

# Dinosaur, Titanosuchus

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Large Animal



Hit Dice: 3d8+24 (37 hp)

Initiative: +3 (+3 Dex)

Speed: 30 ft. (6 squares)

AC: 14 (-1 size, +3 Dex, +2 natural), touch 12, flat-footed 11

Attacks: Bite +11 melee and claw +6 melee and tail +6 melee

Damage: Bite (1d8 +10) and claw (1d6 +5) and tail (1d8 +5)

Face/Reach: 10 ft./5 ft.

Special Attacks: Frightful presence, swallow whole

Special Qualities: Low-light vision

Saves: Fort +10, Ref +6, Will +1

Abilities: Str 30, Dex 16, Con 25, Int 2, Wis 11, Cha 5

Skills: Hide +1, Listen 0, Move Silently +7, Spot 0

Feats Toughness, Track

Climate/Terrain: Warm deserts

Organization: Solitary, or Pair

Challenge Rating: 4

Treasure: Standard

Alignment: Always neutral

Advancement: 4-6 HD (Large); 7-9 HD (Huge)

Level Adjustment: -

Titanosuchus is a horrid beast that stalks the rock outcrops of the great deserts. The colour of sand, it is hard to spot in its harsh homeland.

## **COMBAT**

Titanosuchus hunts just like a crocodile; it waits for prey amongst the rocks, and then rushes forth in a burst of energy. If cornered, they will hack and slash with their massive canine teeth and sharp claws.

**Frightful Presence (Ex):** This special quality makes a creature's very presence unsettling to foes. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken. Actions required to trigger the ability are given in the creature's descriptive text. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

**Swallow Whole (Ex):** If a creature with this special attack begins its turn with an opponent held in its mouth (see Improved Grab), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed has various consequences, depending on the creature doing the swallowing. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is noted in the creature description), or it can just try to escape the grapple. The Armour Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armour bonus, with no modifiers for size or Dexterity. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

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**This page was last modified on 5 March 2010, at 14:01.**