

Dinosaur, Pteranodon

Medium Animal



Hit Dice: 5d8+5 (27 hp)

Initiative: +3

Speed: 10 ft. (2 squares), fly 90 ft. (18 squares)(good)

AC: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12

Attacks: Bite +5 melee

Damage: Bite (1d6+3)

Face/Reach: 5 ft. /5 ft.

Special Attacks: Dive

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +7, Will +5

Abilities: Str 14, Dex 17, Con 12, Int 2, Wis 18, Cha 12

Skills: Spot +15

Feats Flyby Attack, Skill Focus (Spot)

Climate/Terrain: Warm mountains

Organization: Solitary, pair, or rookery (4-10)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 6-10 HD (Medium);11-15 HD (Large)

Level Adjustment: -

The pteranodon is a mountain-dwelling flying reptile and so, like the dimetrodon, isn't a true dinosaur.

Pteranodons dwell in craggy, mountainous areas, preferably those along coastlines so they can take advantage of the powerful updrafts to aid in flight. Their oddly shaped heads help greatly in airborne manoeuvrability, and allow them to perform amazing mid-air turns with great grace.

A pteranodon's body is only 6 feet long, but their wingspan is often more than 30 feet.

COMBAT

A pteranodon soars high above the ground, watching below for likely sources of food it can dive down onto and attack. They prefer to maintain air-superiority in combat.

Dive (Ex): If a pteranodon makes a charge attack and lowers its altitude by at least 30 feet as part of the charge, it gains a +4 bonus on its attack roll and deals 2d6+6 points of damage with its bite if it hits.

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