

# DOGS

**D**ogs? Don't get me started on dogs. When it comes to the art of redistributing men's worldly possessions, which some folk deign to call thievery, dogs have caused me more trouble than all the monstrous aberrations and walking dead I've ever had the misfortune to encounter. The fact is, they simply can't be trusted. Listen to my tale and see if you don't agree.

I'd been accepted into a certain noble family's circle for well over a year, never giving any cause for suspicion even while I figured all the easy ins and exits of the manor. Now, this family had but a single guard dog, Kay by name, let loose inside the house at night. I'd never met a dog that barked or bit so little; even an accidental trodding upon his tail aroused no more from Kay than a disgruntled look. Furthermore, I was forever bringing him treats, and he adored me no less than the family he served.

Well, then came the night I just happened to stay late in the hall, drinking with the lord while his family and most of the servants were absent. The addition of a bit of powder into his wine did wonders for his wakefulness, and he slumped into a deep sleep right there at the table. Light on my feet as always, I slipped quickly and quietly into the library and towards the desk with the hidden compartments, not knowing that Kay slept beneath it.

I tell you truth, I had barely slipped open the first drawer when those sharp teeth locked into my leg like an iron bear trap. Though I managed to hold my tongue and use my club to loose his jaws from my leg, the beast started barking like his life depended on it. I cursed vilely then, and more when in between Kay's staccato I heard the sound of at least a pair of guards running footsteps. Perhaps they were no more than a couple of servants that I could have slugged into dreamland, but I was through the window shutters as quick as I could manage and didn't stay to find out. -✘

**V**alued by humans and halflings, dogs are known for their keen sense of smell, speed and consequent ability to aid in hunting. Both races breed domesticated dogs for a variety of purposes including herding livestock, hunting, rodent control, guarding, helping fishermen with nets, pulling loads and mounts (the latter reserved for halflings and perhaps human children). Such husbandry activities have created a wide variety of shapes and sizes. Wild dogs resemble wolves, but can be distinguished by their curled tails and smaller paws, as well as their relatively shorter legs and snouts.

Hunting dogs come in several shapes and exhibit varying characteristics depending on purpose. Some have heightened vision and hearing and are used for game retrieval and pointing, while others have a heightened olfactory sense for use in tracking game (or other targets).

Watch dogs are generally smaller dogs, often employed by merchants and the like on board ships or wagon trains. Their keen hearing and fondness for barking alerts their

owners to trespassers in the vicinity. Guard dogs, on the other hand, are used to ward off foes through acting aggressively and biting. Their natural disposition to punish trespassers makes them perfect for warehouse usage and the like. Guard dogs have a slightly better tenacity than other dogs.

Like the guard dog, war dogs have been bred and trained for aggression and battle. The average war dog is solidly built, with a short coat and forelegs set wide apart. Largest of the breeds, they stand over 3 feet tall at the withers and weigh between 100 to 200 pounds. Their tenacity is even higher than that of a guard dog as all but very grievous wounds leave them undeterred.

Working dogs herd other animals, carry loads (including halflings at times), keep predators at bay and so on. Some (particularly in cities) are used for rodent control - hunting rats, mice, cats, snakes, rodents and worse.

Humans (and halflings) use dogs to supplement their own senses. While sapient races have better visual acuity

Man's best friend  
can also be a  
formidable foe.

With a killing  
instinct and  
savage tenacity  
many dogs  
fight to the  
death.



## WILD/HUNTING/WORKING DOG

HIT POINTS:	16+1d8
SIZE/WEIGHT:	M/ ~70 lbs.
TENACITY:	Nervous
INTELLIGENCE:	Animal, High
FATIGUE FACTOR:	-1

SPEED	10	INIT	-2
ATTACK	+2	DMG REDUCTION	
DEFENSE	+4	DAMAGE	2
1d4p+1		TOP SAVE	7
short REACH			

**ATTACK:**  
These breeds of dogs have similar combat statistics but vary in training; Wild dogs are feral and most wolf-like; hunting and working dogs attack if trained to do so

**SPECIAL ABILITIES:**  
Listening 90%; Tracking 75% to 90% for tracking (working) scent dog breeds

### MOVEMENT

CRAWL:	5
WALK:	15
JOG:	20
RUN:	25
SPRINT:	25

### SAVES

PHYSICAL:	+2
MENTAL:	+2
DODGE:	+3

## GUARD/SENTRY DOG

HIT POINTS:	21+2d8
SIZE/WEIGHT:	M/100+ lbs.
TENACITY:	Steady
INTELLIGENCE:	Animal, High
FATIGUE FACTOR:	0

SPEED	10	INIT	-2
ATTACK	+3	DMG REDUCTION	
DEFENSE	+3	DAMAGE	2
2d4p+2		TOP SAVE	9
short REACH			

**ATTACK:**  
Sentry dogs are trained to discover and attack intruders; war dogs go for the neck, head and shoulders; the dog's master may cease an attack with a successful Animal Training check (Easy)

**SPECIAL ABILITIES:**  
Listening 90%; Tracking 75% to 90% for scent dog breeds

### MOVEMENT

CRAWL:	5
WALK:	10
JOG:	15
RUN:	20
SPRINT:	25

### SAVES

PHYSICAL:	+4
MENTAL:	+2
DODGE:	+2

## GENERAL INFO

ACTIVITY CYCLE:	Diurnal
NO. APPEARING:	Varies (3-12 for wild)
% CHANCE IN LAIR:	20
FREQUENCY:	Ubiquitous
ALIGNMENT:	Non
VISION TYPE:	Extreme Low Light Vision
AWARENESS/SENSES:	Keen hearing and sense of smell
HABITAT:	Dictated by owner, or in forests or plains
DIET:	Omnivorous
ORGANIZATION:	Pack
CLIMATE/TERRAIN:	Any, save arctic

## GENERAL INFO

ACTIVITY CYCLE:	Diurnal
NO. APPEARING:	Dictated by owner
% CHANCE IN LAIR:	100
FREQUENCY:	Ubiquitous
ALIGNMENT:	Non
VISION TYPE:	Extreme Low Light Vision
AWARENESS/SENSES:	Keen hearing and sense of smell
HABITAT:	Dictated by owner
DIET:	Omnivorous
ORGANIZATION:	Individuals or pack
CLIMATE/TERRAIN:	Dictated by owner

<sup>1</sup> Dog hair is reported to cure hangovers and to instantly sober up an intoxicated person if added to ale or mead.

<sup>2</sup> The seventh level Clairnomia spell's area of effect can be boosted to 100 feet using a dog's nose as an optional material component.

<sup>3</sup> Dog meat is edible, though many people consider eating dog to be demeaning. This is most common in cultures where other protein sources are readily available, and dogs are trained as pets and protectors instead of as food.

## YIELD

MEDICINAL:	hair used in hangover cures <sup>1</sup>
SPELL COMPONENTS:	nose <sup>2</sup>
HIDE/TROPHY:	none
TREASURE:	none
EDIBLE:	yes <sup>3</sup>
OTHER:	none
EXPERIENCE POINT VALUE:	22 (dog); 84 (guard dog)

in daylight, dogs have low light vision and extremely high visual discrimination for movement, even at very long distances (double normal low light vision). They can detect sounds far beyond the upper auditory limit of all sapient races (even elves and humanoids), hear them at quadruple the distance and can rotate their ears so as to pinpoint a sound's origin (Listening mastery of 90%) making watch dogs the bane of even skillful thieves.

#### Combat/Tactics:

**D** Sight dogs hunt like wolves, spotting prey from a distance, then stalking, pursuing and attacking it ("coursing"), while scent dogs specialize in following a smell even for long distances over rough terrain. Scent dogs can track using their impressive sense of smell (75% Tracking mastery for most breeds, 90% for 'bloodhounds' bred for tracking).

Sight dogs tend to hunt individually, while scent dogs hunt in packs. When attacking, dogs typically go for the head, neck and shoulders of the target (unlike wolves, that attack their victim's extremities). Some dogs may locate the target's den and then bolt in and kill it, while still other dogs (like hunting dogs and war dogs) may simply wait to follow their owner's commands.

#### Dog Pack Mauling Rules:

Any attack by a dog that exceeds the defender's roll by 5 or more indicates that the dog has not only injured its victim for standard damage, but that it also grabbed one of the defender's limbs. Roll randomly to determine which arm or leg the dog latched onto. However, the following caveat applies: if the shield arm is indicated, re-roll the result. A second consecutive result of this limb indicates that the shield arm has indeed been grabbed and it is, along with and defensive benefits provided by the shield, useless until freed.

Once having grabbed on to an opponent, the canine will pull and tug inflicting  $d4p$  damage every 10 seconds (no Defense roll allowed nor Attack roll required though armor DR applies). Further, the defender suffers a 2-point penalty to all rolls and cannot use the ensnared limb for any action other than spending 5 seconds attempting to free it of the canine's hold (requiring a *Feat of Strength vs.  $d20p+8$* ). If a leg has been grabbed, the victim cannot move at more than a crawling pace while he drags the dog behind him. If the dog's jaws hold a weapon arm, attack is impossible and any defensive bonuses gained from weapon skill are forfeited. (Note though that the weapon is rarely dropped – a successful



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Feat of Strength *vs.*  $d20p+3$  retains control of any held weapon). A dog that has grabbed a character may also be compelled to loosen its grip via a successful knock-back or by inflicting sufficient damage to cause a Threshold of Pain check.

A single dog provides little more than a nuisance, particularly to armored characters, either slowing down an intruder (when the leg is grabbed) or hindering his attacks or defense (an arm grab). Far more frightening, however, is when a pack of dogs works in concert to pull down a victim. A second dog that successfully grabs the same defender saddles the victim with a 6-point penalty to all rolls and two limbs are now incapacitated. Thereafter, any successful attack by an additional dog will knock Small creatures prone, an attack of 5 or more in excess of that required to hit will knock a Medium creature prone and 10 or more will knock a Large creature prone. Even if its quarry is not knocked prone, a successful attack by a third dog will automatically grab hold. When held by three dogs, an attack by a fourth reduces the defender's effective size by one category if a fourth dog attacks, and so on.

Any prey knocked prone will be viciously mauled by all nearby dogs, who bite with bonuses of +2 to Speed and +6 to Attack, although it is 50% likely that each limb will be freed as the dogs will be more concerned with mauling than tugging.

### Ecology:

Large carnivores such as big cats, dire wolves or alligators are natural predators of dogs and regard them as a food source. That said, they recognize the natural weaponry of dogs and particularly respect them in packs or when supported by their master. The dog itself is primarily a carnivore, though it can healthily digest a variety of foods, including vegetables and grains (wild dogs are primarily scavengers, often eating available plants and fruits).

Dogs reach sexual maturity in under a year (and as early as six months). At this time, the female, or bitch, will reach estrus, a semiannual event for dogs. Litters of six to 12 pups arrive about eight to 10 weeks after fertilization. Pups are born live and wean in about six to eight weeks. The average dog lives 10 to 12 years.

### On Tellene:

The best war dogs are said to come from the kennels of Major Baenar, cleric of the Temple of Armed Conflict in the city of Saaniema, where they are highly esteemed.

## WAR DOG

HIT POINTS:	26+2d8
SIZE/WEIGHT:	M/150+ lbs.
TENACITY:	Brave
INTELLIGENCE:	Animal, High
FATIGUE FACTOR:	0

<b>SPEED</b>	<b>INIT</b>
9	-2
<b>ATTACK</b>	<b>DMG REDUCTION</b>
+4	3
<b>DEFENSE</b>	<b>DAMAGE</b>
+4	10
<b>short REACH</b>	<b>TOP SAVE</b> ▼
	3d4p+2

### MOVEMENT

CRAWL:	5
WALK:	10
JOG:	15
RUN:	20
SPRINT:	25

### SAVES

PHYSICAL:	+5
MENTAL:	+2
DODGE:	+2

### ATTACK:

These dogs are trained to attack bipedal creatures acting in tandem to overwhelm and then maul opponents (see Dog Pack mauling rules); the dog's master may cease an attack with a successful Animal Training skill check (of Easy difficulty)

### SPECIAL ABILITIES:

Listening 90%; Tracking 75% for scent dog breeds

## GENERAL INFO

ACTIVITY CYCLE:	Diurnal
NO. APPEARING:	Dictated by owner
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SPELL COMPONENTS:	nose <sup>2</sup>
HIDE/TROPHY:	none
TREASURE:	none
EDIBLE:	yes <sup>3</sup>
OTHER:	none
EXPERIENCE POINT VALUE:	100