



Image by Greg Broadmore, © Universal Studios. Accessed at “Creature Adaptations” [here](#)

[Since *The World of Kong* was written by artists, not scientists, there’s a certain taxonomic looseness at play. Some of the creatures are just extant mammals painted over as reptiles. The monstrous vermin from the Spider Pit sequence are often generic creepy crawlies. And there’s a fair amount of just “dinosaurs” that don’t belong to any group in particular. Take Aciedactylus up there. Its clade isn’t specified, but I could see it as a modified allosaur, an early therizinosauroid, a basal tetanuran somewhere around Cryolophosaurus, or even a herrerasaur of some kind. And needless to say, most of those assignments should give it feathers.

I should really quote the MST3K Mantra here, shouldn’t I? “It’s just a show, I should really just relax”]

Dinosaur, Aciedactylus

CR 3 N Animal

This bipedal dinosaur has a swollen belly and wide hips. Its feet are broadly splayed and its hands have narrow, curved claws.

The aciedactylus is a specialist predator of shellfish. They live in estuaries, tide pools and salt marshes, using their narrow claws to pry mussels, oysters, barnacles and other stubborn morsels from their attachment points. The shells are then cracked open with blunt teeth and the flesh consumed. They are comfortable in the water, walking on the bottom as often as they swim. Their nostrils are elaborately fluted and open high on the head, allowing them to breathe while almost completely submerged.

Aciedactylus are nomadic creatures, roaming from one shellfish bed to another as the seasons change. They are more comfortable in saltwater than freshwater, and rarely spend much time in lakes or rivers. They are social among themselves if the food supply is ample, but the makeup of these prides fluctuates from season to season as some animals leave and others enter. Although their claws can deal with flesh as easily as shells, they are more likely to flee from a dedicated predator than they are to fight back.

Aciedactylus as Animal Companions

Starting Statistics: Size Medium; Speed 30 ft. AC +3 natural armor; **Attack** 2 claws (1d4), bite (1d3); **Ability Scores** Str 12, Dex 12, Con 12, Int 2, Wis 15, Cha 3; **Special Qualities** hold breath, leverage, low-light vision, scent, tidepooler

7th-Level Advancement: Size Large; AC +3 natural armor; **Attack** 2 claws (1d6), bite (1d4); **Ability Scores** Str +4, Dex –2, Con +4

Aciedactylus CR 3

XP 800

N Large animal

Init +4; **Senses** low-light vision, Perception +7, scent

Defense

AC 15, touch 9, flat-footed 15 (-1 size, +6 natural)

hp 30 (4d8+12)

Fort +7, **Ref** +4, **Will** +3

Offense

Speed 30 ft.

Melee 2 claws +5 (1d6+3), bite +5 (1d4+3)

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

Statistics

Str 16, **Dex** 10, **Con** 17, **Int** 2, **Wis** 15, **Cha** 3

Base Atk +3; **CMB** +7; **CMD** 17 **Feats** Blind-Fight, Improved Initiative

Skills Perception +7, Stealth +0 (+4 underwater), Swim +11; **Racial Modifiers** +4 Stealth when underwater, +4 Swim

SQ hold breath, leverage, tidepooler

Ecology

Environment warm and temperate marshes and coastlines

Organization solitary, pair or pride (3-8)

Treasure none

Special Abilities

Leverage (Ex) An aciedactylus gains a +4 racial modifier on all Strength checks made to break objects

Tidepooler (Ex) An aciedactylus can move through natural difficult terrain caused by water or rocky terrain without penalty. Magically altered terrain affects an aciedactylus normally.



Image by Stephen Crowe, © Universal Studios. Accessed at the Speculative Evolution wiki [here](#)

[My favorite of the “generic dinosaurs” in World of Kong, because it looks more like a dinosaur than it does like a mammal with a scaly paint job. Specifically, it looks like it would blend right in with a set of cheap plastic toys. I gave it a racial bonus to Swim checks because I thought it looked more like a spinosaurid than anything else. The SpecEvo wiki agreed with me.]

Dinosaur, Avarusaurus **CR 8 N Animal**

This bulky creature appears equally comfortable on two or four legs, with its forelimbs ending in clawed hands, the second finger bearing an oversized hook. Its head is flat, but filled with an array of sharp teeth.

The avarusaurus is a generalist dinosaur omnivore, which defends itself from predators by sheer belligerence. They are typically solitary creatures, using their keen senses to find anything from rotting wood to fungi to carrion to small animals to consume. Their broad hips and arching spine support a massive gut for digesting these meals, and an avarusaurus not foraging is typically dozing. They will fight back savagely if attacked, tearing with their hook-like claws and biting with their serrated teeth.

Avarusaurs are solitary animals except during the breeding season, and each one typically has a large territory. Multiple females may have nearby territories overlapping the larger territory of a single male, which mates with each of these females and fights with rivals. Females lay only one or two eggs, but take good care of their young and live with them until they are nearly fully grown. Once the young reach sexual maturity, they are chased off to find their own territories, but female offspring may inherit the territories of their mothers instead. They are capable swimmers, and frequently turn to the water to cool down or escape those few predators they cannot fight off.

Avarusaurus as Animal Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +3 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str 12, Dex 13, Con 13, Int 2, Wis 15, Cha 8; **Special Qualities** irascible, low-light vision, scent

7th-Level Advancement: **Size** Large; **AC** +3 natural armor; **Attack** bite (1d8), claw (1d6); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** rend (2 claws); **Special Qualities** ferocity

Avarusaurus CR 8

XP 4,800

N Huge animal

Init +0; **Senses** low-light vision, Perception +21, scent

Defense

AC 22, touch 8, flat-footed 22 (-2 size, +14 natural)

hp 115 (11d8+66)

Fort +12, **Ref** +3, **Will** +11

Defensive Abilities ferocity, irascible

Offense

Speed 40 ft.

Melee 2 claws +15 (1d8+9), bite +15 (2d6+9)

Space 15 ft.; **Reach** 10 ft.

Special Attacks rend (2 claws, 1d8+13)

Statistics

Str 28, **Dex** 11, **Con** 21, **Int** 2, **Wis** 15, **Cha** 8

Base Atk +8; **CMB** +19; **CMD** 29

Feats Blind-fight, Endurance, Improved Iron Will, Iron Will, Skill Focus (Perception), Toughness

Skills Perception +21, Swim +17; **Racial Modifiers** +4 Swim

Ecology

Environment warm forests

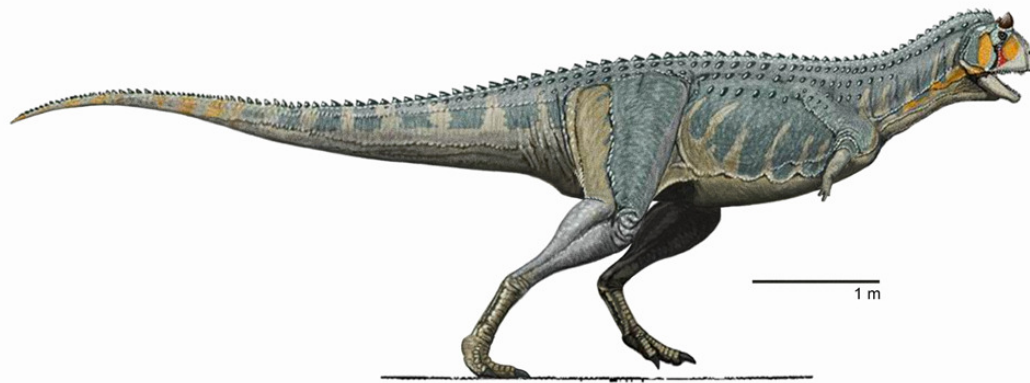
Organization solitary or family (2-4)

Treasure none

Special Abilities

Irascible (Ex) An avarusaurus' good saves are Fortitude and Will, not Fortitude and Reflex.

Handle Animal and wild empathy checks take a -4 penalty to influence it, as if it were a magical beast.



By DiBgd at English Wikipedia, CC BY 2.5, accessed [here](#)

[Proof that evolution has a sense of humor, but the results can still mess you up pretty bad. The cannibalism mentioned is based on the related *Majungasaurus*]

Dinosaur, Carnotaurus

CR 6 N Animal

This slender biped stands tall on long, clawed legs, and its arms have atrophied into little more than nubs. Its short, deep skull is crowned with two small horns and its jaw is filled with serrated teeth. Its body is covered with tubercles and scales.

The carnivorous dinosaurs called carnotaurus combine bone-breaking strength with remarkable speed. They are thin and leggy creatures built for sprinting. Rather than tackle similarly sized megafauna, carnotauruses specialize on small game—although to a creature as large as a carnotaurus, “small” includes creatures of human size. They prefer to strike with speed, snatching a lone target in their jaws, gulping it down in a single motion, then retreating from possible retaliation.

Carnotauruses are typically solitary creatures, but gather in large numbers to display and mate. Although both male and female carnotauruses have horns and rugose skulls, those of the males are thicker and are used in ritual shoving matches to establish breeding hierarchies. Carnotauruses are not above cannibalism, and ritual combat sometimes gives way to fights to the death if a combatant shows signs of weakness or ill health. A carnotaurus grows to about 30 feet long and weighs about 3,000 pounds.

Carnotaurus as Animal Companions

Starting Statistics: Size Medium; Speed 50 ft.; AC +1 natural armor; **Attack** bite (1d8); **Ability Scores** Str 15, Dex 21, Con 8, Int 2, Wis 13, Cha 12; **Special Qualities** low-light vision, scent, sprint.

4th-Level Advancement: Size Large; AC +3; **Attack** bite (2d6); **Ability Scores** Str +4, Dex -2, Con +4; **Special Attacks** devastating bite, grab, swallow whole (Small)

Carnotaurus CR 6

XP 2,400

N Huge animal

Init +8; **Senses** low-light vision, Perception +21, scent

Defense

AC 19, touch 14, flat-footed 15 (-2 size, +4 Dex, +1 Dodge, +6 natural)

hp 71 (11d8+22)

Fort +9, **Ref** +11, **Will** +6

Offense

Speed 50 ft.

Melee bite +13 (2d8+14 plus grab/19-20)

Space 15 ft.; **Reach** 15 ft.

Special Attacks devastating bite, sprint, swallow whole (Medium, 1d8+8 bludgeoning, AC 13, 9 hp)

Statistics

Str 25, **Dex** 18, **Con** 15, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +8; **CMB** +17 (+21 grapple); **CMD** 32

Feats Dodge, Improved Critical (bite), Iron Will, Power Attack, Skill Focus (Perception), Vital Strike

Skills Perception +21

Ecology

Environment warm plains

Organization solitary, pair or lek (3-18)

Treasure none

Special Abilities

Devastating Bite (Ex) A carnotaurus deals twice its Strength modifier as bonus damage to its bite attack.

Sprint (Ex) Once per hour, a carnotaurus can move up to 10 times its normal speed (500 ft.) when making a charge or run action.



By Leandra Walters, Phil Senter, James H. Robins - <http://journals.plos.org/plosone/article?id=10.1371/journal.pone.0144036>, CC BY 2.5, accessed at Wikipedia [here](#)

[Even though this *Dilophosaurus* is decidedly more realistic than the Jurassic Park version, I recommend you play the [sound effects from the movie](#) for your players at the table. Some of my favorite sound design ever.

Yes, the feathery integument is speculative, but at this point theropods should probably be fuzzed unless otherwise demonstrated (like for abeilisaurus)]

Dinosaur, Dilophosaurus

CR 3 N Animal

This fuzzy reptilian biped has a long flexible tail and short, powerful arms. Two thin, colorful crests grow along the top of its skull.

Dilophosaurus is a gracile predatory dinosaur with a bizarre and ostentatious cranial crest. They inhabit dry floodplains and shorelines, and are skilled swimmers. As much of the diet of a dilophosaurus comes from the water as from the land, and they prey on smaller dinosaurs, fish and amphibians with equal gusto. Dilophosauruses are somewhat sociable and may travel together when resources are abundant, but they rarely cooperate to bring down large prey. The twin crests on their head are display structures; during the mating season, the crests of the males flush with color as blood rushes into the thin skin covering them. These crests are very fragile, and older dilophosauruses will often have damaged or missing crests. Dilophosaurus is long and light, growing about 25 feet long and weighing 900 pounds or so.

Dilophosaurus as Animal Companions

Starting Statistics: Size Medium; **Speed** 40 ft.; **AC** +1 natural armor; **Attack** bite (1d6), 2 claws (1d3); **Ability Scores** Str 12, Dex 21, Con 10, Int 2, Wis 13, Cha 11; **Special Attack** savage; **Special Qualities** low-light vision, scent.

7th-Level Advancement: Size Large; **AC** +3; **Attack** bite (1d8), 2 claws (1d4); **Ability Scores** Str +4, Dex -2, Con +4; **Special Attacks** trip

Dilophosaurus CR 3

XP 800

N Large animal

Init +4; **Senses** low-light vision, Perception +10, scent

Defense

AC 16, touch 13, flat-footed 12 (-1 size, +4 Dex, +3 natural)

hp 32 (5d8+10)

Fort +6, **Ref** +8, **Will** +2

Offense

Speed 40 ft.

Melee bite +6 (1d8+3 plus trip), 2 claws +6 (1d4+3)

Space 10 ft.; **Reach** 10 ft. (5 ft. with claws)

Special Attacks savage

Statistics

Str 16, **Dex** 19, **Con** 14, **Int** 2, **Wis** 13, **Cha** 11

Base Attack +3; **CMB** +8; **CMD** 22

Feats Agile Maneuvers, Skill Focus (Stealth), Weapon Finesse

Skills Perception +10, Stealth +8, Swim +10; **Racial Modifiers** +4 Perception, +4 Swim

Ecology

Environment warm plains and coastal

Organization solitary or pack (2-9)

Treasure none

Special Abilities

Savage (Ex) A dilophosaurus gains an additional +1d6 points of damage on all attacks made against prone opponents



“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.



“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.