

Dinosaur Planet BRONCOSAURUS REX

CRETASUS ADVENTURE GUIDE

Dinosaurs, the Wild West, Space Travel, and the Civil War...

In the year 2202, dinosaurs have been discovered on the planet Cretasus. But these dinosaurs are just as smart as the humans now flocking to their home. Velociraptors trade in alien weapons, leptoceratops guard their desert secrets, and T-rex dynasties protect their nests from egg raiders. Despite the dinosaurs, human pioneers arrive in droves at New Savannah's busy spaceport. Lured by free land, gold, and simple freedom, they yearn for a new life. Their wagon trails soon trudge west on the rutted path of the Tecumseh Trail, bringing new adventures to Cretasus.

This 128 page sourcebook and campaign setting is an indispensable companion to the Dinosaur Planet: Broncosaurus Rex Core Rulebook, covering everything you need to start adventuring on the dinosaur planet of Cretasus. Much of this material can be used in any d20 campaign involving dinosaurs, although it is most useful if you also own the Dinosaur Planet: Broncosaurus Rex Core Rulebook.

The Cretasus Adventure Guide features:

- History and background of Cretasus' settled regions, including New Savannah, Fort Tecumseh, and Plesiosaur Bay.
- Background on dinosaur intelligence, cultural habits, and economies.
- Prestige classes for Dino Warriors and Federal Marshals.
- d20 stats for 22 more prehistoric creatures, including marine dinosaurs, plus the alien Scray.
- d20 rules for vehicles & Union ironclads.
- GM town generation guidelines, treasure and encounter tables, and more.



www.broncosaurusrex.com



\$22.00 USA

ISBN 0-9712767-1-4
SKU GMG1001

Dinosaur Planet BRONCOSAURUS RE X

CRETASUS ADVENTURE GUIDE

By Fred Bush, Joseph Goodman, and Mike Roberts





Welcome to the world of *Broncosaurus Rex*! Be sure to look for these products at your local game store:

Core Rulebook, available now
Dino Hunter's Guide to Velociraptors, July 2002
Dino Hunter's Guide to Tyrannosaurus Rex, Fall 2002

For more information, or to join our mailing list, contact us.
www.broncosaurusrex.com
goodmangames@mindspring.com

The following legal text is required by the Open Game License. For more information on open gaming, see www.opengamingfoundation.org.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contribution is Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the name, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content

You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Dinosaur Planet: Broncosaurus Rex Core Rulebook Copyright 2001 Joseph Goodman DBA Goodman Games (contact goodmangames@mindspring.com, or see www.broncosaurusrex.com)

Dinosaur Planet: Broncosaurus Rex Cretasus Adventure Guide Copyright 2002 Joseph Goodman DBA Goodman Games (contact goodmangames@mindspring.com, or see www.broncosaurusrex.com)

This printing of Dinosaur Planet: Broncosaurus Rex Cretasus Adventure Guide is done under version 1.0 of the Open Gaming License and the draft versions of the D20 System Trademark License, D20 System Trademark Logo Guide and System Reference Document by permission from Wizards of the Coast, Inc. Subsequent printings will incorporate final versions of the license, guide and document.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0: Any and all Dinosaur Planet: Broncosaurus Rex logos and identifying marks and trade dress, including but not limited to the terms Dinosaur Planet: Broncosaurus Rex, Cretasus, Bronco Rider, Wild One, Dino Warrior, Federal Marshal, Ironclad; any elements of the Broncosaurus Rex setting, including but not limited to names of characters, areas, factions, and creatures, including nicknames for dinosaurs; and all artwork, stories, storylines, plots, thematic elements, symbols, depictions, and

illustrations, except such elements that already appear in the System Reference Document.

Designation of Open Content: Subject to the Product Identity designation above, the following portions of Dinosaur Planet: Broncosaurus Rex Cretasus Adventure Guide are designated as Open Gaming Content: all creature statistic templates from Size/Type (e.g., "Medium Animal") to Advancement, all text under the "Combat" header of each creature's section (except the creature's name or proper names specific to the Broncosaurus Rex setting), and the sections "New Weapons," "New Equipment and Devices," and "Vehicle Rules" (including tables) on pages 77-78 and 89-92, except for such place names and terminology which relates to the Broncosaurus Rex setting.

Some of the portions of this book which are delineated OGC originate from the System Reference Document and are copyright © 1999, 2000 Wizards of the Coast, Inc. The remainder of these OGC portions of these book are hereby

added to Open Game Content and, if so used, should bear the COPYRIGHT NOTICE "Dinosaur Planet: Broncosaurus Rex Cretasus Adventure Guide Copyright 2002 Joseph Goodman DBA Goodman Games (contact goodmangames@mindspring.com, or see www.broncosaurusrex.com)"

Dinosaur Planet: Broncosaurus Rex Cretasus Adventure Guide is copyright © 2002 Joseph Goodman DBA Goodman Games. Illustrations are copyright © their respective creators, as indicated.

CRETASUS ADVENTURE GUIDE

Table of Contents

Introduction	4	Machinists	78
Chapter I: The Main Valley	5	Skill Evolution	78
New Savannah & Environs	5	New Feats	78
New Savannah	5	New Equipment	79
Mount Crowe	19		
The Dukes and Butlers	23	Chapter IV: Gamemaster Reference	81
The McQuarry Brothers	27	Generating Settlements	81
The Hideout Hills	29	Typical NPCs	84
The Great Library of Logos	29	Getting Around Cretasus	88
The Crystal Desert	32	Common Mounts	88
The Tecumseh Trail	34	Vehicle Rules	89
Fort Tecumseh	34	Typical Vehicle Stats	92
The Dino Warriors	36	Buying a Mount	92
Fort Lincoln	39	Treasure Tables	95
Federal Marshals	40	Encounter Tables	100
Ironclads	41		
The Southwestern Plains	43	Chapter V: Creature Statistics	104
The Black Jungle	44	Coloration	104
The Bayou	45	Subspecies and Mutations	104
The Bay Trail	47	Albertosaurus	107
The Inland Sea	47	Ceratopsians	108
The Bay Side Company	47	Cheirolepis	109
Underglen	48	Dryosaurus	110
Fort Apache	49	Dunkleosteus	111
Plesiosaur Bay	51	Eurypterid	111
The Northwestern Plains	54	Hadrosaurs	112
Barrister House	54	Kronosaurus	113
The Warp Pirates	54	Leptoceratops (Zulep)	114
		Plesiosaurus	116
		Quetzalcoatlus	116
		Scray	117
		Small Game	119
Chapter II: Dinosaurs	55	Spinosaurus	120
Dinosaur Intelligence	55	Stenonychosaurus	122
Cultural Habits	59	Tanystropheus	123
Dinosaurs in the Wild	61	Therizinosaurus	124
Dinosaurs in the Economy	64	Trilobite	125
Dinosaurs as Weapons	70	Vulcanodon	125
Dinosaur Combat Rules	73	Template: Ironclad	126
Chapter III: Player Reference	74	Index	128
Character Classes	74		
Prestige Class: Dino Warrior	74		
Prestige Class: Federal Marshal	76		

Credits

Writers: Fred Bush, Joseph Goodman, Mike Roberts

Copy Editor: Derek Schubert

Cover Artist: Walter Stuart

Logo Designer: Derek Schubert

Interior Artists: Tim Burgard, Brianna Garcia, Dan Morton, Derek Schubert, V. Shane (vshane.com), Walter Stuart

Concept Artist: Andrew Farago

Graphic Designer: Joseph Goodman

Dinosaur Planet: Broncosaurus Rex created by Joseph Goodman

Dedicated to my brother Mike. Thanks for all the good games.

Introduction

Welcome to the world of Cretasus! Cretasus is the setting for *Dinosaur Planet: Broncosaurus Rex*, a game world where cowboys use laser rifles to hunt dinosaurs. If you haven't read the *Dinosaur Planet: Broncosaurus Rex* Core Rulebook, you might want to do so before continuing in the Cretasus Adventure Guide. You could use this book in any d20 setting, but it is best suited to *Dinosaur Planet: Broncosaurus Rex*.

We have divided the Cretasus world into several volumes. This first, the Adventure Guide, will give you all the information you need to start adventuring in the planet's Main Valley, the most settled area of Cretasus. Future works will cover new dinosaur species and specific regions in greater detail, as well as some of the other great valleys of Cretasus.

For those of you unfamiliar with *Dinosaur Planet: Broncosaurus Rex*, it is set in the year 2202. Dinosaurs have been discovered on the planet Cretasus. The two main factions in human politics – the Union and the Confederacy – rush to establish a military presence, even as pioneers from across the galaxy come to farm, hunt, and domesticate the dinos.

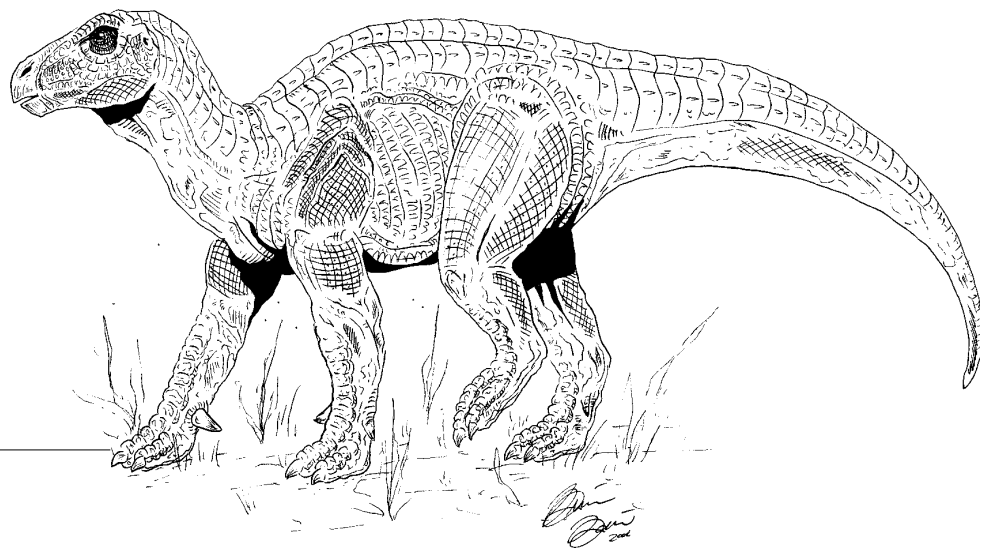
Settlers on Cretasus have identified hundreds of varieties of dinosaurs virtually identical to those once found on Earth. Prehistoric mammals have been sighted in neighboring regions, engendering theories that the planet's massive surface area has created numerous micro-climates separated by mountains and other impassable terrain. Some micro-climates have remained "frozen" in evolutionary time or have evolved along unusual lines, while

others have evolved more normally. The result is widely different ecological results in close proximity to each other.

Some of the dinosaurs are the classic dumb brutes we all know so well. But most are not. Velociraptors have near-human intelligence. They live in organized tribes which loosely connect into larger nations. Tyrannosaurus rex live in widely dispersed family groups whose members remember genealogies for hundreds of years. Triceratops travel in large herds with rigorous social organization. Almost every species has its own language, and the more intelligent ones have dialects specific to each region.

Even though Cretasus is far outside established political borders, it has been brought to the forefront of galactic politics by its Earth-like environment and abundance of dinosaurs. The dinosaurs have great potential as weapons and beasts of burden, a point not lost on either the Confederacy or Union generals. Although the Union and Confederacy long ago ceased open warfare, they have never ended hostilities. Now the battle for Cretasus threatens to re-open a centuries-old conflict.

Characters can choose from six new character classes presented in the *Broncosaurus Rex* Core Rulebook: Bronco Rider, Machinist, Soldier, Spy, Two-Fister, and Wild One. They can be Union or Confederate, staunch loyalists or complete impartial, or they may hail from one of several independent factions. Adventures abound on the newly settled planet, with aliens, warp pirates, the dinosaur nations, intergalactic trade, and rustlers, ranchers, robbers, and wranglers to round out the universe.



Chapter I: The Main Valley

The Main Valley is ringed by steep mountains which isolate it from the rest of Cretasus. The only break in the mountain perimeter is the Fur River, which flows directly into Mammoth Valley to the west. One can travel to Mammoth Valley on the river itself or along the treacherous bluffs beside it. The Fur River earned its name from the occasional migrants who follow it out of Mammoth Valley – in the dinosaur-laden Main Valley, these mammals are the only creatures to sport fur of any kind.

The center of human civilization on Cretasus is New Savannah, the planet's only city to speak of. Staunchly Confederate, it sits between Fort Tecumseh to the west and Fort Apache to the east. New Savannah houses the planet's only civilian spaceport, although ships with wilderness landing capabilities can (and do) land in the wilderness.

In contrast to the relative sophistication of New Savannah, the territories around it are the "wild west" of Cretasus. Stretching from Fort Tecumseh in the west to Fort Apache in the east, you will find the large farms and ranches, the watering holes and saloons, the small towns, the big herds of domesticated broncos, the rustlers, and the stables and mills and tanneries. This area is still quite wild, but human occupation is extensive enough that towns are relatively safe from wild dinosaurs (with the occasional dramatic exception). By now, most hunters and trappers have moved further into the frontier where the wild dinosaurs are still plentiful.

To the west of Fort Tecumseh, and to the east of Fort Apache, are the true frontiers. At any time of day, there is at least one wagon train leaving New Savannah for these frontiers, carrying pioneers lured by the promises of free land, undiscovered gold, and simple freedom.

The passage west is called the Tecumseh Trail. As it heads into the great southwestern plains, it splits. Most settlers end their journey near the fork, setting up a farm somewhere on the plains. Some continue along the southern route, which leads to the forests, Lake Hope, and the frontier town of Garsville. A very few make the dangerous journey north along the edge of the swamp known as the Bayou: a route that ultimately crosses the Fur River and leads to the fertile northwestern plains.

The passage east from New Savannah is called the Bay Trail. It soon turns north as it winds along the banks of the inland sea. Most settlers along this route make their living by fishing, but some have headed east into the deep valley forest. The forest is thick with dangerous dinosaurs, but lush and ideal for logging and raising a variety of crops on cleared land. The Bay Trail ends at Plesiosaur Bay, a lawless settlement on the very northern tip of the inland sea.

These general regions – New Savannah, the Tecumseh Trail, and the Bay Trail – provide the structure for our description of the Main Valley. Together with the vast Northwestern Plains, they make up the valley's four quadrants.

New Savannah & Environs

New Savannah

New Savannah is the first great city on Cretasus to have developed through the natural processes of settlement. Situated on the shore of a great land-locked ocean, it provides a focal point for the vast number of smaller habitations and farms that extend across the plains towards the distant frontiers and beyond. Ranchers and farmers come to New Savannah to sell their livestock and crops, making the city's market place a hive of activity. Soldiers and Dino Warriors come to enjoy the loquacious at-

phere of New Savannah's many watering holes and other distractions that help mentally postpone the next tour of duty. Trades of every kind are plied within its tall stone walls, some less salubrious than others, but all intrinsic to New Savannah's rich and varied tapestry. Inside its granite boundaries, you'll find people looking for a good time, others seeking a respite from the bitter conditions of frontier life, and still others hunting the rewards that such endeavors bring. If you want to make your mark on Cretasus, New Savannah is your best bet for a solid starting point, for without the security provided by its civilized community, your plans have foundations of sand.

