

**Threat**

Hard  
Complex

**Bounty**

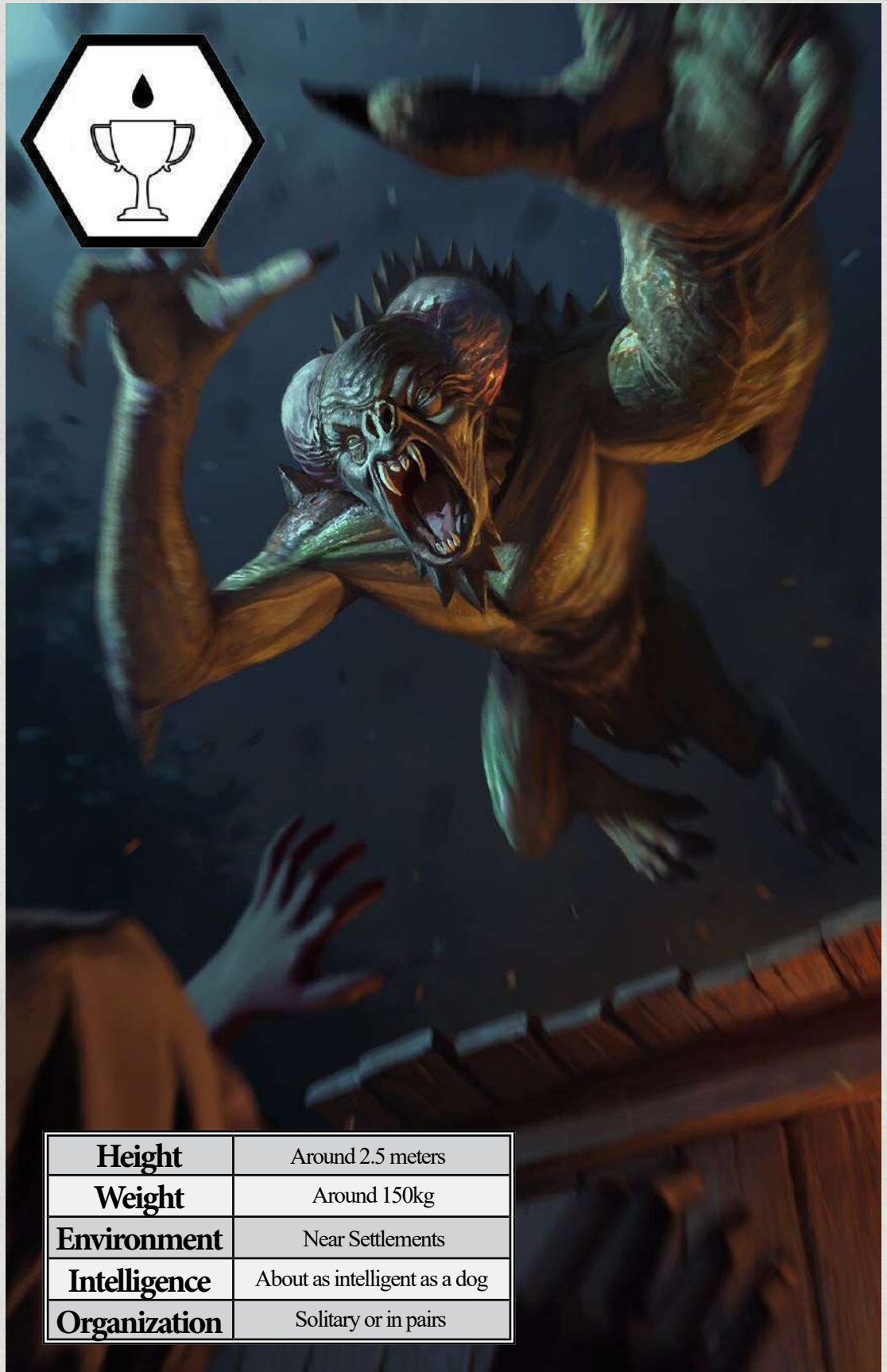
1000 Crowns

**Armor**

5

<b>INT</b>	1
<b>REF</b>	12
<b>DEX</b>	11
<b>BODY</b>	10
<b>SPD</b>	9
<b>EMP</b>	1
<b>CRA</b>	1
<b>WILL</b>	8
<b>LUCK</b>	0

<b>STUN</b>	9
<b>RUN</b>	27
<b>LEAP</b>	10
<b>STA</b>	45
<b>ENC</b>	100
<b>REC</b>	9
<b>HP</b>	90
<b>VIGOR</b>	0



<b>Height</b>	Around 2.5 meters
<b>Weight</b>	Around 150kg
<b>Environment</b>	Near Settlements
<b>Intelligence</b>	About as intelligent as a dog
<b>Organization</b>	Solitary or in pairs

# Alpha Garkains

## Commoner Superstition (Education DC:18)

*One can be forgiven for thinking garkains harbor some kind of particular hatred for humans. After all, given what humans are like, it would be hard to blame them.*

–Agnes of Myrkvid, druid flaminica and scholar.

## Witcher Knowledge (Witcher Training DC:15)

When a vampire gives a witcher a contract to kill another vampire, you can be certain neither of the two is entirely normal. The contract seemed simple enough, though Geralt knew his target was a vampire. Yet one must bear in mind vampires are a very diverse group and their various species differ from one another greatly. The witcher established the individual he sought had long, hooked claws with which it could tear apart a body with ease, leaving behind venom which hindered the clotting of blood. What's more, it could use these claws to scale even the sheer outer wall of a building, giving others the impression it possessed mind-boggling powers. Geralt also realized his opponent was an experienced predator able to set ambushes for its prey and attack it unexpectedly. The monster he was tracking turned out to be a powerful type of garkain, a pack leader or alpha. As the witcher expected, in addition to its ability to emit waves of mental energy, this alpha garkain also had powerful venom at its disposal. The monster killed for pleasure, not just to satisfy its hunger. It must be admitted that Geralt also gained a measure of satisfaction from eradicating this beast, for he could still remember the massacre in the orphanage for which this garkain was responsible.

Weapons			
Name	DMG	Effect	ROF
Claws	6d6	Bleed (50%)	2
Bite	6d6+2	Bleed (75%)	1

Skills
Athletics +7
Awareness +16
Brawling +7
Courage +9
Dodge/Escape +10
Endurance +8
Melee +7
Resist Coercion +10
Resist Magic +10
Stealth +7
Wilderness Survival +15

Loot
Abomination Lymph (1d6/3)
Garkain Saliva (1d6)
Wing Membrane (1d6/3)

## Vulnerabilities

**Vampire Oil**

**Black Blood Potion**

**Celestial Sensitivity**  
In sunlight, a garkain takes -2 to all actions.

**Dimeritium Bombs**  
Garkains hit with a dimeritium bomb are unable to use Psychic Pulse ability.

**Blood Transference**  
Garkains are affected by any substances in the blood they drink.

## Abilities

### Immunities

Alpha garkains have immunity to Stun.

### Psychic Pulse

By taking its full turn, a garkain can emit a psychic pulse. Anyone within 6m of the garkain must make a DC:16 Resist Magic check or be **staggered** and take a -2 to Awareness from their vision doubling for 1d6 rounds. The **stagger** effect affects all actions on each of the target's turns. If a target who is already **staggered** by the garkain's Psychic Pulse fails to defend against another Psychic Pulse they must make a Stun Save. If they are struck while **stunned**, this ends the **stagger** condition as well.

### Invisible to Magical Scanning

Garkains cannot be detected by witcher medallions. Mages must succeed at a Magic Training roll against the garkain's Resist Magic roll to sense them.

### Tremendous Leap

By taking its move action, a garkain can leap 10m from a standing start. This leap can be made horizontally or vertically.

### Night Vision

Garkains operate in areas of dim light with no penalties.

### Leaping Strike

By taking its full turn, a garkain can leap up to 10m and make a single claw attack against a single target. This attack is made at a base of 15 but deals double damage and knocks the target prone.