Weekly Wonders Cinematic

Dinosaurs

Volume I

AND CONTRACTOR

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ROLEPLAYING GAME COMPATIBLE

Credits

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Introduction

Dinosaurs are a lot of things to a lot of people. To some, they are little more than cute and cuddly toys of their childhood, while to others, they are primeval monsters from beyond the dawn of time, relics of an ancient epoch in which man not only was not the dominant creature on the planet, he didn't exist at all. And then there is the version of the dinosaur found in the *Pathfinder Roleplaing Game Bestiaries*, in which they are animals: nothing more, and nothing less than any other animal, besides perhaps their size.

Unfortunately, since most animals in Pathfinder don't have much in the way of unique or interesting abilities, this means that dinosaur stat-blocks generally aren't that exciting to read, and rely more heavily on the imagination of the GM and the players to be exciting and fun, since there aren't any mechanics to do so.

That's where this book comes in. This book contains stat-blocks for two dinosaurs, reimagined with advanced statistics and new abilities that make them more fun and exciting as an encounter. We've also included some suggested and expanded rules for topics that are likely to be of use to GMs who are interested in trying to replicate exciting scenes and circumstances from dinosaurs in media.

A Note About CRs

The CRs for the dinosaurs included in this book carry a slightly different meaning than the CRs for most creatures. Because this book attempt to simulate the sorts of dinosaur experiences common to movies and other media, the goal of an encounter with one of these dinosaurs is less to defeat it, and more to survive the encounter at all. As a result, they are much more difficult to kill or defeat than other creatures of the same CR. If you intend to use them in a more standard fashion, and the PCs will need to kill the dinosaur to succeed, you should treat them as being 1-2 CRs higher than the listed CR.

Optional and Supplemental Rules

The following section provides a series of optional or supplemental rules which can be used at the GM's discretion to provide support for some of the common tactics, trials, and other things that are common in dinosaur movies and other media.

Bashing Objects More Effectively

Massive creatures, such as dinosaurs, are expected to be able to break through even heavily fortified structures. While the size bonuses that they gain on Strength checks to break objects are impressive (+4 for Large creatures, +8 for Huge creatures, +12 for Gargantuan creatures, and +16 for Colossal creatures), and, when combined with their prodigious Strength scores, will leave most dinosaurs well equipped for destroying even thick, solid objects, the rules for breaking objects still leave something to be desired for those of us seeking to recreate cinematic action moments, where tension rises as each attempt to batter down a tree or break through a wall brings the attacker visibly closer to success.

In *Pathfinder*, there are two ways to physically get through a wall. You can make a Strength check to break it, in which case you either succeed or you fail, with no chance for incremental success. Alternatively, you can attack the wall, dealing damage that is reduced by the wall's hardness and then whittling your way through a truly massive number of hit points. This section presents a set of rules that can allow dinosaurs ,and similarly large creatures, to have incremental success while breaking an object, without needing to spend hours hacking through its hit points.

If a creature attempts to break an object that is one or more size categories smaller than he is, or whose hardness is less than his Strength modifier, he is eligible to make use of these rules. If he fails the Strength check by less than 10, he does some small amount of structural damage to the object. This inflicts an amount of damage to the object equal to 1/10 its maximum hit points (hardness does not apply). If he fails the Strength check by less than 5, he does more significant structural damage to the object, which inflicts an amount of damage equal to 1/5 its maximum hit points (hardness does not apply).

As normal for the broken condition, if the object gains the broken condition, the DC to break it drops by 2. If the item is reduced to less than 1/4 its maximum hit points, the DC to break it drops by an additional 5.

Knocking Creatures from High Places

Dinosaurs are massive and powerful enough to be able to potentially knock creatures from high places by battering against the objects that they are perched upon, allowing them to continue pursuing foes even after they have climbed out of reach. The following section presents a set of rules which the GM can use to arbitrate situations where a dinosaur, or similar large creature, attempts to knock an opponent down from a lofty perch.

As a standard action, the dinosaur can batter the object in question. This functions similarly to a Strength check made to burst or break the object, except that the DC is reduced by 10. If the dinosaur succeeds, then each creature that is currently on the object must succeed on a Climb check (DC 10 + 1/2 the dinosaur's Hit Dice + the dinosaur's Strength)modifier + the size bonus that the dinosaur gains on Strength checks made to break objects) or fall. A Climb check is made even if the creature is not technically climbing (such as if they are sitting on a branch of a tree), because the creature must hold on to the dangerously swaying object in order to avoid falling off. Creatures that do not have a convenient surface to hold onto suffer a -5 penalty on their Climb check. At the GM's discretion, certain objects (such as a ladder on the side of a tree, or an observation platform with a railing around its perimeter) may grant up to a +5 bonus on this check.

If the check fails, the creature falls, landing in the nearest unoccupied square to the base of the object he was on, and suffers fall damage appropriate for the distance he fell.

Additional Break DCs, Hardness, and Hit Points

The Pathfinder Core Rulebook provides hardness, hit points, and a break DC for a wide range of objects and materials, but there are some things that are relevant to large creatures such as dinosaurs that are not included, either because the rules were written with smaller creatures in mind, in most cases, or because they are less common. The following table includes information for breaking walls made of plaster and wood (both a sturdy wall made of wooden planks, and a flimsier wall made of wooden sticks that have been cobbled together).

The table also lists information for destroying huts, houses, and rocks of various sizes. These numbers are used for destroying the entire structure in a single go, rather than attempting to break each wall individually. The sizes that are listed correspond to the size categories for creatures, so a Colossal house is 30 feet to a side, a Gargantuan house is 20 feet to a side, and so on. If the object has an awkward shape, use the closest approximation.

Houses are assumed to have walls made of wooden planks or plaster, and huts are assumed to have walls made of wooden sticks that have been cobbled together.

A tree or rock can be bull rushed out of the way with a successful Combat Maneuver check, with the DC being 5 less than the break DC.

Table 1: Damaging Objects

Object		Hit Points	Break DC
House, Colossal	5	2,304	34
House, Gargantuan	5	1,536	32
House, Huge	5	1,152	30
Hut, Colossal	5	900	24
Hut, Gargantuan	5	600	23
Hut, Huge	5	450	22
Hut, Large	5	300	21
Hut, Medium	5	150	20
Rock, Colossal	8	54,000	65
Rock, Gargantuan	8	24,000	62
Rock, Huge	8	13,500	59
Rock, Large	8	6,000	56
Rock, Medium	8	1,500	53
Rock, Small	8	540	50
Tree	5	150	25
Tree, massive	5	600	35
Tree, massive (fallen)	5	300	25
Wall, plaster (1 ft.		60	26
thick)	4	00	20
Wall, wood plank (1	_	120	20
ft. thick)	5	120	30
Wall, wood sticks (6	_	50	20
inches thick)	5	50	20



Primordial Triceratops

This massive reptile lumbers ponderously on four stubby legs. A massive, bony ridge extends from the back of its neck, and three large horns extend from its face; one above each eye, and another just above its mouth. Its nostrils flare angrily, and it stamps one hoof in a display of challenge.

PRIMORDIAL TRICERATOPS

XP 12,800

N Huge animal

Init -1; Senses low-light vision, scent; Perception +27

DEFENSE

AC 24, touch 7, flat-footed 24 (-1 Dex, +17 natural, -2 size) hp 178 (17d8+102) Fort +17, Ref +9, Will +8 Defensive Abilities horned crown

OFFENSE

Speed 30 ft.

Melee gore +19 (2d10+12) **Space** 15 ft.; **Reach** 15 ft. **Special Attacks** crushing trample, impale, powerful charge (gore, 4d10+16), trample (3d6+12, DC 26)

STATISTICS

Str 26, Dex 9, Con 20, Int 2, Wis 12, Cha 7 Base Atk +12; CMB +22; CMD 31 (35 vs. trip) Feats Great Fortitude, Improved Bull Rush, Improved Critical, Iron Will, Power Attack, Run, Skill Focus (Perception), Toughness, Weapon Focus (gore) Skills Perception +27

SPECIAL ABILITIES

Crushing Trample (Ex): A triceratops's trample is particularly vicious, dealing 3d6 points of damage, instead of the normal amount. Additionally, any creature that chooses to take an attack of opportunity instead of making a Reflex save, as well as any creature that fails his Reflex save by 5 or more, has a 50% chance of having some part of his body crushed by the triceratops's feet, causing crippling damage. If this occurs, the crushed creature suffers 3d6 points of additional damage, and suffers one of the following effects:

- A -4 penalty to his Strength score, and the loss of the use of one of his arms.
- A -4 penalty to his Dexterity score, and his base land speed is halved.
- A -4 penalty to his Constitution score, and the target treats his Strength score as being 10 lower than it actually is for the purposes of determining his carrying capacity.

The exact effect is determined by the GM, or rolled randomly. These penalties last for as long as the damage inflicted by the trample attack (including the extra 3d6 damage from being crushed) remains, and for 1 hour thereafter.

Horned Crown (Ex): A triceratops's horns, and the large, bony crest along the back of its head, are ideal for protecting it against attacks by larger creatures. It gains a +4 competence bonus to AC against attacks made by creatures at least one size category larger than it. Additionally, any creature at least one size category larger than the triceratops that attacks it with a natural attack and misses by less than 5 provokes an attack of opportunity from the triceratops. These benefits do not apply if the triceratops is flat-footed.

Impale (Ex): A triceratops's horns are particularly dangerous weapons when turned against creatures smaller than itself. Whenever the triceratops scores a critical hit with its gore attack against a creature that is at least two size categories smaller than itself, that creature must succeed on a Reflex save (DC 26) or be impaled by one of the triceratops's horns. A creature that is impaled on the triceratops's horns enters the triceratops's square, and is treated as being grappled by the triceratops, although the triceratops is not treated as grappled. Each round, on the impaled creature's turn, it suffers 2d8 points of damage from the massive horn embedded in its body. The impaled creature moves with the triceratops, and this does not count against its actions for the round. The impaled creature can remove itself from the triceratops's horns by succeeding on a successful Escape Artist check or combat maneuver check (DC equal to the triceratops's CMD). Once freed, the gaping wound left by the massive horn leaves the impaled creature with 1d8 points of bleed damage.

While a creature is impaled on its horns, a triceratops can shake its head as a standard action, inflicting 2d8+12 points of damage, or it can throw the creature off as a full-round action, inflicting 2d8+12 points of damage, and then flinging the creature 2d6 x 10 feet through the air. The flung creature suffers fall damage as normal.

Ecology

CR 11

One of the most well-known and iconic dinosaurs, triceratops sustain themselves on grasses and other lowgrowing plants. As a result, many consider triceratops to be of little threat, but just because they are herbivorous does not mean that these creatures are completely docile and harmless, and in fact, they can be incredibly destructive and dangerous creatures.

The most common reason for a triceratops to come into conflict with humanoid creatures is when it feels threatened. Much like deer and elk, triceratops are prone to becoming more aggressive during mating seasons, as they must chase away other triceratops of the same sex who might serve as competition. During this time, they are liable to attack any creature that they view as even a potential threat, and that can easily include adventurers, especially those who are mounted or using vehicles. This also occurs after the triceratops has laid its eggs, and for as long as it has to look after its young. This is even more dangerous than during mating season, as when this occurs, the adventurers typically have both triceratops parents to worry about.

Once a triceratops's anger has been roused, they are distressingly persistent, and will chase offenders to the edge of their perceived territory, and sometimes beyond. They have been known to knock down trees to catch those who have climbed up them, and to wait outside of caves for hours, or even days, and in some cases have been said to even collapse cave entrances when they are unable to pursue their quarry inside.

Primordial Tyrannosaurus Rex

This monstrous reptile resembles a dragon, though it has no wings, and its forelimbs are much smaller, causing it to walk on only two legs. It opens its mouth, revealing a set of massive, foot-long, razor-sharp teeth, and lets out a bellowing roar that shakes the very earth.

PRIMORDIAL TYRANNOSAURUS REX

XP 19,200

N Gargantuan animal

Init +6; **Senses** low-light vision, motion oriented, improved scent; Perception +32 **Aura** frightful presence (60 ft., DC 22)

DEFENSE

AC 22, touch 8, flat-footed 20 (+2 Dex, +14 natural, -4 size) hp 178 (21d8+84)

Fort +16, Ref +14, Will +11

OFFENSE

Speed 40 ft.

Melee bite +22 (4d6+22/19-20 plus grab) Space 20 ft.; Reach 20 ft. Special Attacks crunch, mighty roar, swallow whole (2d8+11,

AC 17, hp 17), trample (2d6+11, DC 31)

STATISTICS

Str 32, Dex 14, Con 19, Int 2, Wis 15, Cha 10 Base Atk +15; CMB +30 (+34 grapple); CMD 42 Feats Ability Focus (frightful presence), Bleeding Critical, Combat Reflexes, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception) Skills Perception +32 (+40 for scent-based checks); Racial Modifiers +8 Perception for scent-based checks SQ powerful bite, unstoppable

SPECIAL ABILITIES

Crunch (Ex): Instead of swallowing its prey whole, a tyrannosaurus rex can use its massive bite strength and numerous knife-like teeth to crush and tear its prey apart in its mouth. If a tyrannosaurus rex successfully maintains a grapple with a creature in its mouth, and chooses to deal damage to the creature (instead of pinning it or swallowing it whole), it deals damage as though it had confirmed a critical hit.

Improved Scent (Ex): A tyrannosaurus rex's sense of smell is incredible, allowing it to detect prey from vast distances. The range at which the tyrannosaurus rex can detect a creature by sense of smell increases to 1,000 feet (2,000 feet if the creature is upwind, 500 feet if the opponent is downwind). Additionally, the tyrannosaurus rex can use Perception in place of Wisdom or Survival checks when attempting to find or follow tracks.

Mighty Roar (Ex): As a full-round action, the tyrannosaurus can unleash an earth-shaking, primeval roar. If it does, it extends the range of its frightful presence ability to 120 feet for 1 round, and increases the saving throw DC by +4. Even creatures that have already succeeded on a saving throw to resist the tyrannosaurus rex's frightful presence ability in the last 24 hours are subject to this effect, even though they are otherwise immune to its frightful presence. Additionally, the Hit Dice limit for creatures to become panicked, rather than shaken, is increased to 10 Hit Dice, meaning that creatures with 10 or fewer Hit Dice become panicked if they fail their saving throw.

A creature that succeeds on his saving throw to resist the tyrannosaurus rex's mighty roar becomes immune to it for 24 hours (this also grants him immunity to the tyrannosaurus's frightful presence). A creature that fails his saving throw gains a cumulative +1 bonus on saving throws made to resist the tyrannosaurus rex's mighty roar and frightful presence abilities. If a creature is immune to the tyrannosaurus's frightful presence ability, the tyrannosaurus rex's mighty roar ability can only bypass that immunity once in a 24-hour period.

Motion Oriented (Ex): A tyrannosaurus rex's eyesight is carefully tuned to detect moving things, and it has difficulty perceiving non-moving objects. A creature that does not move or take any other action on its turn can make a Stealth check to hide from the tyrannosaurus rex, even in bright light and without cover or concealment. The creature gains a +40 bonus on this check (this bonus does not stack with the bonus for being invisible). This does not prevent the tyrannosaurus rex from detecting or locating the creature by scent, however.

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

Unstoppable (Ex): So great is its bulk and strength that the tyrannosaurus rex can break through or push aside objects in its path without even slowing down. While running or charging, the tyrannosaurus rex can make up to one Strength check to break an object or obstacle in its path as a free action. For every 10 feet it has moved so far that round, the tyrannosaurus rex gains a +1 bonus on this check. If it fails, its movement stops short at the obstacle, and both it and the object suffer 2d6+11 points of bludgeoning damage as it slams headlong into the obstacle. If it succeeds, the object is destroyed, and the tyrannosaurus rex can continue its movement, as though the obstacle had never been there.

Ecology

CR 12

Perhaps the greatest predator of all time, the tyrannosaurus rex is an all but unstoppable force of nature, more comparable to an ancient and powerful dragon than to any modern animal predator. Its immense bulk grants it incredible power, but it's the combination of this strength with the speed and cunning of the tyrannosaurus rex that makes it truly formidable. These predators have an incredible sense of smell, allowing them to detect prey from incredible distances, and, disconcertingly to many adventurers, humanoid creatures are definitely on the menu.

Like many other predators, the tyrannosaurus rex can be highly territorial, and they are doubly so when protecting their nests or offspring. They are also highly protective of their kills, and will chase off or kill any other predators or scavengers that come near them while they're eating. In areas where they coexist, tyrannosaurus rexes have sometimes even been known to steal the kills of juvenile dragons, or even prey upon them directly. Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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Dinosaurs As They Were Always Meant to Be!

Dinosaurs occupy a special place in our imagination. On the one hand, they are aweinspiring creatures of myth and fantasy, terrible draconic creatures which no human has ever lain eyes upon, stars of novels, television, and movies. On the other hand, they were real, mundane animals, not so different from the animals we know in modern day times. As a result, dinosaurs occupy a nebulous space between fantasy and reality, and require a delicate balance to handle well.

The dinosaurs included in the Pathfinder Roleplaying Game Bestiary do an excellent job of presenting one interpretation of dinosaurs: that of being large, but nonetheless mundane animals, differing from a bear or elephant only in hit Dice and size category. Like other animals, they receive little in the way of special abilities or mechanics to make them come alive at the game table. With Weekly Wonders: Cinematic Dinosaurs Volume I, we present a different interpretation of dinosaurs, one which draws on the more fantastical elements of these creatures, as seen in movies, television, games, and more. Though they are decidedly non=magical in nature, these dinosaurs can hardly be said to be mundane, with numerous new and exciting special abilities designed to evoke the sorts of action attributed to dinosaurs in other media.

In this book, you will find:

• The primordial triceratops (CR 1), whose massive bulk cripples those it tramples, and which can impale opponents on its three massive borns.

• The primordial tyrannosaurus rex (CR 12), whose very presence inspires fear, and whose roar can reduce even the stoutest hearts to quivering jelly, whose teeth can snap bones like twigs, and who can burst through nearly any obstacle without even slowing down.

• Supplemental rules applicable to all dinosaurs and other creatures of immense size, which focus on bashing objects, including rules to make attempts to break objects more exciting and cinematic, break DCs for a variety of objects a dinosaur might want to destroy (including trees, rocks, and entire buildings of various sizes and materials), and rules for bashing large objects to shake free creatures hiding atop them.

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