



“Sea wolf” © [@iguanodont](#), accessed at their tumblr [here](#)

[I learned about this creature from [@iguanodont](#), and my take is pretty much a direct conversion of their interpretation of it as a stem whale. There’s a Tlingit story where a man kills a gonakadet and wears its skin, turning into one every night and feeding his tribe in secret. At least, that’s the one version of the story that’s common online.]

Gonakadet

CR 7 N Animal

This creature looks something like a hybrid of wolf and whale, with a pointed snout, clawed fore-flippers and a mane of shaggy hair at its nape.

Also known as the seawolf or the wasgo, the gonakadet is a whale-like predator that maintains some ties to the land. They usually hunt solitarily, feeding on fish and seals in cold coastal waters. When prey is scarce in the ocean, they can haul themselves onto land and look for food in lakes and rivers. They rarely hunt on land, but may chase seals (or fishing boats) onto the beach in pursuit of a meal. Males are larger than females and have short horn-like appendages—they use these to butt heads with rivals in competition for mates. Females tend to give birth and raise their young in freshwater to avoid predators such as sharks and killer whales. Males typically mate with multiple females, but visit all their mates and provision them with regurgitated food so they can defend their calves.

Gonakadet as Animal Companions

Starting Statistics: Size Medium; **Speed** 15 ft., swim 40 ft.; **AC** +2 natural armor; **Attack** bite (1d6), 2 claws (1d2); **Ability Scores** Str 12, Dex 18, Con 10, Int 2, Wis 13, Cha 7; **Special Qualities** superior low-light vision, scent, weak claws

7th-Level Advancement: Size Large **AC** +3 natural armor; **Attack** bite (1d8), 2 claws (1d4); **Ability Scores** Str +8, Dex -2, Con +4; **Special Qualities** grab, powerful blows (bite)

Gonakadet CR 7

XP 3,200

N Huge animal

Init +2; **Senses** Perception +11, scent, superior low-light vision

Defense

AC 18, touch 10, flat-footed 16 (-2 size, +2 Dex, +8 natural)

hp 85 (10d8+40)

Fort +11, **Ref** +9, **Will** +6

Offense

Speed 15 ft., swim 40 ft.

Melee bite +12 (2d6+10 plus grab), 2 claws +7 (1d4+3)

Space 15 ft.; **Reach** 10 ft.

Special Attacks powerful blows (bite), swallow whole (Medium size, AC 14, 8 hp, 1d8+10 bludgeoning)

Statistics

Str 24, **Dex** 14, **Con** 19, **Int** 2, **Wis** 13, **Cha** 5

Base Atk +7; **CMB** +16 (+20 grapple); **CMD** 28 (cannot be tripped)

Feats Blind-fight, Iron Will, Skill Focus (Perception, Stealth), Vital Strike

Skills Perception +11, Stealth +4, Swim +20

SQ hold breath, weak claws

Ecology

Environment cold aquatic

Organization solitary, pair or family (1-2 plus 1-4 young)

Treasure none

Special Abilities

Superior Low-light Vision (Ex) A gonakadet can see four times farther than a human can in low light conditions.

Weak Claws (Ex) The flippers of a gonakadet are clawed, but much more suited to swimming than fighting. Its claw attacks are treated as secondary natural weapons.