TAWEDOG

BY VAIDENON OF HUSTAN, WARDEN OF THE INKHORN FELLOWSHIP

Old Ones of the Forest (a companion)

> "The Kubora leave fruit and sour beer at the forest edge on full-moon nights, and will not say for whom. A Kaldoric trader told me it was for the trees. He was closer than he knew."
>
> — Vaidenon of Hustan, Warden of the Inkhorn Fellowship, Tashal, Morgat 720 TR

Version 1.0 · November 2026 · 4hmlb.com/library/bestiary/tawedog.html · send word to vaidenon@4hmlb.com

The Old Ones of the Forest have their own article from Columbia Games, *Tawedog* (Bestiary #4622), and it is a fine one: the eight-foot, moss-haired giants of primeval Peran, nearly invisible when still, rarer now than they were before the Kubora and Urdu came (Tawedog 1). The reader should begin there. This companion adds only what the Fellowship has found useful at the table, and marks each addition as ours.

READ FIRST

Their nature, long lives, nests, mating and young; their minds; their terrible rage at the scent of an enemy's blood; Kuboran reverence and Crador the Blind; and the horns of Sholo, are all in *Tawedog* (Tawedog 1–2). Sages who have heard of them take them for Ivashu. Since they breed, they cannot be (Ivashu 1); the Fellowship takes that as settled. *(Inkhorn)*

THE WARDEN'S NOTE

I have never seen one. I have met a Kuboran woman who had, and she showed me how it stood: quite still, arms down, head a little bent, "like a tree listening". Then she showed me how it moved, and I confess I stepped back. She laughed and gave me a cup of the beer they leave out. It is not good beer. I suspect the Old Ones drink it to be polite.

WILD MEN OF THE WOODS

In the civilised lands there are tales of wodewose, wild men of the woods: huge, hairy, silent, and seen only for a moment between trees. The Fellowship suggests these are a memory of the Old Ones from a time when they ranged far beyond Peran. A GM may let a lone, old tawedog survive in some very deep forest south of the Kubora lands, to be taken for a wodewose. *(Inkhorn)*

HABITS AT THE TABLE

A tawedog met in the forest is usually standing still and unseen. If seen, it moves away through the canopy. It may watch a camp for days. It sometimes helps the badly injured, as in the trapper's tale from Bedenes and Emesa (Tawedog 2), and sometimes destroys travellers for no reason anyone can see. It never speaks.

SPECIAL RULES

STILLNESS (INKHORN)

A motionless tawedog is almost invisible (Tawedog 1). While still, its Stealth is +30 (Stealth 82), and anyone who has not seen it move must make an Awareness roll at −20 even to notice something there.

CANOPY TRAVEL (INKHORN)

In forest, a tawedog moves through the canopy at full MOV 20 and cannot be tracked from the ground except by the greatest hunters (Tracking −40; Tawedog 2).

BLOOD RAGE (INKHORN, AFTER TAWEDOG 2)

When an enemy's blood is spilled near it, by the tawedog or anyone else, it tests WIL × 3. If it fails, it goes Berserk (Combat 18) against that enemy until he is dead. It will not stop to defend itself, but it will chase the enemy anywhere.

GIFTS (INKHORN)

An offering of fruit and fermented drink left at the forest edge on Yaelah night (Tawedog 2) makes the next encounter with a tawedog in that region friendly (no Blood Rage test unless it is wounded).

RELIGIOUS VIEWS

- Crador the Blind (Kubora): to harm a tawedog, or let harm come to one, brings Crador's anger and bad luck (Tawedog 2).
- Ilvir: Ilvirans want very badly to know what the tawedog are (Inkhorn).
- Civilised churches do not know they exist (Tawedog 1).

 Unofficial fan work; Hârn belongs to its publishers

FOLK TALES

The Trapper in the Nest

The trapper of Bedenes and Emesa who woke, badly hurt, in an Old One's nest, and was fed there for a month: told in full in *Tawedog* (Tawedog 2).

The Horns of Sholo

The Nolgind boast of the last Old One of Sholo Island, and the horns clan Sholen keeps: see *Tawedog* (Tawedog 2).

ADVENTURE HOOKS

- An Azeryani agent offers a fortune for a living tawedog for the Pamesani arena (Tawedog 1), and needs guides into Peran.
- A PC wounded in the Peran forest wakes in a nest 80 feet up.
- Kuboran villagers fear Crador's anger: a trapper has killed an Old One, and they want him handed over.

ENCOUNTERS

Wilderness (Campaign 11), creature results in the forests of the northern coastal plain of Peran. The Fellowship proposes that a result of "Creature in Peran's deep forest" be resolved on this table:

D100	RESULT
01–97	Roll on the usual tables
98–99	Tawedog seen (moving away through the canopy)
00	Tawedog close by, unseen (Stillness); roll its mood: friendly 1–3, indifferent 4–5, hostile 6 on 1d6

Nowhere else on Hârn, unless the GM places a last Old One (a "wodewose") in some other deep forest.

RUMOURS

RUMOUR	TRUTH	WHERE
There are giants in the Peran forest, hairy and horned, that the Kubora feed.	true	Kaldor, Orbaal (traders with Peran)
A wild man of the woods was seen standing among the oaks; when the woodcutter blinked, it was gone.	open	any deep forest
The Kubora brand their children's faces to look like the Old Ones.	partly	Peran

ECONOMIC DATA

ITEM	PRICE	SOURCE
Living tawedog (Pamesani arena)	a fortune (Tawedog 1); 5,000d+ (Inkhorn)	Columbia/ Inkhorn
Tawedog horns (a Kuboran treasure)	not for sale	Columbia

THE FELLOWSHIP'S ADDITIONS

- Stillness, Canopy Travel, Blood Rage, and Gifts as rules drawn from Columbia's text
- The young and elder variant blocks, and the wodewose link
- Encounter placement

Everything else follows HârnMaster 3 and the Columbia Games articles cited, which the Fellowship commends to every reader.

CREDITS

Writer: Vaidenon of Hustan. Set down by Lesli of Bifel and his homunculus, Claudin.

Sources cited: Columbia Games' *Tawedog* (Bestiary #4622), *Tribes of the Kubora* (#4762), *Barbarians*, *Ivashu* (#4611, Ivashu 1), *Cats* (Lynx) and the HârnMaster 3 core rules (Combat 18: Berserk).

Unofficial fan work; Hârn belongs to its publishers

STAT BLOCKS

TAWEDOG (COLUMBIA, TAWEDOG 1)

Columbia Games' record for the adult tawedog is given in *Tawedog* (Bestiary #4622, Tawedog 1), with its strike-location table; the Fellowship does not reprint it. Stillness, Canopy Travel and Blood Rage (below) apply to it, and the elder and young records here are built from it.

TAWEDOG, YOUNG (INKHORN)

Habitat: Temperate rainforest
Height: 5′ 0″
Weight: 200 lb
Diet: Herbivore
Lifespan: under 40 years old
Group: Solitary
Size: Medium/d6

ATTRIBUTES

15 Str	12 Eye	10 Int	12 End
09 Sta	12 Hrg	12 Aur	20 Mov
10 Dex	11 Sml	11 Wil	
15 Agl			

SKILLS

55 Initiative	70 Dodge
50 Awareness	60 Stealth
85 Jumping	
55 Claws 5e	

ARMOUR

B3 E2 P1 F3 GAC 1

STRIKE LOCATIONS

Strike locations as the tawedog (Tawedog 1).

- Independent within weeks of birth (Tawedog 1).

TAWEDOG, ELDER MALE (INKHORN)

Habitat: Temperate rainforest
Height: 9′ 0″
Weight: 700 lb
Diet: Omnivore
Lifespan: 300+ years old
Group: Solitary
Size: Large/d8

ATTRIBUTES

29 Str	10 Eye	13 Int	19 End
12 Sta	11 Hrg	15 Aur	18 Mov
11 Dex	11 Sml	17 Wil	
12 Agl			

SKILLS

60 Initiative	60 Dodge
50 Awareness	55 Stealth
75 Jumping	
75 Claws 9e	
50 Horns 7b *(butt)*	

ARMOUR

B5 E4 P2 F4 GAC 1

STRIKE LOCATIONS

Strike locations as the tawedog (Tawedog 1).

- Root-like horns; moss grows thick in its hair.

Unofficial fan work; Hârn belongs to its publishers