

Species, Breed: WereWolf, Black`Guard

Type: Not applicable.

Class: Monster (Mammal)

Align: Evil.

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

Level: 1-D30 +1

Number encountered: 1

Experience points: 125 x level.

Characteristics:

Awareness: 60

Charisma: Not applicable.

Constitution: 60

Coordination: 40

Dexterity: 40

Intelligence: 10

Mental-strength: 60

Strength: 55

Wisdom: 5

Movement:

Flying: Can't

Grounded: 24

Swimming: 8

Luck: 50

Oxygen-points: 180

Blood-points: 180

### Attack descriptions:

Bite: 1

Damage: 1-D12 x6 + 1-D10 when guarding its treasure.

Range: 1 space (5')

Attack Type: Sharp.

and:

Claws: 2

Damage: 1-D12 x5 + 1-D10 when guarding its treasure.

1 space (5')

Attack Type: Sharp.

**Defense:** 40 (+10 when guarding its treasure)

**Offense:** 40 (+10 when guarding its treasure)

**Damage-Points:** Roll: 4-D20 +7 x level.

**Treasure: %Roll needed to have money and treasure:**

**Copper:** 20+ to have 2-D20 x3

**Bronze:** 25+ to have 2-D20 x2

**Silver:** 30+ to have 2-D12 x5

**Electrum:** 35+ to have 2-D10 x4

**White-gold:** 40+ to have 2-D8 x3

**Yellow-gold:** 45+ to have 2-D6 x2

**Black-gold:** 50+ to have 2-D4

**Treasure item(s):**

**Common:** None.

**UnCommon:** None.

**Rare:** 20+ to have 1-D4 +1

**Legendary:** 40+ to have 1-D4 +1

# Description:

Annihilation Strike?: Yes.

Description: This creature appears as a normal person (random race), yet when he or she changes into the Black`Guard Werewolf, the appearance is that of a massive wolf-like creature which can walk upright.

Height: 7' - 0"

Weight: 280 lbs.

Skin color: Black.

Skin texture: As a wolf.

Fur color: Black.

Hair texture: As a wolf.

Eye color: Black.

Eye shape: Medium-sized and sharply slanted.

Posture: Biped (like an animal with two feet).



**Dislikes:** This creature hates all other creatures . . .even those of its own kind.

**Disposition:** When terrible stories and legends are told to others in hushed whispers about the dreaded werewolf, it applies to this creature. The Black`Guard Werewolf is a hunter, discriminating against no one. While on the move, others, even of its own kind, are not safe.

**Fears:** None.

**Habitat:** Dark Forest

**Immunities:** Fear.

**Life-span:** 300 years.

**Likes:** The suffering and misery of others.

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

**Note:** None.

**Special Abilities: Lycanthrope Virus:** Bite will infect another creature with the disease of Lycanthrope; a disease that will make him or her a raging werewolf, like itself. After being infected with the Lycanthrope Virus, the victim will shape-change into a Black`Guard Werewolf upon the rising of a full moon.

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

**Special Defenses: Resistances:** This creature has the following resistances:

Magic: 80%

Mental-attack: 80%

Spiritual-attack: 80%

**Special Offenses:** None.

**Susceptibilities:** Unknown.

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