

hp 37 (5d8+15)

Fort +7, **Ref** +8, **Will** +1

OFFENSE

Speed 40 ft.

Melee slam +6 (2d6+4)

Space 10 ft., **Reach** 10 ft.

Special Attacks brutal bash, fearsome headdress

STATISTICS

Str 16, **Dex** 19, **Con** 16, **Int** 2, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +7; **CMD** 21

Feats Run, Weapon Finesse

Skills Acrobatics +4 (+8 to jump), Perception +8

ECOLOGY

Environment warm or temperate plains

Organization solitary or pair

Treasure none

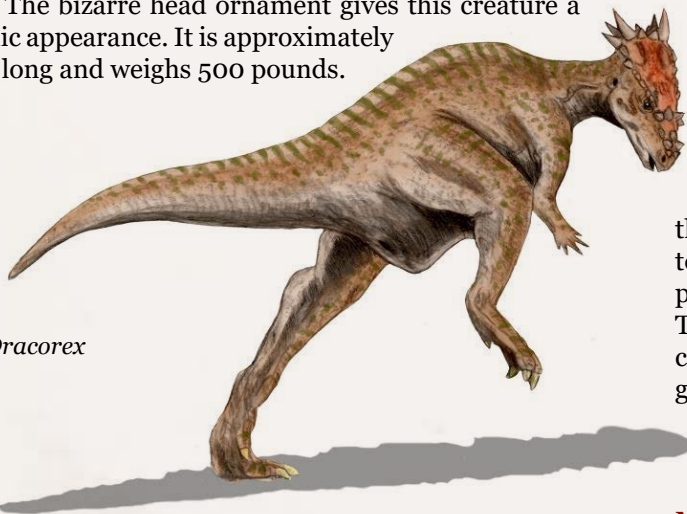
SPECIAL ABILITIES

Brutal Bash (Ex) The critical multiplier and range of a dracorex's slam attack increases to x3/18-20 when charging.

Fearsome Headdress (Ex) The nodes and spikes on a dracorex's head allow it to do both piercing and bludgeoning damage with its slam attack.

The dracorex has a heavily armoured flat skull, which is covered in an excessive number of hornlets, spikes and nodes. The bizarre head ornament gives this creature a draconic appearance. It is approximately 12 feet long and weighs 500 pounds.

Dracorex



Dracorex Companions

Starting Statistics: **Size** Small; **Speed** 30 ft.; **AC** +2 natural armor; **Attack** slam (1d3); **Ability Scores** Str 10, Dex 23, Con 10, Int 2, Wis 10, Cha 7; **Special Qualities** low-light vision.

7th-Level Advancement: **Size** Medium; **AC** +4 natural armor; **Attack** slam (1d6); **Ability Scores** Str +4, Con +4; **Special Qualities** brutal bash, fearsome headdress.

DINOSAUR, MAIASAURA

(late Cretaceous Period)

This creature with a low crest on top of its snout chews slowly on a meal of leaves.

MAIASAURA

CR 6

XP 2,400

N Huge animal

Init +0; **Senses** low-light vision, scent; Perception +11

DEFENSE

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

hp 76 (9d8+36)

Fort +12, **Ref** +6, **Will** +4

OFFENSE

Speed 30 ft.

Melee tail +12 (3d8+12)

Space 15 ft., **Reach** 10 ft.

Special Attacks protective, stampede, trample (1d8+12, DC 22)

STATISTICS

Str 26, **Dex** 11, **Con** 19, **Int** 2, **Wis** 12, **Cha** 9

Base Atk +6; **CMB** +16; **CMD** 26

Feats Alertness, Combat Expertise, Endurance, Great Fortitude, Run

Skills Perception +11, Survival +5

SQ docile

ECOLOGY

Environment warm coastlines

Organization solitary, pair, or herd (100d100)

Treasure none

SPECIAL ABILITIES

Docile (Ex) A maiasaura can be trained with a +4 bonus on Handle Animal checks. This stacks with the bonus to train animal companions. Maiasaura can't be trained for war.

Protective (Ex) A maiasaura attacks with a +8 bonus against targets that have threatened its young in the last round.

Stampede (Ex) A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.

Maiasaura were meek herbivores. They traveled in herds, returning every year to the same locations to lay their eggs. The nests were covered with rotten vegetables to keep the eggs warm until hatching. A maiasaura was protective, attending to its young until they adulthood. These dinosaurs were semi-bipedal and had hoof-like claws on their rear feet; they walked on four legs while growing, but as adults could walk on two for extended periods. A maiasaura was 30 feet long, 12 feet high and weighed 6,000 pounds.

Maiasaura Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +6 natural armor; **Attack** tail (1d8); **Ability Scores** Str 10, Dex 15, Con 11, Int 2, Wis 11, Cha 9; **Special Qualities** docile, low-light vision, scent.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** tail (2d6); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** stampede, trample.

DINOSAUR, SCIPIONYX

(early Cretaceous Period)

This bipedal reptilian is covered in short feathers and has a long tail.

SCIPIONYX CR 1

XP 400

N Medium animal

Init +4; **Senses** low-light vision, scent; **Perception** +6

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)

hp 15 (2d8+6)

Fort +6, **Ref** +4, **Will** +1

OFFENSE

Speed 50 ft., swim 20 ft.

Melee bite +4 (1d8+4)

STATISTICS

Str 16, **Dex** 13, **Con** 16, **Int** 2, **Wis** 13, **Cha** 9

Base Atk +1; **CMB** +4; **CMD** 14

Feats Improved Initiative

Skills Perception +6

ECOLOGY

Environment tropical and subtropical coastlines and islands

Organization solitary, pair, or pack (5–20)

Treasure none

The scipionyx was a carnivore theropod standing 4-1/2 ft. high and 7 ft. long and weighing only 40 pounds. It might have been among the first warm-blooded dinosaurs and preferred a diet of fish and small animals such as lizards.



Scipionyx

Scipionyx Companions

Starting Statistics: **Size** Small; **Speed** 50 ft., swim 20 ft.; **AC** +1 natural armor; **Attack** bite (1d6); **Ability Scores** Str 12, Dex 15, Con 14, Int 2, Wis 13, Cha 9; **Special Qualities** low-light vision, scent.

7th-Level Advancement: **Size** Medium; **Attack** bite (1d8); **Ability Scores** Str +4, Dex -2, Con +2.

DINOSAUR, STYGIMOLOCH

(late Cretaceous Period)

This bipedal dinosaur has its domed skull adorned with a cluster of spikes on the back.

STYGIMOLOCH CR 3

XP 800

N Medium animal

Init +2; **Senses** low-light vision; **Perception** +9

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 28 (4d8+10)

Fort +5, **Ref** +6, **Will** +2

OFFENSE

Speed 30 ft.

Melee gore +6 (1d8+6)

Special Attacks powerful charge (gore, 2d8+6)

STATISTICS

Str 16, **Dex** 13, **Con** 13, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 18

Feats Improved Natural Attack (gore), Run, Toughness

Skills Perception +9

ECOLOGY

Environment warm forests and plains

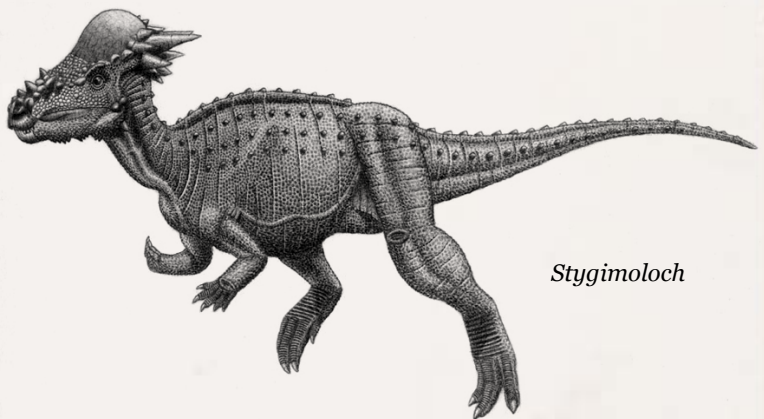
Organization solitary, pair, or herd (3–12)

Treasure none

SPECIAL ABILITIES

Horned Dome (Ex) A stygimoloch applies twice its Strength modifier to gore damage.

The stygimoloch is set apart from its pachycephalosaurus cousin because of its smaller size and bigger horns. Placid creatures, stygimolochs would usually only engage in combat if their herd is being threatened. Stygimolochs used their hard heads and their horns in shoving matches against other would-be alphas and to impress possible mates. As a result, usually the stygimolochs with the biggest horns led their herd. A stygimoloch was 8 feet high and weighed 300 pounds.



Stygimoloch

Stygimoloch Companions

Starting Statistics: **Size** Small; **Speed** 30 ft.; **AC** +2 natural armor; **Attack** gore (1d6); **Ability Scores** Str 10, Dex 16, Con 9, Int 2, Wis 12, Cha 8; **Special Qualities** low-light vision, scent.

7th-Level Advancement: **Size** Medium; **AC** +3 natural armor; **Attack** gore (1d8); **Ability Scores** Str +6, Dex -2, Con +4; **Special Qualities** horned dome, powerful charge (2d8 + twice the stygimoloch's Str modifier)

DINOSAUR, TETHYSHADROS

(late Cretaceous Period)

This strange short tailed bipedal dinosaur sports two front legs that it uses for balance.

TETHYSHADROS

CR 5

XP 1,600

N Large animal

Init +4; **Senses** low-light vision, scent; Perception +19

DEFENSE

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

hp 55 (10d8+10)

Fort +7, **Ref** +7, **Will** +3

OFFENSE

Speed 30 ft.

Melee bite +10 (1d8+3), and 2 kicks +8 (1d6+1)

Space 10 ft., **Reach** 10 ft.

STATISTICS

Str 16, **Dex** 10, **Con** 13, **Int** 2, **Wis** 14, **Cha** 8

Base Atk +7; **CMB** +11; **CMD** 21

Feats Alertness, Multiattack, Improved Bull Rush, Improved Initiative, Power Attack

Skills Perception +19

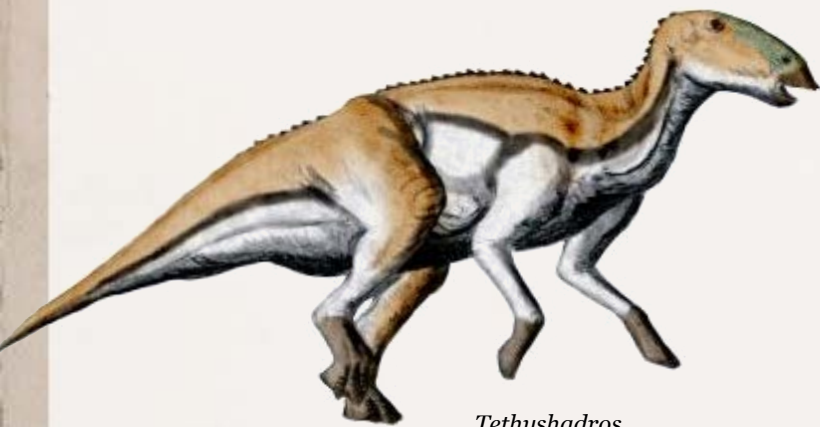
ECOLOGY

Environment warm forests and plains

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

Treasure none

The tethyshadros was an oddity amongst dinosaurs due to its oversized front legs. These legs gave it the appearance of a quadruped but it was, in fact, a biped and used the front legs for balance and protection. Like many herbivores, the tethyshadros was a herd animal and preferred to fight as part of a group. An average tethushadros was 13 feet long and weighed 700 pounds.



Tethyshadros

Tethyshadros Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +5 natural armor; **Attack** bite (1d6); **Ability Scores** Str 10, Dex 14, Con 9, Int 2, Wis 12, Cha 8; **Special Qualities** low-light vision, scent.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** bite (1d8), 2 kicks (1d6); **Ability Scores** Str +6, Dex -2, Con +4

DINOSAUR, UTAHRAPTOR

(early Cretaceous Period)

This monstrous raptor is covered in thick black feathers. It's equipped with a nine-inch-long single talon on both of its hind feet.

UTAHRAPTOR

CR 13

XP 25,600

N Large animal

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

DEFENSE

AC 27, touch 13, flat-footed 23 (+3 Dexterity, +1 Dodge, +14 natural, -1 size)

hp 189 (18d8+108)

Fort +16, **Ref** +14, **Will** +10

OFFENSE

Speed 40 ft.

Melee bite +22 (2d6+10), and 2 claws +20 (2d6+10)

Space 10 ft., **Reach** 10 ft.

Special Attacks rend (2 talons 2d6+15)

STATISTICS

Str 31, **Dex** 16, **Con** 20, **Int** 2, **Wis** 14, **Cha** 7

Base Atk +13; **CMB** +24; **CMD** 38

Feats Alertness, Dodge, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (talons), Iron Will, Mobility, Multiattack, Toughness

Skills Acrobatics +15, Perception +16

ECOLOGY

Environment warm forests

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

Treasure none

SPECIAL ABILITIES

Powerful Claws (Ex) An utahraptor always deals damage with its talons as if it were one size category larger than normal.

A bipedal predator, the utahraptor used its long neck and long talons to its advantage when hunting its prey. It preferred to focus its efforts on one creature at a time, making sure of the kill before moving to other targets. When hunting in packs each utahraptor focused on one creature unless fighting against a particularly fierce opponent, in which case they would swarm over the creature. The average utahraptor was 12 feet high and weighed as much as 1,000 pounds.



Utahraptor

Utahraptor Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +3 natural armor; **Attack** 2 claws (1d4); **Ability Scores** Str 12, Dex 14, Con 10, Int 2, Wis 12, Cha 8; **Special Qualities** low-light vision, scent.

7th-Level Advancement: **Size** Large; **AC** +3 natural armor; **Attack** bite (1d8), 2 talons (1d8); **Ability Scores** Str +6, Dex -2, Con +4; **Special Qualities** powerful claws, rend (2 talons, 1d8+1½ the utahraptor's Str modifier).

ICHTHYOSAUR, EXCALIBOSAURUS

(early Cretaceous Period)

This marine reptile resembles a huge swordfish.

EXCALIBOSAURUS

CR 7

XP 3,200

N Huge animal

Init +5; **Senses** blindsight 120 ft., low-light vision; Perception +13

DEFENSE

AC 20, touch 10, flat-footed 18 (+1 Dex, +1 dodge, +10 natural, -2 size)

hp 85 (10d8 +40)

Fort +11, **Ref** +8, **Will** +4

OFFENSE

Speed swim 70 ft.

Melee gore +14 (3d6+13)

Space 15 ft., **Reach** 15 ft.

Special Attacks powerful charge (gore, 6d6 +18)

STATISTICS

Str 29, **Dex** 12, **Con** 18, **Int** 2, **Wis** 12, **Cha** 9

Base Atk +7; **CMB** +18; **CMD** 29

Feats Dodge, Improved Initiative, Improved Natural Attack (gore), Mobility, Skill Focus (Swim)

Skills Perception +13, Swim +28; **Racial Bonuses** +4 Perception

SQ hold breath

ECOLOGY

Environment warm aquatic

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

Treasure none

SPECIAL ABILITIES

Hold Breath (Ex) An excalibosaurus can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Like other ichthyosaurs, excalibosaurus were perfectly adapted to aquatic life and never went on land. They did not lay eggs but gave birth to live young. The excalibosaurus' swordlike rostrum was used to stun and injure smaller fish with a swipe, though it could gore an enemy if needed. An excalibosaurus reached a length of about 23 feet.



Excalibosaurus

Excalibosaurus Companions

Starting Statistics: **Size** Medium; **Speed** swim 70 ft.; **AC** +2 natural armor; **Attack** gore (1d6); **Ability Scores** Str 13, Dex 16, Con 10, Int 2, Wis 12, Cha 9; **Special Qualities** low-light vision, hold breath.

7th-Level Advancement: **Size** Large; **AC** +3 natural armor; **Attack** gore (1d8); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** powerful charge; **Special Qualities** blindsight 120 ft.

PTEROSAUR, TUPANDACTYLUS

(early Cretaceous Period)

The crest on the beak of this soaring, bright-colored reptile is larger than its beak, and resembles a banner.

TUPANDACTYLUS

CR 2

XP 600

N Medium animal

Init +8; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 14, touch 14, flat-footed 10 (+4 Dex)

hp 19 (3d8+6)

Fort +5, **Ref** +7, **Will** +2

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee bite +4 (1d8+4)

STATISTICS

Str 14, **Dex** 19, **Con** 15, **Int** 2, **Wis** 13, **Cha** 14

Base Atk +2; **CMB** +4; **CMD** 18

Feats Death from Above, Improved Initiative

Skills Fly +8, Perception +5

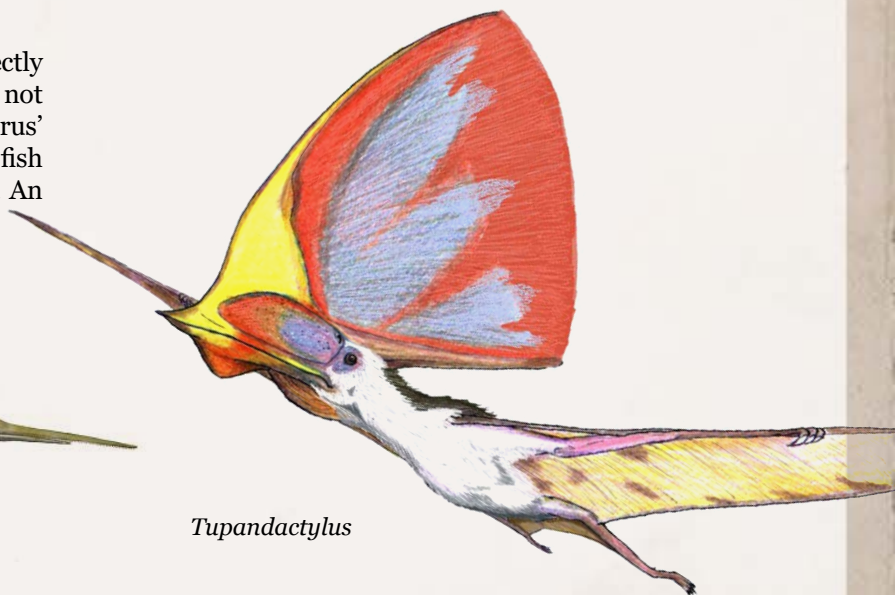
ECOLOGY

Environment warm coastlines

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

Treasure none

The tupandactylus, like other pterosaurs, was a piscivore. Like modern seagulls, its wings allowed it to drift on high winds for many miles above the water. Its huge, colorful crest was used for communication and in mating rituals. The average tupandactylus was 5 feet high (8 feet with the crest), 3 feet long, and had a 16-foot wingspan.



Tupandactylus

Tupandactylus Companions

Starting Statistics: **Size** Small; **Speed** 10 ft., fly 40 ft. (average); **Attack** bite (1d6); **Ability Scores** Str 10, Dex 21, Con 13, Int 2, Wis 13, Cha 14; **Special Qualities** low-light vision, scent.

7th-Level Advancement: **Size** Medium; **Attack** bite (1d8); **Ability Scores** Str +4, Dex -2, Con +2.

Prehistoric Familiars

The following creatures from prehistory make for excellent candidates for witches, wizards, and other characters who possess the familiar class ability. We recommend consulting with your GM before picking one of the following creatures as your new best friend.

Familiar	Special Ability
Coelophysis	Master gains a +3 bonus on Acrobatics checks
Jinfengopteryx	Master gains a +3 bonus on Diplomacy checks
Leaellynasaura	Master gains cold resistance 5
Mei	Master gains a +3 bonus on Perception checks
Micropachycephalosaurus	Master gains a +3 bonus on Stealth checks
Microraptor	Master gains a +3 bonus on Fly checks
Nyctosaurus	Master gains a +3 bonus on sight-based Perception checks and opposed Perception checks when on higher ground
Parvicursor	Master gains a +4 bonus on Constitution checks to continue running
Scansoriopteryx	Master gains a +3 bonus on Climb checks
Sordes	Master gains a +3 bonus on Fly checks



Microraptors

DINOSAUR, COELOPHYSIS

(late Triassic Period)

This small reptile runs very fast on its hind legs and extends its long neck to lunge.

COELOPHYSIS

CR ½

XP 600

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 5 (1d8+2)

Fort +3, **Ref** +5, **Will** +0

Defensive Abilities snakelike neck

OFFENSE

Speed 60 ft.

Melee bite +4 (1d4-1)

STATISTICS

Str 9, **Dex** 17, **Con** 12, **Int** 2, **Wis** 11, **Cha** 4

Base Atk +0; **CMB** -2; **CMD** 11

Feats Weapon Finesse

Skills Acrobatics +8, Perception +8; **Racial Modifiers** +4 Acrobatics, +8 Perception

ECOLOGY

Environment temperate or warm forests or plains

Organization solitary, pair, or pack (10d100)

Treasure none

Snakelike Neck (Ex) A coelophysis cannot be flanked or caught flat-footed.

Swift and gifted with a very good sight and a light frame thanks to hollow bones, the coelophysis hunted much smaller animals. It used its forward limbs for grasping and had stereoscopic vision which made it a fantastic hunter. A coelophysis was around 3 feet tall and 7 feet long, and weighed 33 pounds.

DINOSAUR, JINFENGOPTERYX

(late Triassic Period)

This small reptile runs very fast on its hind legs and extends its long neck to lunge.

JINFENGOPTERYX

CR ½

XP 100

N Diminutive animal

Init +5; **Senses** low-light vision; Perception +5

DEFENSE

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 size)

hp 4 (1d8)

Fort +2, **Ref** +3, **Will** +1

OFFENSE

Speed 40 ft.

Melee bite +1 (1d2-4)

Space 1 ft.; **Reach** 0

STATISTICS

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

Base Atk +0; **CMB** -3; **CMD** 3

Feats Improved Initiative

Skills Perception +5

ECOLOGY

Environment temperate or warm forests

Organization solitary or pair

Treasure none

Snakelike Neck (Ex) A coelophysis cannot be flanked or caught flat-footed.

Despite being a birdlike dinosaur, the jinfengopteryx could not fly and was most likely a herbivore, possibly preferring seeds and grains to other vegetable matter. A jinfengopteryx was 2 feet long (a great part of which is tail) and 8 inches tall.



Coelophysis

Jinfengopteryx



DINOSAUR, LEAELLYNASAURA

(early Cretaceous Period)

This small, long-tailed bipedal dinosaur is covered with feathers so fine they almost appear to be fur.

LEAELLYNASAURA

CR ¼

XP 100

N Tiny animal

Init +1; **Senses** darkvision 30 ft., low-light vision; Perception +4

DEFENSE

AC 14, touch 13, flat-footed 13 (+1 Dex, +1 natural, +2 size)

hp 4 (1d8)

Fort +2, **Ref** +3, **Will** +0

Resist Cold 5

OFFENSE

Speed 30 ft.

Melee bite +3 (1d2-2)

Space 2½ ft.; **Reach** 0

STATISTICS

Str 5, **Dex** 13, **Con** 10, **Int** 2, **Wis** 11, **Cha** 11

Base Atk +1; **CMB** -5; **CMD** 5

Feats Weapon Finesse

Skills Perception +7

ECOLOGY

Environment cold forests or plains

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

Treasure none

Leaellynasaura were small, feathered herbivores with long tails. They were accustomed to life in cold climates with extremely long periods of night. The average leaellynasaura was 6 feet in length (most its tail) but only weighed 25 pounds.

DINOSAUR, MEI

(early Cretaceous Period)

This tiny dinosaur is covered with wings and walks on unusually long legs.

MEI

CR ¼

XP 100

N Tiny animal

Init +2; **Senses** low-light vision, scent; Perception +7

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 4 (1d8)

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

OFFENSE

Speed 30 ft.

Melee bite +4 (1d3-4)

Space 2½ ft.; **Reach** 0

STATISTICS

Str 3, **Dex** 14, **Con** 10, **Int** 2, **Wis** 16, **Cha** 9

Base Atk +0; **CMB** -6; **CMD** 6

Feats Weapon Finesse

Skills Perception +7

ECOLOGY

Environment temperate or warm forests

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

Treasure none

The mei was a flightless, feathered dinosaur with large eyes. It possessed sickle claws and unusually large nostrils. Despite their small size, they were efficient hunters and scavengers. An average mei was only 3 feet in length and weighed less than 5 pounds.



Leaellynasaura

Mei



DINOSAUR, MICROPACHYCEPHALOSAURUS

(late Cretaceous Period)

This small thick-skulled dinosaur peeks out from the underbrush, alert for predators.

MICROPACHYCEPHALOSAURUS

CR 1/2

XP 200

N Tiny animal

Init +6; **Senses** low-light vision; Perception +5

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 8 (1d8+4)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft.

Melee bite +1 (1d3-4)

Space 2½ ft.; **Reach** 0

STATISTICS

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

Base Atk +1; **CMB** -3; **CMD** 9

Feats Improved Initiative

Skills Acrobatics +2 (+6 to jump), Climb +5, Perception +5, Stealth +10

ECOLOGY

Environment warm forests or plains

Organization pack (3-12)

Treasure none

Gathering in packs for safety, the micropachycephalosaurus gathered food at twilight. These small herbivores hide from predators by climbing onto branches or seeking cover in nearby underbrush. The average micropachycephalosaurus measured between 1.5 and 3 feet long, making it one of the smallest dinosaurs.

DINOSAUR, MICRORAPTOR

(early Cretaceous Period)

This little avian-like dinosaur sports an iridescent, glossy black plumage and four wings, one on each leg.

MICRORAPTOR

CR ¼

XP 100

N Tiny animal

Init +3; **Senses** low-light vision; Perception +1

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

hp 4 (1d8)

Fort +2, **Ref** +5, **Will** +1

OFFENSE

Speed 20 ft., fly 40 ft. (poor)

Melee bite -2 (1d3-4)

Space 2½ ft.; **Reach** 0

STATISTICS

Str 2, **Dex** 16, **Con** 11, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +0; **CMB** -6; **CMD** 7

Feats Wingover

Skills Fly +8; **Racial Bonuses** +4 Fly

ECOLOGY

Environment temperate or warm forests or jungles

Organization solitary, pair, or flock (3-24)

Treasure none

Microraptors were not very good flyers but made excellent gliders, often leaping from trees and gliding down to ambush prey. The microraptor was 2-½ feet long from head to tail.



DINOSAUR, PARVICURSOR

(late Cretaceous Period)

A little creature covered in fur-like feathers, jets about on minuscule hind legs.

PARVICURSOR

CR ¼

XP 100

N Diminutive animal

Init +3; **Senses** low-light vision; Perception +1

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 2 (1d8-2)

Fort +0, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft.

Melee 2 claws -1 (1d4-5)

Space 1 ft.; **Reach** 0

STATISTICS

Str 1, **Dex** 17, **Con** 6, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +0; **CMB** -9 (-5 with overrun); **CMD** 4

Feats Run

Skills Acrobatics +7, +11 to jump after a running start

SQ fast escape

ECOLOGY

Environment temperate or warm forests or savannahs

Organization solitary or pair

Treasure none

Fast Escape (Ex) A parvicursor gains a +4 racial bonus on overrun maneuvers.

Parvicursors were among the smallest dinosaurs in existence (16 inches long, less than 3 pounds). Their elongated foreclaws were not usually used for defense but to dig for insects to eat.

DINOSAUR, SCANSORIOPTERYX

(late Jurassic Period)

This sparrow-sized winged creature has a long tail that ends in a fan of feathers.

SCANSORIOPTERYX

CR ½

XP 200

N Tiny animal

Init +3; **Senses** low-light vision; Perception +4

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

hp 5 (1d8+1)

Fort +3, **Ref** +5, **Will** +0

OFFENSE

Speed 15 ft.; climb 30ft.

Melee bite +5 (1d4-3)

Space 2½ ft.; **Reach** 0

STATISTICS

Str 5, **Dex** 16, **Con** 12, **Int** 2, **Wis** 10, **Cha** 12

Base Atk +0; **CMB** -5; **CMD** 8

Feats Weapon Finesse

Skills Acrobatics +3 (-5 to jump), Climb +11, Perception +4

SQ glide

ECOLOGY

Environment temperate or warm forests or jungles

Organization solitary, pair, or flock (4-10)

Treasure none

Glide (Ex) A scansoriopteryx can launch itself into the air and glide along for 1 minute, gaining a fly speed of 40 feet with average maneuverability.

The scansoriopteryx had an unusually large first toe, allowing it to grasp tree branches and other items with ease. While it was unable to fly, the scansoriopteryx climbed with ease and was able to glide from tree to tree.



Scansoriopteryx

PTEROSAUR, NYCTOSAURUS

(late Cretaceous Period)

This flying reptile has its head adorned with two long spines, almost bigger than its own body, one pointing upward, and the other pointing backwards.

NYCTOSAURUS CR 1

XP 2,400

N Small animal

Init +2; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 13 (2d8+4)

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

OFFENSE

Speed 10 ft.; fly 30ft. (average)

Melee bite +2 (1d4), gore +2 (1d4)

STATISTICS

Str 10, **Dex** 14, **Con** 15, **Int** 2, **Wis** 14, **Cha** 11

Base Atk +1; **CMB** +0; **CMD** 12

Feats Flyby Attacks

Skills Fly +8, Perception +10; **Racial Modifiers** +6 Perception

ECOLOGY

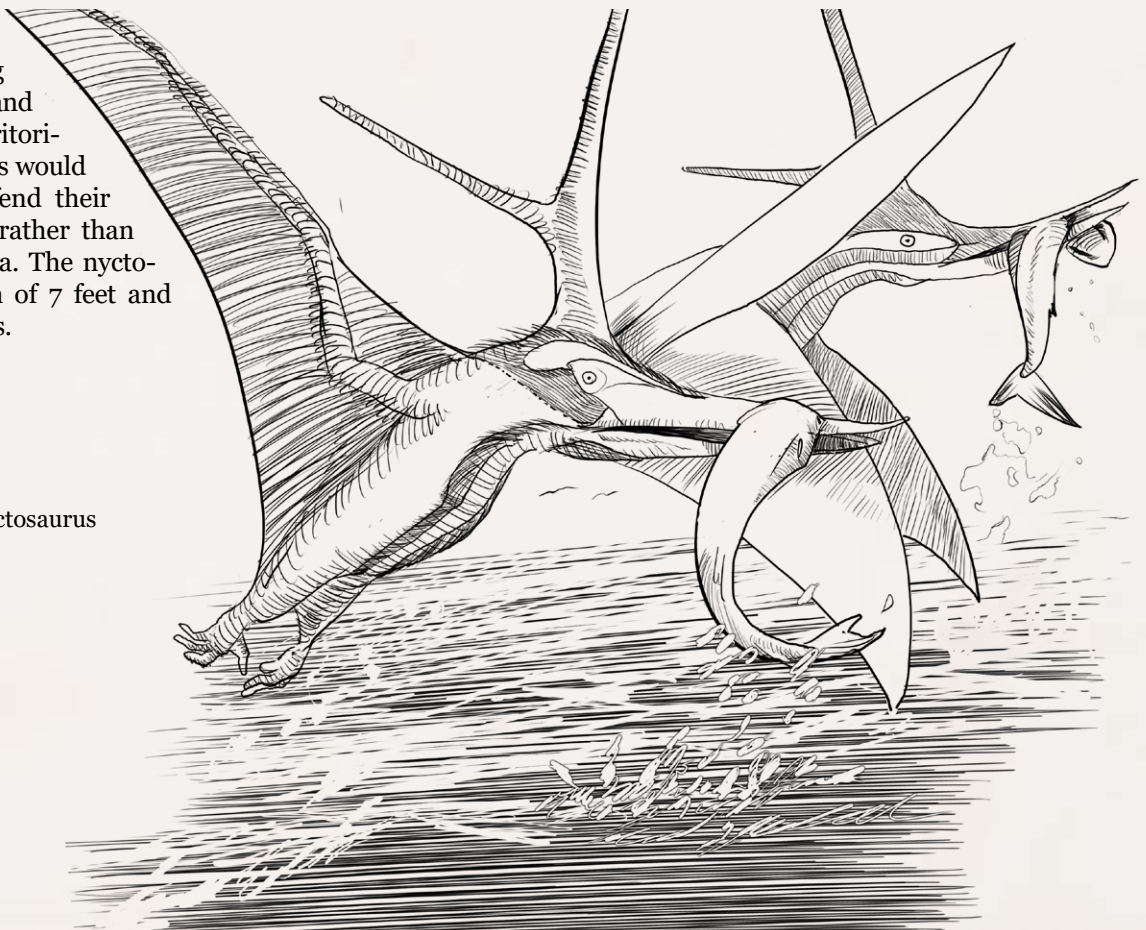
Environment warm coastlines or plains

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

Treasure none

Sometimes confused with pteranodons, nyctosaurus were smaller than their flying cousins. However, they made up for their smaller size with more a more powerful beak and crest spines that they used to defend themselves with deadly precision. They bit creatures on the ground while their crest spines were employed during aerial maneuvers by flying underneath an enemy and stabbing upwards. Territorial, a flock of nyctosaurus would stop at nothing to defend their nests, choosing to die rather than to move to another area. The nyctosaurus had a wingspan of 7 feet and weighed only 20 pounds.

Nyctosaurus



PTEROSAUR, SORDES

(late Jurassic Period)

A small, hairy, winged creature swoops down from the tree branches, making a high pitched warning call.

SORDES CR 1/2

XP 200

N Tiny animal

Init +2; **Senses** low-light vision; Perception +4

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 4 (1d8)

Fort +2, **Ref** +4, **Will** +0

OFFENSE

Speed 10 ft.; fly 30ft. (good)

Melee bite +0 (1d4-2)

Space 2½ ft.; **Reach** 0

STATISTICS

Str 6, **Dex** 14, **Con** 10, **Int** 2, **Wis** 11, **Cha** 12

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

Feats Death From Above^{UC}

Skills Acrobatics +2 (+6 to jump), Fly +14, Perception +4

ECOLOGY

Environment warm forests or jungles

Organization flock (6-15)

Treasure none

Sordes preferred to hunt as a flock, and they banded together to mob invaders in their nesting area. An average sordes was approximately 13 inches from nose to tail, and stood about 6 inches tall. It had a wingspan of 2 feet and a long tail, which accounted for nearly half its length.

For the GM who can't resist throwing a swarm of tiny, flying, biting dinosaurs at their players, we present the following.

PTEROSAUR, SORDES SWARM

(late Jurassic Period)

A flock of small, hairy, winged creatures emit high pitched warning calls as they dive toward their target.

SORDES SWARM

CR 5

XP 1,600

N Tiny animal

Init +6; **Senses** low-light vision; Perception +8

Aura frightful presence (30 ft., DC 18)

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 45 (10d8)

Fort +7, **Ref** +9, **Will** +3

Defensive Abilities swarm traits

Weakness swarm traits

OFFENSE

Speed 10 ft.; fly 30ft. (average)

Melee swarm (2d6)

Space 10 ft.; **Reach** 0

Special Attacks distraction (DC 15)

STATISTICS

Str 6, **Dex** 14, **Con** 10, **Int** 2, **Wis** 11, **Cha** 12

Base Atk +7; **CMB** +3; **CMD** 15

Feats Ability Focus (frightful presence) Acrobatic, Improved Initiative

Skills Acrobatics +2 (+6 to jump), Fly +16, Perception +8

ECOLOGY

Environment warm forests or jungles

Organization solitary or colony (3-6)

Treasure none

Often found in or near sordes breeding grounds, this swarm of small flying reptiles descends in a cacophony upon would-be assailants and passersby with a barrage of bites and shrieks.

Prehistoric Encounters

Of course, dinosaurs (and other prehistoric creatures) aren't just companions, familiars, or even monsters. They are events waiting to happen! Gamemasters can insert the following encounters into their campaigns to spice up a trip, add an interesting twist to their adventure, or to brighten up their world.

Cliffside Cacophony (CR 6)

The adventurers are making their way up a steep incline in the humid jungle. Strange high pitched bird-like noises can be heard in the distance, but the area is remarkably still. As the jungle growth begins to thin, the incline becomes steeper and rockier. Within minutes, the PCs are facing a 60 foot tall craggy wall stretching as far as they can see. The rocky outcroppings at the top of this cliff are breeding grounds for a colony of sordes.

A successful DC 20 Perception check reveals the tiny flying creatures circling some of the rocky outcroppings visible on the top half of the cliff side.

There are ample handholds and footholds, and with a successful DC 15 Climb check, the PC can easily begin picking their way up the rock face.

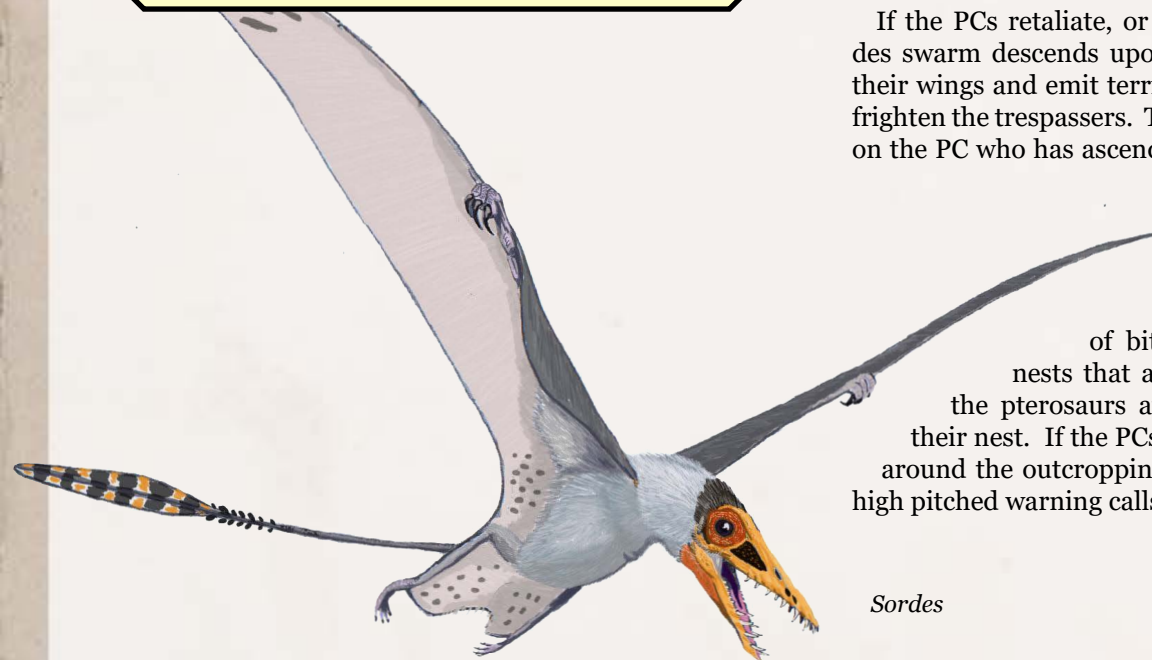
Once the PCs are twenty feet up the cliff, the occasional sordes flies within 40 feet of the PCs and lets out a high pitched warning call before it circles back to an outcropping.

As the PCs continue to climb, three sordes swoop down and attack the party. A successful DC 15 Perception check reveals an increasing number of these aerial creatures are circling the skies overhead. The three sordes continue to peck and bite at the adventures until the party descends to within ten feet of the ground, at which point they return to their outcropping.

If the PCs retaliate, or do not immediately flee, a sordes swarm descends upon the party. The creatures beat their wings and emit terrifying shrieks as they attempt to frighten the trespassers. They focus the bulk of their wrath on the PC who has ascended the furthest up the cliff face, swarming him.

The rocky outcroppings near the top of the cliff are full of bits of twigs and leaves forming nests that are each guarded by 2-3 sordes; the pterosaurs attack anything that approaches their nest. If the PCs defeat the swarm, and navigate around the outcroppings, they receive little more than high pitched warning calls from the remaining sordes.

Sordes



Cover Your Ears (CR 6)

The humidity hangs in the air and sweat trickles down the faces of the PCs as they make their way through the lush jungle terrain. A DC 12 Perception check reveals the sound of movement fifty feet ahead.

As the adventurers step out from under some low hanging vines, they find themselves in a small clearing facing a huge duck-billed dinosaur. The crest-headed animal looks briefly in the direction of the newcomers and emits a low trumpet-like noise before it resumes eating.

A large piece of wood is protruding from the left rear leg of the huge beast. If a PC succeeds in a DC 20 Handle Animal check, he can approach the dinosaur and attempt to remove the large splinter.

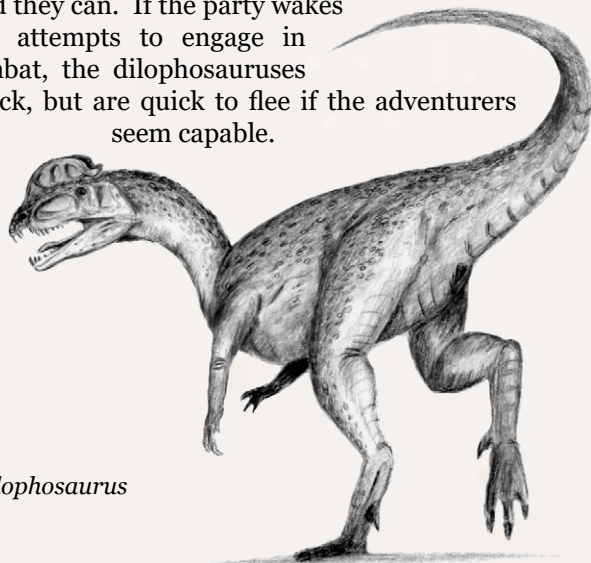
If the PCs appear hostile, or come within fifteen feet without succeeding in a Handle Animal check, the corythosaurus uses its sound shock, and four additional corythosaurus arrive in 1d4 rounds. The corythosaurs use their trample attack when they engage in combat with the PCs, and then attempt to surround the adventurers as they switch to tail slap.

If a PC successfully treats the dinosaur's wounds, it seems grateful and emits another similar trumpet-like noise (advising the other nearby corythosaurus not to attack).

If the PCs avoid the corythosaurus by skirting around it, there is a 50% chance they encounter two corythosaurs with a starting attitude of unfriendly.

Hold Onto Your Packs (CR 6)

In the middle of the night, a pair of dilophosauruses come across the adventurer's camp. They can smell the food inside the party's bags and are hoping for an easy meal. If the group has a person on watch the dilophosauruses quickly approach him, attacking with their paralytic spittle. The animals then smell their way to any bags with food, using their claws to rip into the packs open and scavenge what food they can. If the party wakes and attempts to engage in combat, the dilophosauruses attack, but are quick to flee if the adventurers seem capable.



Dilophosaurus

Mating Season (CR 4)

The party has been picking their way through a warm forest; the trees are just beginning to thin and the ground is becoming more even. A successful DC 15 Perception check reveals loud noises ahead.

As soon as the adventurers reach the edge of the forest, the source of the noise is evident: two stygimolochs are engaged in combat with each other. As they charge, ramming their domed heads into their opponent, the dinosaurs emit a strange roar. The pair is attempting to prove their dominance in order to attract a mate.

A successful DC 15 Perception check reveals three more stygimolochs thirty feet further past the sparring pair. Two are female, mildly interested in the goings-on, while the third is another male, eager to prove its power.

If the party attempts to enter the plain, they must make a Stealth check to avoid notice by the stygimolochs. Should either of the scuffling dinosaurs notice the adventurers, it immediately turns its attention to the intruders; the other dinosaur utilizes the distraction to attempt to defeat its opponent. In the chaos, the third male stygimoloch joins the fray. During the second round there is a 50% chance any of the male dinosaurs will attack a PC. Should the party flee, the stygimolochs return their attention to each other.

The females remain curious, but keep their distance from the adventurers and the sparring males.

Scavengers (CR 1)

The PCs have stopped to rest in a small clearing. The underbrush is heavy at the tree line and insects buzz and flit about the humid air. A fallen log and a few large rocks provide adequate seating for the adventurers as they rest their weary feet, sip their water, and have a quick bite to eat.

A successful Perception check detects movement in the underbrush. The meis, flightless avian dinosaurs, are well hidden and receive a +10 bonus to their Stealth check. A total of five meis are curiously watching the party, hoping they can scavenge some food.

The duck-sized creature has a long tail and sickle-claws, and does its best to stay hidden in the cover of leaves, but if any of the adventurers drop crumbs or small pieces of food on the ground, either by accident or on purpose, a tiny dinosaur cautiously picks its way forward to devour the scraps.

If any of the party members make a loud or sudden movement, the mei quickly retreats to the cover of the forest. Should the PCs scatter the ground with crumbs or fresh food, all of the mei eagerly consume the offering.

If the PCs attempt to catch or harm one of the meis, they scatter, biting at their assailants as they dive for cover.

What Lurks Beneath (CR 6)

As the slowly moving barge rounds a bend in the winding river, three large reptilian creatures are seen snapping at each other on the mucky river bank. Their long maws are filled with hundreds of teeth and their tails swing back and forth in excitement. These baryonyx (young template has been applied) are play fighting with each other and are unlikely to notice the PCs unless the party makes excessive noise, or approaches.

BARYONYX (3)

CR 5

XP 1,600 each

AC 20, touch 14, flat-footed 15, (+5 Dex, +6 natural, -1 size)

hp 58 each

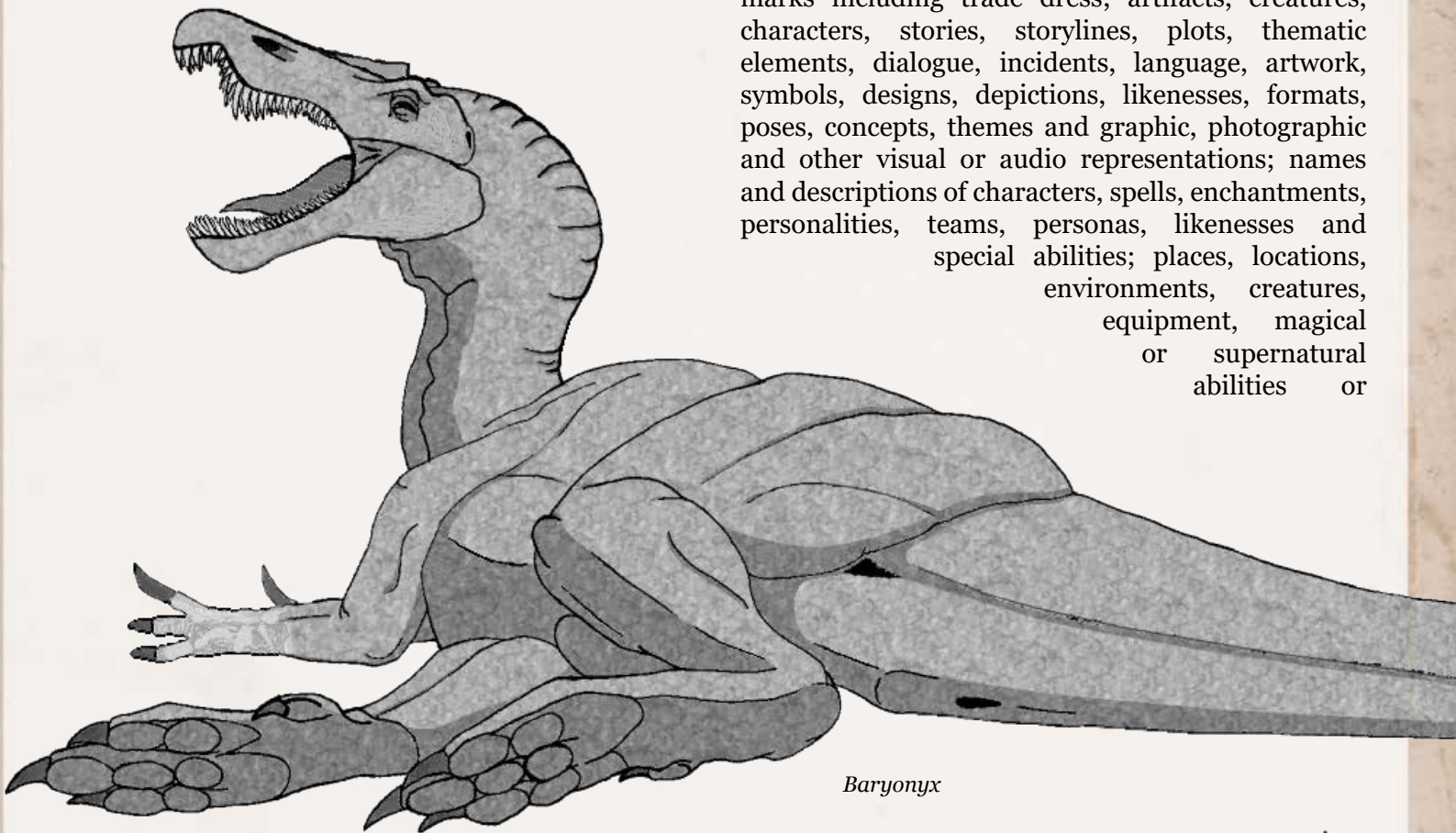
The river here is a 40 feet across and a DC 8 Perception check reveals the top of a crocodile-like snout protruding from the water in the middle of the river. Lurking beneath the surface is a baryonyx, the mother of the juveniles.

If the barge comes within 10 feet of the mother, or between her and her babies, the baryonyx attacks, and the juveniles scatter. If the PCs attempt to flee, she issues one final attack before letting them retreat.

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Baryonyx

Mário Luiz

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