

Species, Breed: Wolf, Shadow

Type: Not applicable.

Class: Fiend (mammal).

Align: Evil (apathetic).

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

Level: 1-D30 + 1

Number encountered: 1-D6 +6

The number encountered will be outside the Shadow Wolf den. If within the boundaries of their den (within 100 spaces (500'), the number encountered will be 2-D6 +12.

There will be a 25% chance of discovering the Shadow Wolf den at the time of this encounter. If the den is searched for, after encountering the Shadow Wolves, there will be a 10% chance per day of finding it.

Experience points: 20 x level.

Characteristics:

Awareness: 40

Charisma: Not applicable.

Constitution: 29

Coordination: 27

Dexterity: 25

Intelligence: 10

Mental-strength: 26

Strength: 35

Wisdom: 10

Movement:

Flying: Can't.

Grounded: 18

Swimming: 6

Luck: 50

Oxygen-points: 78

Blood-points: 87

Attack descriptions:

Bites: 2

Damage: 1-D12 x5 +3

Range: 1 space (5')

Attack type: Sharp.

Defense: 27

Offense: 25

Damage-Points: Roll 2-D12 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 25+ to have 1-D12 x 7

Bronze: 35+ to have 1-D12 x 6

Silver: 45+ to have 1-D12 x 5

Electrum: 55+ to have 1-D12 x 4

White-gold: 65+ to have 1-D12 x 3

Yellow-gold: 75+ to have 1-D12 x 2

Black-gold: 85+ to have 1-D12

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 71+ to have 1-D4

Legendary: 91+ to have 1

Note:

There will be a 50% chance all treasure will be in the den of the Shadow Wolves. If treasure is not in the den, they will be carrying it.

Check for each Shadow Wolf to have treasure of its own.

Description:

Annihilation Strike?: Yes.

Description:

Eye color: Yellow.

Eye shape: Large, slanted.

Fur color: Black.

Fur texture: Course, straight.

Height: 4'-0"

Length: 7'-0"

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

Weight: 280 lbs.

Dislikes: Any ability, power, or spell that can disrupt shadow. Shadow Wolves are especially wary of any creature with Light Weaver spells. The Shadow Wolf highly distrusts mankind in general, though they have been known to make alliances on occasion.

Disposition: Due to a deeply ingrained distrust and enmity, the Shadow Wolf avoids mankind. This enmity has been the cause of lethal encounters between this creature and mankind on occasion.

These highly intelligent creatures will not murder those of the humanoid races lightly -- there must be a reason -- for the law of the pack forbids the shedding of the blood of mankind, strictly due to the aftermath of complications that arise thereafter.

Be that as it may, the Shadow Wolf is easily provoked, and has a sinister mind and heart. It would not take much to persuade a pack to dispose of one who presses his or her luck with this breed of wolf.

Fears: Bright light. Bright light unravels this creature's natural shadow ability. See: "Special Abilities".

Habitat: Forests.

Immunities: Blinding effects, Darkness effects, Consciousness (being knocked out), Sleep (being put to sleep).

Life-span: 150 years.

Likes: Hunting at night. See: "Special Offenses".

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

Note: As the Common Wolf, the Shadow Wolf will drive their quarry into exhaustion by means of communication and pursuit, thus taking advantage of their prey's weariness and lack of strength to defend at the end of the chase. The one difference between the Common Wolf and the Shadow Wolf is the Shadow Wolf's intelligence. This makes them much wiser when hunting.

Breeding occurs throughout the year. After 120 days from conception, the female will give birth to usually one pup (on a rare occasion, two pups). Roll on the following chart to see how many pups will be born:

%Roll: Number of young

01-90: 1

91-00: 2

As the Common Wolf pup, Shadow Wolf pups are blind and helpless at birth. They are also very playful and curious. At approximately one month they will be instinctively strong enough to hunt with the pack as level #1 Shadow Wolves.

Special Abilities: The following are the abilities of the Shadow Wolf:

Communication: As Common Wolves, Shadow Wolves howl to each other over great distances, signaling a find. And, like the Common Wolf, the Shadow 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.

Tracking: Can track with 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: The following are the defenses for the Shadow Wolf:

Resistances: This creature has the following resistances:

Beguile: 25%

Charm: 30%

Disease: 20%

Fear: 40%

Pain: 30%

Paralysis: 20%

Petrification: 20%

Damage-Reduction (vs. blunt attacks): 8

Damage-Reduction (vs. needle attacks): 8

Damage-Reduction (vs. sharp attacks): 8

Shock: 50%

Sickness: 40%

Trap: 50% The Shadow Wolf has an uncanny sense for detecting the presence of a trap and avoiding it.

Undead touch attacks (draining): 50%

Special Offenses: The following are the special offenses of the Shadow Wolf:

Prowler: While hunting at night, The Shadow Wolf will gain a heightened sense, thus gaining the following adjustments:

Awareness: +20

Defense: +30

Mental-strength: +20

Night-Vision: As the spell.

Offense: +30

Susceptibilities: Bright light will nullify the Shadow Wolf's Special Offense, "Prowler".

Weapon susceptibility: Rank-2 (or better) weapon to harm.