

HOUND

Terrestrial predatory mammals, hounds include dogs, foxes, jackals, coyotes, wolves and hyenas. Their senses are incredibly keen, especially smell. Hounds track and chase down prey, attacking with their bites to tear and maim. They are also Surging at working in packs, teaming up to surround foes and take advantage of their weaknesses.

- Feisty and persistent, fierce hounds include terriers, foxes and jackals.
- Squat and stocky, brute hounds include bulldogs, pitbulls and bassets.
- Streamlined and versatile, blood hounds include mastiffs, wolfhounds, wolves and hyenas, as well as especially large malamutes, huskies, shepherds, retrievers, labradors, pincers, rottweilers and coyotes.
- Hellhowl hounds are variants with rough, leathery skin, oversized jaws and fangs, and an insatiable bloodlust. Their howls are eerily primeval, filled with cruelty.

HOUND TRAITS
Class: beast
Origin: Midgard
Sapience: amoral-agent Lifeways: <i>lawful-detached, lawful-hearted, lawful-wicked</i>
Vessel: corporeal (zoetic-organic) Tier/Shape Range: Dawning 1/8×1/4×1/8 to Honing 1×3×1
Role: warrior
Creature Knowledge: <ul style="list-style-type: none"> • <i>General:</i> <i>herd</i> or <i>nighlore</i> (sta) DR 10 • <i>Specific:</i> <i>herd</i> or <i>nighlore</i> (imp) DR 15
Roottrait Points: 3+[2×(tier-1)]
Attack Roottraits: <ul style="list-style-type: none"> • <i>Physical Strikes/Harm:</i> Lth/Brw • <i>Magical Strikes/Harm:</i> –
Augmentations/Lifeskills: Nml +3, Ftl +2; hasten +3; physical strikes +4; <i>deepfare</i> +0 (train: sta); <i>dive</i> +0 (train: sta); <i>landfare</i> +0 (train: sta); <i>look</i> +8 (train: adv; <i>avail:1</i>); <i>lurk</i> +4 (train: imp); <i>seafare</i> +0 (train: sta); <i>search</i> +3 (train: adv; <i>avail:1</i>); <i>toil</i> +2 (train: sta); <i>tumble</i> +1 (train: sta)
Carcass Harvest: <ul style="list-style-type: none"> • <i>Food:</i> [(1d2)×cubes] meals; <i>cook</i> (sta) DR 10 • <i>Water:</i> [(1d2)×cubes] meals; <i>mash</i> (sta) DR 15 • <i>Bones, Fangs:</i> [(1d2)×cubes] coppers; <i>hew</i> (sta) DR 8 • <i>Hides, Pelts:</i> [(1d6)×cubes] coppers; <i>taw</i> (sta) DR 13
Lair Treasure: <ul style="list-style-type: none"> • <i>Mundane:</i> incidental • <i>Magical:</i> incidental

FIERCE HOUND
Tier: Beginning
Lifeway: <i>lawful-detached</i>
Languages: Beast
Shape: 1/4×1/2×1/4
Size Modifier: +5
Mass Modifier: ±0
Speed: walk 15; swim 1
Roottraits: Brw 1; Lth 2; Smt 0; Wis 2; Glt 0
Hasten: 5
Defenses: Nml 21; Ftl 15; Mfl 12
Grit: 5+2d4 [10]
Pneuma: 4
Harm Yields: <u>susceptible</u> <i>wreck, whelm, flare, gleam, gloom, rasp, rot, shock, chaos, hubris, heinous</i> ; <u>vulnerable</u> <i>shake</i> 1; <u>resistant</u> <i>frost</i> 2; <u>immune</u> <i>logos, charis, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated, stifled</i>
Lifeskills: <i>deepfare</i> +2 (sta); <i>dive</i> +2 (sta); <i>landfare</i> +2 (sta); <i>look</i> +12 (adv; <i>avail:1</i>); <i>lurk</i> +8 (imp); <i>seafare</i> +0 (sta); <i>search</i> +6 (adv; <i>avail:1</i>); <i>toil</i> +3 (sta); <i>tumble</i> +3 (sta)
ATTACKS AND POWERS
1 Bite – 1 strike; assail Nml [utilization; 0 pneuma]: targeted meleé 0; strike +6; <i>wreck</i> (<i>rend-stab</i>) harm 1d2+1 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4)
Monster and Mortal Powers: <i>grappling</i> – standard; <i>inferior defense</i> (Mfl); <i>packattack</i> (1d4)
Ascension-Point Value: 8

HELLHOWL HOUND TEMPLATE
Movement Alterations: walk +2, swim +1, burrow +1
Harm Yields Alterations: resistant <i>wreck</i> +3
Condition Adaptations Alterations: <u>renitent</u> (<i>avail:1</i>) <i>deafened</i>
Lifeskills Alterations: none
Attacks and Powers Alterations: <i>bite</i> strikes – base variable harm +2 d-steps
Hellhowl – 1 zone (1×tier)×(1×tier)×(1×tier) [adjuvant; 2 pneuma]: blast area meleé 1 – engage each target in affected area in counter-Wis challenge; if target fails, it is <i>deafened</i> and <i>frightened</i> ; duration [1×tier] rounds
Ascension-Point-Value Alterations: +5

ALPENGARD | MONSTER STATISTICS

BRUTE HOUND
Tier: Raising Lifeview: <i>lawful-hearted</i> Languages: Beast
Shape: ½×½×½ Size Modifier: +3 Mass Modifier: ±0 Speed: walk 9; swim 1
Roottraits: Brw 4; Lth 1; Smt 0; Wis 2; Glt 0 Hasten: 5 Defenses: Nml 19; Ftl 23; Mfl 12 Grit: 13+3d4 [21] Pneuma: 6
Harm Yields: <u>susceptible</u> <i>wreck, flare, gleam, gloom, rasp, rot, shock, chaos, hubris, heinous</i> ; <u>vulnerable</u> <i>shake</i> 1; <u>resistant</u> <i>whelm</i> 2, <i>frost</i> 1; <u>immune</u> <i>logos, charis, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>stifled</i> ; <u>renitent</u> (<i>avail:2</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +4 (sta); <i>dive</i> +4 (sta); <i>landfare</i> +4 (sta); <i>look</i> +12 (adv: <i>avail:1</i>); <i>lurk</i> +7 (imp); <i>seafare</i> +2 (sta); <i>search</i> +4 (adv: <i>avail:1</i>); <i>toil</i> +6 (sta); <i>tumble</i> +2 (sta)
ATTACKS AND POWERS
1 Bite – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +6; <i>wreck</i> (<i>beat-rend-stab</i>) harm 1d4+4 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d6) or <i>slash</i> (1d6) or <i>gore</i> (1d6)
Monster and Mortal Powers: <i>grappling</i> – standard; <i>inferior defense</i> (Mfl); <i>packattack</i> (1d6)
Ascension-Point Value: 10

BLOOD HOUND
Tier: Surging Lifeview: <i>lawful-wicked</i> Languages: Beast
Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: walk 22; swim 1
Roottraits: Brw 2; Lth 3; Smt 0; Wis 4; Glt 0 Hasten: 7 Defenses: Nml 24; Ftl 21; Mfl 14 Grit: 18+4d4 [28] Pneuma: 8
Harm Yields: <u>susceptible</u> <i>wreck, whelm, flare, gleam, gloom, rasp, rot, shock, chaos, charis, heinous</i> ; <u>vulnerable</u> <i>shake</i> 1; <u>resistant</u> <i>frost</i> 5; <u>immune</u> <i>logos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated, stifled</i>
Lifeskills: <i>deepfare</i> +5 (sta); <i>dive</i> +3 (sta); <i>landfare</i> +5 (sta); <i>look</i> +14 (adv: <i>avail:1</i>); <i>lurk</i> +10 (imp); <i>seafare</i> +1 (sta); <i>search</i> +7 (adv: <i>avail:1</i>); <i>toil</i> +4 (sta); <i>tumble</i> +4 (sta)
ATTACKS AND POWERS
1 Bite – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 1; strike +7; <i>wreck</i> (<i>rend-stab</i>) harm 1d6+2 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6) Option [adjuvant; 1 pneuma]: <i>trip</i>
Monster and Mortal Powers: <i>grappling</i> – standard; <i>inferior defense</i> (Mfl); <i>packattack</i> (1d8)
Ascension-Point Value: 14