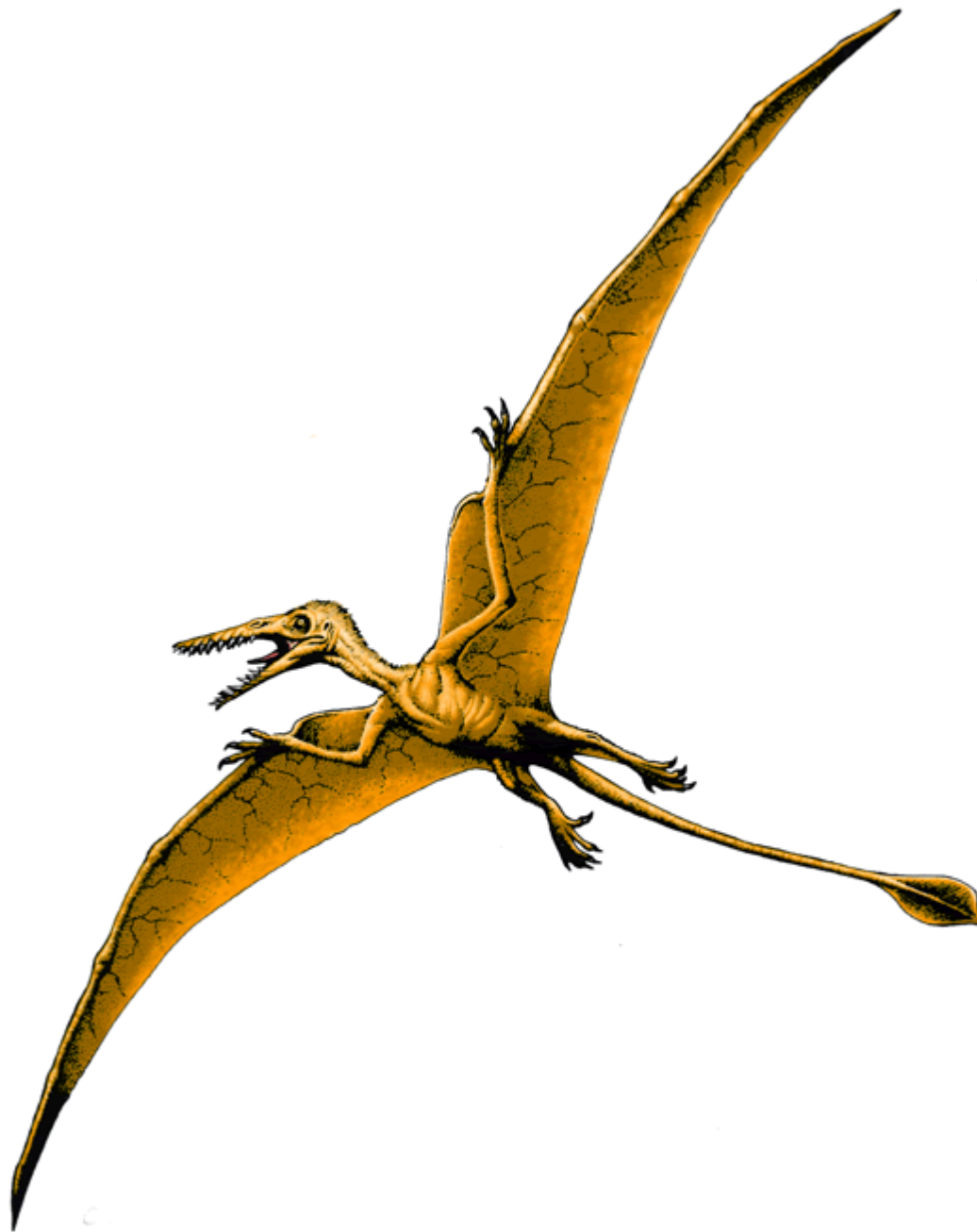


Dinosaur, Rhamphorhynchus

Tiny Animal



Hit Dice: 1d8-1 (3 hp)

Initiative: +9

Speed: 10 ft. (2 squares), fly 60 ft. (12 squares) (good)

AC: 17 (+2 size, +5 Dex), touch 17, flat-footed 12

Attacks: Bite +7

Damage: Bite (1d3-4)

Face/Reach: 2 1/2 ft. /0 ft.

Special Attacks: -

Special Qualities: Evasion, low-light vision, scent

Saves: Fort +1, Ref +7, Will +1

Abilities: Str 2, Dex 21, Con 8, Int 2, Wis 12, Cha 10

Skills: Listen +5

Feats Improved Initiative, Weapon Finesse

Climate/Terrain: Warm forests

Organization: Solitary, pair, or flight (3-10)

Challenge Rating: 1/4

Treasure: Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Tiny)

Level Adjustment: -

The rhamphorhynchus is a small, insect eating flying reptile, not an actual dinosaur.

These creatures flit among the boughs of forests, hunting insects and small birds for food. Their chirps and twitters are high pitched and melodic, and thought by some to be quite soothing. They make excellent familiars for those who live near dinosaurs. A rhamphorhynchus is about a foot in length, although more than half that length consists of its long tail. Its wingspan is about 3 feet.

COMBAT

The rhamphorhynchus avoids combat with creatures much larger than itself, but when forced to fight, it nips at its enemies with its bite.

Evasion (Ex): A rhamphorhynchus that makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save instead takes no damage. A helpless rhamphorhynchus cannot use this ability.

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