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[One of two monsters from the MMV that's a bigger, badder version of an existing canine monster, and the one that required less work to make a balanced PFRPG monster. I feel like these would fit right into the [Ironfang Invasion AP](#).]

Guulvorg

CR 13 NE Magical Beast

This huge beast resembles a nightmarish parody of a wolf, with teeth too big for its mouth, rows of bone spurs flanking its spine, and a whip-like tail ending in a club. Its eyes burn a malevolent red.

Believed to have been created by goblinoid alchemists with more ambition than sense, guulvorgs are massive and monstrous offshoots of worgs. Like worgs, they are dimly sentient and cruel, and many of them remain as half-allies, half-pets to hobgoblin armies. They breed true, and are found wild in forests or other terrain with enough meat to keep them fed. A guulvorg's metabolism runs incredibly fast, and their blood is so hot that it scalds anyone splashed with it.

A guulvorg is a skilled tracker, capable of finding and following either prey or an enemy army over long distances. Hobgoblin armies often use them to find and dispatch guerrilla troops that oppose them. A guulvorg is adept at this purpose, able to either focus devastating injuries on a single target or to sweep the area around them with their pulverizing tail. This organ bears more similarities to the tails of various dinosaurs than it does to anything lupine, and is a guulvorg's most feared weapon.

When left to their own devices, guulvorgs are fiercely territorial. Even captive guulvorgs are kept far from each other unless in combat or for mating purposes. They have a paternalistic attitude towards worgs, however, and a whole clan of worgs may be seen as the "pups" of a single guulvorg who protects them savagely. They collect little treasure, but their dens may be littered with valuable scraps from their victims.

Guulvorg

CR 13

XP 25,600

NE Huge magical beast

Init +9; **Senses** darkvision 60 ft., low-light vision, Perception +22, scent

Defense

AC 28, touch 13, flat-footed 23 (-2 size, +5 Dex, +16 natural)

hp 175 (14d10+98)

Fort +16, **Ref** +14, **Will** +9

DR 15/magic; **Immune** cold; **Resist** fire 20

Defensive Abilities boiling blood

Offense

Speed 60 ft.

Melee bite +21 (2d8+9/19-20 plus trip), tail slap +19 (4d8+13)

Space 15 ft.; **Reach** 10 ft. (15 ft. with tail)

Special Attacks powerful blows (tail slap), snapping tail, sweeping tail

Statistics

Str 29, **Dex** 21, **Con** 24, **Int** 6, **Wis** 17, **Cha** 12

Base Atk +14; **CMB** +25; **CMD** 35 (39 vs. trip)

Feats Combat Reflexes, Improved Critical (bite), Improved Initiative, Iron Will, Multiattack (B), Power Attack, Skill Focus (Perception), Stand Still

Skills Acrobatics +10 (+22 when jumping), Perception +22, Survival +5 (+13 tracking by scent);

Racial Modifiers +8 Survival when tracking by scent

Languages Goblin, Worg

SQ forest walker

Ecology

Environment temperate and cold forests

Organization solitary, pair or troop (3-6)

Treasure incidental

Special Abilities

Boiling Blood (Ex) A creature adjacent to a guulvorg that deals damage to the creature with a piercing or slashing weapon, or any creature attacking with a natural weapon that deals piercing or slashing damage, takes 1d10 points of fire damage per attack (Reflex DC 24 half). The save DC is Constitution based.

Forest Walker (Ex) A guulvorg can move through an area as small as half its space without squeezing and one-quarter its space squeezing when in forest terrain.

Snapping Tail (Ex) A guulvorg can make a tail slap attack as a swift action. It cannot use this ability the same round it uses its sweeping tail.

Sweeping Tail (Ex) As a full round action, a guulvorg can make a single tail slap attack against all enemies within its reach.