

Encounter type: **Wolf, Giant**

Encountered: 1-D4 +1 per 4 players.

Attacks per turn: 2

Attack types / Damage per successful attack: 2 Bites: 1-D12 x2 +2

D20 roll needed to have Gold / # of gold coins found: 17+ / 1-D6

D20 roll needed to have Silver / # of silver coins: 16+ / 2-D8

D20 roll needed to have **Treasure** / # of treasure items found: 17+ / 1-D4 Check for each to have treasure.

Defense: 13

Experience: 15

Life-points: 45

Offense: 0

Region: Mountain Wilderland.

Special: Howl: At the beginning of each Giant Wolf's turn, roll 1-D6. A score of 1 will indicate another Giant Wolf has joined in the battle.