

# TIMBERWOLF

Fiercely territorial, timberwolves are elemental spirits that inhabit dead brush and wood. Like normal wolves, they hunt in packs and use teamwork to surround their prey. Unlike normal wolves, they can replenish their bodies using wood debris from their surroundings, as well as their vanquished packmates.

Large elemental, unaligned

**Armor Class:** 13 (natural armor)

**Hit Points:** 32 (5d10+5)

**Speed:** 40 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	13 (+1)	13 (+1)	3 (-4)	12 (+1)	6 (-2)

**Skills:** Perception +4

**Damage Resistances:** cold, piercing from nonmagical weapons that aren't adamantite.

**Damage Immunities:** poison, see "Collapse"

**Damage Vulnerabilities:** fire

**Condition Immunities:** exhaustion, petrified, poisoned

**Senses:** passive Perception 14

**Languages:** none

**Challenge:** 1 (200 XP)

## TRAITS:

**Bad Breath:** With a Perception check of 15 or higher, a creature knows when a Timberwolf is within 300 feet, or within 150 feet with a check of 10 or higher.

Prevailing winds may change this distance at the GM's option, and timberwolves are cunning enough to approach prey from downwind, reducing this distance to one-half or even one-quarter.

**Flammable:** A timberwolf that takes fire damage is set ablaze. At the start of its turn it takes 1d4 fire damage. Any creature that starts its turn next to a burning timberwolf must make a DC 12 Dexterity saving throw, taking 5 (2d4) fire damage on a failed save or half on a successful save. At the end of its turn each round, a flaming timberwolf rolls a DC 12 Dexterity save to extinguish the flame. It also has a chance to spread the fire to its surroundings (effects left to the GM).

**Keen Hearing and Smell:** The timberwolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics:** The timberwolf has advantage on attack rolls against a creature if at least one of the timberwolf's allies is within 5 feet of the creature, and the ally isn't incapacitated.

**Regeneration:** As long as it is in a wooded area, a timberwolf heals 5 damage at the start of its turn. If the timberwolf takes fire damage, this trait doesn't function at the start of its next turn. A timberwolf that is reduced to 0 hit points stops regenerating.



**DESIGN NOTES:** Timberwolves appeared in the show, in season 2's *Family Appreciation* Day and season 3's *Spike At Your Service*. Its statistics are based on the D&D 5<sup>th</sup> Edition Worg, with resistances and vulnerabilities appropriate to an elemental creature added, and other actions and traits to reproduce their impressive defensive abilities as seen in the show.

## ACTIONS:

**Bite. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target is a creature it must succeed on a DC 13 Strength saving throw or be knocked prone.

## BONUS ACTIONS:

**Combine.** The timberwolf absorbs the body of a dead or injured timberwolf within 50 feet. Its Strength increases by 2, its HP increases by 20, it receives a +1 bonus to attack and damage rolls, and its bite deals 1d6 additional damage. If it uses Combine a second time, in addition to the above changes, its size increases to Huge and its attack reach increases to 10 ft. After 1 hour, the timberwolf returns to its normal size and statistics, and the absorbed timberwolf is destroyed.

## REACTIONS:

**Collapse.** When the timberwolf takes 10 or more damage from a single attack, it can collapse into a pile of sticks and branches. In this form it is incapacitated, but it is immune to all damage except fire. On its next turn, it can use 20 feet of its movement to resume its normal form and stand up.