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[Pathfinder's been pretty good to non-dinosaur paleofanua, but there's always room for more. This batch of monsters are going to draw inspiration from 530 million years of evolution, no dinosaurs allowed. First up, a bit of a refutation to the idea that "prehistoric" always means "bigger".]

Amebelodon

This creature looks like a small elephant with an unusually large lower jaw. Tusks grow from both its upper and lower jaws, and they are flattened and saw-edged.

Amebelodons, sometimes called shovel-tusked or saw-tusked elephants, are smaller, forest dwelling relatives of elephants, mammoths and mastodons. They have four large, flattened tusks that it uses to cut through foliage, tearing off branches and stripping them of their bark and leaves. They live in open woodland habitats, and frequently keep them open by killing smaller trees and preventing stands of forest from getting too thick.

Like most elephants, amebelodons are social, matriarchal animals. A herd of amebelodons consists of multiple related females and their children, with males typically living in smaller bachelor herds or solitarily. Being small for an elephant, amebelodons are prone to predation by both natural and magical carnivores, and their keen hearing and sense of smell is used to watch out for attackers. Amebelodons will typically stand their ground in combat, slashing with their mighty tusks. Some humanoids have taken advantage of their ability to cut through wood and trained amebelodons to function as living siege-engines, sawing through gates and fortifications.

Amebelodons as Animal Companions

An amebelodon uses the statistics for an elephant animal companion, except that it gains the saw-tusk special attack and its slam deals damage as if it were one size smaller (1d4 at Medium size, 1d6 at Large size).

Amebelodon

CR 6

XP 2,400

N Large animal

Init+2; **Senses** low-light vision, Perception +20, scent

Defense

AC 17, touch 11, flat-footed 15(-1 size, +2 Dex, +6 natural)

hp 75 (10d8+30)

Fort +12, **Ref** +9, **Will** +6

Offense

Speed 30 ft.

Melee gore +14 (2d8+8), slam +14 (1d6+8)

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

Special Abilities saw-tusk, trample (1d8+12, DC 23)

Statistics

Str 26, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +7; **CMB** +16; **CMD** 28 (32 vs. trip)

Feats Endurance, Great Fortitude, Iron Will, Power Attack, Skill Focus (Perception)

Skills Perception +20

Ecology

Environment warm and temperate forests and plains

Organization solitary or herd (4-40)

Treasure none

Special Abilities

Saw-Tusk (Ex) The gore attack of an amebelodon deals slashing damage rather than piercing damage. It also ignores the first 5 points of hardness when attacking an object.