

Species, Breed: Wolf, Timber, Giant

Type: Not applicable.

Class: Monster (Mammal)

Align: Basic instinct creature.

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

Level: 2 + 1-D30 +1

Number encountered: 1-D4

Experience points: Adults: 100 x level.

Characteristics:

Awareness: 45

Charisma: Not applicable.

Constitution: 50

Coordination: 40

Dexterity: 40

Intelligence: 4

Mental-strength: 50

Strength: 55

Wisdom: 4

Movement:

Flying: Can't

Grounded: 30

Swimming: 10

Luck: 0

Oxygen-points: 150

Blood-points: 150

Attack descriptions:

Bites: 2

Damage: 1-D12 x8

Range: 1 space (5')

Attack type: Sharp

Defense: 40 / 70 if 32nd + level.

Offense: 40 / 70 if 32nd + level.

Damage-Points: Roll 3-D20 +6 x level.

Treasure: %Roll needed to have money and treasure:

None.

Description:

Annihilation Strike?: Yes.

Description: This creature appears as a huge dark-furred, wide pawed wolf with amethyst-blue eyes.

Eye color: Amethyst-blue.

Eye shape: Large-sized and slanted.

Fur color: Dark-brown.

Fur texture: Thick and course.

Height: 5'-6"

Length: 11'-0"

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

Weight: 700 lbs.

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

Disposition: Timber 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 animals, such as deer, elk and other swift-footed animals. Normally, one or two Timber 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

Wolf pups 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 second moon 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: Fire (Timber Wolves will only come close to fire to take down quarry if they are starving to death, and then a successful avoidance-roll vs. "Fear" must be rolled for). If burned or singed in any way, a wolf will flee unless two more consecutive fear checks are successful.

Habitat: Forests (Dark and Dense), Mountains (Forested).

Immunities: None.

Life-span: 150 years.

Likes: Druids and Dryads and Wood Nymphs.

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

Note: Giant Timber Wolves are highly trainable before they are fully developed (about one year). After one year they are only trainable at the hand of a Trainer with the capability to train "Hard" creatures (i.e., Kyrokk, Giant Eagle, Hawk, Falcon, etc).

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

+25 defense and offense.

+1 bite

Pups: Before two moons (60 days) they are completely helpless.

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

1 Bite 2-D4 points of damage

Defense: 10

Offense: 10

Move: 12

Single D.P.: 40 each.

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

1 Bite 2-D6 +2 points of damage.

Defense: 20

Offense: 20

Move: 18

Single D.P.: 60 each.

Note:

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

Special Abilities: Tracking: This creature has a 95% chance to pick up and follow a track, following it at ½ its normal rate of movement. The scent of a track can be followed for 2-D12 hours. At the end of 2-D12 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.

Wolfsong: Timber Wolves will always howl to each other over great distances, signaling a find. The Timber 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: None.

Special Offenses: None.

Susceptibilities: The smell of blood attracts them.

Weapon susceptibility: Rank-0 (or better) weapon to harm.