

## Alternate Summon Nature's Ally I

This small reptile has a snake-like neck and head, a bird-like body with strong legs for running, and a whip-like tail.

Compsognathus

CR 1/2

**XP 200**

N Tiny [animal](#)

**Init** +6; **Senses** [low-light vision](#), [scent](#); **Perception** +4

DEFENSE

**AC** 15, [touch](#) 14, [flat-footed](#) 13 (+2 [Dex](#), +1 [natural](#), +2 [size](#))

**hp** 6 (1d8+2)

**Fort** +4, **Ref** +4, **Will** +0

OFFENSE

**Speed** 40 ft., swim 20 ft.

**Melee** bite +1 (1d3–1 plus poison)

**Space** 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

**Str** 8, **Dex** 15, **Con** 14, **Int** 2, **Wis** 11, **Cha** 5

**Base Atk** +0; **CMB** +0; **CMD** 9

**Feats** [Improved Initiative](#)

**Skills** [Perception](#) +4, [Swim](#) +10

SPECIAL ABILITIES

### Poison (Ex)

Bite—injury; *save* [Fort](#) DC 12; *frequency* 1/round for 4 rounds; *effect* 1d2 [Str](#); *cure* 1 save.

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ECOLOGY

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**Environment** temperate or warm forests or plains

**Organization** solitary, pair, or pack (5–20)

**Treasure** none

The compsognathus is a small dinosaur that moves in swift, darting motions. Its bite injects a venom that causes numbness and weakness, a trait that the animal uses to bring down larger prey. A compsognathus measures 3 feet long and weighs 15 pounds.

These dinosaurs can serve spellcasters as a familiar. A compsognathus familiar grants its master a +4 bonus on Initiative checks.



## Alternate Summon Nature's Ally II

A brightly colored creature swoops down to land on the branch above. Its head is overly large, with a mouth full of sharp teeth and bright, shiny eyes. The thing chirps, lashes its long thin tail, and then with a flap of leathery wings is in the air once again.

### Dimorphodon CR 1

XP 400

N Medium [animal](#)

Init +3; Senses [low-light vision](#), [scent](#); [Perception](#) +5

### DEFENSE

AC 14, [touch](#) 13, [flat-footed](#) 11 (+3 [Dex](#), +1 [natural](#))

hp 11 (2d8+2)

Fort +4, Ref +6, Will +1

### OFFENSE

Speed 10 ft., fly 30 ft. (average)

Melee bite +3 (1d6+3 plus [poison](#))

Special Attacks [poison](#)

### STATISTICS

Str 15, Dex 17, Con 12, Int 2, Wis 13, Cha 12

Base Atk +1; CMB +3; CMD 16

Feats [Flyby Attack](#)

Skills [Fly](#) +7, [Perception](#) +5

### SPECIAL ABILITIES

#### Poison (Ex)

**Bite**—injury; save [Fort](#) DC 12; frequency 1/round for 4 rounds; effect 1d2 [Str](#); cure 1 save.

#### ECOLOGY

**Environment** warm coastline or forest

**Organization** solitary, pair, or flock (3–9)

**Treasure** none

Pterosaurs are often found in regions where [dinosaurs](#) and other prehistoric creatures are commonly encountered, yet they are not [dinosaurs](#) themselves. The [pteranodon](#) is the most well known and widespread of these flying reptiles, but numerous other species exist, such as the relatively small rhamphorhynchus, the venomous dimorphodon, and the lumbering, giraffe-sized quetzalcoatlus. While the larger pterosaurs are awkward fliers, the smaller ones can be quite agile and quick. Pterosaurs generally dwell on coastlines, along rivers, or near swamps or lakes, for the majority of their diet consists of fish snatched from the water in

daring dives. Pterosaurs are quite territorial, though, and most won't hesitate to swoop down and hiss, shriek, and attack things their size or larger.

The dimorphodon is a robust pterosaur with a distinctively large skull—yet numerous hollows in the skull keep the creature's weight rather low and allow it greater agility. The dimorphodon's jaws contain two separate rows of differently shaped teeth: several larger fangs near the front (which are used to grip prey and inject poison) and a much larger number of smaller, sharp teeth along the rest of the jaw (used to cut through flesh). This unusual combination of different teeth is why in some areas the dimorphodon is known as the "fangbird" or the "vampire lizard," although they don't actually drink blood. Dimorphodons normally feed on fish, small reptiles, and birds, but when particularly hungry, flocks of these creatures have been known to gang up on larger prey, swooping in to bite and then retreating to watch from nearby cliff ledges or tree branches while the victim slowly succumbs to the [poison](#). Once the creature is rendered [helpless](#), the flock descends to eat its victim alive.

Dimorphodons are particularly easy to train, and they're often used as guardians by local tribes or kept as exotic pets in larger cities. A [Handle Animal](#) check to train a dimorphodon is made with a +4 bonus, and a dimorphodon can know one bonus trick of its trainer's choice once it is fully domesticated.

## Alternate Summon Nature's Ally III

This small, sleek dinosaur has vicious, snapping jaws and feet that end in large talons for gutting prey.

### Velociraptor CR 2

XP 600

N Small [animal](#)

Init +7; Senses [low-light vision](#), [scent](#); [Perception](#) +10

### DEFENSE

AC 15, [touch](#) 14, [flat-footed](#) 12 (+3 [Dex](#), +1 [natural](#), +1 [size](#))

hp 22 (3d8+9)

Fort +6, Ref +6, Will +3

Defensive Abilities [evasion](#)

### OFFENSE

Speed 60 ft.

Melee bite +6 (1d4+1), 2 talons +6 (1d6+1/19–20)

Special Attacks leaping [charge](#)

### STATISTICS

Str 13, Dex 17, Con 17, Int 2, Wis 14, Cha 14

Base Atk +2; CMB +2; CMD 15

Feats [Improved Initiative](#), [Weapon Finesse](#)

Skills [Acrobatics](#) +11 (+23 when jumping), [Perception](#) +10, [Stealth](#) +15; **Racial**

Modifiers +4 [Acrobatics](#) (+16 when jumping), +4 [Perception](#), +4 [Stealth](#)

### SPECIAL ABILITIES

#### Leaping Charge (Ex)

A velociraptor can jump while charging, allowing it to ignore difficult terrain when it charges. When a velociraptor makes a charge in this way, it deals double damage with its talons.

### ECOLOGY

**Environment** warm forests or plains

**Organization** solitary, pair, or pack (3–12)

**Treasure** none

A smaller cousin of the [deinonychus](#), the velociraptor is a swift, cunning pack hunter. It has no fear of Medium or even Large creatures. Its leaping [charge attack](#) grants it a significant advantage against foes in thick underbrush.

A velociraptor is around 1-1/2 feet tall and 7 feet long, and weighs 35 pounds.



## Alternate Summon Nature's Ally IV

This creature's python-thick apish arms and stumpy legs conspire to drag its dirty knuckles through the wet grass and mud. The stooped giant blinks its dim eyes and an excess of soupy drool spills over its bulbous lips. Its misshapen features resemble a man's face rendered in watercolor, then distorted by a careless splash. It snarls as it charges, a sound the offspring of bear and man might make, showing flat black teeth well suited for grinding bones to paste.

### Ogre CR 3

**XP 800**

CE Large [humanoid](#) ([giant](#))

**Init** -1; **Senses** [darkvision](#) 60 ft., [low-light vision](#); [Perception](#) +5

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#### DEFENSE

**AC** 17, [touch](#) 8, [flat-footed](#) 17 (+4 [armor](#), -1 [Dex](#), +5 [natural](#), -1 [size](#))

**hp** 30 (4d8+12)

**Fort** +6, **Ref** +0, **Will** +3

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#### OFFENSE

**Speed** 30 ft. (40 ft. base)

**Melee** [greatclub](#) +7 (2d8+7)

**Ranged** [javelin](#) +1 (1d8+5)

**Space** 10 ft.; **Reach** 10 ft.

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## TACTICS

**Before Combat** Ogres rarely lay ambushes, and when they do, it's not so much because they are crafty as because they are lazy. If they can kill a man with a well-thrown javelin, they don't have to fight or chase him down.

**During Combat** Once battle is joined, ogres wade into the thick of melee, swinging their clubs at any target that presents itself.

**Morale** When their prey turns out to be more dangerous than they thought, the rare moment of good sense seizes ogres; they flee if reduced to less than 5 hp.

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#### STATISTICS

**Str** 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7

**Base Atk** +3; **CMB** +9; **CMD** 18

**Feats** [Iron Will](#), [Toughness](#)

**Skills** [Climb](#) +7, [Perception](#) +5

**Languages** Giant

## ECOLOGY

**Environment** temperate or cold hills

**Organization** solitary, pair, gang (3–4), or family (5–16)

**Treasure** standard (hide armor, greatclub, 4 javelins, other treasure)

Stories are told of ogres—horrendous stories of brutality and savagery, cannibalism and torture. Of rape and dismemberment, necrophilia, incest, mutilation, and all manners of hideous murder. Those who have not encountered ogres know the stories as warnings. Those who have survived such encounters know these tales to be tame compared to the truth.

An ogre revels in the misery of others. When smaller races aren't available to crush between meaty fists or defile in blood-red lusts of violence, they turn to each other for entertainment. Nothing is taboo in ogre society. One would think that, left to themselves, an ogre tribe would quickly tear itself apart, with only the strongest surviving in the end—yet if there is one thing ogres respect, it is family.

Ogre tribes are known as families, and many of their deformities and hideous features arise from the common practice of incest. The leader of a tribe is most often the father of the tribe, although in some cases a particularly violent or domineering ogress claims the title of mother. Ogre tribes bicker among themselves, a trait that thankfully keeps them busy and turned against each other rather than neighboring races. Yet time and again, a particularly violent and feared patriarch rises among the ogres, one capable of gathering multiple families under his command.

Regions inhabited by ogres are dreary, ugly places, for these giants dwell in squalor and see little need to live in harmony with their environment. The borderland between civilization and ogre territory is a desperate realm of outcasts and despair, for here dwell the ogrekin, the deformed offspring and results of frequent ogre raids against the lands of the smaller folk.

Ogre games are violent and cruel, and victims they use for entertainment are lucky if they die the first day. Ogres' cruel senses of humor are the only way their crude minds show any spark of creativity, and the tools and methods of torture ogres devise are always nightmarish.

An ogre's great strength and lack of imagination makes it particularly suited for heavy labor, such as mining, forging, and clearing land, and more powerful giants (particularly hill giants and stone giants) often subjugate ogre families to serve them in such regards.

A typical adult ogre stands 10 feet tall and weighs roughly 650 pounds.



This thick-bodied dinosaur has a whip-like tail and a long neck, its head topped by the crest of a backward-curving horn.

Parasaurolophus

CR 4

**XP 1,200**

N Huge [animal](#)

**Init** +2; **Senses** [low-light vision](#), [scent](#); [Perception](#) +13

DEFENSE

**AC** 17, [touch](#) 10, [flat-footed](#) 15 (+2 [Dex](#), +7 [natural](#), -1 [size](#))

**hp** 45 (6d8+18)

**Fort** +8, **Ref** +7, **Will** +3

OFFENSE

**Speed** 30 ft.

**Melee** tail +8 (2d6+9)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attack** [trample](#) (2d6+9; DC 19)

STATISTICS

**Str** 23, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 10

**Base Atk** +4; **CMB** +12; **CMD** 24 (28 vs. trip)

**Feats** [Improved Bull Rush](#), [Power Attack](#), [Skill Focus \(Perception\)](#)

**Skills** [Perception](#) +13

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ECOLOGY

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**Environment** warm forests or plains

**Organization** solitary, pair, or herd (3–12)

**Treasure** none

This herbivore is 30 feet long and weighs 10,500 pounds. It is notable for the long, curved crest atop its skull.



## Alternate Summon Nature's Ally V

This armored creature has a bony, turtle-like shell from which protrude short limbs, a blunt head, and a short spiky tail.

Gylptodon

CR 6

**XP 2,400**

N Large [animal](#)

**Init** +0; **Senses** [low-light vision](#), [scent](#); [Perception](#) +16

DEFENSE

**AC** 21, [touch](#) 9, [flat-footed](#) 21 (+12 [natural](#), -1 [size](#))

**hp** 67 (9d8+27)

**Fort** +11, **Ref** +6, **Will** +4

OFFENSE

**Speed** 20 ft.

**Melee** 2 claws +12 (1d10+7)

**Space** 10 ft.; **Reach** 5 ft.

STATISTICS

**Str** 25, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 6

**Base Atk** +6; **CMB** +14; **CMD** 24 (28 vs. [trip](#))

**Feats** [Endurance](#), [Great Fortitude](#), [Improved Bull Rush](#), [Power Attack](#), [Skill Focus \(Perception\)](#)

**Skills** [Perception](#) +16

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ECOLOGY

**Environment** temperate plains

**Organization** solitary or pair

**Treasure** none

The glyptodon is often hunted for the value of its outer armor, made up of bony plates in turn composed of many smaller, knobby “scales.” The creature is quite capable of defending itself with swipes from its deadly claws, as its ill-tempered nature often urges it to do.

This dinosaur seems comfortable on two legs or four. Its front limbs are each adorned with a cruel-looking, thumb-like spike.

Iguanodon

CR 6

**XP 2,400**

N Huge [animal](#)

**Init** +2; **Senses** [low-light vision](#), [scent](#); [Perception](#) +12

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DEFENSE

**AC** 19, [touch](#) 10, [flat-footed](#) 17 (+2 [Dex](#), +9 [natural](#), -2 [size](#))

**hp** 76 (9d8+36)

**Fort** +10, **Ref** +8, **Will** +4

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OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +13 (1d8+8/x3)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** thumb spikes

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STATISTICS

**Str** 27, **Dex** 14, **Con** 19, **Int** 2, **Wis** 12, **Cha** 7

**Base Atk** +6; **CMB** +16; **CMD** 28 (32 vs. [trip](#))

**Feats** [Power Attack](#), [Run](#), [Skill Focus](#) ([Perception](#)), [Skill Focus](#) ([Stealth](#)), [Weapon Focus](#) (claw)

**Skills** [Perception](#) +12, [Stealth](#) +4

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SPECIAL ABILITIES

### **Thumb Spikes (Ex)**

An iguanodon's thumb spikes can inflict grievous wounds—they deal triple damage on a successful [critical hit](#).

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ECOLOGY

**Environment** warm forests or swamps

**Organization** solitary, pair, or pack (3-6)

**Treasure** none

Iguanodons are large, herbivorous [dinosaurs](#) that inhabit swamps and forests where they can take advantage of abundant vegetation. The iguanodon is capable of moving on two feet or on four, quickly switching from one stance to the other, depending on whether it needs to move through dense foliage or to reach delectable morsels hanging up in the canopy.

Although iguanodons are herbivores, they are notoriously quick to anger. Their thumb spikes make their claws particularly devastating weapons—a well-placed blow from one of these claws can turn a hungry predator into a cowering beast with one swift strike. Iguanodons are 30 feet long and weigh 6,000 pounds.