

**Species, Breed:** Dreganox Wolf, Single breed species

**Type:** Not applicable.

**Class:** Fiend (mammal)

**Align:** Evil.

**Gender:** %Roll: 01-50 = Female, 51-00 = Male

**Level:** 20 + 1-D30

**Number encountered:** 1

**Experience points:** 500 x level.

### **Characteristics**

Awareness: 60

Charisma: Not applicable.

Constitution: 80

Coordination: 80

Dexterity: 80

Intelligence: 8

Mental-strength: 100

Strength: 200

Wisdom: 8

### **Movement:**

Flying: Can't

Grounded: 27

Swimming: 9

**Luck:** 300

**Oxygen-points:** 300 See: "Special abilities"

**Blood-points:** 240

### **Attack descriptions**

Bites: 1

Damage: 2-D100 + 36

Range: 3 spaces (15')

Attack Type: Sharp

and:

Claws: 2

Damage: 1-D100 + 36

Range: 3 spaces (15')

Attack Type: Sharp

**Defense:** 80 / 110 if 32nd level or higher.

**Offense:** 80 / 110 if 32nd level or higher.

**Damage-Points:** Roll 4-D20 +10 x level.

### Treasure: %Roll needed to have money and treasure:

Copper: 30+ to have 1-D100 x100

Bronze: 33+ to have 4-D20 x100

Silver: 36+ to have 3-D20 x100

Electrum: 39+ to have 2-D20 x100

White-gold: 42+ to have 1-D20 x100

Yellow-gold: 45+ to have 1-D12 x100

Black-gold: 48+ to have 1-D10 x25

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 10+ to have 1-D4 x3

Legendary: 20+ to have 1-D4 x2

Note:

The Dreganox Wolf will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

75% chance of having 1-D4 Artifacts

90% chance of having 1-D20 x6 random gems. There will be a 10% chance of all gems found being special gems.

60% chance of having 1-D4 Oracles

50% chance of having 1-D4 Relics

# Description:

**Annihilation Strike?:** Yes.

**Description:** The Dreganox Wolf Looks like a cross between a dragon and a wolf, the dragon being the more dominant feature of this vicious creature.

**Eye color:** Silver with a vertical black pupil.

**Eye shape:** Large and slanted.

**Fur color:** White.

**Fur texture:** Long and silky. The fur is coated with a natural oil from the Dreganox's body, keeping it dry.

**Height:** 25'-0"

**Length:** 75'-0"

**Posture:** Quadruped.

**Weight:** 4,800 lbs.

**Dislikes:** All other creatures, even its own kind (except during mating season, which is during the early spring).

**Disposition:** This creature will kill just for the sport of killing. It accepts any challenge, due to its fearless nature. It loves to lie within the shallows of a coastline, completely submersed in water, and wait for its prey to draw near.

It is a sentient creature, and can speak a crude form of Human (and any other languages the G.M. wishes to give it). Rarely will it converse with another creature, for it simply does not care for others.

It has been recorded in the history books of this creature aligning itself with others, but only a few instances . . . and we do not know of the truth of these records.

**Fears:** Nothing.

**Habitat:** Arctics.

**Immunities:** Cold attacks and environments have no effect. Fear.

**Life-span:** 8 ages (8,000 years).

**Likes:** Druids. Though it is never certain a druid, who is allowed to speak before the dreaded Dreganox Wolf, will not be eaten, it does fancy one who can control nature in any degree. It's voracious appetite and unnerving temperament promises no safety from this powerful creature.

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

**Note:** The cured pelt of this creature is worth 300 black-gold.

**Special Abilities: Camouflage:** In snowy regions, the Dreganox Wolf can hide undetected from another if it successfully pits its coordination vs. the awareness of those approaching, in which it will gain a bonus, equal to its level, added to its roll to succeed.

**Tracking:** This creature can track on a roll of 10+ and can follow the scent and the tracks visually for 1-D12 hours (at the end of which it must roll another successful tracking check to keep the trail).

**Special Defenses: Bristle:** When the Dreganox Wolf is aware of an enemy, danger, or is about to attack, its fur will bristle, especially its hackles. Attacks will often strike fur instead of the body of this creature. When struck there will be a 3 in 6 chance this creature will take no damage (roll 1-D6: 1-3 = no damage).

**Special Offenses:** None.

**Susceptibilities:** Fire causes x2 damage on this creature.

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