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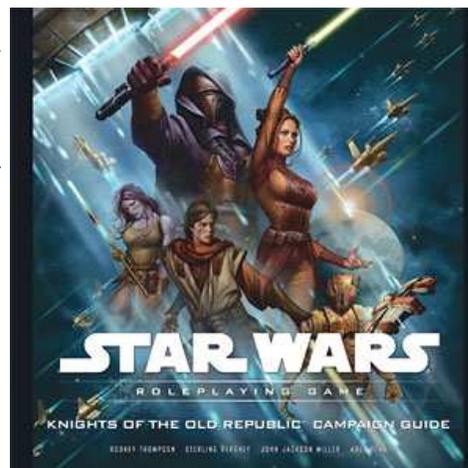
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Creatures of KOTOR 2

Horned Kath Hound and Iriaz

By Eric Cagle

The Knights of the Old Republic Era is a time of heroic deeds, powerful villains, and intricate plots. However, these are not the only threats that heroes of the era face. Every planet is home to a bewildering number of dangerous creatures -- so many, in fact, that there wasn't room to put them in the *Knights of the Old Republic Campaign Guide*. "Creatures of KOTOR" is a new series of articles presenting new creatures and beasts from that era to include in your *Star Wars Roleplaying Game* Saga Edition adventures.



Horned Kath Hound

Horned Kath Hound

CL 6

Medium beast 7
Init +3; **Senses** Perception +2

Defenses Ref 15 (flat-footed 15), Fort 14, Will 10
hp 52; **Threshold** 14

Speed 6 squares
Melee gore +6* (1d6 + 10) and
2 claws +6* (1d4 + 10)
Base Atk +5; **Grp** +9
Atk Options Bantha Rush, Power Attack

Abilities Str 19, Dex 10, Con 16, Int 2, Wis 9, Cha 8
Feats Bantha Rush, Improved Defenses, Power Attack
Skills Jump +12
* Includes 3 points of Power Attack

Horned kath hounds are more dangerous and aggressive versions of the mundane kath hound (*Knights of the Old Republic*, p. 223) found on the planet Dantooine. Horned kath hounds attack with a combination of their horns and sharp claws, reserving their bite for chewing up prey. Horned kath hounds usually travel in their own packs, but some serve as the alpha for a group of regular kath hounds, cowing them into submission. Kath hounds are not subtle hunters and prefer bowling over prey with a mighty charge before goring and clawing their victim to death. They are notoriously tough creatures with thick hides that can deflect all but the best placed attacks.

Horned Kath Hound Encounters

Horned kath hounds appear anywhere on Dantooine where large amounts of prey -- typically iriaz (see below) -- can be found. When hunting, they lurk on the fringes of large herds of prey. Otherwise, they stick to the ravines and low rolling hills of the planet, digging dens to raise their pups. Horned kath hounds are also favored as cruel guard animals or pets by criminals or other individuals who admire the vicious nature of these beasts.



Iriaz

Iriaz

CL 3

Medium beast 4

Init +5; **Senses** Perception +9

Defenses Ref 14 (flat-footed 11), Fort 11, Will 12
hp 22; **Threshold** 11

Speed 8 squares

Melee gore +5 (1d6+4) or

gore +7 (1d6+6) with Powerful Charge

Base Atk +3; **Grp** +6

Atk Options Powerful Charge

Special Actions sprint

Abilities Str 14, Dex 16, Con 12, Int 2, Wis 15, Cha 8

Feats Powerful Charge, Skill Training (Perception)

Skills Jump +9, Perception +9

Sprint -- Once per encounter, as a free action an iriaz can double its speed for 1 round. The iriaz moves -1 step along the condition track at the end of the turn on which it uses this ability.

Iriaz are noble-looking herbivores found on Dantooine. They live in massive herds, grazing on grasses, berries, and shoots from the occasional low-slung tree that dots the open prairies of the planet. Although relatively docile, iriaz can be dangerous when spooked or threatened, charging with their huge, majestic horns. Hunters often travel to Dantooine for the sole purpose of hunting iriaz, which has taken a toll on their numbers. Iriaz pelts and horns fetch a fine price on the market.

The creatures are capable of sprinting at tremendous speed for a short period of time, although this leaves them winded, so they reserve it only for fleeing or when males try to thwart predators that get too close to the herd.

Iriaz Encounters

Iriaz are most common on the plains of Dantooine, where enormous herds crisscross the grasses in search of water. A single iriaz isn't much of a threat, but they are rarely encountered alone -- lone iriaz are usually sick, old, or injured, though the occasional rogue male can also be found. Ironically, the biggest danger isn't necessarily the iriaz themselves, but the predators that stalk them, including kath hounds and horned kath hounds (see above). Another threat is hunters, who might mistake the heroes for iriaz or who are indiscriminate with their shots. Iriaz also function well as any generic wild herd animal.



Creatures of KOTOR Archives

[1: Firaxa and Gizka](#)

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About the Author

Eric Cagle cut his teeth at Wizards of the Coast but now lives the extravagant freelancer lifestyle. Look for his name on everything from **Dungeons & Dragons** to **d20 Modern** and *Star Wars* products. Recent credits include the *Grimm* roleplaying game, *Tome of Salvation*, and *Hollow Earth Expedition*. Eric is currently the Managing Editor for *No Quarter Magazine*. He lives in Seattle, where the coffee is dark and bitter -- like his goddesses.

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