

Species, Breed: WereWolf, Black`Guard

Type: Not applicable.

Class: Monster (Mammal)

Align: Evil.

Gender: 01-50: Female, 51-00: Male.

Level: 1-D30 +1

Number encountered: 1

Experience points: 125 x level.

Characteristics:

Awareness: 60

Charisma: Not applicable.

Constitution: 60

Coordination: 40

Dexterity: 40

Intelligence: 10

Mental-strength: 60

Strength: 55

Wisdom: 5

Movement:

Flying: Can't

Grounded: 24

Swimming: 8

Luck: 50

Oxygen-points: 180

Blood-points: 180

Attack descriptions:

Bite: 1

Damage: 1-D12 x6 + 1-D10 when guarding its treasure.

Range: 1 space (5')

Attack Type: Sharp.

and:

Claws: 2

Damage: 1-D12 x5 + 1-D10 when guarding its treasure.

1 space (5')

Attack Type: Sharp.

Defense: 40 (+10 when guarding its treasure)

Offense: 40 (+10 when guarding its treasure)

Damage-Points: Roll: 4-D20 +7 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 20+ to have 2-D20 x3

Bronze: 25+ to have 2-D20 x2

Silver: 30+ to have 2-D12 x5

Electrum: 35+ to have 2-D10 x4

White-gold: 40+ to have 2-D8 x3

Yellow-gold: 45+ to have 2-D6 x2

Black-gold: 50+ to have 2-D4

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 20+ to have 1-D4 +1

Legendary: 40+ to have 1-D4 +1

Description:

Annihilation Strike?: Yes.

Description: This creature appears as a normal person (random race), yet when he or she changes into the Black`Guard Werewolf, the appearance is that of a massive wolf-like creature which can walk upright.

Height: 7' - 0"

Weight: 280 lbs.

Skin color: Black.

Skin texture: As a wolf.

Fur color: Black.

Hair texture: As a wolf.

Eye color: Black.

Eye shape: Medium-sized and sharply slanted.

Posture: Biped (like an animal with two feet).



Dislikes: This creature hates all other creatures . . . even those of its own kind.

Disposition: When terrible stories and legends are told to others in hushed whispers about the dreaded werewolf, it applies to this creature. The Black`Guard Werewolf is a hunter, discriminating against no one. While on the move, others, even of its own kind, are not safe.

Fears: None.

Habitat: Dark Forest

Immunities: Fear.

Life-span: 300 years.

Likes: The suffering and misery of others.

Needs: Basic necessities of life (food, water shelter, etc.).

Note: None.

Special Abilities: Lycanthrope Virus: Bite will infect another creature with the disease of Lycanthrope; a disease that will make him or her a raging werewolf, like itself. After being infected with the Lycanthrope Virus, the victim will shape-change into a Black`Guard Werewolf upon the rising of a full moon.

Night-vision: As the Psychic spell, after being subjected to darkness for more than 1 turn (5 seconds).

Special Defenses: Resistances: This creature has the following resistances:

Magic: 80%

Mental-attack: 80%

Spiritual-attack: 80%

Special Offenses: None.

Susceptibilities: Unknown.

Weapon susceptibility: Rank-1 (or better) enchanted weapon to harm.