

# PLAYTEST PACK 03: DINOS/PRIMS 1 - BONUS MATERIAL

## THE NYMIAN BEASTLANDS™

### PLAYTEST PACK 03: BONUS MATERIAL

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#### DINOSAUR, ANKYLOSAURUS

**ANKYLOSAURUS** ("AYN-kee-loh-SAWR-us");  
"fused lizard"

Armored (*Ankylosaurus magniventris*,  
Ankylosauridae family)

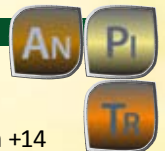
**Era:** Cretaceous, 66.5-65.5<sup>M</sup>

**Discovery:** Montana, USA (Hell Creek Formation)<sup>o</sup>; Barnum Brown, 1906;  
North America (Montana, USA; Wyoming, USA; and Alberta, Canada)<sup>R</sup>; Multiple specimens and fragments



*Thick bony plates armor the dome-like back of this quadrupedal dinosaur, its powerfully muscled tail ending in a bony club.*

#### ANKYLOSAURUS (CR 6)



**XP 2,400**

**N** Huge animal

**Init** +0; **Senses** low-light vision, scent; **Perception** +14

#### DEFENSE

**AC** 22, **touch** 8, **flat-footed** 22 (+14 natural, -2 size)

**hp** 75 (10d8+30)

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

#### OFFENSE

**Speed** 30 ft.

**Melee** tail +14 (3d6+12 plus stun)

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

#### STATISTICS

**Str** 27, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8

**Base Atk** +7; **CMB** +17; **CMD** 27 (31 vs. trip)

**Feats** Great Fortitude, Improved Bull Rush, Improved Overrun,  
Power Attack, Weapon Focus (tail)

**Skills** Perception +14

## PP03 BONUS MATERIAL

Since there will likely be playtesters which may not own the PFRPG creature resources, **PATHFINDER ROLEPLAYING GAME BESTIARY** and **PATHFINDER ROLEPLAYING GAME BESTIARY 2**, we have compiled the stat blocks for them here, as well as any information for use as familiars or animal companions. Additionally, we have provided the historical information stat blocks for Dinosaurs for those creatures found in the former publication, and the basic Practical Purchasing Considerations for critters from the latter. Our entire pricing guidelines can be found below, so that you can weigh in on the formulae we used; or else, to find the pricing guidelines for another animal we have not covered here. Finally, when dealing with dinosaurs and real-world critters, I have run across and mentioned a lot of scientific and jargon-ish words that could be confusing for people unfamiliar with such terms – many of them have been clarified here. Enjoy!

### PFRPG BESTIARY 1 DINOS & PRIMS

The following content covers those creatures listed as Dinosaurs in the **PATHFINDER ROLEPLAYING GAME BESTIARY**, including historical information, their creature stat blocks, and any animal companion or familiar stats associated with them. **P** indicates a "Prim" – a prehistoric, or primitive, animal, which is not a true dinosaur.

## ECOLOGY

**Environment** warm forests and plains

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

**Treasure** none

## SPECIAL ABILITIES

**Stun (Ex):** The ankylosaurus's tail can deliver a powerful, stunning blow. A creature struck by this attack must make a DC 23 Fortitude save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds. The save DC is Strength-based.

The ankylosaurus is a powerful, squat dinosaur more than capable of defending itself against enemies. Its back is heavily armored with thick bony plates and spikes. A solid blow from an ankylosaurus's tail can leave most creatures stunned long enough for the armored dinosaur to make good an escape, although once confronted, most ankylosauruses are too ill-tempered and stubborn to flee. Instead, they stand their ground and use their tails to great effect in battle. An ankylosaurus is 30 feet long and weighs 6,000 pounds.

## ANKYLOSAURUS COMPANIONS

**Starting Statistics:** Size Medium; Speed 30 ft.; AC +9 natural armor; Attack tail (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 tail (2d6 plus stun); Ability Scores Str +8, Dex -2, Con +4; Special Qualities stun.

## DINOSAUR, BRACHIOSAURUS

**BRACHIOSAURUS** ("BRAK-ee-oh-SAWR-us"); "arm lizard"

Longwalker (*Brachiosaurus altithorax*, Sauropoda infraorder)

**Era:** Jurassic, 154-153<sup>M</sup>

**Discovery:** Western Colorado, USA<sup>o</sup>; Elmer S. Riggs, 1900; North America (Colorado, Oklahoma, Utah, Wyoming)<sup>R</sup>; a partial skeleton, and several bone fragments

*A long tail counter-balances this reptile's equally long neck, at the end of which a relatively small head pulls food from the treetops.*

## BRACHIOSAURUS (CR 10)

XP 9,600

N Gargantuan animal

**Init** +0; **Senses** low-light vision, scent; Perception +28

## DEFENSE

**AC** 18, touch 6, flat-footed 18 (+12 natural, -4 size)

**hp** 171 (18d8+90)

**Fort** +18, **Ref** +11, **Will** +9

## OFFENSE

**Speed** 30 ft.

**Melee** tail +23 (4d6+19)

**Space** 20 ft.; **Reach** 20 ft.

**Special Attack** trample (2d6+19, DC 32)

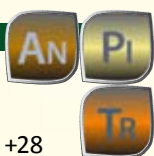
## STATISTICS

**Str** 37, **Dex** 10, **Con** 21, **Int** 2, **Wis** 13, **Cha** 10

**Base Atk** +13; **CMB** +30; **CMD** 40 (44 vs. trip)

**Feats** Cleave, Great Cleave, Great Fortitude, Greater Overrun, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (tail)

**Skills** Perception +28



## ECOLOGY

**Environment** warm forests or plains

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

**Treasure** none

A brachiosaurus is 80 feet long and weighs 32 tons.

## BRACHIOSAURUS COMPANIONS

**Starting Statistics:** Size Medium; Speed 30 ft.; AC +3 natural armor; Attack tail (2d4); Ability Scores Str 13, Dex 14, Con 11, Int 2, Wis 13, Cha 10; Special Qualities 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 Qualities trample (1d8).

## DINOSAUR, DEINONYCHUS

**DEINONYCHUS** ("DYE-noh-NYE-kus"); "terrible claw"

Runner (*Deinonychus antirrhopus*, Dromaeosauridae family)

**Era:** Cretaceous, 115-108<sup>M</sup>

**Discovery:** Billings, Montana, USA<sup>o</sup>; Barnum Brown, 1931; North America (Antler/Clover Formation, in Montana, Wyoming, Oklahoma, and possibly Potomac Formation, Maryland)<sup>R</sup>; Multiple skeletons, fragments, and eggs

*This brightly colored dinosaur exudes a dangerous ferocity. Each foot is armed with a large, sickle-shaped claw.*



## DEINONYCHUS (CR 3)

XP 800

N Medium animal

**Init** +6; **Senses** low-light vision, scent; Perception +14

## DEFENSE

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

**hp** 34 (4d8+16)

**Fort** +8, **Ref** +6, **Will** +2

## OFFENSE

**Speed** 60 ft.

**Melee** 2 talons +5 (1d8+2), bite +5 (1d6+2), foreclaws +0 (1d4+1)

**Special Attack** pounce

## STATISTICS

**Str** 15, **Dex** 15, **Con** 19, **Int** 2, **Wis** 12, **Cha** 14

**Base Atk** +3; **CMB** +5; **CMD** 17

**Feats** Improved Initiative, Run

**Skills** Acrobatics +10 (+22 jump), Perception +14, Stealth +15;

**Racial Modifiers** +8 Acrobatics, +8 Perception, +8 Stealth

## ECOLOGY

**Environment** warm forests

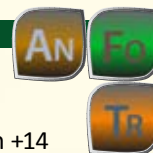
**Organization** solitary, pair, or pack (3-12)

**Treasure** none

As swift and agile as it is deadly, the deinonychus is a pack hunter, running with several of its kind to take down prey and rip it apart with their gutting talons. You can apply the young simple template to create statistics for smaller, more agile velociraptors.

## DEINONYCHUS (VELOCIRAPTOR) COMPANIONS

**Starting Statistics:** Size Small; Speed 60 ft.; AC +1 natural armor; Attack 2 talons (1d6), bite (1d4); Ability Scores Str 11, Dex 17, Con 17, Int 2, Wis 12, Cha 14; Special Qualities low-light vision, scent.





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**7th-Level Advancement:** Size Medium; AC +2 natural armor; **Attack** 2 talons (1d8), bite (1d6), 2 claws (1d4); **Ability Scores** Str +4, Dex -2, Con +2; **Special Attacks** pounce.

### PLESIOSAUR, ELASMOSAURUS<sup>P</sup>

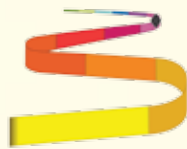
**ELASMOSAURUS** ("eh-LAZ-moh-SAWR-us"); "thin-plate lizard"

Aquatic (*Elasmosaurus platyurus*, Plesiosauria order)

**Era:** Cretaceous, 80.5<sup>M</sup>

**Discovery:** Kansas, USA<sup>O</sup>; Dr. Theophilus Turner, March 1868; North America (Pierre Shale, Kansas, and other locations)<sup>R</sup>; Multiple partial skeletons and fragments

*Long-necked and long-tailed, this large, predatory reptile glides through the water on four powerful flippers.*



### ELASMOSAURUS (CR 7)

**XP 3,200**

N Huge animal

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

#### DEFENSE

**AC** 20, touch 11, flat-footed 17 (+2 Dex, +1 dodge, +9 natural, -2 size)

**hp** 105 (10d8+60)

**Fort** +14, **Ref** +9, **Will** +6

#### OFFENSE

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

**Melee** bite +13 (2d8+12)

**Space** 15 ft.; **Reach** 20 ft.

#### STATISTICS

**Str** 26, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 9

**Base Atk** +7; **CMB** +17; **CMD** 30 (34 vs. trip)

**Feats** Dodge, Great Fortitude, Iron Will, Mobility, Toughness

**Skills** Perception +14, Swim +16

#### ECOLOGY

**Environment** warm aquatic

**Organization** solitary, pair, or school (3-6)

**Treasure** none

The sleek elasmosaurus is a long-necked, aquatic reptile. Although not technically a dinosaur, they and their kind are often found hunting in oceans and lakes in areas where dinosaurs are more common. You can create statistics for smaller, similar aquatic reptiles (such as the pleisosaur) by applying the young simple template to the statistics presented above. An elasmosaurus is 45 feet long and weighs 4,000 pounds.

#### ELASMOSAURUS COMPANIONS

**Starting Statistics:** Size Medium; **Speed** 20 ft., swim 50 ft.; **AC** +2 natural armor; **Attack** bite (1d8); **Ability Scores** Str 10, Dex 18, Con 12, Int 2, Wis 13, Cha 9; **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** Size Large; **AC** +3 natural armor; **Attack** bite (2d6); **Ability Scores** Str +8, Dex -2, Con +4.

### PTEROSAUR, PTERANODON<sup>P</sup>

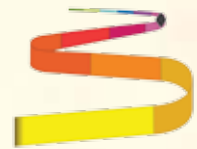
**PTERANODON** ("teh-RAN-oh-DON"); "winged and toothless"

Aerial (*Pteranodon longiceps* & *P. sternbergi*, Syn. *Geosternbergia* & *Dawndraco*; Pterosauria order)

**Era:** Cretaceous, 86-84.5<sup>M</sup>

**Discovery:** Smoky Hill Chalk deposits, Kansas, USA<sup>O</sup>; Othniel Charles Marsh, 1870; North America (Kansas, Alabama, Nebraska, Wyoming, & South Dakota, USA)<sup>R</sup>; Over 1,200 specimens, the best documented pterosaur fossils

*This flying reptile has two huge wings and a distinctive backward-sweeping crest decorating its head.*



### PTERANODON (CR 3)

**XP 800**

N Large animal

**Init** +8; **Senses** low-light vision, scent; Perception +11

#### DEFENSE

**AC** 16, touch 14, flat-footed 11 (+4 Dex, +1 dodge, +2 natural, -1 size)

**hp** 32 (5d8+10)

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

#### OFFENSE

**Speed** 10 ft., fly 50 ft. (clumsy)

**Melee** bite +5 (2d6+4)

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

#### STATISTICS

**Str** 16, **Dex** 19, **Con** 15, **Int** 2, **Wis** 15, **Cha** 12

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

**Feats** Dodge, Improved Initiative, Skill Focus (Perception)

**Skills** Fly -1, Perception +11

#### ECOLOGY

**Environment** warm coastline

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

**Treasure** none

The pteranodon is not itself a dinosaur but rather a large flying reptile that is often found in areas dinosaurs are common. Its flight lacks grace, so it lands on the ground to fight foes it can't carry away. A pteranodon has a wingspan of 30 feet but only weighs 40 pounds.

*Note:* the above statistics are for a male specimen, while females are significantly smaller and lighter; use stats for a young pteranodon for an adult female specimen.

#### PTERANODON COMPANIONS

**Starting Statistics:** Size Medium; **Speed** 10 ft., fly 50 ft. (clumsy); **AC** +0 natural armor; **Attack** bite (1d8); **Ability Scores** Str 8, Dex 21, Con 10, Int 2, Wis 14, Cha 12; **Special Qualities** low-light vision, scent.

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

## DINOSAUR, STEGOSAURUS

**STEGOSAURUS** ("STEG-oh-SAWR-us");  
"roofed lizard"

Armored (*Stegosaurus armatus*, *S. stenops*, *S. longispinus*, & possibly *S. unguatus*, Stegosauridae family)

**Era:** Jurassic, 155-150<sup>M</sup>

**Discovery:** Morrison, Colorado, USA<sup>o</sup>; Othniel Charles Marsh, named in 1877; North America (Colorado, Wyoming, and Utah) and Europe (Portugal)<sup>R</sup>; Around 80 specimens in at least three distinct species

*This huge dinosaur has a small head, twin rows of sharp dorsal plates, and a muscular tail terminating in a set of bony spikes.*

### STEGOSAURUS (CR 7)

**XP 3,200**

N Huge animal

**Init** +6; **Senses** low-light vision, scent; Perception +16

#### DEFENSE

**AC** 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, -2 size)

**hp** 90 (12d8+36)

**Fort** +13, **Ref** +10, **Will** +5

#### OFFENSE

**Speed** 30 ft.

**Melee** tail +16 (4d6+12 plus trip)

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

#### STATISTICS

**Str** 27, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 10

**Base Atk** +9; **CMB** +19; **CMD** 31 (35 vs. trip)

**Feats** Cleave, Great Fortitude, Improved Initiative, Improved Overrun, Power Attack, Weapon Focus (tail)

**Skills** Perception +16

#### ECOLOGY

**Environment** warm plains

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

**Treasure** none

The stegosaurus is one of the most distinctive-looking dinosaurs—its twin rows of dorsal plates and spiked tail are enough to give most predators second thoughts before attacking. It is 30 feet long, 14 feet tall, and weighs 5,000 pounds.

#### STEGOSAURUS COMPANIONS

**Starting Statistics:** **Size** Med.; **Speed** 30 ft.; **AC** +6 natural armor; **Attack** tail (2d6); **Ability Scores** Str 10, Dex 18, Con 10, Int 2, Wis 12, Cha 10; **Special Qualities** low-light vision, scent.

**7th-Level Advancement:** **Size** Large; **AC** +3 natural armor; **Attack** tail (2d8 plus trip); **Ability Scores** Str +8, Dex -2, Con +4.

## DINOSAUR, TRICERATOPS

**TRICERATOPS** ("try-SAYR-uh-TOPS");  
"three-horned face"

Armored (*Triceratops horridus* & *T. prorsus*, multiple possible synonyms including [juvenile specimen] *Torosaurus*; Ceratopsia suborder)

**Era:** Cretaceous, 68-65<sup>M</sup>

**Discovery:** Near Denver, Colorado, USA<sup>o</sup>; Described by Othniel Charles Marsh, spring 1887; North America (Colorado, Wyoming,

Montana, & South Dakota, USA, and Saskatchewan & Alberta, Canada)<sup>R</sup>; Multiple skulls and skeletal remains, across varied and debated species/genera

*This beast's armored head has three sharp horns decorating its face and a large round crest angling back over its neck from its skull.*

### TRICERATOPS (CR 8)

**XP 4,800**

N Huge animal

**Init** -1; **Senses** low-light vision, scent; Perception +21

#### DEFENSE

**AC** 21, touch 7, flat-footed 21 (-1 Dex, +14 natural, -2 size)

**hp** 119 (14d8+56)

**Fort** +15, **Ref** +8, **Will** +5

#### OFFENSE

**Speed** 30 ft.

**Melee** gore +17 (2d10+12/19-20/x2)

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

**Special Attacks** powerful charge (gore 4d10+16), trample (1d8+12, DC 25)

#### STATISTICS

**Str** 26, **Dex** 9, **Con** 19, **Int** 2, **Wis** 12, **Cha** 7

**Base Atk** +10; **CMB** +20; **CMD** 29 (33 vs. trip)

**Feats** Great Fortitude, Improved Bull Rush, Improved Critical (gore), Power Attack, Run, Skill Focus (Perception), Weapon Focus (gore)

**Skills** Perception +24

#### ECOLOGY

**Environment** warm plains

**Organization** solitary, pair, or herd (5-8)

**Treasure** none

The triceratops is a stubborn and short-tempered herbivore. A typical triceratops is 30 feet long and weighs 20,000 pounds.

#### TRICERATOPS COMPANIONS

**Starting Statistics:** **Size** Medium; **Speed** 30 ft.; **AC** +6 natural armor; **Attack** gore (1d8); **Ability Scores** Str 10, Dex 13, Con 11, Int 2, Wis 12, Cha 7; **Special Qualities** low-light vision, scent.

**7th-Level Advancement:** **Size** Large, **AC** +3 natural armor; **Attack** gore (2d6); **Ability Scores** Str +8, Dex -2, Con +4; **Special Qualities** powerful charge (gore, 2d8).

## DINOSAUR, TYRANNOSAURUS

**TYRANNOSAURUS** ("tye-RAN-oh-SAWR-us"); "tyrant lizard"

Carnosaur (*Tyrannosaurus rex*, multiple possible synonyms; Tyrannosauridae family)

**Era:** Cretaceous, 67-65.5<sup>M</sup>

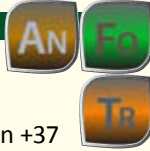
**Discovery:** Western USA<sup>o</sup>; Named by Henry Fairfield Osborn, fragments discovered in 1874, early 1890s, & 1900; Western North America with Asian contemporaries and synonyms<sup>R</sup>; Multiple specimens, including a full skeleton ("Sue," or FNMH PR2081)

*This bipedal dinosaur's front arms seem small compared to the rest of its bulk, but its enormous head is all teeth.*

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### TYRANNOSAURUS (CR 9)



XP 6,400

N Gargantuan animal

**Init** +5; **Senses** low-light vision, scent; **Perception** +37

#### DEFENSE

**AC** 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, -4 size)

**hp** 153 (18d8+72)

**Fort** +15, **Ref** +12, **Will** +10

#### OFFENSE

**Speed** 40 ft.

**Melee** bite +20 (4d6+22/19-20 plus grab)

**Space** 20 ft.; **Reach** 20 ft.

**Special Attacks** swallow whole (2d8+11 bludgeoning, AC 17, hp 15)

#### STATISTICS

**Str** 32, **Dex** 13, **Con** 19, **Int** 2, **Wis** 15, **Cha** 10

**Base Atk** +13; **CMB** +28 (+32 grapple); **CMD** 39

**Feats** Bleeding Critical, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception)

**Skills** Perception +37; **Racial Modifiers** +8 Perception

**SQ** powerful bite

#### ECOLOGY

**Environment** warm forests and plains

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

**Treasure** none

#### SPECIAL ABILITIES

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

The tyrannosaurus is an apex predator that measures 40 feet long and weighs 14,000 pounds.

#### TYRANNOSAURUS COMPANIONS

**Starting Statistics:** **Size** Medium, **Speed** 30 ft.; **AC** +4 natural armor; **Attack** bite (1d8); **Ability Scores** Str 14, Dex 16, Con 10, Int 2, Wis 15, Cha 10; **Special Qualities** low-light vision, scent.

**7th-Level Advancement:** **Size** Large; **AC** +3 natural armor; **Attack** bite (2d6); **Ability Scores** Str +8, Dex -2, Con +4; **Special Qualities** grab, powerful bite.

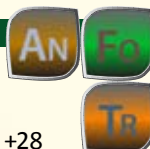
## PFRPG BESTIARY 2 DINOS & PRIMS

Like the dinosaurs above, the following material covers the creatures' stat blocks, as well as any animal companion or familiar stats associated with the creature. For the practical considerations in pricing these creatures as livestock and services oriented on them, see Dinosaur Pricing, below. Some dinosaurs have been updated with rules errata from editors, including our own (i.e., Compsognathus' assumed, but officially unlisted, +8 Racial Modifier to Swim checks, etc.); other edits included from [D20PFSRD.COM](http://D20PFSRD.COM) text inclusions (i.e., Parasaurolophus' Armor Class and Combat Maneuver errata, etc.).

### DINOSAUR, ALLOSAURUS

*This bipedal dinosaur has a mouth filled with sharp teeth and short, powerful arms that end in sharp claws.*

### ALLOSAURUS (CR 7)



XP 3,200

N Huge animal

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

#### DEFENSE

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

**hp** 93 (11d8+44)

**Fort** +11, **Ref** +8, **Will** +7

#### OFFENSE

**Speed** 50 ft.

**Melee** bite +14 (2d6+8/19-20 plus grab), 2 claws (1d8+8)

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

**Special Attacks** pounce, rake (2 talons +14, 1d8+8)

#### STATISTICS

**Str** 26, **Dex** 13, **Con** 19, **Int** 2, **Wis** 15, **Cha** 10

**Base Atk** +8; **CMB** +18; **CMD** 29

**Feats** Alertness, Improved Critical (bite), Improved Initiative, Iron Will, Nimble Moves, Run

**Skills** Perception +28; **Racial Modifiers** +8 Perception

#### ECOLOGY

**Environment** temperate or warm forests or plains

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

**Treasure** none

A huge, swift hunter, the allosaurus measures 30 feet in length and weighs 10,000 pounds.

#### ALLOSAURUS COMPANIONS

**Starting Statistics:** **Size** Medium, **Speed** 40 ft.; **AC** +4 natural armor; **Attack** bite (1d6), 2 claws (1d4)<sup>5</sup>; **Ability Scores** Str 14, Dex 16, Con 10, Int 2, Wis 15, Cha 10; **Special Qualities** low-light vision, scent.

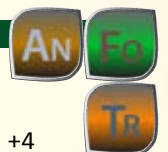
*S This is a secondary natural attack.*

**7th-Level Advancement:** **Size** Large; **AC** +2 natural armor; **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** Str +8, Dex -2, Con +4; **Special Qualities** grab, pounce.

### DINOSAUR, COMPSOGNATHUS

*This small reptile has a snake-like neck and head, a bird-like body with strong legs for running, and a whip-like tail.*

### COMPSOGNATHUS (CR 1/2)



XP 200

N Tiny animal

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

#### DEFENSE

**AC** 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

**hp** 6 (1d8+2)

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

#### OFFENSE

**Speed** 40 ft., swim 20 ft.

**Melee** bite +1 (1d3-1 plus poison)

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

#### STATISTICS

**Str** 8, **Dex** 15, **Con** 14, **Int** 2, **Wis** 11, **Cha** 5

**Base Atk** +0; **CMB** +0; **CMD** 9

**Feats** Improved Initiative

**Skills** Perception +4, Swim +7; **Racial Modifiers** +8 Swim

#### ECOLOGY

**Environment** temperate or warm forests or plains

**Organization** solitary, pair, or pack (5-20)

**Treasure** none



### SPECIAL ABILITIES

**Poison (Ex):** Bite—injury; *save* Fort DC 12; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save.

The compsoognathus is a small dinosaur that moves in swift, darting motions. Its bite injects a venom that causes numbness and weakness, a trait that the animal uses to bring down larger prey. A compsoognathus measures 3 feet long and weighs 15 pounds.

### COMPSOGNATHUS FAMILIARS

These dinosaurs can serve spellcasters as a familiar. A compsoognathus familiar grants its master a +4 bonus on Initiative checks.

### DINOSAUR, PARASAUROLOPHUS

*This thick-bodied dinosaur has a whip-like tail and a long neck, its head topped by the crest of a backward-curving horn.*

#### PARASAUROLOPHUS (CR 4)

XP 1,200

N Huge animal

**Init** +2; **Senses** low-light vision, scent; **Perception** +13

#### DEFENSE

**AC** 17, touch 10, flat-footed 15 (+2 Dex, +7 natural, -2 size)

**hp** 45 (6d8+18)

**Fort** +8, **Ref** +7, **Will** +3

#### OFFENSE

**Speed** 30 ft.

**Melee** tail +8 (2d6+9)

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

**Special Attack** trample (2d6+9, DC 19)

#### STATISTICS

**Str** 23, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 10

**Base Atk** +4; **CMB** +12; **CMD** 24

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

**Skills** Perception +13

#### ECOLOGY

**Environment** warm forests or plains

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

**Treasure** none

This herbivore is 30 feet long and weighs 10,500 pounds. It is notable for the long, curved crest atop its skull.

#### PARASAUROLOPHUS COMPANIONS

**Starting Statistics:** **Size** Medium; **Speed** 30 ft.; **AC** +2 natural armor; **Attack** tail (1d6); **Ability Scores** Str 11, Dex 18, Con 9, Int 2, Wis 13, Cha 10; **Special Qualities** low-light vision, scent.

**7th-level Advancement:** **Size** Large; **AC** +2 natural armor; **Attack** tail (1d8); **Ability Scores** Str +8, Dex -2, Con +4; **Special Qualities** trample (1d8).

### PLESIOSAUR, TYLOSAURUS<sup>P</sup>

*Surging out of the water, this massive lizard is shaped like a giant fish with a powerful, toothed maw.*

#### TYLOSAURUS (CR 8)

XP 4,800

N Gargantuan animal

**Init** +1; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +14

### DEFENSE

**AC** 20, touch 8, flat-footed 18 (+1 Dex, +1 dodge, +12 natural, -4 size)

**hp** 105 (10d8+60)

**Fort** +15, **Ref** +8, **Will** +4

### OFFENSE

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

**Melee** bite +15 (2d8+18 plus grab)

**Space** 20 ft.; **Reach** 15 ft.

**Special Attack** swallow whole (2d6+9 bludgeoning, AC 16, hp 10)

### STATISTICS

**Str** 34, **Dex** 13, **Con** 22, **Int** 2, **Wis** 13, **Cha** 9

**Base Atk** +7; **CMB** +23 (+27 grapple); **CMD** 35 (39 vs. trip)

**Feats** Dodge, Cleave, Great Fortitude, Mobility, Power Attack

**Skills** Perception +14, Swim +20; **Racial Modifiers** +8 Swim

### ECOLOGY

**Environment** warm aquatic

**Organization** solitary, pair, or school (3-6)

**Treasure** none

This predatory marine lizard swims with four flippers and a powerful, fluke-like tail. Its extended snout is filled with sharp teeth, and it feeds on both aquatic and surface prey. They are known to attack ships, mistaking them for basking whales or other creatures. A tylosaurus grows up to 50 feet in length and weighs 30,000 pounds.

### TYLOSAURUS COMPANIONS

**Starting Statistics:** **Size** Medium; **Speed** 20 ft., swim 50 ft.; **AC** +3 natural armor; **Attack** bite (1d6); **Ability Scores** Str 10, Dex 17, Con 10, Int 2, Wis 13, Cha 9; **Special Qualities** low-light vision, scent.

**7th-level Advancement:** **Size** Large; **AC** +2 natural armor; **Attack** bite (1d8 plus grab); **Ability Scores** Str +8, Dex -2, Con +4.

## DINOSAUR PRICING

Provided here is a full composite of the pricing considerations for all dinosaurs covered here, including our new dinosaurs, all laid out on a simple table. We have also provided our full pricing guidelines and structure for you to evaluate and use on other examples of animals – feel free to give any feedback you may have on these details, and enjoy!

**LIVESTOCK PRICING** = CR 1/4 or less (25 gp base), CR 1/3 (50 gp base), CR 1/2 (75 gp base), CR 1 or higher: 150 gp per CR+/-1; -100 gp per -1 size category (from Huge) / +250 gp per +1 size category (from Huge); All aging prices based off *Adult* cost: *1x-adult*, *3/4x-mature*, *1/3x-infant*, *1/8x-egg*.

**BREEDING** = base (size: Tiny or smaller 20 gp, Small 40 gp, Medium 60 gp, Large 90 gp, Huge 120 gp, Gargantuan 175 gp, Colossal 250 gp) + (APC2 x 25 gp) + (HD x 15 gp) + land costs; *Note:* APC stands for Average Purchasing Consideration.

**REARING** = base (size: Tiny or smaller 20 gp, Small 40 gp, Medium 60 gp, Large 90 gp, Huge 120 gp, Gargantuan 175 gp, Colossal 250 gp) + [(APC1 x 100 gp) x 3/4 HD]] + land costs.

**TRAINING:** *combat* = (APC1 x Adult HD x 50 gp) + land costs; *domestication* = 1/3 combat training price.

# PLAYTEST PACK 03:

## DINOS/PRIMS 1 - BONUS MATERIAL

BESTIARY 1 DINOSAUR	EGG	INFANT	MATURE	ADULT	BREEDING	REARING	COMBAT	DOMEST.	SIZE-CR (HD)
Ankylosaurus	108 gp	285 gp	645 gp	860 gp	395 gp	3,870 gp	2,500 gp	835 gp	H-6 (10)
Brachiosaurus	180 gp	475 gp	1,075 gp	1,430 gp	595 gp	8,275 gp	5,400 gp	1,800 gp	G-10 (18)
Deinonychus	65 gp	175 gp	390 gp	520 gp	320 gp	2,460 gp	1,600 gp	535 gp	M-3 (4)
Elasmosaurus <sup>P</sup>	125 gp	333 gp	750 gp	1,000 gp	395 gp	3,870 gp	2,500 gp	835 gp	H-7 (10)
Pteranodon <sup>P</sup>	65 gp	170 gp	375 gp	500 gp	290 gp	2,340 gp	1,500 gp	500 gp	L-3 (5)
Stegosaurus	125 gp	333 gp	750 gp	1,000 gp	425 gp	4,620 gp	3,750 gp	1,250 gp	H-7 (12)
Triceratops	145 gp	385 gp	865 gp	1,150 gp	480 gp	7,470 gp	4,900 gp	1,635 gp	H-8 (14)
Tyrannosaurus	155 gp	420 gp	940 gp	1,400 gp	645 gp	9,625 gp	6,300 gp	2,100 gp	G-9 (18)
BESTIARY 2 DINOSAUR	EGG	INFANT	MATURE	ADULT	BREEDING	REARING	COMBAT	DOMEST.	SIZE-CR (HD)
Allosaurus	125 gp	333 gp	750 gp	1,000 gp	460 gp	5,895 gp	3,850 gp	1,285 gp	H-7 (11)
Compsognathus	6 gp	17 gp	38 gp	50 gp	135 gp	320 gp	200 gp	80 gp	T-1/2 (1)
Parasaurolophus	70 gp	190 gp	430 gp	570 gp	360 gp	2,820 gp	1,800 gp	600 gp	H-4 (6)
Tylosaurus <sup>P</sup>	170 gp	450 gp	1,015 gp	1,350 gp	525 gp	5,425 gp	3,500 gp	1,170 gp	G-8 (10)
PP03 DINOSAUR	EGG	INFANT	MATURE	ADULT	BREEDING	REARING	COMBAT	DOMEST.	SIZE-CR (HD)
Apatosaurus	155 gp	420 gp	940 gp	1,250 gp	560 gp	7,525 gp	4,900 gp	1,635 gp	G-8 (14)
Baryonyx	145 gp	385 gp	865 gp	1,150 gp	505 gp	8,520 gp	5,600 gp	1,870 gp	H-8 (14)
Coelurus	12 gp	50 gp	100 gp	150 gp	230 gp	1,410 gp	750 gp	250 gp	M-2 (3)
Dilophosaurus	75 gp	200 gp	450 gp	600 gp	360 gp	4,290 gp	2,800 gp	935 gp	L-5 (8)
Diplodocus	205 gp	550 gp	1,240 gp	1,650 gp	595 gp	6,100 gp	3,900 gp	1,300 gp	C-8 (13)
Giganotosaurus	230 gp	615 gp	1,390 gp	1,850 gp	590 gp	8,575 gp	5,600 gp	1,870 gp	G-11 (16)
Kentrosaurus	95 gp	250 gp	565 gp	750 gp	365 gp	4,590 gp	3,000 gp	1,000 gp	L-6 (10)
Massospondylus	75 gp	200 gp	450 gp	600 gp	320 gp	3,240 gp	2,100 gp	700 gp	L-5 (7)
Megaraptor	110 gp	285 gp	645 gp	860 gp	455 gp	5,520 gp	3,600 gp	1,200 gp	H-6 (9)
Microceratus	6 gp	17 gp	38 gp	50 gp	110 gp	395 gp	250 gp	85 gp	T-1/2 (1)
Nodosaurus	56 gp	150 gp	340 gp	450 gp	295 gp	2,190 gp	1,400 gp	470 gp	L-4 (7)
Pachyrhinosaurus	125 gp	333 gp	750 gp	1,000 gp	460 gp	5,895 gp	3,850 gp	1,285 gp	H-7 (11)
Protoceratops	12 gp	50 gp	100 gp	150 gp	230 gp	1,185 gp	750 gp	250 gp	M-2 (3)
Scelidosaurus	31 gp	85 gp	190 gp	250 gp	275 gp	1,590 gp	1,000 gp	335 gp	L-2 (4)
Spinosaurus	288 gp	770 gp	1,725 gp	2,300 gp	720 gp	13,975 gp	9,200 gp	3,070 gp	G-14 (23)
Titanosaurus	125 gp	665 gp	1,500 gp	2,000 gp	665 gp	11,200 gp	7,350 gp	2,450 gp	G-12 (21)
Torosaurus	163 gp	435 gp	975 gp	1,300 gp	480 gp	7,470 gp	4,900 gp	1,635 gp	H-9 (14)
Torvosaurus	163 gp	435 gp	975 gp	1,300 gp	590 gp	7,995 gp	6,300 gp	2,100 gp	H-9 (18)
Troodon	12 gp	50 gp	100 gp	150 gp	280 gp	1,635 gp	1,050 gp	350 gp	M-2 (3)
Utahraptor	95 gp	250 gp	565 gp	750 gp	425 gp	5,490 gp	3,600 gp	1,200 gp	L-6 (9)

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

- **APC1** = average amount (round up) of all **CONSIDERATIONS** (*Capacity, Danger, Practicality, Resources, Usefulness*)
- **APC2** = average amount (round up) of *Danger, Practicality, and Resources*
- **Land Costs** = 2,500 gp per acre (rent/temporary land-use for 40% gp, round up to nearest 5-gp-increment); Tiny or smaller (1/2 acre), Small or Medium (1 acre), Large or larger (1 acre + 1 acre per size category above Medium); individual entries may have 1/2x, 2x, 3x, etc. land use costs – whether because the creature requires more land space, or the land type is richer in natural resources, or otherwise simply more expensive than a similar parcel elsewhere, the land use cost varies between species (otherwise unspecified, for simplicity)

**Handle Animal** (<http://www.d20pfsrd.com/skills/handle-animal>)  
**Trade Goods/Animals** (<http://www.d20pfsrd.com/equipment--final/goods-and-services>)

### SELECTED DINOSAUR PRICING BREAKDOWNS

The dinosaurs below represent a selection of entries from both bestiaries, as well as our PP03 entries. Included here in alphabetical order, listed with their **Practical Purchasing Considerations**, and a breakdown of how their prices are laid out, are the following: *Brachiosaurus, Coelurus, Compsognathus, Diplodocus, Giganotosaurus, Microceratus, Pachyrhinosaurus, Parasaurolophus, Pteranodon, Spinosaurus, Troodon, Tyrannosaurus, and Utahraptor.*

**BRACHIOSAURUS (B1)–Considerations:** *Capacity 6, Danger 4, Practicality 6, Resources 6, Usefulness 5*; aside from accidentally stepping on their masters, brachiosaurs are not too dangerous, and they can make very durable mounts and laborers – they eat the highest leaves on tall trees, and must be fed or grazing almost continuously to maintain their immense metabolism.  
**Cost–Egg** 180 gp, **Infant** 475 gp, **Mature** 1,075 gp, **Adult** 1,430 gp.  
**Base Land Use Costs:** 10,000 gp (4 acres).  
**Breeding & Rearing:** *Breeding* 595 gp (1/2<sup>1</sup>) (4-8 eggs), *Rearing* 8,275 gp (9 years).  
**Domestic/Combat Training:** *Domestic Tasks* 1,800 gp (2x<sup>1</sup>), *Combat-Ready* 5,400 gp.

**Brachiosaurus Breakdown:** Adult Price, **GARGANTUAN CR 10** [1,000 + (150\*3) + (250) = 1,650, edited down]; Breeding, **APC2(6) 18HD** [175 + (6\*25) + (18\*15) = 595]; Rearing, **APC1(6)** [175 + (6\*100) x (18\*3/4) = 8,275]; Combat Trained [6 x 18 x 50 = 5,400] (*Domestic Training is a 1/3x function of the combat training. Resources used [spent in gp] for all of these is half the final cost, paid for by the trainer/handler.*)

**COELURUS (PP03)–Considerations:** *Capacity 6, Danger 4, Practicality 8, Resources 3, Usefulness 5*; small lizards, large insects, and sometimes even fresh carrion is enough to feed Coelurus, and they are great for hunting parties using them like canines to seek out living scents and feed-critters.  
**Cost–Egg** 12 gp, **Infant** 50 gp, **Mature** 100 gp, **Adult** 150 gp.  
**Base Land Use Costs:** 2,500 gp (1 acre).  
**Breeding & Rearing:** Coelurus are primarily oriented on scents produced during mating season, although this hormonal scent can be harnessed and reproduced at other times to induce mating – they can be reared from infancy; **Cost Breeding** 230 gp (2-6 eggs), **Rearing** 1,410 gp (1.5 years).



**Domestic/Combat Training:** Despite their relative frailty, coelurus make excellent pets, occupying much the same niche as a dog or large cat – they are not very effective laborers, but can be trained for combat, or – more preferably – for performance very easily; **Cost Domestic Tasks** 250 gp (2x<sup>1</sup>), **Combat-Ready** 750 gp (2x<sup>1</sup>).

**Coelurus Breakdown:** Adult Price, **MEDIUM CR2** [1,000 – (150\*5) – (100\*2) = 50, edited up]; Breeding, **APC2(5) 3HD** [60 + (5\*25) + (3\*15) = 230]; Rearing, **APC1(6)** [60 + {(6\*100) x (3\*3/4)} = 1,410]; Combat Trained [6 x 3 x 50 = 900, edited down]

**COMPSOGNATHUS (B2)–Considerations:** Capacity 6, Danger 3, Practicality 5, Resources 3, Usefulness 4.

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

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

**Breeding & Rearing:** Breeding 135 gp (6-15 eggs), Rearing 320 gp (2x<sup>1</sup>) (6 months).

**Domestic/Combat Training:** Domestic Tasks 80 gp, Combat-Ready 200 gp.

**Compsognathus Breakdown:** Adult Price, **TINY CR 1/2** [1,000 – (150\*7) – (100\*4) = {-450}, edited up]; Breeding, **APC2(4) 1HD** [20 + (4\*25) + 15 = 135]; Rearing, **APC1(4)** [20 + {(4\*100) \* 3/4} = 320]; Combat Trained [4 x 50 = 200]

**DIPLODOCUS (PP03)–Considerations:** Capacity 7, Danger 4, Practicality 7, Resources 5, Usefulness 7; diplodoci occupy much the same aspects that apatosaurus does in most regards.

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

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

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

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

**Diplodocus Breakdown:** Adult Price, **COLOSSAL CR8** [1,000 + 150 + (250\*2) = 1,650]; Breeding, **APC2(6) 13HD** [250 + (6\*25) + (13\*15) = 595]; Rearing, **APC1(6)** [250 + {(6\*100) x (13\*3/4)} = 6,100]; Combat Trained [6 x 13 x 50 = 3,900]

**GIGANTOSAURUS (PP03)–Considerations:** Capacity 6, Danger 10, Practicality 4, Resources 7, Usefulness 8; like tyrannosaurus, gigantosaurus is a massive, apex predator, and incredibly difficult to keep from eating humanoid masters.

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

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

**Breeding & Rearing:** Most gigantosaurus pairs often mate for life, while some females are known to ‘steal’ the male mates of others, leave their current mate for another, or even occasionally do they take on a celibate lifestyle, making them highly unpredictable and individualized – they can be reared from youth; **Cost Breeding** 590 gp (3x<sup>1</sup>) (3-5 eggs), Rearing 8,575 gp (4x<sup>1</sup>) (8 years).

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

**Gigantosaurus Breakdown:** Adult Price, **GARGANTUAN CR11** [1,000 + (150\*4) + 250 = 1,850]; Breeding, **APC2(7) 16HD** [175 + (7\*25) + (16\*15) = 590]; Rearing, **APC1(7)** [175 + {(7\*100) x (16\*3/4)} = 8,575]; Combat Trained [7 x 16 x 50 = 5,600]

**MICROCERATUS (PP03)–Considerations:** Capacity 9, Danger 2, Practicality 5, Resources 2, Usefulness 4; while microceratus is often seen as a cute and vocal pet animal, or a familiar for saurian spellcasters, some may consider them fodder for larger carnivorous predators, retaining a high commodity trade value. **Cost–Egg** 6 gp, **Infant** 17 gp, **Mature** 38 gp, **Adult** 50 gp.

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

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

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

**Microceratus Breakdown:** Adult Price, **TINY CR1/2** [1,000 – (150\*7) – (4\*100) = {-450}, edited up]; Breeding, **APC2(3) 1HD** [20 + (3\*25) + 15 = 110]; Rearing, **APC1(5)** [20 + {(5\*100) x 3/4} = 395]; Combat Trained [5 x 50 = 250]

**PACHYRHINOSAURUS (PP03)–Considerations:** Capacity 6, Danger 6, Practicality 7, Resources 7, Usefulness 8; while stout and enduring beasts, pachyrhinosaurus are also incredibly stubborn, aggressive, and instigate violence without much stimuli or obvious cause.

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

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

**Breeding & Rearing:** Pachyrhinosaurus become dangerously aggressive during mating periods when in the company of other pachyrhinosauri not including its mate, and at these times the creatures’ Danger is treated as being 2 higher – pachyrhinosaurus must be reared from birth; **Cost Breeding** 460 gp (2x<sup>1</sup>) (3-6 eggs), Rearing 5,895 gp (2x<sup>1</sup>) (5.5 years).

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

**Pachyrhinosaurus Breakdown:** Adult Price, **HUGE CR7** [1,000, as an equivalent Elephant]; Breeding, **APC2(7) 11HD** [120 + (7\*25) + (11\*15) = 460]; Rearing, **APC1(7)** [120 + {(7\*100) x (11\*3/4)} = 5,895]; Combat Trained [7 x 11 x 50 = 3,850]

**PARASAUROLOPHUS (B2)–Considerations:** Capacity 5, Danger 4, Practicality 7, Resources 6, Usefulness 6.

**Cost–Egg** 70 gp, **Infant** 190 gp, **Mature** 430 gp, **Adult** 570 gp.

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

**Breeding & Rearing:** Breeding 360 gp (2x<sup>1</sup>) (4-8 eggs), Rearing 2,820 gp (2x<sup>1</sup>) (3 years).

**Domestic/Combat Training:** Domestic Tasks 600 gp, Combat-Ready 1,800 gp (2x<sup>1</sup>).

**Parasaurolophus Breakdown:** Adult Price, **HUGE CR4** [1,000 – (150\*3) = 550, edited up]; Breeding, **APC2(6) 6HD** [120 + (6\*25) + (6\*15) = 360]; Rearing, **APC1(6)** [120 + {(6\*100) x (6\*3/4)} = 2,820]; Combat Trained [6 x 6 x 50 = 1,800]



## PLAYTEST PACK 03: DINOS/PRIMS 1 - BONUS MATERIAL

**PTERANODON<sup>P</sup> (B1)–Considerations:** Capacity 7, Danger 4, Practicality 6, Resources 4, Usefulness 6; for the properly-sized rider, a pteranodon makes an excellent aerial mount, but they are quick to attack creatures up to their own size category, even if they are not its typical prey – they eat fish, as well as tiny reptiles and mammals, and can even pick off small pests at home.

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

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

**Breeding & Rearing:** *Breeding* 290 gp (2x<sup>L</sup>) (3-6 eggs), *Rearing* 2,340 gp (3x<sup>L</sup>) (2.5 years).

**Domestic/Combat Training:** *Domestic Tasks* 500 gp (2x<sup>L</sup>), *Combat-Ready* 1,500 gp (4x<sup>L</sup>).

**Pteranodon Breakdown:** Adult Price, **LARGE CR 3** [1,000 – (150\*4) – 100 = 300, edited up]; Breeding, **APC2(5) 5HD** [90 + (5\*25) + (5\*15) = 290]; Rearing, **APC1(6)** [90 + {(6\*100) x (5\*3/4)} = 2,340]; Combat Trained [6 x 5 x 50 = 1,500]

**SPINOSAURUS (PP03)–Considerations:** Capacity 6, Danger 10, Practicality 6, Resources 8, Usefulness 9; one of the most feared of all the carnosaurs known to dinosaur trainers, spinosaurs view humanoid masters as little more than ripe appetizers.

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

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

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

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

**Spinosaurs Breakdown:** Adult Price, **GARGANTUAN CR14** [1,000 + (150\*7) + 250 = 2,300]; Breeding, **APC2(8) 23HD** [175 + (8\*25) + (23\*15) = 720]; Rearing, **APC1(8)** [175 + {(8\*100) x (23\*3/4)} = 13,975]; Combat Trained [8 x 23 x 50 = 9,200]

**TROODON (PP03)–Considerations:** Capacity 8, Danger 8, Practicality 6, Resources 6, Usefulness 6; cute, agile, and vicious, troodon makes an excellent pet for a capable handler – for all others, it loves a good chase.

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

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

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

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

**Troodon Breakdown:** Adult Price, **MEDIUM CR2** [1,000 – (150\*5) – (100\*2) = 50, edited up]; Breeding, **APC2(7) 3HD** [60 + (7\*25) + (3\*15) = 280]; Rearing, **APC1(7)** [60 + {(7\*100) x (3\*3/4)} = 1,635]; Combat Trained [7 x 3 x 50 = 1,050]

**TYRANNOSAURUS (B1)–Considerations:** Capacity 4, Danger 9, Practicality 5, Resources 9, Usefulness 7; a very dangerous beast to train, its natural tendency to kill and consume humanoid-sized creatures can eventually be overcome by devoted and rigorous training – it must consume a large amount of red meats, requiring one to three cattle's worth of red meat each day, and very rarely can it be trained to accept a divergent diet, such as large poultry, fish, or other white meats.

**Cost–Egg** 155 gp, **Infant** 420 gp, **Mature** 940 gp, **Adult** 1,400 gp. **Base Land Use Costs:** 10,000 gp (4 acres).

**Breeding & Rearing:** *Breeding* 645 gp (2x<sup>L</sup>) (3-7 eggs), *Rearing* 9,625 gp (3x<sup>L</sup>) (9 years).

**Domestic/Combat Training:** *Domestic Tasks* 2,100 gp, *Combat-Ready* 6,300 gp (2x<sup>L</sup>).

**Tyrannosaurus Breakdown:** Adult Price, **GARGANTUAN CR 9** [1,000 + (150\*2) + 250 = 1,550, edited down]; Breeding, **APC2(8) 18HD** [175 + (8\*25) + (18\*15) = 645]; Rearing, **APC1(7)** [175 + {(7\*100) x (18\*3/4)} = 9,625]; Combat Trained [7 x 18 x 50 = 6,300]

**UTAHRAPTOR (PP03)–Considerations:** Capacity 6, Danger 9, Practicality 7, Resources 8, Usefulness 8; one of the most coveted dromaeosaurs, utahraptor represents one of the most challenging dinosaurs for most handlers.

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

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

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

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

**Utahraptor Breakdown:** Adult Price, **LARGE CR6** [1,000 – 150 – 100 = 750, edited up]; Breeding, **APC2(8) 9HD** [90 + (8\*25) + (9\*15) = 425]; Rearing, **APC1(8)** [90 + {(8\*100) + (9\*3/4)} = 5,490]; Combat Trained [8 x 9 x 50 = 3,600]

## OTHER BESTIARY 2 DINOS

Along with the two dinosaurs which are in the above pricing breakdowns from **PATHFINDER ROLEPLAYING GAME BESTIARY 2**, here are the practical purchasing considerations for the two dinos not included so far. Scholarly information regarding dinosaurs from this PRFPG resource will be covered in our next installment of dinos (**PLAYTEST PACK 05: DINOS/PRIMS 2**).

**ALLOSAURUS (B2)–Considerations:** Capacity 5, Danger 8, Practicality 6, Resources 7, Usefulness 6; Huge size, CR 7, 11 HD.

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

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

**Breeding & Rearing:** *Breeding* 460 gp (2x<sup>L</sup>) (3-6 eggs), *Rearing* 5,895 gp (2x<sup>L</sup>) (5.5 years).

**Domestic/Combat Training:** *Domestic Tasks* 1,285 gp (2x<sup>L</sup>), *Combat-Ready* 3,850 gp (2x<sup>L</sup>).

**Tylosaurus (B2)–Considerations:** Capacity 4, Danger 10, Practicality 5, Resources 8, Usefulness 7; Gargantuan size, CR 8, 10 HD.

**Cost–Egg** 170 gp, **Infant** 450 gp, **Mature** 1,015 gp, **Adult** 1,350 gp.

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

**Breeding & Rearing:** *Breeding* 525 gp (2x<sup>L</sup>) (2-8 eggs), *Rearing* 5,425 gp (3x<sup>L</sup>) (5 years).

**Domestic/Combat Training:** *Domestic Tasks* 1,170 gp (3x<sup>L</sup>), *Combat-Ready* 3,500 gp (4x<sup>L</sup>).

## PREHISTORIA TERMS

Some people might not understand the following terms, so we have compiled a set of basic definitions.

**ANKYLOSAURID** – a relative of the heavily armored *ornithischian*, *Ankylosaurus*, known for its bony protection and thick, clubbed tail.

**BIPEDAL** – walking on two feet; a biped.

**BRACHIOSAURID** – a relative of the massive *sauropod*, *Brachiosaurus*, whose height rivals its own length, and which features nostrils at the top of its skull; as distinct from those like *Apatosaurus*, *Camarasaurus*, and *Diplodocus*.

**CARNIVORE** – a creature that eats only meat.

**CERATOPSIAN** – these unique, armored ornithischian dinosaurs have bony skull crests, beaked mouths, and sometimes massive horns; among them are *Microceratus*, *Protoceratops*, and *Triceratops*.

**COMPSOGNATHID** – a relative of the tiny *theropod*, *Compsognathus*, which is a bipedal, speedy hunter; unrelated to *dromaeosaurs*.

**CROCODYLIFORM** – a term denoting an extinct or prehistoric animal in close relation to crocodiles, alligators, and similar suchoids found on Earth today.

**DROMAEOSAURID** – known popularly as “raptors,” these bipedal hunters are known both for their physical features (sharp teeth, and a distinct foot talon), and the savage ferocity with which it uses them to take down prey; this can also denote a relative of this group of dinosaurs.

**HERBIVORE** – a creature that eats only vegetation.

**HOLOTYPE** – the first, most important, most identifying, or most scientifically-verified species of any given genus of creature; it's the specimen to which all future specimens are compared. These are important in archaeology to determine a prehistoric animal's taxonomical definition, and how the species may have evolved from its predecessors.

**IGUANODONTID** – a relative of the unique dinosaur, *Iguanodon*, a bipedal herbivore with distinct thumb spikes.

**NEOVENATORID ALLOSAURID** – a specific term, necessary for describing *Megaraptor* based on modern evidence, denoting a relative of the carnivorous theropod, *Allosaurus*, and its close relative, *Neovenator*, which featured distinct forelimb skeletal structure like that of *Megaraptor*'s fossil evidence.

**OMNIVORE** – a creature that eats both meat and vegetation.

**ORNITHISCIAN** – a taxonomical grouping that includes many large, quadrupedal or semi-quadrupedal herbivores, such as the *ceratopsians*, *ankylosaurids*, *stegosaurids*, and others.

**OSTEODERM** – a bony protrusion that protrudes from the skin on lizards and dinosaurs; sometimes, but not always, a sharp horn or spike made of bone.

**PREDECESSOR** – a creature that comes before another, perhaps as its ancestor, but always older than the other specimen described.

**PROCERATOPSIAN** – a dinosaur whose physical characteristics seem to give rise to the evolution of *ceratopsians*, or which shows an evolution away from the most typical physiology; this term can denote an ancestral or eventual outcome of *ceratopsian* evolution, such as *Microceratus*, *Protoceratops*, *Psittacosaurus*, or others.

**PROSAUROPOD** – a dinosaur whose physical characteristics seem to give rise to the evolution of *sauropods*, or which shows an evolution away from the most typical physiology (often bipedalism or smaller size); this can denote an ancestral or eventual outcome of sauropod evolution, such as *Massospondylus* and others.

**PROTO-CERATOPSIAN** – this term specifically denotes early or primitive stages in the *ceratopsian* evolution, which took many forms over a large span of millions of years.

**QUADRUPEDAL** – walking on four feet; a quadruped.

**SAUROLOPHID** – a relative of the herbivore, *Saurolophus*, a bipedal dinosaur which stands as the central figure for the “duck-billed” dinosaurs, such as *Parasaurolophus*, *Lambeosaurus*, *Tsintaosaurus*, and others.

**SAUROPOD** – a quadrupedal herbivore with a long neck and tail, and a massive body; includes *Apatosaurus*, *Brachiosaurus*, *Diplodocus*, and many others, which evolved over a span of many millions of years, and in diverse regions around the globe.

**SEMI-QUADRUPEDAL** – a creature that walks primarily on four feet, but which may be able to stand and walk upright.

**SPINOSAURID** – a relative of the massive, sail-backed *theropod*, *Spinosaurus*; this includes many dinosaur without back spines or sails, such as *Baryonyx*, *Suchosaurus*, and others.

**STEGOSAURID** – a relative of the *ornithischian* dinosaur, *Stegosaurus*, a quadruped with bony plates along its spinal ridge, and large tail spikes for defense against large predators; this includes *Kentrosaurus* and others.

**THERIZINOSAURID** – a relative of the unique dinosaur, *Therizinosaurus*, which displays many unique and distinct features, and which still remains highly debated; most notable are its large, clawed forelimbs, which have kept its diet, lifestyle, and undiscovered physiology speculative at best.

**THEROPOD** – a taxonomical group of bipedal animals which includes large carnivores such as *Spinosaurus* and *Tyrannosaurus*, smaller *dromaeosaurs* like *Troodon* and *Deinonychus*, and even modern day birds.



PP03 PAPER  
MINIS DESIGN,  
TORVOSAURUS



# PLAYTEST PACK 03: DINOS/PRIMS 1 - BONUS MATERIAL



## HERALD OF THE SAURIAN CULTURE

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