



“Hell Creek Ornithomimid” © Chris Mansa, accessed at ArtStation [here](#)

[Another dinosaur that got a notoriety boost from *Jurassic Park*, but rather more accurate in that movie than *Dilophosaurus* was. It just should have been fluffy. The mechanics are based around a simple fact. In D&D/Pathfinder, knighly characters ought to be able to ride a dinosaur from level 1. Because it’s badass.]

Dinosaur, Gallimimus

CR 1 N Animal

This graceful creature has long thin legs and arms, and stares forward with wide eyes. Its body is coated in a layer of long, hair-like feathers that puff up along its tail and arms.

The dinosaurs known as gallimimus are prized among civilized folk for their incredible speed. Gallimimuses are omnivorous, feeding mainly on plants but supplementing their diet with small animals, large insects and eggs. They often travel in the wake of herds of larger dinosaurs, digging in the disturbed soil for buried tubers or insect larvae. Juvenile gallimimuses are precocious—they can run within hours of hatching. Juveniles spend most of their development in large flocks of other juveniles. Although they can fight with their toothless beaks and claws, gallimimuses are not adept at combat. The large feathers that grow on the arms of a gallimimus resemble flight feathers, but the creature is much too heavy to fly—these are used instead to display for mates and to make themselves look larger and intimidate would-be predators.

In lands where dinosaurs and humanoids co-occur, gallimimuses are often considered valuable mounts. If captured as young, they are trained easily enough to bear a rider and saddle, and their fleet feet and keen eyes make them excellent companions. The mounted charges of a cavalry of lizardfolk riding gallimimuses are not easily forgotten. Long but lean, a gallimimus grows to about 18 feet long (half of which is tail) and stands 6 feet tall at the hip.

Gallimimus as Animal Companions

Starting Statistics: Size Large; Speed 60 ft.; AC +1 natural armor; Attack bite (1d3), 2 claws (1d4); Ability Scores Str 14, Dex 15, Con 13, Int 2, Wis 13, Cha 11; Special Qualities docile, low-light vision.

4th-Level Advancement: Ability Scores Str +2, Con +2; Special Qualities fearsome display, war-

trained

A gallimimus is suitable as a mount for a cavalier and can be summoned using a paladin's divine bond class feature.

Gallimimus CR 1

XP 400

N Large animal

Init +2; **Senses** low-light vision, Perception +10

Defense

AC 12, touch 11, flat-footed 10 (-1 size, +2 Dex, +1 natural)

hp 16 (3d8+3)

Fort +4, **Ref** +5, **Will** +2

Offense

Speed 60 ft.

Melee bite -2 (1d3+1), 2 claws -2 (1d4+1)

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

Special Attacks fearsome display

Statistics

Str 14, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 11

Base Attack +2; **CMB** +5; **CMD** 17

Feats Dazzling Display (B), Endurance, Run

Skills Intimidate +4, Perception +10; **Racial Modifiers** +4 Perception

SQ docile

Ecology

Environment warm forests and plains

Organization solitary, pair, flock (3-12) or natal flock (4-20 young)

Treasure none

Special Abilities

Docile (Ex) Unless specifically trained for war using the Handle Animal skill, an gallimimus treats all of its natural weapons as secondary attacks.

Fearsome Display (Ex) An gallimimus treats Intimidate as a class skill and gets Dazzling Display as a bonus feat. It may use its Dazzling Display feat as a standard action, rather than as a full-round action.