World Building with Wolves

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Billings Public Library
Yellowstone Wolves

Wapiti Lake Pack, photo by Deby Dixon

Junction Butte Pack, photo by Panzer Gnauck
• Yellowstone wolves are a subspecies of gray wolves called the Northern Rocky Mountain Wolf.

• Wolves are one of the seven large predators in Yellowstone.

• Total number of wolves in YNP in 2020 was 94.

• Yellowstone wolf diets mainly consists of ungulates (ex: elk, bison, deer).

• Lifespan in Yellowstone is about 4-5 years.

Infographic designed by Joshua Quick
Wolf Reintroduction Timeline

• The last known (originally native) wolf in Yellowstone was killed in 1926.

• Wolves were seen as undesirable, and it was believed that Yellowstone would be better without them.

• The park began working on an experimental reintroduction of wolves after the 1973 Endangered Species Act passed.

• In 1995, after 70 years of no wolves, 31 gray wolves originally from Canada were released into Yellowstone.

• Wolves have remained in the park for the past 26 years now, the population remaining at about 100 wolves in the park for the past 10 years.
Pack Life

- Wolves are highly social creatures, which makes them a very unique predator.
- Pack rankings: alphas, betas, omegas
- Average pack size is Yellowstone is 10 wolves.
- Each pack has a territory, a physical space they inhabit and defend from other wolves and predators.
- Wolf 8, initially a very low ranking wolf, rose to become alpha of the Rose Creek pack because of his care and commitment to his pack.
Gray wolves can thrive in a variety of environments from the tundra to deserts.

In Yellowstone, a majority of the wolf packs live in the Northern Range.

The largest elk herd in Yellowstone also lives in the Northern Range.

As of 2020, there are 8 packs in the park.
World Building 101

• Rules & Guidance
  - To make your world functional, there must be rules that govern characters, their abilities, as well as the overall order of the world.
  - How do characters and the world interact? (Ex: Mollie’s Pack adapted to hunt bison due to their location in the park)
  - This will tie into character’s abilities and the backside of the character sheet. Explanations for the back can be found in the D&D Player Handbook.

• Storyline & Background
  - Put effort into thinking about your character’s background and traits. How does their story influence their personality and vice versa? (Ex: Wolf 8 was picked on as the runt of the litter, how does that tie into character development?)
  - Do they have any defining characteristics? (Ex: a limp, a scar)
  - Bonds: What connections to other characters, places, or things does your character have?
  - Flaws & Strengths: These give a character depth, and during a game, give your character a specific style of play.
  - Alignment: Categorizes your character’s moral and ethical ideals.
### Alignment Chart

<table>
<thead>
<tr>
<th>Lawful Good</th>
<th>Neutral Good</th>
<th>Chaotic Good</th>
</tr>
</thead>
<tbody>
<tr>
<td>Can be counted on to do the right thing as expected by society</td>
<td>Do the best they can to help others according to their needs</td>
<td>Act as their conscience directs, with little regard for what others expect</td>
</tr>
<tr>
<td>Lawful Neutral</td>
<td>Neutral</td>
<td>Chaotic Neutral</td>
</tr>
<tr>
<td>Act in accordance with law, tradition, or personal codes</td>
<td>Prefer to steer clear of moral questions, take no sides, and do what feels best</td>
<td>Follow their whims, holding their personal freedom above all else</td>
</tr>
<tr>
<td>Lawful Evil</td>
<td>Neutral Evil</td>
<td>Chaotic Evil</td>
</tr>
<tr>
<td>Methodically take what they want, within a code of tradition, loyalty, or order</td>
<td>Do whatever they can get away with, without compassion or qualms</td>
<td>Act with arbitrary violence, spurred by their greed, hatred, or bloodlust</td>
</tr>
</tbody>
</table>
On to World Building!

- inkarnate.com
Thank you!


