

The Complete  
Guide to



# T-REX





# The Complete Guide to T-REX

The Complete Guide to T-Rex is the second volume in the Complete Guide series. Each Complete Guide is exactly what it sounds like: a complete guide to playing one kind of monster. As a GM, you'll gain a thorough understanding of T-rex and how to run it in a game, both in combat and role-playing situations. And since every Complete Guide includes guidelines on treating the monster as a character race, you have new options for NPCs and players, too.

The Complete Guide to T-Rex is a stand-alone, world-neutral sourcebook covering everything you ever wanted to know about T-rex. It includes:

- Full details on the T-Rex dynasties that rule the prehistoric world.
- Rules for fielding T-Rexes of any age, from juveniles to the ancient, massive tyrant kings.
- The first explanation of how T-rex's sheer willpower can give it psionic abilities late in life, including psionic powers unique to T-rex.
- Rules for building T-rex characters, including special T-rex-only feats. We don't recommend that anyone play a T-rex PC, but they make excellent NPC's – and we've included stats for several particularly brutal tyrant kings.

The Complete Guide to T-Rex can be inserted easily into any fantasy or science fiction setting.



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# The Complete Guide to T-Rex

## Credits

**Writer:** Joseph Goodman  
**Artist:** Tim Burgard  
**Logo Designer:** Derek Schubert  
**Copy Editor:** Fred Bush  
**Graphic Designer:** Joseph Goodman



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[goodmangames@mindspring.com](mailto:goodmangames@mindspring.com)

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# Introduction

No real-life creature has stoked the flames of imagination more than tyrannosaurus rex. Since its discovery a century ago, T-rex has served as a constant reminder of human frailty. Not only does its massive mouth belittle mankind (its jaws are, after all, as long as a man is tall), but its Earthly reign makes us pitifully insignificant. Homo sapiens has walked the Earth for a mere 100,000 years – but tyrannosaurus rex ruled for six million years.

Dragons were real, and they were called T-rex. This book gives you the rules and background you need to put these real life dragons in your d20 game. By the time you're done reading, T-rex won't be a dumb lizard; it will be an intelligent conqueror that forms alliances, remembers treachery, and builds dynasties that span generations.

We have taken a few fantastic liberties with T-rex. The standard T-rex is present, of course, in both the forms that history has known it: the sluggish, tail-dragging version painted by Charles Knight, and the modern, fleet-footed version depicted in *Jurassic Park*. But we go even further than that. (This is a fantasy game, after all.) Modern reptiles continue growing their entire lives. What if T-rex were the same? What if this king of predators (whose only natural enemies were his T-rex rivals) survived to extreme ages? How large could he get? And what are the implications of the sheer willpower that must reside in such a beast?

Over the next 30-odd pages, we will answer these questions. We hope to show you a side of tyrannosaurus rex that you've never seen. By the time you're through, we hope you'll want to show your players what a *real* dragon looked like.

Most of this book is world-neutral, designed to be incorporated into any campaign. When a section must be placed within the context of a campaign setting, we have used the Dinosaur Planet: Broncosaurus Rex world. Most of the Broncosaurus Rex setting material can easily be integrated into any other prehistoric world.

For reference, here is the stat block for a standard T-Rex. Note the relatively high Intelligence, higher than that presented in the MM. We think T-rex should be smarter!

## Tyrannosaurus Rex

### Huge Animal

<b>Hit Dice:</b>	18d10+72 (171 hp)
<b>Initiative:</b>	+1 (Dex)
<b>Speed:</b>	40 ft.
<b>AC:</b>	14 (-2 size, +1 Dex, +5 natural)
<b>Attacks:</b>	Bite +20 melee
<b>Damage:</b>	Bite 5d8+13
<b>Face/Reach:</b>	10 ft. by 10 ft./15 ft.
<b>Special Attacks:</b>	Improved grab, swallow whole
<b>Special Qualities:</b>	Scent, roar
<b>Saves:</b>	Fort +15, Ref +12, Will +8
<b>Abilities:</b>	Str 28, Dex 12, Con 19, Int 8, Wis 15, Cha 10
<b>Skills:</b>	Listen +11, Spot +11

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<b>Climate/Terrain:</b>	Temperate or warm land
<b>Organization:</b>	Solitary or family (2 adults and 0-2 young)
<b>Challenge Rating:</b>	8
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Lawful evil
<b>Advancement:</b>	19-36 HD (Gargantuan), 37-54 HD (Colossal)

## COMBAT

**Roar (Ex):** A tyrannosaurus facing a real threat will summon help with a deafening roar. Nearby T-rexes will hear the roar and come to its aid. (Being summoned is one of the few times a T-rex will enter another T-rex's hunting grounds.)

T-rexes summon aid with discretion, and rarely do so unless their opponent is a threat to their neighbors, as well as themselves (e.g., human or carnivore invaders, not just a big, angry triceratops). But when the threat is real, and they are in danger, they do not hesitate.

A T-rex can roar with a full-round action and attract 1d4 T-rex families. The roar carries many miles; aid may come from far away. Each summoned family will arrive in 2d20 minutes.

**Improved Grab (Ex):** To use this ability, the T-rex must hit a Medium-size or smaller opponent with its bite attack.

**Swallow Whole (Ex):** A T-rex can try to swallow a Medium-size or smaller opponent by making a successful grapple check. The swallowed creature takes 2d8+8 points of crushing damage per round plus 8 points of acid damage from the tyrannosaur's gizzard. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The gizzard can hold two Medium-size or four Small opponents (and so on for other sizes).



# Physiology

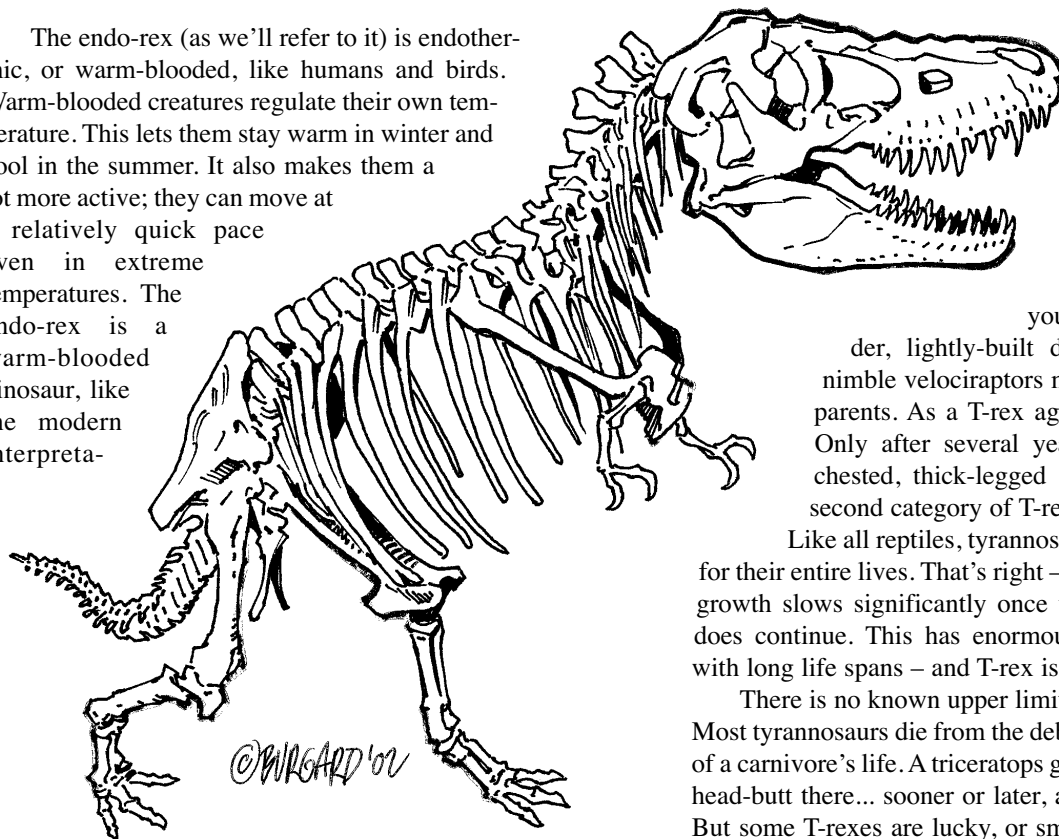
The basics of tyrannosaur physiology are well known. A T-rex stands roughly 18 feet tall. A six foot tall human sees eye-to-eye with its kneecap. T-rexes are about 45 feet long and weigh up to 7 tons. Their jaws are six feet long, just large enough to swallow a human in a single gulp.

Beyond that, discussing the physiology of T-rex is an interesting endeavor. Interpretations of T-rex physiology have changed over time. When scientists thought dinosaurs were cold-blooded, it was popular to think of T-rex as a slow, stupid beast that walked upright and dragged its tail on the ground. But modern paleontologists suspect otherwise. They envision T-rex as a warm-blooded creature that balanced its spine over its legs, with the head and tail at each end like two children on a seesaw. The modern T-rex can run quickly, turn quickly, and perhaps even *think* quickly.

In a fantasy environment, both are possible. We have divided T-rexes into two types: the endo (warm-blooded) and exo (cold-blooded). Both kinds of T-rex can coexist in the same game world.

## Endo vs. Exo

The endo-rex (as we'll refer to it) is endothermic, or warm-blooded, like humans and birds. Warm-blooded creatures regulate their own temperature. This lets them stay warm in winter and cool in the summer. It also makes them a lot more active; they can move at a relatively quick pace even in extreme temperatures. The endo-rex is a warm-blooded dinosaur, like the modern interpreta-



tion of T-rex.

The exo-rex is exothermic, or cold-blooded. Cold-blooded creatures (such as reptiles) have limited ability to regulate their own temperature. Their body temperature is the same as the air around them. When it gets below 32 degrees, humans can still move (although it's pretty cold!) – but reptiles start to freeze. That's the advantage of being warm-blooded. Exothermic creatures are generally slower and more sluggish than their endothermic counterparts. Exo-rex, therefore, is the “old style” T-rex.

The standard T-rex stats, as described in the d20 rules and recapped above, are for an endo-rex. From this point on, the distinction won't matter; all the discussion that follows is about warm-blooded dinosaurs. But, for reference, we have presented the stats for the cold-blooded exo-rex in Appendix I.

## Age Categories

Tyrannosaurs are massive creatures. But before they grow massive, they are quick and nimble. Young T-rexes differ markedly from their parents, and not merely in physical attributes. Older T-rexes are smarter and tougher, and their greater hunting experience makes them deadly in more ways than just their larger jaws.

There are four main categories of T-rex aging. The youth, or “young rex,” are slender, lightly-built dinosaurs that resemble the nimble velociraptors more than their heavy, stocky parents. As a T-rex ages, it bulks up considerably. Only after several years does it gain the barrel-chested, thick-legged appearance of an adult, the second category of T-rex age.

Like all reptiles, tyrannosaurs (and all dinosaurs) grow for their entire lives. That's right – their entire lives. The rate of growth slows significantly once they mature, but the growth does continue. This has enormous repercussions for reptiles with long life spans – and T-rex is such a creature.

There is no known upper limit on the age of a tyrannosaur. Most tyrannosaurs die from the debilitating injuries that are part of a carnivore's life. A triceratops gore here, a pachycephalosaur head-butt there... sooner or later, all those minor scars add up. But some T-rexes are lucky, or smart, or otherwise gifted, and they reach old age without severe injury. Like all reptiles, they



continue growing the whole time. When they reach a certain point, they are so large, and their skin is so thick, and their teeth are so long, that they are practically invulnerable. From then on, their growth continues unchecked.

These unbelievably enormous tyrannosaurs are the tyrant kings. This is the third category of T-rex age. As the oldest tyrannosaurs in each family group, the tyrant kings are the acknowledged leaders of the T-rex dynasties (which will be discussed in more detail later). So few tyrannosaurs survive to this age that tyrant kings are only rarely seen.

As the tyrant kings age, they discover that even their bodies are not immortal. Yes, the growth continues indefinitely, but a bone can rotate in its socket for only so long before it begins to wear away. Tyrant kings eventually falter from the simple stress of progressive age degeneration. They grow until their old bones can't support their weight, then they collapse and die.

Most die – but not all. Difficult as it may be to imagine, T-rexes have powerful minds. Their unstoppable bodies fuel their existence for so long that few pause to consider what minds must lie behind those bodies. Yet they are intelligent – and, more importantly, strong-willed. Imagine an ancient tyrannosaur that has ruled the wilderness for hundreds of years. When its physical might begins to decline, it discovers – for the first time – the strength of its mind. While its body was strong, it never needed thought; but as its body weakens, it learns what its mind inherited from its physical strength: an indomitable will. Those tyrant kings who live to discover their psionic abilities are few in number, but they are dangerous indeed, for they can propel their aging bodies with sheer willpower alone. These are the tyrant masters. No more than a handful of tyrant masters exist at any one time, and they are virtually never seen by non-tyrannosaurs, but *they* are the true rulers of the prehistoric world.

Tables 1-1 through 1-3 describe the physical profiles, abilities and saves, and attacks of tyrannosaurs at various age categories. Notice how a T-rex grows in every regard until it reaches the age of 400 years – at which point its physical abilities begin to decline. That is the age where a T-rex's body is so worn down that regardless of physical injuries (or lack thereof), it deteriorates. Then tyrant kings falter – unless they develop psionic abilities

to compensate, which carry them to the exalted status of tyrant master.

**Attacks:** As tyrannosaurs age, their attacks improve. A normal adult T-rex has only one attack: its bite. But the attack bonus, damage, and threat range of the bite improve dramatically over time. Moreover, older T-rexes can swallow creatures of progressively larger sizes, culminating in a colossal T-rex's ability to swallow whole creatures of size Huge or smaller – which means they can swallow whole a normal T-rex!

Older T-rexes gain additional attacks. At the age of 76, a T-rex is able to head butt and tail slap. At the age of 126, a T-rex learns to kick effectively. At the age of 251, the T-rex's mere presence is enough to cause fear in opponents.

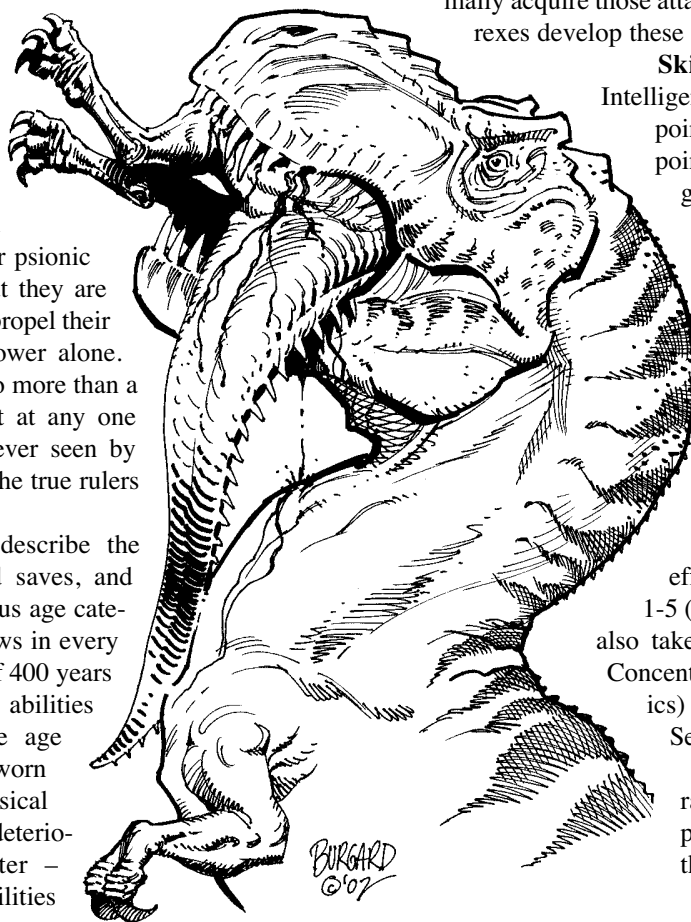
**Feats:** At the same time a T-rex is learning these new attacks, it is also developing specialized attacks of its own. A T-rex gains a feat at each of its last four age increments. These are treated exactly as feats are for normal PCs. Tyrannosaur-specific feats are described on page 14. The head butt, tail slap, and ferocious kick attacks, as well as frightful presence, are described as feats.

Table 1-4 lists the attack bonus, threat range, and damage of tyrannosaur attacks. Attack bonuses and damage for secondary attacks are listed even for those T-rexes too small to normally acquire those attacks, because some exceptional T-rexes develop these attacks early in life.

**Skills:** Tyrannosaurs of normal Intelligence for their age receive skill points equal to their HD. Adjust skill points by 4 for each point of Intelligence below or above normal. The tyrannosaur's class skills are Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), and Wilderness Lore (Wis).

A tyrant master continues gaining skill points after its HD stop progressing. It gains one additional skill point for each effective level as indicated on table 1-5 (see page 17). Tyrant masters may also take the skills Autohypnosis (Wis), Concentration (Con), Knowledge (psionics) (Int), Psicraft (Int), and Stabilize Self (Con).

A tyrannosaur's maximum rank in a skill is equal to its HD plus its effective level (if any) plus three.



**Table 1-1: Tyrannosaurus Physical Profile by Age**

Age	Category	Size	Speed	HD (hp)	AC
0-5	Young	M	30 ft.	3d10+3 (20)	13 (+1 natural, +2 Dex)
6-15	Young	L	40 ft.	6d10+12 (45)	14 (+3 natural, +2 Dex, -1 size)
16-25	Young	H	40 ft.	12d10+36 (102)	14 (+5 natural, +1 Dex, -2 size)
26-75	Adult	H	40 ft.	18d10+72 (171)	14 (+5 natural, +1 Dex, -2 size)
76-125	Adult	G	50 ft.	36d10+180 (378)	15 (+8 natural, +1 Dex, -4 size)
126-250	Adult	G	50 ft.	45d10+270 (520)	19 (+12 natural, +1 Dex, -4 size)
251-400	Tyrant King	C	60 ft.	54d10+378 (675)	20 (+18 natural, -8 size)
401+	Tyrant Master	C	60 ft.	54d10+378 (675)	19 (+18 natural, -1 Dex, -8 size)

**Table 1-2: Tyrannosaurus Abilities & Saves by Age**

Age	Str	Dex	Con	Int	Wis	Cha	Fort Save	Ref Save	Will Save
0-5	16	15	13	5	10	8	+4	+5	+1
6-15	20	14	15	6	11	9	+7	+7	+2
16-25	24	13	17	7	13	10	+11	+8	+5
26-75	28	12	19	8	15	10	+15	+12	+8
76-125	32	12	21	10	16	12	+25	+15	+15
126-250	36	12	23	12	17	14	+30	+18	+18
251-400	39	10	25	14	18	16	+36	+20	+22
401+	37	8	24	16	19	18	+36	+19	+22

**Table 1-3: Tyrannosaurus Attacks by Age**

Age	Grab	Swallow Whole	Face/Reach	Additional Attacks	Special
0-5	Normal	Tiny	5 ft. by 5 ft./5 ft.	-	-
6-15	Normal	Small	5 ft. by 5 ft./10 ft.	-	-
16-25	Normal	Medium	10 ft. by 10 ft./15 ft.	-	-
26-75	Improved	Medium	10 ft. by 10 ft./15 ft.	-	-
76-125	Improved	Large	20 ft. by 30 ft./15 ft.	Head butt, tail slap	Feat
126-250	Improved	Large	25 ft. by 40 ft./20 ft.	Ferocious kick	Feat
251-400	Improved	Huge	30 ft. by 50 ft./20 ft.	Frightful presence	Feat
400+	Improved	Huge	30 ft. by 50 ft./20 ft.	Psionics	Feat

**Table 1-4: Tyrannosaurus Damage by Age**

Age	Bite			Secondary Attacks			
	Attack Bonus	Bite Dam.*	Crit	Attack Bonus	Head Butt Dam.*	Tail Dam.*	Kick Dam.*
0-5	+5	2d4+4	20	+0	1d3+3	1d3+3	1d6+3
6-15	+8	3d6+7	20	+3	1d4+5	1d4+5	1d8+5
16-25	+14	4d8+10	20	+9	1d6+7	1d6+7	2d6+7
26-75	+20	5d8+13	20	+15	1d8+9	1d8+9	2d8+9
76-125	+36	6d10+16	19-20	+31	2d6+11	2d6+11	3d6+11
126-250	+47	16d6+19	19-20	+42	2d8+13	2d8+13	5d6+13
251-400	+53	20d8+21	18-20	+48	4d6+14	4d6+14	6d8+14
400+	+52	20d8+19	18-20	+47	4d6+13	4d6+13	6d8+13

\* Damage includes bonus for normal T-rex Strength at that age. Note that a T-rex's bite still uses 1 1/2 times its Str modifier for damage even after the T-rex acquires other attacks. This reflects the incredible power and inherently psionic nature of the T-rex's jaws.



# Social Structure

T-rexes remember their lineages and are ardent genealogists. Their family trees constitute grand dynasties that trace their history back thousands of years. While velociraptors and other predators scamper about fighting their petty battles for territory, the true epics of prehistory are written when T-rex dynasties clash. Their earth-shattering wars occur only once in a century, if even that, but they are awesome to witness. The ancient tyrant kings awaken from their slumber to lead their descendants across the jungles. Armies of T-rexes, organized by family group and regimented by age, march against their enemies. These wars decide dominance for centuries or millennia to come. When they end, the winning tyrant king returns to sleep, knowing its dynasty has secured valuable hunting grounds for future generations.

## Family Groups

T-rex society is difficult for outsiders to understand. T-rexes are solitary creatures that are rarely seen with others of their kind. At the same time, relations between interrelated T-rexes are extremely close. It is almost as if T-rexes are a society of hermits: they prefer to be alone, but when forced into contact with one another, they remember and acknowledge social bonds.

At the most basic level, tyrannosaurus society is organized into family groups. When a young tyrannosaurus reaches sexual maturity, he or she begins the search for a mate. This search usually begins sometime around the age of 25, but may go on for years or even decades before a suitable mate is found. T-rexes mate for life and thus are quite picky about their mates.

A tyrannosaurus that loses its mate will never take another. It will nurse a grudge against its mate's slayer, and will go to extreme lengths to exact revenge. Over the years, this has been the source of many a tyrannosaurus war.

Mated tyrannosaurs live, hunt, and travel together. In normal circumstances, the largest group of tyrannosaurs ever encountered is a family group of two adults and up to two young.

T-rexes never bear more than one child at a time, but a child may stay with its parents until well after it matures. Temperament, other children, and food availability determine the exact length of time a child remains with the family. Older children may help their parents raise younger siblings. When a child finally leaves to establish its own family, it remembers its parents and treats them with respect for the rest of its life. Parent tyrannosaurs let their children (and grandchildren) share their hunting grounds, if necessary; this rule is reciprocated by the children. A T-rex whose children carve out large hunting

grounds has effectively enlarged its own territory as well. On the other hand, siblings who share their parents' hunting grounds with each other may not share their own territories with one another, and if their parents pass away, they will fight for control of the formerly shared areas.

Once a tyrannosaurus sets out on its own, it must carve out its own hunting territory. In spacious areas, this is easy enough: simply travel until you don't see signs of other T-rexes, then settle down. But in narrow valleys, crowded jungles, and overpopulated areas, the maturity of a young T-rex inevitably brings conflict as it challenges older T-rexes for their hunting grounds. Yet this conflict occurs within the confines of the T-rex's lawful alignment: In the same way that human sportsmen may compete on the field but be friends off, two tyrannosauruses may compete savagely for hunting grounds, but, once that's decided, be friendly for the rest of their lives.

## The Importance of Family

Surprisingly for a society of loners, tyrannosaurus rex culture is centered around family relationships, and T-rexes are extremely interested in genealogy. The extent of this interest is evident in their language. Tyrannosaurus language includes hundreds of words to denote very specific familial relationships, including terms for "paternal aunt," "son of a father's cousin," and "grandmother's sister's mate's brother." With an intelligence only marginally lower than a human's – and a lifestyle that gives them little else to think about – tyrannosaurs are perfectly capable of remembering complex family trees that stretch back thousands of years.

The tyrannosauruses in a given region form groups of inter-related families. T-rexes always remember who's related to whom. Tyrannosaurs within the same region know each other and, if they're related, are probably on good terms. This means they will come to each others' aid and perhaps even cooperate during lean seasons. In normal circumstances, however, they will still guard their hunting grounds like any territorial creature.

Ultimately, tyrannosaur loyalties depend on family ties. Close relatives are always extremely loyal, regardless of whether they get along personally. Of course, they may still quarrel, but they will readily unite against common enemies. More distant relatives are less inherently loyal.

A typical encounter between two unfamiliar T-rexes begins with a lengthy discussion of family history. They exchange genealogies until they have established their exact relationship. These conversations sometimes go on for hours. Inevitably, though, the two creatures will find some common link. Once the







link is known, they know something about their relationship: either they are from different clans, or distant relatives within the same clan, or close relatives of some kind. This then determines their attitude toward each other.

## The Dynasties

Individuals comprise families, families comprise clans, and clans comprise dynasties. A family's hunting grounds cover a hundred square miles, a clan's territory may span thousands of miles, and dynasties rule continents. The tyrannosaur dynasties are the most powerful organizations in the prehistoric world.

A dynasty is a collection of clans whose bloodline converges on a single tyrannosaur patriarch at some common point in their past. All tyrannosaurs share a basic form of ancestor worship – youth respect their elders, and family ties are always honored – and this is the glue that holds the dynasties together. When dynasties are so large they span many generations, unified adulation of a shared ancestor may be the only thing that holds the dynasty together.

It also helps that the ruling ancestor is a Colossal T-rex so huge that it's almost beyond comprehension. These dynastic rulers are the tyrant kings. Just as a T-rex has access to the hunting grounds of its children and its grandchildren, a tyrant king

has lived so long that it has access to the hunting grounds of as many as ten subsequent generations (and sometimes more). The sheer size of this territory is enormous.

Young tyrannosaurs who grow up learning their family trees know that they are part of a dynasty. They know their ruler is the tyrant king who is their great-great-...-great-grandfather. They recognize their tyrant king on sight, and give him free rein of their hunting grounds. (It's good that they're so hospitable – it's not like they could stop him!)

But the tyrant kings are so powerful that hunting no longer appeals to them. Few prey creatures present any challenge whatsoever to a tyrant king. Their descendants take turns bringing portions of their kills in tribute. Even though some tyrannosaurs must travel great distances to offer their tribute, a tyrant king has so many descendants that he remains well-fed. The tyrant kings reside in luxurious caves or lairs, some hibernating for long periods, others more active.

Dynasties are not named in the way that human nations are. Nor do tyrannosaurs have surnames by which they could refer to themselves. Rather, tyrannosaur dynasties are always called by the name of their current tyrant king. The three largest dynasties are these:

**Rog Grar:** Rog Grar is a relatively young tyrant king, having lived only 270 years. The former patriarch of his dynasty ordered his tyrannosaur legions to take over territory occupied by nearby protoceratops, but was felled by a supremely powerful protoceratops psyker. In order to rule after the former patriarch died, Rog Grar had to fight a mortal battle against a first cousin who was nearly the same age. He now bides his time, waiting for the chance to make a second strike at the protoceratops.

**Sibdan:** Sibdan is a tyrant master. His true age is lost to time, but based on the number of generations between him and his youngest kin, he must be at least 450 years old. Sibdan long ago developed the psionic powers needed to fuel his aging body, but he's now so old that the mental strain is excruciating. He has been hibernating in seclusion for many years. Some of his older descendants, eager for power themselves, claim he is already dead; among these is Sylon, his great-great-grandson and oldest living relative.

**Kil Karn:** Kil Karn and Sylon are siblings with a mutual hatred; a mating spat some 350 years ago sent Kil Karn to distant lands, where he eventually became the progenitor of his own dynasty. The most active of the tyrant kings, Kil Karn is a rarity among tyrannosaurs: an extrovert. He loves the company of his fellow T-rexes (despite the fact that most of them are taciturn hermits). He is constantly traveling through his territory, learning about goings-on and matings. He is also the most intelligent of the tyrant kings, often displaying stunningly precise knowledge of his realms. The other tyrant kings fear his tactical abilities, but so far he has shown no desire to expand his realm.



# The Tyrant Kings

Tyrannosaur life proceeds at its own pace unless interrupted by the orders of a tyrant king. Tyrant kings are more patient and calculating than their younger descendants, but no less aggressive. Their many years of experience, coupled with extensive travel through hunting grounds that expand with each new generation, give new scope to the already expansionistic tendencies inherent in any carnivore. They don't want to hunt; they want to *rule*.

Tyrant kings are warrior kings. Like all tyrannosaurs, they want to expand their hunting grounds – although, in their position as leaders, it is the hunting grounds of their offspring that they are actually expanding, with their own territory growing only indirectly as a result. Some tyrant kings, nursing grudges of mates long ago killed, await the chance to vanquish enemies from generations past. Others, insulted by the fact that tyrannosaurs *don't* rule the entire prehistoric world uncontested (the highly intelligent velociraptors and the psionic protoceratops being their two main contenders – not to mention the recently arrived humans), make it their own personal mission to eradicate competitors. But most are simply arrogant, ambitious, and greedy. Made patient by age, and without the worries of mating, children, and hunting that consume the energy of younger tyrannosaurs, the tyrant kings have ample time to plan their campaigns.

When they are ready, tyrant kings mobilize armies of their descendants. If you think one or two T-rexes are frightening, imagine the sight of a hundred – or two hundred – or even more – thundering across the open plains to do battle. A competing dynasty weakened by drought, aggressive herbivores, natural disasters, or simple bad luck may find its misfortune amplified when a neighboring tyrant king sends his offspring to attack.

## The Dynastic Wars

Despite the tyrant kings' natural aggression, there have been no great battles between dynasties for some 3,000 years. Individual tyrant kings have squabbled, of course, and their families have fought both each other and other species; branches of the family have even been mobilized and sent into battle. But no tyrant king has mobilized his entire family tree for a full-fledged war. There is good reason. Tyrannosaurs vividly remember the last time that happened, during a period now called the Dynastic Wars.

Beginning almost 3,000 years ago, the Dynastic Wars were a world war of sorts among tyrannosaurs. For millennia the tyrannosaurs had ruled the prehistoric world virtually uncon-



tested, successfully squelching the velociraptors, protoceratops, and all other competitors. Amidst this success, a minor territorial dispute between neighboring T-rex families from different dynasties had festered for years. One day, an elder relative of one family stepped in to help chase away the other family. But they fled and called in one of their own elders. A rapidly escalating cold war ensued, and within days the respective tyrant kings themselves were facing off in an egotistical battle over an unimportant piece of land.

Those two tyrant kings called their families to battle in the disputed area. Hundreds of tyrannosaurs moved into one small area – deserting the rest of their domains. Other dynasties on their borders moved in to occupy the now-empty territory. After the two warring dynasties decimated each other, they suddenly faced the onslaught of their expansionistic neighbors. They were obliterated. The briefly-triumphant neighbors were themselves soon fighting over the remains of the territory. The conflict spun out of control, embroiling every living dynasty into a single massive conflict. In less than two years, the ruling T-rex



dynasties had destroyed each other.

Only two tyrant kings were left alive at the end of the conflict. The tyrannosaur population was thinned for generations to come. Battlefields where dozens or hundreds of T-rexes had fought were completely wasted – trees splintered, fields mud-died, herbivore populations decimated. The ecological impact was initially devastating, but soon took a turn that, from a tyrannosaur's perspective, was even worse.

Without the tyrannosaurs around to act as kings of the food chain, herbivore populations flourished. Following close behind were the other carnivores. Velociraptor populations exploded and the first velociraptor nations appeared. Ceratosaurs,

allosaurs, spinosaurs, and other large carnosaurs ate what T-rexes no longer could. Even with this increased carnivore activity, it took decades before the herbivore and carnivore populations reached a balance again.

The tyrannosaurs had to fight to regain their rightful position. They eventually re-established their dominance, but not before the velociraptors and protoceratops were too entrenched to overturn. The tyrannosaurs have never forgotten the Dynastic Wars, where their mutual greed set back the entire species. It is with this in mind that the modern-day tyrant kings temper their ambitions.

## Cultural Habits

### Lifestyle

Despite their loyal nature, tyrannosauruses have a mean streak. They are nasty, vengeful and cruel. Combat between T-rexes can be gruesome. A T-rex in a bad mood may pick on smaller creatures, even when it's not hungry. They are known for teasing prey, torturing their enemies and showing respect to no creature but another T-rex.

Outside of combat, T-rexes are lazy and like to nap. They hunt when they need to, but exert no more energy than is necessary. After a successful kill, they doze until they get hungry again. They don't dig caves or store food for winter. As far as they're concerned, there is always food to be found, and if they can't find a living creature to eat, they can always steal preserved food from the raptors or other harder-working dinosaurs. They are the bullies of the prehistoric world.

Each T-rex family has a nesting area, usually in a remote place accessible only to the T-rexes. In most cases, the nest was appropriated from some unfortunate prey animal many years ago. It is in this nesting area that young are raised. T-rexes frequently drag kills back to the nest to provide food for their young. In this way, the nesting area for a family that has raised several young may be littered with skeletons. If the T-rexes ever fed adventurers to their young, the adventurers' remains (and their treasure) will be found in the nesting area.

T-rexes are exclusively carnivorous, but they aren't picky eaters. Although they do prefer live, freshly-caught meat, they are still opportunistic scavengers. If it's dead (or even *almost* dead), they'll eat it, whatever it is. If their jaws can crack through it, their stomachs can probably digest it, and there's not much their jaws can't crack through. Adventurers who kill something that a T-rex could eat may find themselves with little time to look for treasure if a T-rex smells the carcass...

### Ancestor Worship and Genealogy

The basic unit of most societies is the family. In more advanced civilizations, the family structure gives way as the society becomes larger: the city, state, and nation are unrelated to family structure, as is the tribe and, in some cases, the clan. With tyrannosaurs, however, the family is the *only* unit of social organization. There are no tyrannosaur cities; except in times of war, tyrannosaurs never congregate in any groups larger than a family. Family relationships are the *only* things that tie tyrannosaurs together.

A natural consequence of these family relationships, and the dynasties that grow from them, is a deep form of ancestor worship. T-rexes have a natural respect for those who came before them. They do not have any particular rites or rituals for this purpose (they're much too lazy for that). Instead, they frequently invoke the assistance of a long-dead ancestor. Characters who understand the tyrannosaur language may hear invocations – and occasionally even a short prayer – in the midst of their roars prior to engaging in combat. Tyrannosaurs attribute vague, undefined powers of blessing or good luck to these prayers. They lack any organized religious beliefs, however, so the ancestors remain just that: merely ancestors, not gods.

Another strong expression of the ancestor worship is a fondness for genealogy. T-rexes love genealogy. They love to discuss all aspects of their ancestors, from their families and matings to their accomplishments and great battles. One of the few things they put their minds to is remembering family history; the typical tyrannosaur can remember his own direct ancestors for at least 20 generations before him, and significant portions of the family tree for many generations as well. When unacquainted tyrannosaurs meet, their first interaction is usually to discuss family history. If they turn out to be related – or at





least to have respect for common ancestors at some point in their distant past – the encounter will probably go much better than it otherwise would.

## Appearance

T-rexes don't mark their bodies in any way. They don't use mud, dyes, or other natural byproducts to decorate themselves. Nor do they practice tattooing or scarification (except for psionic tattoos as weapons, which are described in more detail later).

They have a wide range of natural colors. Their skin tone varies in color – while some are brown, olive, or gray to match their environment, others are red, blue, and yellow. Some are striped, others spotted, others solid. Some even have unusual patterns, blotches of colors, or natural camouflage. The determining factor appears to be genetic, but there is also a subconscious camouflaging at work; T-rex skin tone can change slowly over time, and this appears to be a reflection of the tyrannosaur's whims. Any skin stripes, spots, or patterns remain the same, but color schemes have been known to change slowly but dramatically – from bright red to a forest green over the course of several years. This is almost certainly psionically influenced.

Tyrannosaurs normally make no effort to resemble each other. Even those from the same family or dynasty may be completely different in appearance.

## Creation Myths

The toothy jaw is the most powerful symbol in tyrannosaur culture. Their jaw brings life to them and death to others. For most of a T-rex's life, its jaw is its only weapon. The jaw is what other creatures fear most about tyrannosaurs. And the jaw is the determining factor in the tyrannosaur's lifespan: A T-rex can sustain almost any other injury and recover, but a jaw injury must heal very quickly or the T-rex will starve to death.

Because they have no real religion per se, nor any fixed rites and rituals, T-rexes lack an organized creation myth. Frankly, they don't care; they're creatures of action, not creatures of thought, and the larger questions ("Where do we go when we die?") just don't concern them.

Even so, some T-rexes are storytellers, and individuals have been known to tell creation stories. These usually hearken back to the ancestor worship inherent in the T-rex mentality. The "first father" is always a near-invincible tyrant king who spawned all other tyrannosaurs.

The symbolism of the jaw often ties into these creation myths. The first father's jaw is usually of godly proportions – he can swallow mountains whole, and that sort of thing. When T-rexes *do* resort to imagery for whatever reason, they almost always choose a symbol of a jaw, either in profile or a frontal

view (the last thing their prey sees). A long, terrible tooth is the second choice for imagery.

## Realms and Lairs

T-rexes are supremely confident in their ability to defend themselves, and rightly so. Because a full grown tyrannosaur has no natural predators, it has no fear and no need to protect itself. Tyrannosaurs without young often sleep out in the open, without so much as a tree near them. Some sleep in the same spot every night; others migrate. The last thing they expect is a creature stupid enough to attack them.

Young T-rexes (which still have much to fear) are another issue. Parents with young, or newly-weaned adolescents not yet confident enough to sleep in the open, will seek out shelter. Caves, overhangs, and gullies are popular places to hide. Usually these are "acquired" from the former occupants via forcible eviction.

In times of war or great danger, even adult T-rexes will seek shelter. This only happens when they have something to fear: rampaging velociraptors, an attack by another dynasty, or human hunters, for example. Once the threat passes, they will return to their normal sleeping habits.

Although T-rexes will eat large kills on the spot, they often drag smaller ones back to their lair. Characters passing near a lair will discover piles of old bones, rotting corpses, and swarms of vermin that feed off the tyrannosaurs' leftovers. It isn't hard to tell that *something* lives nearby.

T-rexes have no particular use for treasure, so they don't hoard it. Characters lucky enough to defeat a T-rex that occupies a cave or other shelter will find the remains of previous kills, including any treasure they may have left behind. But a T-rex killed outside of a shelter will often be far from the remains of its kills. Finding its treasure requires an extensive search of the surrounding area, which will yield old corpses, piles of bones, and other remains from previous kills. Scattered around and within these kills is any treasure. You can make this treasure easy or hard to find, depending on how you want to reward your characters.

## War and Death

T-rexes have no special customs for either war or death. The combat of the hunt is a day-to-day event in a tyrannosaur life. To them, war is merely the hunting of other tyrannosaurs. Death, which comes to other creatures so frequently at the hands of a tyrannosaur, is part of life. When it happens, it happens, and you move on.



# Combat Strategies

No animal in its right mind picks a fight with a T-rex. Even the velociraptors, spinosaurs, and other powerful carnivores avoid T-rexes unless absolutely necessary. A T-rex can usually get away with occasional poaching from competitors' hunting grounds as long as it doesn't limit their food supply.

## Dealing With Swarms

Yet a tyrannosaur does have one weakness. Its bite is ferocious – but, for a normal adult T-rex, its bite is its *only* attack. Only as they age do tyrannosaurs learn to use their tail as a weapon. For most of their life, tyrannosaurs are vulnerable to swarms of smaller creatures. Twelve Medium-size creatures can surround a normal adult T-rex in a single round. The T-rex can only kill one at a time. With sufficient backup and some time, the swarm can wear down the T-rex. This is the way that velociraptor tribes attack a T-rex.

Not that you  
should



*plan* to attack a T-rex in this manner, of course; it's only something to keep in mind if you do have to fight one. After all, a great many members of that swarm *will* die during the attack. And T-rexes have their own ways to deal with swarms. Those that are wary of a possible swarm attack will stay near cliffs or other terrain features that prevent them from being completely surrounded. Or they will take the battle to the swarm: T-rexes have been known to attack velociraptors from the mouth of the raptors' cave. They use their reach to attack raptors inside the cave, while blocking the entrance to box in the raptors and prevent themselves from being surrounded.

A T-rex can use its Improved Grab and Swallow Whole abilities to deal with creatures smaller than itself. If a target actually survives one of its bites, the t-rex will immediately grab them and try to swallow them whole on its next action. A swallowed creature is subjected to automatic damage from the tyrannosaur's gizzard, effectively enabling the T-rex to attack multiple creatures every round thereafter (one target with its

bite, plus the swallowed target that continues to take damage). Moreover, the gizzard actually has a *higher* AC than the T-rex's hide (AC 20 vs. 14), so the T-rex is safer with the creature in its belly than fighting face-to-face.

Older T-rexes develop special techniques to deal with swarms. A medium-aged adult (age 76-125) learns to use its tail to make slap attacks. It also learns a combat feat, which is often Cyclone Tail Slap, as a way to deal with swarm attacks. Some choose Scoop instead; at the age of 76, they reach Gargantuan size and have a 20 ft. forward face, which lets them scoop up four Medium-size creatures into one bite. These feats are described in more detail on page 14.

## Hunting Techniques

A T-rex spends much of its life hunting prey. But it's not a very sophisticated hunter. As a solitary creature, it has little opportunity to develop cooperative hunting tactics. It has a cruel disposition and an innate love of bloodshed, which drives it into close combat even when there are safer or more patient alternatives. Thanks to this mean personality, even small family groups of two or three adults never quite become cooperative hunters; their raw bloodlust overcomes any urge to coordinate their tactics.

Subsequently, the T-rex is anything but a subtle hunter. Its basic technique is bloody and straightforward. After scouting a target from a distance, it approaches under cover until spotted, then initiates





a thundering charge that ends with a bone-crunching bite.

Since most of its prey consists of herbivorous dinosaurs, frequently those smaller than itself, a T-rex isn't exposed to great danger in its daily hunts. It keeps away from triceratops, ankylosaurs, and other potentially dangerous herbivores, preferring to focus on hadrosaurs and similar defenseless creatures.

## Combat between Tyrannosaurs

The only time tyrannosaurs hunt carefully is when they hunt each other. Combat between tyrannosaurs is a short, terrible affair. As it ages, a T-rex's jaws grow stronger at a faster rate than its hide. In game terms, its attack bonus grows faster than its AC. In a combat between two normal adult T-rexes, they each have AC 14 – and a +20 attack bonus. Every round, they *both* will wound each other. Effectively, the survivor is determined by whoever has the best damage rolls.

Tyrannosaurs know that they are bound to get injured if they fight each other. If they *must* fight one another, they are very careful to strike at the right moment. As much as possible, they wait for their opponent to be distracted or already wounded.

## The Tyrant Masters

The actual life span of a T-rex is unknown. They never die from natural causes; death always comes from the injuries that occur inevitably in a carnivore's lifestyle. But some are lucky or skilled enough to escape death by injury. These T-rexes demonstrate the remarkable fact that T-rexes continue to grow their

entire life, although the rate of growth slows as they reach adulthood. Their bodies weaken from accumulated injuries and general old age, but they continue to grow in size. Eventually, the wear and tear of old age makes even their massive frames vulnerable, and they die in battle.

But a select few don't die in battle. They discover that even as their body deteriorates, they can will it to battle as it always has. Their willpower is so powerful that it can bend physical matter. Late in life, they develop psionic powers. These are the tyrant masters. Their combat strategies begin to focus on psionics, not mere melee.

In truth, the tyrant masters don't "develop" psionic powers. They had them all along. *All* T-rexes have innate psionic powers. The strength of their bite is mostly physical, but enhanced by their latent psionics. The simple-minded tyrannosaurs don't comprehend this, and their physical strength obviates the need to look for other ways to fight. As a result, most T-rexes never realize their psionic potential. They're not exactly introspective creatures to begin with. Their psionics naturally complement their physical abilities, and they accept them as a part of their fighting technique.

The geriatric tyrant masters are the only tyrannosaurs that develop their psionic ability. Their minds can compel their bodies to operate at full potential. They're still not introspective creatures (even a geriatric T-rex with a lot of time on its hands isn't very zen), but they develop their powers to the point where they can fight as well as they always have.

Even with their psionic abilities, tyrant masters aren't very imaginative. They don't discover many interesting new psionics, nor do they pursue their mental powers into unfamiliar ground. Their only goal is to regain their vitality. As a result, their psionic powers are always straightforward and simple, typically focused on restoring their physical abilities or making attacks. They see psionics as merely a crutch to restore their physical abilities. Luckily for the rest of the prehistoric world, no tyrant master has ever made any effort whatsoever to maximize its true potential.

Human scholars are unsure as to the origins of tyrannosaur psionics. Characters who inquire are bound to receive different explanations. The commonly accepted belief is that T-rexes have latent psionic abilities for their entire life; they just don't realize it until they're old and feeble. But another school claims that it is the tyrannosaur's sheer willpower that produces its psionic abilities. They believe that its absolute physical dominance produces a self-assurance and egotism that is so forceful it eventually manifests as psionics. In the same way that a human marathon runner can will himself to run until his body literally collapses underneath him, a T-rex can do the same – but its force of will is so much stronger that it can prevent its body from collapsing beneath it.

The psionic abilities of tyrant masters are described in detail starting on page 17.





# T-Rex NPCs

We considered calling this section “T-Rex Characters,” but, frankly, no one should be playing tyrannosaurs. Their advancement is too slow, their potential too great, and their options too limited. Because they lack arms able to manipulate objects, they are unlike any other character race. Their culture offers no path of advancement other than the bloody-jawed hunter. They’re simply too different to become player characters. That... and they’re way too powerful!

On the other hand, they can make really interesting NPCs. Their anatomy allows for a variety of interesting new attacks which can be expressed as feats, and their age progression takes the place of a class progression. The tables given on page 5 discuss this age progression. This chapter will expand on tyrannosaurs as NPCs, particularly personalities, feats, and the psionics of the tyrant masters.

## Personality

Imagine the most aggressive bully you’ve ever known. Remove any trace of subtlety or social sophistication he may have possessed. And now pretend he wants to eat you. That’s what a T-rex is like.

Tyrannosaurs are brash, straightforward, and brutally honest. They are not subtle or suave. They make no pretenses, nor do they tolerate them in others. They are utterly unskilled at diplomacy, and not particularly good at bluffing, haggling, or any other exercise that requires social nuances. They are sincere and forthright, but their manners are so coarse that their sincerity is insulting.

They’re self-absorbed. Just as a big, strong man won’t avoid others but expects them to get out of *his* way, a T-rex isn’t careful about where it steps or what its tail is doing. Its entire life, other creatures have reacted to it, not the other way around. Few T-rexes are sensitive in any way to the *presence* – much less the *feelings* – of other creatures, except for those creatures that might somehow pose a threat.

T-rexes are intelligent, skilled hunters that can devise sophisticated strategies. Fundamentally, however, their combat strategies are always *hunting* strategies. T-rex military campaigns don’t take into account any sort of logistics or troop movement, nor the political ramifications of warfare. They simply pick a target (which may be a rather large target, like a caravan or city) and hunt it down. The tyrant masters are slightly more advanced, but not much more so. They are routinely outmaneuvered by the brilliant velociraptor tacticians, as well as those of other species. Unfortunately, maneuvers have limited use in controlling a 7-ton carnivore, and the brute strength of tyrannosaurs is enough to elevate their simple tactics to winning strategies.

Conversations with tyrannosaurs are short and to the point. T-rexes don’t care for conversing with non-tyrannosaurs unless they are truly exceptional specimens of their race. Otherwise, why should the king of the prehistoric realms waste its time talking to some scrawny humanoid?

The one exception is genealogy. Tyrannosaurs are inexplicably fascinated by family histories. A character may actually stimulate a tyrannosaur’s interest if he describes the character’s family tree, its relationship to other families, and the personalities of his forebears. The T-rex will quickly turn the subject to *tyrannosaur* genealogy, especially his own, for that is the only subject that truly interests it. A character who is somehow knowledgeable about the local tyrannosaur history (generally druids, rangers, or wild ones) may be able to strike up a real conversation with a T-rex. Use a Knowledge (nature) or Knowledge (local) check to determine how much the character knows (DC 16 if native to the area, 20 if foreign, +2 if raised in a prehistoric environment, +2 if 4 or more ranks in both Knowledge (nature) and Knowledge (local), +2 if 4 or more ranks in Knowledge (history) as well). The character can keep the tyrannosaur talking for 5 minutes for every point by which he passes the check. If he passes the check by 10 or more, apply a +2 bonus to any checks for changing the tyrannosaurs’ attitude (including Animal Empathy checks).

When roleplaying a T-rex, be loud and blunt. T-rexes always have a short and simple solution to any problem; they’re not interested in long-winded conversations. Characters who try to haggle or negotiate with a T-rex may get a simple answer: “My way or the highway.” Spare no patience for the trivial concerns of weaker creatures, especially if they waste the tyrannosaur’s time. If a PC isn’t useful, simply walk away – or, if you’re in a bad mood, eat him.

## Age Progression

As a tyrannosaur ages, its physical abilities improve. It becomes stronger and tougher. It learns new attacks, gains body mass, and improves on its existing combat abilities. All of this is shown on tables 1-1 through 1-4.

When running a campaign involving tyrannosaurs (or even just a single adventure), you can use the age progression guidelines to custom-design a T-rex to match your players’ abilities. You can also use it as a basis for building adventures.

For example, lower level characters may encounter a young tyrannosaur on its own in the jungle. They kill it, only to discover several months (and several character levels) later that its parents have resolved to track them down. That battle enrages the distant tyrant king, and now you have a showdown



situation that you can resolve when the characters are ready.

Another possibility is to use the age progression rules for a single tyrannosaur. Characters may first battle him when he's young – but he escapes. Years later (if your campaign lasts that long) he reappears, and now he's an adult looking for revenge.

Remember that the age progression tables are only guidelines. Not all tyrannosaurs fit the profile. Some will be stronger and others will be weaker. If you're creating a named personality, we suggest you allow for variance in stats just as you would for NPCs of other races. Typical variance ranges for a tyrannosaur (at any age) are as follows:

Strength: Add 1d8-4.  
Dexterity: Add 1d4-2.  
Constitution: Add 1d6-3.  
Intelligence: Add 1d4-2.  
Wisdom: Add 1d4-2.  
Charisma: Add 1d6-3.

## Feats

As tyrannosaurs age, they learn new fighting techniques. These are treated as feats. Some are unique to T-rexes, while others are common to many creatures.

### Non-Psionic Feats

This section describes non-psionic feats acquired by tyrannosaurs. The feat descriptions include several attacks that all T-rexes develop naturally as they age: head butt, tail slap, ferocious kick, and frightful presence. These are described here because some T-rexes choose to learn them earlier, as a feat. Of course, this wastes a feat slot if the T-rex survives to the age where it would have learned that attack anyway. But not all T-rexes live that long.

Here is a list of common tyrannosaur feats. Those listed in bold are new feats described in this section.

Alertness

Cleave

Combat Reflexes

**Conscientious Mount**

**Cyclone Tail Slap**

Endurance

**Ferocious Kick**

**Frightful Presence**

**Gator Guts**

Great Cleave

Great Fortitude

**Gulp'n'Swallow**

**Head Butt**

**Hinged Jaws**

### **Hook'n'Toss**

Improved Critical (usually with bite)

Improved Initiative

Power Attack

Run

### **Scoop**

### **Tail Slap**

Track

### **Thunderquake**

### **CONSCIENTIOUS MOUNT (General)**

You are aware of your potential as a mount, and strive to make riders feel at home.

**Prerequisites:** Mounts only, Wis 15+.

**Benefits:** This feat is for domesticated tyrannosaurs or those who share a close kinship with a humanoid rider or partner. This is extremely rare, but it's not unknown. You strive to make it easier for riders and trainers to handle you. The DC for training or handling you (as with the Handle Animal skill) is 4 points lower than it would normally be, to a minimum of 1. The DC for riding you (as with the Ride skill) is 2 points lower than it would normally be.

**Normal:** The normal DC for training a T-rex is 20 plus its hit dice.

### **CYCLONE TAIL SLAP (General)**

You can crouch and spin, pivoting a full 360 degrees and slapping everything around you with your tail.

**Prerequisites:** Tyrannosaurs only, Tail Slap.

**Benefits:** When you perform the full attack option, you may give up your other attacks and make a cyclone tail slap. All creatures within your reach (in any direction) are automatically hit by your tail. This includes any allies. The attack causes tail slap damage as indicated on table 1-4. Victims may make a Reflex save (DC 20) to take half damage.

Creatures two or more sizes smaller than you (Medium-size or smaller for a normal adult T-rex) may be pushed back. They must succeed in an opposed Strength check against you or be forced to the edge of your reach. Creatures one size smaller than you may also be pushed back, but they receive a +4 bonus to their Strength check.

### **FEROCIOUS KICK (General)**

Your powerful kicks can cause terrible damage.

**Prerequisites:** Tyrannosaurs only.

**Benefits:** Most tyrannosaurs lack the coordination to use their kicks effectively, but not you. You can lash out with a powerful kick at any time. You gain an extra kick attack, which causes damage as indicated on table 1-4.

In order to make a kick attack, you must use your tail for balance. You cannot make a kick attack in the same round you make a tail slap.



### FRIGHTFUL PRESENCE (General)

As if you weren't terrifying enough, you've practiced being scary.

**Prerequisites:** Adult tyrannosaurus only (although the GM may allow this for other races as well).

**Benefits:** You make a point of smearing your face with the blood of your prey. You leave femurs protruding from between your teeth. You've perfected a blood-curdling roar. And your halitosis is unstoppable.

This feat works exactly like the *Frightful Presence* special ability in the MM.

### GATOR GUTS (General)

Your stomach can digest anything.

**Prerequisites:** Tyrannosaurs only.

**Benefits:** When you swallow an opponent, they take greater than normal damage. The swallowed creature takes  $3d8+8$  points of crushing damage per round plus 16 points of acid damage from your gizzard. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 35 points of damage to the gizzard (AC 24). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

**Normal:** A normal T-rex's stomach is described in detail on page 2.

### GULP'N'SWALLOW (General)

You're a busy T-rex on the go. Why waste time chewing when you can swallow opponents whole?

**Prerequisites:** Tyrannosaurs only.

**Benefits:** You have perfected the technique of biting and swallowing prey in a single clean motion. You don't even try to penetrate the victim's armor; you just scoop them into your gullet where digestive juices will do your work for you. You can make a gulp'n'swallow attack against any creature two or more sizes smaller than you (Medium-size or smaller for a normal adult T-rex). You must declare your attack before making it. Resolve the gulp'n'swallow as a *touch* bite attack (i.e., disregard AC bonuses for armor). If your attack succeeds, the target is

gulped and swallowed. (You don't need to penetrate the armor to swallow the creature.)

The constriction of being swallowed immediately causes 1d8 points of damage. Once inside your stomach, the victim suffers the normal consequences:  $2d8+8$  points of crushing damage per round, plus 8 points of acid damage. A swallowed creature can cut itself out by using Small or Tiny slashing weapons to deal 25 points of damage to your innards (AC 20).

A Huge T-rex's gizzard can hold two Medium-size creatures, four Small, and so on. Double these figures for larger T-rexes.

### HEAD BUTT (General)

You can slam prey with your skull prior to biting it.

**Prerequisites:** Adult tyrannosaurs only.

**Benefits:** As tyrannosaurs grow older and heavier, they learn to use their skulls as weapons. You can make a head butt attack. The head butt attack is in addition to your other attacks; however, it must be made in accordance with some restrictions. If you are going to bite, you can only bite *after* the head butt. Furthermore, the bite must be against the same target as the head butt, or another target within 5 feet.

A tyrannosaur head butt causes damage as indicated on table 1-4.

### HINGED JAWS (General)

Your jaws can unhinge so that you can take enormous bites.

**Prerequisites:**

Tyrannosaurs only.

**Benefits:** You can use your Swallow Whole ability on creatures of one size larger than normal. A Huge T-rex could swallow whole a Large creature instead of a Medium creature, for example. Your gizzard still holds the same number of creatures. You cannot take this feat more than once.

### HOOK'N'TOSS (General)

You can use your teeth to hook an enemy and toss them aside.

**Prerequisites:** Tyrannosaurs only.

**Benefits:** Rather than





bite an enemy, you can use one of your six-inch-long teeth to hook them and toss them aside. This is useful for getting pesky opponents out of your way.

You can only toss creatures smaller than you (Large or smaller for a normal adult T-rex). You don't need to penetrate the armor; you just have to hook your tooth on something. Resolve the hook'n'toss as a *modified touch* bite attack (i.e., the target gets no AC bonus for physical armor, but does receive a bonus for energy armor – the slick energy fields can keep you from getting a hold). If the attack succeeds, you have hooked the enemy and can toss them in the same action.

Creatures one size smaller than you can be tossed up to 20 feet; two sizes smaller, up to 40 feet; three sizes smaller, up to 80 feet; and so on. The distance can be any combination of vertical height and horizontal distance. For example, you could toss a human (size Medium) 40 feet straight into the air or 20 feet into the air towards a point 20 horizontal feet away, or you could fling them 40 feet away at a nearly horizontal trajectory.

Tossed creatures may suffer falling damage, per the normal rules: 1d6 damage per 10 feet fallen.

If your attack roll was sufficient to penetrate the target's armor (even though it was a touch attack), the "hook tooth" rips into the target's flesh as you make the toss. This causes damage of 2d8 plus your Strength modifier.

This feat can also be used to hook creatures without tossing them. The hooked creatures are carried around until freed. They can free themselves with an Escape Artist check (DC 20).

### SCOOP (General)

You can open your mouth and run forward, scooping opponents into your bite.

**Prerequisites:** Tyrannosaurs only.

**Benefits:** You've developed the ability to open your mouth, tilt your head sideways, and run forward, scooping smaller creatures into your jaws like a bulldozer. As a full-round action (which does not allow the normal extra 5-foot step), you can move half your normal speed while scooping creatures into your mouth. (It is acceptable to charge while scooping.)

Any creature that comes within your reach during your movement, and is small enough for you to swallow (two or more sizes smaller than you), is scooped into your jaws unless they make a Reflex save (DC 20). If they make the save, they dodge the scoop and are unaffected. If they choose to make an attack of opportunity, they must forego the save and are automatically scooped.

If you are size Huge, your jaws can hold two Medium-sized creatures in this manner, four Small creatures, and so on. If you are size Gargantuan, your jaws can hold four Medium-sized creatures, and so on.

At the end of your movement, you may make a single crushing bite attack against all creatures in your jaws. Make one

attack roll and apply the result to all victims' AC individually. Roll once for bite damage and divide it evenly between all damaged victims. (It's like when you bite down on a mouthful of peanut M&M's – it takes more bites to chew them all up because they move around and cushion each other.) You may *not* grab or swallow creatures bitten in this way.

Creatures too large to be swallowed are unaffected by the scoop.

### TAIL SLAP (General)

You can slap enemies with your tail.

**Prerequisites:** Tyrannosaurs only.

**Benefits:** Tyrannosaurs normally use their tail for balance. Their sense of balance improves as they grow older, so older tyrannosaurs learn to use their tails as weapons. You can use your tail to slap one opponent each round. A tyrannosaur tail slap causes damage as indicated on table 1-4.

In order to make a tail attack, you must support yourself fully with your legs. You cannot make a tail attack in the same round you make a kick attack.

### THUNDERQUAKE (General)

You can smash the ground with such force that you cause seismic damage.

**Prerequisites:** Tyrannosaurs only; size Gargantuan or larger.

**Benefits:** When you perform the full attack option, you may give up your other attacks and make a thunderquake attack. You lift your body upward, then slam your feet into the ground with as much force as possible, bringing the full weight of your body to bear on one point. Your tail smacks the ground at the same time. The focused force of your multi-ton body smashing into the ground causes a small seismic attack centered around yourself.

A thunderquake has two ranges: the impact zone and the aftershock. The impact zone is the area within your normal reach, extending to all sides. For example, a 200-year-old T-rex has a 20 ft. reach, so the impact zone would affect all creatures within 20 ft. All creatures within the impact zone (including allies) take a physical blow as the force conducted through the ground rebounds into their bodies. This attack does damage equal to half of a tail slap (see table 1-4). There is no save. In addition, affected creatures must make a Fort save (DC 14) or be stunned for 1d4 rounds, and must make a Reflex save (DC 17) or be knocked prone.

The aftershock zone extends another segment of your reach; in the above example, it would extend another 20 ft. past the impact zone. Creatures in the aftershock zone suffer no damage, but must make a Reflex save (DC 14) or be knocked prone.

Thunderquake attacks do not affect flying or incorporeal creatures.



**Table 1-5: Tyrant Master Psionics**

Age	Power Pts/Day	Maintenance Cost	Effective Level	Powers Discovered						
				0	1	2	3	4	5	6
400-405	2	1	1	2	-	-	-	-	-	-
406-410	3	1	2	3	-	-	-	-	-	-
411-415	4	2	3	3	1	-	-	-	-	-
416-420	6	2	4	3	2	-	-	-	-	-
421-425	9	3	5	3	3	1	-	-	-	-
426-430	13	3	6	3	3	2	-	-	-	-
440-450	18	4	7	3	3	2	1	-	-	-
451-460	24	5	8	3	3	3	1	-	-	-
461-470	30	6	9	3	3	3	2	-	-	-
471-480	38	7	10	3	3	3	2	1	-	-
481-490	46	8	11	3	3	3	3	1	-	-
491-500	55	9	12	3	3	3	3	2	-	-
500-520	65	11	13	3	3	3	3	2	1	-
521-540	76	13	14	3	3	3	3	3	1	-
541-560	87	15	15	3	3	3	3	3	2	-
561-580	100	17	16	3	3	3	3	3	2	1
581-600	113	19	17	3	3	3	3	3	3	1
601-620	127	21	18	3	3	3	3	3	3	2
621-640	141	23	19	3	4	3	3	3	3	2
641-660	156	25	20	3	4	3	3	3	3	3

## Psionic Feats

Tyrant masters manifest psionic feats as they grow older. Here is a list of common tyrannosaurus psionic feats. As you can see, almost all focus on combat or physical ability, or else improving on existing powers; few tyrannosaurs see any use for other psionic abilities. Feats listed in bold are described in this section.

*Note: The rest of this section assumes you own the Psionics Handbook. If you don't, treat tyrant masters as sorcerers with a caster level equivalent to the "effective level" shown on table 1-5. But they're really meant to be psykers, not spellcasters!*

### Aura Sense

Enlarge Power  
Extend Power  
Greater Psionic Focus  
Heighten Power  
Inertial Armor  
Inner Strength  
**Longjaw**  
Maximize Power  
Mental Adversary  
Mental Leap  
**Mental Skinweave**  
Persistent Power

Psionic Charge  
Psionic Fist  
Psionic Focus  
Psionic Metabolism  
Quicken Power  
Rapid Metabolism  
Return Shot  
Scribe Tattoo  
Speed of Thought  
Stand Still  
Unavoidable Strike

### AURA SENSE (Psionic)

Your senses are finely attuned to the auras produced by living creatures.

**Prerequisites:** Reserve power points 1+., Wisdom 13+

**Benefit:** You are able to hear and see auras just as well as normal physical properties. Because these auras are energy fields, you can detect them in situations where you normally wouldn't detect a creature. For example, a velociraptor hidden completely by bushes is still detectable by the faint bluish glow of its aura that shines through the leaves. You receive a +2 bonus to Spot and Listen checks against living creatures. This bonus does not apply to undead, constructs, or any other non-living creatures. The bonus *does* apply to creatures with shielded thoughts – they still have an aura.





### LONGJAW (Psionic)

Your natural attacks have an extended reach.

**Benefit:** Your unarmed strikes have an extended reach. For 2 power points, you may extend the reach of one attack by 5 feet. For 4 power points, you may extend it another 5 feet. For 8 points, you may extend it another 5 feet, and so on. No attack may have a reach longer than your face (e.g., a 30 ft. by 50 ft. tyrant master cannot have a reach of more than 30 ft.).

### MENTAL SKINWEAVE (Psionic)

Your mind generates a force field that strengthens your natural protection.

**Prerequisite:** Reserve power points 2+.

**Benefit:** Your skin hardens until it is especially difficult to penetrate. You gain a hardness of 5, exactly like wood. As with all objects that have hardness, you deduct your hardness from any damage you sustain. This is in addition to your normal armor class.

## Psionics

Any tyrannosaur that reaches the age of 400 years manifests psionic abilities. Its physical strength declines, but its willpower makes up for it.

Tyrant masters gain power points as they age. Unlike normal class or age progression, they cease gaining hit dice after they become tyrant kings. No tyrannosaur ever has more than 54 hit dice. Moreover, at the age of 400 their physical abilities actually start to decline (as shown on table 1-2). Only with psionics can their powers increase.

A tyrant master's power points per day and powers discovered are shown on table 1-5. These work exactly as with all psionics, although the tyrant master may discover tyrannosaur-specific powers that normal psionists don't manifest. These are discussed later.

Table 1-5 also shows how much psychic energy the tyrant master must expend to keep its body running. This is the "maintenance cost" column. Maintenance cost is measured in power points. These power points must be spent once every 24 hours. If 24 hours pass without the tyrannosaur expending its maintenance cost in power points, its ability scores start to decline. Each physical attribute (Strength, Dexterity, and Constitution) falls by 1 point every 3 hours thereafter. As soon as the tyrant master expends the maintenance cost, they are restored to their normal status at the same rate they were lost. But if he doesn't expend the maintenance cost in time, he will die when his Constitution reaches 0.

**Disciplines:** All tyrant masters are egoists. They primarily practice psychometabolism, although they understand select powers from other disciplines as well. Their understanding of psionics is limited to recapturing the vigor of their youth or enhancing their combat abilities; they have no use for other abilities.

**0-Level Powers:** A tyrant master can manifest 0-level powers for free a number of times per day equal to its effective level + 2.

**Psionic Combat Modes:** Legends tell of creatures knocked flat by the mere sight of a tyrant king. In reality, these were probably the victims of *mind blast*. *Mind blast* is the *only* attack mode that tyrant masters possess. They rarely battle other psionic creatures, after all, so they focus their efforts on damaging non-psionic creatures. For the same reason, tyrant masters have no defense modes. In the rare cases of tyrannosaurs who have battled other psychic creatures (particularly protoceratops), the tyrant master may know other psionic combat modes.

**Psionic Feats:** All tyrannosaurs gain a normal feat when they reach age 400. In addition, they gain one psionic feat. At the age of 411, when their effective level is 3, they gain another psionic feat. They gain one more at the age of 426 (at effective level 6), and they continue to gain a new psionic feat at every third effective level thereafter (levels 9, 12, 15, etc.).





## Psionic Powers

T-rexes aren't very creative. This is reflected in their psionic abilities, which invariably focus on combat. The most advanced tyrant masters use *telepathy* and *clairvoyance* to lead armies of their descendants, but aside from that few tyrant masters do much more than *camouflage* themselves prior to an enhanced attack of some sort. Their most advanced attacks are mimicry of natural processes. Nonetheless, they have managed to invent a variety of psionic powers specific to their own anatomy and the prehistoric world.

Here is a list of common tyrannosaur psionic powers. Except in special circumstances, you're unlikely to encounter a tyrant master with powers not on this list. The exceptions are always those who have been forced to defend against humans, protoceratops, or other powerful psykers. Powers listed in bold are new ones described in this section.

### 0-Level Tyrant Master Powers (Talents)

Far Punch  
Finger of Fire  
Lesser Natural Armor  
Talons  
Verve

### 1st-Level Tyrant Master Powers

Biofeedback  
Compression  
Control Object  
Empathic Transfer  
Lesser Body Adjustment  
Lesser Mindlink  
**Rustling Brush**  
**Sidewinder**  
**Spikeback**  
Vigor

### 2nd-Level Tyrant Master Powers

Body Adjustment  
Body Equilibrium  
Burning Ray  
Chameleon  
Clairaudience/Clairvoyance  
Combat Prescience  
Detect Thoughts  
**Kinetic Fracture**  
Suggestion  
**Unravel Bonds**

### 3rd-Level Tyrant Master Powers

Cone of Sound  
Displacement

Mindlink  
Remote Viewing  
Whitefire

### 4th-Level Tyrant Master Powers

Dissolving Touch  
Inertial Barrier  
Mass Concussion  
Natural Armor  
Psychofeedback  
Telekinesis

### 5th-Level Tyrant Master Powers

Brilliant Blast  
Ectoplasmic Armor  
Incarnate

### 6th-Level Tyrant Master Powers

Improved Vigor  
Mass Suggestion  
Shield of Prudence  
Suspend Life

## Notes on Existing Powers

### Dissolving Touch

Any creature grappled by the tyrannosaurus (including being grabbed in its jaws) suffers 10d6 points of acid damage. Swallowed creatures count as being entirely enclosed, suffering 12d6 points of damage. The normal damage from a tyrannosaurus's stomach acids does not stack with this, but stomach constriction does.

### Suspend Life

This power is as described in the Psionics Handbook. When used by tyrant masters, it slows their need for psychic maintenance of their physical form. They need expend their maintenance cost only once per "day" while under the power (each year in real time).

## New Powers

Tyrannosaurs live in a natural world. They don't manufacture tools, and they lack the creativity to create mental gimmicks the way human inventors build physical contrivances. The powers they develop on their own tend to focus on imitating natural phenomena.



### Sidewinder

Psychokinesis (Con)

**Level:** Tyrant Master 1

**Display:** Me

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 minute

**Power Points:** 2

When you attack, the force of your blow is channeled away from you into a semi-circular arc that terminates on your opponent's flank. In other words, if you make a head-on attack, your blow actually hits your enemy's side.

The front of the target must still be within your normal reach. But all attacks are made as if against the target's flank. Attacks made in this way count toward a flanking bonus if an ally attacks the target's other flank.

This power affects all attacks you make for the duration of the power.



### Spikeback

Psychometabolism (Str)

**Level:** Tyrant Master 1

**Display:** Vi

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 minute

**Power Points:** 1

Your spine sprouts a long row of hexagonal spikes like those of a stegosaurus. These grant a +2 armor bonus to AC. Moreover, any creature that attempts to ride you or climb on your back must make a Reflex save each round (DC 20) or suffer 1d4 points of damage. Tyrannosaurs use this ability when fighting velociraptors, which often climb on their backs and attack from there.

### Kinetic Fracture

Psychokinesis (Con)

**Level:** Tyrant Master 2

**Display:** Au

**Manifestation Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** Any creature with a natural attack

**Duration:** 1 minute

**Saving Throw:** Will negates

**Power Resistance:** No

**Power Points:** 3

You fracture the kinetic energy behind an opponent's natural attack. The force from their attacks now manifests as a series of soft taps rather than a single, focused impact. If targeted on an ankylosaurus, for example, the ankylosaurus' tail club would feel like a series of soft lashes rather than a single, massive blow.

This attack affects all natural attacks of one creature. Unwilling targets may make a Will save to resist. The target's natural attack is divided into 1d4+1 parts. Divide its normal attack bonus and damage by the number of attacks, rounding down. For the power's duration, the creature is treated as having that many attacks at that attack bonus and damage. For example, an ankylosaurus normally has 1 tail club attack at +20 melee and 4d6 damage. If Kinetic Fracture splits its attack into four parts, it now has 4 tail club attacks, each at +5 melee and 1d6 damage. It would make four separate attack rolls each round.

Non-psionic subjects affected by this power must aim all of their divided attacks against a single target. Psionic subjects are able to manipulate the power to aim different divided attacks at different targets.

Psionic tyrannosaurs frequently use this power on themselves prior to fighting swarms of smaller creatures.



### **Rustling Brush**

Psychokinesis (Con)

**Level:** Tyrant Master 1

**Display:** Me

**Manifestation Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** See text

**Duration:** Concentration, up to 1 minute/level

**Power Points:** 1

This power causes bushes and underbrush to rustle as if something were moving through them. You can create the impression that one creature of your own size is moving through the underbrush, or two creatures of one size smaller than you, or four creatures of two sizes smaller than you, and so on. The affected area can be any bush, tree, or other vegetation within range. You can pick one area for the first round, then move the affect to another area as if another creature were hiding there, but you may only target one area per round. Although this power works best on dense underbrush that could actually conceal something, you could also cause exposed underbrush to rustle.

### **Unravel Bonds**

Telepathy (Cha)

**Level:** Tyrant Master 2

**Display:** Au

**Manifestation Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** Herd or group up to total Wis of 10 per caster level

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Power Points:** 3

This power destroys the social connections between creatures. It causes a creature to lose the feeling of connection that binds it to its fellows. When cast upon a herd of triceratops, the triceratops suddenly do not know each other, and their previously coordinated attacks dissolve into a disorganized free-for-all. When cast upon a stampeding herd of hadrosaurs, they scatter and run in separate directions.

*Unravel Bonds* can affect any group of creatures whose total Wis is less than or equal to 10 per caster level. If the group's total Wis is higher than that, a portion will be affected up to the caster's ability, with partial results discarded. For example, a party of six adventurers has a collective Wis of 72. For simplicity's sake, assume each has an Wis of 12. A fourth level caster can affect up to 40 Wis points. At a 12 Wis per person, that's three fully affected with 4 Wis points left over. Three targets (selected by the caster) are affected and the rest are not.

Affected creatures no longer feel any connection to anyone. They are effectively chaotic in alignment, but in the worst possible way. They suddenly find themselves fighting side-by-side

with strangers who, for all they know, could be dangerous. They become uncooperative and suspicious, and immediately cease any sort of coordinated activity.

Tyrannosaurs use this ability to disrupt the defensive circles of triceratops, break up the stampedes of herd-oriented herbivores, weaken the charge-and-retreat tactics of pachycephalosaurs, and defeat coordinated velociraptor attacks.

## **Bloodline Telepathy**

The ancestor worship inherent in the tyrannosaur mentality is not strictly cultural; it has biological roots as well. Tyrannosaur blood has a special psionic resonance that is a genetic property, much like skin tone or eye color. Tyrannosaurs with similar psionic resonance in their blood can communicate telepathically. In young T-rexes, this ability is nothing more than a vague empathic sense; as a T-rex ages, however, the ability develops, and the oldest tyrannosaurs can send and receive thoughts from their descendants.

Bloodline telepathy has several unusual properties.

First, it only works in T-rexes with common bloodlines – in other words, those who share parental links between themselves, not via a common ancestor. For example, a father and son can communicate via bloodline telepathy, but an uncle and nephew cannot. This means a grandfather can communicate with all his grandchildren, and they can communicate with him, but they cannot communicate with each other. Nor can brothers communicate.

Second, it's a one-way connection. A T-rex can send and read thoughts from those younger than him, but cannot send thoughts to those older. In order for two-way communication to happen, the older relative must be tuned in and ready to respond to the younger relative. If the older relative isn't reading the younger one's thoughts when the younger one tries to communicate, there is no communication.

Third, the communication is limited by age. T-rexes below the age of 25 years cannot use their bloodline telepathy. From age 26 to 100, a T-rex can detect only general moods and inclinations (such as "hungry," "tired," or "sad"), and only from descendants within line of sight. From age 100 to 250, a T-rex can read the thoughts of its descendants at will as the *detect thoughts* spell, but only while targeted on one single relative whom he knows, with a range of half his age in miles.

Beginning at age 251, the tyrant king can transmit thoughts one-way at will as if with *Rary's Telepathic Bond*, with no limiting range – but with only one descendant at a time. The tyrant king can simultaneously *detect thoughts* while he is tuned into that creature, but once contact is broken he cannot *detect thoughts* until a link is re-established. Because the younger T-rex cannot send or detect thoughts, but can only think something and hope the tyrant king is "listening," the recipient has



no way of knowing if a connection is still active or not except by receiving a communication.

Only at age 401 or older can a tyrant master truly make maximum use of his bloodline telepathy. Tyrant masters can communicate with multiple number of descendants at the same time, with no limiting range, and can simultaneously *detect thoughts* in their descendants. The tyrant master can communicate with one descendant for each effective level it possesses.

In practical terms, all of this means that a tyrant king can direct the movements of his army of ancestors, and the descendants below him can communicate with their own direct descendants. This is how tyrant kings mobilize their armies. Tyrant masters can effectively monitor every area of the world that their descendants occupy at any given time.

## Mark of the Master

Some tyrant masters can inscribe psionic tattoos. These are called the Mark of the Master. Such Marks are not given lightly. Usually they are bestowed upon T-rexes embarking on a special mission, a dangerous hunt, or a premeditated military campaign. Favorite relatives may also receive them as a sign of favor. Except in times of war, when an entire dynasty may receive a Mark in preparation for battle, it is a great honor to be bestowed with the Mark of the Master.

The Mark of the Master invariably resembles a great toothy maw, sometimes in profile, other times from the front. (A frontal view of T-rex jaws is the last sight a T-rex victim ever sees.) The power inscribed in the tattoo is usually a ranged attack, such as *whitefire* or *cone of sound*. These are useful in the natural world, where few creatures possess ranged weapons, and especially useful when facing intelligent enemies that do have them. Tyrannosaurs launching *cone of sound* can be enough to rout an otherwise stout army, especially if they're unfamiliar with the notion of psionic T-rexes and don't know the T-rexes are using psionic tattoos.

The gp cost of a normal psionic tattoo is paid by tyrant masters in rare natural materials. The tyrant master must stockpile crystals, herbs, roots, spices, bones, shells, gems, and other natural byproducts, which are used up in creating the tattoo. A T-rex can gather approximately 200 gp worth of natural materials per day. Many tyrant masters trade with velociraptor shamans for some of these goods, although they usually do so via raptor exile intermediaries.

As one might guess, the presence of a psionic tyrannosaur within a dynasty has more benefits than the mere combat prowess of the tyrant master himself. A tyrant master can use psionic tattoos to equip his soldiers with psionic weapons that can't be matched by non-psionic T-rexes. Combined with their bloodline telepathy, this lets tyrant masters command their dynasties as true armies.

## Campaigns

Tyrannosaurus rex fills the classic "mega-monster" role. It is the biggest, baddest, butt-kickingest creature in any prehistoric setting. Defeating a tyrannosaur makes a good grand finale for any adventure. Defeating a tyrannosaur *dynasty* is an even better finish.

## Settings

The traditional setting for a T-rex is, of course, a prehistoric world. In a normal fantasy campaign, this prehistoric setting is invariably cut off from the rest of the world. Common locations for the prehistoric setting are a mysterious island, impenetrable forest, lost valley, or vast underground cave.

In a prehistoric setting, the tyrannosaur is the most ferocious beast in all the land. Herbivores panic at the mere whiff of T-rex scent. Even other carnosaurs don't dare challenge an adult T-rex unless they have no other option. T-rexes serve the same role as the lion in the African savanna: confident, relaxed kings of the food chain.

Within the prehistoric world, the T-rexes are the major

power. Yet, even though they have no competitors per se, they are not the *only* power. There are two other dinosaurs capable of confronting a tyrannosaur dynasty and possibly winning. The first are the velociraptors. Individually no match for a T-rex, the raptors are still a threat because of their superior intelligence, coordinated fighting tactics, and, since the Dynastic Wars, strength of numbers. Raptors don't mess with T-rexes, but neither do T-rexes mess with raptors. Each respects the other's strength.

Protoceratops are the second power. These peaceful herbivores resemble small, human-sized triceratops without the horns. They are the most intelligent of all the prehistoric creatures, and, more importantly, they are the most powerful psyk-ers. Physically, a protoceratops is no match for even the smallest predator, but psionically, they are a force to be reckoned with. Since the protoceratops were able to establish a foothold after the Dynastic Wars, their psychic Luminaries have withstood every incursion. Even the most powerful tyrannosaur fears these wrinkled old herbivores. Even the tyrant masters themselves aren't well equipped to battle Luminaries, for their psionic abilities focus almost entirely on physical combat.



Within the prehistoric world, these three factions are held in check by the simple day-to-day reality of natural life. No animal risks death for any reason other than survival, and thus the velociraptors and protoceratops make no effort to eradicate the tyrannosaurs – nor vice versa.

In the Dinosaur Planet: Broncosaurus Rex setting, tyrannosaurs are the dominant carnosaur, just as in any other prehistoric setting. But their hunting grounds are rapidly shrinking as humans settle further and further away from New Savannah. At the same time, their numbers diminish daily, not only because of encroaching civilization and human trophy hunters, but also because their eggs are a hot commodity. The Confederacy's determined effort to develop its Dino Warriors means part of the next generation of T-rexes is being raised in captivity. Without their tyrannosaur parents to teach them of their lineage, these T-rexes lack the connection to a dynasty. Although they still feel a strong genetic pull toward genealogy and ancestor worship, they have no way to express it.

The tyrant kings have a hard time recognizing the small, pink, soft humans as a significant threat. But they are beginning to understand the true power of humans. Unlike the protoceratops and velociraptors, which have in some ways profited from trade with humans and other aliens, the tyrannosaurs have nothing of use to humans except their hides, heads, and eggs. They have nothing to trade with humans, nor do they desire anything in return. After all, they don't use tools, and usually want for nothing. More and more, the older tyrannosaurs are seeing the spread of human settlement not as the availability of yet more prey, but as a threat unlike any they have faced before. It won't be long before a tyrant king mobilizes his armies against human settlements. In the meantime, humans remain largely unaware of the true extent of tyrannosaur families. Except for the few who believe what they hear from velociraptor and protoceratops about the Dynastic Wars, most humans consider T-rexes to be individualistic predators. They vastly underestimate their potential.

But tyrannosaurs don't have to be located in a prehistoric setting. Remember, they are smart. If outsiders can find their way to the T-rexes, it's more than likely that the T-rexes can find their way to the outside. One way you can explain this is with anatomical gimmicks: for example, it's possible that T-rexes could swim – which casts doubt on the true isolation of a "lost island." Another way is simple intelligence: If the characters can find a route *into* the hidden valley ringed with impenetrable mountains, why can't a smart T-rex (much less a psionic T-rex) find a way out? And there's another possibility. Since all animals have natural ranges (you only find zebras on the African savanna, for example), maybe the tyrannosaurs and other dinosaurs in your campaign world inhabit a huge jungle or swamp that has no natural barriers other than its own tangled vegetation. Anyone can find T-rexes in the swamp – and if unusual happenings are afoot, the T-rexes can certainly find

their way out.

This makes it possible to integrate T-rexes into everyday fantasy campaigns. A young rex who finds his way into a medieval fantasy setting could cause serious mayhem as he hunts for food in the local farmyards. He could cause even more trouble if he has a mate and they spawn a dynasty. Elves could pass on stories of the horrible "wingless dragon" that lives in the heart of a dark forest.

The connection to dragons is another setting hook. No one knows for sure where dragons came from, but it's speculated that they are a magical offshoot of the tyrannosaurs. If a T-rex found its way into a dragon's territory, it's certainly possible that the dragon would take it under its wing, so to speak. After all, dragons are among the few creatures capable of standing up to a T-rex, and the tyrannosaurs' physical resemblance and natural reverence for age would make them likely to pay attention to the dragon. T-rexes can serve as guardians for draconic territories or lairs. A shapeshifting dragon that understands T-rex society could even slay a rightful tyrant king and impersonate it in a bid to gain control of a ready-made T-rex army. Or an extremely powerful and persuasive dragon might even seize control of a dynasty through brute force alone. Blue and green dragons are especially likely to take an interest in T-rexes thanks to their shared lawful evil alignment, with green dragons most likely to encounter them in their warm forest terrain.

The reptilian humanoids – troglodytes, kobolds, and especially lizardfolk – are another option for integrating T-rexes into non-prehistoric settings. Imagine a lizardfolk tribe that has access to the dismal depths of a great swamp, where a T-rex lairs, hidden away from human society. They consider the T-rex a servant of their own lizards god. Once per generation, they undertake a risky mission where many die in order to drive the T-rex into the lands around the swamp, where it wreaks havoc for several days until it finds its way back to its lair. While it is on the rampage, the lizardfolk follow close behind, scavenging and raiding.

## Motivations

T-rex motivations are remarkably simple. For all their intelligence, they aren't deep thinkers. They use their minds to hunt and fight, not ponder and ruminate. Like all animals, they want to eat, drink, sleep, reproduce, dominate, and stay alive.

Only with age do T-rexes become more complex. Older T-rexes begin to realize their limits, as well as their potential. Fed and defended by their descendants, they are no longer so concerned with the day-to-day troubles of normal life. They begin to think about conquest on a much broader scale. As they become the older progenitors offered respect by their kin, rather than the younger offspring offering the respect, they take stock of their accomplishments and do what they can to strengthen





their legacy. For a T-rex, this means building a powerful dynasty.

In the simplest of adventures, character interaction with a tyrannosaurus will be combat and nothing more. But if a tyrant king (or tyrant master) is involved – even if only as a distant, barely-felt presence – the interaction may get more complicated. Tyrant kings bid their kin to undertake missions. Some may scout the territory of neighbors or threats. Others may have a specific hunting target: the shaman of a particular velociraptor tribe, or a huge triceratops bull that has been getting aggressive. T-rexes aren't subtle, and even the plans of a tyrant king won't be all that intricate. But they will encompass more than the simple animalistic concerns of an individual T-rex left to its own devices.

The situation can become even more complicated if there is a devious mind in charge of things. Imagine an alliance between a tyrant king and a green dragon. Or a rare tyrant master who actually has some depth for sophisticated stratagems. Your characters may not realize that their seemingly disconnected battles with normal T-rexes tie into a larger plan orchestrated by the tyrant king or his allies.

## Adventure Hooks

Here are some adventure hooks for bringing T-rexes into any campaign. We've divided the hooks into two parts: hooks for fantasy campaigns and hooks for Broncosaurus Rex campaigns. The first hooks are the simplest, then they grow in complexity from there.

### Fantasy Adventure Hooks

- The simplest mechanism for introducing a T-rex to your characters: It shows up ready to eat the carcass of whatever creature they just killed.
- A young T-rex has set out into the world to carve out its own territory. Unfortunately, the territory it is carving out happens to include a local village.
- The characters are sent to kill the “dragon” that has been eating local cattle. Little do they know that they are actually after an errant T-rex.
- Neighboring dynasties have been fighting almost daily over territorial lines. These battles are spilling over into settled areas, where the T-rexes have stampeded herds and demolished buildings as they clash. Local authorities are afraid the skirmishes will soon break out into a full-fledged war, and the last thing they want is to be right smack in the middle of a T-rex war.
- The lizardfolk have split. A rapidly growing faction worships a new god, Metyaranax. The followers of Metyaranax are becoming increasingly aggressive. Metyaranax is in fact an ancient tyrannosaurus that has emerged from a dense, uncharted jungle far away. A survivor of a brutal dynastic war, Metyaranax is now without family. He has persuaded the lizardfolk that he is a god, and rules his new cult like a tyrant king would rule his dynasty.
- A mining expedition has stumbled across an underground cave system. Anticipating trouble, they seal it off. But nothing happens. After two weeks, mining resumes. Then the problems start – not from within the cave, but from outside, as tyrannosaurs begin to converge on the area. In fact, the sealed cave was the resting place of a tyrant master who, once disturbed, summoned his descendants to deal with the problem. Stopping the constant inflow of T-rexes requires finding and killing the tyrant master.
- A tyrant master has decided he can finally eradicate a rival dynasty. But he needs a spellcaster to help him. He sends an envoy of three adult T-rexes to return with some powerful spellcasters. Of course, the T-rexes lack any diplomacy skills whatsoever, and their preferred technique is to wander into town, observe who uses spells, then grasp them in their jaws (grappling them so as not to hurt them) and carry them back. If that fails, they may attempt communication, but they only speak Tyrannosaur. The tyrant master will aid in their communication attempts, if he can. The catch is that the T-rexes really intend no harm; although their methods are rough, the tyrant master is prepared to offer some of his riches in exchange for the spellcasters' assistance.
- The tyrannosaurs have lost their king! Five years ago, the tyrant king set out on an exploratory journey and has not returned. A particular great-great-grandson, who always shared a close relationship with the tyrant king, has recruited several other T-rexes to help search for him. Unsure of where he will be traveling, the grandson wants human envoys to accompany him, so he isn't attacked at every village he comes across. He promises to eat only wild animals if the villages will grant him free passage. But the catch is that he has to persuade someone to be his envoy – and then they have to find the tyrant king...
- Velociraptors have been raiding local villages. The PCs are enlisted to stop these raptor raids, but unbeknownst to them, the raptors are under the influence of *mass suggestion* from a tyrant master whose expansion plans are blocked by the raptors. (“Raid the village in search of food” is a pretty acceptable suggestion to a bloodthirsty velociraptor!) If the PCs do succeed in destroying the velociraptor tribe, they will have created more trouble than they have solved – for now the tyrant master's dynasty has an unobstructed path into civilization...
- A powerful troglodyte cleric has decided that T-rexes make excellent subjects for *Animate Dead* spells. His minions



aren't yet up to the task of actually hunting T-rexes, but they have been actively gathering T-rex corpses for decades. Now that the cleric has several specimens of various ages, he has animated them and sent them to kill more T-rexes. The characters happen to witness one of these undead T-rex in action and know that something must be done...

## Broncosaurus Rex Adventure Hooks

- An experienced bronco rider has captured an adult T-rex that he intends to train. Unfortunately, it doesn't want to be trained – and it's not afraid to call in some help.
- Protoceratops envoys seek Confederate assistance in defeating a tyrant master who has awakened after decades of slumber.
- The scray are hunting tyrannosaurs. No one knows why, but it's creating a problem: the tyrannosaurs, who don't see much difference between one bipedal humanoid and another, are now attacking all humans and their vehicles that come near.
- Somebody has to stop an illegal smuggling operation has been hunting tyrannosaurs. But the truth is that the smugglers are in cahoots with a tyrant king who wants someone to kill his enemies. The tyrant king and his kin assist the smugglers in finding and ambushing the T-rex, and the smugglers get plenty of trophies in exchange...
- A Confederate gun-runner has trained a T-rex in an innovative smuggling operation. The T-rex swallows whole pallets of heavily sealed weapons and ammunition, then crosses Union territory and disgorges the goods to rebel agents. The Union has learned of the ploy but doesn't want to risk loss of life. It has developed a special technique to stop the next smuggling run: planting remote-controlled bombs in corpses along the T-rex's path. If it swallows one while eating one of the corpses, the bomb can be set off in its stomach, igniting all the ammunition therein...
- A velociraptor shaman with uncanny diplomatic skills has somehow forged an alliance between a tyrant master and a velociraptor nation. Their goal: rid the Main Valley of humans. Human-allied raptors alert the Confederacy to this alliance, which must be disrupted *now* before the allies have time to act.
- No one travels to the Haunted Forest because of the strange sounds and lights that are seen there. But now someone has found gold. Eventually, the influx of intrepid gold hunters will discover that the Haunted Forest is the lair of an unbelievably ancient tyrant master whose entire dynasty was long ago destroyed. He now whiles away his waking hours by toying with psionic powers in the forest...

- A whole battalion of the Dino Warriors' "trained" T-rexes, raised in captivity from their eggs, suddenly revolt and escape. They represent a huge expense in time and effort, and must be recovered. Unknown to the characters, they began receiving orders via bloodline telepathy from their tyrant king, who only recently discovered their existence after believing for many years that their eggs had been destroyed long ago.
- One after another, Confederate towns keep defecting to the Union. The Confederacy sends someone to investigate. In reality, a tyrant master who has begun to learn the ways of man has been toying with the humans' minds, for no reason other than to have fun.
- The Union used ironclads to rid the area around Fort Lincoln of tyrannosaurs and other large predators. But now the tyrannosaurs have returned – and they're using ranged weapons! Little does the Union know that the T-rexes have psionic tattoos. All they know is that they've lost an ironclad to a mysterious tyrannosaur attack – and the Confederacy is racing to recover it...

## Creating a T-Rex Dynasty

It is unlikely that PCs will ever encounter an entire T-rex dynasty at once. In fact, they'll probably never fight more than a handful of the T-rexes within any one dynasty. After all, T-rex territories are wide and the creatures themselves ferocious – hardly the "cannon fodder" necessary for multiple encounters in a single adventure.

Even so, T-rex dynasties are sort of like human towns or nations: It's handy to have a general sense of the true scope of the dynasty, as well as detailed stats for the important characters. That's what this section will discuss.

Here are the stages in building a T-rex dynasty. These are guidelines; you can modify them for your individual campaign.

**1. The Tyrant King.** Every T-rex dynasty starts with the tyrant king. To determine his age, roll 1d20, multiply the result by 10, and add it to 250. If the result is 400 years or younger, it is a true tyrant king, without psionics. If the result is 401 years or older, it is a tyrant master with psionic abilities. Use the tables on page 5 to flesh out the tyrant king's stats. For a tyrant master, also reference table 1-5 on page 17. Don't forget to choose feats for your tyrant king.

If you want to personalize your tyrant king, use the stat variance guidelines on page 14.

**2. Number of Generations.** The age of the tyrant king determines how large his dynasty is. Determine the number of generations below him by dividing the tyrant king's age by 40. (Even though T-rexes reach sexual maturity around age 25, we use 40 as a measure of generations because they don't reproduce immediately, and many young die before reaching adulthood.)



**3. Number of T-rexes.** The number of T-rexes still living in each generation is indicated below. This is not a strict power-of-two chart because T-rex die quite often – they are carnivores, after all, and even if they have few direct competitors, they can easily starve to death as a result of any injury that keeps them from catching or eating prey, including such minor injuries as sprained knees or severe toothaches. The carnivore’s life is a violent, dangerous one.

Note that the first generation behind the tyrant king usually has no living individuals. As a T-rex ages, it singles out competitors within its age group. By the time a T-rex reaches the older adult ages (200+ years), it has either killed all competitors within its age group – or been killed by them itself. As a result, tyrant kings have often wiped out any promising competitors close to their age, including the next generation behind them. Siblings are not excluded from this.

The “Cumulative Still Living” column adds the total number of still-living T-rex descendants through the indicated generation. This column entry for the row indicating your dynasty’s total generations is the total number of T-rexes in the dynasty.

This chart is just a guideline; depending on circumstances, a dynasty may have more or less living at each generation.

Generation	Still Living	Cumulative Still Living
1	0	0
2	1	1
3	2	3
4	5	8
5	8	16
6	13	29
7	21	50
8	34	84
9	55	139
10	89	228
11	144	372

**4. Ages.** The average age of each generation is determined by multiplying the generation by 40, then subtracting that from the tyrant king’s age. For example, if the tyrant king is aged 280, the second generation below him is age 220, then the third generation is 180, and so on. If you get a result below zero for the last generation, assume they are 5 year old youth.

**5. Personalization.** You now know the number of T-rexes in the dynasty at each generation level, as well as the total size of the dynasty and the stats for the tyrant king. The last step is to personalize any other major players in the dynasty. Determine individualized stats for a few NPC T-rexes, then use standard stats for the rest. You’re done!

## The Dynasties

Two of the best known dynasties are Kil Karn and Sibdan, each named after its reigning leader.

### Kil Karn

Kil Karn is a powerful tyrant king at a crossroads. At close to 390 years old, his body is beginning to falter. A knee injury sustained some three centuries ago is finally slowing his speed and reflexes, and his jaws suffer from arthritis. If he can exercise the mental discipline to unlock his psionic powers, his survival is insured. If not, his body will continue decaying until he dies.

Despite his decrepitude, Kil Karn is the leader of his dynasty. He is almost four times as large as a normal adult tyrannosaur. Even with a bad knee and a bite that is now painful to him as well as his prey, he can dominate healthy adult tyrannosaurs. With his size and reputation, he rarely has to bloody his jaws to get his way; intimidation alone is sufficient.

Unlike most tyrannosaurs, Kil Karn is very sociable. He’s just as blunt, rude, and coarse as any other tyrannosaur, and he enjoys their company tremendously. He is usually found in the company of some distant descendant, visiting for a short period before moving on to a new corner of his vast territory.

Kil Karn prefers to feed on unintelligent or boring creatures, so he can save the interesting ones for conversation. Characters who encounter Kil Karn will find him slightly more amenable to interaction than other T-rexes. He’s still not exactly a warm and loving creature, but he’ll give the characters longer than usual to make their point before he ignores or eats them.

The one topic that will ensure Kil Karn’s interest is anything related to psionics. Since his understanding of psionics is limited, a discussion of magic, miracles, psychic technology, and other such topics will qualify as “psionics” for purposes of earning his interest. Kil Karn knows that other tyrannosaurs have sustained their body through pure willpower, and he knows that he must learn to do so or his time is limited. He has no role model from whom to learn these things, so he takes an interest in visitors who discuss such topics. (In reality, his willpower has already sustained his injured knee far beyond what his anatomy alone is capable of. It’s likely that his psionic powers will manifest as a result of anxiety, fear, and pain as he grows older. But he doesn’t know that.)

As tyrant kings go, Kil Karn is a fairly ugly one. His skin is a mottled reddish-yellow with no discernable pattern. Over the years it has lost its youthful luster and now has a greenish undertone. His left knee has a large, bony, flesh-covered knob coming out of it (a result of the badly healed injury from so long ago). (Careful observation reveals this healed injury; casual



observation notices it with a Spot check [DC 14].) His bright yellow eyes have a clear malevolence in them, though he is no more cruel than any other tyrannosaur.

Defeating Kil Karn would be a great disappointment for an adventurer, for he keeps no treasure. Due to his peripatetic tendencies, he has no stable lair. The leftovers from his kills are found in the lairs of his descendants who host his visits. In theory, if someone were to defeat every adult T-rex in his dynasty, they would recoup his normal treasure amount divided between those many separate treasure hordes. If he is defeated in the lair of a descendant, their treasure will be somewhat above the usual amount, but not by too much.

**Kil Karn, 390-year old tyrannosaurus rex Tyrant King:** CR 18; Colossal animal (30 ft. by 50 ft./20 ft.); HD 54d10+324; hp 621; Init -1 (Dex); Spd 60 ft; AC 19 (+18 natural, -8 size, -1 Dex); Atks +54 melee (20d8+23/crit 15-20, bite), +49 melee (4d6+15, head butt), and either +49 melee (4d6+15, tail slap) or +49 melee (6d8+15, kick); SA improved grab, swallow whole; SQ scent, frightful presence, roar; AL LE; SV Fort +35, Ref +19, Will +21; Str 40, Dex 8, Con 23, Int 14, Wis 17, Cha 18.

**Skills:** Hide +8, Jump +17, Listen +16, Move Silently +8, Spot +16, Wilderness Lore +7. **Feats:** Power Attack, Improved Critical (bite), Cyclone Tail Slap.

**SA—Improved Grab (Ex), Swallow Whole (Ex):** As described on page 2. As a Colossal size creature, Kil Karn can swallow whole creatures of size Huge or smaller.

**SQ—Frightful Presence (Ex), Roar (Ex):** As described on pages 2 and 15.

**Possessions:** None.

**Kil Karn Dynasty:** Kil Karn takes an active day-to-day role in the activities of his descendants, and his presence ensures that they have a slightly higher-than-average lifespan. Nobody messes with you when you have a Colossal T-rex backing you up! There are a total of 10 generations in the Kil Karn dynasty, with 263 living tyrannosaurs.



## Sibdan

Sibdan is an old, tired tyrant master who has lost interest in the world around him. His dynasty is so vast that it is practically unassailable. His oldest descendants are of tyrant king stature themselves. Sibdan spends his days dozing deep under the earth, monitoring the world around him via bloodline telepathy, emerging every few weeks to feed on whatever morsels have been left for him.

Sibdan's underground lair holds an unimaginable treasure. He has laired in the same cave complex for nearly two hundred years. During that time, he has fed on all manner of creatures, many of them intelligent. Like all tyrannosaurs, he has no particular fondness for treasure, so he has not hoarded coins in a pile. But his eating habits are messy, and he routinely drags car-



casses back to his lair. The remains of many adventurers rest there now, along with their treasure.

The lair is a series of natural caves, most of them quite large, positioned directly adjacent to each other. Sibdan won occupancy after defeating (and eating) another large beast that once lived there. (That creature's treasure – and his bones – lie undisturbed in a back corner of the cave system.) Over the course of his residence, Sibdan's habit of eating carcasses in the caves has filled five large rooms with enormous piles of bones. A whole colony of vermin and scavengers survives by picking them clean after Sibdan is done. The cave system is quite large and can accommodate his mess for at least another two hundred years. Sibdan's treasure is scattered throughout the bone-filled rooms, where it fell as he consumed the corpses of its former owners.

Sibdan long ago lost the fire of youth. He no longer has enemies capable of providing a challenge. Frankly, he's bored. Adventurers that provide a serious threat do not scare him; rather, the threat would invigorate him and renew his interest in life.

Like all tyrant masters, Sibdan is psionic.

### **Sibdan, 450-year old tyrannosaurus rex Tyrant**

**Master:** CR 22; Colossal animal (30 ft. by 50 ft./20 ft.); HD 54d10+378; hp 712; Init +3 (Dex, Improved Initiative); Spd 60 ft; AC 19 (+18 natural, -8 size, -1 Dex); Atks +52 melee (20d8+19/crit 18-20, bite), +47 melee (4d6+13, head butt), and either +47 melee (4d6+13, tail slap) or +47 melee (6d8+13, kick); SA improved grab, swallow whole; SQ scent, frightful presence, roar, psionics; AL LE; SV Fort +36, Ref +19, Will +22; Str 37, Dex 8, Con 24, Int 16, Wis 20, Cha 18.

**Skills:** Concentration +11, Hide +8, Jump +15, Listen +18, Move Silently +8, Spot +18, Wilderness Lore +9. **Feats:** Power Attack, Cleave, Great Cleave, Improved Initiative.

**SA–Improved Grab (Ex), Swallow Whole (Ex):** As described on page 2. As a Colossal size creature, Sibdan can swallow whole creatures of size Huge or smaller.

**SQ–Frightful Presence (Ex), Roar (Ex):** As described on pages 2 and 15.

**Power Points:** 18/day. 4 must be used each day for maintaining his body.

**Powers Known (3/3/2/1):** 0—*Finger of Fire, Lesser Natural Armor, Verve*; 1st—*Biofeedback, Sidewinder,*

*Spikeback*; 2nd—*Kinetic Fracture, Suggestion*; 3rd—*Displacement*.

**Possessions:** Normal treasure.

**Sibdan Dynasty:** Sibdan's dynasty covers 11 generations, with the first few babies of the twelfth generation just now starting to appear. There are a total of 360 tyrannosaurs in the first 11 generations.

**Sylon:** Sylon is Sibdan's great-great-grandson and oldest living descendant. He is 350 years old, a tyrant king in stature if not in name. His natural reverence for Sibdan was overcome many years ago by his evil temperament, and he now despises the old tyrant master for living so long. "If he weren't still alive," thinks Sylon, "then I would rule this dynasty!" Sylon is an expansionist who would grow his territory with war, but his council is ignored by the inwardly-focused Sibdan. Even if Sibdan were to die this moment, Sylon would still only have a few generations as ruler before his probable demise. With every passing day, Sylon feels his chance to rule slipping away.

Unfortunately for Sylon, Sibdan is more than a match for him, and is still revered by his dynasty. Even if he were to topple Sibdan, Sylon realistically has little chance of ruling. There are three others in Sylon's generation who are just as powerful. Sibdan's death would probably splinter his dynasty into four factions, each headed by a tyrant king of Sylon's generation, rather than install Sylon as tyrant king.

### **Sylon, 350-year old tyrannosaurus rex Tyrant**

**King:** CR 18; Colossal animal (30 ft. by 50 ft./20 ft.); HD 54d10+270; hp 593; Init +0; Spd 60 ft; AC 20 (+18 natural, -8 size); Atks +53 melee (20d8+21/crit 18-20, bite), +48 melee (4d6+14, head butt), and either +48 melee (4d6+14, tail slap) or +48 melee (6d8+14, kick); SA improved grab, swallow whole; SQ scent, frightful presence, roar; AL LE; SV Fort +34, Ref +20, Will +21; Str 39, Dex 10, Con 21, Int 14, Wis 16, Cha 15.

**Skills:** Hide +9, Jump +16, Listen +16, Move Silently +9, Spot +16, Wilderness Lore +7. **Feats:** Gator Guts, Gulp'n'Swallow, Hinged Jaws.

**SA–Improved Grab (Ex), Swallow Whole (Ex):** As described on page 2. As a Colossal size creature with the Hinged Jaws feat, Sylon can swallow whole creatures of size Gargantuan or smaller.

**SQ–Frightful Presence (Ex), Roar (Ex):** As described on pages 2 and 15.

**Possessions:** None.





# Appendix I: T-Rex Stats

## TYRANNOSAURUS REX

	Young Rex (Age 10) Large Animal	Tyrant King (Age 300) Colossal Animal	Tyrant Master (Age 450) Colossal Animal
<b>Hit Dice:</b>	6d10+12 (45 hp)	54d10+378 (675 hp)	54d10+378 (675 hp)
<b>Initiative:</b>	+2 (Dex)	+0	-1 (Dex)
<b>Speed:</b>	40 ft.	60 ft.	60 ft.
<b>AC:</b>	14 (+3 natural, +2 Dex, -1 size)	20 (+18 natural, -8 size)	19 (+18 natural, -1 Dex, -8 size)
<b>Attacks:</b>	Bite +8 melee	Bite +53 melee, head butt +48 melee, and <i>either</i> tail slap +48 melee <i>or</i> kick +48 melee	Bite +52 melee, head butt +47 melee, and <i>either</i> tail slap +47 melee <i>or</i> kick +47 melee
<b>Damage:</b>	Bite 3d6+7	Bite 20d8+21/crit 18-20, head butt 4d6+14, tail slap 4d6+14, kick 6d8+14	Bite 20d8+19/crit 18-20, head butt 4d6+13, tail slap 4d6+13, kick 6d8+13
<b>Face/Reach:</b>	5 ft. by 5 ft./10 ft.	30 ft. by 50 ft./20 ft.	30 ft. by 50 ft./20 ft.
<b>Special Attacks:</b>	Swallow whole	Improved grab, swallow whole, 3 feats	Improved grab, swallow whole, 4 feats, 4 psionic feats
<b>Special Qualities:</b>	Scent, roar	Scent, frightful presence, roar	Scent, frightful presence, roar, psionics
<b>Saves:</b>	Fort +7, Ref +7, Will +2	Fort +36, Ref +20, Will +22	Fort +36, Ref +19, Will +22
<b>Abilities:</b>	Str 20, Dex 14, Con 15, Int 6, Wis 11, Cha 9	Str 39, Dex 10, Con 25, Int 14, Wis 18, Cha 16	Str 37, Dex 8, Con 24, Int 16, Wis 19, Cha 18
<b>Skills:</b>	Listen +5, Spot +5	Hide +9, Jump +16, Listen +17, Move Silently +9, Spot +17, Wilderness Lore +8	Concentration +11, Hide +8, Jump +15, Listen +17, Move Silently +8, Spot +17, Wilderness Lore +8
<b>Climate/Terrain:</b>	Warm forest, hills, plains, and marsh	Warm forest, hills, plains, and marsh	Warm forest, hills, plains, and marsh
<b>Organization:</b>	Family (2 adults, 1-2 young)	Any	Any
<b>Challenge Rating:</b>	3	18	22
<b>Treasure:</b>	Standard	Standard	Standard
<b>Alignment:</b>	Lawful evil	Lawful evil	Lawful evil

These are standard profiles for tyrannosaurs of various age groups. Stats for the typical adult T-rex are given in the Introduction section on page 2.

### COMBAT

Tyrant kings and tyrant masters have a number of special abilities.

**Improved Grab:** This is described under Physiology.

**Swallow Whole:** Also described under Physiology. A young rex may swallow whole creatures up to size Small. Tyrant kings and tyrant masters may swallow whole creatures up to size Huge.

**Feats:** Tyrant kings have 3 normal feats. Tyrant masters have 4. They may choose from the lists on pages 14 and 17. Here are some feat packages that make for interesting encounters:

**Swarm Hunter:** This tyrannosaur is equipped for battling hordes of smaller creatures. Take Power Attack, Cleave, and Great Cleave. For Tyrant Masters, add Improved Initiative.

**One-Hit Wonder:** This tyrannosaur has an unbelievably powerful bite. Take Power Attack, Improved Critical (bite), and Thunderquake. For Tyrant Masters, add Improved Initiative.

**Big Mouth:** This tyrannosaur likes to swallow creatures whole. Take Gator Guts, Gulp'n'Swallow, and Hinged Jaws. For Tyrant Masters, add Hook'n'Toss. At size Colossal, a tyrant king or tyrant master can Hook'n'Toss Medium-size creatures 160 feet for 16d6 points of damage.

**Psionic Feats:** Tyrant masters have 4 psionic feats. They may choose from the list on page 17.

**Frightful Presence:** Described on page 15.

**Psionics:** As described on page 17. Tyrant masters as described above have an effective level of 7.



## COLD-BLOODED T-REX (“EXO-REX”) NANOTYRANNUS

	<b>Tyrannosaurus Rex, Cold-Blooded Huge Animal</b>
<b>Hit Dice:</b>	18d10+54 (153 hp)
<b>Initiative:</b>	-1 (Dex)
<b>Speed:</b>	30 ft.
<b>AC:</b>	12 (-2 size, -1 Dex, +5 natural)
<b>Attacks:</b>	Bite +20 melee
<b>Damage:</b>	Bite 5d8+13
<b>Face/Reach:</b>	10 ft. by 10 ft./15 ft.
<b>Special Attacks:</b>	Improved grab, swallow whole
<b>Special Qualities:</b>	Scent, cold vulnerability
<b>Saves:</b>	Fort +14, Ref +10, Will +8
<b>Abilities:</b>	Str 28, Dex 9, Con 17, Int 2, Wis 10, Cha 10
<b>Skills:</b>	Listen +9, Spot +9
<b>Climate/Terrain:</b>	Warm forest and marsh
<b>Organization:</b>	Solitary or family (2 adults and 0-2 young)
<b>Challenge Rating:</b>	8
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Neutral
<b>Advancement:</b>	19-36 HD (Gargantuan)

Exo-rexes are a cold-blooded variety of the normal (warm-blooded) T-rex. They are immediately distinguished from their warm-blooded cousins by their upright stance, tail-dragging posture, slower speed, diminished reflexes, and stupidity.

While warm-blooded T-rexes can be found in any temperate or warm terrain – and sometimes even in colder areas – this cold-blooded variety is only found in hot, tropical regions.

Exo-rexes need only one-tenth as much as food as warm-blooded T-rexes. They are less active hunters, preferring instead to scavenge. Their maximum growth potential is more limited, reaching a max of 36 HD instead of 54 with normal T-rexes. Exo-rexes are never psionic.

### COMBAT

An exo-rex’s improved grab, swallow whole, and scent abilities are exactly like those of a normal T-rex.

**Cold Vulnerability (Ex):** Like all cold-blooded creatures, exo-rexes are significantly slowed by reduced temperatures. Unlike smaller reptiles, however, their huge physiques take a long, long time to warm back up. Cold attacks affect exo-rexes twice – initially as normal, then a second time on the subsequent round. Regardless of the first saving throw, they are still affected the second time and must make a separate saving throw for the second exposure.

	<b>Nanotyrannus (“Dwarf Tyrant”) Large Animal</b>
<b>Hit Dice:</b>	8d10+24 (68 hp)
<b>Initiative:</b>	+1 (Dex)
<b>Speed:</b>	40 ft.
<b>AC:</b>	13 (-1 size, +1 Dex, +3 natural)
<b>Attacks:</b>	Bite +11 melee
<b>Damage:</b>	Bite 2d8+9
<b>Face/Reach:</b>	10 ft. by 10 ft./10 ft.
<b>Special Qualities:</b>	Scent
<b>Saves:</b>	Fort +9, Ref +7, Will +3
<b>Abilities:</b>	Str 22, Dex 12, Con 16, Int 4, Wis 10, Cha 9
<b>Skills:</b>	Listen +5, Spot +5
<b>Climate/Terrain:</b>	Warm forest
<b>Organization:</b>	Pack (2-5)
<b>Challenge Rating:</b>	4
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Neutral
<b>Advancement:</b>	9-12 HD (Large)

Nanotyrannus is a dwarf specimen of tyrannosaurus rex. It is a separate but closely related species. When fully mature it is only 15 feet long, including the tail. An adult nanotyrannus resembles a young T-rex, although the T-rex’s jaws are more heavily built and the nanotyrannus is more nimble. Unlike T-rexes, nanotyrannuses are sociable and not particularly bright. They travel in small hunting packs that roam the forests looking for prey.

### COMBAT

Nanotyrannuses are pack hunters. They pick a target, single it out from the herd, then attack as a group.



## Appendix II: T-Rex Byproducts

A tyrannosaurus has enough meat on it to feed a family for months. Other parts of its body are useful, too. Its hide, teeth, and claws can all be used to manufacture equipment. Some of its organs have unusual side effects. These aren't magical effects; rather, they are the chemical byproducts of such an unusual creature's anatomy.

Removing an internal organ from a T-rex corpse requires a Wilderness Lore check (DC 6). Knowing about the uses of its organs to begin with requires a Wilderness Lore check (DC 20, +4 if character is native to prehistoric areas).

**Hide:** Tyrannosaurus hide is unusually dense and thick. It can be fashioned into a special form of hide armor. T-rex hide armor gives a +5 armor bonus, max Dex bonus of +4, armor check penalty of -2, with a weight of 30 pounds. This isn't masterwork armor; it's a special form of regular hide armor that can only be made with a tyrannosaurus hide. The hide of a Huge T-rex can produce two suits of good medium-size armor. If the characters manage to kill the T-rex without puncturing its skin (a rare proposition), they can get four suits of armor out of it.

**Teeth and Claws:** A T-rex's claws and front teeth are long enough to be used as dagger blades.

**Musk Glands:** A tyrannosaurus's musk glands can be used to spread its scent, which most other creatures avoid like the plague. Simply carrying a musk gland will repel many attackers.

Once removed from the body, the glands' scent remains pungent for 4d12 hours. The scent can be rubbed onto trees or other objects to mark territory.

The musk can be smelled within 50 feet of the glands or a marked area. Any animal, beast, giant, humanoid, monstrous humanoid, or vermin that comes within range must make a Will save (DC 20) or instinctively avoid the area.

**Blood:** A tyrannosaurus's blood is laced with the psionic resonance of supreme willpower. In most T-rexes this is so mild it has no beneficial effects. But a tyrant master's blood is charged with psychic energy. A creature that drinks the blood of a recently felled tyrant master feels a surge of psionic energy.

In nonpsionic creatures, this is reflected as a mental focus and clarity (+1 Int for 2d4 hours). In psionic creatures, the psychic energy manifests as +2d6 power points, which last for 2d4 hours then vanish. (Treat these the way you would treat temporary hit points. Deduct them from the character's current power point total when they vanish. If that causes problems due to zero or fewer power points, resolve the effects as usual.)

The blood retains its potency as long as it retains the tyrant master's body heat, which is roughly 2d4 hours from the time of death. Artificially warmed blood has no effect.

**Heart:** Eating the entire heart of an adult T-rex grants a +1

enhancement bonus to Str for 4d6 hours. The heart must be eaten immediately, as it spoils quickly.

**Liver:** A T-rex's liver has powerful cleansing abilities. Consuming the liver of an adult T-rex (a whole meal in itself) allows the eater to retake any failed saves for nonmagical diseases or illnesses that are currently troubling him. If he makes this special save, the illness is purged from his body within 1d4 hours. The liver must be eaten immediately; it spoils quickly.

**Lungs:** Eating the lung of a T-rex adult grants a +1 enhancement bonus to Con for 4d6 hours. Unlike other organs, the lungs can be dried and preserved indefinitely.

Eating the spleen of an adult T-rex grants ferocity in battle, which translates to a +1 morale bonus to attack rolls for 2d6 hours. The spleen must be eaten immediately; it spoils in 2d4 hours.



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