

# Species, Breed: Wolf, Acid

Type: Not applicable.

Class: Fiend (mammal).

Align: Basic instinct creature.

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

Level: 1-D30 +1

Number encountered: 6-D10+6 There will be the following: 40% males, 40% females and 20% young.

Experience points: 10 x level. / For helpless wolf pups = 0 exp. / For 3rd week cycle = 1 exp. each / For 4th week cycle = 2 exp. each. Upon reaching the 5th week cycle of their lives, Acid Wolves are considered as 1st level.

## Characteristics:

Awareness: 40

Charisma: Not applicable.

Constitution: 35

Coordination: 30

Dexterity: 30

Intelligence: 5

Mental-strength: 50

Strength: 25

Wisdom: 5

## Movement:

Flying: Can't

Grounded: 19

Swimming: 6 These wolves avoid water, though they can swim.

Luck: 100

Oxygen-points: 150

Blood-points: 105

## Attack descriptions:

2 Bites: 1-D12 x3 +1 / 1 space (5') / Sharp attack

or:

1 Acid-breath / 1 damage x level of Acid Wolf in all areas / 2 spaces (10') out in cone shape / Mist attack.

Defense: 30

Offense: 30

Damage-Points: Roll 1-D20 per level.

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

Copper: 66+ to have 1-D100

Bronze: 71+ to have 1-D100

Silver: 76+ to have 4-D20

Electrum: 81+ to have 3-D20

White-gold: 86+ to have 1-D20

Yellow-gold: 91+ to have 1-D12

Black-gold: 96+ to have 1-D10

Treasure item(s):

Common: 41+ to have 1-D8

UnCommon: 46+ to have 1-D6

Rare: 80+ to have 1

Legendary: 96+ to have 1

Note:

If there is treasure, it will be upon the downed carcass of a recent kill this creature is feasting upon.

# Description:

**Annihilation Strike?:** Yes.

**Description:**

**Height:** 2'-4"

**Length:** 4'-6"

**Weight:** 160 Lbs.

**Hair color:** Pale-white

**Hair texture:** Course, straight

**Eye color:** Milky-white

**Eye shape:** Medium-sized, slanted

**Posture:** Quadruped.

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

**Disposition:** As all wolves do, Acid 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.

Breeding occurs in the early springtime. In 60 days from conception the female will give birth to the following number of pups:

**%Roll: Number of young**

01-25: 1

26-50: 2

51-75: 3

76-00: 4

Wolflings awareness is at 0 at birth, meaning they cannot see when born. And as normal dog types, they are extremely playful and curious about everything. At the end of the 5th week after birth, they are strong enough to be trained by their parents to hunt (they are level #1 at three moon's time (3 months).

**Fears:** Unknown.

**Habitat:** Volcanic.

**Immunities:** Acid, Disease, Sickness.

**Life-span:** 225 years.

**Likes:** Unknown.

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

**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.

The females are considered as males when fighting. When guarding their young:

+20 defense and offense.

+2 bites

Pups: Before 1 fortnight (two weeks) they are completely helpless.

Upon reaching the 3rd week cycle of their life, they will have the following stats:

1 Bite 1-D4 points of damage.

Defense: 5

Offense: 5

Move: 6

Single D.Ps: 18 each.

Upon reaching the 4th week cycle of their life, they will have the following stats:

1 Bite 1-D6 points of damage.

Defense: 15

Offense: 15

Move: 12

Single D.Ps: 27 each.

Note: It will be progressive as to their development (Discretion of the G.M.).

**Special Abilities:** Tracking: Can track on a roll of 05+.

**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:** Resistances: Fear: 70%

**Special offenses:** Surround attack at all times.

**Acid-breath:** Acid-Breath: The Acid Wolf can spray acid at its opponent 3 times per 24 hour period. This attack will fill one space (5' diameter) directly in front of it. There will be a +30 to offense when using this attack.

**Special:** When struck by acid it will continue cause 1-D4 damage to all areas of the body for the next 1-D4 turns.

**Susceptibilities:** None.

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