



Image by Anne Musser, © The Australian Museum. Accessed at their website [here](#)

[Commissioned by [@justicegundam82](#). The quick mention to them taking well to domestication is a reference to *How To Invent Everything: A Survival Guide for the Stranded Time Traveler* by Ryan North. That book refers to diprotodons being a good resource for domestication by time travelers stuck in prehistoric Australia.]

Diprotodon

CR 5 N Large Animal

This hefty quadruped has large claws, a prominent snout and a coat of shaggy fur. It walks with its toes turned inward.

Diprotodons are enormous marsupials related to wombats and koalas. Like these small kin, they are herbivores, but their size means they are wide-ranging generalists rather than specialized like a koala. Their diet consists of roots and tubers, grasses, leaves and bark, and they have been known to trample small saplings to consume them whole. Despite their size and large claws, they are relatively docile creatures, and take well to domestication.

Diprotodon social groups are composed of a collection of adult females and their offspring; typically an elder matriarch leads the group. Males are solitary for most of their lives, coming to herds only during the mating season. Mating is usually preceded by fights for dominance between males; the teeth and claws used to chop through vegetation are put to grisly work on flesh and bone, and fatalities are relatively common. Diprotodon ranchers typically have no more than one fertile male at a time and castrate the rest of their males to make calmer steers. Diprotodons are migratory animals in the wild, moving vast distances to follow the rains and have access to fresh vegetation.

A diprotodon stands between five and six feet at the shoulder and is ten feet long.

Diprotodon as Animal Companions

Starting Statistics: Size Medium; Speed 40 ft. AC +4 natural armor; Attack bite (1d6), 2 claws (1d4); Ability Scores Str 15, Dex 13, Con 14, Int 2, Wis 13, Cha 5; Special Qualities low-light vision, scent

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** trample (1d8, Str based DC) ; **Special Qualities** improved scent

Diprotodon **CR 5**

XP 1,600

N Large animal

Init +0; **Senses** improved scent, low-light vision, Perception +13

Defense

AC 18, touch 9, flat-footed 18 (-1 size, +9 natural)

hp 57 (6d8+30)

Fort +8, **Ref** +5, **Will** +5

Offense

Speed 40 ft.

Melee bite +9 (1d8+7), 2 claws +9 (1d6+7)

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

Special Attacks trample (DC 20, 1d8+10)

Statistics

Str 25, **Dex** 10, **Con** 20, **Int** 2, **Wis** 13, **Cha** 5

Base Atk +4; **CMB** +12; **CMD** 22 (26 vs. trip)

Feats Endurance, Iron Will, Skill Focus (Perception)

Skills Perception +13

Ecology

Environment warm plains and hills

Organization solitary, pair or herd (3-30)

Treasure none

Special Abilities

Improved Scent (Ex) This functions as the scent ability, except that it can be used to detect the presence of creatures within 60 ft.