

Encounter type: **Wolf, Common**

Encountered: 1-D4 +1 per 4 players.

Attacks per turn: 1

Attack types / Damage per successful attack: Bite: 1-D10

D20 roll needed to have Gold / # of gold coins found: 17+ / 1-D4

D20 roll needed to have Silver / # of silver coins: 16+ / 2-D4

D20 roll needed to have **Treasure** / # of treasure items found: 17+ / 1 Check for each to have treasure.

Defense: 12

Experience: 9

Life-points: 27

Offense: 0

Region: Forest Wilderland.

Special: Howl: At the beginning of each Common Wolf's turn, roll 1-D6. A score of 1 will indicate another Common Wolf has joined in the battle.