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[The foetodon filled the role, as so called by [@a-book-of-creatures](#), of the Quadrupedal Jobber, the critter who exists only to get eaten by the V. rex to make it look especially scary. Which is a shame, because I do like this design of a snub-nosed land croc.]

## Foetodon

### CR 6 Large Animal

*This robust creature resembles a pug-nosed crocodile, its jaws stout and broad and speckled with reddish sores. Its hind legs are longer than its forelegs, giving it a hump-backed appearance.*

A foetodon is a crocodilian ambush predator native to primal forests. Their stance is more upright than typical crocodiles, and they are fully terrestrial. Juveniles are burrowers, spending their lives submerged entirely in the leaf litter and soil to conceal themselves from larger predators, such as adults of their own species. The burrowing habit is maintained by adults, which dig shallow pits for themselves to rest in and ambush prey.

Foetodons prefer to strike with surprise, crippling a potential meal with a single massive bite and holding it until it stops struggling. Due to their lives rooting around the leaf litter, foetodons cultivate a variety of bacterial and fungal infections—although these are merely cosmetic to the foetodon, they can be deadly to prey items that escape its grasp. Such escapes do not bother foetodons much—they have keen senses of smell, and may track dying prey for days until the infection immobilizes it.

The average foetodon is about fifteen feet long, although larger specimens are not unheard of.

### Foetodon as Animal Companions

**Starting Statistics:** Size Medium; Speed 30 ft., burrow 10 ft.; AC +3 natural armor; Attack bite (1d8), tail (1d6); Ability Scores Str 14, Dex 13, Con 14, Int 1, Wis 15, Cha 5; Special Attacks disease (red ache, Con based DC) Special Qualities low-light vision, scent

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

## Foetodon

CR 6

XP 2,400

N Large animal

Init +5; Senses low-light vision, Perception +8, scent

Defense

AC 20, touch 10, flat-footed 19 (-1 size, +1 Dex, +10 natural)

**hp** 66 (7d8+35)

**Fort** +10, **Ref** +8, **Will** +4

Offense

**Speed** 30 ft., burrow 10 ft.

**Melee** bite +12 (2d8+7 plus disease and grab), tail +6 (1d8+3)

**Space** 10 ft.; **Reach** 5 ft.

**Special Abilities** ambush

Statistics

**Str** 24, **Dex** 12, **Con** 21, **Int** 1, **Wis** 15, **Cha** 5

**Base Atk** +5; **CMB** +13 (+17 grapple); **CMD** 24 (28 vs. trip)

**Feats** Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), Weapon Focus (bite)

**Skills** Perception +8, Stealth +6 (+14 in forests), Survival +4 (+12 tracking by scent); **Racial**

**Modifiers** +8 Stealth in forests, +8 Survival when tracking by scent

Ecology

**Environment** warm forests

**Organization** solitary or pair

**Treasure** none

Special Abilities

**Ambush (Ex)** A creature that is flat-footed when it is struck by a foetodon's bite attack must succeed a DC 20 Fortitude save or be staggered for 1d4+1 rounds. The save DC is Strength based.

**Disease (Ex)** *Red Ache*; bite—injury; *save* Fort DC 18; *onset* 1d3 days; *frequency* 1/day; *effect* 1d6 Str damage; *cure* 2 consecutive saves. The save DC is Constitution based.