

Species, Breed: Kazar (Wolf)

Type: Not applicable.

Class: Monster (Mammal).

Align: Good (Apathetic).

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

Level: 31 + 1-D30

Number encountered: 1

Experience points: 210 x level

Characteristics:

Awareness: 70

Charisma: 28 in race form.

Constitution: 60

Coordination: 50

Dexterity: 50

Intelligence: 28

Mental-strength: 100

Strength: 60

Wisdom: 27

Movement:

Flying: Can't

Grounded: 18

Swimming: 6

Luck: 300

Oxygen-points: 300

Blood-points: 180

Attack descriptions:

Bites: 3

Damage: 1-D12 x10

Range: 1 space (5')

Attack type: Sharp.

and:

Claws: 4

Damage: 1-D12 x8

Range: 1 space (5')

Attack type: Sharp.

or:

As weapon wielded at x 5 damage. The weapon of the Kazar is a symbol, whatever is chooses. Within its hand it becomes enchanted, causing x5 damage.

Defense: 80

Offense: 80

Damage-Points: Roll 3-D20 +8 x level

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x24

Bronze: 10+ to have 1-D100 x22

Silver: 10+ to have 1-D100 x20

Electrum: 10+ to have 1-D100 x18

White-gold: 10+ to have 1-D100 x16

Yellow-gold: 10+ to have 1-D100 x14

Black-gold: 10+ to have 1-D100 x12

Treasure item(s):

Common: None

UnCommon: None

Rare: 10+ to have 3-D10 +3

Legendary: 15+ to have 3-D6 +3

Note:

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

30% chance of having 2-D6 Artifacts

60% chance of having 2-D4 Enchanted Items

25% chance of having 1-D4 Enchanted Armors

25% chance of having 1-D4 Enchanted Weapons

65% chance of having 1-D100 +15 random Gems.

40% chance of having 1-D8 +3 random Special Gems.

45% chance of having 1-D6 Magic Armors

45% chance of having 1-D6 Magic Weapons

20% chance of having 1-D4 Oracles

85% chance of having 2-D20 Other Valuable Items (O.V.I.)

18% chance of having 1-D4 Relics

This creature will always know exactly what items it has, and how to use them.

Description:

Annihilation Strike?: Yes.

Description: Half wolf, half humanoid.

Eye color: Gray.

Eye shape: Medium-sized and slanted.

Fur color: Gray.

Fur texture: As a wolf.

Height: 7'-0"

Length: 10'-0"

Posture: Quadruped (like an animal with four feet). This creature can walk upright on two legs as a person as easily as it can on all fours.

Weight: 270 lbs.

Dislikes: Unknown

Disposition: The Kazar Wolf, or The Great Wolf, as some have named it, is a manwolf chosen to be a shepherd; a guardian for all species and breeds which have wolf blood flowing through their veins. This path is chosen for the manwolf at the very hand of nature itself.

It is a mysterious thing, the birth of a Kazar, for with the passing of one, another rises to take its place during the next full moon.

The Kazar Wolf is not a killer, though it hunts to live, just as any other creature of its kind. This creature is quite a formidable foe, and a great ally to any who fall in league with it.

Fears: Unknown.

Habitat: All forested regions.

Immunities: None.

Life-span: Lesser Immortal, meaning it never dies of old age (but this creature can be slain).

Likes: Obedience from all other creatures that have rat blood flowing through their veins.

This creature is rather fond of Druids and Forest-Knights who are loyal to their calling.

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

Note: None.

Special Abilities: Item knowledge: This creature will have knowledge of all items it has (and will use them all).

Modification-points: The Kazar Wolf will have 150 modification-points which can be used to learn any Forest-Knight and Healer abilities and spells (ignore any prerequisites).

Tongues: The Kazar Wolf knows ALL spoken languages.

Transformation: This creature has the ability to transform into any of the following creatures (which will take 3 turns (15 seconds -- changing back to natural form will take 1 turn (5 seconds):

Wolf (Common)

Wolf (Giant)

Wolf (Nargul)

Wolf (Shadow)

Wolf (Siren)

Once per moon the Kazar Wolf can shift into any one of the known races (i.e., human, elf, dwarf, Shallant, Minotaur, Veleighen, Zendahr, etc.).

Note:

Once in any form, the Kazar Wolf can remain in that form indefinitely if it wishes.

Special Defenses: The Great Wolf will always have up to 3-D20 Common Wolves present to serve it. It will also keep in company 3-D10 Common Wolves as body guards. The Great Wolf can call another encounter of Giant Wolves as often as it wills. These will come in 1-D4 +1 turns.

If The Great Wolf is slain all its allies will scatter and retreat in terror.

Note: If this creature is encountered outside its natural habitat, it will have 2 level #31 Siren Wolves as body guards. When the Kazar Wolf is encountered outside its natural habitat, it will be on a quest (G.M.: It will be strictly up to you what this quest will be).

Special Offenses: The Howling: When the Kazar Wolf uses this ability all within Range must make a successful avoidance-roll vs. "Fear" at ½ chance, or be susceptible to the following for the Duration of Effect:

Awareness: Awareness will be at ½ (rounded up).

Faint Heartedness: All avoidance-rolls at -10 to succeed.

Initiative: -30

Duration of Effect: 3-D10 turns.

Range: 1 league (3 miles)

The Howling can be used 1 / 24 hours.

Susceptibilities: None.

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