



“Study of JP Dilophosaurus Head” © Cheung Cheung Tat, accessed at his deviantArt [here](#)

[Commissioned by @martyslitleusedblog. How the dilophosaurus came to be a venomous frilled lizard in the Jurassic Park movie happened in stages. In the book *Predatory Dinosaurs of the World*, Gregory Paul suggested that the dilophosaurus had some other method of killing prey besides its jaws, as he interpreted the jaws as being comparatively weak. Michael Crichton took that to mean “venom”, and the dilophosaurus was one of two venomous dinosaurs in the Jurassic Park novel (the other being procompsognathus, aka “compies”). The frill was added in the film to help distinguish it visually from the other dinosaurs (especially since the sculpts for its head and the velociraptor head are very similar).]

Cobrasaur

CR 4 N Magical Beast

This saurian biped is graceful and lean, with a whip like tail and hopping locomotion. It has two bony crests along the top of its skull, and a brightly colored, fleshy frill growing like a cape around its neck.

A cobrasaur is a dinosaurian chimera. It combines elements of a [dilophosaurus](#) with a cobra, as the name suggests, creating a stealthy, venomous predator. They usually travel with their frills retracted. The frill can be expanded in an instant, accompanied by hisses and rattling sounds, making the cobrasaur look much larger and more fearsome. They usually do this to drive other predators away from their kills, but will also use this ability to unsettle a prey item, right before firing toxic saliva into its face. Their venom is a neurotoxin, causing intense pain and creeping paralysis from the site of contact.

Cobrasaurs are agile and inquisitive, and they are not afraid of humanoids. They are comfortable climbing into buildings or vehicles, especially in pursuit of wounded and envenomed prey. They are usually solitary in nature, coming together only to breed. Eggs are laid in secure locations and piled

with rotting vegetation to keep warm, but parental care ends immediately following birth. Juveniles are venomous from birth, and are even faster to spit venom than adults. Cobrasaurs are smaller than their dilophosaur relatives, reaching a maximum of 15 feet in length, with about half of that length in the tail.

Cobrasaur CR 4

XP 1,200

N Medium magical beast

Init +9; **Senses** darkvision 60 ft., low-light vision, Perception +9, scent

Defense

AC 17, touch 15, flat-footed 12 (+5 Dex, +2 natural)

hp 37 (5d10+10)

Fort +7, **Ref** +9, **Will** +4

Offense

Speed 30 ft.

Melee bite +7 (1d6+2 plus poison), 2 claws +7 (1d4+2)

Ranged spit +10 touch (blindness plus poison)

Special Attacks fearsome display

Statistics

Str 14, **Dex** 21, **Con** 16, **Int** 2, **Wis** 13, **Cha** 13

Base Atk +5; **CMB** +7; **CMD** 21

Feats Dazzling Display (B), Improved Initiative, Iron Will, Stealthy

Skills Acrobatics +9, Escape Artist +8, Intimidate +9, Perception +9, Stealth +11; **Racial Modifiers** +4 Intimidate, +4 Perception

Ecology

Environment warm forests

Organization solitary or pair

Treasure none

Special Abilities

Fearsome Display (Ex) A cobrasaur gains Intimidate as a class skill and Dazzling Display as a bonus feat. It may use its Dazzling Display feat as a standard action.

Poison (Ex) bite or spit—*contact*; *save* Fort DC 15; *duration* 1/round for 4 rounds; *effect* 1d3 Dex damage; *cure* 1 save. The save DC is Constitution based.

Spit (Ex) As a standard action, a cobrasaur can spit its venom. Treat this as a thrown weapon touch attack with a range increment of 20 feet. A creature struck is exposed to the cobrasaur's poison, and must succeed a DC 17 Reflex save or be hit in the eyes and blinded for 1 minute. A cobrasaur can spit venom a number of times per day equal to its Hit Dice (5/day for the average specimen). The save DC is Dexterity based.