

Species, Breed: Wolf, Frost

Type: Not applicable.

Class: Fiend (mammal).

Align: Basic instinct creature (Apathetic).

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

Level: 1-D30 +1

Number encountered: 1-D4 +1 per character present.

Experience points: 25 x level.

Characteristics:

Awareness: 40

Charisma: Not applicable.

Constitution: 35

Coordination: 30

Dexterity: 30

Intelligence: 5

Mental-strength: 28

Strength: 25

Wisdom: 5

Movement:

Flying: Can't.

Grounded: 19

Swimming: 6

Luck: None.

Oxygen-points: 84

Blood-points: 105

The following roll will determine the type of attack this creature will attempt per turn:

% Roll: Type of attack:

01-70: Bite

71-00: Frost-Breath.

Attack descriptions:

Bites: 2

Damage: 1-D12 x3 +1

Range: 1 space (5')

Attack type: Sharp.

or:

Frost-breath: 1 Frost Wolf exhales a mist of intense chill from its mouth (+20 to offensive roll). All caught within the "Area of Effect" must evade or sustain frost damage.

Damage: 1-D4 per level advanced in 1-D4 +1 areas of the body.

Range: The space directly in front of the Frost wolf.

Attack type: Cold.

Defense: 30

Offense: 30

Damage-Points: Roll 1-D12 +1 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D12 x 10

Bronze: 20+ to have 1-D12 x 9

Silver: 30+ to have 1-D12 x 8

Electrum: 40+ to have 1-D12 x 7

White-gold: 50+ to have 1-D12 x 6

Yellow-gold: 60+ to have 1-D12 x 5

Black-gold: 70+ to have 1-D12 x 4

Treasure item(s):

Common: 60+ to have 1-D4

UnCommon: 70+ to have 1

Rare: 90+ to have 1

Legendary: 95+ to have 1

Check for treasure within the Frost Wolf den one time only (not for each creature encountered).

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a common wolf, though white as snow. It's eyes are as blue as the clear arctic sky.

Eye color: Sky-blue.

Eye shape: Medium-sized and slanted.

Fur color: Snow-white.

Fur texture: Course.

Height: 2'-4"

Length: 4'-6"

Posture: Quadruped (like an animal with four feet).

Weight: 135 lbs.

Dislikes: Any creature-type but its own. Wolves hate and fear humanoids, especially humans.

Disposition: As all wolves do, Frost 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.

Fears: Fire. See: "Susceptibilities".

Habitat: Arctics.

Immunities: Cold, Disease, Sickness.

Life-span: 225 years.

Likes: Its own kind.

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

Note: Wolves are highly trainable before they are fully developed (about one year (level 5)). After one year they are only trainable at the hand of a master trainer.

Special Abilities: This creature has the following special abilities:

Language: This creature speaks a very base form of Human.

Tracking:

- Scent:** 99% chance to pick up a track by scent, 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.
- Visual:** 80% chance to pick up a track by seeing it, following it at ½ its normal rate of movement. The signs of a track can be followed for 1-D12 hours. At the end of 1-D12 hours, another "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: This creature has the following special defenses:

Fear-Resistance: 70%

Sure Footed: The Frost wolf will gain two avoidance-rolls vs. slippery surfaces of all kinds, even against an ability or spell that causes a surface to become slippery.

Special Offenses: This creature has the following special offenses:

Surround attack: At all times, the Frost wolf will flank a creature, thus gaining the best advantage in taking down its quarry.

Frost-breath: See: "Attack Descriptions".

Susceptibilities: Fire: Inflicts x2 damage on this creature (rounded up).

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