



“Skolh” © deviantArt user [Exileden](#). Accessed at their page [here](#)

[According to @abookofcreatures, the calopus was originally an antelope, but is frequently interpreted these days as a horned wolf, in part because of a weird translation in Carol Rose’s *Giants, Monsters and Dragons*. There’s no evidence to suggest the above art was meant to be a calopus, but I think it fits well. Reminds me of a speculative creodont, and thinking along those lines led me to make this an animal instead of a magical beast.]

Calopus

This creature looks something like a monstrous antelope. Its long horns curve over its head and bear dozens of sharp prongs. Its long supple legs end not in hooves, but short sharp claws.

The calopus is a pack-hunting carnivore of the plains that is related most closely to the hooved beasts, such as antelopes and gazelles. They may be mistaken for these harmless creatures at a distance by unsuspecting travelers, but they travel in single-species packs unlike the large herds of antelopes that travel with zebra, wildebeest and other animals. A calopus pack is a savage and well-coordinated unit in combat, tearing apart creatures as large as elephants if given the opportunity. They have little fear of humanoids and may attempt to kill and eat them if they outnumber such prey.

Calopuses live in packs comprised of multiple males and females—the sexes both bear horns and are difficult to tell apart except by experts. Fights for status in the pack are common but rarely lethal, resembling wrestling matches that end when one combatant is thrown to the ground. Calopuses are good parents, digging dens to shelter their calves and weaning them quickly by giving them small game and wounded larger prey to practice killing. They prefer drier climes with sparse bushes and trees, as their oversized horns become tangled easily in thick vegetation.

A calopus stands about three feet high at the shoulder and weighs approximately 150 pounds.

Calopus as Animal Companions

Starting Statistics: **Size** Small; **Speed** 50 ft.; **AC** +1 natural armor; **Attacks** gore (1d6), 2 claws (1d3); **Ability Scores** Str 11, Dex 19, Con 10, Int 2, Wis 13, Cha 8; **Special Qualities** low-light vision, scent

4th level Advancement: **Size** Medium; **AC** +2 natural armor; **Attacks** gore (1d8 plus maneuver), 2 claws (1d4); **Ability Scores** Str +4, Dex -2, Con +2; **Special Attacks** maneuver, powerful charge (gore, 2d8)

Calopus **CR 4**

XP 1200

N Medium animal

Init +3; **Senses** low-light vision, Perception +7, scent

Defense

AC 17, touch 14, flat-footed 13 (+3 Dex, +3 natural, +1 dodge)

hp 38 (7d8+7)

Fort +6, **Ref** +8, **Will** +5

Offense

Speed 50 ft.

Melee gore +7 (1d8+2 plus maneuver), 2 claws +7 (1d4+2)

Special Attacks powerful charge (gore, 2d8+4)

Statistics

Str 15, **Dex** 17, **Con** 12, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +8; **CMD** 19 (23 vs. trip)

Feats Agile Maneuvers, Dodge, Iron Will, Mobility

Skills Acrobatics +8 (+16 when jumping), Escape Artist -1, Perception +7, Stealth +9; **Racial**

Modifiers -4 Escape Artist

Ecology

Environment warm plains and deserts

Organization solitary, pair or pack (3-24)

Treasure incidental

Special Abilities

Maneuver (Ex) A calopus that strikes an opponent with its gore attack may make a disarm, reposition or trip attempt as a swift action that does not provoke an attack of opportunity. A calopus that fails a trip maneuver by more than 10 does risk falling prone.