

# Species, Breed: Mulik

Type: Not applicable.

Class: Monster (Mammal)

Align: Evil.

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

Level: 1-D30 +1

Number encountered: 1-D4

Experience points: 60 x level.

## Characteristics:

Awareness: 40

Charisma: Not applicable.

Constitution: 35

Coordination: 30

Dexterity: 30

Intelligence: 18

Mental-strength: 40

Strength: 28

Wisdom: 15

## Movement:

Flying: Can't

Grounded: 10

Swimming: 4

Luck: 30

Oxygen-points: 120

Blood-points: 105

### Attack descriptions:

Bite: 1

Damage: 1-D12 x3

Range: 1 space (5')

Attack type: Sharp.

and:

Claws: 2

Damage: 1-D12 x2

Range: 1 space (5')

Attack type: Sharp.

Defense: 30

Offense: 30

Damage-Points: Roll 3-D12 +1 x level.

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

Copper: 60+ to have 1-D100

Bronze: 65+ to have 1-D100

Silver: 70+ to have 4-D20

Electrum: 75+ to have 3-D20

White-gold: 80+ to have 1-D20

Yellow-gold: 85+ to have 1-D12

Black-gold: 90+ to have 1-D10

Treasure item(s):

Common: 75+ to have 1-D8

UnCommon: 75+ to have 1-D6

Rare: 96+ to have 1

Legendary: 99+ to have 1

# Description:

Annihilation Strike?: Yes.

Description: This creature appears as a humanoid, wolf, mix.

Eye color: White with pink pupil.

Eye shape: As a giant wolf.

Fur color: Dark-brown.

Fur texture: As a wolf.

Height: 7'-0"

Length: 12'-0"

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

Weight: 330 lbs.



**Dislikes:** Humans.

**Disposition:** This creature is a hunter, and due to its hatred for humans, it makes its hunting ground their farmlands as an open declaration of war upon them.

**Fears:** Unknown.

**Habitat:** Forest

**Immunities:** None.

**Life-span:** 80 years

**Likes:** This monster seems to be bent on the thrill of the hunt. It eats when it is hungry, and viciously captures live prey, keeping victims for later nourishment. It loves horse meat.

**Needs:** Unknown.

**Note:** The Mulik has often been mistaken for the Lycanthrope, as its appearance and temperament is similar. The Mulik will go out of its way to take down a horse as it is its favorite food source. This is why the Mulik is so hated and feared by horse ranchers and farmers. On the other hand the Mulik hates humans, and will hunt and take them down for the pleasure of the sport.

**Special Abilities: Modification-points:** There will be a 10% chance of this creature having modification-points as follows: 2-D6 +1 per 2 levels advanced (exactly as a player character rolls for modification-points each level).

These points can be used to learn any spell from the Adventurer Abilities. These spells and abilities must be purchased exactly as a character, all prerequisites being strictly enforced.

G.M.: You may also choose to pick spells quickly without rolling up modification-points (it is up to you).

**Tracking:** This creature has a 90% chance to pick up and follow a track, following it at  $\frac{1}{2}$  its normal rate of movement. The scent of a track can be followed for 2-D8 hours. At the end of 2-D8 hours, another successful "Tracking" check must be successful in order to continue following the trail in the correct direction in the same manner and time frame.

**Trap-Sense:** This creature has an uncanny sense of a trap being laid before it if an successful Awareness check is rolled (Awareness = the % chance for success).

**Special Defenses:** Cold attacks do only 50% damage.

**Special Offenses:** None.

**Susceptibilities:** None

**Weapon susceptibility:** Rank-0 (non-magical) weapon to harm.