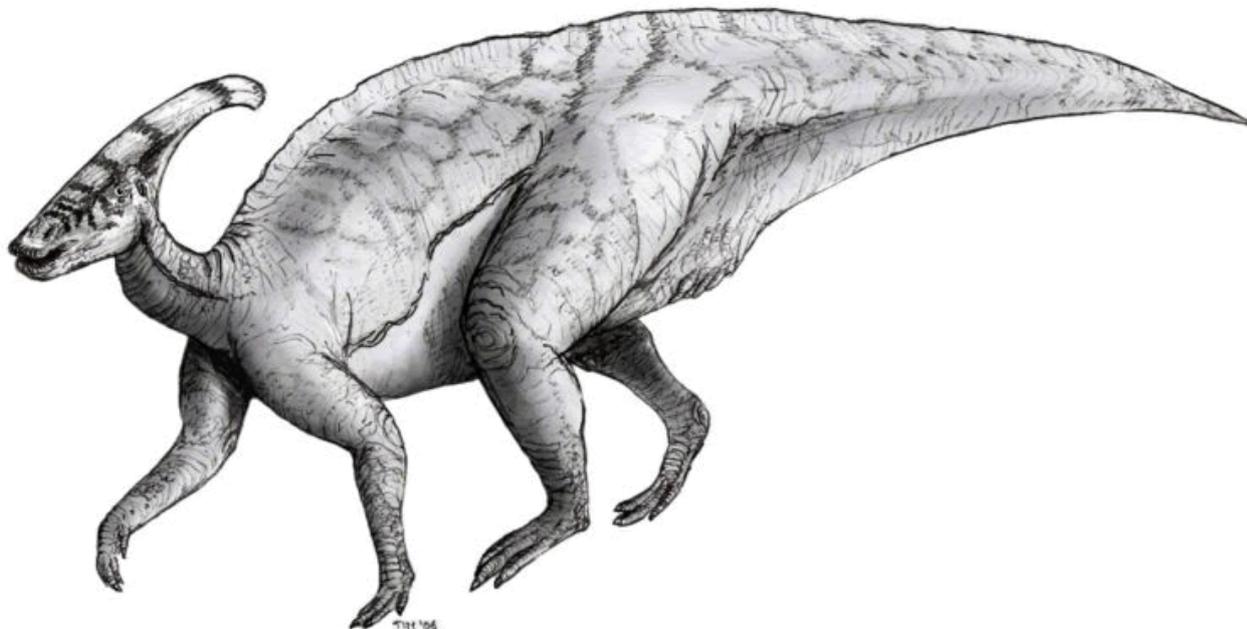


Dinosaur, Parasaurolophus

Huge Animal



Hit Dice: 14d8+79 (142 hp)

Initiative: +0

Speed: 40 ft. (8 squares), swim 20 ft.

AC: 14 (-2 size, +6 natural), touch 8, flat-footed 14

Attacks: Slam +16 melee

Damage: Slam (1d8+12)

Face/Reach: 15 ft. /15 ft.

Special Attacks: Trample 1d8+12

Special Qualities: Low-light vision, scent

Saves: Fort +14, Ref +9, Will +6

Abilities: Str 26, Dex 10, Con 20, Int 2, Wis 14, Cha 10

Skills: Hide -8*, Listen +14, Spot +11

Feats Alertness, Run, Toughness (3)

Climate/Terrain: Warm marsh

Organization: Solitary, pair, or herd (3-12)

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 15-28 HD (Huge);29-42 HD (Gargantuan)

Level Adjustment: -

A parasaurolophus is a relatively gentle creature that prefers to wallow in swamplands. They feed on all forms of vegetation that grow in such areas, using their duckbill-shaped jaws to scoop up mouthfuls of algae and swamp plants. Their crests are complex sounding chambers that allow them to generate shockingly loud and haunting, almost mournful cries that can carry for miles. Their skin is capable of changing through a wide variety of colours and shades. During mating season, these dinosaurs can put on a veritable symphony of sound and colour as they try to attract mates.

A parasaurolophus is usually about 35 feet long.

COMBAT

A parasaurolophus is generally a peaceful creature; when threatened, it prefers to flee instead of fight. When cornered, however, their kicks can pack a powerful punch. For this reason, only the hungriest or most powerful carnivores dare approach a herd of parasaurolophuses.

Trample (Ex): Reflex half DC 25. The save DC is Strength-based.

Skills*: In natural areas with heavy vegetation (such as marshes and forests), a parasaurolophus gains a +10 competence bonus to Hide checks.

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