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[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.