

Species, Breed: Wolf, Blood

Type: Not applicable.

Class: Undead.

Align: Evil.

Gender: Not applicable.

Level: 1-D30 +1 Note: This creature will be level #1 if it is summoned as a necromancer's familiar.

Number encountered: 1-D4 +1

Experience points: 16 x level

Characteristics

Awareness: 60

Charisma: Not applicable.

Constitution: 40

Coordination: 30

Dexterity: 30

Intelligence: 8

Mental-strength: 70

Strength: 30

Wisdom: 8

Movement:

Flying: Can't

Grounded: 16

Swimming: 5

Luck: 36

Oxygen-points: 180

Blood-points: 120

Attack descriptions

1 Bite: 2-D10 +2 / 1 space (5') / Sharp attack

and:

2 Claws: 1-D10 +2 / 1 space (5') / Sharp attack

Defense: 30

Offense: 30

Damage-Points: Roll 3-D10 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 30+ to have 3-D20

Bronze: 51+ to have 2-D20

Silver: 72+ to have 1-D20

Electrum: 93+ to have 1-D10

White-gold: 94+ to have 1-D8

Yellow-gold: 95+ to have 1-D6

Black-gold: 96+ to have 1-D4

Treasure item(s):

Common: 60+ to have 1-D4

UnCommon: 70+ to have 1-D4

Rare: 80+ to have 1-D4

Legendary: None.

Note: Any Treasure found will be found within the lair and will be small enough for it to have carried.

Description:

Annihilation Strike?: Yes.

Description:

Height: 2'-4"

Length: 4'-6"

Weight: 140 lbs.

Hair color: Red.

Hair texture: Course, straight

Eye color: Red

Eye shape: Medium-sized, slanted

Posture: Quadruped.

Dislikes: Unknown.

Disposition: Even though this creature is undead, it is naturally aggressive by nature, always watchful for prey to take down. Unlike the living wolf, this creature is silent and hateful.

Fears: Unknown.

Habitat: Forest (Dense), though they are found in many regions and settings.

Immunities: Charms, Disease, Pain, Sickness.

Life-span: Undying creature. This creature's existence never fades.

Likes: Hunting.

Needs: None.

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.

Special Abilities: Tracking: Can track on a roll of 25+, and can keep the track for 1-D6 hours.

Undead Wolfsong: Just as the common wolf, Blood 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 the most unearthly 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.

Any pursued by the Blood Wolf, who hear the Undead Wolfsong, must make an avoidance-roll vs. "Fear", or be stricken with panic, lowering their movement by -1 space per turn for the duration of the chase.

Special defenses: None.

Special offenses: None.

Susceptibilities: None.

Weapon susceptibility: Rank-2 (or better) magical weapon to harm.