



“Wolverine” © Ryan Wardlow, accessed at his deviantArt gallery [here](#)

[This monster appears in *Monstrosities* as the “draug”, which is a name I dislike for multiple reasons. First, it’s just the word “guard” spelled backwards. Second, draug are real monsters! They’re Scandinavian undead, not furies. The original says that they are “bear like humanoids with the head and tail of a dog”, so I figured that wolverine was a suitable animal intermediate in physiology. Plus, anthro wolverines are rare (and much camouflaged online by the X-men character). Besides those conceptual changes, this is very similar to the original, both in mechanics and flavor. It’s a big anthro Viking. What’s not to love?]

Gullon

CR 3 LN Monstrous Humanoid

This broad, tall humanoid has the head and tail of a wolverine. They are clad in armor and carry weapons and a shield.

Gullons are oversized mustelid-like humanoids with a lust for life and a skill for violence. Most of them make a living as traders, raiders, mercenaries or bodyguards. A gullon stands about eight feet tall on average, and they tend towards broad and stocky builds. Their lifespan is equivalent to that of humans. Males and females are almost impossible for outsiders to tell apart unless pregnant or nursing.

Most gullons are enthusiastic combatants. They typically start out in formation, setting up in a strategic way before breaking off to fight. A gullon in need of help will unleash a stirring battlecry, and gullon companies will alternate rallying howls in order to maintain the morale effect. Although they will flank and otherwise coordinate for tactical advantages, they are very proud of their individual prowess, and typically keep score of kills and other achievements. A gullon will fight to the death when its blood is up, continuing the melee even as it bleeds out.

Gullons fight hard and play hard. The center of gullon social life is the mead-hall, decorated with

trophies of their victories and the weapons and shields of the fallen. Gullons have a taste for finely crafted weapons and armor, as well as silver jewelry. The society of gullons is held together with layers of intricate, multi-generational debts and obligations. They tend to throw themselves into their work with zeal, and even those that have distaste for combat take pride in their crafts. They view math as a kind of magic, and hold accountants and bookkeepers in high esteem.

Gullon CR 3

XP 800

LN Large monstrous humanoid

Init +4; **Senses** darkvision 60 ft., low-light vision, Perception +8, scent

Defense

AC 18, touch 10, flat-footed 19 (-1 size, +1 natural, +6 armor, +2 shield)

hp 25 (3d10+9)

Fort +4, **Ref** +4, **Will** +4

Resist cold 5

Defensive Abilities ferocity

Offense

Speed 30 ft. (40 ft. unarmored)

Melee battleaxe +5 (2d3+2/x3), bite +0 (1d6+1) or bite +5 (1d6+4)

Ranged longbow +2 (2d6/x3)

Special Attacks battlecry

Statistics

Str 17, **Dex** 10, **Con** 16, **Int** 10, **Wis** 11, **Cha** 15

Base Atk +3; **CMB** +7; **CMD** 17

Feats Alertness, Improved Initiative

Skills Climb +6, Perception +8, Sense Motive +5, Swim +2; **Racial Modifiers** +4 Climb

Languages Common, Giant

SQ martial proficiency

Ecology

Environment cold forests

Organization solitary, band (2-5), company (6-10 plus 1 lieutenant of 2nd level) or squad (18-30 plus 1 lieutenant of 2nd level per 6 individuals and 1 6th level captain)

Treasure standard (masterwork chain mail, heavy wooden shield, battleaxe, longbow with 20 arrows, other treasure)

Special Abilities

Battlecry (Ex) A gullon can howl as a standard action, inspiring all its allies within 100 feet. The gullon and its allies gain a +1 morale bonus to attack rolls, saving throws and skill checks for a number of rounds equal to its Charisma modifier. A gullon can use this ability once per day.

Martial Proficiency (Ex) A gullon is proficient with all simple and martial weapons, light and medium armor, and shields.