

VARG

Voracious and vicious, vargs have the bodies of non-clawed four-legged mammalian predatory beasts—such as jackals, wolves and hyenas—augmented with characteristics of reptilian predatory beasts, such as crocodiles and snakes. They have shaggy, mangy furry coats covering leathery hides bolstered by occasional scales, as well as long prehensile tails that are surprisingly strong. Like griffons, they are stronger than many bestial predators, but their senses are not as keen. If they inherit a venomous trait, it is not as potent as that of a normal snake.

Vargs dwell in cold to temperate climates, preferring mountainous and forested terrain where there is plenty of fresh water, though in rare instances they have also been found in coastal areas. Despite the reptilian portions of their makeup, they do not like marshes or swamps, though they can be found in plains, steppes and deserts. In cold climes, they like to hide in snow and ice but will shed any white or grey fur in summer, developing brown summer coats to camouflage them against dirt and mud. Carnivorous to the core, they will sometimes hibernate like bears do in winter, or migrate to warmer climates where food is more plentiful. Vargs gather in families of 2–19 creatures, or are solitary, preferring to make their homes in caves near the surface but that have access to deeper subterranean networks. Though commonly malevolent, they are generally true to their word, for they may very well have inherited a sense of loyalty out of some ancient tie to hound bloodlines. On rare occasions, vargs will allow themselves to be recruited and ridden by mortals as steeds.

Despite their speed and penchant for hunting in packs, vargs like to work as ambush predators. They are soft in the approach and may attempt to lurk up from behind, or simply wait for targets to pass by and spring forth. Or they may use their tails to grasp and hang from tree limbs and then drop on victims from above.

- Canine vargs have the core bodies of dog-hounds—featured specimen: jackal-iguana.
- Hyenine vargs have the core bodies of hyena-hounds—featured specimen: hyena-cobra.
- Lupine vargs have the core bodies of wolf-hounds—featured specimen: wolf-crocodile.

VARG TRAITS
Class: Chimera Origin: Midgard
Sapience: moral-agent Lifeways: <i>lashful-wicked-leeward, laxful-wicked-leeward, lawful-wicked-leeward, lashful-detached-leeward</i>
Vessel: corporeal (zoetic-organic) Tier/Shape Range: Dawning 1/8×1/4×1/8 to Quelling 1×4×2
Role: warrior Creature Knowledge: <ul style="list-style-type: none"> • <i>General:</i> <i>nighlore</i> (sta) DR 12 • <i>Specific:</i> <i>nighlore</i> (imp) DR 25
Roottrait Points: 3+[3×(tier-1)] Attack Roottraits: <ul style="list-style-type: none"> • <i>Physical Strikes/Harm:</i> Wis/Lth • <i>Magical Strikes/Harm:</i> —
Augmentations: Nml +3, Ftl +2, Mfl +1; hasten +4; physical strikes +4, physical harm +1; <i>clout</i> +1 (train: imp); <i>deepfare</i> +0 (train: sta); <i>dive</i> +1 (train: sta); <i>heed</i> +2 (train: imp); <i>landfare</i> +2 (train: imp); <i>look</i> +3 (train: imp); <i>lurk</i> +3 (train: imp); <i>nighlore</i> +0 (train: sta); <i>seafare</i> +0 (train: sta); <i>search</i> +4 (train: imp); <i>toil</i> +1 (train: imp); <i>tumble</i> +1 (train: sta)
Carcass Harvest: <ul style="list-style-type: none"> • <i>Food:</i> [(1d4)×cubes] meals; <i>cook</i> (sta) DR 11 • <i>Water:</i> [(1d2)×cubes] meals; <i>mash</i> (sta) DR 18 • <i>Bones:</i> [(1d2)×cubes] coppers; <i>hew</i> (sta) DR 8 • <i>Fangs, Horns, Spines:</i> [(1d8)×cubes] silvers; <i>hew</i> (sta) DR 9 • <i>Hides, Pelts:</i> [(1d10)×cubes] coppers; <i>taw</i> (sta) DR 19
Lair Treasure: <ul style="list-style-type: none"> • <i>Mundane:</i> sparse • <i>Magical:</i> modest

CANINE VARG
Tier: Surging Lifeway: <i>lashful-wicked-leeward</i> Languages: Common, Chimera, Beast, Insect, Plant
Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: walk 23
Roottraits: Brw 2; Lth 4; Smt 2; Wis 3; Glt 1 Hasten: 7 Defenses: Nml 21; Ftl 18; Mfl 16 Grit: 26+4d6 [40] Pneuma: 9
Harm Yields: <u>susceptible</u> <i>flare, gleam, rot, shake, logos, charis, heinous</i> ; <u>resistant</u> <i>wreck 5, frost 3, gloom 1, rasp 2, shock 1</i> ; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated, nauseated, retched</i>
Lifeskills: <i>clout</i> +4 (imp); <i>deepfare</i> +4 (sta); <i>dive</i> +5 (sta); <i>heed</i> +6 (imp); <i>landfare</i> +7 (imp); <i>look</i> +7 (imp); <i>lurk</i> +7 (imp); <i>nighlore</i> +3 (sta); <i>seafare</i> +2 (sta); <i>search</i> +8 (imp); <i>toil</i> +4 (imp); <i>tumble</i> +6 (sta)
ATTACKS AND POWERS
Innate Weapons—2 strikes; assail Nml [utilization; 0 pneuma]: <ul style="list-style-type: none"> • 1 Bite: targeted melee 0; strike +7; <i>wreck</i> (<i>rend-stab</i>) harm 1d8+2 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4) • 1 Tail: targeted melee 1; strike +7; <i>wreck</i> (<i>beat</i>) harm 2d4+3 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d6)
Monster and Mortal Powers: <i>ability substitution</i> (Wis); <i>grappling</i> — <i>improved</i> ; <i>packattack</i> (1d4)
Ascension-Point Value: 18

ALPENGARD | MONSTER STATISTICS

HYENINE VARG
Tier: Honing
Lifeview: <i>lashful-wicked-leeward</i>
Languages: Common, Chimera, Beast, Insect
Shape: 1×2×1
Size Modifier: ±0
Mass Modifier: +1
Speed: walk 21
Roottraits: Brw 2; Lth 4; Smt 1; Wis 5; Glt 3
Hasten: 9
Defenses: Nml 22; Ftl 18; Mfl 19
Grit: 41+5d6 [59]
Pneuma: 13
Harm Yields: <u>susceptible</u> <i>frost, gloom, shake, logos, charis, heinous</i> ; resistant <i>wreck 4, whelm 1, flare 1, gleam 1, rasp 2, rot 3, shock 1</i> ; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated, nauseated, retched</i>
Lifeskills: <i>clout +5 (imp); deepfare +6 (sta); dive +5 (sta); heed +9 (imp); landfare +9 (imp); look +10 (imp); lurk +10 (imp); nighlore +3 (sta); seafare +4 (sta); search +8 (imp); toil +5 (imp); tumble +5 (sta)</i>
ATTACKS AND POWERS
Innate Weapons – 2 strikes; assail Nml [utilization; 0 pneuma];
• 1 Bite: targeted melee 1; strike +9; <i>wreck (rend-stab) harm 1d10+3</i> Option [adjuvant; 1 pneuma]: <i>slash (1d6) or gore (1d6)</i> Option [adjuvant; 1 pneuma]: <i>poison (lesser)</i>
• 1 Tail: targeted melee 2; strike +9; <i>wreck (beat) harm 1d6+1d4+3</i> Option [adjuvant; 1 pneuma]: <i>squash (1d8)</i>
Monster and Mortal Powers: <i>ability substitution (Wis); grappling – advanced; packattack (1d6)</i>
Ascension-Point Value: 22

LUPINE VARG
Tier: Helming
Lifeview: <i>laxful-wicked-leeward</i>
Languages: Common, Chimera, Beast, Plant
Shape: 1×2×2
Size Modifier: -1
Mass Modifier: +2
Speed: walk 22
Roottraits: Brw 4; Lth 5; Smt 1; Wis 6; Glt 2
Hasten: 10
Defenses: Nml 23; Ftl 21; Mfl 19
Grit: 60+6d6 [81]
Pneuma: 14
Harm Yields: <u>susceptible</u> <i>gleam, gloom, rot, shake, chaos, charis, heinous</i> ; resistant <i>wreck 6, whelm 2, flare 1, frost 1, rasp 2, shock 1</i> ; <u>immune</u> <i>logos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated, nauseated, retched</i>
Lifeskills: <i>clout +4 (imp); deepfare +8 (sta); dive +7 (sta); heed +10 (imp); landfare +11 (imp); look +11 (imp); lurk +12 (imp); nighlore +4 (sta); seafare +4 (sta); search +9 (imp); toil +7 (imp); tumble +6 (sta)</i>
ATTACKS AND POWERS
Innate Weapons – 2 strikes; assail Nml [utilization; 0 pneuma];
• 1 Bite: targeted melee 1; strike +10; <i>wreck (rend-stab) harm 1d12+3</i> Option [adjuvant; 1 pneuma]: <i>slash (1d8) or gore (1d8)</i>
• 1 Tail: targeted melee 2; strike +10; <i>wreck (beat) harm 2d6+4</i> Option [adjuvant; 1 pneuma]: <i>squash (1d10)</i>
Monster and Mortal Powers: <i>ability substitution (Wis); grappling – advanced; packattack (1d8)</i>
Ascension-Point Value: 27