



“Showdown At the Earth’s Core” © Richard Svensson, accessed at his deviantArt gallery [here](#)

[Time for more monsters derived from B-movies! *At the Earth’s Core* is a movie I was familiar with as a kid, since I had a VHS tape filled with trailers for “dinosaur” movies. But I didn’t get around to actually seeing it until the Mystery Science Theater revival covered it. The creature designs in it are clearly paleo- *inspired*, but go off in their own weird, Sid and Marty Krofft direction.]

Brontothane

This bipedal monster combines reptilian and mammal features, with a mouth full of sharp teeth, scales along its belly and fringes of hair at its shoulders and tail. A mane grows from its head and runs down its back. The thing has four horns: two on its nose, and two over its eyes

A brontothane is a prehistoric predator of remote “lost worlds”. Although they are intelligent, their brain power is devoted primarily to hunting and the best ways to spread fear and terror. Brontothanes are bullies by nature, and delight in striking at targets that cannot defend themselves. They rarely get along with each other without coming to blows. Many brontothanes impose their will on gangs of giants, like ogres or hill giants, granting them access to minions to order around.

Despite their immense size, brontothanes are stealthy creatures, and they prefer to attack from ambush. They make frequent use of their Intimidate skill and thunderous stomp to prevent an organized resistance to their assaults. A brontothane prefers to attack prone, frightened, or otherwise impeded targets over a fair fight. They are somewhat cowardly, and will flee combat if it turns against them.

A brontothane stands fifteen feet tall and weighs five tons. Females are slightly larger than males, but the sexes are otherwise difficult to distinguish.

Brontothane **CR 9**

XP 6,400

CE Large monstrous humanoid

Init +1; **Senses** darkvision 60 ft., low-light vision, Perception +15

Aura frightful presence (120 ft., DC 17) **Defense**

AC 23, touch 10, flat-footed 22 (-1 size, +1 Dex, +13 natural)

hp 115 (11d10+55)

Fort +8, **Ref** +9, **Will** +10

Immune sonic; **Resist** cold 10, fire 10

Offense

Speed 50 ft.

Melee gore +15 (1d8+6), bite +15 (1d8+6), 2 claws +16 (1d6+6 plus grab)

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

Special Attacks exploit fear, powerful charge (gore, 2d8+12), thundering stomp

Statistics

Str 23, **Dex** 12, **Con** 21, **Int** 8, **Wis** 14, **Cha** 15

Base Atk +11; **CMB** +18; **CMD** 29

Feats Dazzling Display, Intimidating Prowess, Power Attack, Shatter Defenses, Skill Focus (Stealth), Weapon Focus (claw)

Skills Climb +12, Intimidate +21, Perception +15, Stealth +16

Languages Giant

Ecology

Environment warm forests or hills

Organization solitary, pair or gang (1-2 plus 1-8 ogres and hill giants)

Treasure standard

Special Abilities

Exploit Fear (Ex) A brontothane gains a +2 morale bonus on all attack and damage rolls against opponents suffering from a fear effect.

Thundering Stomp (Su) As a standard action, a brontothane may pound the ground and unleash a wave of deadly sound. All creatures within 30 feet take 4d6 points of sonic damage and fall prone if they are standing on the ground. A successful DC 21 Fortitude save halves the damage and negates the prone condition. The save DC is Strength based.