



“Runescape: Legacy of Blood” by unknown artist. Accessed [here](#)

[The name comes from Old French, and it’s likely the source of the modern “loup-garou”. The creature is inspired by the Beast of Bray Road/Michigan Dogman/modern werewolf phenomenon. The abilities and flavor text are inspired by the increasingly unhinged books of Linda Godfrey, who in [Monsters Among Us](#) suggests that dogmen open portals to an alternate world full of energy beings and intelligent mist.]

Gerulfus

CR 10 CE Outsider (native)

This creature resembles a wolf with oddly long limbs. Its eyes glow with a red light as it rears up onto its hind legs, revealing its front paws as clawed hands.

A gerulfus is a nightmare made flesh—the creature is an embodiment of unease and suspicion, especially of monsters and animals. They are created spontaneously when a large number of people are tense and paranoid about creature attacks. Even if the community in which a gerulfus stalks did not have any real monstrous presence before it, the gerulfus attracts monsters of all sorts to its banner, opening the way between worlds if local horrors are insufficient.

Gerulfuses are territorial to the extreme, considering an entire region to be “theirs”. This territoriality only extends to other gerulfuses, which battle to the death if they come into contact with each other. Any other sort of monster is tolerated or even encouraged, although a gerulfus will chafe under the authority of any creature more powerful than itself. Will o wisps are a particular favorite, as they too delight in the suffering of others, and a gerulfus can summon will o wisps to its aid in battle. They are carnivorous, and seem to gain as much nutrition from the fear and suffering of the creatures they consume as from the flesh and blood.

In combat, a gerulfus alternates between magic and physical might. Its frightful presence can put even stout hearts on edge, allowing the creature to strike unexpectedly and softening up its victims for more terrible, even lethal, spells. Most gerulfuses will gladly flee combat, preferring to fight another day than to risk death. A gerulfus stands six feet tall on its hind legs, but can drop onto all fours in order to run swifter than a horse.

Gerulfus CR 10

XP 11,200

CE Medium outsider (native)

Init +8; **Senses** darkvision 60 ft., Perception +17, scent, see in darkness

Aura frightful presence (30 ft., Will DC 21)

Defense

AC 26, touch 19, flat-footed 22 (+4 Dex, +7 natural, +5 deflection)

hp 126 (12d10+60)

Fort +9, **Ref** +12, **Will** +10

Immune fear; **SR** 21

Defensive Abilities terror shield

Offense

Speed 40 ft., gallop 60 ft.

Melee 2 claws +17 (1d6+4), bite +16 (1d8+4)

Psychic Magic CL 12th, concentration +17 (+21 casting defensively)

20 PE—*crushing despair* (DC 19, 3 PE), *dancing lights* (0 PE), *dimension door* (4 PE), *dream scan* (DC 20, 5 PE), *ego whip II* (DC 19, 4 PE), *synaptic scramble* (DC 19, 4 PE)

Special Attacks fear feeder, nightmare portal, sneak attack +2d6

Spell-like Abilities CL 12th, concentration +17 (+21 casting defensively)

3/day—*darkness*, *nightmare* (DC 20)

1/day—*phantasmal killer* (DC 19), *summon* (2 will o wisps, level 6th)

Statistics

Str 18, **Dex** 19, **Con** 20, **Int** 13, **Wis** 14, **Cha** 20

Base Atk +12; **CMB** +18; **CMD** 36

Feats Combat Casting, Dazzling Display, Improved Initiative, Power Attack, Shatter Defenses, Weapon Focus (claw)

Skills Acrobatics +19 (+23 when jumping, +31 when jumping in gallop), Intimidate +20, Knowledge (arcana) +16, Knowledge (planes) +16, Perception +17, Sense Motive +17, Stealth +19

Languages Abyssal, Common

Ecology

Environment any land or underground

Organization solitary or gang (1 plus 2-6 will o wisps)

Treasure standard

Special Abilities

Fear Feeder (Su) A gerulfus gains one PE for every creature suffering from a fear effect within 30 feet of its space at the start of each of its turns.

Gallop (Ex) A gerulfus can switch between a two legged and four legged gait with ease. On all fours, its move speed is 60 feet, but it cannot make claw attacks any round in which it uses its gallop ability.

Nightmare Portal (Sp) This ability functions as the planar travel function of the *gate* spell, except that it can only allow travel between the Material Plane, the Ethereal Plane and the Shadow Plane. This functions as a 7th level spell cast at CL 12th.

Terror Shield (Su) A gerulfus gains a deflection bonus to AC equal to its Charisma bonus.

Creatures immune to fear effects ignore this bonus, and a creature that casts *remove fear* on a gerulfus can make a DC 23 caster level check to suppress this ability for the duration of the spell.