

Dog, Wild

REWARD: 1 Point
RECOGNIZE 77%

LEGEND **3**



The wild dog is nearly everywhere in the Lands of Sera. The only places they tend to avoid are the desert, arctic, and mountainous regions. They have a long muzzle, large, bat-like ears, and a coarse coat of short fur with a bushy tail. They have keen senses and are excellent pack hunters. Although able to bark, they rarely do unless attempting to force prey into the open.

HEIGHT: approx. 30" at shoulder

LENGTH: approx. 3'

WEIGHT: approx. 55 lbs.

TONE: Tan, Red, or Striped

GROUP: 4-6

ABILITIES:

ESCAPE x1 (CR: 13)

RUSH x2 (CR: 12)

SIZE	SMALL
INVESTED	NEUTRAL
CLASS	ANIMAL
ORDER	SCAVENGER
HABITAT	ANY
ACTIVITY	ANY
ATTITUDE	AGGRESSIVE
INTELLECT	SIMPLE
LANGUAGE	NIL
WEALTH	NIL
RATIONS	7

ATTACK
9

ACTION
11

MOVE
10

SENSES
13

RESIST
7

ATTACKS PER TURN	1
BODY HIT LOCATION	Legs, Arms
DAMAGE	
WEAPON	--
CLAWS	--
BITE	1d4

ABSORB	0
TORSO	--
LEGS	--
ARMS	--
HEAD	--

ENDURE
5

SOCIETY

Wild dogs have very strong social and pack bonds. The pack size is determined by the available area, the population of rival packs, and the strength of other nearby predators. In smaller areas where humanoid settlements are common, the packs remain small, between 4-6 members. However, in western Sera within Yshura, Erisa, and especially the Ashen Steppe, the packs can grow up to 20 members strong. Each pack has a defined territory and its border is vehemently defended.

The pack is led by a dominant male and female. The dominant pair will rule over the pack without contestation. This pair is the only breeding couple in the pack. Strangely, if one of the pair should die, the pack chooses the new dominant male or female. The surviving dominate can choose to agree with the choice or leave the pack. As packs never adopt stray dogs the surviving dominant typically is never seen again. Though, if a different pack is decimated (by a predator or disease) and that pack's dominantes are killed – a stray dominate could form a new pack. The pack works cooperatively to care for other pack members, especially the injured and the young. They never show violent aggression toward other members. Each dog has a unique pattern of colorization and specific individuals are easily identifiable, even for humanoids. A wild dog does (and can) leave the pack occasionally as a single hunter. It rarely wanders far from the group and always returns before sunset.

DIET

The wild dog is not picky about its food. It will hunt rodents, hares, small ground mammals, and birds. However, a single dog will unite the pack to take down large prey if the opportunity presents itself. They're excellent at chasing prey over long distances until it becomes fatigued.

MARKET

Wild dogs do not interest markets. Their **canine teeth** can be worth 1 copper coin per dog. **Fresh Rations** can be harvested from an average wild dog. The meat can be sold at the market for 1 copper coin.

Young wild dogs can be captured and "trained" for use as companions, pets, and for entertainment. A **wild dog pup** can fetch 6 copper coins at a market.

COMBAT

Wild dogs are smart enough to have learned not to attack a group of Heroes. Even with a very large pack, they'll be very hesitant. Like with other large prey, the dogs will surround the target and take turns striking from multiple angles. Once a dog in the pack falls below **50% Endure**, it'll stay in combat, but will not risk further damage. If the whole pack is damaged, they'll all Retreat.

SIZE

