



“The Missing Hunter” © Fabio Alejandro, accessed at his deviantArt gallery [here](#)

[Commissioned by [@glarnboudin](#), with a very interesting pedigree. This creature is a speculative evolution concept by Robert Bakker, an iconoclastic paleontologist. He developed it for an episode of the Discovery Channel documentary [Paleoworld](#) as a “missing” carnivore, a bone-crushing macropredator in the style of an [entelodont](#). Of course, entelodonts weren’t specialist macropredators, but the facts never got in the way of a good Bakker story.]

Ursapotamus

CR 11 N Magical Beast

This massive quadruped stands taller than an elephant. Its jaws are long and hippo-like, except that they are filled with an array of shearing teeth. Its body is that of a long-legged bear, with flat feet ending in sharp claws.

The ursapotamus is a huge hyper-carnivore that feeds on megafauna. It is an artificial hybrid, possibly created in an attempt to emulate the [ammut](#) as a sacred animal. Even though neither bears nor hippos are solely carnivorous, ursapotamus are. They tend towards being strongly seasonal, gorging themselves during the wet season and retreating into aestivation during the driest months.

An ursapotamus is an ambush hunter, striking from cover of water, grass or both. They prefer reed beds and marshy grasslands to open rivers and lakes. Like a bear, they are capable of rearing onto their hind legs when attacking. An ursapotamus uses its massive bulk to shove grabbed opponents while simultaneously inflicting deep, bleeding punctures with its tusk-like teeth. They usually hunt large game, such as elephants, rhinos or hippos, but human sized prey will be taken.

Ursapotamuses are solitary for most of their lives, ranging over wide territories in search of prey. They mate when the opportunity occurs, but like bears can delay pregnancies until their dormancy period. A mother ursapotamus is usually awoken by her cubs being born, and feeds them with fatty, energy rich milk until they are old enough to walk on their own, whereupon they accompany her in her hunts and learn the tools of the trade.

An ursapotamus stands between ten and twelve feet high at the shoulder. They can live to fifty years of age, but such ancient individuals are rare.

Ursapotamus CR 11

XP 12,800

N Huge magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, Perception +10, scent

Defense

AC 26, touch 8, flat-footed 26 (-2 size, +18 natural)

hp 150 (12d10+84)

Fort +15, **Ref** +8, **Will** +7

DR 10/magic; **Immune** death effects, level drain, negative energy; **Resist** acid 10, cold 10, electricity 10

Offense

Speed 40 ft.

Melee bite +20 (2d6+15/19-20 plus bleed), 2 claws +20 (1d8+10 plus grab)

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

Special Attacks bleed (1d6), powerful blows (bite), shoving grab

Statistics

Str 30, **Dex** 11, **Con** 24, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +12; **CMB** +24 (+26 bull rush, +28 grapple); **CMD** 34 (36 vs. bull rush)

Feats Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Skill Focus (Stealth)

Skills Perception +10, Stealth +11 (+19 in plains and marshes), Swim +14; **Racial Modifiers** +4

Perception, +8 Stealth in plains and marshes, +4 Swim

SQ hold breath

Ecology

Environment any plains and marshes

Organization solitary or pair

Treasure none

Special Abilities

Shoving Grab (Ex) An ursapotamus can make a bull rush attempt as a swift action any round it establishes or maintains a grapple. It can even make this attempt in the same round it moves, as long as its total distance moved does not exceed its move speed.