

Prestige Class: Dino Rider

Dinosaurs are great and ancient Reptilian beasts that have lived on the earth for millions of years and are most likely related to the Dragons. Though most went extinct long ago, some still survive in isolated valleys, deep jungles, or on top of plateaus. Dinosaurs are fearsome and mighty creatures, and even the smallest of them can put up quite a tremendous fight. It is because of this great power and strength that it is no wonder that humanoids seek to tame and use these great beasts for battle, and thus the Dino Rider Prestige class was born.

Most Dino Riders come from the wild humanoids that live deep in the wilderness, and who live close to where the Dinosaurs live, taking them as mounts simply because they are readily available creatures. Others, however, are warriors from distant or civilized lands that come to where Dinosaurs live to master the use of riding dinosaurs to make them powerful warriors.

Dino Riders not only ride Dinosaurs as mounts, they also share special links with them and has a special link to other dinosaur special abilities related to the Dino Riders level too. Over time, the Dino Rider's mount can gain special abilities based on the Dino Rider's level.

Dino Riders specialize in riding Dinosaurs. Dinosaurs are described on pages 60-62 of the Monster Manual and Page 70-7f of the Monster Manual II and include the Allosaurus, Ankylosaurus, Cryptoclidus, Deinonychus, Elasmosaurus, Megaraptor, Quetzalcoatlus, Seismosaurus, Spinosaurus, Triceratops, and Tyrannosaurus. Other Dinosaurs do exist, though they are not covered in the Monster manuals. Your DM may choose to add in other dinosaurs as well, such as an Iguanodon or a Styracosaurus. Other prehistoric, reptilian creatures can count as Dinosaurs for the purposes of the Dino Rider class such as a Pteranodon or an Ichthyosaurs even though they aren't true dinosaurs (technically, Cryptoclidus, Elasmosaurus and Quetzalcoatlus aren't true dinosaurs either).

Hit Die: D8

Requirements

To become a Dino rider, the character must fulfil the following criteria.

Skills: Handle Animal 8 Ranks, Knowledge (Nature) 6 Ranks, Ride 8 Ranks

Feats: Mounted Combat

Special: Wild Empathy Class Feature. Additionally, a Dino Rider must have made contact with a Dinosaur, and changed its attitude to friendly, whether through Wild Empathy or other methods.

Class Skills:

A Dino Rider's Class Skills (And the Key ability scores for each) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Knowledge (Geography), Knowledge (Nature),

Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Spell Craft (Int), Spot (Wis), Survival (Wis) and Swim (Str).

Skill points at Each Level: 6+ Intelligence modifier

Class Features

Weapon and Armor proficiency: A Dino Rider is proficient with all Simple and Martial weapons, Light Armor, medium Armor and Shields.

Spells Per Day: When a New Dino Rider Level is gained, the character gains new spells per day as if he had also gained a level in a spell casting class he belonged to before adding this Prestige Class. He does not, however, gain any other benefits a character of that class would have gained (Improved chance of controlling or rebuking undead, Metamagic or Item creation Feats, and so on), except for an increased effective level of Spell Casting. If a character had more than one spell casting class before becoming a Dino Rider, he must decide to which class he adds the new level for purposes of determining spells per day.

Dinosaur Companion (Ex): Starting at first level, a Dino Rider may take a companion in the form of a Dinosaur. The Dinosaur is a Loyal Companion that accompanies the Dino Rider on his adventures as appropriate of its kind. The Dinosaur becomes more powerful based on the Dino Rider's level, and Druid levels and half a Ranger's level stack for purposes of determining the power of the Dinosaur. A Dino Rider can take more powerful Dinosaur companions by treating its effective level as if it were lower than it actually is. See Table 1-2 below for a list of levels dinosaurs are available at.

Dinosaur Lore (Ex): At first level, a Dino Rider gains a +2 bonus to Handle Animal, Ride and Wild Empathy checks when dealing with Dinosaurs of any kind. Additionally, his effective level for determining the power of its Dinosaur Companion also increases by 1. The Dino Rider receives additional bonuses at 4th, 7th and 10th level.

Bonus Ride Feats: At 2nd Level the Dino rider can gain a bonus feat related to Riding and another again at 5th and 8th level. He can choose from Mounted Archery, Trample, Ride-By Attack or Spirited Charge. These do not count against the Dino Rider's normal feat capacity, though it does still have to meet all prerequisites for it as described in the Players handbook.

Dinosaur Mount (Sp): Upon reaching 3rd level, a Dino Rider gains the service of an unusually intelligent, strong and Loyal Dinosaur to serve him (see table 1-3 below). The mount is usually a Deinonychus, but other mounts are available for the Dino Riders at higher levels.

Once per day as a full round action, a Dino Rider can magically call its mount from the wilderness in which it resides. The Mount magically appears adjacent to the Dino Rider and remains for 3 hours per Dino rider level; it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned, though the Dino Rider may release a particular mount from service (if it has grown too old to continue adventuring for example). Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying when it was last dismissed (including Barding, saddle, saddlebags and the like). Calling a mount is a Conjuration (Calling) Effect,

Should the Dino Rider's mount die, it immediately disappears, leaving behind any equipment it was carrying. The Dino Rider may not summon another Mount for thirty days, or until he gains another Dino Rider level, whichever comes first. During this period, the Dino Rider takes a –1 penalty on attack and weapon damage rolls.

Great Strength (Su): Once per day at 4th level, the Dino Rider can give any Dinosaur a strength bonus of +4 that lasts for 3 rounds + the Dino riders Charisma modifier as a Supernatural ability. At 6th level, that bonus goes up to +5, and is usable twice per day, +6 and 3 times per day at 8th level, and +7 and 4 times per day at level 10.

Command Stampede (Su): At 5th level, the Dino Rider gains the Supernatural ability to command all Dinosaurs in a 100 foot radius to stampede towards any one direction or at any given foe. You may also command dinosaurs to attack specific people they are stampeding at. Herbivorous Dinosaurs trample or gore any creature caught in their way, while Carnivorous Dinosaurs may claw or bite at them. Dinosaurs are allowed a Will Save (DC 10+ Dino Rider Levels + Wisdom Modifier) to resist the compulsion effect. This Ability is a mind Effecting compulsion effect, and is usable once per day at 5th level, twice at 7th and 3 times at 9th level.

Improved Speed (Ex): At 8th level, the Dino Rider gains the extraordinary ability to make Any Dinosaur it is riding Sprint 5 times per day and make a charge action to move at 10 times its normal speed.

Awaken Dinosaur (Sp): At 10th level, the Dino Rider can choose to awaken a Dinosaur to human like Sentience as if it had cast the Druid Spell *Awaken*. The Dinosaur gains +2 Hit Die, +1d4 Charisma, its Intelligence becomes 3d6 and its type changes to Magical Beast (Augmented Animal). The awakened Dinosaur can speak 1 language that the Dino Rider knows, plus one additional language per point of intelligence bonus (if any). The Dino Rider must spend one full day with the Dinosaur in a secluded grove, at which time it must touch the Dinosaur companion. Unlike the *Awaken* Spell, the Dino Rider does not lose XP casting this spell.

The Dino rider can only target dinosaurs with this ability. If the Dino Rider Targets its Dinosaur Companion or Dinosaur Mount, the Dinosaur stops serving that role, loses abilities granted by the Dino Rider, and the Dino Rider must find a new one (though suffers no ill effect for losing its companion in that way). Awakened dinosaurs normally serve the Dino Rider that awakened them, though as an intelligent, sentient creature, it could make its own choices and could choose to go its own way (Treat as an NPC). A Former Dinosaur Companion or mount has an initial attitude of Friendly, while other Dinosaurs initial attitude is indifferent.

Table 1-1: The Dino Rider

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1 st	+1	+2	+0	+2	Dinosaur Companion, Dinosaur Lore +2	+1 level of existing class
2 nd	+2	+3	+0	+3	Bonus Ride Feat	+1 level of existing class
3 rd	+3	+3	+1	+3	Dinosaur Mount	+1 level of existing class
4 th	+4	+4	+1	+3	Great Strength +4 1/day, Dinosaur Lore +4	+1 level of existing class
5 th	+5	+4	+1	+4	Command Stampede 1/day, Bonus Ride Feat	+1 level of existing class
6 th	+6	+5	+2	+5	Great Strength +5 2/day	+1 level of existing class

7 th	+7	+5	+2	+5	Command Stampede 2/day, Dinosaur Lore +4	+1 level of existing class
8 th	+8	+6	+2	+6	Improved Speed, Bonus Ride Feat, Great Strength +6 3/day	+1 level of existing class
9 th	+9	+6	+3	+6	Command Stampede 3/day	+1 level of existing class
10 th	+10	+7	+3	+7	<i>Awaken Dinosaur</i> , Dinosaur Lore +8, Great Strength +7 4/day	+1 level of existing class

Table 1-2: The Dinosaur Companion

A Dino Rider's Dinosaur Companion gains power as the Dino Rider increases in level (see page 36 of the Players Handbook for more details.) Like a Druid, the Dino Rider can take a Dinosaur Companion that is slightly stronger than normal by treating her effective level lower than it really is. Below is a list of Dinosaurs and the levels they are available at.

1 st level or Higher (level –0)	4 th level or Higher (level –3)	7 th Level or Higher (level –6)
Archaeopteryx*	Ichthyosaurus* **	Cryptoclidus**
Coelophysis*	Dilophosaurus*	Deinonychus
		Elasmosaurus**
10 th level or Higher (Level –9)	13 th Level or Higher (level –12)	16 th Level Or Higher (Level –15)
Carnotaurus*	Allosaurus	Ravage Raptor*
Iguanodon*	Ankylosaurus	Saltasaurus*
Megaraptor	Quetzalcoatlus	Triceratops
Pteranodon*	Styrachosaurus*	Tyrannosaurus

*= A New Dinosaur Described Below

**= Available only in an Aquatic Environment

Table 1-3: Dinosaur Mount

Dino Rider Level	Bonus HD	Natural Armor	Str. Adj.	Int.
3	+2	+4	+1	6
4-6	+4	+6	+2	7
7-9	+6	+8	+3	8
10	+8	+10	+4	9

Special

3 Improved Evasion, Empathetic Link, Share Spells, Share Saving Throws.

4-6 Improved Speed, Speak with Dino Rider

7-9 Blood Bond, Command Creatures of its Kind

10 Spell Resistance

Dino Rider Level: the Level of the Dino Rider. If the Dinosaur Mount suffer a level drain, treat it as a mount of a lower-level Dino Rider.

Bonus Hit Die: These are extra d8 Hit Dice, Each of which gains a Constitution Modifier, as normal. Extra Hit Dice improves the Dinosaur's Base Attack Bonus and Base save Bonuses as normal. The Mount gains additional Skill points and feats for bonus hit die as normal for advancing a monster's Hit Dice (See the monster manual).

Strength Adjustment: add this figure to the Dinosaur Mount's Strength score.

Natural Armor adjustment: Increase the Dinosaur Mounts natural adjustment by this amount. It stacks with preexisting Natural Armor.

Intelligence: The Dinosaurs Mount's new Intelligence Score.

Improved Evasion (Ex): If the Dinosaur Mount is subjected to an attack that normally allows a Reflex Saving throw for Half Damage, it takes no damage for a successful saving throw and half Damage even if the Saving throw fails. Improved Evasion is an extraordinary ability.

Share Spells: at the Dino Rider's Option, it may have any spell it casts on itself effect its Dinosaur Mount. The Dinosaur must be within 5 feet. If the Spell has a duration other than instantaneous, the spell stops affecting the Dinosaur Mount if it moves farther then 5 feet away and does not start working again even if the Dinosaur Mount returns to the Dino Rider before the Spell expires. Additionally, the Dino rider may cast spells with a target of "You" on its Dinosaur Mount (as a touch range spell) instead of on itself. The Dino Rider and the Dinosaur Companion can share spells even if the spell would not affect creatures of the dinosaur Mount's Type (Magical Beasts).

Empathetic Link (Su): The Dino Rider has an Empathetic Link with the Dinosaur Mount up to a distance of one mile. The Dino Rider can not see through the Dinosaur mount's eyes, but it can communicate telepathically. Even Intelligent Dinosaur Mounts see the world differently from humanoids, so misunderstandings are always possible. This is a supernatural ability.

Because of the empathetic link between the Dinosaur Mount and Dino Rider, the Dino rider has the same connection to an item or place that the Dinosaur mount does.

Share Saving Throws: The Dinosaur Mount can use it's own Base save or the Dino Rider's, whichever is higher.

Speak with Dino Rider: The Dinosaur Mount can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Improved Speed (Ex): The Dinosaur Mount's speed increases by 10 feet for all modes of movement.

Blood Bond: The Dinosaur Mount gains a +2 Bonus to all attacks, checks and saves if it witnesses the Dino rider threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

Command (Sp): The Dinosaur Mounts *Command* ability is a spell-like ability that it can use at will against other creatures of its kind (Dinosaurs) with fewer Hit Die then it has itself. The Dinosaur Mount can use this ability once a day per 2 levels of its Dino Rider, and the ability functions just like the spell *command* (for purposes of this spell, the Dinosaur Mount can make itself be understood by any creature of its kind). Since this is a Spell-like ability, the

dinosaur must make a Concentration check (DC 21) if its being ridden at the time (as in combat) If the check fails, the ability does not work that time, but it still counts against the Dinosaur Mounts daily use.

Spell Resistance: The Dinosaur Mount's spell resistance is equal to the Dino Rider's total character level +5. To affect the Mount with a spell, a spell caster must make a caster level check (1d20 + caster level) at least equal to the Dinosaur Mount's Spell resistance.

More Powerful Mounts: Most Dino Riders pick a Deinonychus as their mount, but other mounts are available as mounts. A Dino Rider with Character Level 9th can pick a Carnotaurus, Iguanodon, Megaraptor or Pteranodon as a mount. A Dino Rider of Character level 10th can pick an Allosaurus, Ankylosaurus or Styrachosaurus, one of 11th level can pick a Tyrannosaurus or a Ravage Raptor, and one of 12th character level can pick a Quetzalcoatlus, Saltasaurus or Triceratops. An Aquatic Dino Rider can pick a Cryptoclidus or Ichthyosaurus right away or an Elasmosaurus at 10th character level. A Small Ranger can pick a Dilophosaurus as a mount right away.

New Dinosaurs

Here is a list of new Dinosaurs that I have made up to expand the list of potential mounts and companions for the Dino Rider as well as create some new and varied wild foes.

Archaeopteryx

Tiny Animal

Hit Dice: 1d8 (4 HP)

Initiative: +3

Speed: 30 feet, Climb 30 feet, Fly 50 feet (Poor),

Armor Class: 18 (+2 Size, +3 Dex, +3 Natural) touch 15, Flatfooted 15,

Base Attack/Grapple: +0/-9

Attack: Bite +3 melee (1d4-1)

Full Attack: Bite +3 melee and claws -2 melee (1d4-1)

Space/Reach: 2 ½ ft. / 0 ft.

Special Attacks: -

Special Qualities: Low-light vision, Scent

Saves: Fort+2, Ref+5, Will+2,

Abilities: Str 8, Dex 15, Con 11, Int 2, Wis 14, Cha 6,

Skills: Climb+11, Listen+4, Spot+12,

Feats: Weapon Finesse

Environment: Warm Forest

Organization: Solitary or Pair

Challenge Rating: ½

Treasure: -

Alignment: Always Neutral

Advancement: 2-3 Hit Die (Medium)

Level Adjustment: -

A Small feathery creature glides down from the trees before you. It has feathery wings and body, claws on its wings, a tooth filled beak and a bonny, feathered tail.

An Archaeopteryx is a small insect eating dinosaur with feathers and wings, and may be the very first ancestor of Birds. Its feathers can vary in color widely, but are often bright colors like a Songbird's. Archaeopteryx fly very poorly, but can run across the ground to catch insects and other prey, and are skilled at climbing trees.

Combat:

An Archaeopteryx can only attack by delivering a weak bite, or by combining both its hands into a single claw attack.

Skills: An Archaeopteryx has a +8 Racial Bonus on Climb and Spot checks. They can always choose to take 10 on climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their strength modifier for Climb Checks.

Carnotaurus

Huge Animal

Hit Dice: 8d8+40 (76 hp)

Speed: 50 feet

Armor Class: 22 (-2 Size, +2 Dex, +12 Natural) touch 10, Flatfooted 20

Base Attack/Grapple: +6/+20

Attack: Bite +11 Melee (2d8+6)

Full Attack: Bite +11 Melee (2d8+9)

Space/ Reach: 15 ft./10 Ft.

Special Attacks: Improved Grab, Trample 4d8+9

Special Qualities: Low-light vision, Scent

Saves: Fort+11, Ref+8, Will+4,

Abilities: Str 23, Dex 15, Con 21, Int 2, Wis 15, Cha 10,

Skills: Hide+9, Listen+13, Spot+13, Survival +12,

Feats: Endurance, Run, Weapon Focus (Bite),

Environment: Warm Forest

Organization: Solitary, Pair, or Pack (3-6),

Challenge Rating: 6

Treasure: None

Alignment: Always Neutral

Advancement: 9-16 HD (Huge), 17-24 HD (Gargantuan),

Level Adjustment: -

A Large bipedal Dinosaur charges towards you. Its mouth is lined with teeth, and small horns just from just above its eyes. Its body is covered in bony, spiky scales that give it excellent protection.

A Carnotaurus is a large carnivorous dinosaur approximately as large as an Allosaurus, but a lot stockier, with a large, blunt skull with 2 small bull-like horns jutting above its eyes, and small, vestigial forelimbs like a Tyrannosaur's. Its neck, back and tail are covered in small spiky bumps that provide the Dinosaur with protection.

Combat:

A Carnotaurus attacks prey with its powerful Jaws, attempting to rip chunks of flesh off of its foe. A Carnotaurus can run down foes that it does not wish to eat.

Improved Grab (Ex): To use this ability, a Carnotaurus must hit with a Bite Attack. It can then start a grapple as a free action without provoking an attack of opportunity.

Trample (Ex): Damage 4d8+9, Reflex half DC 20, The Save DC is strength based.

Skills: A Carnotaurus receives a +8 Racial Bonus to Listen, Spot and Survival checks, and a +12 Racial Bonus to Hide Checks thanks to its ability to change color like a Cuttlefish.

Coelophysis

Medium Animal

Hit Dice: 2d8+4 (13 Hp)

Speed: 50 feet

Initiative: +2

Armor Class: 14 (+2 Dex, +2 Natural) touch 12, flatfooted 12,

Base Attack/Grapple: +1/+2

Attack: Bite +3 Melee (1d6+1)

Full Attack: Bite +3 Melee (1d6+1)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Trip

Special Qualities: Low-light vision, Scent,

Saves: Fort+5, Ref+5, Will+1,

Abilities: Str 13, Dex 14, Con 15, Int 2, Wis 12, Cha 7,

Skills: Hide+6*, Listen+3, Move silently +3, Spot+3

Feats: Weapon Focus (Bite)

Environment: Warm Planes

Organization: Solitary, Pair or Pack (6-10)

Challenge Rating: 1

Treasure: -

Alignment: Always Neutral

Advancement: 3 HD (Medium), 4-6 HD (Large)

Level Adjustment: -

A small bipedal dinosaur with a long neck, sharp teeth and stripes down its back.

A Coelophysis is a small and primitive hunting dinosaur. It hunts and eats small mammals and Dinosaurs, often hunting in packs to bring prey down easier.

Combat: A Coelophysis often hunts with its pack, using superior numbers to bring down larger prey

Trip (Ex): A Coelophysis that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent can not react to trip the Coelophysis.

Skills: A Coelophysis has a +4 racial Bonus to Hide Checks. * In areas of tall grass or heavy undergrowth, the hide bonus improves to +8.

Dilophosaurus

Medium Animal

Hit Dice: 4d8+8 (26 hp)

Initiative: +4

Speed: 40 feet

Armor Class 16 (+4 Dex, +2 Natural) touch 14, Flatfooted 12

Base Attack/Grapple: +3/+6

Attack: Bite +7 melee (1d6+4) or Venom spit +7 ranged touch

Full Attack: Bite +7 melee (1d6+4) or Venom spit +7 ranged touch

Space/Reach: 5 ft. / 5 ft.

Special Attack: Poison, Venom spit,

Special Qualities: Low-light vision, Scent

Saves: Fort+6, Ref+8, Will+2,

Abilities: Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 8,

Skills: Hide+9, Listen+8, Move silently +10, Spot+8,

Feats: Run, Weapon Finesse

Environment: Warm Forests

Organization: Solitary or Pair

Challenge Rating: 2

Treasure: -

Alignment: Always Neutral

Advancement: 5-8 HD (medium); 9-12 HD (Large)

Level Adjustment: -

A bipedal Dinosaur emerges from the bush with 2 parallel crests atop its head, and standing about the height of a human.

A Dilophosaurus is a small carnivorous dinosaur about the size of an ostrich. Males have large crests above their eyes that may help it attract a mate.

Combat:

A Dilophosaurus hunts by spitting poison at its prey's eyes and attacking its blind victim with its powerful jaws.

Poison (Ex): Contact, Fortitude save DC 14, Initial Damage be blinded for 2d4 rounds, secondary damage be paralyzed for 1d6 minutes. The Save DC is constitution Based.

Venom Spit (Ex): A Dilophosaurus can spit a black, sticky, blinding venom from its mouth at an opponent's eyes within 30 feet. This is a Ranged touch attack with no ranged increments. Opponents struck by the venom must make successful saves (see above) to avoid the effects. An opponent who has sufficient eye protection, such as they are wearing goggles or glasses, is immune to the poison.

Skills: A Dilophosaurus has a +4 Racial Bonus on Hide, Listen, Move Silently and Spot Checks.

Ichthyosaurus

Large Animal

Hit Dice: 7d8+7

Initiative: +7

Speed: Swim 60 feet

Armor Class: 16 (-1 size, +3 Dex, +4 natural)

Base Attack/ Grapple: +5/+13
Attack: Bite +8 melee (1d8+6)
Full Attack: Bite +8 melee (1d8+6)
Space/Reach: 10 ft. / 5 ft.
Special attacks: -
Special Qualities: Blind sense, Hold Breath, Low-light vision, Scent
Saves: Fort+6, Ref+8, Will+5,
Abilities: Str 18, Dex 19, Con 13, Int 2, Wis 12, Cha 6,
Skills: Listen+8, Spot+8, Swim+12,
Feats: Alertness, Improved Initiative, Iron Will,
Environment: Temperate Aquatic
Organization: Solitary, School (2-5) or pack (6-11),
Challenge Rating: 2
Treasure: -
Alignment: Always Neutral
Advancement: 8-14 HD (Large), 15-21 HD (Huge)

A long and slender creature that looks like a reptilian shark swims through the water, its pointed snout snapping up fish as it swims along.

An Ichthyosaurus is an aquatic reptile that occupies a similar niche as a Shark or Porpoise. It swims through the water and eats fish, but must occasionally rise to the surface to breathe.

Combat: An Ichthyosaur attacks by quickly swimming in and biting with its long tooth filled mouth.

Blind Sense (Ex): An Ichthyosaurus can locate creatures underwater within a 30-foot radius. This ability only works when the Ichthyosaur is Underwater.

Hold Breath (Ex): An Ichthyosaur can hold its breath underwater a number of rounds equal to 8* its constitution score before it risks drowning.

Skills: An Ichthyosaurus has a +8 racial Bonus on Swim Checks to perform some special action or avoid a hazard. It can always choose to take 10 on Swim Checks, even if distracted or endangered. It can run while swimming, provided swims in a straight line.

Iguanadon

Huge Animal
Hit Dice: 12d8+36 (90 hp)
Initiative: +1
Speed: 40 feet
Armor Class: 20 (-2 size, +1 Dex, +11 Natural) touch 9, flatfooted 19
Base Attack/Grapple: +9/+24
Attack: Claw +15 Melee (2d4+5)
Full Attack: 2 claws +15 melee (2d4+5)
Space/Reach: 15 ft. / 10 ft.
Special Attacks: Trample 2d10+10

Special Qualities: Low-light vision, Scent,
Saves: Fort+11, Ref+9, Will+7,
Abilities: Str 21, Dex 12, Con 17, Int 2, Wis 13, Cha 8,
Skills: Listen+10, Spot+10, Survival+8,
Feats: Alertness, Cleave, Iron Will, Power Attack, Weapon Focus (Claw),
Environment: Temperate Forest
Organization: Solitary, pair or heard (6-30)
Challenge Rating: 6
Treasure: -
Alignment: Always Neutral
Advancement: 13-24 HD (Huge), 25-36 HD (Gargantuan)
Level Adjustment: -

This Dinosaur normally walks on all fours, but it can occasionally rise to a great height by rearing up on its hind feet. Its body is covered in a thick hide of scales, and the thumbs on its forelimbs resemble great spikes.

An Iguanadon is a large herbivorous dinosaur with large thumb spikes on its front feet that it uses as offensive weapons. It is a gentle giant and only attacks when it or its young are in danger.

Combat:

An Iguanadon attacks by rearing up on to its hind legs and lashing out with its thumb spikes.

Trample (Ex): Damage 2d10+10, Reflex half DC 21. The Save DC is strength based.

Skills: An Iguanadon has a +2 Racial Bonus on Listen, Spot and Survival checks.

Pteranodon

Large Animal

Hit Dice: 7d8+21 (52 hp)

Initiative: +3

Speed: 20 feet, Fly 90 ft (poor)

Armor Class: 18 (-1 size, +3 Dex, +6 Natural) touch 12, Flatfooted 15

Base Attack/ Grapple: +5/ +15

Attack: Bite +8 melee (2d6+5)

Full Attack: Bite +10 melee (2d6+6), 2 Wings +9 Melee (2d4+3) and 2 Talons +9 Melee (1d8+3)

Space/Reach: 10 ft. / 5 ft.

Special Attacks: Improved Grab

Special Qualities: Low-light vision, Scent

Saves: Fort+8, Ref+8, Will+5,

Abilities: Str 23, Dex 16, Con 17, Int 2, Wis 17, Cha 11,

Skills: Spot+11, Listen+8

Feats: Alertness, Flyby attack, Wing over,

Environment: Warm Hills

Organization: Solitary, Pair or Flight (3-5)

Challenge Rating: 6

Treasure: None

Alignment: Always Neutral

Advancement: 8-14 HD (Large), 15-21 HD (Huge)

Level Adjustment: -

A large bird like creature soars through the air on large, leathery wings, with a long, toothless beak facing forward, and an almost equally length crest protruding back and 2 powerful talons.

A Pteranodon is a powerful Pterosaur, smaller than the Quetzalcoatlus, but still a large and dangerous foe. It soars like an eagle on large, leathery wings, swooping down from the skies to snatch up fish and other creatures. Though it is normally not aggressive, it defends itself and its nest with its powerful beak and talons.

Combat:

A Pteranodon attacks foes with its long beak, powerful talons, and long wings. A deadly tactic employed by the Pteranodon is to grab a foe in its talons and drop it from a great height.

Improved Grab (Ex): To use this ability, a Pteranodon must hit with a bite or talon attack. It can then start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple attempt, it can attempt to fly off with the opponent.

Skills: A Pteranodon has a +4 Racial Bonus to Spot checks.

Ravage Raptor

Large Animal

Hit Dice: 10d8+50 (95 HP)

Initiative: +7

Speed: 70 feet

AC: 25 (-1 size, +3 Dex, +13 natural) touch 12, flat footed 22

Base Attack/Grapple: +7/ +22

Attack: Talon Rake +16 Melee (2d8 +10/17-20/*2)

Full Attack: Talon Rake+16 Melee (2d8 +10/17-20/*2), 2 Claws +14 Melee, (1d6+5/ 19-20/*2), Bite +14 Melee (2d6+5),

Damage: (Bite 2d6+5)

Space/Reach: 10 ft. / 10 ft.

Special Attacks: Improved Grab, Keen Claws, Pounce, Vorpal Bite,

Special Qualities: Dark Vision 60 feet, Low light vision, Scent.

Saves: Fort+12, Ref+10, Will+9

Abilities: Str 30, Dex 17, Con 20, Int 2, Wis 14, Cha 11

Skills: Hide +10, Jump +30, Listen +12, Spot +12, Survival +12

Feats: Cleave (B), Combat reflexes, Dodge (B), Improved Critical (Talon Rake), Improved Initiative, Improved Sunder, Multi-Attack (B), Power Attack (B), Run (B).

Environment: Warm Forests

Organization: Solitary, Pair or Pack (3-6).

CR: 8

Treasure: None

Alignment: Always Neutral

Advancement: 11-20HD (Large), 21-30 (Huge),
Level Adjustment: -

Ravage Raptors are vicious and mean beasts bred over years from Deinonychus stock. They are bigger, stronger, meaner and tougher than normal Raptors, and even dwarf the larger Megaraptors in sheer strength and viciousness. Ravage Raptors were selectively bred by ancient Lizard folk from Deinonychus over millennia and augmented with natural steroids, herbs and hormones to be the most vicious and deadly beasts there size alive without the use of magic. Ravage Raptors resemble Deinonychus, but are slightly longer at 13-14 feet, and slightly taller at 7 and a half feet tall. Their bodies are large, bulky and extremely muscular, with thick muscled legs and arms, and a well-built heavy jaw. Their jaws are lined with dozens of long and serrated teeth. They have bony ridges just above their eyes just like an Allosaurus, and spines run down its back. Hard bony scoots cover its body like an Ankylosaurus, giving it superb natural armor. The claws on its hands are long and curved slightly. The claws on its feet are curved and resemble sickles.

Combat

These vicious dinosaurs are often used in combat by Lizard folk and other savage humanoid species that have acquired the Ravage Raptors recently as Dogs of war. When in combat they often charge at a foe and then pounce, dealing rake damage. If facing larger foes, it tries to lash with its claws and bite. Fortunately, they eat surprisingly little for such large creatures, and one medium to large sized creature can sate its hunger for one day, and will stop combat when it has done so to devour its prey.

Improved Grab (Ex): If a Ravage Raptor hits a Medium size or smaller opponent with its bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple Bonus + 21). If it gets a hold, it has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 penalty on grapple checks but the Ravage Raptor is not considered Grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite damage.

Keen Claws (Ex): A Ravage Raptor threatens a critical with a natural roll of 19-20 with its claw and Rake Attacks.

Pounce (Ex): If a Ravage Raptor charges, it can make a full attack even though it had moved.

Vorpal Bite (Ex): A Ravage Raptor that scores a critical hit with its bite attack bites off the head of a large or smaller creature.

Scent (Ex): A Ravage Raptor can detect approaching enemies, sniff out hidden foes and track by sense of smell.

Saves: Like a Dire Animal, the Ravage Raptor has all good saves.

Skills: A Ravage Raptor receives a +8 racial bonus to Hide, Jump, Listen, Spot and Survival Checks.

Saltasaurus

Huge Animal

Hit Dice: 18d8+126 (207 hp)

Initiative: +0

Speed: 30 feet

Armor Class: 20 (-2 Size, +12 Natural) touch 8, Flatfooted 20
Base Attack: +13/+31
Attack: Tail Slap +21 Melee (2d10+10)
Full attack: Tail Slap +21 Melee (2d10+10) and 2 Stamps +16 melee (2d6+5)
Space/Reach: 15 ft. / 10 ft.
Special Attacks: Trample 2d12+15
Special Qualities: Low-light vision, Scent
Saves: Fort+18, Ref+11, Will+7,
Abilities: Str 31, Dex 10, Con 25, Int 1, Wis 13, Cha 10,
Skills: Listen +13, Spot+14
Feats: Alertness, Awesome Blow, Diehard, Endurance, Improved Bull Rush, Power Attack, Run,
Environment: Temperate Planes
Organization: Solitary, Heard or Pod (5-20)
Challenge Rating: 9
Treasure: None
Alignment: Always Neutral
Advancement: 19-36 HD (Huge) 37-54 HD (Gargantuan)
Level Adjustment: -

A gigantic, lumbering creature crashes through the trees, the earth thundering as it walks. Its long neck sticks forward, topped by a small head, and its tail sticks out far behind it. Its back is covered in covered in hard and bony scales that act as protection.

A Saltasaurus is a smaller cousin of the gigantic Seismosaurus, slightly larger than a Triceratops, but with a back covered in hard, bony protrusions that provide it with protection. Saltasaurs are peaceful herbivores and only attack when something threatens their young or themselves. Their necks stretch out to impressive heights, giving them an impressive view over the horizon.

Combat

Saltasaurs attack large foes with their powerful whip like tails or stamp on them with their massive feet. A Saltasaurus is more likely to run over a smaller foe inadvertently than to purposely attack them.

Trample (Ex): Damage 2d10+10, Reflex half DC 29. The Save DC is strength based.

Styrachosaurus

Large Animal
11d8+55 (104 hp)
Initiative: -1
Speed: 30 ft.
Armor Class: 16 (-1 size, -1 Dex, +8 Natural) touch 8, Flatfooted 16
Base Attack/ Grapple: +8/+18
Attack: Gore +13 melee (2d6+9)
Full Attack: Gore +13 Melee (2d6+9)
Space/Reach: 10 ft. / 5 ft.
Special Attacks: Powerful Charge, Trample 2d10+9
Special Qualities: Low-light vision, Scent

Saves: Fort+12, Ref +8, Will+6
Abilities: Str 23, Dex 9, Con 21, Int 1, Wis 12, Cha 7,
Skills: Listen+10, Spot+10,
Feats: Alertness, Improved Overrun, Iron Will, Lightning Reflexes,
Environment: Temperate Planes
Organization: solitary, Pair or Herd (5-8),
Challenge Rating: 7
Treasure: None
Alignment: Always Neutral
Advancement: 12-22 HD (Large), 23-33 HD (Huge)
Level Adjustment: -

A large beast charges forward, with a head topped with a bony frill circled in large horns circling it, with a large horn sticking up from above its nose.

A Styrachosaurus is a smaller relative of the Triceratops, about the size of a Rhinoceros. A frill that is circled in large horns protects its neck, and a single horn juts forward from above its nose. Like a Rhinoceros, a Styrachosaurus is short tempered and is likely to charge at almost anything it sees.

Combat

A Styrachosaurus gores medium size or smaller creatures on its powerful horn, while it tramples over smaller opponents.

Powerful Charge (Ex): When a Styrachosaurus charges, its gore attack deals 4d6+12 points of damage.

Trample (Ex): Damage 2d10+9, Reflex half DC 21. The Save DC is strength based.