



“The White Gorgon” © Maija Karala, accessed at her deviantArt page [here](#)

[Probably the second stem-mammal most people have heard of, after *Dimetrodon*. The fur is speculative, but definitely within reason. Permian coprolites were found with hair fragments, so *something* had to be fuzzy back then.]

## Gorgonopsid

### CR 4 N Animal

*This creature has a large, vaguely canine head with protruding sabre-teeth, four legs held under its body and a short tail. Fur grows over its body.*

Gorgonopsids are powerful predators that are related to mammals, despite their somewhat reptilian appearances. They can be found in a wide array of terrains and temperatures, and can survive on water obtained from their prey without stopping to drink. As such, they are often found in desert environments. The integument of a gorgonopsid depends on where it is found; the colder the environment, the more dense hair it grows over its body.

Gorgonopsids are pack hunters that are capable of tackling prey much larger than themselves. They typically hunt in a series of staggered charges, slamming into their opponent and tearing out deep, bleeding wounds with their saber-teeth. As one rank retreats, the next rank plows into the foe—few animals can survive multiple of such onslaughts.

## Variant Gorgonopsids

The statistics above reflect the most common gorgonopsids, but other types do exist. Lycanops are faster, coyote-sized creatures that prey individually on small game. A lycanops is a gorgonopsid with the young simple template, no charge through special attack, and a land speed of 50 feet. A lycanops is CR 3. An inostrancevia is an immense gorgonopsid the size of a large bear, with sharper foreclaws adept at grappling prey. An inostrancevia is a gorgonopsid with the giant simple template and with two claw attacks that deal 1d6 damage each. It does not have the charge through special attack but does have the grab special attack with its claws. An inostrancevia is CR 5.

## Gorgonopsids as Animal Companions

**Starting Statistics:** Size Small; Speed 40 ft.; AC +0 natural armor; Attack bite (1d6); Ability Scores Str 13, Dex 19, Con 14, Int 2, Wis 14, Cha 7; Special Attacks charge through; Special Qualities low-light vision, scent

**4th-Level Advancement:** Size Medium; Attack bite (1d8); Ability Scores Str +4, Dex –2, Con

+2; **Special Attacks** bleed (1d8, bite), powerful charge (2d8, bite)

**Gorgonopsid** **CR 4**

**XP 1,200**

N Medium animal

**Init** +6; **Senses** low-light vision, Perception +10, scent

Defense

**AC** 16, touch 13, flat-footed 13 (+2 Dex, +3 natural, +1 dodge)

**hp** 52 (7d8+21)

**Fort** +8, **Ref** +7, **Will** +4

Offense

**Speed** 40 ft.

**Melee** bite +8 (1d8+4 plus bleed)

**Special Attacks** bleed (1d8), charge through, powerful charge (bite, 2d8+4)

Statistics

**Str** 17, **Dex** 15, **Con** 16, **Int** 2, **Wis** 14, **Cha** 5

**Base Atk** +5; **CMB** +8; **CMD** 21

**Feats** Dodge, Improved Initiative, Mobility, Skill Focus (Perception)

**Skills** Acrobatics +7 (+11 jumping), Perception +10, Stealth +6; **Racial Modifiers** +4 Acrobatics

Ecology

**Environment** any plains and deserts

**Organization** solitary, clutch (2-5) or pack (6-11)

**Treasure** none

Special Abilities

**Charge Through (Ex)** A gorgonopsid can charge through the spaces of allied creatures without penalty. It can also end its charge in a square that is not the closest to its space when it initiates the charge, as long as that space is adjacent to both the creature it is charging and to an ally of the gorgonopsid.