

Species, Breed: Wolf, Dune

Type: Not applicable.

Class: Monster (mammal)

Align: Basic instinct creature.

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

Level: 1-D30 +3

Number encountered: 1-D4

Experience points: 25 x level.

Characteristics:

Awareness: 60

Charisma: Not applicable.

Constitution: 50

Coordination: 40

Dexterity: 40

Intelligence: 4

Mental-strength: 50

Strength: 60

Wisdom: 4

Movement:

Flying: Can't

Grounded: 18

Swimming: 9 Excellent swimmers.

Luck: None.

Oxygen-points: 150

Blood-points: 150

Attack descriptions:

Bites: 1

Damage: 1-D12 x5 +8

Range: 1 space (5')

Attack Type: Sharp.

and:

Talon: 2

Damage: 1-D12 x3 +8

Range: 1 space (5')

Attack Type: Sharp.

Defense: 40 / 70 if 32nd + level

Offense: 40 / 70 if 32nd + level

Damage-Points: Roll 3-D12 +8 x level.

Treasure: %Roll needed to have money and treasure:

Copper: None.

Bronze: None.

Silver: None.

Electrum: None.

White-gold: None.

Yellow-gold: None.

Black-gold: None.

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 80+ to have 1

Legendary: 95+ to have 1

Note:

If there is treasure found with this encounter, it will be upon the body of a fallen, or wounded victim.

Description:

Annihilation Strike?: Yes.

Description: This creature looks like a Giant wolf with large padded feet with talons.

Eye color: Yellow with a red pupil.

Eye shape: Medium-sized, slanted.

Fur color: Sand-red.

Fur texture: Course, straight

Height: 4'-6"

Length: 9'-0"

Posture: Quadruped (an animal with four feet)

Weight: 350 lbs.

Dislikes: Cats of all species and breeds.

Disposition: This creature is nomadic, roaming the desert at will. It is vicious and seemingly unstable, due to its ballistic nature. When another predator is encountered, the Dune Wolf will treat it as a serious threat, either leaving the area, or attacking.

Fears: Unknown.

Habitat: Desert (Savanna).

Immunities: None.

Life-span: 80 years.

Likes: For some unknown reason, this creature will not attack a child, even if it is starving to death. Some speculate it is due to some internal nature not to harm an innocent and helpless creature. Incredibly, if this creature finds a child, it will keep it in the power of its protection and nurture until that child no longer needs aid to survive.

If a child develops and maintains a relationship of trust with this creature, he or she can come and go at will, and will never be shunned or attacked.

If a child becomes family with The Pack who raised him or her, another person can be introduced carefully to the leader of The Pack and be accepted as an ally. This will be judged by the G.M.

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

Note: This creature is trainable only at the hands of the Trainer class, for they will not willingly submit themselves to be under the rule and dominion of another creature easily. If one can gain the loyalty of the Dune Wolf, it can be trained as a steed for small races, for they are highly intelligent animals. As a steed, this creature is highly valued for its swift and sure footed nature. In the sands of any desert, or like areas, there is no movement penalty, due to its large, flat, paws.

Special Abilities: Night-vision: As the Psychic spell, after being subjected to darkness for more than 1 turn (5 seconds).

Surefooted: This creature will only lose its footing (on any % roll or coordination check) if it fail to successfully make an avoidance-roll vs. "Coordination".

Sense Water: The Dune Wolf has the inner sense to find a water source in impossible conditions. Few creatures possess such an ability. This creature will have 3 attempts to find water per 24 hours (25% chance per attempt).

Tracking: This creature has a 70% 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-D4 hours. At the end of 2-D4 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.

Special Defenses: None.

Special Offenses: Razor's Edge: The talon-strike of this creature will do x2 damage if its offensive roll to strike is +40 over its defender's.

Susceptibilities: None.

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