

STURM-WOLF

Also Known As: Thalnarkk

"I pray to thee that my health stays strong, my purse stays fat and the sturm-wolves stay at bay." — Old hunter's prayer.

Now, if you wanna know what advice I've got to give about sturm-wolves, that's easy; when yer runnin' away, just be faster than the man next to ya. These bloody beasts look and act like everything you hate about bears and wolves all joined together. Makes matters worse that they might kill ya just fer being there, not cause they're hungry.

I recall once when I was travelin' an old trail up in the Sanakir Hills with a few other hunters of my acquaintance. We'd happened across some crazy man livin' wild, and the map we took from him led us right to this big rock shaft. Well, this formation had some old temple carved out of it, so of course we had to stick our noses in. Natchery, it was full of some more messed-up folk obsessed with blood and death and that sort of rot, and it took about all we had just to make it out of there alive. Then what do we stumble on? A sturm-wolf cave with nothin' in it but a handful of cubs. Knowin' what they were, we slaughtered them right quick, but... yeah, I reckon you can guess what happened next. The pack came back from huntin' right after we left, and tracked us down by the cubs' scent that was lingerin' on us.

The damn thing gives me shivers just recallin' it. Four sturm-wolves runnin' at full tilt towards us, howlin' like spirits being dragged to the Nine Hells, their mouths slobberin' and their eyes on fire. I was the only one to make it out of there alive, and that was for no better reason than the monsters havin' slowed down to slaughter my friends. - 3



This highly aggressive carnivore resembles a wolf with the sturdy frame and powerful claws of a bear. Most sturm-wolves stand about four to five feet tall at the shoulder, with a body length of just over eight feet and weighing around half a ton. In the dark, a sturm-wolf can be mistaken for a cave bear. The coat of a sturm-wolf is usually coal black, though various shades and patterns of multiple colors have been reported.

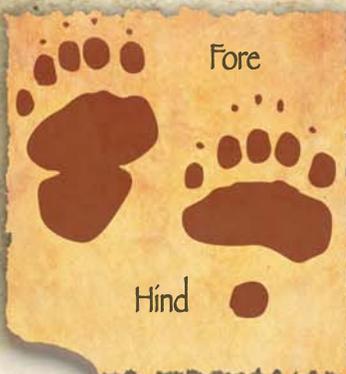
Sturm-wolves have an excellent sense of smell. They can normally detect the scent of any large game in a given area up to miles away. Sturm-wolves can communicate very effectively with barks and high-pitched howls. They use these to reveal themselves to other sturm-wolves in the area.

Combat/Tactics:

Sturm-wolves are notorious for overkill; not always killing just to feed, but for the sake of a kill alone. Sturm-wolves have the habit of becoming enraged when wounded, and severe blows, shouting and so on will drive the creatures into a fever pitch. From this point, they will not withdraw until either their wounds prevent them from carrying on the attack or they are killed.

The powerful jaws of the sturm-wolf are used to snap the neck of large game animals. The sturm-wolf will lunge at its prey, locking its jaws about the animal's neck and use its massive weight to aid in breaking the neck.

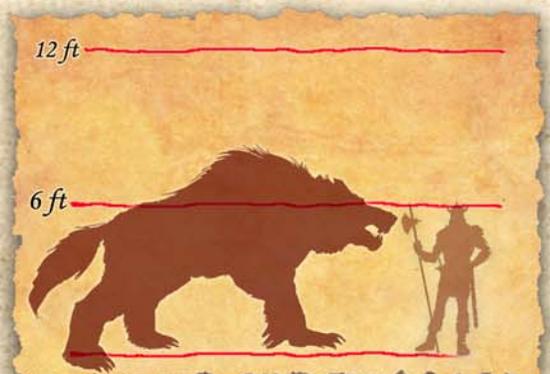
SIGN/TRACKS



RANGE ON TELLENE



SIZE COMPARISON



Habitat/Society:

Sturm-wolves are social creatures and are rarely found alone or far from its pack (three to eight individuals plus 50% cubs). Packs territories are very large, as it takes a relatively large number of game animals to support a pack. Territories can average from 25 square miles to 50 square miles. Often the chosen territory will be bordered by a large stream or river, where game animals tend to congregate. The pack will constantly roam within the bounds of its territory, rarely spending more than a day at the same location. The main exception is during mating season, usually early spring, when the pack disperses for short periods of time. It is during this time that sturm-wolves, especially the males, are encountered alone or in mating pairs.

Normally the males (particularly the leader) of a pack will be required to vie for leadership numerous times, as their status in the pack will be constantly challenged. When the pack reforms after mating season, a series of ritual fights break out between the males. Those who were too young or inexperienced to beat their competitors during the previous season will try again. If the current leader has grown too old or slow, he will be quickly dislodged from his role. After losing within their own pack, some males venture into another pack's territory to challenge its males.

Sturm-wolves have an average lifespan of 15 years.

Ecology:

Sturm-wolves prefer large grazing game such as deer, bison, and when the opportunity affords itself, sheep and cattle. They will, however, attack any animal they happen to encounter within their territory.

Due to their tendency to overkill, sturm-wolves often deplete their territories of game to the point that a pack cannot support itself. It may then attempt to expand its territory or abandon it in favor of new ranges. Depending on the size and strength of a pack, it may be able to force another pack from its territory. If not, a pack may become uprooted and roam for months in search of a hunting range it can control – it is packs of this sort that humans most often encounter. A pack will often encroach upon human-settled lands and attack livestock as well as the human inhabitants.

On Tellene:

A few sturm-wolves captured as cubs have been successfully domesticated and trained. Some Dejay tribes and Fhokki clans have used them as war-dogs. There is a danger, however.

No amount of training or bond between master and sturm-wolf seems to be able to overcome the wolf's tendency to become outraged when attacked or provoked. When sufficiently enraged, the sturm-wolf often becomes oblivious to friend or foe, and many a trainer has found himself the victim of his own 'loyal' pet.

¹If used as an additional material component for the mage's seventh level *Induce Fratricide* spell, a sturm-wolf's cuspid extends the duration by 10 seconds.

STURM-WOLF

HIT POINTS:	43+5d8
SIZE/WEIGHT:	H/1000 lbs.
TENACITY:	Brave
INTELLIGENCE:	Animal, Low
FATIGUE FACTOR:	-2

MOVEMENT

CRAWL:	10
WALK:	15
JOG:	20
RUN:	25
SPRINT:	30

SAVES

PHYSICAL:	+15
MENTAL:	+12
DODGE:	+13

SPEED 4	INIT -1
ATTACK +13	DAMAGE REDUCTION 6
DEFENSE +9	DAMAGE 4d4p+8
short REACH	TOP SAVE 12

ATTACK:
Sturm wolves deal 4d4p+8 with their massive claws or ferocious bite.

SPECIAL ABILITIES:
Listening mastery of 75%

GENERAL INFO

ACTIVITY CYCLE:	Crepuscular
NO. APPEARING:	1-8
% CHANCE IN LAIR:	10%
FREQUENCY:	Rare
ALIGNMENT:	Non
VISION TYPE:	Standard
AWARENESS/SENSES:	Can scent game up to 2 miles away
HABITAT:	Cave dens
DIET:	Carnivorous
ORGANIZATION:	Pack
CLIMATE/TERRAIN:	Subalpine plains, forests and tundra

YIELD

MEDICINAL:	nil
SPELL COMPONENTS:	canine tooth, for <i>Induce Fratricide</i> spell
HIDE/TROPHY:	teeth, claws and hide are prized trophies
TREASURE:	incidental
EDIBLE:	yes
OTHER:	nil
EXPERIENCE POINT VALUE:	925