



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. An optional Size modifier rule now exists in HM3 combat to reduce the impact of small creatures and increase it for large ones.



## 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

|                  |             |
|------------------|-------------|
| <b>Habitat:</b>  | Domestic    |
| <b>Length:</b>   | 45"         |
| <b>Height:</b>   | 30"         |
| <b>Weight:</b>   | 100 pounds  |
| <b>Diet:</b>     | Carnivore   |
| <b>Lifespan:</b> | 12 years    |
| <b>Cost:</b>     | 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