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[One of my favorite non-dinosaur prehistoric reptiles, and also the Jurassic Park toy I didn't have that I was most jealous of.]

Tanystropheus

This lizard-like creature is almost all neck. Its head is small and angular, and its jaws are lined with a panoply of teeth. Its hind legs are longer than its forelegs, but it walks on all fours, and its claws are slightly webbed.

The tanystropheus is a bizarre creature that preys on fish and squid in shallow waters using an incredibly long neck. Its behavior is something like that of a heron or crane—it minimizes its profile to fish and hunts through patience, striking down through the water to snatch up small prey. They are competent swimmers, and their long toes are capable of finding purchase in slippery rocks and corals to strike at prey. Some tanystropheus will even move driftwood or seaweed in order to provide shelter, attracting small fish that they can then devour.

Although tanystropheus feed only on small prey, they are peevish and territorial creatures that will snap at other creatures entering their fishing spots or bothering them. Their long necks are comprised of a small number of vertebrae, making them stiff. As such, a tanystropheus attacks enemies from a distance and is likely to retreat if an opponent actually manages to close the gap. A tanystropheus grows over twenty feet long, with half of its body length being neck.

Tanystropheus as Animal Companions

Starting Statistics: Size Medium; **Speed** 30 ft. **AC** +0 natural armor; **Attack** bite (1d3); **Ability Scores** Str 10, Dex 15, Con 11, Int 2, Wis 10, Cha 6; **Special Attacks** reach 10 ft. with bite, rigid reach; **Special Qualities** low-light vision

4th-Level Advancement: Size Large; **AC** +3 natural armor; **Attack** bite (1d4); **Ability Scores** Str +4, Dex -2, Con +4; **Special Attacks** reach 15 ft. with bite, pierce cover

Tanystropheus CR 1

XP 400

N Large animal

Init +1; **Senses** low-light vision, Perception +4

Defense

AC 12, flat-footed 11, touch 10 (-1 size, +1 Dex, +2 natural)

hp 11 (2d8+2)

Fort +4, **Ref** +4, **Will** +0

Offense

Speed 30 ft.

Melee bite +2 (1d4+3)

Space 10 ft.; **Reach** 5 ft. (15 ft. with bite)

Special Attacks pierce cover

Statistics

Str 14, **Dex** 13, **Con** 13, **Int** 2, **Wis** 10, **Cha** 5

Base Atk +1; **CMB** +4; **CMD** 15 (19 vs. trip)

Feats Combat Reflexes

Skills Climb +6, Perception +4, Swim +10; **Racial Modifiers** +4 Climb, +4 Swim

SQ rigid reach

Ecology

Environment warm coastlines

Organization solitary, pair or colony (3-6)

Treasure none

Special Abilities

Pierce Cover (Ex) A tanystropheus gains a +2 competence bonus on all attack rolls made against an opponent with cover.

Rigid Reach (Ex) A tanystropheus cannot attack opponents in adjacent squares with its bite attack.