

CE	MEDIUM	BEAST	HUMAN	HUMANOID	WERECREATURE
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Converted by VaranSL

**Perception** +18; low-light vision, scent (imprecise) 30 feet

**Languages** Common; wolf empathy

**Skills** Acrobatics +19, Athletics +21 (+23 to Climb or Swim), Intimidation +18, Stealth +19, Survival +20, Sailing Lore +17

**Str** +8, **Dex** +4, **Con** +7, **Int** +0, **Wis** +5, **Cha** +1

**Wolf Empathy** (divination, primal) Avimar can communicate with lupines.

**Items** +2 striking handwraps of mighty blows, +1 striking longsword, +1 hatchet

**AC** 29; **Fort** +24, **Ref** +17, **Will** +20

**HP** 280; **Weaknesses** silver 10

**Attack of Opportunity** ↻

**Speed** 25 feet

**Melee** ♦ claw +25 [+21/+17] (agile), **Damage** 2d6+14 slashing

**Melee** ♦ hatchet +24 [+20/+16] (agile, sweep, thrown 10 ft.), **Damage** 1d6+14 slashing

**Melee** ♦ jaws +25 [+20/+15], **Damage** 2d8+14 piercing plus curse of the werewolf

**Melee** ♦ longsword +24 [+19/+14] (versatile P), **Damage** 2d8+14 slashing

**Change Shape** ♦ (concentrate, polymorph, primal, transmutation) Human with fist +25 for 2d4+14 bludgeoning, or wolf with Speed 40 feet and jaws with Knockdown.

**Curse of the Werewolf** (curse, necromancy, primal) This curse affects only humanoids. **Saving Throw** DC 30 Fortitude save. On each full moon, the cursed creature must succeed at another Fortitude save or turn into a werewolf until dawn. The creature is under the GM's control and goes on a rampage for half the night before falling unconscious until dawn.

**Moon Frenzy** (polymorph, primal, transmutation) When a full moon appears in the night sky, Avimar must enter hybrid form, can't Change Shape thereafter, becomes one size larger, increases his reach by 5 feet, and increases the damage of his jaws by 2. When the moon sets or the sun rises, Avimar returns to humanoid form and is fatigued for 2d4 hours.

**Pack Attack** Avimar's Strikes deal 2d6 extra damage to creatures within reach of at least two of his allies.