



“*Amphicyon longiramus*” © Mauricio Anton. Accessed at his blog, Chasing Sabretooths, [here](#)

[Dog-like cryptids have gone by a number of names over the years, including waheela (attributed to Ivan T. Sanderson) and shunka warakin (Loren Coleman). I’m not using either of those names. Why? Both are claimed to be Native American legends, but I haven’t found any authentically native sources, just the say-so of cryptozoologists I frankly don’t trust. I also want to call to attention the existence of the [ringdocus](#), a rare case of a mystery animal actually stuffed and mounted. Sure, it’s probably just a poorly mounted wolf carcass, *but what if it isn’t?*]

Ringdocus

This musclebound beast looks like a cross between a bear and a dog with a long, sinuous tail. Its head and jaws are massive for its size.

The ringdocus, sometimes called “bear-dog” or “amphicyon”, is a beast of remote hilly landscapes. Although they stand four feet high at the shoulder and can grow ten feet long, they prefer to consume small game and carrion over killing larger animals. That doesn’t mean that they aren’t ornery or aggressive, however—a ringdocus is an expert at scaring smaller carnivores, including humanoids, away from their kills.

Ringdocuses are typically solitary creatures, although the mothers are caring parents that rear their pups until they reach adult size. These subadult ringdocuses may travel together for a while if food is common, but they go their separate ways with the coming of the snows. Unlike bears, ringdocuses are typically active all winter long, and may wander into human settlements in search of food in the dead of winter.

Ringdocus as Animal Companions

Starting Statistics: Size Medium; Speed 40 ft.; AC +2 natural armor; Attack bite (1d8); Ability Scores Str 16, Dex 19, Con 12, Int 2, Wis 13, Cha 9; Special Qualities low-light vision, scent.

7th-Level Advancement: Size Large; AC +3; Attack bite (2d6); Ability Scores Str +8, Dex -2, Con +4; Special Attacks crushing critical, trip

Ringdocus CR 6
XP 2,400
N Large animal

Init +7; **Senses** low-light vision, Perception +13, scent

Defense

AC 17, touch 12, flat-footed 14 (-1 size, +3 natural, +5 natural)

hp 75 (10d8+30)

Fort +10, **Ref** +10, **Will** +6

Offense

Speed 40 ft.

Melee bite +13 (2d6+10/19-20 plus trip plus crushing critical)

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

Statistics

Str 24, **Dex** 17, **Con** 16, **Int** 2, **Wis** 13, **Cha** 9

Base Atk +7; **CMB** +15; **CMD** 28 (32 vs. trip)

Feats Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Vital Strike

Skills Climb +11, Perception +13, Stealth +11; **Racial Modifiers** +4 Climb, +4 Perception, +4

Stealth

Ecology

Environment temperate and cold hills

Organization solitary or family (2-4)

Treasure none

Special Abilities

Crushing Critical (Ex) On a successful critical hit, a creature bitten by a ringdocus must succeed a DC 22 Fortitude save or take 1d4 points of Strength and Dexterity damage. The save DC is Strength based.