

Dinosaurs and Prehistoric Mammals for *Villains and Vigilantes*

A popular mainstay in comic books, movies, and popular fiction is dinosaurs. These "terrible lizards" capture peoples fear and fascination in large part because we know they were real. Dragons and faeries are fine to spice up a role playing game, but occasionally it's good to get down to earth!

Most of these stats were made up over a year ago - and some almost 12 years ago, when *Villains and Vigilantes* first came out. With renewed interest in *Villains and Vigilantes* , I thought it was time to dig them up again. Dinosaur movies abound on TV and the big screen, dinosaur fiction is available in any new or used book store. There are plenty of materials available with ideas for using dinosaurs and other prehistoric animals in your campaign. Now, here are the stats. These stats will work equally well in both *Villains and Vigilantes* and the Rules Upgrade, requiring no modifications. If a Rules Upgrade character wants to have one of these animals as a pet, build it from scratch using the weight and Agility listed as guidelines. Your pet will most likely end up with higher stats than those listed here, but super-pets should be above average.

Dinosaurs	Prehistoric Mammals	Time Periods	Adventure Ideas	Mini Adventure	Recommended Media
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Dinosaurs

Animal:	Wgt:	Agly:	Fer:	Hits:	Acc:	Dmg:	Pwr:	Move:
Allosaurus	7000	1	20	95	-6	2d10	37	150
Ankylosaurus	5500	1	15	62	-6	2d8	35	60
Apatosaurus	60,000	1	9	240	-8	4d10	30	60
Beast from 20K	100,000	1	20	448	-4	6d10	32	107/200 swim
Brachiosaurus	200,000	1	5	640	-6	6d10	26	100
Carnotaurus	12,000	2	19	54	-4	3d10	32	195
Compsognathus	6	21	16	2	+2	1 pt.	48	85
Deinonychus	150	18	20	7	+3	1d12	52	120
Gallimimus	300	8	5	5	-2	d8	37	150
Iguanodon	10,000	1	7	54	-6	2d10	29	120
Maiasaura	9000	1	10	41	-6	2d10	27	105
Pachycephalosaurus	1000	4	13	11	-1	2d8	34	154
Parasaurolophus	5000	1	12	56	-6	2d8	33	83
Phobosuchus	3500	4	20	55	-4	2d10	41	31/61 swimming
Pteronodon	28	21	17	3	+6	1d6+1	58	17/179 flying
Quetzalcoatlus	150	18	13	7	+3	1d8	52	42/200 flying

Stegosaurus	5500	1	12	80	-6	2d8	36	66
Triceratops	12000	1	15	48	-6	2d10	36	100
Tyrannosaurus Rex	16000	1	20	64	-5	3d10	41	195
Velociraptor	150	15	20	6	+4	d10	47	160

- **Allosaurus:** Carnivore. It lived in the Rocky Mountain region of the US during the Late Jurassic/Early Cretaceous period. It most likely hunted in packs taking down a sick or young Apatosaurus, which lived in the same area. It was 35' long with powerful hind legs, and small 3 fingered fore limbs. It had a thick flexible neck, and had a long bony ridge that ran from the snout to between the eyes. A triangular horn grew from just above and in front of each eye.
- **Ankylosaurus:** Herbivore. 15 ft long armored body with club like tail, and spiky horns decorating its entire body. It has been found in Canada and Mongolia, and lived during the Upper Cretaceous.
- **Apatosaurus:** Herbivore. Formerly known as Brontosaurus, it was originally believed to be sluggish, slow, and not very bright. Now it is believed they travelled long distances in packs like elephants, keeping the younger ones in the center of the herd for protection. When attacked they may have raised up on hind legs, slashing with their tail and using their massive forelimbs as weapons. They grew 70' long or longer, 15' high at the shoulder. Long necked, long tailed body with a long low skull. Their hind limbs were longer and more powerful than their fore limbs. It lived in the Rocky Mountain region of the US during the Late Jurassic.
- **Beast from 20K:** Carnivore. The fictional(?) dinosaur used in the Beast from 20,000 Fathoms. It lived in the Cretaceous period, 100 million years ago. It was preserved in ice what is now the Arctic to be awaked in recent times by an Atomic bomb test detonation. It then made its way down the North American coastline to the Hudson River area where it originally ranged. It was over a hundred feet long, and a quadruped, with fore limbs visibly longer than its hind limbs. It also had a long tail, well adapted to swimming.
- **Brachiosaurus:** Herbivore. One of the largest dinosaurs. It had longer fore limbs than hind limbs, much like a modern giraffe. It used its incredibly long neck to feed on the tops of trees. They reached lengths of up to 90 feet. Its nostrils were located on a high bump on its head above the eyes. It lived during the late Jurassic, and has been found in Colorado, Tanzania, and Algeria. This dinosaur is featured in the movie Jurassic Park.
- **Carnotaurus:** Carnivore. Bipedal predator which grew up to 40 feet long. It had two moderately large horns located just above the eyes. It had a short, deep skull with a weak lower jaw lined with sharp, thin teeth. It has been found in Argentina, and lived during the Early Cretaceous. A version of the Carnotaurus with chameleon-like abilities is featured in the Lost World: Jurassic Park novel by Michael Crichton.
- **Compsognathus:** Carnivore. These tiny, 2 foot long, hunters were referred to in the 1997 movie Lost World as "compys." They were bipedal, with a very long tail, and a long, flexible neck. It has been found in Germany and France, and lived during the Late Jurassic.
- **Deinonychus:** Carnivore. Large brained, light weight hunter designed for speed and agility. It ran upright like a Allosaurus. It probably hunted both alone and in packs. It was 13' long, with strong forelimbs ending with grasping hands tipped with curved claws. Its muscular hind limbs ended with a nasty 5" long scythe like claw on each foot. Its tail was stiffened with bony rods to use as a counterweight for balance. It lived in Montana and Wyoming during the Early Cretaceous.

- **Gallimimus:** Carnivore? A fast Ostrich-like runner, featured in the Jurassic Park film. Exactly what they ate remains unknown, but most likely consisted of small lizards and insects. It grew up to 13 feet in length. Remains have been found at sites in Mongolia. It lived during the Late Cretaceous.
- **Iguanodon:** Herbivore. One of the earliest dinosaurs discovered. It was poorly interpreted at first, and thereby misnamed. It doesn't actually resemble the Iguana it was named at all. It was 30 feet long, with large hind limbs, and shorter fore limbs that would allow it to move on either 2 or 4 legs. It had large thumb spikes as well, which may have been used for defense. It has been found in Utah, England, Belgium, Germany, Mongolia, and Tunisia, and lived during the Early Cretaceous. It's found in the original Lost World novel by Arthur Conan Doyle.
- **Maiasaura:** Herbivore. An important recent discovery in paleontology, Maiasaura nests have been recovered with juveniles still inside. This indicates that parent Maiasaurs cared for their young, even bringing food to them for months or years after hatching. It had been previously assumed that dinosaurs laid their eggs and abandoned them as most modern reptiles. Maiasaura are duckbilled, with slender hind limbs, smaller fore limbs, and a long flattened tail. They grew up to 30 feet long. They lived during the Late Cretaceous, and have been discovered so far in Montana. Maiasaura are found in the Lost World: Jurassic Park novel by Michael Crichton.
- **Pachycephalosaurus:** Herbivore. This thick-skulled dinosaur was referred to in the 1997 Lost World: Jurassic Park movie as "Friar Tuck." Its skull was topped with up to a 10 inch thick dome that served a purpose similar to the horns found on bighorn sheep today. In a ritual head-butting to determine dominance in the herd. It's also possible that it was used the same way Rhinoceroses use their horn to protect themselves against predators. It was a bipedal forager of plants, with strong hind limbs, and smaller fore limbs. It grew up to 15 feet long and lived in the Late Cretaceous. Specimens have been found in Alberta, Canada.
- **Parasaurolophus:** Herbivore. A duckbilled dinosaur with a magnificent crest jutting backward from the skull. The crest contained paired nasal passages that ran from the nostrils to the top of the crest and back down again to the head. This probably allowed it produce loud deep bellows for communication. It was 33' long, with a 6' crest, heavy bodied, and could run on all fours or on two limbs. It lived from New Mexico to Canada during the Late Cretaceous. More information on the sound this creature made, including sound files generating using a 3-D model of the skull can be found at scandia.org.
- **Phobosuchus:** Carnivore. A prehistoric version of the crocodile. Up to 40' in length. Fossils indicate it lived around Texas during the Upper Cretaceous.
- **Pteronodon:** Carnivore. This flying predator fed mainly on fish and had a 15'-27' wingspan. Fossils have been found in Kansas, and it lived during the Upper Cretaceous.
- **Quetzalcoatlus:** Carnivore. This flying scavenger had up to a 40' wingspan. Fossils indicate it lived in Texas during the Upper Cretaceous.
- **Stegosaurus:** Herbivore. A 30' long quadruped with a huge body and tiny sloping head. It is known mainly for its row of plates that grew along its spine from head to tail. Its only defense was the row of sharp spikes on its tail. It lived in in the Northwest US during the Late Jurassic period. It appears in the 1997 Lost World: Jurassic Park movie.
- **Triceratops:** Herbivore. The largest and heaviest horned dinosaur. It grew to 30' long, with horns reaching 4' or more in length. Two horns grew from above the eyes, with a third shorter horn on the nose. It also had a large, solid bone frill on its head. It lived in the Northwestern US and southern Canada during the Late Cretaceous. It appears in the movie Jurassic Park.
- **Tyrannosaurus Rex:** Carnivore. The most famous of all carnivorous dinosaurs. It grew 40' or more long, with a 4' skull with massively powerful jaws. It may have hunted in packs, though some

scientists speculate it may have moved too slowly to be an effective hunter, eating carrion instead. It was found in Canada, the Northwest US, and possibly as far south as New Mexico during the Late Cretaceous. It has a major role in the film Jurassic Park.

- **Velociraptor:** Carnivore. A small, but powerful, bipedal hunter like its larger cousin Deinonychus. It was made famous as the "raptor" of both the Jurassic Park and Lost World: Jurassic Park movies. It had a large brain, and its muscular hind limbs were each tipped with a large sickle-like claw, making it an extremely dangerous predator. It was only 7 feet long, and lived in Mongolia during the Late Cretaceous.

Prehistoric Mammals

Animal:	Wgt:	Agilty:	Fer:	Hits:	Acc:	Dmg:	Pwr:	Move:
Dire Wolf	150	11	15	5	+2	1d10	52	55
Mastodon	10000	1	11	40	-4	2d12	33	150
Tiger, Saber-Tooth	400	10	18	8	-	1d12	50	92
Woolly Mammoth	12000	1	10	48	-4	2d12	33	170

- **Dire Wolf:** Carnivore. An offshoot of the wolf line that ranged through North America during the Pleistocene Epoch. It was slightly smaller than a modern day Timber Wolf, but was stockier and more massive.
- **Mastodon:** Herbivore. A large prehensile-nosed mammal different from modern day elephants mainly in their teeth. It lived during the Oligocene Epoch. This particular species was roughly elephant sized with two tusks, earlier forms were smaller with four tusks and longer jaws. It ranged throughout North America.
- **Tiger, Saber-Tooth:** Carnivore. The famous large cat characterized by long upper canine teeth. It lived from the Oligocene to the Pleistocene Epoch. It was roughly the same size as a modern tiger, ranging up to 4 feet in height.
- **Woolly Mammoth:** Herbivore. A shaggy haired prehistoric elephant that lived throughout Eurasia and North America during the Pleistocene Epoch. It ranged up to 13 1/2 feet high.

Time Periods

- **Mesozoic Era:** The Age of Reptiles, comprising the Triassic, Jurassic, and Cretaceous periods.
- **Triassic period:** First of the three periods known as the Age of Reptiles, 225 to 190 million years ago. The supercontinent, Pangea, begins to break up. The first dinosaurs, and possibly mammals, evolve.
- **Jurassic period:** Second of the three periods, 190 to 135 million years ago. North America and Africa are distinct continents. The climate is warmer, reptiles and dinosaurs dominate. The first mammal fossils are from this period.
- **Cretaceous period:** Last of the three periods, 135 to 63 million years ago. South America and Africa separate to form two continents. Dinosaurs reach their climax before disappearing. Snakes and lizards

appear.

- **Cenozoic Era:** The Age of Mammals, comprising the Tertiary and Quaternary periods.
- **Tertiary period:** Comprising the Eocene, Oligocene, Miocene, and Pliocene epochs.
- **Oligocene epoch:** 37-23 million years ago. North America is largely dry. Archaic mammals begin to disappear, modern animals (horses, pigs, rhinoceroses, elephants, etc.) begin to appear.
- **Quaternary period:** Comprising the Pleistocene and Holocene epochs.
- **Pleistocene epoch:** 1.8 million-10,000 years ago. Great masses of glaciers drift and recede causing massive alteration of the topography, many lakes formed. Extinction of many early mammals such as mastodons, mammoths, and saber-tooth tigers. Man evolves. Homo sapiens rise about 100,000 years ago - Cro-Magnon about 35,000 years ago.

Adventure Ideas

To bring dinosaurs and other prehistoric animals into your campaign there's a few basic categories of excuses to use. Whatever you use should be appropriate to the campaign, and ideally something that your characters are smart enough or strong enough to handle. In these types of adventures though, they are often concerned with stopping the source of the problem and the dinosaurs are just obstacles, albeit big ones, in their path.

- **Isolated:** The dinosaurs are on some sort of natural, or unnatural, preserve. A small island in the ocean, an enclosed area in the arctic, or a complex of caves deep under the surface of the Earth. the characters could come across it by accident, be taken there, or asked to investigate.
- **Re-Creations:** Whether conjured up by magic, or cloned from ancient dinosaur DNA, dinosaurs are easier to copy than to create from scratch. It may be simple curiosity that spawns them, or a more malign intent.
- **Sleeping:** Creatures frozen in ice millions of years ago could thaw out from the heat of a nuclear blast, or just Global Warming. They could be discovered by scientists, or supervillains.
- **Time Travel:** This one works both ways, the characters may find themselves sent to the distant past, or the dinosaurs may have been brought to the present. The characters could be traveling after an escaping villain, or transported out of the way by one and forced to find a way back.

Mini Adventure

The players are contacted in the late afternoon by local police and geologist Carl Spielman, to help with an urgent matter. Mr. Spielman recently took a half dozen geology students with him to investigate a nearby cave. There had been a recent cave-in but Spielman had checked the cave, and determined it was safe. Upon investigating they found that the cave-in had opened up a passage to another small system of caves that seemed to have been blocked off millions of years prior. Upon moving some loose rocks the students found a large chamber filled with a queer odor, and milky white vapor.

Spielman evacuated all of his students and returned shortly with breathing gear to investigate. He took one student with him. By the time they made it back to the chamber most of the vapor had cleared and their lights revealed several moving shapes. Before they could determine what was there, a large predator leaped out and gutted the student with Spielman. It then looked to him. Spielman ran immediatly for the entrance, pursued

by two of the creatures. Once they were out in the light Spielman got a better look at the creatures - and was later able to identify them with the help of one of his students who is an archeology major. They are Deinonychus. The students and Mr. Spielman escaped further injury, but counted 12 of the dinosaurs leaving the cave.

The players are asked to help capture or kill the creatures. Local police and animal control officials are not well equipped to deal with this threat to the local populace. The players can be given access to Animal Control trucks and cages if they need them. The Deinonychus have spread out into three hunting parties over a small area - preferring to hunt in groups of 3-4. The players should be able to track two of the small hunting parties to the incidents below, but will have difficulty with the third until the end. Use as many dinosaurs as you like in the first two encounters, but leave enough to make the third encounter challenging. Since it was late afternoon when the characters were contacted, any delays should cost them daylight - most likely making it harder to track to track the packs. The players should not delay though, the longer the dinosaurs have the greater the chance that they will elude capture completely. They players may want to split up to try to capture the dinosaurs quickly.

1. The first group of Deinonychus can be tracked almost straight line to a nearby farm. They are running around scratching at the doors and windows of the barn and farm house trying to get at the larger farm animals and the farmer's family. So far they have managed to break into the chicken coop and kill a few chickens, and the farmer's hound dog that had been tied up on the step outside his house. The farmer is holed up in his house, and has a shotgun ready - but is reluctant to use it.
2. The second group will be harder to track, they made for the cover of nearby trees and are now running through dense forest, leaving few tracks. The characters will catch up with a single Deinonychus harassing a woman and child in a stalled car. The others are nearby having treed two hunters, they are circling the tree, clawing at the trunk in hopes the hunters will fall.
3. A supervillain known as the Lizard King had recently been frustrated by Customs agents in his attempt to smuggle Komodo dragons into the area, when he hears of the escaped dinosaurs over his police band radio he immediatly sets out. He manages to track the third group himself and discovers that his control over reptiles extends to dinosaurs as well. He takes them by unmarked van into the city and attempts to use them to rob the First National Bank. He stops on the way only to buy a dozen uncooked whole chickens to feed them. When the characters arrive, the Security Guard is unconcious on the floor, the customers are hiding behind desks in the Loan Officer's areas, and the Bank Manager is staring in disbelief at the closed circuit TV in his office. The tellers are attempting to fill bags with money from the safe, but the proximity of the dinos are making them nervous and clumsy.

Materials:

1. [Map of the general area](#)
2. [Map of the farm yard from the first encounter](#)
 1. Chicken Coop
 2. Barn: Contains 8 Cows and 2 Horses
 3. House: Farmer, wife, and 2 small kids
3. [Map of the First National Bank from the third encounter](#)
 1. Safe
 2. Bank Manager's Office

3. Store Room
 4. Teller's Windows
 5. Loan Officers
 6. Waiting Area, and Security Guard Station
4. Stats for the Lizard King in Villains and Vigilantes format and Rules Upgrade format

Recommended Media

For further ideas on how to involve dinosaurs and prehistoric mammals in your campaign, please check out these excellent resources:

Books

- Jurassic Park by Michael Crichton
- Lost World: Jurassic Park by Michael Crichton
- Lost World by Arthur Conan Doyle
- Journey to the Center of the Earth by Jules Verne
- Mysterious Island by Jules Verne

Comic Books

- Kazar from Marvel Comics
- Devil Dinosaur from Marvel Comics
- Savage Land trade paperback from Marvel Comics

Movies

- Jurassic Park
- Lost World: Jurassic Park (1997 sequel to Jurassic Park)
- Lost World (Any of several adaptations of A. C. Doyle's book)
- Carnosaur
- Prehysteria (and sequels)
- Valley of Gwangi
- Beast from 20,000 Fathoms

Villains and Vigilantes Rules Upgrade

Name:	Lizard King	Age:	30	Sex:	Male	Race:	Human(mutated)
Cost:		Powers, Skills, & Weaknesses:		Identity:	Martin Vilardi		
12	Experience Level:	4		Affiliation:	Codename: Strykeforce		
15	<u>Animal / Plant Control:</u>	Control up to (Max HP x 2) HP worth of reptiles					
10	<u>Heightened Senses:</u>	Smell is acute enough to give effective night vision					
16	<u>Armor:</u>	4 points of Biological armor					
3	<u>Natural Weaponry:</u>	(claws&jaws) +1 to hit / +2 damage					
10	<u>Heightened Senses:</u>	Tracking by smell					
1	<u>Biology/10</u>						

-10 Ugly: Half reptile, tough green scaly skin, square-jawed flat face, long fingers with nasty claws.

25 **LBS**: 432

12 **STR**: 12

12 **END**: 12

15 **AGL**: 15

10 **INT**: 10

15 **CHR**: 15

= 146 **Total CP Cost**

Unspent Points: 0

Hits(23):

Basic Hits: 9

Carry Cap.: 633

Basic HTH Damage: 1d8

Save: 11

Healing Rate: 2.7

Save: 12

Save: 10

Save: 12

Hit Mod:(1.3)(1.4)(1)(1.4)= 2.548

Development: Endurance

Power(49):

Total Protection Values					
Kinetic	Energy	Biochem	Entropy	Psychic	Other
4	4	4	4	0	0

Movement Rates: 39"

Wealth Roll: d4

Legal Status: Wanted Criminal

(Security Clearance=)

Other Information:

Martin Vilardi was a mediocre biologist just out of school, picked up to work on a research project for Genesis Biogenetics. He worked hard in his spare time on a personal project - seeking to isolate the DNA code in reptiles that allows them to regenerate even lost limbs. When he reached the testing phase of his project, Martin was so sure of his results that he tested the results on himself.

The combination of reptile DNA and a selective mutagenic compound changed Martin's body in ways he had not anticipated. He lost alot of his cognitive faculties. His skin toughened and formed green scales. He grew in mass. His fingernails thickened into claws. And he found he could control the reptiles he kept in cages about the lab. In the end the experiment had been a complete failure though, he never gained the regenerative abilities he sought.

Martin's outlook changed dramatically. As the Lizard King he determined to take what he wanted, the lowly humans about him would grovel at his feet. He set out on a quest to control the entire city. He failed miserably.

The Lizard King took his failures well, and lowered his standards appropriatly. He became a successful small time crook, taking money and valuables, hoarding them to finance his future goals.

Lizard King prefers to have his controlled reptiles do most of the work, but he is quick to press the advantage against a desperate foe. He is not the least bit overconfident, and if the tide has turned against him he will not hesitate to have his controlled subjects create a diversion while he makes a break.

Identity: Martin Vilardi

Side: Evil

Experience:

Age: 30

Powers:

Sex: Male

Level: 4

Training: +3 Agility

- Animal / Plant Control: Control up to (Max HP x 2) HP worth of reptiles
- Animal / Plant Powers: Reptile
 1. Heightened Senses: Enhanced Smell
 2. Heightened Senses: Tracking Scent
 3. Reduced Charisma: -5
 4. Armor: Biological 80 ADR
 5. Natural Weaponry: +1 / +2

Weight: 432

Strength: 12

Agility: 15

Charisma: 5

Reactions from Good: +4

Damage Mod.: +2

Accuracy: +1

Carrying Capacity: 633

Movement Rates: 39"

Det. Hidden: 8%

Inventing Points: 4

Inventing 30%:

Origin and Background: (American)Scientist

Legal Status: Wanted Criminal

Security Clearance:

Basic Hits: 9

Endurance: 12

Intelligence: 10

Hit Points (25):

Evil: -4

Healing Rate: 2.7

Power (49):

Basic HTH Damage: 1d8

Det. Danger: 12%

Cash: \$2,000

Other Information:

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Villains and Vigilantes Campaign Headquarters

by **Pandemonium**

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