

Figurine of Wondrous Power - War Dog

- This item appears as a miniature statuette (made of grey colored granite) of a war dog (A mastiff). When the 1" statuette is tossed down to the ground and the command word 'Axe' spoken (std. action), it becomes a living creature which obeys and serves its owner. The creature understands common (Int 9), but does not speak. The war dog has the following statistics:
- Medium Magical Beast; HD: 4+8; Init: +4; Speed: 40ft (8 squares); AC: 20, touch 16, flat-footed: 18; Attack: Bite +4 (1d8+4); Full attack: 2xBite; Space/Reach: 5ft/5ft, Sp. Attack: Trip +3; Sp. Qualities: Low-Light vision, scent; Saves: Fort +6, Ref +6, Will +2; Abilities: Str 16, Dex 16, Con 16, Int 9, Wis 13, Cha 7; Skills: Jump +9, Listen +6, Spot +7, Swim +5, Survival +4*(+6 when tracking by scent); Feats: Alertness, Track; Carrying Capacity: light up to 150lbs, medium 151-275lbs, heavy 276-375lbs, drag 2,000lbs. Alignment: NG
- With Int of 8, Axe can understand and will obey most commands (in addition to hand signals/commands noted below). Axe will not perform suicidal acts, nor will he attack allies or friendly creatures. Due to the fact that this is an intelligent creature, it gains XP when it participates in activities where XP would be earned.
- The dog's name is 'Axe'. Axe will obey the owner's commands (uttered in common) to the best of his ability. Axe can understand spoken commands or hand signals as follows: **Attack** - Fist to Fist motion, followed by pointing to opponents (continues attacking in opportunistic manner); **Stay** - Flat hand atop Flat hand, followed by point to place where Axe should stay; **Guard** - Left arm w/fist bent upward w/right arm fist to left arm elbow, followed by pointing to person or area to guard; **Hold** - Hands clasped fingers interlocked, followed by pointing to object to be held; **Track** - Point to ground with both hand where tracking should be started; **Faint/Play Dead** - Hands together inverted; **Heel** - Grasp both elbows; **Kill** - Slam right hand fist into open left hand, followed by pointing at specific opponent (continues attacking specific target); **Stop** - Left hand points to ground and make circular motion. Additional commands can be learned (one per year) after acquisition of magic item.
- Axe remains animate for one hour per day, until killed, or until dismissed with command word 'Veryx'. If killed, Axe cannot be summoned again for one week.

Item Level: 16th; Body Slot: n/a; Caster Level: 15th; Aura: Strong (DC 18) transmutation; Activation: Standard

Weight(lb.): .01lbs (as statuette), 120lbs as dog

Value(gp): 15,500