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“Gugalanna” © Kobold Press, by Will O’Brien. Accessed at the artist’s deviantArt [here](#)

[Commissioned by [@justicegundam82](#), who requested a scaled down, species level version of the 5e original, which is a CR 21 unique monster. Gugalanna is the name of one of Ishtar’s consorts. Wikipedia tells me that the name was also used at times to refer to the Bull of Heaven in the *Epic of Gilgamesh*. This version is based on the Bull of Heaven, but most of the evidence for that name belonging to that creature online appears to be from *Fate/Grand Order*.]

Gugalanna

CR 13 NG Magical Beast

This immense bull stands taller than an elephant. Its horns curve above its head and a sun disk is

suspended between them. Feathery wings stretch from its back.

The gugalanna, or “Bull of Heaven”, is a powerful creature native to the upper planes. They are often cared for by celestials of all kinds, and may even serve as mounts for angels, archons, azatas or agathions. A gugalanna is a powerful force for good, but they are not subtle. They are called upon when the destruction of an evil-doer is required, and they may appear to intercede during times of war, plague and oppression. Gugalannas despise the sacrifice of sapient creatures, and their greatest wrath is turned against evil religions that perform such rites.

A gugalanna usually begins combat with a few swipes through enemy ranks, in order to trample evildoers beneath their hooves. The radiance of a gugalanna is soothing to all but the wicked, who find it disturbing and uncomfortable. A gugalanna can rear back and strike the ground to cause great pits to open up. These pits may have two purposes—villains are merely dropped and crushed (with the gugalanna entering the pit to finish the job), but it may use these pits to shelter innocents in combination with their *feather fall* spell-like ability. Gugalannas never flee from a battle if good lives are on the line.

Gugalanna CR 13

XP 25,600

NG Huge magical beast (extraplanar)

Init +3; **Senses** darkvision 60 ft., Perception +17, scent

Aura *holy aura* (Fort DC 22), solar disk (60 ft., Will DC 23)

Defense

AC 27, touch 15, flat-footed 24 (-2 size, +3 Dex, +12 natural, +4 deflection)

hp 189 (18d10+90)

Fort +20, **Ref** +17, **Will** +17

DR 10/evil; **Immune** fire, mind-influencing effects; **SR** 24

Offense

Speed 60 ft., fly 80 ft. (average)

Melee gore +23 (2d10+7 plus 4d6 fire), 2 hooves +21 (2d6+3)

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

Special Attacks crack the earth, toppling trample (Ref DC 26, 4d6+10)

Spell-like Abilities CL 18th, concentration +22

Constant—*holy aura* (self only)

At will—*detect evil*

3/day—quicken *cleanse*, *feather fall*, *sunbeam* (DC 21)

Statistics

Str 24, **Dex** 17, **Con** 20, **Int** 11, **Wis** 21, **Cha** 18

Base Atk +18; **CMB** +27 (+29 bull rush); **CMD** 42 (44 vs. bull rush, 46 vs. trip)

Feats Alertness, Awesome Blow, Blind-fight, Flyby Attack, Improved Bull Rush, Iron Will, Multiattack, Power Attack, Quicken *SLA* (*cleanse*)

Skills Acrobatics +13 (+25 jumping), Fly +9, Knowledge (religion) +8, Perception +17, Sense Motive +14

Languages Celestial, telepathy 100 ft.

Ecology

Environment warm and temperate plains (any good aligned plane)

Organization solitary, pair or herd (3-12)

Treasure incidental

Special Abilities

Crack the Earth (Su) As a standard action, a gugalanna touching the ground can cause a pit to

open up within 60 feet of it. This pit has a 15 foot radius and is 100 feet deep. Creatures in the area must succeed a DC 23 Reflex save or fall into the pit—if they save successfully, they move to the nearest space not within the pit. This pit seals up in 1 minute—creatures that are still in the pit are magically moved back to the surface at the end of this time. A gugalanna may use this ability three times per day.

Solar Disk (Su) A gugalanna radiates bright light in a radius of 60 feet. All evil creatures in this radius must succeed a DC 23 Will save or be sickened for as long as they remain in the radius and for 1d4 rounds thereafter. Creatures with the light sensitivity or light blindness weakness take a -2 penalty to this save. The save DC is Charisma based.

Toppling Trample (Ex) A creature that fails its save against the gugalanna's trample, or that chooses not to make a save, is knocked prone.