



Dogs play an important role among all levels of Lythian society. They are companions, trackers, guards, shepherds, fighters, and friends. Nearly every rural family has at least one dog.

A male dog is called a dog or a sire, a female dog is called a bitch and a young dog is a pup or puppy. All dogs are carnivorous.

## Dog Breeds

Most dogs are mongrels, but purer breeds are much prized. Such dogs are selectively bred by dog trainers to preserve and propagate their best traits. The Peonian Church has a long history of breeding dogs for herding livestock and for control of vermin. There are five broad classes of dogs.

**Attack Dogs:** are trained to attack man or beast.

**Guard Dogs:** are watchdogs and herd/flock protectors.

**Hounds:** track and flush prey, and are popular for racing.

**Shepherds:** herd sheep, cattle, and other domestic livestock.

**Ratters:** dig into lairs of rats, foxes, and other small game.

Wild dogs live in packs. Most are descended from domestic stock. They are aggressive and typically have no fear of humans.

## Dog Ownership

Ownership of purebred dogs brings status in many social circles, especially among the nobility, who prize superior hunting dogs. Some lords care more for their kennels than for their tenants or families.

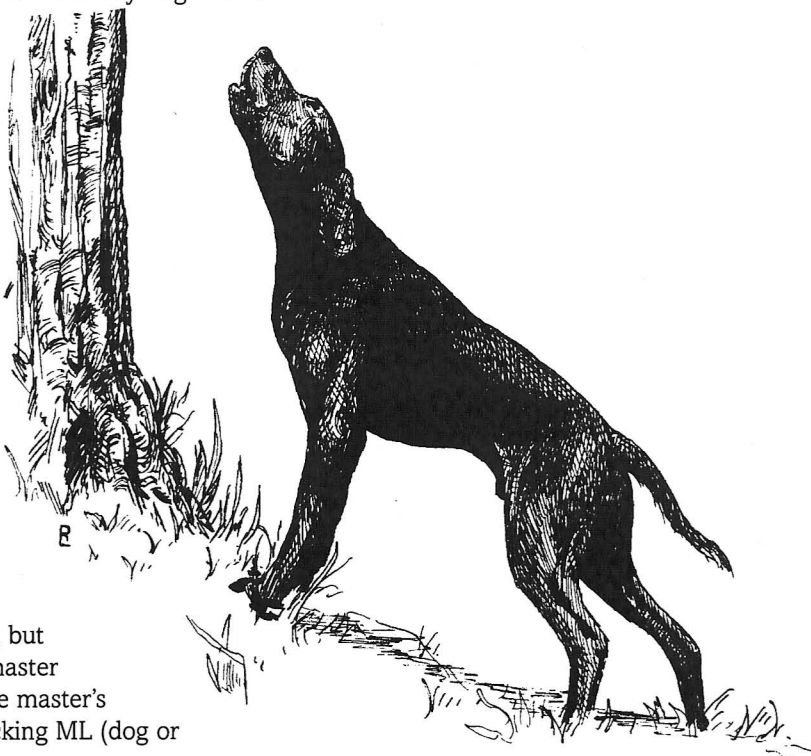
Some lords have been known to prohibit the ownership of attack dogs and hounds by their unfree tenants. Others refuse to allow any dog with a shoulder higher than the lord's knee. Most such laws are local and not common. Dogs that kill or injure humans or livestock are invariably put to death.

## Dog Senses

Most dogs can hear at 30 feet what a human can hear at 5 feet. They can smell at 150 feet what a human can smell at 5 feet. A dog's eyesight is great for hunting. They have excellent night vision (+3) and a wide field of view that can readily detect motion.

## Hunting with Dogs

Man's best friend can be an invaluable aid to the hunter. A dog can find/follow a trail, but cannot communicate its age or nature. If a tracker has a hunting dog, both it and its master receive trail casting rolls. If the dog finds the trail, age and nature are determined normally, but the accuracy of the information revealed to the master is made by a secondary roll by the GM against the master's own ML. When a trail is followed, the higher tracking ML (dog or master) is used to locate the prey.



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# DOG 2

## TRAINING DOGS

With the exception of AWARENESS, dog skills may be improved by training and practice. Characters wishing to train dogs must first open ANIMALCRAFT at SB1, then open DOGCRAFT as a specialty.

Dogs can be trained for about two hours per day, ideally in short sessions of 20-30 minutes. Training may begin at two months and continue until the dog is a year old. Many noble households have dog-trainers.

The trainer declares the canine skill(s) to be opened/improved at the beginning of the month, and makes the appropriate training rolls against DOGCRAFT at the end of the month.

For each twelve (12) hours of training, one training roll may be made. The success level generated determines how many skill improvement rolls (CF=0, MF=1, MS=3, CS=5) are made for the dog being taught; a month of dedicated training typically yields 5 training rolls. Skill development otherwise works for dogs the same way as for humans.

## Automatic Skills

**BITE:** The dog's combat ability. Skill Base is derived from AGL, AGL, WIL. OML = SB x5. Bite ML is trainable; bite impact is not. Dogs typically lock their jaws and shake their prey when they bite. Apply a TANGLE special penalty of 10-20 for the victim until the hold is broken either by serious injury to the dog, or when a CF is generated for the dog on future attack rolls. The victim is restricted to a Counterstrike or Ignore defense until the bite is broken.

**TRACK:** The ability to find and follow a trail. Tracking skill base for dogs is derived from HRG, SML, WIL. OML = SB x4.

**PHYSICAL SKILLS:** Dogs have some of the same automatic physical skills as humans including Climbing, Jumping, and Swimming.

## Trainable Skills

Dogs can be trained to obey basic commands given by the dog's owner. If the owner cannot be seen, the dog must check at 50% ML. Commands are generally spoken or whistled; dog hearing far exceeds their eyesight.

- Fetch:** The ability to fetch an indicated object (such as a downed bird) without damaging it. Fetch SB is AGL, SML, EYE. OML is SB x3.
- Heel:** The ability to walk quietly beside the master's heel without straying. This is thought a sign of a well-trained dog and a competent master. Heel SB is INT, WIL, WIL. OML is SB x3.
- Herd:** The ability to herd/protect livestock. Herding SB is AGL, WIL, WIL. OML is SB x4 for sheepdogs and other specially bred animals. Other dogs may open Herding SB x2.
- Silence:** Dogs bark, whine, or growl when they sense danger. A dog who successfully tests Silence will lick or nuzzle its owner's hand instead when it detects danger. Silence SB is INT, WIL, WIL. OML is SB x2.
- Stay:** The ability to stop and remain motionless regardless of temptation and await another command. Except on a CS result, the command must be repeated whenever a new temptation arises. Skill Base is INT, WIL, WIL. OML is SB x4.

## Dog-Gone It

The following is a famous letter from HarnLore #6, published in 1988.

*During a rather heated discussion with an innkeeper about the quality and cost of his wares, I was set upon by his small Trierzi Terrier.*

*Normally, I would not allow such an interruption to detract from the enjoyable debate, so I aimed a rather lazy kick at the dog. That is, I selected a Counterstrike defense with my boot to the dog's Melee Attack.*

*Much to my chagrin, the dog rolled CS against my CF, resulting in an A\*4 strike. The generated location was my left knee, and was delivered with an impact of 17+. This resulted in much amusement since the small dog severed my leg at the knee.*

*Although the GM enjoyed describing how the terrier was struggling to drag its prize toward its bed by the fire, we decided to reduce the wound to a serious bite.*

*I realize that the combat system is intended for fairly evenly sized opponents, but can you address this seeming inequity?*

Your GM handled this problem exactly right. The optional Size modifier that now exists in HM3 combat helps to fix problems like this, but all rule systems require GM discretion.



ERIC HOTZ

## MASTIFF Attack Dog

Mastiffs are bred to be large, powerful, courageous, and loyal. They are mainly used in packs to protect herds from wolves, bears, and other predators, but are sometimes taken into battle. Mastiffs have been used as attack dogs since ancient times in the lands that border the Venarian Sea, and are represented in the art and literature of the Corani empire.

The most common Hârníc mastiff has a short coat of light brown hair, with a dark brown muzzle and ears. Mastiffs are trained for battle by the Agrikan Order of the Copper Hook, and are popular as fighting dogs for the Pamesani Games. Full-grown, they stand 30" at the shoulder, but there are legends of dogs over 40".

### The Hound of Barra

The most important figure in Jarin folklore, Barynn, slew a Mastiff as a child, embarking upon an illustrious but tragic career as protector of his people. He was known as *Albarra the Hound*, which means Hound of Barra. See: *HârnPlayer* for more details.



### MASTIFF

**Habitat:** Domestic  
**Length:** 45"  
**Height:** 30"  
**Weight:** 100 pounds  
**Diet:** Carnivore  
**Lifespan:** 12 years  
**Cost:** 24d (puppy)

### ATTRIBUTES

|        |        |        |        |
|--------|--------|--------|--------|
| 09 STR | 18 EYE | 06 INT | 10 END |
| 08 STA | 16 HRG | 09 AUR | 32 MOV |
| 14 AGL | 25 SML | 13 WIL |        |

### SKILLS

|               |              |
|---------------|--------------|
| 65 INITIATIVE | 80 AWARENESS |
| 70 DODGE      | 56 STEALTH   |
| 70 BITE 5P    | 80 TRACKING  |

### ARMOUR

B4 E3 P1 F3 GAC 1

### STRIKE LOCATIONS

01-15 Head  
 16-25 Neck  
 26-30 •Fore Leg  
 31-50 Thorax  
 51-85 Abdomen  
 86-95 •Hind Leg  
 96-00 Tail

• Odd = Left, Even = Right

## DOG 4

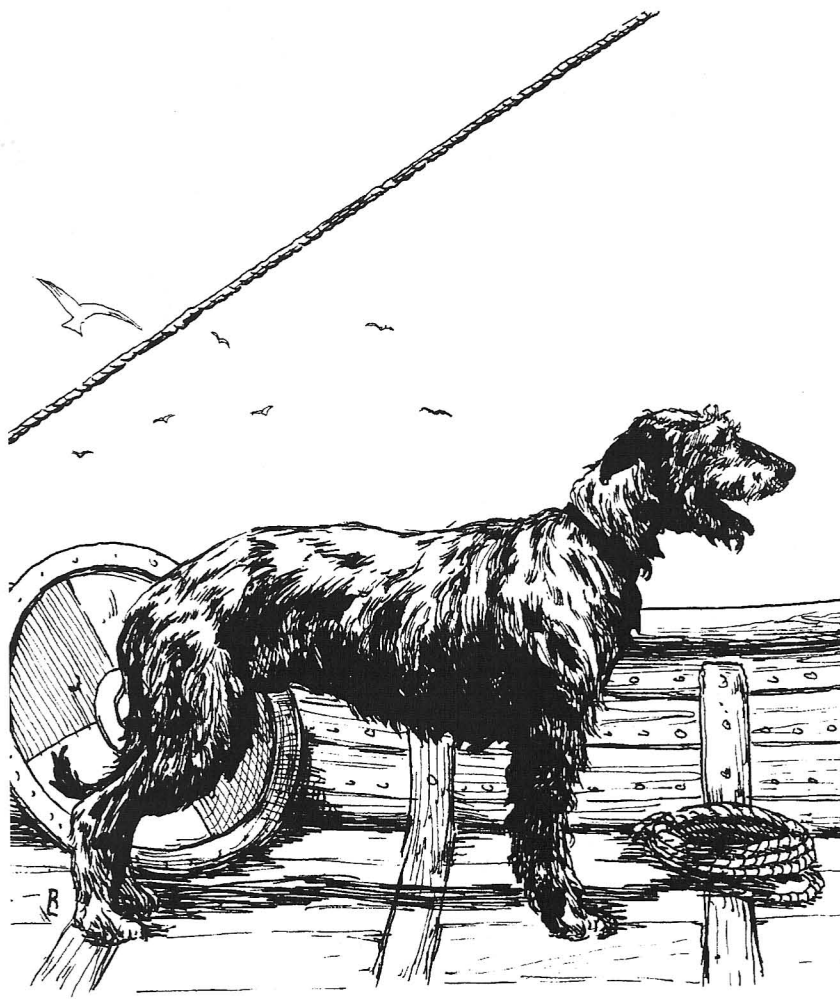
# WOLFHOUND

## Guard Dog

The wolfhound is used as a guard dog and to hunt stags, boar, wolves, and gargun. Wolfhounds usually bond with a single master. They can become extremely vicious when their homes or masters are threatened or attacked, even by family members.

The Ivinian Wolfhound, one of the largest of the breed, averages 32 inches at the shoulder, but some grow to 45 inches. They usually have shaggy gray hair with black patches. A completely white dog is highly valued, since it may be descended from *Syssha*, a huge grey bitch who bred with Jarlak, the Lord of Talagaad. See: *Snow Wolf*.

Wolfhounds have figured in Jarin and Ivinian folklore for centuries. An often-told tale is that of Bandar the Wolfhound. The dog's owner, a Melderyni knight, returned from hunting to find Bandar's mouth covered in blood and his infant son missing. Believing the worst, the knight impulsively slew Bandar with his sword, only to discover his sobbing child, safe and unharmed, next to the mangled body of a wolf.



### IVINIAN WOLFHOUND

**Habitat:** Domestic  
**Length:** 48"  
**Height:** 32"  
**Weight:** 110 pounds  
**Diet:** Carnivore  
**Lifespan:** 13 years  
**Cost:** 12d (puppy)

#### ATTRIBUTES

|        |        |        |        |
|--------|--------|--------|--------|
| 11 STR | 18 EYE | 06 INT | 12 END |
| 10 STA | 16 HRG | 09 AUR | 36 MOV |
| 13 AGL | 24 SML | 14 WIL |        |

#### SKILLS

|               |              |
|---------------|--------------|
| 70 INITIATIVE | 76 AWARENESS |
| 65 DODGE      | 56 STEALTH   |
| 65 BITE 6P    | 76 TRACKING  |

#### ARMOUR

B4 E3 P1 F3 GAC 1

#### STRIKE LOCATIONS

01-15 Head  
 16-25 Neck  
 26-30 •Fore Leg  
 31-50 Thorax  
 51-85 Abdomen  
 86-95 •Hind Leg  
 96-00 Tail

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# BLOODHOUND

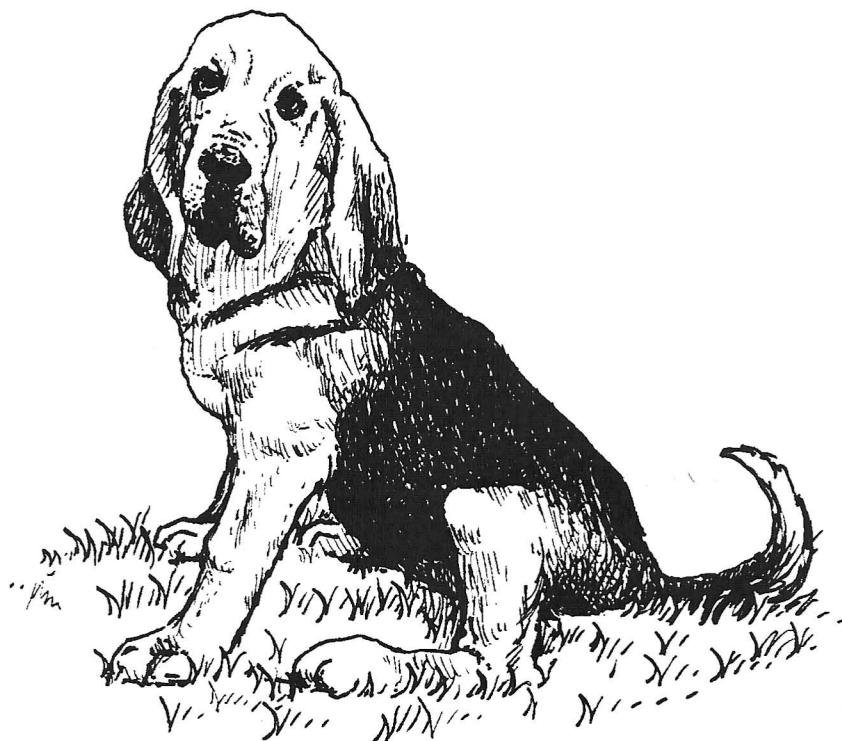
## *Tracker & Retriever*

The bloodhound is the most popular breed of dog on Hårn. They have the best sense of smell of all dogs and this gives them formidable tracking ability. They can pick up a trail 2-4 days old, detect a drop of blood in a gallon of water, and differentiate the smell of meats or people, including twins. Their instinct is to follow scent and flush prey from cover, but not to attack, desirable traits for hunters. They are good watchdogs (they bark a lot) but are usually too good-natured to be trained as guard dogs.

A bloodhound's amazing sense of smell can actually be improved if its diet is kept meatless for some days before the hunt. This increases the risk of the dog attacking and eating the prey it tracks.

When tracking a group, all hounds instinctively follow one individual within the group. If it loses the track of the individual, or if the individual separates from the group, then the group may well be lost. A hound cannot track through water, nor can it follow a trail more than a foot overhead.

Bloodhounds are cherished for their companionship, and figure prominently in heraldry, where they symbolize unwavering loyalty.



### BLOODHOUND

**Habitat:** Domestic  
**Length:** 30"  
**Height:** 26"  
**Weight:** 60 pounds  
**Diet:** Carnivore  
**Lifespan:** 12 years  
**Cost:** 18d (puppy)

#### ATTRIBUTES

|        |        |        |        |
|--------|--------|--------|--------|
| 08 STR | 16 EYE | 06 INT | 09 END |
| 09 STA | 15 HRG | 08 AUR | 32 MOV |
| 13 AGL | 30 SML | 11 WIL |        |

#### SKILLS

|               |              |
|---------------|--------------|
| 60 INITIATIVE | 80 AWARENESS |
| 65 DODGE      | 52 STEALTH   |
| 60 BITE 4P    | 80 TRACKING  |

#### ARMOUR

B4 E3 P1 F3 GAC 1

#### STRIKE LOCATIONS

01-15 Head  
 16-25 Neck  
 26-30 •Fore Leg  
 31-50 Thorax  
 51-85 Abdomen  
 86-95 •Hind Leg  
 96-00 Tail

• Odd = Left, Even = Right

## KALDORIN Sheepdog

Perhaps the most intelligent of breeds, sheepdogs are patient, learn quickly and exhibit a great deal of restraint. In addition to herding, sheepdogs guard and protect flocks from predators. Their training includes commands to turn the herd, block them, and even to find and bring back lost sheep. They are also excellent guardians of children and the elderly, and are thought to be especially sensitive to the presence of spirits.

At fairs, herders and breeders often compete to show their best trained sheepdogs, by herding sheep, ducks, or geese through a maze of pens. Puppies from the winners of these events are much prized.

### The Kaldorin

The Kaldorin is a medium sized sheepdog with two-tone coloration of black and white, and a bushy tail (on Hårn and in other places plagued by wolves, the tail is often sacrificed to Peoni). The breed is hardy, agile, and untiring. The Kaldorin is particularly intelligent and easy to train, but also very sensitive. They are said to hypnotize sheep and cattle with their gaze.

Unlike other breeds, the Kaldorin can train up through the age of 3. They are exceptionally able to learn complicated commands.

### The Torean

The Torean, popular in Kanday, is a heavier relative of the Kaldorin. It has longer hair that protects it from the damp, windy weather common in this southwestern kingdom. The coat is usually all of one color, either a dirty white or a reddish shade of brown. The breed is somewhat slower than the Kaldorin, but equally hardy. It is known for its persistence. The Torean is easy to train and very loyal.

Like other sheepdogs, the Torean can learn complicated commands more easily than most dogs. The dog figures prominently in folk art as a protective maternal figure and is widely used in art as an attribute of Peoni.

### KALDORIN

**Habitat:** Domestic  
**Length:** 30"  
**Height:** 21"  
**Weight:** 40 pounds  
**Diet:** Carnivore  
**Lifespan:** 13 years  
**Cost:** 18d (puppy)

#### ATTRIBUTES

|        |        |        |        |
|--------|--------|--------|--------|
| 08 STR | 18 EYE | 07 INT | 11 END |
| 10 STA | 18 HRG | 10 AUR | 34 MOV |
| 14 AGL | 26 SML | 15 WIL |        |

#### SKILLS

|               |              |
|---------------|--------------|
| 75 INITIATIVE | 84 AWARENESS |
| 70 DODGE      | 64 STEALTH   |
| 70 BITE 4P    | 84 TRACKING  |
|               | 75 HERDING   |

#### ARMOUR

B4 E3 P1 F3 GAC 1

#### STRIKE LOCATIONS

01-15 Head  
16-25 Neck  
26-30 •Fore Leg  
31-50 Thorax  
51-85 Abdomen  
86-95 •Hind Leg  
96-00 Tail

• Odd = Left, Even = Right



Torean

# Trierzi Terrier

## *Ratter*

Small dogs are used to control rats and other pests in and around castles and manorhouses, and sometimes in wealthy urban areas. A good terrier is courageous and tenacious. They are intelligent and loyal, quick to alert their masters to danger and unlikely to flee. It is not common for a terrier to stand its ground bravely when dogs twice their size have fled. Terriers train easily and take orders well.

Terriers are habitual diggers. If not otherwise occupied, a terrier is likely to dig holes at random spots in and around its home, bringing odd treasures to its master (and causing twisted ankles to local bipeds).

### Trierzi Terrier

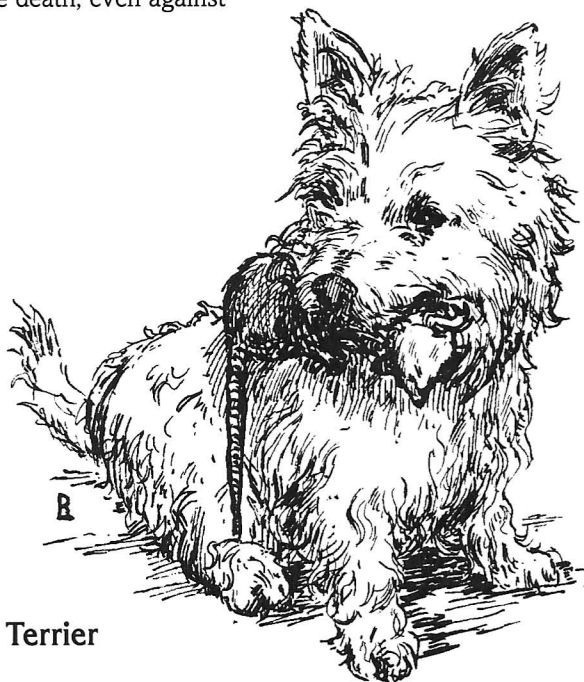
Ratting is not glamorous or lucrative work. There is little incentive to breed dogs for this purpose; almost any small, tenacious dog will do. Throughout southwestern Lythia and on Hårn, a typical ratter is the Trierzi Terrier, a giddy, hardy, and adaptable breed, with long wiry, black or white hair. Although ratting is primarily an urban activity, ratters are also used to dig into the lairs of problematic rabbits and foxes in agricultural areas.

### Pit Terrier

Pit Terriers are raised in urban poor neighborhoods and destined for the gambling pits. They are usually malnourished and mistreated, and tend to be too hyperactive to make good guard dogs. A good fighter can earn hundreds of pennies for its owner over its short and bloody career.

### Black Axit

The Black Axit is a squat and powerful short-haired dog. It is specially bred by Lia Kavair chapters in much of western Lythia and Hårn. The Black Axit will fight to the death, even against much larger dogs.



Trierzi Terrier

## Trierzi Ratter

**Habitat:** Domestic  
**Length:** 15"  
**Height:** 10"  
**Weight:** 16 pounds  
**Diet:** Carnivore  
**Lifespan:** 15 years  
**Cost:** 12d (puppy)

### ATTRIBUTES

|        |        |        |        |
|--------|--------|--------|--------|
| 06 STR | 18 EYE | 06 INT | 09 END |
| 07 STA | 17 HRG | 09 AUR | 26 MOV |
| 13 AGL | 24 SML | 13 WIL |        |

### SKILLS

|               |              |
|---------------|--------------|
| 65 INITIATIVE | 80 AWARENESS |
| 65 DODGE      | 56 STEATH    |
| 65 BITE 3P    | 80 TRACKING  |

### ARMOUR

B3 E2 P1 F2 GAC 1

### STRIKE LOCATIONS

01-15 Head  
 16-25 Neck  
 26-30 •Fore Leg  
 31-50 Thorax  
 51-85 Abdomen  
 86-95 •Hind Leg  
 96-00 Tail

• Odd = Left, Even = Right

## FOX *Rydelquin's Thief*

Foxes are solitary hunters, favoring small mammals, birds, and eggs, but they also eat insects, carrion, and fruit. They are notorious chicken thieves. They are territorial and will live almost anywhere prey is plentiful. They range in small families until the pups are grown. Female ranges and male ranges overlap. Foxes will raid a hen house if the opportunity presents itself, preferring chicks and eggs to hens. A fox in a farmyard is usually after mice, voles and moles, but pups and kittens are just as tasty.

Foxes mate in Morgat, and 1-10 cubs are born alive in late Nuzyael or early Peonu. Males can sire pups on several bitches, but often stay with a single mate throughout the gestation period. Foxes den only for their pups, abandoning the den once the pups reach full growth.

Foxes are shy, preferring to avoid combat whenever possible. If they are cornered, or their young are threatened, a fox will go into frenzy. It will attack the nearest target with numerous bites, preferring to counterstrike rather than dodge or defend.

**Red Foxes** have reddish brown coats, patches of white on the belly, and a black nose and legs. They have lean and agile bodies, a long and narrow muzzle, erect pointed ears, and a bushy tail. They are the most common species found on Hârn.

**Ivinian Foxes** inhabit the cold woodland regions of Ivinia and Altland. Their valued coats are bluish gray in summer, and white in the winter.

**Gray Foxes** inhabit dense forests of Hârn, Shorkyne, Quarphor, and southern Ivinia. They are the only canines known to climb trees. A rare variety, the *Silver Fox*, has a black and silver coat; their pelts command very high prices.

### HÂRNIC RED FOX

**Habitat:** Woodland (nocturnal)  
**Length:** 24 inches  
**Height:** 12 inches  
**Weight:** 10 pounds  
**Diet:** Omnivore  
**Lifespan:** 5 years  
**Group:** One (1)

#### ATTRIBUTES

|        |        |        |        |
|--------|--------|--------|--------|
| 05 STR | 13 EYE | 07 INT | 10 END |
| 10 STA | 18 HRG | 08 AUR | 30 MOV |
| 15 AGL | 21 SML | 14 WIL |        |

#### SKILLS

|               |              |
|---------------|--------------|
| 70 INITIATIVE | 68 AWARENESS |
| 75 DODGE      | 64 STEALTH   |
| 75 BITE 3P    | 68 TRACKING  |

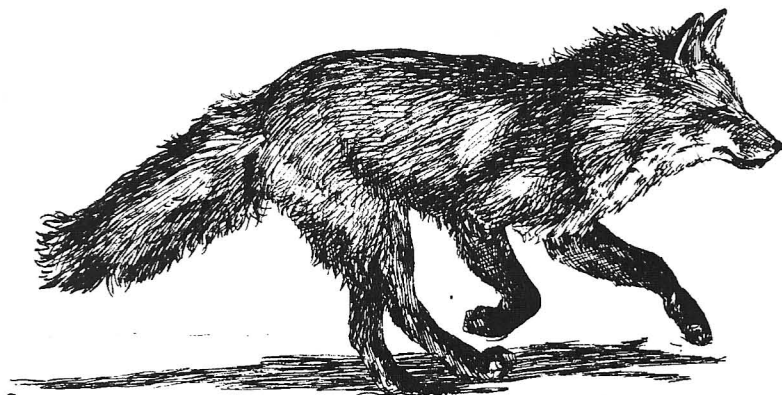
#### ARMOUR

B3 E2 P1 F2 GAC 1

#### STRIKE LOCATIONS

01-15 Head  
 16-25 Neck  
 26-30 •Fore Leg  
 31-50 Thorax  
 51-85 Abdomen  
 86-95 •Hind Leg  
 96-00 Tail

• Odd = Left, Even = Right



Red Fox

## BLACK WOLF

### *Morgath's Hound*

Wolves are highly social animals, found throughout wilderness areas of Hârn, Ivinia, Shorkyne, and Trierzon. The staple of many a tale, the black wolf is a cunning and rugged hunter that actually lives up to its reputation. Peasants have nicknamed this wolf "Morgath's Hound".

Wolves are intensely territorial. A pack's territory varies with the supply of game, but can be as much as 25 square leagues (1 hex). Wolves are not man-eaters by instinct, but a hungry pack will not hesitate to attack a solitary human, especially if injured. They usually prey on young or injured deer culled from the herd with a series of bluff attacks. Wolves hunt in packs of 2-12 led by a dominant male, with larger packs more common in autumn and winter when food is scarcer. Most attacks on humans occur during these months. During herd migrations in the spring and summer, several packs of wolves may gather for mass attacks on the moving herds.

Black wolves mate in Ilvin, and a litter of 2-3 pups is born in Nuzyael. The summer gathering of packs gives younger males a chance to find a mate, a union they will maintain for the rest of their lives.

Some Gargun raise black wolf pups as guard dogs. They are notoriously vicious and often have a taste for manflesh.



## BLACK WOLF

**Habitat:** Forest  
**Length:** 5 feet  
**Height:** 2 feet  
**Weight:** 80 pounds  
**Diet:** Carnivore  
**Lifespan:** 13 years  
**Group:** Pack 2d6

### ATTRIBUTES

|        |        |        |        |
|--------|--------|--------|--------|
| 12 STR | 18 EYE | 05 INT | 13 END |
| 10 STA | 16 HRG | 09 AUR | 38 MOV |
| 14 AGL | 26 SML | 16 WIL |        |

### SKILLS

|               |              |
|---------------|--------------|
| 75 INITIATIVE | 80 AWARENESS |
| 70 DODGE      | 60 STEALTH   |
| 75 BITE 6P    | 80 TRACKING  |

### ARMOUR

B4 E3 P1 F3 GAC 1

### STRIKE LOCATIONS

01-15 Head  
 16-25 Neck  
 26-30 •Fore Leg  
 31-50 Thorax  
 51-85 Abdomen  
 86-95 •Hind Leg  
 96-00 Tail

• Odd = Left, Even = Right

## SNOW WOLF

### *Jarlak's Hound*

The snow wolf is native to northern Ivinia and Altland, but is also encountered in alpine regions of Hårn, Shorkyne, and Trierzon. These wolves are most likely descendants of pups brought south by Ivinian seafarers. Snow wolves are taller and heavier than their black cousins.

Snow wolves are reclusive creatures yet keenly territorial. They are known to range over wide areas (several hexes) Hunting in packs of 2-12, their traditional prey are large deer. However, they will attack any trespasser they consider a threat.

Known by norlanders as *Jarlak's Hounds*, snow wolves play a strong role in Ivinian folklore. A dozen large snow wolves are said to guard Talagaad, the ice castle home of the deity Sarajin on Yashain. Their master is *Jarlak*, one of the *Pradeyalkri*, who takes the form of a giant snow wolf. Jarlak favors those who succour his young, and punishes any who subject them to harm or captivity. For this reason, snow wolf pups are prized by Ivinians as pets, but are always released to the wild by the age of one. Sarajinian clerics do not look kindly upon anyone harming a snow wolf, even if the "blasphemer" was defending against attack.

### SNOW WOLF

**Habitat:** Alpine Woodland  
**Length:** 5 feet  
**Height:** 30 inches  
**Weight:** 110 pounds  
**Diet:** Carnivore  
**Lifespan:** 15 years  
**Group:** Pack 2d6

#### ATTRIBUTES

|        |        |        |        |
|--------|--------|--------|--------|
| 14 STR | 20 EYE | 05 INT | 13 END |
| 10 STA | 16 HRG | 10 AUR | 40 MOV |
| 13 AGL | 24 SML | 16 WIL |        |

#### SKILLS

|               |              |
|---------------|--------------|
| 75 INITIATIVE | 80 AWARENESS |
| 70 DODGE      | 60 STEALTH   |
| 70 BITE 8P    | 80 TRACKING  |

#### ARMOUR

B4 E3 P1 F3 GAC 1

#### STRIKE LOCATIONS

01-15 Head  
 16-25 Neck  
 26-30 •Fore Leg  
 31-50 Thorax  
 51-85 Abdomen  
 86-95 •Hind Leg  
 96-00 Tail

• Odd = Left, Even = Right

