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[The seawolf in the *AD&D Monster Manual 2* comes in lesser and greater varieties, each with its own full entry (instead of just two statblocks with a single set of flavor text). It's pretty egregiously padding, as the flavor text between the two is practically identical and copy-pasted from one to the other. 3.5 decided to keep the power level low for their seawolf—my version has the HD of the greater seawolf from AD&D]

Seawolf

CR 6 NE Magical Beast

This baleful creature looks like an enormous seal with the shaggy fanged maw of a wolf. Its eyes glow red.

The seawolf is a ravenous predator that combines the worst aspects of land and sea animals. Worse, they can take on the form of humanoids in order to lure ship's crews to their doom. A typical seawolf hunt is begun by a small band of seawolves in humanoid form boarding a ship, seeking to steer it towards the rest of the waiting pack. Once in position, the lookouts are overwhelmed and murdered in order to clear the way for the pack to board and engage in an orgy of mayhem and violence. The ships are usually scuttled after the crew is slaughtered, but some are allowed to float free as bait, or are used by more ambitious seawolves to gather a new crew to murder and consume.

Seawolves rarely leave victims alive, but those that do escape them may be transformed into seawolves themselves. This helps to replenish their numbers—seawolves make for poor parents, and those children who cannot keep up with the pack are left to drown or die of exhaustion. A newly transformed seawolf escapes into the ocean if possible upon transforming, and its first victims are usually its traveling companions. A seawolf remembers only fragments of its life before the change, and may have a personality quirk or two carried over, but is essentially a different, crueler, person.

The natural form of a seawolf is that of a mighty seal with a wolf's head, and it is this form they are most frequently found in. Their hybrid form is used primarily in combat with humanoids, as they enjoy the mobility it allows on land. Seawolves gather some treasure, usually in the form of magical weapons and armor to use when in a humanoid form. They are nomadic over a wide territory, and territorial clashes between rival packs are both frequent and bloody. Even when in humanoid form they are pure carnivores, and cannot stand the taste of grains or vegetables.

In its natural form, a seawolf is about twelve feet long. They stand between six and seven feet tall in their hybrid forms, and are typically tall for their apparent race when in humanoid guise.

Seawolf **CR 6**

XP 2,400

NE Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, Perception +9, scent

Defense

AC 19, touch 10, flat-footed 18 (-1 size, +1 Dex, +9 natural)

hp 67 (9d10+18)

Fort +8, **Ref** +7, **Will** +8

DR 10/cold iron or silver; **Resist** cold 10

Offense

Speed 20 ft., swim 60 ft.

Melee bite +12 (2d6+6 plus bleed)

Space 10 ft.; **Reach** 5 ft.

Special Attacks bleed (1d6), curse of the sea

Statistics

Str 18, **Dex** 13, **Con** 15, **Int** 11, **Wis** 16, **Cha** 14

Base Atk +9; **CMB** +14; **CMD** 25

Feats Blind-fight, Cleave, Improved Initiative, Iron Will, Power Attack

Skills Bluff +5, Climb +10, Knowledge (geography) +3, Perception +9, Stealth +3 (+11 underwater), Swim +18; **Racial Modifiers** +8 Stealth when underwater

Languages Aquan, Common

SQ change shape (humanoid or hybrid, *polymorph*), hold breath, martial proficiency

Ecology

Environment cold and temperate oceans and coasts

Organization solitary, family (2-3) or pack (4-16)

Treasure standard (scimitar, leather armor, other treasure)

Special Abilities

Change Shape (Su) A seawolf has three forms. Its natural form is that of a Large wolf-headed seal, but it can take humanoid form or the form of a Medium hybrid creature with the head and claws of a wolf with webbed hands and feet. Its humanoid form is fixed—it cannot assume different humanoid forms. In hybrid form, it can make bite and claw attacks and fight with weapons, but its bite attack does not cause bleed. A seawolf can shift into any of its three alternate forms as a move action. Equipment does not meld with the new form between humanoid and hybrid forms, but does between either of those forms and its seawolf form. The statistics for a seawolf in hybrid form differ from its normal statistics as follows:

AC 19, touch 11, flat-footed 18 (+1 Dex, +2 armor, +6 natural); **Speed** 30 ft., swim 20 ft.; **Melee** scimitar +13/+8 (1d6+4/18-20), claw +8 (1d4+2), bite +8 (1d6+2) or 2 claws +13 (1d4+4), bite +13 (1d6+4); **Space** 5 ft.; **Reach** 5 ft.; **Stealth** +7 (+15 underwater)

Curse of the Sea (Su) A creature reduced to negative hit points by the attacks of a seawolf must succeed a DC 16 Fortitude save or be cursed to turn into a seawolf at midnight of the next new moon. A creature so cursed can have the curse removed as normal before that time, but once transformed can only be restored to its original form by a *wish* or *miracle* spell. A seawolf created in this way loses access to all class abilities of its original form and gains the ability scores of a seawolf. It remembers its original life only dimly, but its humanoid form is recognizably the same as it was before, albeit with a feral cast. The save DC is Charisma based.

Martial Proficiency (Ex) A seawolf is proficient in light armor, simple and martial weapons.