



“The Tiger-monster” © Naranbaatar Ganbold, accessed at their artstation [here](#)

[Commissioned by [@wannabedemonlord](#). The gailan is another creature from [@bugctulhu](#)’s list of Iberian monsters, but information other than from his compilation is nonexistent on the web, at least that I could find. Part of the problem stems from gai lan (two words) being a [vegetable](#). So with little to work with, I was struggling for a plot hook to give it before tossing and turning in bed and thinking about militant animal-rights groups. My gailans are basically PETA with a pounce attack.]

Gailan

CR 6 NE Monstrous Humanoid

This massive creature looks somewhere between a big cat and a man. It seems as if it is as adept at moving on two legs or on four, and its forelimbs end in clawed, hand-like paws. Its tail is long and muscular, and whips around it in anticipation.

Gailans are militant and wild creatures that resent civilization and despise the process of animal domestication. They typically believe that a beast is better dead than “enslaved” by sapient creatures, and fight against ranchers, farmers and animal breeders whenever possible. They see no problem with killing and eating wild animals, but will often kill far more than they can eat in their campaigns against captive creatures, preferring to leave them for scavengers to consume.

In combat, gailans prefer to be in the thick of things, pouncing onto a tough looking opponent and hoping to kill them as quickly as possible to demoralize their allies. Their spell-like abilities affect only animals, but there is nothing a gailan enjoys more than turning a loyal pet, steed or companion against its masters. They are confident to the point of cockiness, and many gailans would rather die than flee from those that would oppress animals.

A gailan spends most of its life alone, but they will occasionally cooperate with each other in raiding a well-protected ranch or stable. They sometimes cooperate with evil druids or fey in combating civilization, but only if these creatures do not keep animals as pets or companions.

Gailans advance by character class, and many advance as druids or rangers. They never keep animal companions of their own.

A gailan stands eight feet tall on its hind legs and weighs over five hundred pounds.

Gailan CR 6

XP 2,400

NE Large monstrous humanoid

Init +2; **Senses** darkvision 60 ft., low-light vision, Perception +10, scent

Defense

AC 18, touch 11, flat-footed 17 (-1 size, +2 Dex, +7 natural)

hp 76 (8d10+32)

Fort +6, **Ref** +8, **Will** +9

DR 10/manufactured; **Resist** sonic 10; **SR** 17

Offense

Speed 40 ft., sprint 400 ft.

Melee 2 claws +12 (1d6+4), bite +11 (1d8+4), tail slap +9 (1d6+2 plus 1d6 sonic plus stun)

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

Special Attacks pounce

Spell-like Abilities CL 8th, concentration +10

3/day—*hold animal* (DC 14)

1/day—*dominate animal* (DC 15)

Statistics

Str 19, **Dex** 15, **Con** 18, **Int** 9, **Wis** 16, **Cha** 14

Base Atk +8; **CMB** +13; **CMD** 25

Feats Dazzling Display, Intimidating Prowess, Multiattack, Weapon Focus (claw)

Skills Climb +11, Knowledge (nature) +3, Intimidate +13, Perception +10, Stealth +5, Survival +10

Languages Sylvan

Ecology

Environment any plains and hills

Organization solitary, pair or pride (3-8)

Treasure standard

Special Abilities

Damage Reduction (Ex) A gailan's damage reduction reduces damage dealt by unarmed strikes and natural weapons. Any manufactured weapon overcomes its DR.

Stun (Ex) A creature struck by a gailan's tail slap must succeed a DC 18 Fortitude save or be stunned for 1 round. The save DC is Strength based.