



“Dinosaur Monk” © Thiago Lehmann. Accessed at his ArtStation page [here](#)

[This appears as the “brainosaurian” in *Monstrosities*, but I wanted to finish the faux-scientific name. The original is supposedly descended from an allosaurus, but I went with a pachycephalosaurus for a few reasons. One, hyperintelligent dinosaurs are usually depicted as theropod derived, and I wanted to be different. Two, it’s a reference to an old Foxtrot comic. Three, pachycephalosaurus in general are under-represented in dinosaur media, maybe because they’re fairly poorly known compared to other species.]

Cerebrosaurian

CR 11 N Monstrous Humanoid

This reptilian humanoid has the head and tail of a dinosaur, although its skull is swollen and protected with a thick dome of bone. A crown of low horns grows from the base of its skull. It clutches a staff in its hands.

A cerebrosaurian is a super-intelligent dinosaur with phenomenal mental powers. They have their origins among the pachycephalosaurus, dinosaurs known for their enlarged skulls and domed heads. The cerebrosaurians were uplifted with intelligence and the ability to control other dinosaurs, their brains swelling to fill their expanded skulls. Perhaps this was by the grant of a powerful ritual designed to protect vulnerable herbivores. Perhaps they were uplifted by fey powers, or by a nature god. Perhaps their existence is a cosmic joke.

Few cerebrosaurians fight alone, as they are typically guarded by dinosaurs brought to heel by their

psychic powers. This is their strongest occult gift, but not their only one—no two cerebrosaurians have the same spells, so fights can be unpredictable. Most of them use their magic to augment their physical prowess, and then suppress opponents with powerful blows from their bony heads, clawed hands, and carried weapons.

Cerebrosaurians vary in alignment as humans do, but usually have some component of neutrality in their alignments. Good cerebrosaurians use their powers to keep carnivores away from civilization, and fight back against evil cults in their jungles or savannahs. Evil cerebrosaurians are likely to be organizing those cults and enforcing their edicts with saurian muscle. Neutral ones typically use their powers for protection and self-enrichment, directing their saurian servants to wait on them hand and foot while they pursue intellectual goals or simple hedonism. Occasionally like-minded cerebrosaurians will gather into small schools.

A cerebrosaurian stands about ten feet high and is nearly 20 feet long from nose to tail.

Cerebrosaurian CR 11

XP 12,800

NE Large monstrous humanoid

Init +3; **Senses** darkvision 60 ft., low-light vision, Perception +21

Defense

AC 24, touch 12, flat-footed 21 (-1 size, +3 Dex, +12 natural)

hp 142 (15d10+60)

Fort +9, **Ref** +12, **Will** +12

Offense

Speed 40 ft.

Melee masterwork quarterstaff +19/+19/+14/+14/+9 (1d8+6), slam +16 (3d6+9) or slam +18 (3d6+9), 2 claws +18 (1d6+6)

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

Special Attacks dominate dinosaur, powerful blows (slam)

Spells CL 8th, concentration +13 (+17 casting defensively)

4th (4/day)—*telekinesis* (DC 19)

3rd (6/day)—*haste*, *mind thrust III* (DC 18)

2nd (7/day)—*bull's strength*, *invisibility*, *mental barrier I*

1st (8/day)—*charm person* (DC 16), *long arm*, *mage armor*, *magic missile*, *unseen servant*

0th—*detect magic*, *light*, *mage hand*, *mending*, *prestidigitation*, *read magic*, *stabilize*, *telekinetic projectile*

Statistics

Str 22, **Dex** 17, **Con** 19, **Int** 20, **Wis** 16, **Cha** 17

Base Atk +15; **CMB** +22; **CMD** 35

Feats Combat Casting, Combat Expertise, Combat Reflexes, Double Slice, Improved Two-Weapon Fighting, Multiattack, Two-Weapon Fighting

Skills Acrobatics +18 (+22 jumping), Bluff +18, Intimidate +21, Knowledge (arcana, nature) +20, Perception +21, Sense Motive +18, Stealth +17, Spellcraft +20

Languages Abyssal, Common, Draconic, Giant, Sylvan

Ecology

Environment warm forests and plains

Organization solitary, pair or college (3-8)

Treasure standard (masterwork quarterstaff, other treasure)

Special Abilities

Dominate Dinosaur (Su) As a standard action, a cerebrosaurian can attempt to control the actions of a dinosaur within 60 feet. The dinosaur can resist with a successful DC 20 Will save; otherwise it is controlled as per *dominate monster* for 1 day per Hit Die of the cerebrosaurian (15 days for the average specimen). A dinosaur that succeeds this saving throw is immune to the dominate dinosaur ability of that cerebrosaurian for the next 24 hours. A cerebrosaurian can have a number of dinosaurs dominated at one time equal to its Hit Dice (15 for the average specimen). This is a mind-influencing compulsion effect, and the save DC is Charisma based.

Spells A cerebrosaurian casts spells as an 8th level [psychic](#). It does not gain access to other abilities of the psychic class, such as a phrenic pool or a discipline, unless it takes levels in psychic.