

The Complete Guide to

T-REX

The Complete Guide to T-Rex is the second volume in the Complete Guide series. Each Complete Guide is exactly what it sounds like: a complete guide to playing one kind of monster. As a GM, you'll gain a thorough understanding of T-rex and how to run it in a game, both in combat and role-playing situations. And since every Complete Guide includes guidelines on treating the monster as a character race, you have new options for NPCs and players, too.

The Complete Guide to T-Rex is a stand-alone, world-neutral sourcebook covering everything you ever wanted to know about T-rex. It includes:

- Full details on the T-Rex dynasties that rule the prehistoric world.
- Rules for fielding T-Rexes of any age, from juveniles to the ancient, massive tyrant kings.
- The first explanation of how T-rex's sheer willpower can give it psionic abilities late in life, including psionic powers unique to T-rex.
- Rules for building T-rex characters, including special T-rex-only feats. We don't recommend that anyone play a T-rex PC, but they make excellent NPC's – and we've included stats for several particularly brutal tyrant kings.

The Complete Guide to T-Rex can be inserted easily into any fantasy or science fiction setting.



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The Complete Guide to

T-REX

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Introduction

No real-life creature has stoked the flames of imagination more than tyrannosaurus rex. Since its discovery a century ago, T-rex has served as a constant reminder of human frailty. Not only does its massive mouth belittle mankind (its jaws are, after all, as long as a man is tall), but its Earthly reign makes us pitifully insignificant. Homo sapiens has walked the Earth for a mere 100,000 years – but tyrannosaurus rex ruled for six million years.

Dragons were real, and they were called T-rex. This book gives you the rules and background you need to put these real life dragons in your d20 game. By the time you're done reading, T-rex won't be a dumb lizard; it will be an intelligent conqueror that forms alliances, remembers treachery, and builds dynasties that span generations.

We have taken a few fantastic liberties with T-rex. The standard T-rex is present, of course, in both the forms that history has known it: the sluggish, tail-dragging version painted by Charles Knight, and the modern, fleet-footed version depicted in *Jurassic Park*. But we go even further than that. (This is a fantasy game, after all.) Modern reptiles continue growing their entire lives. What if T-rex were the same? What if this king of predators (whose only natural enemies were his T-rex rivals) survived to extreme ages? How large could he get? And what are the implications of the sheer willpower that must reside in such a beast?

Over the next 30-odd pages, we will answer these questions. We hope to show you a side of tyrannosaurus rex that you've never seen. By the time you're through, we hope you'll want to show your players what a *real* dragon looked like.

Most of this book is world-neutral, designed to be incorporated into any campaign. When a section must be placed within the context of a campaign setting, we have used the Dinosaur Planet: Broncosaurus Rex world. Most of the Broncosaurus Rex setting material can easily be integrated into any other prehistoric world.

For reference, here is the stat block for a standard T-Rex. Note the relatively high Intelligence, higher than that presented in the MM. We think T-rex should be smarter!

Tyrannosaurus Rex

Huge Animal

Hit Dice: 18d10+72 (171 hp)
Initiative: +1 (Dex)
Speed: 40 ft.
AC: 14 (-2 size, +1 Dex, +5 natural)
Attacks: Bite +20 melee
Damage: Bite 5d8+13
Face/Reach: 10 ft. by 10 ft./15 ft.
Special Attacks: Improved grab, swallow whole
Special Qualities: Scent, roar
Saves: Fort +15, Ref +12, Will +8
Abilities: Str 28, Dex 12, Con 19, Int 8, Wis 15, Cha 10
Skills: Listen +11, Spot +11

Climate/Terrain: Temperate or warm land
Organization: Solitary or family (2 adults and 0-2 young)

Challenge Rating: 8
Treasure: Standard
Alignment: Lawful evil
Advancement: 19-36 HD (Gargantuan), 37-54 HD (Colossal)

COMBAT

Roar (Ex): A tyrannosaurus facing a real threat will summon help with a deafening roar. Nearby T-rexes will hear the roar and come to its aid. (Being summoned is one of the few times a T-rex will enter another T-rex's hunting grounds.)

T-rexes summon aid with discretion, and rarely do so unless their opponent is a threat to their neighbors, as well as themselves (e.g., human or carnivore invaders, not just a big, angry triceratops). But when the threat is real, and they are in danger, they do not hesitate.

A T-rex can roar with a full-round action and attract 1d4 T-rex families. The roar carries many miles; aid may come from far away. Each summoned family will arrive in 2d20 minutes.

Improved Grab (Ex): To use this ability, the T-rex must hit a Medium-size or smaller opponent with its bite attack.

Swallow Whole (Ex): A T-rex can try to swallow a Medium-size or smaller opponent by making a successful grapple check. The swallowed creature takes 2d8+8 points of crushing damage per round plus 8 points of acid damage from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The gizzard can hold two Medium-size or four Small opponents (and so on for other sizes).



Physiology

The basics of tyrannosaur physiology are well known. A T-rex stands roughly 18 feet tall. A six foot tall human sees eye-to-eye with its kneecap. T-rexes are about 45 feet long and weigh up to 7 tons. Their jaws are six feet long, just large enough to swallow a human in a single gulp.

Beyond that, discussing the physiology of T-rex is an interesting endeavor. Interpretations of T-rex physiology have changed over time. When scientists thought dinosaurs were cold-blooded, it was popular to think of T-rex as a slow, stupid beast that walked upright and dragged its tail on the ground. But modern paleontologists suspect otherwise. They envision T-rex as a warm-blooded creature that balanced its spine over its legs, with the head and tail at each end like two children on a seesaw. The modern T-rex can run quickly, turn quickly, and perhaps even *think* quickly.

In a fantasy environment, both are possible. We have divided T-rexes into two types: the endo (warm-blooded) and exo (cold-blooded). Both kinds of T-rex can coexist in the same game world.

Endo vs. Exo

The endo-rex (as we'll refer to it) is endothermic, or warm-blooded, like humans and birds. Warm-blooded creatures regulate their own temperature. This lets them stay warm in winter and cool in the summer. It also makes them a lot more active; they can move at a relatively quick pace even in extreme temperatures. The endo-rex is a warm-blooded dinosaur, like the modern interpretation-

tion of T-rex.

The exo-rex is exothermic, or cold-blooded. Cold-blooded creatures (such as reptiles) have limited ability to regulate their own temperature. Their body temperature is the same as the air around them. When it gets below 32 degrees, humans can still move (although it's pretty cold!) – but reptiles start to freeze. That's the advantage of being warm-blooded. Exothermic creatures are generally slower and more sluggish than their endothermic counterparts. Exo-rex, therefore, is the "old style" T-rex.

The standard T-rex stats, as described in the d20 rules and recapped above, are for an endo-rex. From this point on, the distinction won't matter; all the discussion that follows is about warm-blooded dinosaurs. But, for reference, we have presented the stats for the cold-blooded exo-rex in Appendix I.

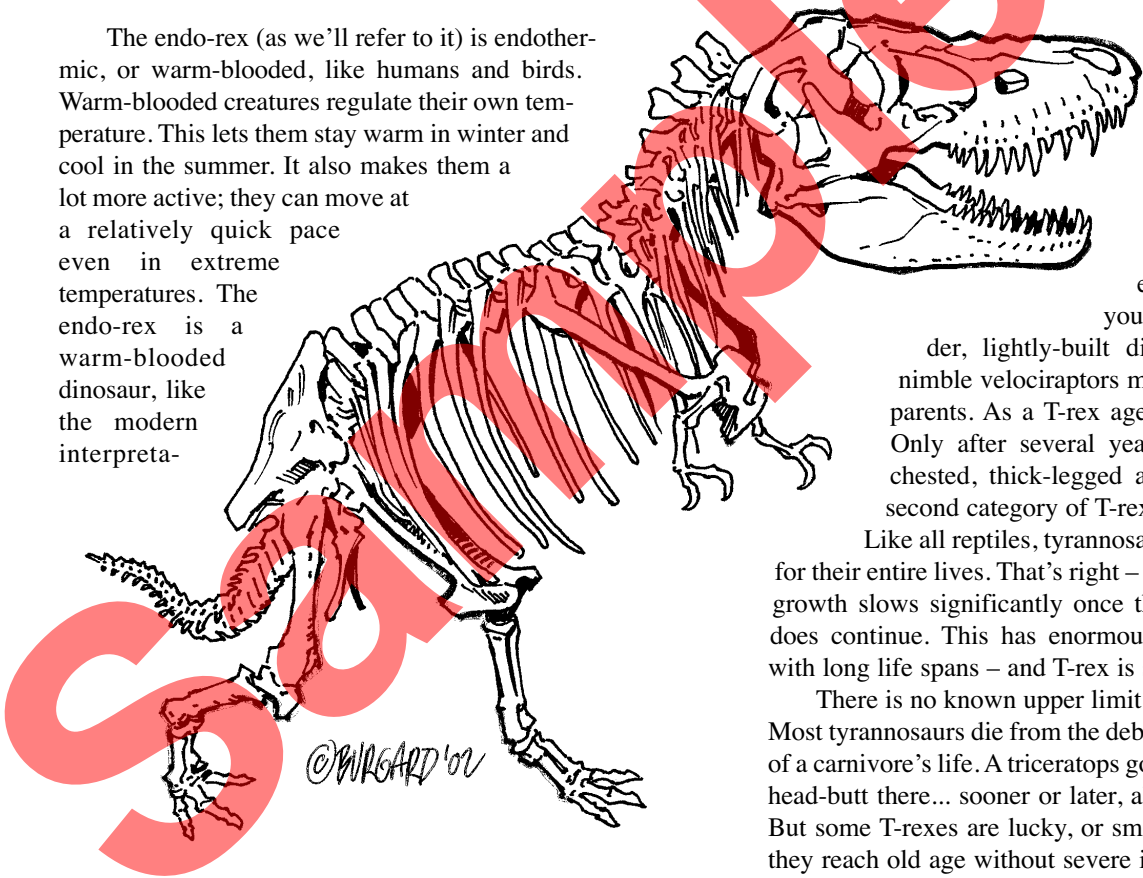
Age Categories

Tyrannosaurs are massive creatures. But before they grow massive, they are quick and nimble. Young T-rexes differ markedly from their parents, and not merely in physical attributes. Older T-rexes are smarter and tougher, and their greater hunting experience makes them deadly in more ways than just their larger jaws.

There are four main categories of T-rex aging. The youth, or "young rex," are slender, lightly-built dinosaurs that resemble the nimble velociraptors more than their heavy, stocky parents. As a T-rex ages, it bulks up considerably. Only after several years does it gain the barrel-chested, thick-legged appearance of an adult, the second category of T-rex age.

Like all reptiles, tyrannosaurs (and all dinosaurs) grow for their entire lives. That's right – their entire lives. The rate of growth slows significantly once they mature, but the growth does continue. This has enormous repercussions for reptiles with long life spans – and T-rex is such a creature.

There is no known upper limit on the age of a tyrannosaur. Most tyrannosaurs die from the debilitating injuries that are part of a carnivore's life. A triceratops gore here, a pachycephalosaur head-butt there... sooner or later, all those minor scars add up. But some T-rexes are lucky, or smart, or otherwise gifted, and they reach old age without severe injury. Like all reptiles, they



continue growing the whole time. When they reach a certain point, they are so large, and their skin is so thick, and their teeth are so long, that they are practically invulnerable. From then on, their growth continues unchecked.

These unbelievably enormous tyrannosaurs are the tyrant kings. This is the third category of T-rex age. As the oldest tyrannosaurs in each family group, the tyrant kings are the acknowledged leaders of the T-rex dynasties (which will be discussed in more detail later). So few tyrannosaurs survive to this age that tyrant kings are only rarely seen.

As the tyrant kings age, they discover that even their bodies are not immortal. Yes, the growth continues indefinitely, but a bone can rotate in its socket for only so long before it begins to wear away. Tyrant kings eventually falter from the simple stress of progressive age degeneration. They grow until their old bones can't support their weight, then they collapse and die.

Most die – but not all. Difficult as it may be to imagine, T-rexes have powerful minds. Their unstoppable bodies fuel their existence for so long that few pause to consider what minds must lie behind those bodies. Yet they are intelligent – and, more importantly, strong-willed. Imagine an ancient tyrannosaur that has ruled the wilderness for hundreds of years. When its physical might begins to decline, it discovers – for the first time – the strength of its mind. While its body was strong, it never needed thought; but as its body weakens, it learns what its mind inherited from its physical strength: an indomitable will. Those tyrant kings who live to discover their psionic abilities are few in number, but they are dangerous indeed, for they can propel their aging bodies with sheer willpower alone. These are the tyrant masters. No more than a handful of tyrant masters exist at any one time, and they are virtually never seen by non-tyrannosaurs, but they are the true rulers of the prehistoric world.

Tables 1-1 through 1-3 describe the physical profiles, abilities and saves, and attacks of tyrannosaurs at various age categories. Notice how a T-rex grows in every regard until it reaches the age of 400 years – at which point its physical abilities begin to decline. That is the age where a T-rex's body is so worn down that regardless of physical injuries (or lack thereof), it deteriorates. Then tyrant kings falter – unless they develop psionic abilities

to compensate, which carry them to the exalted status of tyrant master.

Attacks: As tyrannosaurs age, their attacks improve. A normal adult T-rex has only one attack: its bite. But the attack bonus, damage, and threat range of the bite improve dramatically over time. Moreover, older T-rexes can swallow creatures of progressively larger sizes, culminating in a colossal T-rex's ability to swallow whole creatures of size Huge or smaller – which means they can swallow whole a normal T-rex!

Older T-rexes gain additional attacks. At the age of 76, a T-rex is able to head butt and tail slap. At the age of 126, a T-rex learns to kick effectively. At the age of 251, the T-rex's mere presence is enough to cause fear in opponents.

Feats: At the same time a T-rex is learning these new attacks, it is also developing specialized attacks of its own. A T-rex gains a feat at each of its last four age increments. These are treated exactly as feats are for normal PCs. Tyrannosaur-specific feats are described on page 14. The head butt, tail slap, and ferocious kick attacks, as well as frightful presence, are described as feats.

Table 1-4 lists the attack bonus, threat range, and damage of tyrannosaur attacks. Attack bonuses and damage for secondary attacks are listed even for those T-rexes too small to normally acquire those attacks, because some exceptional T-rexes develop these attacks early in life.

Skills: Tyrannosaurs of normal Intelligence for their age receive skill points equal to their HD. Adjust skill points by 4 for each point of Intelligence below or above normal. The tyrannosaur's class skills are Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), and Wilderness Lore (Wis).

A tyrant master continues gaining skill points after its HD stop progressing. It gains one additional skill point for each effective level as indicated on table 1-5 (see page 17). Tyrant masters may also take the skills Autohypnosis (Wis), Concentration (Con), Knowledge (psionics) (Int), Psicraft (Int), and Stabilize Self (Con).

A tyrannosaur's maximum rank in a skill is equal to its HD plus its effective level (if any) plus three.

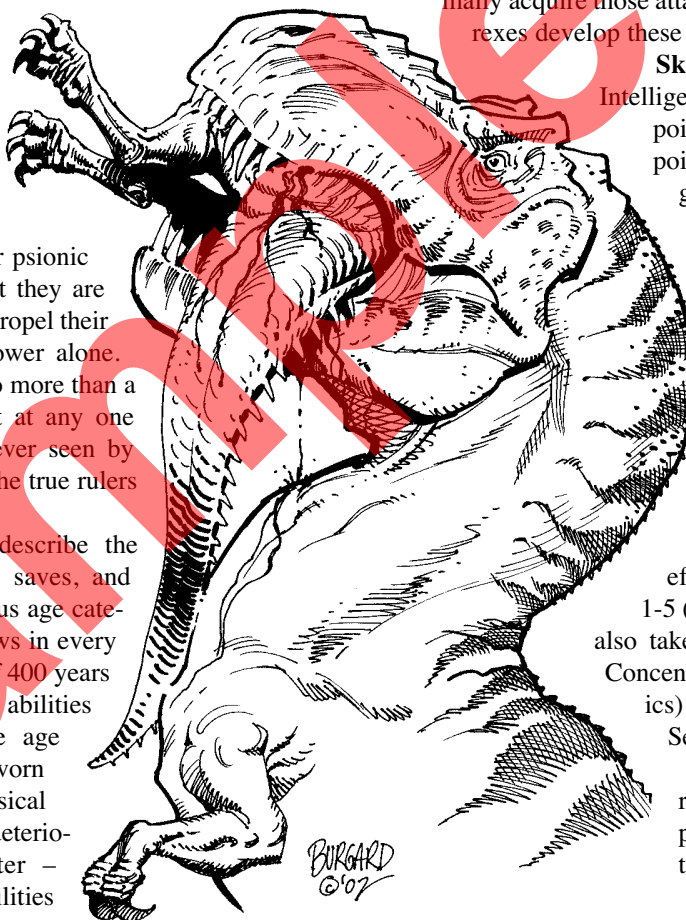


Table 1-1: Tyrannosaurus Physical Profile by Age

Age	Category	Size	Speed	HD (hp)	AC
0-5	Young	M	30 ft.	3d10+3 (20)	13 (+1 natural, +2 Dex)
6-15	Young	L	40 ft.	6d10+12 (45)	14 (+3 natural, +2 Dex, -1 size)
16-25	Young	H	40 ft.	12d10+36 (102)	14 (+5 natural, +1 Dex, -2 size)
26-75	Adult	H	40 ft.	18d10+72 (171)	14 (+5 natural, +1 Dex, -2 size)
76-125	Adult	G	50 ft.	36d10+180 (378)	15 (+8 natural, +1 Dex, -4 size)
126-250	Adult	G	50 ft.	45d10+270 (520)	19 (+12 natural, +1 Dex, -4 size)
251-400	Tyrant King	C	60 ft.	54d10+378 (675)	20 (+18 natural, -8 size)
401+	Tyrant Master	C	60 ft.	54d10+378 (675)	19 (+18 natural, -1 Dex, -8 size)

Table 1-2: Tyrannosaurus Abilities & Saves by Age

Age	Str	Dex	Con	Int	Wis	Cha	Fort Save	Ref Save	Will Save
0-5	16	15	13	5	10	8	+4	+5	+1
6-15	20	14	15	6	11	9	+7	+7	+2
16-25	24	13	17	7	13	10	+11	+8	+5
26-75	28	12	19	8	15	10	+15	+12	+8
76-125	32	12	21	10	16	12	+25	+15	+15
126-250	36	12	23	12	17	14	+30	+18	+18
251-400	39	10	25	14	18	16	+36	+20	+22
401+	37	8	24	16	19	18	+36	+19	+22

Table 1-3: Tyrannosaurus Attacks by Age

Age	Grab	Swallow Whole	Face/Reach	Additional Attacks	Special
0-5	Normal	Tiny	5 ft. by 5 ft./5 ft.	-	-
6-15	Normal	Small	5 ft. by 5 ft./10 ft.	-	-
16-25	Normal	Medium	10 ft. by 10 ft./15 ft.	-	-
26-75	Improved	Medium	10 ft. by 10 ft./15 ft.	-	-
76-125	Improved	Large	20 ft. by 30 ft./15 ft.	Head butt, tail slap	Feat
126-250	Improved	Large	25 ft. by 40 ft./20 ft.	Ferocious kick	Feat
251-400	Improved	Huge	30 ft. by 50 ft./20 ft.	Frightful presence	Feat
400+	Improved	Huge	30 ft. by 50 ft./20 ft.	Psionics	Feat

Table 1-4: Tyrannosaurus Damage by Age

Age	Bite			Secondary Attacks			
	Attack Bonus	Bite Dam.*	Crit	Attack Bonus	Head Butt Dam.*	Tail Dam.*	Kick Dam.*
0-5	+5	2d4+4	20	+0	1d3+3	1d3+3	1d6+3
6-15	+8	3d6+7	20	+3	1d4+5	1d4+5	1d8+5
16-25	+14	4d8+10	20	+9	1d6+7	1d6+7	2d6+7
26-75	+20	5d8+13	20	+15	1d8+9	1d8+9	2d8+9
76-125	+36	6d10+16	19-20	+31	2d6+11	2d6+11	3d6+11
126-250	+47	16d6+19	19-20	+42	2d8+13	2d8+13	5d6+13
251-400	+53	20d8+21	18-20	+48	4d6+14	4d6+14	6d8+14
400+	+52	20d8+19	18-20	+47	4d6+13	4d6+13	6d8+13

* Damage includes bonus for normal T-rex Strength at that age. Note that a T-rex's bite still uses 1 1/2 times its Str modifier for damage even after the T-rex acquires other attacks. This reflects the incredible power and inherently psionic nature of the T-rex's jaws.

