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[Among the prizes of my creature book collection is *The World of Kong: A Natural History of Skull Island*. Released as a tie-in to Peter Jackson's 2005 Kong remake, the book showcases the concept art for that movie in the framework of being a followup expedition to catalogue the weird life of Skull Island. The book is full color, contains more than 100 different fictitious animals, and is excellent.

When the book first came out and I was an undergraduate in college, I put together monster stats for D&D 3.5 for the majority of the World of Kong creatures. I'm revisiting that project more than a decade on, converting some highlights into PFRPG.]

### **Tartarusaurus**

*This quadrupedal reptile stands as tall as an elephant, although its hefty tail makes it longer. A leathery brown hide protects it from the elements, and triangular projections shade its beady eyes. Its forelimbs each bear an oversized claw, held over the ground.*

A tartarusaurus is an immense carnivorous relative of crocodiles, adapted to living in hostile conditions. They are nomadic creatures found in deserts and along coastlines, roaming from place to place in search of seasonal resources. Calving seals, nesting turtles and migrating animals of all kinds are frequent prey. Because of the thick fat supplies stored along the tail, a tartarusaurus can live for extended periods of time on low amounts of food or water. When these are available, however, the creature will gorge itself in order to replenish its supplies. Although they are not territorial, these creatures are solitary and do not suffer each other's presence long unless ready to mate. Clashes between tartarusauruses are common when they cross paths, but rarely fatal—the two beasts rear up on their hind legs and tear at each other with their clawed forelimbs until one yields.

### **Tartarusauruses as Animal Companions**

**Starting Statistics:** Size Medium; Speed 40 ft. AC +4 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str 9, Dex 17, Con 10, Int 2, Wis 12, Cha 5; **Special Qualities** low-light vision, scent, store fat

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

**Tartarusaurus CR 7**

**XP 3,200**

N Huge animal

**Init** +1; **Senses** low-light vision, Perception +9, scent

Defense

**AC** 20, touch 9, flat-footed 19 (-2 size, +1 Dex, +11 natural)

**hp** 85 (10d8+40)

**Fort** +11, **Ref** +10, **Will** +4

Offense

**Speed** 40 ft.

**Melee** 2 claws +13 (1d8+7 plus trip), bite +12 (2d6+7 plus grab)

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

**Special Attacks**

Statistics

**Str** 25, **Dex** 13, **Con** 18, **Int** 2, **Wis** 12, **Cha** 5

**Base Atk** +7; **CMB** +16 (+20 grapple); **CMD** 27 (31 vs. trip)

**Feats** Endurance, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (claw)

**Skills** Climb +12, Perception +9, Stealth -2, Survival +3 (+11 tracking by scent), Swim +12; **Racial**

**Modifiers** +8 Survival when tracking by scent

**SQ** store fat

Ecology

**Environment** warm coastal and desert

**Organization** solitary or pair

**Treasure** none

Special Abilities

**Store Fat (Ex)** A tartarusaurus can survive for long periods of time without access to food or water. A tartarusaurus can go without water for 1 week and without food for 3 weeks before having to make Fortitude saves to avoid nonlethal damage.