



“Utahraptor ostrommaysorum for Wikipedia” © Fred Wierum, accessed at his deviantArt page [here](#)

[The name that *The World of Kong* gave to the 2005 King Kong’s “raptors”, which is as good as any. After all, there’s no Utah or Dakota in most folks’ Pathfinder games, so *Utahraptor* or *Dakotaraptor* would seem weird. Despite the decidedly retro look of the Skull Island raptors, I’ve given my version feathers, because we know dromeosaurs had them. The CR was selected to be equivalent to the Bestiary’s suggestion to make “megaraptors” by giving a deinonychus the giant and advanced templates (and we know that real [megaraptors](#) weren’t dromeosaurs). The flavor text is inspired by *World of Kong*’s take on them as having a wolf-like social heirarchy.]

## **Dinosaur, Venatosaurus**

### **CR 5 N Animal**

*This feathery biped has a long tail and each limb ends in an array of deadly looking claws.*

Venatosauruses are sometimes called giant raptors, as they are the largest of the naturally occurring sickle-clawed dinosaurs. A single venatosaurus weighs as much as a grizzly bear and stretches to twenty feet long, and like their smaller kin are sometimes found in packs. Group hunting venatosauruses are often in pursuit of game the size of sauropods, and a venatosaurus pack will use ambushes and terrain to force such massive prey over cliffs and into ravines. When hunting smaller game, a venatosaurus will attempt to pull the prey to ground and then stand over it, buffeting it with its massive wings in order to keep it down until it stops struggling.

Venatosaurus social structure is similar to that of wolves—a single breeding pair directs the movement of the pack, and many of the pack’s members are siblings of multiple generations. Fights for dominance are rare, and when they do occur are more likely to involve posturing and threat displays than direct violence. The young are cared for extensively, with multiple pack members feeding and grooming young chicks. A venatosaurus pack has extensive dietary requirements, so is frequently on the move, ranging over a wide territory.

A venatosaurus animal companion is treated as a typical dinosaur (deinonychus, velociraptor) animal companion.

## **Venatosaurus CR 5**

### **XP 1,600**

N Large animal

**Init** +7; **Senses** low-light vision, Perception +14, scent

**Defense**

**AC** 18, touch 13, flat-footed 14 (-1 size, +3 Dex, +5 natural, +1 dodge)

**hp** 59 (7d8+28)

**Fort +9, Ref +8, Will +5**

Offense

**Speed** 60 ft.

**Melee** 2 talons +8 (2d6+4), 2 claws +8 (1d6+4), bite +8 (1d8+4)

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

**Special Attacks** mantle, pounce, tripping rend

Statistics

**Str** 19, **Dex** 17, **Con** 19, **Int** 2, **Wis** 12, **Cha** 14

**Base Atk** +5; **CMB** +10; **CMD** 23

**Feats** Combat Reflexes, Dodge, Improved Initiative, Iron Will

**Skills** Acrobatics +16 (+28 jumping), Perception +14, Stealth +13; **Racial Modifiers** +8 Acrobatics, +8 Perception, +8 Stealth

Ecology

**Environment** warm forests and plains

**Organization** solitary, pair or pack (3-12)

**Treasure** none

Special Abilities

**Mantle (Ex)** A creature that attempts to stand from prone in a venatosaurus' reach must succeed a combat maneuver check against the ventatosaurus' CMD. If it fails, it cannot stand up that round.

**Tripping Rend (Ex)** If a venatosaurus hits the same opponent with three or more natural attacks in the same round, it can make a trip attempt against that opponent as a free action without provoking an attack of opportunity.