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[This one is stretching the boundaries of “prehistoric” creatures, as it is decidedly modern, but extinct nonetheless. Their extinction is one that I consider among the most tragic.]

Hydrodamalis

CR 3 N Animal

This bulbous creature resembles a whiskered, globular whale, with a short broad tail and nails on its flippers. The skin of its back is leathery and cracked.

The hydrodamalis is also called the giant sea cow. They are gentle giants native to cold kelp forests in coastal ocean waters, but are frequently hunted and driven to extinction by humanoids. As such, they are common only in isolated areas, where they can be free of persecution. A hydrodamalis is oddly adapted to the water—they have little need to hold their breath, as they are so buoyant that they always float at the surface. There, they graze on seaweeds that they can reach with their downturned, whiskered mouths.

Hydrodamalis are social creatures that gather in order to have more eyes to watch out for predators. They are monogamous creatures that mate for life, and a mated pair is nearly inseparable. They give birth to only one baby at a time, and adult or near-adult children frequently associate with their parents until they find a mate of their own.

Variant Hydrodamalis

In warmer waters, manatees and dugongs are peaceful grazers that feed on sea grasses and algae. Unlike hydrodamalis, they have to dive for their meals. A manatee or dugong is a hydrodamalis with the young simple template, no buoyancy special quality and the hold breath special quality. A manatee or dugong is a CR 2.

Hydrodamalis as Animal Companions

Starting Statistics: Size Medium; **Speed** swim 30 ft. **AC** +3 natural armor; **Attack** slam (1d6); **Ability Scores** Str 12, Dex 12, Con 14, Int 2, Wis 11, Cha 5; **Special Qualities** buoyant, docile, low-light vision

7th-Level Advancement: Size Large; **AC** +3 natural armor; **Attack** slam (1d8); **Ability Scores** Str +4, Dex –2, Con +4; **Special Qualities** loses docile SQ

Hydrodamalis **CR 3**

XP 800

N Huge animal

Init -2; **Senses** low-light vision, Perception +11

Defense

AC 16, touch 6, flat-footed 16 (-2 size, -2 Dex, +10 natural)

hp 42 (4d8+24)

Fort +10, **Ref** +2, **Will** +3

Offense

Speed swim 30 ft.

Melee slam +1 (2d6+2)

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

Statistics

Str 20, **Dex** 6, **Con** 23, **Int** 2, **Wis** 11, **Cha** 5

Base Atk +3; **CMB** +10; **CMD** 18

Feats Endurance, Iron Will

Skills Perception +11, Swim +13; **Racial Modifiers** +4 Perception

SQ buoyant, docile

Ecology

Environment cold oceans

Organization solitary, family (2-5) or herd (6-20)

Treasure none

Special Abilities

Buoyant (Ex) A hydrodamalis does not sink as a result of a failed Swim check. It gains a +4 racial bonus on all CMD checks made to hold it underwater.

Docile (Ex) A hydrodamalis' natural attacks are all treated as secondary natural weapons.