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[As the largest terrestrial carnivorous mammal, it's somewhat surprising that Andrewsarchus hasn't appeared in PFRPG yet. Maybe because it's so mysterious—it's only known from a single skull, so all interpretations (mine included) feature a lot of guesswork.]

### **Andrewsarchus**

*This quadrupedal beast looks something like a pig and something like a bear. It stands taller than a man at the shoulder and is dominated by an immense head. Its legs are stout and robust.*

The andrewsarchus is an enormous belligerent omnivore, something like a meat-eating, land-dwelling hippopotamus. It uses its size and bulk to intimidate smaller predators and chase them away from their kills—the jaws of an andrewsarchus are incredibly strong and capable of cracking through bone and shell. They are decent swimmers and forage on beaches and in marshes, chewing through mollusks and turtles. They gladly supplement their animal diet with roots, tubers and other tough, fibrous plant matter.

As each andrewsarchus requires a large amount of food, they are antisocial creatures that rarely congregate for any purpose besides mating. Births are typically single, although twins are not unheard of, and the juvenile travels with its mother until they are nearly full grown. An andrewsarchus stands more than six feet high at the shoulder, grows to twenty feet long and weighs several tons

### **Andrewsarchus as Animal Companions**

**Starting Statistics:** Size Medium; Speed 40 ft. AC +3 natural armor; Attack bite (1d8); Ability Scores Str 16, Dex 16, Con 14, Int 2, Wis 13, Cha 9; Special Attacks terrorize; Special Qualities low-light vision, scent

**7th-Level Advancement:** Size Large; AC +3 natural armor; Attack bite (2d6); Ability Scores Str +8, Dex -2, Con +4; Special Attacks crushing bite (Str based DC), Dazzling Display as bonus feat

**Andrewsarchus**                      **CR 9**  
**XP 6,400**  
N Huge animal

**Init** +5; **Senses** low-light vision, Perception +8, scent

Defense

**AC** 23, touch 10, flat-footed 21(-2 size, +2 Dex, +13 natural)

**hp** 136 (13d8+78)

**Fort** +14, **Ref** +10, **Will** +7

Offense

**Speed** 40 ft.

**Melee** bite +18 (2d8+16/19-20 plus crushing bite)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** terrorize

Statistics

**Str** 32, **Dex** 14, **Con** 23, **Int** 2, **Wis** 13, **Cha** 9

**Base Atk**+9; **CMB** +20; **CMD** 32 (36 vs. trip)

**Feats** Combat Reflexes, Dazzling Display (B), Improved Critical (bite), Improved Initiative, Intimidating Prowess, Iron Will, Power Attack, Vital Strike

**Skills** Intimidate +14, Perception +8, Survival +8 (+12 tracking by scent), Swim +19; **Racial**

**Modifiers** +4 Survival when tracking by scent, +4 Swim

Ecology

**Environment** warm plains and marshes

**Organization** solitary or family (2-3)

**Treasure** none

Special Attacks

**Crushing Bite (Ex)** When an andrewsarchus succeeds on a bite attack against an opponent with a natural armor bonus, the creature must succeed a DC 26 Fortitude save or have its natural armor bonus reduced by 3 for 1 hour. Multiple crushing bites stack. A creature with no natural armor bonus, or that has had its natural armor bonus reduced to 0 with this ability, must succeed a DC 26 Fortitude save or be staggered for one round. The save DC is Strength based.

**Terrorize (Ex)** If an andrewsarchus makes a successful Intimidate check, its opponent is shaken for one round plus one round per every 1 by which it beats the skill DC.