## Species, Breed: Wolf, Giant

Type: Not applicable.

Class: Monster (mammal)

Align: Basic instinct creature.

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

Level: 1-D30 +1

Number encountered: 1-D4

Experience points: Adults: 100 x level.

## Characteristics:

Awareness: 50
Charisma: Not applicable.
Constitution: 35
Coordination: 35
Dexterity: 35
Intelligence: 9
Mental-strength: 45
Strength: 50
Wisdom: 9

## Movement:

Flying: Can't
Grounded: 21
Swimming: 7

Luck: 30

Oxygen-points: 135

Blood-points: 105

Attack descriptions:

Bites: 2
Damage: 1-D12 x6
Range: 1 space (5')
Attack Type: Sharp.

Defense: 35
Offense: 35

Damage-Points: Roll 2-D20 +6 x level.

## Treasure: %Roll needed to have money and treasure:
28+

If this creature has treasure, it will be feeding upon recent victim.  Roll up a random creature within this region setting and roll for its treasure.  It will have at least one of the checks, so roll until you get at least one thing, whether it is copper, silver, and/or treasure items.

Example:      This creature has taken down a Common Brown Minotaur: Roll to see if it has copper, then bronze, silver, electrum, white-gold, yellow-gold, black-gold and then treasure on it.  If you roll for the all and did not roll high enough for the victim to have anything, roll again.  Keep rolling until you get at least something.  If you rolled, and you found copper on the victim, but you did not get any other roll-checks, you are done (it only had copper on it).

# Description:

**Annihilation Strike?:** Yes.

**Description:** This creature looks like a common wolf, yet the size of a pony.

**Eye color:** Gray.

**Eye shape:** Medium-sized, slanted.

**Fur color:** Gray, with a brown-black mix.

**Fur texture:** Course, straight

**Height:** 4'-8"

**Length:** 10'-0"

**Posture:** Quadruped (an animal with four feet)

**Weight:** 480 lbs.

Dislikes: Any creature-type but its own.  Giant Wolves hate and fear humanoids, though they fear them less than their distant cousins the Common Wolf.

Disposition: As all wolves do, Giant Wolves 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.  Wolves can, in this manner, take down swift animals, such as the deer.  Normally, one or two wolves could not catch a deer.
   Breeding occurs in the early springtime.  In 60 days from conception the female will give birth to 1-D2 pups (01-90 = 1, 91-00 = 2).
   Wolflings awareness is at 0 at birth, meaning they cannot see when born.  And as normal dog types, they are extremely playful and curious about everything.  At the end of the 5th week after birth, they are strong enough to be trained by their parents to hunt (they are level #1 at three moon's time (3 months).

Fears: Fire.

Habitat: Forests (dense), Mountains (forested).

Immunities: None.

Life-span: 175 years.

Likes: Hunting.

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

Note: Wolves are highly trainable before they are fully developed (about one year). After one year they are only trainable at the hand of a master trainer.

The females are considered as males when fighting. When females guard their young there are adjustments as follows:

+20 Defense and Offense
+2 bites
Adrenaline Surge: Will continue fighting until damage-points recede to -36 (then they will die).

Upon reaching the 3rd week cycle of their life, they will have the following stats:
2 Bites 1-D4 points of damage.
Defense: 5
Offense: 5
Move: 6
Damage-points: 18

Upon reaching the 4th week cycle of their life, they will have the following stats:
2 Bites 1-D6 points of damage.
Defense: 15
Offense: 15
Move: 12
Damage-points: 27

Note:
Before 1 fortnight (two weeks), pups are completely helpless.

Special Abilities: Language: This creature speaks Human.

Tracking: This creature has a 95% chance to pick up and follow a track, following it at ½ its normal rate of movement. The scent of a track can be followed for 2-D12 hours. At the end of 2-D12 hours, another successful "Tracking" check must be successful in order to continue following the trail in the correct direction in the same manner and time frame.

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: Damage-Reduction: 1 vs. blunt weapon attacks.

**Special Offenses:** Surround attack at all times.  This creature works together to take down its prey.

**Susceptibilities:** The smell of blood attracts wolves for up to 2 leagues distance.

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