

## SEAWOLF, GREATER

	Human Form	Seawolf Form	Hybrid Form
	Medium Humanoid (Human, Shapechanger)	Large Humanoid (Human, Shapechanger)	Medium Humanoid (Human, Shapechanger)
<b>Hit Dice:</b>	3d10+6 plus 6d8+24 (73 hp)	3d10+6 plus 6d8+24 (73 hp)	3d10+6 plus 6d8+24 (73 hp)
<b>Initiative:</b>	+5	+6	+6
<b>Speed:</b>	30 ft. (6 squares)	20 ft. (4 squares), swim 40 ft.	30 ft. (6 squares)
<b>Armor Class:</b>	17 (+1 Dex, +2 Natural, +4 Masterwork Chain shirt), Touch 11, Flat-footed 16	19 (+2 Dex, +8 Natural, -1 Size), Touch 11, Flat-footed 17	20 (+2 Dex, +8 Natural), Touch 12, Flat-footed 18
<b>BAB/Grapple:</b>	+7/+9	+7/+15	+7/+11
<b>Attack:</b>	Longsword +9 melee (1d8+1/19-20)	Bite +11 melee (2d6+4)	Longsword +12 melee (1d8+4/19-20) or Bite +12 melee (1d8+4)
<b>Full Attack:</b>	Longsword +9/4 melee (1d8+1/19-20)	Bite +11 melee (2d6+4) and 2 claws +6 melee (1d4+2)	Longsword +12/7 melee (1d8+4) and Bite +7 melee (1d8+2) or Bite +12 melee (1d8+4) and 2 claws +6 melee (1d4+2)
<b>Space/Reach:</b>	5 ft./5 ft.	10 ft./5 ft.	5 ft./5 ft.
<b>Special Attacks:</b>	—	Curse of lycanthropy, trip	Curse of lycanthropy
<b>Special Qualities:</b>	Alternate form, seawolf empathy, low-light vision, scent	Alternate form, seawolf empathy, DR 10/silver, low- light vision, scent	Alternate form, seawolf empathy, DR 10/silver, low- light vision, scent
<b>Saves:</b>	Fort +8, Ref +4, Will +4	Fort +10, Ref +5, Will +4	Fort +10, Ref +5, Will +4
<b>Abilities:</b>	Str 15, Dex 12, Con 14, Int 10, Wis 13, Cha 11	Str 19, Dex 14, Con 18, Int 10, Wis 13, Cha 11	Str 19, Dex 14, Con 18, Int 10, Wis 13, Cha 11
<b>Skills:</b>	Hide +6, Listen +7, Move Silently +5, Spot +7, Survival +6, Swim +4	Hide +7, Listen +7, Move Silently +6, Spot +7, Survival +6*, Swim +14	Hide +7, Listen +7, Move Silently +6, Spot +7, Survival +6*, Swim +14
<b>Feats:</b>	Cleave, Improved Initiative, Improved Over Run, Iron Will <sup>B</sup> , Power Attack, Stealthy, Track <sup>B</sup> .	(same as human form)	(same as human form)

	Weapon Focus (Bite)		
<b>Environment:</b>	Cold Aquatic	Cold Aquatic	Cold Aquatic
<b>Organization:</b>	Solitary, pair, or pack (4-16)	(same as human form)	(same as human form)
<b>CR:</b>	7	7	7
<b>Treasure:</b>	Standard	Standard	Standard
<b>Alignment:</b>	Always chaotic evil	Always chaotic evil	Always chaotic evil
<b>Advancement:</b>	By character class	By character class	By character class
<b>LA:</b>	+3	+3	+3

Greater seawolves in humanoid form have no distinguishing traits.

### COMBAT

In seawolf form, a greater seawolf can trip just as a normal seawolf does. A greater seawolf in hybrid form usually dispenses with weapon attacks, though it can wield a weapon and use its bite as a secondary natural attack.

**Alternate Form (Su):** A greater seawolf can assume a bipedal hybrid form or the form of a seawolf.

**Curse of Lycanthropy (Su):** Any humanoid or giant hit by a greater seawolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Trip (Ex):** A greater seawolf in animal form that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity.

If the attempt fails, the opponent cannot react to trip the greater seawolf.

**Seawolf Empathy (Ex):** Communicate with seawolves, and +4 racial bonus on Charisma-based checks against seawolves.

**Hold Breath (Ex):** A greater seawolf can hold its breath for a number of rounds equal to 8 x its Constitution score before it risks drowning.

**Skills:** A greater seawolf in hybrid or animal form has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. \*A greater seawolf in hybrid or animal form gains a +4 racial bonus on Survival checks when tracking by scent.

The greater seawolf presented here is based on a 3rd-level human fighter and natural lycanthrope, using the following base ability scores: Str 15, Dex 12, Con 14, Int 10, Wis 11, Cha 11.