

Wolves

Eurasian wolves hunt alone or in packs, usually comprising some three to eight members (roll **1d6+2**), but fifteen or more is not unheard of. Of those wolves, there will be the leading and breeding alpha male and female, who might have a litter of up to six (**1d6**) cubs in a given year. Male and female wolves are ordered in their own hierarchies within the pack, and all work together to feed, raise and protect the young. They are sure-footed, long-limbed endurance hunters, capable of running tirelessly for long distances.

Wolves tend to focus their hunting on larger, hoofed animals when available, or smaller game otherwise. The fact that Langobards are engaged in the rearing of pigs, goats, cattle and horses (and not to forget the mention of domesticated deer in Rothari No. 316) are clear grounds for bringing human and wolf into conflict. As a general rule, however, wolves do not attack and eat humans unless desperately hungry, perhaps in the grip of a long, cold winter when all other game has vanished. The various livestock that humans rear to sustain themselves, however, make for a different situation. Wolves are mentioned only once in the *Edictus Rothari*, as the agency by which some person's animal might be killed, before another person then finds it, skins it and hides the other remains (No. 336).

SKILLS	WOUNDS
○●●● <i>athletics</i>	○ ○ ○ ○
○○● <i>brawling</i>	
○●● <i>dodge</i>
○●● <i>hunting</i>	WEAPONS & ARMOUR
○ <i>leadership</i>	<i>Brawl:</i> (bite) <i>Wound:</i> (ordinary)
○○●● <i>notice</i>	<i>Brawl:</i> (claws) <i>Wound:</i> (ordinary)
○○● <i>stealth</i>	<i>Armour:</i> (fur) ●● + 3