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| **Name** | **Type** | **Size** | **XP Rating** |
| Feral Wolf Alpha | Beast | Medium | 3 (50 XP) |

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| **Strength** | 8 (+3) |  | **Armor Class** | 8 | | **Action Points** | 8 |
| **Perception** | 9 (+4) |  | **Avg. Hit Points** | 21 | | **Hit Dice** | 3d8 + 9 |
| **Endurance** | 8 (+3) |  |  | |  | | |
| **Charisma** | 5 (+0) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 6 (+1) |  | **Damage Resistances** | |  | | |
| **Agility** | 8 (+3) |  | **Damage Immunities** | |  | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Darkvision.** The wolf has Darkvision out to 60 feet. It can’t discern color in darkness, only shades of gray.  **Keen Hearing and Smell.** The wolf has advantage on Perception (Detection) checks that rely on hearing or smell.  **Natural Weapons.** The wolf’s unarmed attacks use a d10 for their damage dice instead of a d4.  **Pack Tactics.** The wolf has advantage on an attack roll against a creature if at least one of the wolf’s allies is within 5 feet of the creature and the ally isn't *incapacitated*. | **Dash (0 AP).** Once per turn, the wolf can use the Move action without expending AP.  **Howl (3 AP).** Once per combat, the mongrel can howl and summon 1d4 feral wolves (20 XP each) to aid it. These wolves take their own initiative. |

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| **Monster Description** |
| The centuries of radiation exposure have done remarkably little to the wolves of America. Unlike the oftentimes hideously mutated dogs roaming the wastes, wolves retain most of their healthy pre-War appearance and fur coverage. Evolutionary changes encompass a considerably smaller head, elongated claws on their paws and noticeably reduced thickness of their fur coat, the latter of which makes them look much leaner and far more menacing than their ancestors. |