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[The calcarisaurus probably started its existence as a concept for an ankylosaur to fill the Belligerent Herbivore role in *King Kong*, but by the time it reached *The World of Kong* it had been re-imagined as a souped-up horned lizard/moloch. Which I'm okay with. The image is cut off in this way because in the original book, it was put over a two-page spread. *The World of Kong* has never gotten an ebook release, and is currently out of print, so many of the images from it exist on the internet only as scans or digital photos.]

### **Calcarisaurus**

*This heavily armored, lizard-like creature is covered in rows of overlapping, serrated horns.*

A calcarisaurus is a slow-moving insectivorous lizard that defends itself with an array of physical and chemical weapons. Their hide is incredibly thick for their size, reinforced with bony nodules under the surface. Serrated horns grow on its skin, creating an impenetrable thicket of spikes to any creature that dares to attack it. These barbs are laden with defensive compounds sequestered from the calcarisaurus' meals of ants and termites, concentrated into an intensely painful poison. Although this venom deals no permanent damage, few predators are willing to go through with a second attack against the calcarisaurus.

Calcarisauruses are nomadic creatures, moving from place to place in search of new colonies of ants or termites to prey on. They are skilled burrowers, cracking into mounds with their claws and digging shelters to sleep in. Their spines double as water condensers, collecting dew to keep them hydrated in their dry habitats. They are most active during the hours around sunrise and sunset, avoiding both the heat of the day and the dangers of darkness.

### **Calcarisaurus as Animal Companions**

**Starting Statistics:** Size Small; Speed 20 ft., burrow 10 ft. AC +5 natural armor; Attack 2 gores (1d3); Ability Scores Str 9, Dex 13, Con 16, Int 1, Wis 12, Cha 4; Special Qualities barbed defense, low-light vision

**4th-Level Advancement:** Size Medium; AC +3 natural armor; Attack 2 gores (1d4); Ability Scores Str +4, Dex -2, Con +4; Special Attacks pain venom (Con based DC)

**Calcarisaurus CR 5**

**XP 1,600**

N Medium animal

**Init** +0; **Senses** low-light vision, Perception +6

Defense

**AC** 20, touch 10, flat-footed 20 (+10 natural)

**hp** 57 (5d8+35)

**Fort** +10, **Ref** +4, **Will** +2

**Defensive Abilities** barbed defense

Offense

**Speed** 20 ft., burrow 10 ft.

**Melee** 2 gores +5 (1d4+1 plus pain venom)

Statistics

**Str** 13, **Dex** 11, **Con** 22, **Int** 1, **Wis** 12, **Cha** 4

**Base Atk** +3; **CMD** +4; **CMB** 16 (20 vs. trip)

**Feats** Defensive Combat Training, Toughness, Weapon Focus (gore)

**Skills** Climb +5, Perception +6, Stealth +4

Ecology

**Environment** warm plains and deserts

**Organization** solitary or pair

**Treasure** none

Special Abilities

**Barbed Defense (Ex)** Any creature attacking a calcarisaurus with a melee weapon or natural attack takes 1d4+1 points of damage per attack and is exposed to its pain venom. Weapons with the reach quality do not endanger their wielder in this way.

**Pain Venom (Ex)** Any creature that takes damage from a calcarisaurus' gore attack or barbed defense must succeed a DC 18 Fortitude save or be inflicted with extreme pain, taking a -4 penalty to all attack rolls, weapon damage rolls, saving throws, skill checks and ability checks. This penalty lasts for one minute. Multiple failed saves do not stack, but extend the duration of this effect. This is a pain, poison effect.