

Species, Breed: Wolf, Nargul

Type: Not applicable.

Class: Animal.

Align: Basic instinct creature. Due to their extremely high animal intelligence, the G.M. may pick an align for each Nargul Wolf.

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

Level: 6 + 1-D20

Number encountered: 1-D6 x3

The number encountered will be away from their den. The number encountered in the den will be an additional 1-D6 x4. There will be a 10% chance per day of discovering the den near the area this creature is encountered within (if searched for).

Experience points: 15 x level

Characteristics:

Awareness: 40

Charisma: Not applicable.

Constitution: 29

Coordination: 27

Dexterity: 25

Intelligence: 10

Mental-strength: 33

Strength: 35

Wisdom: 10

Movement:

Flying: Can't.

Grounded: 18

Swimming: 6

Luck: 50

Oxygen-points: 99

Blood-points: 87

Attack descriptions:

2 Bites: 1-D12 x5

Attack range: 1 space (5')

Attack type: Sharp.

Defense: 27

Offense: 25

Damage-Points: Roll 2-D12 +5 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 61+ to have 1-D12 x11

Bronze: 66+ to have 1-D12 x9

Silver: 71+ to have 1-D12 x7

Electrum: 76+ to have 1-D12 x5

White-gold: 81+ to have 1-D12 x3

Yellow-gold: 86+ to have 1-D12

Black-gold: 91+ to have 1-D4

Treasure item(s):

Common: None.

UnCommon: 71+ to have 1-D4

Rare: 99+ to have 1

Legendary: None.

Note:

Each creature may have treasure. Check for treasure and money on each creature encountered.

Description:

Annihilation Strike?: Yes.

Description: This creature appears as a common, black-fur wolf, yet overly large in size.

Eye color: Yellow.

Eye shape: Large, slanted.

Fur color: Black.

Fur texture: Course, straight.

Height: 4'-0".

Length: 7'-0".

Posture: Quadruped.

Weight: 225 Lbs.

Dislikes: Magic. The Nargul have strong fear and hatred for spell-casters, and are terrified of Mirellian Elves. If escape can be successful, it will attempt to flee.

Disposition: Solitary in their existence, Nargul Wolves mainly keep to themselves. They are dedicated to protecting their own and will go to extremes to ensure the safety of the pack.

Fears: Unknown.

Habitat: Forests.

Immunities: None.

Life-span: 75 years.

Likes: Druids (they will go out of their way to ally with a druid that is in good standing with nature).

Hunting is one of their all-time favorite pastime (even when fed, they will hunt for sport).

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

Note: As Common Wolves, the Nargul drive their quarry into exhaustion by means of communication and chase, thus taking advantage of their prey's weariness and lack of strength to defend. Breeding occurs in the early springtime before the snows fade away. In 60 days from conception the female will give birth to the following number of pups:

%Roll: Number of young:

01-70: 1

71-90: 2

91-98: 3

99-00: 4

As the Common Wolf pup, Nargul pups are blind and helpless at birth. They are also very playful and curious as well. At approximately two months they are strong enough to be trained to hunt.

Special Abilities: The Nargul Wolf has the following abilities:

Communication: As Common Wolves, the Nargul howl to each other over great distances, signaling a find. The Wolf is a pack hunter. When they have located prey, they will fill the air with their voices. This is communication among themselves during the hunt. When a victim is being pursued, the Wolf will give a signal with a howl. Others will rush to a certain destination, setting up a relay to catch larger more powerful prey, thus using each other to chase and hunt quarry over long distances. The Nargul Wolf has a unique sense of where it is, even when in unknown territory. This does not mean that it knows the layouts of untraversed places. But this creature does not become lost. Since birth, the Nargul Wolf instinctively remembers places it has been since birth. Each of these places act similar to a simple map, though unseen. And as sailors confidently navigate their ship by the positioning of the stars, as well do the Nargul navigate many lands. Roll a 71+ for each Nargul Wolf, and it will have the ability to randomly speak one of the following languages. Roll on Chart #1:

Chart #1:

%Roll: Race Rarity:

01-33: Common (roll on chart #2)
34-66: UnCommon (roll on chart #3)
67-00: Rare (roll on chart #4)

Chart #2:

%Roll: Common Race Types:

01-50: Dwarf %Roll: Dwarf Types:
01-50: Kithrin
51-00: Sha`Qual

01-00: Human

Chart #3:

%Roll: UnCommon Race Types:

01-60: Elf %Roll: Elf Types:
01-50: Aldarian
51-00: Vosk

61-00: Shallant

Chart #4:

%Roll: Rare Race Types:

01-00: Elf %Roll: Elf Types:
01-20: Kithillian
21-60: Mirellian
61-00: Sardakk

Tracking: These wolves have the ability to track with a roll of 05+ (by scent and/or visual), and keep the track for 1-D6 hours.

Wolfsong: Wolves will always howl to each other over great distances, signaling a find. The Wolf is a pack hunter. When they have located prey, they will fill the air with their voices. This is communication among themselves during the hunt. When a victim is being pursued, the Wolf will give a signal with a howl. Others will rush to a certain destination, setting up a relay to catch larger more powerful prey, thus using each other to chase and hunt quarry over long distances.

Special Defenses: 60% damage-resistance against blunt weapon attacks (due to their thick coat of fur).

Special Offenses: Surround attack at all times.

Susceptibilities: None

Weapon susceptibility: Rank-0 (or better) weapon to harm.