

Species, Breed: Wolf, Siren

Type: Not applicable.

Class: Fiend (mammal).

Align: Evil (apathetic).

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

Level: 1-D30 + 1

Number encountered: 5-D6 +6

Experience points: 100 x level

Characteristics:

Awareness: 48

Charisma: Not applicable.

Constitution: 35

Coordination: 35

Dexterity: 35

Intelligence: 8

Mental-strength: 45

Strength: 35

Wisdom: 8

Movement:

Flying: Can't.

Grounded: 10

Swimming: 3

Luck: None.

Oxygen-points: 135

Blood-points: 105

Attack descriptions:

Bites: 3

Damage: 1-D12 x5 +3

Range: 1 space (5')

Attack type: Sharp.

Defense: 35

Offense: 35

Damage-Points: Roll 1-D8 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 80+ to have 1-D100

Bronze: 80+ to have 4-D20

Silver: 80+ to have 3-D20

Electrum: 80+ to have 1-D20

White-gold: 80+ to have 1-D6

Yellow-gold: 80+ to have 1-D4

Black-gold: 80+ to have 1-D4

Treasure item(s):

Common: 90+ to have 1-D4

Uncommon: 90+ to have 1-D4

Rare: 00+ to have 1

Legendary: 00+ to have 1

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a large silver wolf. There is an intelligence within the gaze of this creature.

Eye color: Auburn.

Eye shape: Medium-sized and slanted.

Fur color: Silver.

Fur texture: Course.

Height: 3'-0"

Length: 6'-0"

Posture: Quadruped (like an animal with four feet).

Weight: 165 lbs.

Dislikes: Humanoids

Disposition:

Fears:

Habitat: Forest (Dark and Enchanted).

Immunities: Charm and mood altering spells have no effect.

Life-span: 2,000 years.

Likes: Hunting.

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

Note: Leather clothing: Prerequisite trade-skill(s) to craft this item: Leather Worker.

If crafted, one can create Siren Wolf Leather Clothing which will retain 50% of its magic-resistance (rounded up) listed in the "Special Defenses" section.

Siren Wolf Leather Clothing will be considered as light-leather armor for the "Special Abilities" only.

For each level Siren Wolf Leather Clothing is master crafted, its magic-resistance will increase by +3, yet not to exceed the maximum magic-resistance of this creature.

See: "Special Defenses" to know this creatures magic-resistance

Special Abilities: Languages: This creature speaks Eldishar Elf and Human.

Siren howl: If the Prey of the Siren Wolf's howl hears this creature's howl, it will be drawn to the Siren Wolf. The Siren Wolf will attempt to bring its quarry to it, rather than hunting it down.

When the howl of this wolf is heard, all creatures must make a successful avoidance-roll vs. "Mental Attack", or approach the Siren Wolf in a trance-like state.

If caught in the snare of a "Siren howl", the victim will be enforced with the following penalties:

-30 Offense

-50% movement reduction (rounded down)

½ the normal attack per turn (minimum of 1 attack per turn).

Special Defenses: Magic: 25%

Special Offenses: None

Susceptibilities: None

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