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| **Name** | **Type** | **Size** | **XP Rating** |
| Mutant Hound Alpha | Mutant | Large | 3 (50 XP) |

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| **Strength** | 9 (+4) |  | **Armor Class** | 6 | | **Action Points** | 6 |
| **Perception** | 8 (+3) |  | **Avg. Hit Points** | 36 | | **Hit Dice** | 4d10 + 16 |
| **Endurance** | 9 (+4) |  |  | |  | | |
| **Charisma** | 4 (-1) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 3 (-2) |  | **Damage Resistances** | |  | | |
| **Agility** | 6 (+1) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 3 (-2) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Keen Hearing and Smell.** The mutant hound has advantage on Perception (Detection) checks that rely on hearing or smell.  **Natural Weapons.** The mutant hound’s unarmed attacks use a d12 for their damage dice instead of a d4.  **Pack Tactics.** The mutant hound has advantage on an attack roll against a creature if at least one of the mutant hound’s allies is within 5 feet of the creature and the ally isn't *incapacitated*.  **Swift.** The mutant hound moves 20 feet when it uses the Move action. | **Dash (0 AP).** Once per turn, the mongrel can use the Move action without expending AP.  **Terrifying Howl (1/Day, 3 AP).** Any beast or human within 300 feet of the mutant hound and able to hear its howl must succeed on a DC 9 Charisma saving throw or be *frightened* for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target’s saving throw is successful or the effect ends for it, the target is immune to any mutant hound’s Terrifying Howl for the next 24 hours. |

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| **Monster Description** |
| Mutant hounds are usually several times bigger than normal stray dogs and mongrels. The mutation imposed on their bodies by the Forced Evolutionary Virus is similar to the one the super mutants went through: increase of muscle mass, depigmentation of the skin to a greenish color and complete loss of body hair.  They are ruthless, powerful hunters that fearlessly devour any prey they encounter. Despite this though, they still display the loyal tendencies of domesticated dogs; watching over their masters and staying by their sides no matter what. |