# Weekly Wonders Cinematic Dinosaurs Volume II

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ROLEPLAYING GAME COMPATIBLE

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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.

#### **Combat with Very Large Creatures**

While for the most part, combats with large creatures work much the same as those with smaller creatures, some creatures are so massive that it seems ludicrous to conduct combat with them without some change in mechanics. For combats against such huge creatures as a brontosaurus, or other creatures that stretch the definitions of the Colossal size category, the following optional rules can be used in order to simulate a more robust and challenging combat experience. Creatures of this size are simply difficult to slay using traditional tactics, as their vitals are, for the most part, out of reach for Medium or smaller creatures. To simulate this, massive beasts can be thought to have two general zones which can be attacked: the secondary zone, and the primary zone. The secondary zone is the area that most Medium creatures can reach without difficulty, and includes the creature's limbs, tail, trunk, etc. While this area can still be attacked in the normal fashion, wounds dealt to these areas are usually minor and non-threatening to the creature as a whole. As such, all attacks made against the massive creature's secondary zone deal only one-quarter the normal amount of damage (rounded down, minimum 1). Spells that have an area of effect (such as *fireball*) generally affect the secondary zone.

The primary zone contains the creature's head, heart, and other vitals. Attacks made against the massive creature's primary zone are generally more effective, but it can be difficult to reach this zone. Any ranged attack which can reach the target's full height can be used to attack the primary zone, but the attacker must specify that he is targeting the massive creature's primary zone, and only half of the massive creature's size penalty to AC applies against such attacks. Melee attacks can also be made against the primary zone, but the attacker must be able to reach the primary zone, first. Creatures that are two or fewer size categories smaller than the massive creature (typically Huge size or larger) are assumed to be able to reach the creature's primary zone automatically, if they would otherwise be able to attack the target. Similarly, flying creatures are assumed to be able to reach the massive creature's primary zone as long as they are flying at least half as far off the ground as the massive creature's space (15 feet, for most Colossal creatures). Melee attacks made against the massive creature's primary zone gain a +2 bonus on the attack roll, and the weapon's critical threat range is treated as 1 higher than it actually is (so a weapon that normally threatened a critical hit on a roll of 20 would do so on a 19 or 20, while one that normally threatened a critical hit on a roll of 18, 19, or 20, would now do so on a 17, as well). This adjustment to the weapon's critical threat range is always applied last.

A melee attacker who is more than two size categories smaller than the massive creature, and who cannot fly, can generally attack the massive creature's primary zone only by climbing the massive creature's body. In order to attempt to climb a massive creature, the climber must be adjacent to that creature, and the creature must be at least 3 size categories larger than the climber. Attempting to climb a massive creature is a full-round action that provokes an attack of opportunity from the massive creature, but not from other creatures (including normal attacks of opportunity for leaving a threatened square). The climber must succeed on a Climb check (DC 20 + the CR of the massive creature). Regardless of the creature's normal speed while climbing, and the size of the massive creature, success on this check automatically moves the climber to the primary zone of the massive creature.

A creature that is in the primary zone of a massive creature can make melee attacks directly against the massive creature's primary zone, but is typically limited to onehanded weapons. At the GM's discretion, some massive creatures, especially those with four or more legs, may have places on their body where a climber could potentially stand without too much difficulty (such as the back of a brontosaurus), allowing the climber to use both hands once in the primary zone. The massive creature suffers a -4 penalty on attacks made against creatures climbing on it, and, at the GM's discretion, may be completely unable to use certain natural attacks against such a creature (such as a dragon attempting to use claw attacks on a creature that has climbed onto its back). Each time the climber suffers damage, he must succeed on a Climb check (DC 20 + the CR of the massive creature), or fall, suffering fall damage as appropriate and landing prone in the nearest unoccupied space. If the climber is currently standing on the creature, he makes an Acrobatics check (same DC) instead. Additionally, if the

massive creature moves at least twice its movement speed in a single round, each creature currently climbing on the massive creature must succeed on a Climb check (same DC; standing characters use Acrobatics instead) or fall off of the creature.

As a full-round action the massive creature can shake its body to attempt to cause all creatures climbing on it to be launched from its body. Each creature currently climbing on the massive creature must make a Climb check (or Acrobatics if they are standing), opposed by a combat maneuver check made by the massive creature. Climbers that succeed on this opposed check remain in place, and are unaffected. Climbers that fail this check are thrown bodily from the massive creature, and are thrown horizontally 10 feet per size category they are smaller than the massive creature in a direction of the massive creature's choice. Thrown climbers land prone, an suffer fall damage, as appropriate, plus 1d6 points of damage for every 10 feet of horizontal movement.



#### Primordial Brontosaurus

This tremendous lizard is over 30 feet tall at the shoulder, boasting a long, powerful tail. Its proud, crested head sits atop an elongated neck. Its power is obvious, as the very ground quakes at its movements.

#### PRIMORDIAL BRONTOSAURUS

XP 25,600

N Colossal animal

Init +3; Senses low-light vision; Perception +32

DEFENSE

AC 18, touch 2, flat-footed 18 (+16 natural, -8 size) hp 507 (26d8+390) Fort +30, Ref +13, Will +8 DR 10/-

OFFENSE

Speed 20 ft.

Melee stomp +28 (3d6+16), tail +23 (3d8+16) Special Attacks capsize, demolish, tail sweep, thunderous tail strikes, trample (3d6+10, DC 34) Space 30 ft.; Reach 20 ft. (40 ft. with tail)

#### STATISTICS

Str 43, Dex 9, Con 39, Int 1, Wis 10, Cha 9 Base Atk +19; CMB +43; CMD 52 (56 vs. trip) Feats Cleave, Great Fortitude, Improved Initiative, Improved Natural Armor (x5), Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (stomp), Weapon Focus (tail) Skills Perception +32

ENCOUNTERS

**Environment** warm and aquatic swamp **Organization** solitary, pair or herd (12–30) **Treasure** none

SPECIAL ABILITIES

**Demolish (Ex):** A brontosaurus is able to easily destroy and demolish buildings and other objects. A cinematic brontosaurus deals double damage to objects and gains a +20 bonus on Strength checks made to burst or break objects.

**Deadly Crush (Ex):** A cinematic brontosaurus is so massive that its stomps are extremely deadly to small creatures. Whenever it hits a creature of Medium size or smaller with its stomp attack, the target suffers intense internal wounds, taking 4d6 points of bleed damage.

**Tail Sweep (Ex):** As a standard action, a cinematic brontosaurus can lash out with its tail, attacking all creatures in a 40-foot-radius half-circle. Creatures which are 4 or more size categories smaller than the cinematic brontosaurus (typically Medium creatures or smaller) automatically suffer 3d8 + 24 points of bludgeoning damage and are knocked prone. A successful Reflex save (DC 39) halves this damage and negates the prone effect. **Thunderous Tail Strikes (Ex):** A cinematic brontosaurus has an exceptionally powerful tail and is capable of knocking over most creatures with a swing of its mighty tail. Any creature of Huge size or smaller hit by a cinematic brontosaurus's tail attack is automatically knocked prone. A creature who suffers damage as a result of a critical hit from a cinematic brontosaurus's tail attack is also knocked 30 feet straight back.

#### Ecology

**CR 13** 

These lumbering giants are some of the most wellrecognized and impressive dinosaurs known to exist. Despite their great size, incredible strength, and overwhelming power, brontosauruses are primarily peaceful creatures who live in herds. Due to their sheer size and virtual indestructibility, these gentle giants have very few natural predators, living in their lands largely unchallenged. The only creatures that prey on these great beasts are very large and powerful magical beasts, as well as certain dragons. Middling green dragons just entering adulthood sometimes attempt to kill a brontosaurus as a way to prove their abilities to more powerful and influential members of their kind. While some poets claim the battles between these beasts are titanic and legendary struggles fought between two great reptiles, modern scholars mostly agree that this is unlikely to be the case, and that most green dragons simply use their flight and breath weapons to make easy work out of the mighty sauropod, with the struggle between the two largely boiling down to trying to keep up with the giant lizard as it flees from certain doom.

The other major threat posed to these massive beasts comes from civilized cultures who hunt the great monsters out of necessity or for food. The sheer size of these creatures means that their normal movements and simple roaming are likely to cause serious damage to civilized lands, and their massive food requirements are serious threats to ecosystems, destroying entire forests and trampling farm lands in search of food. To that end, human and elven communities who find themselves sharing environments with the mighty creatures will bring massive numbers to bear against the beasts in the hopes of overrunning and ultimately killing the giant reptiles. Even with large war bands, the great lizards are a daunting prospect for most smaller folk, as traditional weapons are only limited in their effectiveness and, when angered, these beasts prove extremely fearsome foes, inflicting great casualties on their enemies with their lashing tails and powerful bodies. Some giant communities also actively seek out brontosauruses, either looking to hunt them for food or sport, or in an attempt to domesticate the beasts and use them as truly impressive mounts to dominate their foes. The former attempt often leaves the giants wishing they had stayed away, while in the latter case, attempts to ride the great dinosaurs have met with absolute failure.

An adult brontosaurus can reach over 70 feet long and stand as much as 30 feet off the ground at the shoulder, weighing as much as 200 tons. A brontosaurus lives about 80 years.

#### Primordial Pteranodon

This terrible aerial reptile has a light frame and a massive wingspan. It has short powerful legs, a well-muscled body, and an extremely sharp and powerful beak about 3-4 feet long.

CR 5

#### PRIMORDIAL PTERANODON

#### XP 1,600

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 45 (7d8+14) Fort +7, Ref +9, Will +4

#### OFFENSE

Speed 10 ft., fly 75 ft. (good)
Melee bite +7 (2d6+4/x3 plus grab)
Space 10 ft.; Reach 10 ft
Special Attacks dive bomb, razor beak, snatch in jaw

#### STATISTICS

Str 16, Dex 19, Con 15, Int 2, Wis 15, Cha 12 Base Atk +5; CMB +9; CMD 23 Feats Dodge, Flyby Attack, Improved Initiative, Skill Focus (Perception) Skills Fly +6, Perception +15

ENCOUNTERS

Environment warm coastline Organization solitary, pair or flock (3–12) Treasure none

SPECIAL ABILITIES

**Dive Bomb** (Ex): A cinematic pteranodon is capable of making a diving attack, using high velocity to increase the power of its attack. Whenever a cinematic pteranodon makes a charge attack that originates at least 20 feet above the target, it gains an additional +4 bonus to attack and damage with its bite attack.

**Snatch in Jaw** (Ex): A cinematic pteranodon can maintain a grapple on a creature of Medium size or smaller as a swift action, rather than a standard action, and can move its full speed while grappling such a creature.

**Razor Beak (Ex):** A cinematic pteranodon's razorsharp beak is ideal for rending flesh. Its bite attack has an x3 critical multiplier, and the cinematic pteranodon deals 2d6 points of bleed damage when it confirms a critical hit with its bite attack.

#### Ecology

These reptiles, while not truly dinosaurs, are so similar that they are often considered to be the same kind of

creature. Lightweight avian creatures, pteranodons dominate the primordial skies, being larger and more powerful than modern birds. Avid hunters, pteranodons are a major threat to anyone in their vast hunting ranges. Pteranodons eat a wide variety of food, but prefer fish and other marine creatures. Favoring pack hunting tactics, cinematic pteranodons are rarely encountered without a large number of their fellows around to help make up for their individual weaknesses.

While hunting aquatic creatures, pteranodons prefer to snatch their prey in their large powerful beaks and take them away to enjoy in their nests. Some pteranodons instead feed primarily on inland creatures, often attacking deer and other land-bound mammals with several fly-by dive bombs before carrying off their prey. Occasionally, when faced with tougher or more aggressive prey, the pteranodon will snatch up the victim, flying high into the sky and dropping it from great heights to finish the victim off. Few pteranodons choose this method of hunting as a first resort, however, due to the possibility of another creature running off with the carcass before they can retrieve it, so this practice is rarely seen except when the pteranodon is in danger. Though skilled pack hunters, pteranodons rarely choose to attempt to take down large game, not for a lack of ability, but owing to the fact that such creatures are difficult to pick apart and carry back to their homes.

Owing to their large, toothless beaks, pteranodons prefer small size animals which can be consumed in a single gulp, or slightly larger creatures which are easily picked apart, rarely targeting anything much larger than a horse. The pteranodon also suffers from being exceptionally fragile, owing to the hollow bone structure which allows it to take flight. This fragility makes them easy targets for large dinosaurs looking for an easy meal, and so most pteranodons will choose to keep clear of the massive lizards.

Pteranodons are the largest and most widespread of avian reptiles, and can be found covering wide tracts of land. Because of their great success as a species, pteranodon numbers are far too great to limit them to the coastal communities where they naturally thrive, and over time they have moved increasingly inland, threatening the lives of plains creatures, forest-dwelling beasts, and even humanoid settlers. While for the most part, pteranodons are able to expand their ranges uncontested, having little to fear from most ground-bound creatures, they do face some challenges from intelligent creatures who view them as dangerous threats, and organized humanoids in large hunting parties armed with projectile weapons can threaten a pack. Other powerful flying creatures also pose a threat to pteranodons, and though giant eagles are typically less powerful than the pteranodon, they have greater coordination and superior tactics, allowing them to rout the invading avian. Dragons often hunt pteranodons for sport, and the mighty primal reptiles have no hope against such powerful and magical monsters.

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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 II, 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 finds

• The primordial pteranodon (CR 5), with a deadly, razor=sharp beak, a terrifying penchant for dive=bombing, and the ability to easily carry off creatures of nearly their own size into the air, to devour at leisure at their nest.

• The primordial brontosaurus (CR 13), whose bulk allows it to destroy even towering struc= tures with a gesture, and whose massive tail is a terror to behold on the field of battle.

• Supplemental rules applicable to all dinosaurs and other creatures of immense size, which address the common problem of one could ever hope to kill such creatures by stabbing their toes, and providing extensive rules for climbing massive creatures, and fighting them from a precarious vantage point on the very body of one's foe.

**ROLEPLAYING GAME COMPATIBLE**