

CRITTER CACHE

PREHISTORIC BEASTS

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DEATHJAW BEHEMOTH

Deathjaw behemoths comprise a related group of carnivorous behemoths that share similar features. All deathjaws are bipedal, with strong legs and large heads featuring incredibly powerful jaws. Some deathjaws have taloned forelimbs, which are used in combat, while others have developed such massive heads that the forelimbs have atrophied to near uselessness. Incredibly aggressive, most deathjaw behemoths are impossible to train. Only the smaller devilsnout can be reliably trained to serve humanoid masters.

DEATHJAW BEHEMOTH LORE

A character knows the following with a successful Nature check.

DC 15: Devilsnout behemoths are fast-moving predators that usually hunt alone. They are named for the short horns on their snouts and above their eyes. Devilsnouts are ferocious, but if properly trained, make excellent mounts that can be terrifyingly effective when ridden into combat.

DC 20: Tyrantfang behemoths are apex predators that often prey upon other behemoths. Their jaws are horrendously powerful, and they can easily grind up flesh, bone, or foolhardy adventurers.

DC 25: The largest of the deathjaw behemoths are the gargantuan sailback behemoths. At over 50 feet in length and weighing upwards of 12 tons, they are some of the largest predators on the planet. Sailbacks are usually found in coastal regions or near large lakes and rivers. They are capable swimmers, and their long, toothy jaws are ideal for catching large fish.

ENCOUNTER GROUPS

Elite orc warriors sometimes ride devilsnout behemoths into battle, considering the ferocious reptiles to be blessed by their dark gods. Tyrantfang behemoths usually hunt alone; however, a few rare bands of hill giants have actually trained these terrible beasts to serve them in combat. Sailback behemoths are usually encountered alone, or occasionally in mated pairs.

Level 10 Encounter (XP 2,750)

- 1 orc chieftain (level 8 elite brute)
- 1 devilsnout behemoth (level 8 skirmisher)
- 2 orc bloodragers (level 7 elite brute)
- 5 orc warriors (level 9 minion)

Level 18 Encounter (XP 10,000)

- 1 tyrantfang behemoth (level 18 elite skirmisher)
- 1 earth titan (level 16 elite brute)
- 4 hill giants (level 13 brute)

Level 22 Encounter (XP 20,400)

- 2 sailback behemoths (level 23 elite skirmisher)



Devilsnout Behemoth Level 8 Skirmisher (Ceratosaurus)

Large natural beast (mount, reptile) XP 350

Initiative +9 **Senses** Perception +6; low-light vision

HP 90; **Bloodied** 45

AC 22; **Fortitude** 21, **Reflex** 18, **Will** 17

Speed 8

⬇ **Bite** (standard; at-will)
Reach 2; +13 vs. AC; 2d6+5 damage.

⬇ **Claws** (standard; at-will)
Reach 2; +13 vs. AC; 1d8+5 damage.

⬇ **Charging Pounce** (standard; at-will)
When a devilsnout behemoth makes a charge attack, it can make a bite and a claw attack on the same target.

Terrifying Mount (while mounted by a friendly rider of 8th level or higher; at-will) ⬇ **Fear, Mount**
When the rider of a devilsnout behemoth makes a successful charge attack, the target suffers a -2 penalty to attack rolls until the end of the devilsnout rider's next turn.

Alignment Unaligned **Languages** —

Skills Endurance +13, Stealth +12

Str 21 (+9) **Dex** 16 (+7) **Wis** 14 (+6)

Con 18 (+8) **Int** 2 (+0) **Cha** 10 (+4)

Description *This large reptilian predator stands 8 feet tall on two muscular legs. Its robust head features a short horn on its snout, two smaller horns above its eyes, and a set of powerful jaws lined with many, flesh-shearing teeth.*

DEVILSNOUT BEHEMOTH TACTICS

A devilsnout behemoth attacks with its powerful jaws and taloned, three-fingered hands. It uses *charging pounce* to open combat, targeting the nearest creature, or the smallest creature if there are multiple targets available.