Pugmire

Core Rulebook

Pugmire

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Dog's Guide to Adventure

Rex Pyrenees wiped blood from his muzzle and adjusted his grip on his sword. He looked around for his attacker, but all he could see was the forest around him; he was surrounded by the ominous black bark of the trees. The only sign of the demon was its laugh, a sinister chuckle that whispered around him with the wind.

"Sister, I need your nose!" Rex bellowed, swinging again at where he thought the laugh was coming from.

Sister Picassa Collie pushed back the hood of her robe — the confining hood always matted her rich fur, and made it hard to focus on her fervent prayers to Man. She whispered for a moment, and the pungent smell of the demon filled the shepherd's muzzle. The colors in her mind coalesced at a location off to her right. "There!" she yelled, pointing at the scent-form.

Rex swung at the space where she pointed, and the blade sliced open unseen flesh. The demon's chuckle twisted into a horrible scream, and more dark blood splashed across Rex's shining armor. He barked triumphantly. "I will send you back to hell, foul creature!"

Pan Dachshund slipped out from between two of the imposing trees. The hunter was silent as a whisper, and his arrow was nocked and ready, waiting for the right moment. He growled a challenge to the demon and released the tension on his bow, aiming for the blood that seemed to drip from the air. The invisible demon screamed again, and then fell silent.

Yosha Pug removed her paws from her eyes. "Is it gone?" she asked, her wrinkles quivering.

Rex towered over her, pushing a hidden button on his sword's hilt. The demon's blood sizzled on his blade, turning into dark, pungent smoke. "You can open your eyes now, my lady," he said, looking at her to make sure she was unhurt.

Pan snorted as he slid the bow across his back before sitting on his haunches. "Yeah, some help she was."

Rex turned and looked sternly at Pan. "Be careful what you say, Dachshund. She warned us to the presence of the demon, did she not?"

"By barking her Man-damned head off, you mean! She drew it here, leaving us to clean up the mess! I told you we should have left her in Pugmire."

Rex started to growl, but Yosha put a paw on his arm before sitting awkwardly next to him. "He's right. I put you all in danger."

"No, my lady," Rex rumbled. "I fear we are all on edge. It's this forest, lousy with demons to plague us. It's no surprise the necromancer built his tower in the middle of such evil."

"Oh, that's not entirely true," Yosha said, standing up. She spun excitedly in a circle until she found her rucksack, discarded in her eagerness to flee the demon. Opening it, she pulled out a thin book covered in old leather. "According to legend, the necromancer's tower was here long before this area was even called the Fearful Forest." She quickly flipped through pages before stabbing at one with her finger. "Ah, here it is! 'And the necromancers claimed the tower, preserving the secrets of the dead for themselves.'" She closed the book with a solid thump. "Some people say the demons were summoned by necromancer cats, but my uncle Murra heard the demons came of their own accord, long after Man banished them."

Sister Picassa touched her nose in the ancient sign of warding off evil and illness. "I am sure your uncle meant no harm by such blasphemy," she said carefully. "However, the teachings of the Church are clear: Man knew nothing about the demons, even after our ancestors warned Man night and day of their presence. That is why the Code of Man tells us we should protect all from the Unseen."

Pan stood up on all fours and started pacing around the group. "Look, it doesn't matter what the Old Ones knew, or who made the tower, or even why it's here in the forest now. All that matters is what's inside, what we need to get from it…."

"The Vessel of Rejuvenation," Yosha muttered. "One of the lost artifacts of Man, and the only thing that can cure King Puckington."

Introduction

Let me tell you about *Pugmire*.

Imagine our world, but far in the future. Countless centuries have gone by, and everything looks very different than it does now. Most building have crumbled to dust, and broken roads are buried deep beneath dense forests and layers of rocks. Here and there, the occasional ancient ruin or incomprehensible object surfaces, giving tantalizing glimpses of a world that once was. The work of mankind has been reclaimed by nature, but we're all gone. Humanity is no more. And those that remain — our best friends — start to reclaim our legacy.

That's *Pugmire*. It's a fantasy game with evolved dogs as the main characters. They live in the ruins of our world, using tools, language, and ingenuity to build a new civilization in their image. And the kingdom of Pugmire is a center of that civilization. Many of these dogs strive to learn about Man (also known as "the Old Ones"). They deify humanity as examples all should strive to emulate. Other nations, such as the cats in the Monarchies of Mau, have different perspectives on what came before, but all species recognize there was a world before this one, even though it's now populated with mysteries and dangers.

As the dogs explore the world, they create and invent many new things, but also use what they can salvage. Some have even learned how to use the strange artifacts left behind by the Old Ones. They see these as literal gifts from their gods — rare and unusual magic relics, spells, and enchantments. We might dimly recognize them as the results of some far-flung futuristic invention, but any sufficiently-advanced technology is indistinguishable from magic.

These heroic dogs, eager for mystery and danger, are the characters you portray. As you

explore this world — a world that is and yet isn't the one we know — one question will follow your every decision: Are you a good dog?

What is Pugmire about?

Before I dive into showing you how to play the game you're reading about right now, I should explain the game's *theme* (the game's central idea), *mood* (the overall feeling of the game), and *action* (what the characters do in it).

Theme: Companionship as Salvation

Pugmire is a game set in a world of dog people, but the fact they are dogs only gives context to the fact they are *people*. They struggle to be moral and true while adrift in the dangerous world they inherited. Many dogs use a code of morality (the Code of Man) to guide them, and the first tenet of the Code is "be a good dog."

However, this isn't a world of regimented good vs. evil, but one of a more fluid "good vs. bad." Any bad dog can eventually be a good dog, and any good dog can make a mistake and end up as a bad dog. But what makes a good dog is subjective, and a lot of conflict comes from the balance between morality and culture.

In the end, a good dog is only measured by the opinions of others, so dogs work together. Working as a team, as partners, and as friends is how they have built a kingdom and made progress in reclaiming the world for themselves. It is through these relationships that dogs find their salvation. They believe if you follow the Code (or at least the Code's ideals) and are a good dog, everything will work out.

Mood: Mystery

At some point in humanity's future, something of immense magnitude happened, and now humanity is gone. Did we die? Did we depart for distant stars, leaving the Earth behind? Did we change into something incomprehensible? The reason is unclear — all the dogs know of Man is what was left behind. This central concern with what happened is compelling to many dogs, and leads to more questions. Some of those mysteries will never be answered, and some answers will only create another mystery to solve. However, in the end, the Old Ones can't be understood by objective facts. Instead, they're a mythological construct, something between a pantheon of lost gods and ancient progenitors, and there's a lot about them on which the various peoples of the world don't agree.

That isn't to say the dogs haven't learned anything about the world that existed in the Ages of Man. What they know, however, is fragmented and incomplete, and they use that lore in whatever way makes the most sense to them. A miscellany of genetic memory, half-understood books, and ancient legends is combined in a way that seems humorous to us as the players of *Pugmire*. The characters, however, take these scraps of knowledge seriously; Man and all things associated with them are treated by some with scholarly skepticism, and by others with religious reverence.

So the questions continue, and the dogs of Pugmire never fully escape the air of mystery that permeates their lives.

Action: Exploration

Pugmire is full of adventures. There are villages to protect from monsters, relics to rescue from ancient towers, terrible injustices by ill-tempered nobles to overcome, food to steal for a poor but well-meaning family, and even political maneuvers from the cats to thwart. Dogs *do* things, and it is through doing things that they learn more about themselves.

But more than anything, dogs *explore*. They are pioneers, journeying to new horizons so they can learn more about their world and the people around them. They dig deep into the histories of places to find out what happened there. They learn about other nations, and perhaps make peace or go to war with them. They escape from areas full of twisted, insane monsters bent on destruction. Such exploration is dangerous, but they keep on doing it, hoping to reclaim as much of the world as they can. Relics, justice, and knowledge are all good things to search for, but it is the search itself, the discovery of the unknown, that is the most important.

Inspirations for Pugmire

During the creation of *Pugmire*, I was inspired by many books, comics, games, movies, and television shows — not only products I directly enjoyed, but also those that other people recommended to me. Here's a small sample of them, in case you find them to be inspirational as well.

- *Mouse Guard* by David Petersen
- *Redwall* by Brian Jacques
- *The Rats of Nimh* by Robert C. O'Brien and Jane Leslie Conly
- *Ginga: Nagareboshi Gin* by Yoshihiro Takahashi
- *Watership Down* by Richard Adams
- *Dungeons & Dragons* originally by Gary Gygax and Dave Arneson (particularly early material, like *Expedition to the Barrier Peaks* by Gary Gygax)
- *Gamma World* originally by James M. Ward and Gary Jaquet (again, the early material)
- The Fafhrd and the Gray Mouser stories by Fritz Leiber
- *Thundarr the Barbarian* by Steve Gerber, Joe Ruby, and Ken Spears
- *Rover Red Charlie* by Garth Ennis
- The *Geneforge* series by Jeff Vogel

What Kind of Game is This?

You're holding a book in your hands, or reading a digital file. There's no board, no pieces, no software to install — nothing that looks like what you might expect from a game. So what kind of game is this?

Pugmire is a *roleplaying game* (or *RPG* for short). At its core, a roleplaying game allows you and several other players to work together in imagining fictional worlds and adventures. Nearly every player has their own character in this world — a *player character* — that takes part in these adventures, and players use a set of rules to determine the results of their characters' actions.

This isn't a competitive game, however. There isn't a score or a winning condition, or at least not one resembling what you'd find in other games. Instead, this is a game about creating stories. Think of the player characters like the characters in a movie or a novel — in general, the audience wants to root for them and see them succeed. It's those characters' actions that drive the story forward, whether they make good decisions or terrible mistakes.

The same is true in *Pugmire*. In general, the players work together to tell a story about their characters. While it's okay if the player characters sometimes don't get along (in fact, I think that makes games more interesting), the *players* are generally working together in their collective adventures.

Maybe you noticed I said "*nearly* every player has their own character" earlier. That's because there's one special player in every *Pugmire* game. She's called the *Guide*, and she doesn't have a player character. I call her the Guide because she guides the other players through the story everyone is collectively imagining and creating. She controls every other character in *Pugmire* (called *non-player characters* or *enemies*). She describes the settings the player characters are in, and establishes the initial situations they encounter. She doesn't decide the outcome of everything that happens, though — the players decide how their characters act and react, and the rules determine if they succeed or fail — but she does help to arbitrate and make sure the rules are being applied fairly and consistently.

What Do I Need to Play?

Before you start a game of *Pugmire*, you need a few things besides this book.

Dice

Dice are very important. When a character tries to accomplish something, often a roll of the dice will determine if he succeeds or not. Some actions don't require the use of dice — you don't need to roll to see if your dog can walk across the cobbled streets of Pugmire, for example. Dice are only used when the outcome of the action is uncertain, and the results of that uncertainty are interesting. So a player probably doesn't need to roll to have his character walk across the street, but he might roll if his dog needed to cross a street

covered in slippery lamp oil while being chased by zombie cats. If the dog succeeded in getting across such a street, he would escape the cats, but if he failed he would be captured. Both results are interesting (at least, the *players* would find them interesting — the dog might not be keen on being captured!), so you roll dice to see what happens.

Pugmire uses special dice with different numbers of sides (often called "polyhedral dice"). They can be found at stores and websites that specialize in roleplaying games, or emulated through a variety of smartphone and tablet apps. Specifically, this game primarily uses twenty-sided dice (commonly abbreviated as *d20*), but there's also a need for four-sided dice (abbreviated as *d4*), traditional six-sided dice (*d6*), eight-sided dice (*d8*), ten-sided dice (*d10*), and twelve-sided dice (*d12*). It's best if you have a couple of each, but you'll need at least two d20s on hand.

If there's a number before the "d" (such as "2d8"), that's how many of those dice you should use: roll them all at the same time, and add the results together. If there's a math symbol after the "d" (such as "d6+1"), that's what you add or subtract from the result of the roll. You may see both at the same time (such as "2d4-1"), which means you roll multiple dice, add them together, and then add or subtract a number from the final value. Occasionally you'll have to divide numbers; if so, *always round down or drop fractions*.

Paper and Pencils

Players and the Guide will need to keep track of information during the game. Players will need to record a variety of numbers and other details about their characters. I provide a handy *character sheet* in the back of the book that players can use (you can photocopy it if you have this as a physical book, print those pages if you have a digital version, or download a digital copy from my friends at Onyx Path Publishing). I recommend using pencils over pens, as sometimes you'll have to erase and rewrite some things.

Nice Things to Have

All you *need* to play *Pugmire* are this book, dice, paper, and pencils. However, there are a few more things that might help you as you play — they're all optional, but some groups like having as many extras as possible.

- A bowl and some kind of counter (like plastic coins, poker chips, or glass beads) to use for the fortune bowl, which I talk about on **p. 87**.
- Playing cards to help track who has taken an action in combat, which is covered on **p. 93**. You can get special *Pugmire* cards from Onyx Path, too.
- A calculator if adding and subtracting isn't your strong suit. I tried to keep the math as easy as possible, but nobody will judge you if you need some help.
- A screen for the Guide, so she can hide her notes and other information and keep players from accidentally being spoiled about the upcoming adventure. Onyx Path has a special *Pugmire* screen full of useful charts and information, but the Guide can use a book or a three-ring binder to hide her secrets just as well.
- A map and figures. Sometimes it's helpful to know where the characters and enemies are in relation to each other. This can be as simple as a few Xs and Os drawn on a piece of paper, or as elaborate as a dry-erase mat with special figurines to represent each character and enemy.
- Food and drink. A game of *Pugmire* often goes for several hours, and every good dog likes snacks.

How Do I Play Pugmire?

This might look like a large book, but the core rules of the game are simple. Most of the game takes the form of a conversation between the Guide and the players. The Guide describes the setting or the situation the characters are in, and the players respond with what their characters say or do in response. The Guide then gives new information, and the conversation continues, all the while creating a new *Pugmire* story.

As I mentioned above, the dice and the rules only come out when a character takes an action where the outcome is uncertain and interesting. When that happens, the player or the Guide takes the following steps in order.

Step 1: Pick up a d20.

Step 2: Determine if the character has an *advantage* or a *disadvantage*. If so, pick up another d20.

Step 3: Roll the die or dice. If the character has an advantage, use the higher result. If the character has a disadvantage, use the lower roll. A higher number is generally better.

Step 4: Add (or subtract) any relevant modifiers to the roll: usually an *ability modifier*, sometimes a *proficiency bonus*, and occasionally a bonus from a *trick*.

Step 5: Compare the total to the *difficulty* of the task. If it equals or exceeds the difficulty number, the action is a successful!

Let me show you how this works. Remember the example I gave of a dog running across a road covered in oil to avoid some nefarious cats? If I were the player of that dog, here's how I'd go through the steps:

Step 1: I pick up a d20.

Step 2: Running across a slippery road is certainly a disadvantage for my dog. I pick up another d20.

Step 3: I roll both dice. The results are a 17 and a 3. Since my dog had a disadvantage, I must use the 3. Ouch!

Step 4: I check my character sheet for appropriate modifiers, and find I can add 2 to my roll. So my total is 5.

Step 5: The Guide tells me the difficulty to cross a road while being chased by cats is a 10, but I only got a total of 5. My dog failed! The Guide describes how the dog slips and falls.

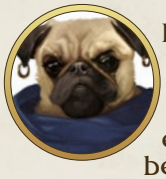
That's it! Most of the rules in this game are some variation on this system. Once you get used to this system of "match the difficulty," the rest of the *Pugmire* system should fall into place.

How Do I Read This Book?

As you may have noticed by now, this isn't an ordinary book. It's got a lot of interesting boxes and diagrams, but these are designed to help you out. If this is your first time playing *Pugmire* and you don't have a lot of experience playing role-playing games, I suggest you start by reading the material in this first half of the book, which I've called the "Dog's Guide to Adventure." That's all the information you need as a player. If you're planning to be the Guide, you'll probably want to read the second half as well, called the "Guide's Tome of Mystery."

Either way, read the parts that look interesting, and skip anything you don't understand — this is meant to be a reference book as well as something fun to read. I don't expect anyone to memorize everything in here, and a lot of my players read up on rules during a game as they become important (even I need to look things up sometimes, and I wrote the game). Just try to get a feel for the world, the rules, and how it all fits together, and you can figure out the rest as you play.

To help you out, there are a few different kinds of text boxes (or *sidebars*, as we call them) to point you in the right direction or call attention to something important.



Hi! I'm Princess Yosha Pug, and I try to be a good, helpful dog whenever I can. I'm here to help explain anything that could be hard to understand.

And I'm Pan Dachshund. I've been an adventurous dog for a long time now, so I've learned a thing or two. I'm here to point out some more advanced options in the game.

This is a section of text you read out loud to everyone at the table. Only the Guide sees these, to help her describe or explain something to her players.

Chapters

Here's a brief synopsis of what to expect from each chapter in the book.

Dog's Guide to Adventure

This is the section of the book that's mostly useful for players, although the Guide will want to read it, too.

Introduction An explanation of *Pugmire*, and what you'll find in the book. It's what you're reading now!

Chapter One: The Journal of Yosha Pug These are Yosha's notes about the world she lives in. Sometimes Pan will interrupt with his own opinions, which don't always match Yosha's.

Chapter Two: A Good Dog This chapter will help players in choosing a character to play, or help them create their own heroic dogs. It also has all the rules and information that goes onto a character sheet.

Chapter Three: Playing the Game Here are all the main rules of the game, in one place. Everyone should have a good idea of what's in this chapter!

Chapter Four: Magic This chapter covers spells and other rules involving spells.

Guide's Tome of Mystery

This section of the book covers material Guides will find helpful. Players don't have to read any of it — in fact, it might be more fun for them if they don't!

Chapter Five: The World of *Pugmire* More detailed information about the kingdom of Pugmire, and the rest of the world. This is to help Guides in presenting a cohesive, consistent experience for their players.

Chapter Six: Guide Advice This chapter gives lots of advice to help Guides in...well, Guiding their games. Everything, from what the Guide does to making chronicles and stories to adjudicating the rules, is covered here.

Chapter Seven: Masterworks Information on various masterworks — the ancient and powerful relics of Man — is presented here.

Chapter Eight: Enemies Lots of non-player characters and monsters to oppose (or maybe help!) the player characters. This chapter has all the rules the Guide needs, including how to make enemies of her own.

The Great Cat Conspiracy

Chapter Nine: The Great Cat Conspiracy An adventure designed to help Guides start a new *Pugmire* game. Players who are planning to play "The Great Cat Conspiracy" shouldn't read this chapter — there are lots of spoilers!

Chapter One: The Journal of Yosha Pug

Dear journal,

I'm not sure how to begin. My father asked me to write down everything I know about our kingdom and the lands around us. He continues to build diplomatic ties to the cat monarchies, and he feels a detailed account of our lands will help in our exchange of knowledge with them, along with any other species that seeks to form an alliance with Pugmire. Uncle Murra says I'm the smartest dog he knows, but I think he's just being nice.

I suppose I should introduce myself! My name is Princess Yosha Pug, and I'm the daughter of the current ruler of Pugmire, King Puckington Pug. The dogs in our kingdom call me an "artisan," someone who studies ancient magic and masterwork relics. I've loved reading since I was a puppy, but I've always wanted to see the world I've read about. My friends and I have traveled and had several adventures; some were scary and some were wonderful, but all of them helped me learn more about the world around us. I feel like I've gained so much knowledge, even though I know my father worries about me when I go on my travels.

Bah! He only worries because he's a soft noble. You've proven your mettle time and again to all of us. I'm Pan Dachshund, by the way, hunter of a thousand monsters. I'll scribble down the things Yasha is too nice to write to all you stuck-up dogs.

The Founding of Pugmire

I suppose I should start at the beginning. King Vinsen Pug the First founded the kingdom of Pugmire many hundreds of years ago. He became our king because he was one of the first dogs to recover our ancient ability to sense the Unseen – the invisible demons that have plagued dogs for as long

as we can remember. With a good heart and a firm paw, King Vinsen built a community of trust and respect, where all dogs could live in security and happiness. The area on which he chose to build his kingdom was ignored by the cats and the rats because it was very swampy, and that's where the "mire" part of our kingdom's name comes from. But all the dogs that believed in Vinsen's vision worked for many years to drain the land so we could build our city.

Vinsen didn't live to see his dream realized, but the city was named after his family — my family too, I guess — and the Pugs were the first nobles of the kingdom. That's why the kingdom has my family's name, in honor of Vinsen's accomplishment. Over the years, other families have sat on Pugmire's throne, but my family has held it more often than most.

Just because the Pugs are in power now doesn't mean the other noble families aren't on the sidelines, waiting for a chance to be in charge. Not every noble family wants to rule Pugmire, though — the Hounds left to form their own Kingdom down south, for example, and many of the Bulldogs serve in the military instead of striving for courtly graces. And some dogs, like me, care more about life outside the walls, regardless of what our families' standings are.

City of Good Dogs

After King Vinsen passed away, other dogs wanted to become nobles — not only to assure that those who devoted themselves to the kingdom were given suitable respect, but also to give themselves a legitimate claim to the throne of Pugmire. Over the years, a system was devised: Any family that recovers and protects a powerful artifact can be considered nobility, with a duke or duchess as the family's head. That head dog attends the king's or queen's court to advise the ruling family, and each duke or duchess has the potential to become the new king or queen, should the need arise. Over the years, some families have lost their artifacts, and thus their noble standing. Others have only recently gained (or regained) such relics, and thus have gained access to King Puckington's royal court.

However, residence in Pugmire is not limited to the nobility. Dogs of all kinds are welcome in the kingdom, and even those dogs that are not claimed by or adopted into a family have a place here. Pugmire is often called the "City of Good Dogs," but that's not entirely true. The city welcomes any who are willing to work for the kingdom's interests, no matter their species. The part of Pugmire known as Riverwall, for example, has many cats who chose not to live in the Monarchies of Mau. Some less polite dogs have taken to calling the area "the Backyard," the place where dogs in

ancient times were sent to...do their business. But I once met a dog from the Afghan family who has a cat valet that works for him, so I guess even cats can become friends with good dogs!

FIRST OFF, NEVER TRUST A CAT. EVER.
THEY HAVE SEVEN DIFFERENT WORDS FOR "BETRAYAL."

Secondly, it's true cats and dogs down on their luck have a place in Pugmire, but that place is usually at the bottom of the social ladder. While it's possible for any family to end up as nobility, it's not easy, and some of the other families will do whatever they can to stay on top. The more noble families there are in Pugmire, the smaller any one family's chances are of birthing the next ruler of the Kingdom. There are plenty of good nobles, like Yosha, but I've seen enough bad nobles that I'd rather sleep under the stars most nights than behind the solid walls of Pugmire.

Life in Pugmire

I've traveled a lot with my friends, but I'm always glad to come back to Pugmire. It's my home, but it's also a great place to be. Well, I suppose my real home is Castle Pugmire, which is a huge building right in the middle of the kingdom, surrounded by the smaller manors and guest houses of the nobles that choose to stay near the court from time to time. But the kingdom is large, and so full of interesting places!

One of the places I love, of course, is the Royal Library, where we keep all the books and scraps of information we're able to preserve from the times before King Vinsen. I don't get to see those very often — they must be kept very safe — but there are plenty of other books there, written by other dogs, and even other species, throughout the centuries. Many smart dogs learned something from what the Old Ones left behind, and they apply it to our daily lives, while others were clever enough to discover new ways of creating buildings, tools, and other important things to help our civilization grow. A few have even taken to writing out the stories and adventures other dogs had, although I don't think all of them are true.

My other favorite place to go is the Chapel of St. Anna. This is where dogs go to pray for forgiveness, guidance, and reassurance that we are all being good. It's a large, beautiful building, and I find it very comforting. After service, it's only a medium walk to the souq, where merchants from all over gather to sell their wares. Every day it seems like there's something new to see, smell, or buy from the souq. There's one bookseller that comes by occasionally,

and she always has a completely different collection for sale. I'm glad I don't carry that many plastic coins with me when I'm out on the town, or I'd always come back with an armload of books!

Not every place in Pugmire is nice, though. Some places aren't very nice at all, particularly at night. The city guard does what they can to make things safe for everyone, but there's only so much they can do. It's sad, but not every dog wants to be a good dog, and there are some very bad dogs indeed that live within Pugmire. But, as I said, our kingdom is meant to be a home to any dog that wants to live here, so I guess we have to take the good with the bad.

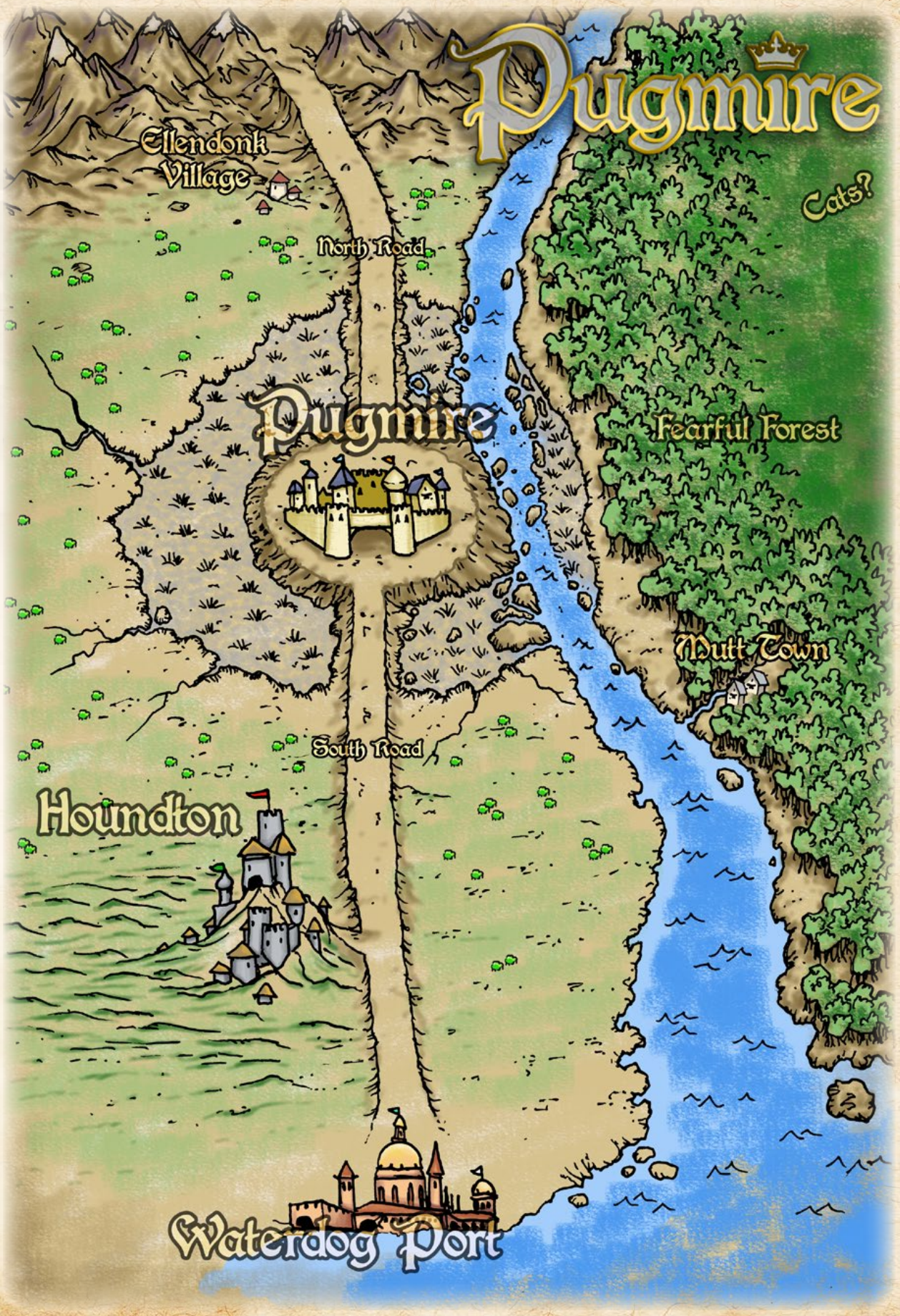
Like I said, there are enough bad dogs in Pugmire that I'd rather roam the open roads instead. Who cares about books and churches and carpets covered in glittering, sweet-smelling junk sold for twice as much plastic as it's worth? I just come in, get what I need, and get out as soon as I can, like the time I escaped from a hundred living suits of armor in an underground crypt. I can't deny that Pugmire is useful to some people, but I can't stand the place for more than a night or two.

The World

Some dogs like to think the entire world is as civilized and peaceful as Pugmire. I wish that were true! In reality, there is still so much about the lands around us that we don't know. In fact, that's one of the reasons why Queen Lilly Springer II originally created the Royal Pioneers of Pugmire: To give help and support to those courageous dogs willing to explore in order to increase our knowledge of the world. I'll talk about the Pioneers in a bit.

Anyhow, what we DO know about the world is that all the species inherited it from Man (or "humanity" or "the Old Ones" as some texts refer to them). I've heard that much of the world is covered with inhospitable landscapes, chaotic creatures, terrifying ruins, or simply inscrutable structures. The Church tells us Man created these to test the faith of all dogs, and only those who are daring, intelligent, and pure of heart can overcome such dangerous obstacles, to uncover the secrets of Man and make the world our own. Even the area near Pugmire still contains secret dangers and mysterious threats that we must work together to uncover — imagine how much more we can learn as we explore beyond the mountains and the sea!

Here's a map I drew of the area around Pugmire. It's not accurate — I'm not a cartographer, sadly — but I think it does a very nice job of showing where things are in relation to each other.


Pugmire
Ellendonk Village
Cats?
North Road
Pugmire
Fearful Forest
Mutt Town
South Road
Houndton
Waterdog Port

Dogs like me are more worried about what's going into our bellies than trying to figure out how to read or draw a map. It's great that you want to learn about the world, but scratching lines on parchment doesn't do anyone any good. You can't tell me this scribble is a mountain — I've smelled real mountains before!

Anyhow, I'm not a religious dog, so I don't buy into the whole idea that "Man created this world to teach us" or anything, but Yosha's correct that there are a lot of strange and dangerous things out there. Once, I was exploring a cave rumored to hold a treasure that could move the earth, but when I got there all I found were a half-dozen massive rodents with no hair, no eyes, and three tongues each that cracked like whips! I still have one of their tongues in my bag as a souvenir, if you want to see it.

The Death of Man

I believe Man has given us everything. It is by their paws we have been uplifted from our canine cousins to be the dogs we are today. We study the works and wisdom left behind from all the ancient Ages of Man, and as we study and untangle their words, we learn more and more about them... and about ourselves. Education, knowledge, and the preservation of what has come before sustains us and helps us to grow. Many intelligent dogs have made their own discoveries, inspired by the Old Ones, and these have also enhanced our society.

Men also left behind the wondrous relics and magical talents we use in our exploration of the world. What other reason would they have to discard such strange treasures and powerful magic, if they didn't want us to use them in their name? Unfortunately, they are gone, and we mourn and worship them every day with our words and deeds. That is why there are so many tombs left behind: They are dead, and yet they continue to guide us. Perhaps if we always strive to be good dogs, we will be able to join them in their deathless realm, able to run and play with the Old Ones and our lost friends for all eternity.

Hardly. Certainly SOMETHING existed previously, but there's nothing I've seen that makes me think those who were here before us were anything more than some weird kind of people. I certainly don't think there's a bunch of lost gods guiding us from beyond the grave that arbitrarily decide which dogs are rewarded in the afterlife.

ONCE YOU'RE DEAD, YOU'RE DEAD, AND THAT'S THAT.

Even the cats buy into this religion, although they think "humanity" served THEM, not the other way around. How arrogant can you be?

Ruins and Tombs

We see Man's paw most clearly in the ruins they've left behind. I've traveled to several sites that contain old inscriptions written in the Word of Man, locked away from prying eyes and protected by mystical incantations or ancient traps. I've heard dogs whisper about an entire city of the dead, where the streets are paved with polished bone. That's just a story, but even the places I've seen with my own eyes are unusual and exhilarating. Once I found an ancient tablet made of plastic and glass. It was engraved with the Word of Man, but the engravings moved whenever I touched the surface of the glass. Such wonders!

Some of these sites of power have become overrun by badgers or other, more aggressive scavengers. Even some cats have claimed ancient tombs to pursue their necromantic studies. Heroic dogs seek out these places — whether protected by ancient spells or modern species — in search of powerful relics or new magic. My friends and I seek them out as well, but personally I go only to increase my own knowledge of Man and the world before. Some dogs, such as my friend Jack Rat-Terrier, help in opening these ruins and deactivating both the traps Man left behind to test us, and those of the other species that try to claim the bounty within as their own. Jack's a funny dog, which I like, and a sense of humor can be very helpful when you're stuck inside a dungeon made entirely of metal and bone.

Jack's insults and torrents of abuse make me laugh, but I'm always sure my purse of plastic coins is secure when I talk with him. He's not a BAD dog, and I've never actually caught him stealing from me, but he spends more time in slums with the cats and badgers than I'm comfortable with. When breaking into a ruin, though, he's a handy dog to have around. His heart's in the right place, I guess, but I can't ever feel too comfortable around a dog that would rather explore an underground crypt than run in the warm summer sunshine.

The Royal Pioneers of Pugmire

Exploring these old ruins can be a dangerous prospect for any dog. That's why many decades ago Jake Staffordshire founded an organization where dogs can help each other on such adventures.

Originally called simply "Jake's Pioneers," it was given royal sanction by Queen Springer and officially renamed to the "Royal Pioneers of Pugmire." It sounds very ostentatious, but in reality the Pioneers are just a group of dogs that want to help each other out. In exchange for devoting themselves to the betterment of knowledge and the protection of the kingdom, they have some leeway in how they explore.

Each team (or "party," as they're called within the Pioneers) is advised and supported by a trustee who gives them advice, suggests adventures, coordinates with other trustees, and maintains a storehouse for equipment. These trustees are usually retired pioneers themselves — dogs that know of the dangers and pitfalls of exploration — but any knowledgeable and supportive dog can potentially become a trustee. For example, I sometimes work with Fiona Corgi, an old soldier that served several years in the Pioneers. She's tough and gruff, but she cares about the parties she supports. I think she mainly likes me because I'm one of the few dogs that's shorter than her.

The Pioneers don't care about a dog's past — once you're in, you're a pioneer, and that's all that matters. Nobles might be in the same party as strays, but all pioneers are expected to treat each other with respect. That doesn't mean that pioneers don't argue or have conflicts, but each party is trusted to resolve their own issues and put personal matters aside to focus on the job. Pioneers are also given access to supplies (within reason, and as the kingdom has such supplies available), and they're also allowed to carry masterwork artifacts to assist them in their explorations before handing them over to the rulers of Pugmire or to one of the family heads.

I'm not officially a pioneer, although Fiona says I can be one at any time if I want to! However, I've been happy to help several parties with their own explorations.

The Pioneers are one of the few good ideas to come out of these so-called "civilized" dogs. I've been a pioneer for years — it gives me access to resources and supplies I need, and doesn't force me to kiss up to nobles or other dogs with their snouts shoved into their tails. In fact, no dog will admit this, but I'm the best pioneer there is. I don't agree with everything that comes out of Pugmire, but they got this right: We need to work together if we're going to reclaim these lands from the monsters and other threats that overrun the world. And I'm glad that the Pioneers require dogs to sort out problems themselves, instead of chasing after some cur in a crown or a robe to tell me whether I'm being a "bad dog" or not.

The Code of Man

Ideas like the Royal Pioneers don't just spring up in isolation, though. They come from our culture and morality — who we really ARE as civilized dogs. Aside from the laws of the ruling family, much of Pugmire culture comes from our worship of the Old Ones. As such, what we now call the Church of Man was started in Pugmire.

The Church is dedicated to the careful study of the Word of Man as it has been passed down to us, as well as to the preservation and distribution of that knowledge to all dogs. From that scripture they have compiled the Code of Man, which all dogs of Pugmire should follow. It's short, so I've included it here:

BE A GOOD DOG
OBEY THE MASTER
BITE ONLY THOSE WHO ENDANGER YOU
DEFEND YOUR HOME
STAY LOYAL TO THOSE THAT ARE TRUE
PROTECT ALL FROM THE UNSEEN
FETCH WHAT HAS BEEN LEFT BEHIND

I don't understand why someone would take good advice and dress it up with some kind of religious imperative, but that's Pugmire for you. There are some parts of the Code I take issue with — "obey the master" being a big one — but I don't know of anyone who doesn't try to be a good dog, defend their home, or stay loyal. It's just when some dogs choose to interpret the Code in ways that only benefit themselves that problems come up.

Magic

Our faith tells us that Man gave us many kinds of magic. My friend Sister Picassa Collie, for example, is a devout shepherd. Once she finished her training within the Church of Man, she was injected with the Holy Elixir, which transubstantiated her blood into the blessing of Man. Through that blessing, along with her deep and unshakable faith, she can do amazing things simply by praying to the Old Ones for help.

My magic is more academic. I have what is called a focus, one of the many masterworks Man left behind for us. I've studied the magic arcana for a few years now, and through my research I've been able to use my focus to harness and project arcane energy. It looks like a small metal ball, but with it I can do so many wonderful things! And as I learn more about the nature of magic from exploring ruins, tombs, and other forgotten places, I apply that knowledge to master more spells and grow even more as an artisan.

Now magic is something I can believe in, because I've seen it happen. Yosha once shot a demon-possessed dog with a beam of light, and Sister Collie has healed all of us more than once with just a touch and a prayer. Even my friend Rex Pyrenees has a magical sword, and once I fought an army of necromantic cats with just my bow and a flask of oil! Faith isn't for me, but I can't deny some dogs can use it to create some very substantial results.

Pariahs and Strays

As much as I wish it were true, and as much as the Code tells us otherwise, not all dogs are good dogs. Some are very bad dogs that need to be removed from civilized society. These are the pariahs, dogs that have been excommunicated from Pugmire to live outside its walls. I understand it is important for bad dogs to stay outside, to make sure they don't endanger the good dogs within, but I also know that sometimes pariahs can redeem themselves. Such repentant pariahs can come back and live within the kingdom, although in diminished circumstances. Many dogs who have not been accepted by a family — or who have been cast out from the family of their birth! — end up as pariahs by default, with no home to call their own except that which they make for themselves outside the kingdom.

I have traveled to many places, and I've met several pariahs. I think any bad dog can become a good dog again, if they want to be and if others will give them a chance. There are even a few of my friends that I believe with all my heart are good dogs, but they choose to remain in the wilderness, apart from civilization. I don't know if I would have the courage to live like a stray that refuses the comforts of Pugmire.

"Pariah" is the word of ignorant dogs that live behind stone walls. Those of us that choose to live without the leash of civilization prefer to be called "strays" or, even better, "free dogs." Some strays, like Spike, prefer to live outside of society as much as possible. I don't think I could live forever in the

wild, but every time I stay more than a few days inside Pugmire or one of the other cities of the world, I feel my paws itch with the need to have grass and dirt under them again. Some days, I feel like I have more in common with free dogs than those that live in comfortable houses.

Rise of the Mutts

Some of the dogs that live outside Pugmire — those dogs that no longer have families, by their choice or someone else's — have started to give themselves a new name: Mutt. Instead of a family determined by breed and lineage, they've created a family of choice. Any dog can decide to be a Mutt, and some of them travel together for protection and company as they live in the wilderness.

Not all Mutts live outside of civilization, however. A number have come back to Pugmire while keeping the Mutt name. There's even a small community just on the edge of the Fearful Forest called Mutt Town where pariahs and dogs down on their luck can stay.

Some of the nobles I talk to worry the Mutts will try to overrun Pugmire, demanding to be recognized as a noble family. But I don't think so. Many of the Mutts I've met seem to be happy where they are. But it would be great if more of them came to live with us!

THIS IS WHY I LIKE YOSHA. She uses her large eyes to actually SEE what's going on, instead of assuming Pugmire is the best thing in the history of everything. Most Mutts don't need a city to live in, or to conquer. Occasionally some of them will come to a village or city to buy and trade for goods, before leaving again as quickly as they can.

The Monarchies of Mau

The Monarchies of Mau are what some dogs call "the cat kingdoms," although a few of my moggie friends tell me cats don't have kings the same way we do. We don't know as much about them as we would like; a few generations ago, our great-grandfathers and great-grandmothers all fought in a terrible war with some of the monarchies, and ever since then there's been tension between our kingdom and theirs. I personally think it isn't fair to treat cats badly just because of something their great-grandparents did to us, but many dogs openly dislike and distrust them.

By the way, "moggies" are the cats that don't have families — something like strays or Mutts for us. A few of the moggies act as bandits, attacking dogs for supplies or (for the bad cats) out of

spite. Other moggies come to live in Pugmire, though, and find jobs to help them survive.

Count me as one of those dogs that doesn't trust the cats, no matter how much they yowl and whine about "honor" and "nobility." I wasn't in the war — I'm not THAT old — but I've been on the wrong end of a cat's plans often enough to draw my own conclusions. This isn't about history: A cat will attack you from behind tonight just as easily as her grandfather would all those years ago.

Badgers, Lizards, and Rats

The badgers don't have monarchies or kingdoms. From what we can tell, they're made up of small bands or armies that invade other places and take them over. Whether it's a dog outpost, a cat settlement, or even an old ruin, they show up, use all the supplies they can, and move on to the next place. My heart tells me there may be some good badgers, just like there are some good cats, but I've never had a chance to meet one. Maybe someday!

On the other hand, I have met several lizards, but I don't know much about their civilization, or even if they have one. Occasionally we'll get a lizard merchant that comes through Pugmire, or see one as part of a ship's crew that docks at Waterdog Port, but they generally keep to themselves. I hope I can go on an adventure that takes me to one of the arid areas of the world where the lizards generally live, so I can learn more about them!

Over the years I have met a few rats, particularly the ones that live in Riverwall. They've whispered some strange stories in my ear, though, about some bizarre rat cult that does horrible things. These atrocities get blamed on the other, less strange rats, and that makes all the rats afraid and angry. It sounds really scary. I hope there isn't a cult of dogs doing the same thing!

I don't trust rats, and I don't know much about lizards, but I HATE badgers. I once shot the Badger King when his band tried to overrun a Mutt settlement I happened to be staying at. I made a necklace out of his teeth, which I wear to this day. Some dogs don't believe me, but I bet if you ask any badger, they'll act like they've never heard of me. That's how you know they're scared.

Monsters and the Unseen

There are cats and rats and badgers and lizards in the world, and many of them can be good. But there are some things that can't

be good. Not ever. These are the insane creatures that roam the wilderness, or twisted animals that cause too much damage to be allowed to roam free. Some are actually quite intelligent, but for some reason they don't have any interest in being our friends, focusing instead on chaos and destruction. We generally label these kinds of creatures "monsters," and many of them are terrifying.

The worst, though, are the demons — invisible spirits and manipulative creatures that want nothing but murder and torment. We call them "the Unseen," and they are the most frightening of all. Demons can take on many forms, even those of your friends and loved ones, making them very insidious and dangerous. The Church tells us dogs used to protect Man from the Unseen, shouting to warn all those nearby when a demon was in the area.

Maybe that's why Man is no longer with us, because we failed to protect them from the Unseen. I hope that isn't true, but some nights I worry they are still mad at us for our failure to protect them. In my heart I know the Old Ones love me, and I try very hard to do everything I can to be a good dog and be worthy of their forgiveness.

This is what I do: I hunt monsters. I don't need to dress up every horrible thing as a "demon" to know it's dangerous and needs to be stopped. Monsters are bad for everyone, civilized and free dogs alike, and if I go to my eternal rest putting an arrow into a rampaging monster, then I've lived a good life.

And that's why you're a good dog, Pan.

Chapter Two: A Good Dog

Before you can start exploring the world of *Pugmire*, you need your own dog character.

If you want to get started right away, you can portray me or one of my five friends! Just pick a dog you want to play, copy down the relevant information, and start playing.

Everyone shouldn't try to play me, though – one dog per player, and that's it. However, if you want to be a free dog and make your own character, skip ahead to p. 41. There you'll find information on how to build a new dog from scratch.

Ready-To-Play Characters

The next six pages are beginning, first-level characters, ready to start adventuring! All you have to do it pick which character you prefer, and transcribe the statistics to a fresh character sheet. Abilities that are in italics are the dog's primary abilities (see p. 64). A dog's two-legged speed is on the left of the slash, and her four-legged speed is on the right (p. 83). Details on the various tricks start on p. 68. You can also switch one item in your dog's rucksack with another one, but get your Guide's permission first!

If you like, you can change your character's history, roleplay tips, description, and personality traits to something better suited for your game. Everything presented here is just a starting point. But these six characters are designed to adventure together, so you can start playing the game right away!.

Sgt. Leo Bulldog

Level: 1
Calling: Guardian
Breed: Fettle
Family: Bulldog
Background: Soldier
Proficiency bonus: +2
Stamina dice: 1d10
Stamina points: 12
Defense: 16
Initiative: +1
Speed: 25/35
Abilities: *Strength* +2 (15), Dexterity +1 (12), Constitution +2 (15), Intelligence -1 (8), Wisdom +0 (10), *Charisma* +2 (14)
Skills: Intimidate, Notice, Survive, Traverse
Tricks: Simple Weapon Aptitude, Martial Weapon Aptitude, Light Armor Aptitude, Medium Armor Aptitude, Heavy Armor Aptitude, Shield Aptitude, Fighting Style: Two-Weapon, Hardy Constitution, Rank Has Its Privileges

History: Leo Bulldog was a well-respected member of the Pugmire city guard. He worked his way up to the rank of Sergeant through hard work, dedication, and a devotion to doing the right thing for the good dogs of Pugmire. A couple of years ago, however, an inquisitor working with him told Leo to arrest a cat who stole some bread from a baker. The baker wasn't pursuing the matter, and the poor cat was starving, but the inquisitor was adamant. Leo knocked the inquisitor out and quit the city guard. Since then, he's kept his rank and continues to wear parts of his old uniform. Many of the dogs in the city guard still respect him, but Leo tries to steer clear of the inquisitors.

Roleplay Tips: Leo is blunt, stoic, and lacking in humor, but what he's missing in social graces, he more than makes up for with a strong sense of both justice and honor. Not entirely adhering to the Code of Man nor the written law of Pugmire, he instead follows his own moral compass. He lends a paw to other dogs who need help and protection in a dangerous world, but he's not averse to activities that would irritate the inquisitors.

Description: Leo has brown fur, with a mask of white fur on his face. He wears armor that he "requisitioned" from the city guard, complete with holes in the helmet for his ears, and his blue city guard uniform is getting old and tattered. He carries two shortswords, and has learned to fight with both at once.

Personality Traits

Ideal: What is most important to me is staying loyal to those that are true.

Bond: I am inspired by my bond to Yosha Pug, who is my conscience.

Flaw: No matter what, I just can't overlook injustice.

Rucksack

Two shortswords inherited from the Bulldog family after Leo's mother died mysteriously (1d6 piercing damage, finesse, light), heavy armor (plate mail), gloves, torches, rations, 50 feet of rope, insignia of rank, a set of common clothes, and a belt pouch containing a few plastic coins.

Sister Picassa Collie

Level: 1
Calling: Shepherd
Breed: Herder
Family: Collie
Background: Merchant
Proficiency bonus: +2
Stamina dice: 1d8
Stamina points: 9
Defense: 12 (14 with shield)
Initiative: -1
Speed: 30/40
Abilities: Strength +0 (10), Dexterity -1 (8), Constitution +1 (12), *Intelligence* +1 (13), *Wisdom* +3 (17), Charisma +2 (14)
Skills: Bluff, Heal, Know Religion, Sense Motive
Tricks: Light Armor Aptitude, Medium Armor Aptitude, Simple Weapon Aptitude, Shield Aptitude, Prayers to Man, Keen Observer, Odds and Ends
Spells: Bless/Bane, Sacred Flame, Spare the Dying, Cure Wounds, Guiding Bolt
Spell Slots: 3

History: A shepherd of Pugmire, Sister Collie was a beautiful dog and a profitable merchant who was known for selling luxurious clothing and fine jewelry to the nobility. However, after a terrible day when she was attacked by bandits, she discovered a symbol of the Church of Man in her wares, with no idea how it got there. King Puckington noticed her distress and stopped his carriage to help her back home to Pugmire, where she promptly joined the Church as an acolyte. Now, she primarily focuses her time on the needs of the Pug family, particularly Princess Yosha. Her vanity still shows up from time to time as she arranges her fur or struggles with her robes.

Roleplay Tips: Quiet, thoughtful, but can become concerned or even angry if provoked (particularly if Yosha is injured). Vain. Fully believes in the Code of Man, but tries to be tolerant of those who don't understand or appreciate it.

Description: She wears shepherd's robes, which are simple and shapeless to hide the armor she wears underneath. Her fur, however, is well groomed, and a luxurious brown and white mix. She often brushes her fur to make sure it is perfect. When traveling, she carries a messenger-style bag; the strap rests across her chest, and the bag hangs at her side.

Personality Traits

Ideal: What is most important to me is helping others to be good dogs.

Bond: I am inspired by my bond to Leo, whose heart is in the right place.

Flaw: No matter what, I just can't let myself become dirty and disheveled.

Rucksack

Handaxe (1d6 slashing damage), medium armor (hide armor worn under her vestments), shield, candles, vestments, rations, a symbol of the Church of Man (found one day in her wares, with no idea how it got there), a set of scales, a set of fine clothes, and a purse containing many plastic coins.

Pan Dachshund

Level: 1
Calling: Hunter
Breed: Pointer
Family: Dachshund
Background: Free Dog
Proficiency bonus: +2
Stamina dice: 1d10
Stamina points: 11
Defense: 13
Initiative: +2
Speed: 30/40
Abilities: Strength +0 (10), *Dexterity* +2 (15), Constitution +1 (13), Intelligence +2 (14), *Wisdom* +2 (14), Charisma -1 (8)
Skills: Know Nature, Notice, Survive, Traverse
Tricks: Simple Weapon Aptitude, Martial Weapon Aptitude, Light Armor Aptitude, Medium Armor Aptitude, Shield Aptitude, Archery, Voracious Learner, Respected by Strays

History: Pan is something of a rarity in the world: an old hunter. He started as a hunter late in life, but he quickly became known far and wide among the strays, although primarily through his own incessant exaggeration of his deeds. For example, he claims to have defeated the Badger King and made a necklace from his teeth, although he really got them from a young, demon-possessed badger that nearly killed him on his first hunt. He has a story for every gray hair in his fur, and some of them even come near to the truth. Although he doesn't talk about it much, Pan also hides the fact that he loves to read, sneaking a glance at any book or document he can when he thinks no one is looking. He has a soft spot for Princess Yosha, but frequently argues with her guardian, Leo, and the notorious ratter, Jack.

Roleplay Tips: Sarcastic, dismissive of the Code of Man. Exaggerates his accomplishments, but is open and honest when he needs to be. Secretly respects honest people of conviction like Yosha and Leo, but doesn't understand Jack.

Description: With short legs and a long body, Pan ends up shorter than most of the other characters (except Yosha). He has patches of white fur on his face, and some spots of gray on his paws. He carries a longbow, a quiver of arrows on his back, a rapier, and a thick belt with lots of pouches. He also wears soft brown leather armor.

Personality Traits

Ideal: What is most important to me is protecting good dogs from monsters.

Bond: I am inspired by my bond to Yosha, who gives me hope for civilized dogs.

Flaw: No matter what, I just can't tell a story without exaggerating.

Rucksack

Longbow (1d8 piercing damage, ammunition, ranged 150/600, two-pawed), rapier (1d8 piercing damage, finesse), spare ammunition, light armor (leather armor), torches, rations, necklace of badger teeth (cut from Pan's first kill, a demon-possessed badger, though he has a scar on his chest from the fight), a bedroll, a set of patched common clothes, and a belt pouch containing a few plastic coins.

Spike Mutt

Level: 1
Calling: Stray
Breed: Mutt
Family: None (formerly Staffordshire)
Background: Free Dog
Proficiency bonus: +2
Stamina dice: 1d12
Stamina points: 14
Defense: 13
Initiative: +1
Speed: 30/40
Abilities: *Strength* +3 (16), Dexterity +1 (13), *Constitution* +2 (15), Intelligence -1 (8), Wisdom +1 (12), Charisma +0 (10)
Skills: Intimidate, Know Nature, Survive, Traverse
Tricks: Simple Weapon Aptitude, Martial Weapon Aptitude, Light Armor Aptitude, Shield Aptitude, Unarmored Defense, Brute Strength, Respected by Strays

History: Spike doesn't talk much about his past. That's partially because he comes across as unintelligent, but mostly because he doesn't want to get his original family in trouble. Spike was the offspring of two nobles in love, but when his mixed heritage came out (particularly his obvious Staffordshire features), he ran away from his home as a puppy. He still uses his family's old crest in his clothing, but he never talks about it. Since then, he's taken the name of "Mutt" in solidarity with other strays. He sees the potential good in working together with other good dogs, but sometimes spending too much time around civilized people makes his head hurt. As such, Spike has a history of drifting between working with the Royal Pioneers and supporting the citizens of Mutt Town.

Roleplay Tips: Spike is easygoing. He likes to help people out that make him happy, and in his heart he tries to be good (even though the way some dogs interpret the Code of Man upsets him at times). He's not that bright, but he's not as dumb as he lets on — he's learned that people like you better if you act a little stupid. When his friends and allies are threatened, however, he gets angry. Very angry.

Description: A tall dog, Spike has the distinctive fur and head shape of the Staffordshires, although he is much bulkier. He wears very little armor, preferring to run as unencumbered as possible as he travels in the wilderness. He carries a paw-made (and well-crafted) lance as his protection.

Personality Traits

Ideal: What is most important to me is helping good dogs do good things.

Bond: I am inspired by my bond to Pan, who understands me.

Flaw: No matter what, I just can't convince people that I'm a smart dog.

Rucksack

Spear (1d8 piercing damage, thrown 20/60), longsword (1d8 slashing damage), a shovel, torches, rations, a small stuffed canine toy (given to him by his mother before she died of plague), a bedroll, a set of patched common clothes, and a belt pouch containing a few plastic coins.

Princess Yosha Pug

Level: 1
Calling: Artisan
Breed: Companion
Family: Pug
Background: Noble
Proficiency bonus: +2
Stamina dice: 1d6
Stamina points: 7
Initiative: +0
Defense: 11
Speed: 30/40
Abilities: Strength -1 (8), Dexterity +0 (10), Constitution +1 (13), *Intelligence* +2 (15), Wisdom +1 (12), *Charisma* +3 (16)
Skills: Know Arcana, Know History, Notice, Persuade
Tricks: Simple Weapon Aptitude, Light Armor Aptitude, Focus Magic, Puppy Dog Eyes, Good Breeding
Spells: Elemental Ray, Magic Paw, Smell Magic, Magic Armor, Magic Missile
Spell Slots: 3

History: Yosha is the daughter of King Puckington Pug, and a budding artisan in the kingdom. She became fascinated with magic and the study of relics when she was given a strange silver ball as a gift from a lizard merchant visiting the kingdom. One night, while studying the strange artifact, she pointed it at one of her dressers and accidentally lifted it into the air! She was scared, but also fascinated, and all her time since then has gone into the study of magic. She loves reading much more than performing her courtly duties, and spends most of her days at home poring over scrolls, books, and ancient tablets. Recently she's volunteered to work with the Royal Pioneers to discover more of the world, as well as discovering other mysterious arcana. Her father insists on teaching her grace and manners, however, and Yosha is very polite and courteous as a result, even to those she meets in her travels who might not expect such courtesy.

Roleplay Tips: Polite, honest, naïve. Yosha cares and believes things with all her heart, and her heart has thus been broken more than once. But her endless curiosity and optimism help her get over most any trial, even when her naivety and trust get her and her companions into trouble.

Description: She is a small fawn pug that wears well-tailored clothes. She often chooses not to wear dresses, instead preferring pants, robes, and other comfortable clothes. She usually has a rucksack full of books with her.

Personality Traits

Ideal: What is most important to me is learning as much as I can about magic.

Bond: I am inspired by my bond to the kingdom of Pugmire, my family's home.

Flaw: No matter what, I just can't stop being curious and trusting.

Rucksack

Dagger (1d4 piercing damage, finesse, light, thrown 20/60), light armor (padded armor), masterwork focus (a silver ball, given as a gift for helping another dog in need), a bottle of ink, an ink pen, a few sheets of parchment, a few books from her uncle Murra, a signet ring, a set of fine clothes, and a purse containing many plastic coins.

Jack Rat-Terrier

Level: 1
Calling: Ratter
Breed: Pointer
Family: Rat-Terrier
Background: Criminal
Proficiency bonus: +2
Stamina dice: 1d8
Stamina points: 10
Defense: 13
Initiative: +2
Speed: 30/40
Abilities: Strength +0 (10), *Dexterity* +2 (15), *Constitution* +2 (14), Intelligence +0 (10), Wisdom +1 (13), Charisma +1 (12)
Skills: Bluff, Sneak, Steal, Traverse
Tricks: Simple Weapon Aptitude, Light Armor Aptitude, Precise Attack, Voracious Learner, Friend in Low Places

History: When you have a name like Jack Rat-Terrier, people treat you like a ratter whether you like it or not. When he was a young pup living on the streets of Riverwall, he would use his wits and his speed to get food for himself and his family. He somehow managed to avoid becoming a career criminal, but he found a way to use his skills to benefit dogs in need, regardless of what those in positions of authority think. Jack is a ratter-for-hire, someone who champions the working dog and the less fortunate to make sure they get the justice they deserve. Even though Jack is a cynic, he does prefer to work on the right side of the Code, although he doesn't hold it in the same reverence as the Church does. He also secretly cares for Pan, but he hides it under a barrage of sarcasm.

Roleplay Tips: Cynical, good-hearted. Jack thinks that all dogs, not just good dogs, deserve justice and respect, but he wants to show that working within Pugmire is the way to do that. He supports the Code as a set of good rules to live by, not as a dogmatic code of ethics.

Description: Jack is wiry, with a lot of black and tan in his coat. He wears just enough black leather armor to protect himself, but not so much that it'll slow him down or keep him stuck in a tight hole while he's exploring a ruin. He uses a small crossbow and a dagger, and has pockets all over his armor.

Personality Traits

Ideal: What is more important to me is helping those who cannot help themselves.

Bond: I am inspired by my bond to Pan Dachshund, whom I secretly care for.

Flaw: No matter what, I just can't stop stealing small, inconsequential objects.

Rucksack

Dagger (1d4 piercing damage, finesse, light, thrown 20/60), small crossbow (1d8 piercing damage, ammunition, ranged 80/320, loading), light armor (leather armor), a hooded lantern, rations, 50 feet of rope, a set of ratter's tools (won in a dice game, even though the other players were cheating), a crowbar, a set of dark common clothes that includes a hood, and a belt pouch containing a few plastic coins.

Making Your Dog

Building a character for *Pugmire* involves making a series of choices, along with a little bit of math. Each choice makes your character more distinct. You can even use your own dog (or another dog in your life) as the basis for your character! Here are all the steps for the process of creating a character.

1. **(p. 41)** Choose a **calling.**
2. **(p. 54)** Choose a **breed** and family, or choose to play a Mutt.
3. **(p. 62)** Choose a **background**.
4. **(p. 63)** Assign **ability scores**, adjust them based on breed, and mark **primary abilities**.
5. **(p. 64)** Calculate **ability modifiers**, **stamina dice**, **stamina points**, and **proficiency bonus**.
6. **(p. 66)** Write down four **skills**, based on background (two) and calling (two).
7. **(p. 68)** Write down all your **tricks**, calling, breed, and background.. If your dog has a trick for magic, choose magic **spells** as well.
8. **(p. 80)** Write down all equipment in your **rucksack**, based on calling and background.
9. **(p. 83)** Calculate **defense**, **initiative**, and **speed**.
10. **(p. 83)** Choose three **personality traits**.
11. **(p. 84)** Name your dog and write her story.

Callings

Heroic dogs fall into one of several *callings*, reflecting their knowledge and specialties within the adventuring group, as well as in dog society. A calling is what a dog does with his life, whether it's protecting good dogs with sword and shield, using relics to cast amazing magical spells, or hunting down monsters in the wild areas outside the kingdom. A dog of any breed and background can choose to follow any calling.

Callings contain the following information, some of which impacts later steps in making your dog.

Typical dog: What a typical dog from this calling looks like, as well as what breeds commonly pursue this vocation.

View on the Code: What the average dog of this calling thinks of the Code. Every dog can have her own opinions, but you can use this as a starting point for your own character.

View on other callings: What the average dog of this calling thinks of the other callings. As with the Code, every dog has her own opinions, but this is a good place to start.

Six dogs: The kinds of dogs that gravitate to this calling. If you're stuck for an idea, you can roll 1d6 and pick one from this list.

Stamina dice: What stamina dice the calling uses (p. 91). A dog gets a number of these dice equal to her level.

Stamina points: How many stamina points (p.91) the dog gets each level.

Primary abilities: Which two ability scores the tricks for this calling are generally based on. These are also the abilities to which you add your dog's proficiency bonus for saving throws (p. 87).

Skills: What two skills you can choose for your dog.

Rucksack: What's in your dog's rucksack to start. You can change items with your Guide's permission. Sometimes you will have an option of which equipment to choose.

Unusual circumstances: One item in the rucksack is listed as having been acquired under "unusual circumstances." These circumstances can be anything you want, but this list gives you six ideas on what those circumstances might be.

First tricks: The tricks you start with at first level.

Don't worry if this seems like a lot of information! Right now, just flip through the callings, and see which one seems most interesting to you. You don't have to worry about any of the information listed after "character creation" until you get to future steps — it's just here for easy access when you need it.

Artisans

"Last year, I discovered how I could use my focus to create fire! Unfortunately, I accidentally burned down the trees in front of Mr. Hound's house, but I know I have it under control now!"

– Pepper Labradoodle

Artisans are dogs dedicated to the study of magic — particularly the magic behind masterwork relics. They often concentrate on a specific, mysterious relic that doesn't appear to have any obvious function (called a "focus") and use that focus to harness arcane energy. As the artisan learns more about her connection to her focus, she uncovers more and more of her magical potential, and she can use her relic to create miraculous effects. As such, an artisan is much like a wizard of legend, drawing power from her focus and distilling that energy into crafting powerful and arcane spells.

While some artisans are loners, cooped up in libraries or workshops to improve their knowledge of magic, most are quite social. These artisans love culture and society, and use the effects of their foci for mutual benefit and protection. In fact, working with other dogs often helps an artisan in her studies. So much knowledge of the Old Ones and their magic is lost, and an artisan generally isn't a very hardy dog, so having a group of friends to protect the artisan while she explores and uncovers new magic can be a huge benefit. In exchange, the artisan tells stories, explains unusual events, or offers reassurance to her friends by entertaining, educating, and encouraging them on their mutual quest.

Because it requires a lot of time to understand such arcana, many artisans come from the middle and upper classes — the puppies of merchants, shop owners, nobility, and the like — because such occupations allow them a measure of leisure time. However, any dog with the appropriate inclination and a desire to learn can work to unlock the secrets of magic. In fact, some dogs might not even realize they have a talent for such mystical exploration until a focus ends up in their paws.

SIX ARTISANS

1. An eccentric noble burning with curiosity about the outside world.
2. A popular socialite who accidentally acquired a focus.
3. A freelance scholar who seeks out and trades magical knowledge.
4. An affable genius of mystical theory that struggles with mundane concerns.
5. A wandering storyteller that uses her focus to help her craft.
6. A merchant that sold her shop and devoted herself to unlocking her focus.

Typical artisan: In general, artisans aren't as suited for fighting as some of the other callings. They typically wear the lightest, least cumbersome armor and carry only the supplies they need, giving them room to carry research materials. They pay special attention to their foci, making sure they are well protected and easily available at all times. They also tend to either dress conservatively (so they look nondescript and unthreatening) or outlandishly (to attract as much attention as possible). Companions and pointers often make good artisans.

View on the Code: Artisans have very individual interpretations of the Code. Some ignore any religious components to it, while others are very devout and faithful. Most are more concerned about how particular interpretations of the Code might impact the lives of their friends or their studies, rather than considering the higher implications of the Code as a whole. The tenet most artisans generally approve of, however, is "fetch what has been left behind."

View on other callings:

- **Guardians:** You use your muscles instead of your brains, but I'm your biggest fan when a zombie is attacking me.
- **Hunters:** You spend so much time outdoors, and some of you can't even *read*. I'd starve if I were stranded in the woods, though.
- **Ratters:** Very valuable when circumventing traps left on ancient manuscripts, but I wouldn't leave you alone in my library.
- **Shepherds:** Magic means very different things to each of us. Faith can create wonderful things, but so can study and intelligence.
- **Strays:** I struggle to understand why you would choose to live outside of civilization. But I wouldn't want to make you angry at me.

Character Creation

Stamina dice: d6 per level

Stamina points: 6 + Constitution modifier per level

Primary abilities: Charisma and Intelligence

Skills: Choose two from Handle Animal, Heal, Know Arcana, Know Culture, Know History, Know Nature, Know Religion, Notice, Perform, Search, and Sense Motive.

Rucksack: One simple weapon, one set of light armor, one masterwork artisan focus (acquired under unusual circumstances), a bottle of ink, an ink pen, a few sheets of parchment, and a small collection of books.

Unusual circumstances:

1. Inherited from your estranged aunt, who was a very famous artisan.
2. Discovered on a trip outside Pugmire.
3. Given as a gift for helping another dog in need.
4. Taken from the skeleton of a strange creature.
5. Purchased years ago from a mysterious stranger.
6. Learned that a strange object you always kept with you is actually a focus.

First tricks: Simple Weapon Aptitude (p. 68), Light Armor Aptitude (p. 69), and choose one from either Encouragement (p.69) or Focus Magic (p. 70).

Guardians

"There will always be danger, both outside Pugmire and within its walls.
I strive to use weapons as a last resort, but there are some monsters that only understand the edge of a sword."
– Sir Albert Corgi

Guardians are warriors, dogs that keep the peace with a sharp word or fight monsters with a keen blade. While many dogs can wield a sword or don a suit of protective mail, guardians are a cut above. They have not only mastered a wide variety of weapons and armor, but they are also charismatic champions and leaders of noble causes. However, the guardian is more than simply a talented soldier – they often help others become better able to defend themselves as well. More than one dog has found hidden depths of courage and tenacity after watching a guardian fight against unbeatable odds while shouting encouragement to allies.

Some guardians strive to be honorable dogs, attacking only when threatened and using violence as a last resort in dangerous situations. Others are more proactive, incapacitating dangerous foes long before they can become threats. Most care about those under their protection – whether it is out of friendship or duty – and will use any weapon at their disposal to dispatch threats. Whether they follow a personal code of honor or the Code of Man, guardians fight for something beyond themselves and their personal glory. All guardians help keep other dogs safe from the dangers of the world around them.

As such, guardians rarely fight alone. Some choose to lead military units, where every dog uses steel and determination for the cause of some greater mission.

Others work with explorers, protecting and guiding pioneers as they encounter monsters, negotiate with other species, and push back the boundaries of the lands around them. No matter how abstract his ideals, a guardian always fights for people, in the hopes that he can guard those under his care long enough for them to realize their own potential.

SIX GUARDIANS

1. A former member of the city guard that quit on ideological grounds.
2. A devout warrior who pledged his life to the Church of Man.
3. One of the royal guard that dispatches threats before they start.
4. A reluctant warrior who carries on the traditions of his father and grandfather.
5. A military officer, respected because he leads from the front.
6. A former mercenary that discovered a higher calling in recovering relics.

Typical guardian: Dogs from the highest levels of the nobility to the lowliest workers can become guardians. The one thing that unites guardians is conflict — it is rare to see a guardian without a weapon and at least some armor, because they know they may need to enter combat at a moment's notice. Dogs from the companion breeds usually focus on leadership, while those from the worker breeds generally emphasize their fighting skills.

View on the Code: Guardians tend to have a pragmatic opinion of the Code. Even those guardians that deeply value high ideals think first of how the dogs under their care are impacted. In general, if something makes good sense, they're in favor of it. They tend to put a lot of emphasis on the tenet "defend your home," and some disagree with "bite only those that endanger you" — for some guardians, the best way to defend is to defeat someone before they become a danger.

View on other callings:

- **Artisans:** Your magical abilities often come in handy, but you need to spend less time with your snout in a book.
- **Hunters:** You're certainly warriors in your own way, but you spend so much time away from other people that you lose focus on what's important.
- **Ratters:** A scoundrel and a thief? Perhaps. But I'd prefer someone like you to focus on the shadows, while I handle the threats I can see.
- **Shepherds:** Your devotion to the Old Ones is commendable, and your healing magic is useful, but sometimes you need to see what's right in front of your nose.
- **Strays:** You are a powerful fighter, but your intentional solitude cuts you off from the people that need you the most.

Character Creation

Stamina dice: d10 per level

Stamina points: 10 + Constitution modifier per level

Primary abilities: Charisma and Strength

Skills: Choose two from Balance, Handle Animal, Intimidate, Notice, Persuade, Sense Motive, Survive, and Traverse.

Rucksack: One melee weapon and a shield *or* two melee weapons and no shield, one suit of armor, gloves, torches, rations, and 50 feet of rope. The weapon(s) or the armor were acquired under unusual circumstances.

Unusual circumstances:

1. Inherited from your father after he died mysteriously.
2. Taken just before you ran away from your last assignment.
3. Given to you by a lizard merchant that you've never seen again.
4. Earned as a reward for your service to Pugmire.
5. Stolen from a mercenary hiding in the Cat Quarter.
6. Made by a blacksmith who owed you a favor.

First tricks: Simple Weapon Aptitude (p. 68), Martial Weapon Aptitude (p. 68), Light Armor Aptitude (p. 68), Medium Armor Aptitude (p. 68), Heavy Armor Aptitude (p. 69), Shield Aptitude (p. 69), and choose one from either Fighting Style (p. 71) or Inspiring Word (p. 71).

Hunters

"When I was a young pup, I once incapacitated a giant ant from a hundred yards away. With one arrow, wham! I tell you, those ants never skittered around my home after that."

– Duchess Indie Schipperke

Hunters are dogs that explore the wild places around Pugmire. They don't live fully in civilization, nor are they strays that always wander in the wilderness. Rather, they consider the dangerous and untamed areas of the world their personal battlegrounds, because that's where the real monsters live. Hunters may be adept at tracking down animals in a variety of terrains, but insane beasts and terrifying creatures are the real prey. These dogs hunt monsters with their wits as well as their weapons. It takes more than a steady paw on a bowstring to make a great hunter — it also takes a keen nose, a sharp eye, and the kind of rough wisdom that comes from pursuing monsters that want to eat your muzzle for breakfast.

Often, hunters will work with other dogs to track down a particularly dangerous foe. Whether it's a group thrown together by circumstance or a team of dogs that have worked as a unit for years, a hunter will share her wisdom with her allies. Many dogs have been saved just as often by a timely piece of advice as by a well-aimed arrow, which means they might return the favor when it's the hunter's life on the line.

That doesn't mean that hunters make friends easily. Some civilized dogs consider them to be too wild, while some strays consider them too tame. That works just fine for the hunter, but it can make for a lonely life on the road, so she'll often work alongside any dog with the courage and skill to take up the hunt. More often than not, that means she ends up acting as the mediator between city dogs and free dogs, but that's fine. If there's one less monster at the end of the hunt, that's all that matters.

SIX HUNTERS

1. An outcast pariah seeking her family's validation one monster pelt at a time.
2. A mercenary willing to kill any monster, if the plastic is good.
3. A free dog whose skill with weapons is only surpassed by her outlandish stories.
4. A guard for a noble house whose masters were slaughtered by a monster, and now seeks revenge.
5. A pioneer who lost her last party to a monster attack, and refuses to lose another one.
6. A peasant girl always looking for bigger game to hunt.

Typical hunter: The only thing that hunters have in common is a shared desire to hunt monsters in the strange and wild places of the world. Many of them tend to wear some form of armor for protection, but nothing so heavy that it will slow them down. While many hunters prefer bows and other ranged weapons, a number are not afraid of face-to-face combat with their foes. Herders and runners are particularly well-suited for the hunter lifestyle, but any dog with courage and a willingness to get her paws dirty can pick up a weapon and go on the hunt.

View on the Code: Hunters generally only care about one aspect of the Code: "Protect all from the Unseen." Although some hunters quibble over whether a particular monster qualifies as one of the Unseen or not, many focus on the intent, which is that all dogs should stand and fight against creatures bent on destruction. They focus more on the hunt than worrying about who considers them to be a "good dog" or who might try to be their "master."

View on other callings:

- **Artisans:** You are capable of some amazing things, but you're soft, more often in need of protection than being a protector yourself.
- **Guardians:** An excellent warrior and protector, but reactive. I want to go and find the monsters, not wait until they're in my yard.
- **Ratters:** They say there are monsters on the city streets, but it's obvious that the truly dangerous ones are in the wild.
- **Shepherds:** Faith can be a powerful thing, but too much focus on "good dogs" leads to *all* dogs being killed by the monstrous.
- **Strays:** I sympathize with the desire to stay outside of stone walls, but living out here too long makes you forget what's important.

Character Creation

Stamina dice: d10 per level

Stamina points: 10 + Constitution modifier per level

Primary abilities: Dexterity and Wisdom

Skills: Choose two from Handle Animal, Know Culture, Know Nature, Notice, Search, Sense Motive, Sneak, Survive, and Traverse.

Rucksack: One ranged weapon, one melee weapon, spare ammunition, one set of light or medium armor, torches, rations, and a trophy gained under unusual circumstances.

Unusual circumstances:

1. Cut from your very first kill, although the monster gave you a scar.
2. Left by your partner, who died before you could save him.
3. Inherited from your uncle, who taught you everything you know.
4. Won during an archery competition against everyone in your village.
5. Taken from a cat that tried to steal your kill.
6. Given to you by the last person you truly cared for.

First tricks: Simple Weapon Aptitude (p. 68), Martial Weapon Aptitude (p. 68), Light Armor Aptitude (p. 69), Medium Armor Aptitude (p. 69), Shield Aptitude (p. 69), and choose one from either Archery (p. 72) or Natural Explorer (p. 73).

Ratters

"Most dogs say the monsters are outside Pugmire's walls, but I've seen civilized dogs do horrible things. That's why I'm here to dig out the real monsters, even if I have to break the law."

– Satyrini Papillon

Ratters are the trackers, rogues, and criminals of the cities, digging up things that have been forgotten. They use fast paws and a hardy constitution to survive all manner of danger and traps, whether it's dodging lightning activated by an ancient pressure pad, or running away from the city guard after stealing a loaf of bread. When confronted with a fight, ratters cling to the shadows, favoring stealth and guile instead of a face-to-face confrontation.

Some dogs consider ratters to be the urban cousins of the hunters. As the hunters explore and hunt in the wilderness, ratters do the same inside the dog kingdoms and the ruins of the Old Ones. Both also stalk monsters, although the monsters that ratters hunt tend to be more metaphorical. You can't put an arrow into hunger, but that doesn't make it any less dangerous of an enemy.

Ratters are particularly known for their specialized tools, designed to bypass a variety of locks and security devices. Although frequently used for illegal purposes, they're just as valuable when exploring a crypt and deactivating traps left by nefarious rivals or mysterious creatures. The quick use of a lockpick has often been the difference between life and death, and even the most law-abiding explorers see the value in having a ratter on an expedition.

Typical ratter: Ratters often work to maximize their speed and tenacity. Flexible, dark-colored armor works much better than heavy armor that shines when so much as a candle gets near it. They also prefer weaponry that is easily concealed, allowing the ratter to attack from the shadows. While a ratter's work often causes them to mingle with the lower classes of society, dogs from all walks of

SIX RATTERS

1. An ex-thief that works for the Pioneers in exchange for a lighter sentence.
2. A puppy to a poor family that had to sneak around and steal to survive.
3. A rich merchant by day, but a defender of the downtrodden by night.
4. A philanthropic tomb raider that wants to recover the relics of the past.
5. A city guard that gets frustrated by the legal system and wants to do more.
6. A professional enforcer that takes money to quietly hurt bad dogs.

life can pick up a blackened blade and fight in the darkness for what's right. Fettles and runners, however, tend to make some of the best (and more notorious) ratters.

View on the Code: Most ratters have a very shaky grasp of the law in general, let alone the Code of Man. They care more about their own instincts and opinions on what is the right thing to do — everything else generally focuses on concrete problems like protecting a starving family from the neighborhood toughs. If a ratter had to pick one tenet of the Code to follow, though, she'd be most likely to gravitate to "bite only those who endanger you."

View on other callings:

- **Artisans:** You can do some amazing tricks. If you're so smart, though, why haven't you figured out a way to help the people who need it?
- **Guardians:** Pull your cloak around your shiny breastplate, and put your sword away. This isn't the kind of battle you can win.
- **Hunters:** Hunting creatures in the wild is a noble goal, but I don't need to travel through the woods to find monsters.
- **Shepherds:** Faith is a luxury. If you care about being a good dog, get your head out of the clouds and help me.
- **Strays:** Leaving the city behind and living on your own isn't noble; it's selfish. You refuse to see the pain living behind city walls.

Character Creation

Stamina dice: d8 per level

Stamina points: 8 + Constitution modifier per level

Primary abilities: Constitution and Dexterity

Skills: Choose two from Balance, Bluff, Notice, Perform, Persuade, Search, Sense Motive, Sneak, Steal, and Traverse.

Rucksack: One simple melee weapon, one simple ranged weapon, one set of light armor, a hooded lantern, rations, 50 feet of rope, and a set of ratter's tools gained under unusual circumstances.

Unusual circumstances:

1. Won in a game of dice, even though the other players were cheating.
2. Found in the rucksack of a lost pioneer.
3. Bought from a shady dealer, no questions asked.
4. Given to you by your mentor and friend before she died.
5. Stolen from an obnoxious dog passing through Pugmire.
6. Made by your cousin, when you told him of your cause.

First tricks: Simple Weapon Aptitude (p. 68), Light Armor Aptitude (p. 69), and choose one from either Precise Attack (p. 73) or Second Wind (p. 73).

Shepherds

"All dogs know to be a good dog. But many don't truly understand what it means to be good. I have been bad, and now am here to help others learn what it means to be good."

– Brother Buster Mutt

The Church of Man has brought many positive things to Pugmire, and the shepherds are one of the most common examples. Shepherds guard the hearts and souls of those around them, both through their wisdom and the power of their faith. From her studies and training in the Church of Man, a shepherd eventually graduates and goes through the Ritual of Transubstantiation. Once she has been injected with the sacred blood of the Old Ones, the shepherd gains mystical power that allows her to heal the wounded, bring sacred fire to dark places, and perform many other miracles.

But shepherds are more than just wielders of holy magic. They are advisors, philosophers, sages, and luminaries. Each shepherd carefully studies the Code of Man and any apocrypha she can acquire – all so she can better understand herself, her companions, and Man themselves. They use this knowledge, along with their faith in Man and in the Code, to guide all dogs that will listen.

Not all shepherds are peaceful proselytizers or strict enforcers of dogma. Many leave the Church grounds and go out into the world, spreading the Word of Man and showing everyone the way to becoming a good dog. Each shepherd has their own method and ideological approach – some barely reference the Church or the Word as they seek to educate, while others are proud to wear their ecclesiastical robes and make time to roll out their prayer mats at each mealtime. All, however, carry the symbol of the Church close to them, as they go out into a world full of challenges to their faith.

Typical shepherd: Shepherds come from all walks of life, but few of them are unintelligent. To receive the Ritual of Transubstantiation requires years of dedicated study, as well as lots of experience speaking with and advising other dogs. Generally, however, shepherds are loath to enter a fight directly, choosing instead to help and support their friends with a soft word of healing or a quick combat prayer. Dogs that use

SIX SHEPHERDS

1. A fashionable merchant that discovered faith in something greater than herself.
2. An acolyte from a family of priests, pressured into doing great things.
3. A noble puppy forced into the Church to make way for a sibling's inheritance.
4. A quiet dog that cares more about helping the poor than religious doctrine.
5. An explorer that uncovered key knowledge of Man, and became a believer.
6. A religious scholar fanatically driven to learn the secrets of the Old Ones.

their heads, like herders and pointers, generally find success within the Church.

View on the Code: Shepherds strive to live their lives by the Code. Not all of them follow every single tenet faithfully, but those that don't are often penitent after the fact. "Be a good dog" is only the first tenet of the Code, but to a shepherd it's the most important. As far as they're concerned, all other tenets support and reinforce that highest of concepts.

View on other callings:

- **Artisans:** You are capable of miracles as well, but you put your faith in the tools of Man, and not Man themselves.
- **Guardians:** It is the mark of a good dog to risk your life for the sake of others. But don't let your strength blind you to your responsibilities.
- **Hunters:** Destroying monsters that seek nothing but chaos makes you a good dog, but so many like you get lost in the wilderness.
- **Ratters:** When you live so much in the shadows, how can you possibly know which dogs are worth saving, and which are not?
- **Strays:** Your heart may be true, but without the companionship of other dogs, how can you know for sure?

Character Creation

Stamina dice: d8 per level

Stamina points: 8 + Constitution modifier per level

Primary abilities: Intelligence and Wisdom

Skills: Choose two from Heal, Know Arcana, Know History, Know Religion, Persuade, and Sense Motive.

Rucksack: One simple melee weapon, one set of light armor, one shield, candles, vestments, rations, and a symbol of the Church of Man gained under unusual circumstances.

Unusual circumstances:

1. Given to you by your mentor on your graduation day.
2. Inherited as a family heirloom, after your mother fell in battle.
3. Purchased from a pawn shop as a lucky charm before you joined the Church.
4. Found one day in your possessions, with no clue how it got there.
5. Made by a strange cat that converted to the Church of Man.
6. Taken from a thief who repented before he was sent to jail.

First tricks: Simple Weapon Aptitude (p. 68), Light Armor Aptitude (p. 69), Medium Armor Aptitude (p. 69), Shield Aptitude (p. 69), and choose one from either Good Memory (p. 70) or Prayers to Man (p. 74).

Strays

"You're thinking I must be some barbarian that fears 'progress.' What you see isn't fear; it's pity. If you could slip the leash of civilization, you would see the wonders I witness every day."

– Kayla

Nomadic wanderers, stalwart survivors, and feral warriors, strays are robust dogs that have abandoned civilization to live in the wilderness. These dogs survive by a combination of brute strength, incredible tenacity, and a passionate anger at anyone who threatens them or their families. Whether they exist outside Pugmire because of philosophical differences with urban dogs, because they were outcast as pariahs, or simply because they don't know any other lifestyle, strays rely only on themselves for what they need. While anyone can end up with the life of a "free dog," only a hardy few fully embrace the lifestyle of those who live outside civilization.

While some strays act like stupid or uncultured barbarians, others are intelligent and even articulate. Many strays live apart from kingdoms and cities by choice, having (as they describe it) escaped the leash of civilization. Strays are passionate dogs, quick to anger and to forgive, and that passion can lead to a wide variety of problems, but it shouldn't be mistaken for a lack of brains. Of course, it's easy to forget that a stray can be a reasonable dog when she's furious and smashing up your campsite because you've scared off all the local wildlife.

Strays can (and often do) have friends they spend time with. They explore much like the dogs of other callings do, even though strays tend to explore out of need, not from a desire to learn or discover something new. But even the most antisocial stray understands that she can't hide from everyone forever, and having allies that can navigate the nuances of civilized life can help a stray get what she needs without frustration...or at least, with *less* frustration. No matter how many friends a stray has, though, she doesn't ever forget the harsh lesson of the wild: Your own strength is all that you can rely on.

SIX STRAYS

1. A puppy of two nobles abandoned to the wilderness.
2. A former acolyte who left the Church of Man after a lapse of faith.
3. A dog raised in the wild, curious and scared of those that live in cities.
4. A soldier who lost her unit, forced to survive any way she could.
5. A farmer who seeks revenge on the badgers that stole his land.
6. A criminal who has never stopped running from the law.

Typical stray: Strays use and wear whatever they can make or get their paws on. Most prefer to avoid using heavy armor, since it can be hard to maintain without regularly going back to civilization. Instead, strays will wear paw-made leather clothes, patchwork armor hand-me-downs, or even just run in their fur. A shield and a good weapon are the only concessions to civilization that the truly wild strays indulge in, but even those strays who appreciate the technology of sophisticated dogs will only carry a few well-crafted tools.

View on the Code: Most strays don't have any relationship with the Code, and more than a few don't even know what it is. Avoiding the rigid laws of society is part of the reason why some dogs become strays, after all. However, even the most uneducated stray often instinctively or intentionally embodies the tenet of "stay loyal to those that are true."

View on other callings:

- **Artisans:** You pointed a stick at me that shot fire. There are easier ways to make fire. Why does everything have to be complicated?
- **Guardians:** A good warrior, but you spend so much time hiding inside an iron suit that you forget the thrill of a real fight.
- **Hunters:** Cousin, you understand the power that freedom gives me. Too bad you're chained to your duty to the hunt.
- **Ratters:** You are a strange dog. When you see the horrors of civilization, what makes you want to go *deeper* into them?
- **Shepherds:** You say pretty things, and your faith is strong. But you choose to be leashed by dead gods.

Character Creation

Stamina dice: d12 per level

Stamina points: 12 + Constitution modifier per level

Primary abilities: Constitution and Strength

Skills: Choose two from Handle Animal, Intimidate, Know Culture, Know Nature, Notice, Survive, and Traverse.

Rucksack: One melee weapon and a shield *or* two melee weapons and no shield, a shovel, torches, rations, and a small personal object gained under unusual circumstances.

Unusual circumstances:

1. Given to you by a loved one before they died of plague.
2. Made by your puppies as a birthday gift several years ago.
3. Taken from the last dog that dared to call you "pariah."
4. Stolen from a rat that tried to sell you bad supplies.
5. Kept after everything else you owned was lost in the fire.
6. Received from a hunter after she nearly died from wounds inflicted by a monster you helped kill.

First tricks: Simple Weapon Aptitude (p. 68), Martial Weapon Aptitude (p. 68), Light Armor Aptitude (p. 69), Shield Aptitude (p. 69), and choose one from either Rage (p. 75) or Unarmored Defense (p. 75).

Breeds

Each dog belongs to a particular *breed*, a collection of dog families that have developed certain traits and reduced others over time. A dog's calling is what she chooses to do with her life, but her breed defines which innate qualities she was born with. Each family within a breed is distinct to the characters within the world of *Pugmire* — the Pomeranian family would never claim to have any connection to the Pug family, for example — but for purposes of the game, all families fall into one of six categories, with Mutts and other mixed-breed dogs acting as a seventh "breed."

You'll notice that the family names for dogs don't always look the same as the breeds we know today. Some of them are combined (like "Shibainu"), others are hyphenated (like "French-Bulldog"), and still others are truncated (like "Pyrenees"). This is intentional! My goal was to make the breed names we know look more like Western surnames. This fictionalized linguistic drift shows the spirit of the breeds while keeping name construction logical. It also opens new questions about the world of *Pugmire*: for example, what is the relationship between the Bulldogs and the French-Bulldogs?

Similarly, the six breeds only vaguely line up to modern official breed groups. Kennel club groupings for dogs vary widely by country and organization, and sometimes the same breed can fall into different breed groups. Rather than trying to reconcile all the real-world information, *Pugmire* goes for a more evocative approach, basing each group on a key ability instead of existing breed standards.

If there's a breed you want to play that isn't represented here, just pick a group that suits your dog best and use that. For example, if you want to play a member of the Vallhund family, you might decide they're a good fit as a herder. Just use the rules for herders, and you're on your way!

On the other paw, if you think one of the dog families should have a different name or be in a different *Pugmire* breed, change it. Everything in this book is a starting point for your own stories, and the inquisitors won't be knocking on your door if you tweak some things.

Breeds contain the following information, some of which impacts later steps in character creation.

Example family names: A few examples of the family names your character could choose. If you're stuck for an idea, you can roll 1d6 and pick one from this list.

Ability bonus: What ability the breed gets a bonus to, and how much (p. 64).

First trick: A single trick a character within that breed takes at creation (p. 76).

Companions

"I like people! I like talking to people and being around people and following people and being yelled at by people. Well, I don't like the last one, but my friends do that, so it must be good!"

– "Crazy Aunt" Mochi Pug

Companions are the most social dogs around. Often smaller in stature than dogs from other families, they make up for it with the size of their personalities, talking and chatting with just about anyone that comes across their path. Companions are quick to make friends — they enjoy the camaraderie of others, and many dogs appreciate their company in return (or find it tolerable, at least). Thus, companions excel as diplomats, politicians, educators, and conversationalists.

These families can be found in many walks of life. Some companions share their love of relics and magic to increase their own knowledge of the arcane (artisans), while others end up as military officers and leaders, inspiring others under them while defending their ideals (guardians).

Example Family Names

1. Affenpinscher
2. Chihuahua
3. Papillon
4. Pomeranian
5. Pug
6. Shihtzu

Ability bonus: +2 to Charisma.

First trick: Puppy Dog Eyes.

Fettles

"It's not about not falling down – I've fallen down more times than I can count.
But I always stand back up for what I think is right. And I will always stand up to bad dogs."
– Dante Lundehund

Fettles are tenacious dogs, stalwart and tough in difficult situations. Those in a family of fettles don't get sick as often as other dogs, and they resist injuries longer than most. Fettles shake off such physical problems and resolutely stand their ground when things get difficult. These stoic dogs generally don't make friends easily, but the ability to survive a wide variety of dangers makes them useful allies. More often than not, a fettle is the one helping his more injured comrades get to safety, and that's worth a lot more than the ability to socialize well.

Whether they choose to live in the dangerous parts of the wilderness (strays) or in the poor and unruly parts of Pugmire (ratters), fettles thrive in places that weaker dogs avoid.

Example Family Names

1. Bernese
2. Bulldog
3. Dalmatian
4. Doberman
5. Mastiff
6. Pyrenees

Ability bonus: +2 to Constitution.

First trick: Hardy Constitution.

Herders

"It has long been the role of the Corgi family to act as wise leaders. Some of us take that wisdom to the battlefield, but I prefer to offer a cup of tea when guiding dogs that have lost their way."

– Brother Archer Corgi

Dogs that come from herder families are known for their wisdom and deep insight. Because of their nobility (or perhaps because of their inability to stop from meddling in the affairs of others), they often give advice and encouragement to dogs that have lost their way, helping to guide them away from their own failings. Confidants and advisors, these dogs can see into the hearts of their friends and colleagues and offer a better way, whether it's in the name of diplomacy or faith in the Code of Man.

Most herders seek out vocations in which they can help others, whether it's through educating them on the intricacies of faith (shepherds) or reclaiming the wild spaces outside Pugmire so that all dogs can live in peace (hunters).

Example Family Names

1. Briard
2. Canaan
3. Collie
4. Corgi
5. German
6. Sheepdog

Ability bonus: +2 to Wisdom.

First trick: Keen Observer.

Pointers

"I love helping good dogs solve their problems. My grandfather said Labradors were the most intelligent dogs at Man's right hand. I don't know about that, but I do love a good mystery."

– Inquisitor Ruby Labrador

Pointers value intelligence over all other qualities. To them, having the right information in your paws is the most important element—you don't need to run away from problems or talk your way out of bad situations if you're smart enough to avoid them in the first place. As such, dogs from these families act as researchers, storytellers, and sages, dedicating themselves to recovering and sharing lost knowledge. Some do this for altruistic reasons, giving all dogs a chance to grow, while others simply relish being the smartest dog in the room.

Since understanding the arcane intricacies of the world requires a keen intellect, many pointers gravitate to magic, whether it is through the study and mastery of lost relics (artisans) or devout study and passionate faith in the Old Ones (shepherds).

Example Family Names

1. Bloodhound
2. Dachshund
3. Labrador
4. Rat-Terrier
5. Staffordshire
6. Weimaraner

Ability bonus: +2 to Intelligence.

First trick: Voracious Learner.

Runners

"Most dogs are so focused on brains or brawn they lose sight of the simplest joys. Dogs run, and I'm one of the fastest runners you'll see."

– Max Greyhound

No matter where they come from or what they do, runners love to run. Dogs from these families are well known for their boundless energy and speed, as well as for their fast reflexes — not only because of their legendary dexterity, but because they love any excuse to exercise it. Their adroit aim, physical agility, and love for speed makes them ideal to act as messengers, racers, and combat trainers. But even those that haven't found their ideal vocation still enjoy chasing other dogs up and down the streets of Pugmire.

Dogs from these families excel at callings that require a keen eye and a steady paw, such as those that stalk after the monsters in the wilderness (hunters) and those that sneak after dangerous foes in the underworld (ratters).

Example Family Names

1. Afghan
2. Borzoi
3. Greyhound
4. Shibainu
5. Whippet
6. Wolfhound

Ability bonus: +2 to Dexterity.

First trick: Speedy Runner.

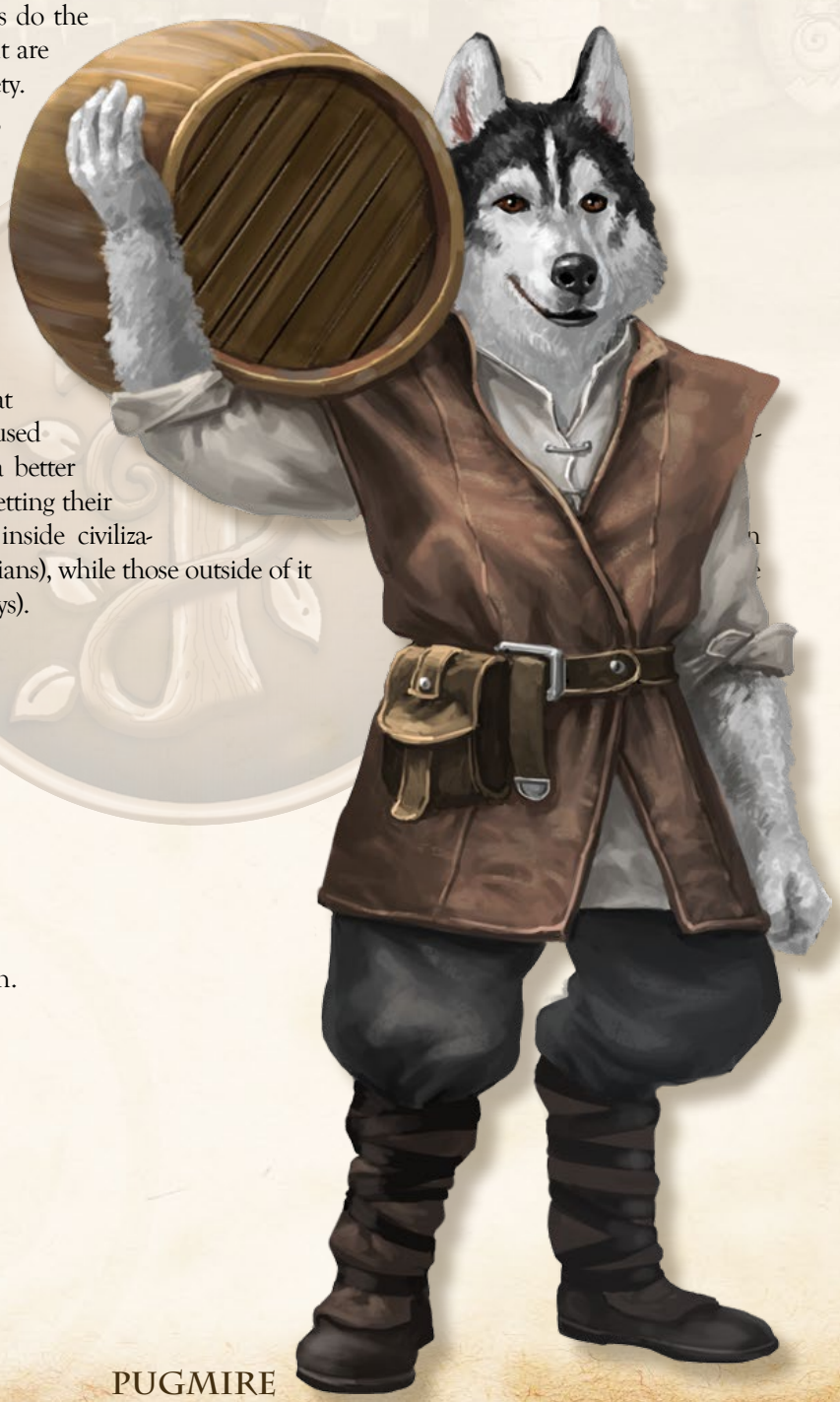
Workers

"It's easy to be a good dog when you're comfortable at home. But when you're working in the dirt to get enough plastic to feed your puppies, that's where good dogs are truly made."

– Gemini Husky

The families in the worker breed value strength and hard work. They are warriors, builders, and manual laborers — the dogs that comprise the foundation of the kingdom of Pugmire. Workers do the jobs that aren't always popular, but are necessary for a functioning society. These families aren't all lower class, and a few are even nobility, but most workers aren't interested in the nuances and etiquette of high society. They're often blunt and direct, caring less about causing offense and more about getting back to work.

Workers excel in callings that rely on their muscles and a focused titude (or perhaps "stubborn" is a better word) towards manual labor and getting their paws dirty. Those dogs that live inside civiliza- strive to protect weaker dogs (guardians), while those outside of it willing to work hard to survive (strays).



Example Family Names

1. Akita
2. Chow
3. Husky
4. Laika
5. Malamute
6. Salish

Ability bonus: +2 to Strength.

First trick: Brute Strength.

Mutts

"Mutts aren't dumb, no matter what the families say. Some Mutts are the smartest dogs I know, and every Mutt I know has one thing in common: We're all survivors."

– Cokie

Mutts aren't a collection of bloodlines like the other families, but a hodgepodge of dogs without any clear lineage. None of these dogs have a distinct pedigree, common history, or even share a last name. While there are plenty of mutts who live inside the established families and take on their last name, there are many more who reject or are rejected by the established families.

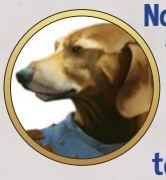
That isn't to say that such outcast mutts don't have *any* family. Some do live alone, but many create families of convenience, living together by choice. Several such families have even started adopting the last name "Mutt" to show solidarity with other dogs that prefer their created families over the established lineages of Pugmire.

Mutts are well suited to many different callings. Crossbreeding between the various dog families helps create diverse dogs that can handle a wide variety of dangers.

Example family names: None. Many are adopted into other families, either by one of the dog's parents or by a caring household. Some of the free dogs band together under the name "Mutt" to give them a sense of family and unity, but many free dogs refuse to use any family name.

Ability bonus: +1 to any two abilities.

First trick: Mutts can pick from any breed's first tricks (Brute Strength, Friendly Face, Hardy Constitution, Keen Observer, Speedy Runner, or Voracious Learner). If a Mutt takes additional breed tricks (p. 99), they must take them within the same group as the first breed trick. For example, if Spike Mutt took Hardy Constitution (a fettle trick), his second breed trick would also have to be a fettle trick.



Nothing forces you to pick a specific breed for a specific calling – any dog can take on any role. However, if you want to get the most out of your character, it's good to choose a calling and breed pair that complement each other.

Look at the primary abilities of your calling. Those two abilities are the key to many of your dog's calling tricks. If you pick a breed that also emphasizes one of those two abilities, you'll get a bonus to that ability, and an additional trick that gives you an advantage with that ability in some circumstances. For example, Yosha is a companion, which gives her a bonus to her Charisma. That's useful to her, since she's an artisan, which has Charisma as one of its primary abilities.

Conversely, you can also use your breed to offset a disadvantage. You can bump an ability score of, say, an 8 to a 10 with the breed bonus, and stop subtracting from ability rolls that your dog might not otherwise be great at. This will create a dog that's good at a couple of things but not really bad at anything. For example, I'm a pointer, but I'm a hunter. That's why I have more brains than some other hunters – I've offset a weaker Intelligence score with my breed's natural smarts.

In the end, you won't break anything if you decide to play a breed that doesn't take maximum advantage of your primary abilities. If you have a combination that you think will be fun to play, that's the most important part.

Backgrounds

A dog's *background* details what he did before he became a hero, whether he was a commoner working in the fields around Pugmire or a noble of one of the established families. It gives him access to the following items, which impact later stages of character creation.

Skills: Two skills to which the character gains access (p. 66).

Rucksack: Some equipment your character can add to his rucksack at the start of his adventuring career. Any of these can be changed with Guide permission.

Trick: Each background comes with one trick the character takes at creation (p. 79).

Acolyte

You have spent your life in the service of the Church of Man. This doesn't necessarily mean you are a shepherd, however – performing sacred rites and prayers is not the same thing as channeling the Word of Man for divine power.

Skills: Know Religion, Sense Motive

Rucksack: A prayer mat, a set of common clothes, and a belt pouch containing a few plastic coins.

Trick: Acolyte of Man.

Common Folk

You come from humble social rank, and you're used to hard work and getting your paws dirty. Whether you embrace your common roots or try to put them behind you, you always understand those that toil to get by.

Skills: Handle Animal, Survive

Rucksack: An iron pot, a set of common clothes, and a belt pouch containing a few plastic coins.

Trick: Folk Hero.

Criminal

You are a former (or current!) criminal who has experience with, and a history of, breaking the law. You have spent a lot of time among other lawbreakers, and still have contacts within the local criminal networks.

Skills: Bluff, Sneak

Rucksack: A crowbar, a set of dark common clothes that includes a hood, and a belt pouch containing a few plastic coins.

Trick: Friend in Low Places.

Free Dog

You no longer call the cities of civilization your home, choosing instead to live in the wild

places. Or perhaps you've never known a roof aside from the sky. Either way, your life is dangerous and perilous, but there is no dog you call "master."

Skills: Know Nature, Survive

Rucksack: A bedroll, a set of patched common clothes, and a belt pouch containing a few plastic coins.

Trick: Respected by Strays.

Merchant

At one point you bought and sold items of value in the marketplaces of Pugmire, or in one of the other nations. You still have a good sense of how to haggle and usually know when you're being taken advantage of.

Skills: Bluff, Sense Motive

Rucksack: A set of scales, a set of fine clothes, and a purse containing some plastic coins.

Trick: Odds and Ends.

Noble

Whether you are a pampered aristocrat, an honorable relic owner, or a disinherited scoundrel, you grew up at a time when your family was part of the nobility of Pugmire (or one of the other dog kingdoms).

Skills: Know History, Persuade

Rucksack: A signet ring, a set of fine clothes, and a purse containing many plastic coins.

Trick: Good Breeding.

Sage

You spent years learning lost lore and the history of the world. You've scoured manuscripts, studied scrolls, and listened to experts on subjects that fascinated you. Your quest for knowledge is never-ending.

Skills: Know Arcana, Know History

Rucksack: A magnifying glass, a set of common clothes, and a belt pouch containing a few plastic coins.

Trick: Nearby Expert.

Soldier

You trained as a puppy to survive on the battlefield, studying the art of warfare. You might have been part of the city watch or a mercenary company, or maybe you were in line to become a member of the royal guard.

Skills: Intimidate, Traverse

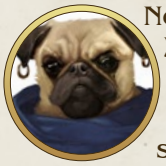
Rucksack: An insignia of rank, a set of common clothes, and a belt pouch containing a few plastic coins.

Trick: Rank Has Its Privileges.

Ability Scores

Every character, from the most heroic warrior to the lowliest cur, has six *abilities*. Even monsters and people from other species have abilities! Nearly every roll you make in *Pugmire* is based on one of these abilities, so they're important for everyone. Each ability has a *score* and a *modifier*. The scores generally range from 1-20.

- Strength: The ability to apply physical force.
- Dexterity: Physical coordination and agility.
- Constitution: Overall hardiness and resistance to pain.



Now that you've picked your character's calling, breed, and background, you can start filling in your character sheet! I'll show you how to do it, using my friend Alistair Afghan as an example of a starting character. If you haven't met Alistair, he's a noble that studies magic like I do. So he's an artisan, a runner (as an Afghan), and a noble. I fill out the sheet like so:

Pugmire

Name: ALISTAIR AFGHAN
Calling & Level: ARTISAN / 1
Breed: RUNNER
Family: AFGHAN
Background: NOBLE

- Intelligence: Mental skill and knowledge.
- Wisdom: Wit and common sense.
- Charisma: Personality and likability.

Assign one of the following numbers to each ability: **15**, **14**, **13**, **12**, **10**, and **8**. You can assign any number to any ability, but it's generally a good idea to put higher numbers in your calling's primary abilities (see below). Having high primarily ability scores will help with those dice rolls that your character will use more often. After you've assigned your initial number, add the additional bonus or bonuses from your dog's breed. These will be your final ability scores..

BREED	ABILITY SCORE BONUS
Companions	+2 to Charisma score
Fettles	+2 to Constitution score
Herders	+2 to Wisdom score
Pointers	+2 to Intelligence score
Runners	+2 to Dexterity score
Workers	+2 to Strength score
Mutts	+1 to any two scores

Once you've assigned scores to each ability, mark down that ability's modifier in the main box, and write the score in the small oval underneath. These modifiers are added or subtracted from any rolls that relate to the ability in question, and modify other components of the game.

SCORE	MODIFIER
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20	+5

Here's how I would assign ability scores to Alistair. He's a very smart dog, so I'll give him a 15 in Intelligence. Unfortunately, he's not very wise or agile, so I'll put the 10 in Wisdom and the 8 in Dexterity. That leaves me with a 14, a 13, and a 12, which I assign to Constitution, Charisma, and Strength, respectively. Plus, Alistair is a runner, so I can add +2 to his Dexterity score! I write all the scores down, and then look up the modifiers. Finally, I fill out the sheet like so.

Primary Abilities

Each calling has two of the abilities marked as *primary abilities*. These two abilities are the ones the calling uses the most, particularly as part of their calling tricks. They also allow the dog to use her proficiency bonus for saving throws (p. 87).

CALLING	PRIMARY ABILITIES
Artisans	Charisma and Intelligence
Guardians	Charisma and Strength
Hunters	Dexterity and Wisdom
Ratters	Constitution and Dexterity
Shepherds	Intelligence and Wisdom
Strays	Constitution and Strength

This part's easy. Since Alistair is an artisan, I color in the circle next to Intelligence and Charisma. I'll fill in those boxes next to the abilities in a bit.

SAVING THROWS

- ○ STRENGTH
- ○ DEXTERITY
- ○ CONSTITUTION
- ● INTELLIGENCE
- ○ WISDOM
- ● CHARISMA

Stamina Points

Every time a dog is hurt, he loses stamina. Once his stamina runs out, he is unconscious and possibly dying (p. 96). In *Pugmire* you track how healthy your dog is through both *stamina points* and *stamina dice*.

Your dog's stamina points are determined by his calling, which gives a set number that is added to his Constitution modifier for a final number of stamina points. Every time your dog gains a level, that amount is added again to his stamina point total, giving him more and more stamina points.

Your dog also has stamina dice — the die type of your stamina dice is based on your character's calling, ranging from d6 to d12. A dog's total stamina dice are equal to his level. For example, a fifth-level guardian has 5d10 stamina dice. These dice are used in a variety of ways, but mostly they allow the dog to regain some of his stamina points during an adventure.

Spellcasting dogs like artisans and shepherds can use stamina dice in an additional way: To recover their ability to cast magic spells. These spell slots are covered in more detail on p. 100, but stamina dice can be used to replenish spell slots.

CALLING	STAMINA POINTS/LEVEL	STAMINA DICE/LEVEL
Artisans	6 + Constitution modifier	d6
Guardians	10 + Constitution modifier	d10
Hunters	10 + Constitution modifier	d10
Ratters	8 + Constitution modifier	d8
Shepherds	8 + Constitution modifier	d8
Strays	12 + Constitution modifier	d12

Since Alistair's an artisan, and I'm making him at first level, he has 1d6 stamina dice. I add his Constitution modifier of +2 to 6, and he starts with 8 stamina points. Here's how I fill out the sheet!

STAMINA POINTS

8 / 8

CURRENT/MAXIMUM STAMINA POINTS

STAMINA DICE

1D6

TOTAL

Proficiency Bonus

The *proficiency bonus* represents your dog's growth in knowledge and experience. If your dog is skilled in something, you can add her proficiency bonus to appropriate die rolls. As she gains levels, your dog's proficiency bonus increases over time. A first-level dog starts with a proficiency bonus of +2, and it's applied in the following rolls:

- Attack rolls using weapons for which she has an appropriate Aptitude trick (p. 68)
- Attack rolls with spells she casts (p. 101)

- Ability checks using skills she has (see below)
- Saving throws, based on her calling's primary abilities (p. 87)
- Saving throw difficulties for spells she casts (p. 100)

Your dog's proficiency bonus can't be added more than once to a single die roll or to another number. However, the proficiency bonus might occasionally be modified (doubled or halved, for example) before you apply it.

Alistair is first level, so he starts with a proficiency bonus of +2. I fill out that section on the sheet.

+2 PROFICIENCY BONUS

Also, I can now fill out the saving throw section. For the four abilities that aren't primary for Alistair, he gets his normal ability modifier. But for his primary abilities, he gets his ability modifier and his proficiency bonus!

SAVING THROWS		
○	+1	STRENGTH
○	0	DEXTERITY
○	+2	CONSTITUTION
●	+4	INTELLIGENCE
○	0	WISDOM
●	+3	CHARISMA

Skills

Skills are things your dog can do well. Think of them as verbs — when your character is asked what she is good at, she might say "I can balance, notice things, perform, and I know about history." Skills are binary: You either have a skill or you don't.

Whenever your dog takes an action that involves one of her six abilities, you can check to see if your character has a relevant skill for the roll. If so, you can add her proficiency bonus to the ability check in addition to whatever ability modifier is associated with the roll.

The skills generally fall under certain abilities, but if you can justify a skill being used with another ability (and your Guide agrees), you can add your dog's proficiency bonus as normal. For example, Persuade is usually a Charisma skill, but if an artisan is trying to convince a city official that she knows the legal ramifications of granting a cat Pugmire citizenship, Intelligence might be a more suitable ability.

Sometimes, if your character doesn't have the appropriate skill, you may roll as normal, without a proficiency bonus. Occasionally you may roll at a disadvantage, or not be able to roll at all (such as trying to read arcane writing without the Know Arcana skill). Each situation is up to the Guide to decide whether you can roll or not, and if you are at a disadvantage.

Your dog gets both skills listed with his background, and can choose two more from the list given with his calling (next page).

BACKGROUND	SKILLS
Acolyte	Know Religion, Sense Motive
Common Folk	Handle Animal, Survive
Criminal	Bluff, Sneak
Free Dog	Know Nature, Survive
Merchant	Bluff, Sense Motive
Noble	Know History, Persuade
Sage	Know Arcana, Know History
Soldier	Intimidate, Traverse

Strength

Intimidate: This skill covers your character's ability to influence someone through threats, physical violence, and other hostile actions.

Dexterity

Balance: This skill helps your character stay upright in precarious situations, such as trying to balance on a tightrope, run across

CALLING	SKILLS
Artisans	Choose two from Handle Animal, Heal, Know Arcana, Know Culture, Know History, Know Nature, Know Religion, Notice, Perform, Search, and Sense Motive
Guardians	Choose two from Balance, Handle Animal, Intimidate, Notice, Persuade, Sense Motive, Survive, and Traverse
Hunters	Choose two from Handle Animal, Know Culture, Know Nature, Notice, Search, Sense Motive, Sneak, Survive, and Traverse
Ratters	Choose two from Balance, Bluff, Notice, Perform, Persuade, Search, Sense Motive, Sneak, Steal, and Traverse
Shepherds	Choose two from Heal, Know Arcana, Know History, Know Religion, Persuade, and Sense Motive
Strays	Choose two from Handle Animal, Intimidate, Know Culture, Know Nature, Notice, Survive, and Traverse

slippery ice, or stay upright on a high tree branch in a nasty storm.

Sneak: This skill covers your character's ability to conceal himself from enemies, slip away without being noticed, sneak past guards, or conceal something on him.

Steal: This skill covers your character's ability to take something from someone else without them noticing, as well as knowledge of bypassing locks, doors, and other barriers.

Constitution

Traverse: This skill covers your character's ability to use his body to overcome physical obstacles, such as by climbing them, jumping over them, or swimming through them.

Intelligence

Know Arcana: This skill represents your character's ability to recall information and lore about magic, spells, masterwork relics, and the like, as well as read the language of the Old Ones.

Know Culture: This skill helps your character understand the nuances of dog society (such as the intricacies of the royal court), or to understand a different culture entirely. While all the uplifted species speak the same core language, Know Culture will allow your dog to understand a particular culture's lexicon, secret codes, or euphemisms.

Know History: This skill represents your character's ability to recall information about historical events, legendary people, and some of the more common myths of the lost civilizations of Man.

Know Nature: This skill represents your character's ability to recall information about terrain, plants, animals, the weather, and natural cycles.

Know Religion: This skill represents your character's ability to recall information about the Church of Man, rites and prayers, religious history, and even the religions of other nations.

Wisdom

Handle Animal: This skill covers your character's ability to calm down a domesticated animal, assure your mount isn't spooked by nearby danger, or discern an animal's intentions.

Heal: This skill covers your character's ability to stabilize a dying companion (see p. 96) or diagnose an illness.

Notice: This skill covers your character's awareness of his surroundings, noticing sudden changes in the environment, and his overall keenness of sense. Dogs value sight and smell equally, and sometimes a distinct smell is more useful than what a dog can see.

Search: This skill helps your character as he actively looks or smells for clues or hidden items, as well as deduce where they might be found. It's different from Notice because the character is actively looking instead of reacting to stimuli.

Sense Motive: This skill helps your character determine someone's true intentions. Whether uncovering a lie or predicting her actions, the dog observes his target's body language, speech patterns, and mannerisms to learn the truth.

Survive: This skill represents your character's ability to follow tracks, hunt game, identify signs that enemies live nearby, predict the weather, or avoid natural hazards.

Charisma

Bluff: This skill helps your character to convincingly hide the truth. Whether verbally or through his actions, he can mislead others by ambiguity or outright lies.

Perform: This skill covers how well your character can please and delight an audience, whether it's by storytelling, acting, dancing, music, or some other form of entertainment.

Persuade: This skill represents your character's ability to influence someone through tact, social grace, diplomacy, or a generally positive nature.

Since Alistair is a noble, he knows about history and is very persuasive — he gets the Know History and Persuade skills. I can also choose two more skills from his calling list. A good artisan needs to know about the arcana of the world, and Alistair is a very worldly dog, so I choose Know Arcana and Know Culture. I add them all to my sheet.

SKILLS
Know History
Persuade
Know Arcana
Know Culture

Tricks

Tricks are the special abilities and powers dogs get as they improve. Tricks come from your dog's calling, background, breed, and sometimes from masterwork relics (see "Masterworks," p. 171).

Your character's breed and background come with one trick each — mark them on your character sheet. For your character's calling, you receive a few aptitude tricks for free. In addition, you can choose one of the two tricks listed under "first tricks" and add it to your sheet.

Learning New Tricks

Every level, you have the option to take a new calling, breed, or aptitude trick as part of your dog's improvement (p. 99).

Similarly, you can choose to refine a trick your dog already has, reflecting how the dog learns to use her trick more effectively or finds some new way to use an existing trick. There's a list of all refinements the dog can take under each calling trick. Unless otherwise stated, each refinement can only be taken once, but they can be taken in any order.

Aptitude Tricks

Anyone can pick up a sword and try to swing it, but a trained soldier can use it better than an untrained farmer. Aptitude tricks allow your character advantages when using certain kinds of items, such as weapons and armor.

Simple Weapon Aptitude

Anyone can use a simple weapon, but dogs with this trick can add their proficiency bonus to attack rolls when using any simple weapon. This includes clubs, daggers, darts, handaxes, javelins, maces, quarterstaves, shortbows, sickles, slings, small crossbows, spears, and unarmed punches, kicks, and bites.

Martial Weapon Aptitude

Using martial weapons requires training and dedication — a dog without this trick always attack with such weapons at a disadvantage. Dogs with this trick, however, can use martial weapons well, and can add their proficiency bonus to attack rolls using them. This includes battleaxes, crossbows, flails, glaives, greatswords, greataxes, halberds, lances, longbows, longswords, rapiers, scimitars, shortswords, tridents, war picks, warhammers, and whips.

APTITUDE TRICKS

CALLING	APTITUDE TRICKS
Artisans	Simple Weapon Aptitude, Light Armor Aptitude
Guardians	Simple Weapon Aptitude, Martial Weapon Aptitude, Light Armor Aptitude, Medium Armor Aptitude, Heavy Armor Aptitude, Shield Aptitude
Hunters	Simple Weapon Aptitude, Martial Weapon Aptitude, Light Armor Aptitude, Medium Armor Aptitude, Shield Aptitude
Ratters	Simple Weapon Aptitude, Light Armor Aptitude
Shepherds	Simple Weapon Aptitude, Light Armor Aptitude, Medium Armor Aptitude, Shield Aptitude
Strays	Simple Weapon Aptitude, Martial Weapon Aptitude, Light Armor Aptitude, Shield Aptitude

Characters must have the Simple Weapon Aptitude trick before they can take Martial Weapon Aptitude.

Exotic Weapon Aptitude

Exotic weapons are so strange and rare that it's hard to train in them, and most dogs can't even work out how to use such bizarre weaponry. However, a dog with this trick has been around these exotic weapons enough that she can not only use them, but can also add her proficiency bonus to attack rolls using them. This doesn't include masterwork weapons that are based on existing simple or martial weapons (such as masterwork swords) — those weapons only require either Simple Weapon Aptitude or Martial Weapon Aptitude.

Characters must have the Martial Weapon Aptitude trick before they can take Exotic Weapon Aptitude.

Light Armor Aptitude

The dog with this trick can wear light armor effectively, giving her a defense of 11 + her Dexterity modifier. Examples of light armor include padded armor, leather armor, and studded leather armor.

Medium Armor Aptitude

The dog with this trick can wear medium armor effectively, giving her a defense of 13 + her Dexterity modifier. Further, the dog's Dexterity checks (not attack rolls) are at a disadvantage. Examples of medium armor include hide armor, a chain shirt, scale mail, and half plate mail.

Characters must have the Light Armor Aptitude trick before they can take Medium Armor Aptitude.

Heavy Armor Aptitude

The dog with this trick can wear heavy armor effectively, giving her a defense of 16 (no Dexterity modifier is added). Further, the dog's two-legged and four-legged speeds (p. 83) are reduced by five feet, and her Dexterity checks (not attack rolls) are at a disadvantage. Examples of heavy armor include ring mail, chain mail, splint mail, and plate mail.

Characters must have the Medium Armor Aptitude trick before they can take Heavy Armor Aptitude.

Shield Aptitude

The dog with this trick can use a shield effectively, giving her +2 to her defense. However, she only has one free paw and cannot use weapons or objects with the "two-pawed" quality (p. 81). Further, the shield offers no benefit against attacks that the user cannot actively defend against (such as attacks from behind or spell effects that go around corners).

Calling Tricks

These are the tricks that are specific to a dog's calling. At first level, each character starts with one of two calling tricks (see next page).

Artisans

Artisan tricks rely on the dog's personality and understanding of magic. Dogs with high Charisma and Intelligence will do well.

Encouragement

The artisan can encourage his allies and friends, either through inspirational words or by sheer enthusiasm.

CALLING TRICKS

CALLING	FIRST CALLING TRICK
Artisans	Either Encouragement or Focus Magic
Guardians	Either Fighting Style or Inspiring Word
Hunters	Either Archery or Natural Explorer
Ratters	Either Precise Attack or Second Wind
Shepherds	Either Good Memory or Prayers to Man
Strays	Either Rage or Unarmored Defense

If the ally is within 60 feet and can see or hear the artisan, he can use a bonus action to give that ally an encouragement die (a d6). The target can roll the encouragement die and add it to any d20 roll, either before or after the die is rolled — once they do, the encouragement die is expended until the artisan uses this trick again.

This trick can be used a number of times equal to the dog's Charisma modifier before the dog needs to sleep.

Refinements

- The encouragement die is changed to a d8.
  - If this refinement is taken a second time, it is changed to a d10.
- The ally can now roll the encouragement die and regain that many stamina points or spell slots, instead of using it to add to a d20 roll. The die is expended as normal.

Fast-Talk

The artisan can baffle and confuse her enemies through sheer force of personality or impenetrable mystical babble.

When used, the dog chooses a target that can hear and understand her, and makes a Charisma check (difficulty is 10 + the target's Wisdom modifier). If successful, the target is Incapacitated **(p. 98)** until the end of the target's next turn.

Refinements

- The artisan can now choose to add her Charisma bonus to melee attacks instead of Strength, if she can speak.
- The artisan now impacts a number of targets equal to her Charisma modifier (use the highest difficulty for the Charisma roll).
- The artisan can choose to make her target(s) Charmed **(p. 97)** or Confused **(p. 98)** instead of Incapacitated.

Focus Magic

The artisan starts with a masterwork focus — a strange, intricate device from the ages of Man that doesn't do anything obvious. By taking this trick, the dog has become spiritually attuned to the focus, and can draw and channel arcane energy through it. In effect, the dog uses the focus to cast spells.

This focus is powered by the artisan's life force and, once attuned, is uniquely tied to the artisan — another dog cannot use it, and another artisan with a similar focus might find that it allows her to create different effects.

Upon taking this trick, the artisan learns three basic spells that can always be used by the focus **(Elemental Ray, Mage Paw, and Smell Magic — see p. 101 for more information)**. In addition, the artisan can choose two first-level spells. All references to "spellcasting ability" are references to Intelligence.

Refinements

- The artisan can choose spells of the next highest spell level **(p. 100)**. This can be taken multiple times.
- The artisan can learn four more spells at her current spell level this advancement **(for a total of six; p. 99)**. This can be taken multiple times.

Good Memory

The dog learns a lot of unrelated information in the process of studying the ancient mysteries of Man, and has an easier time recalling that knowledge than most. The character can choose up to two Intelligence-based skills he has — the proficiency bonus for those specific skills is now doubled. The dog can also use an Intelligence-based skill as a bonus action at any time.

Refinements

- The dog can now use any Intelligence-based skill at a disadvantage if he normally would not get

a roll at all, such as reading the Word of Man when he doesn't have the Know Arcana skill.

Guardians

Guardian tricks revolve around leadership and power in combat. Charisma and Strength are helpful when using these tricks.

Cleave

Dogs with the Cleave trick can channel a kind of battle awareness, allowing them to immediately engage another opponent once they have dispatched the first.

If the dog's attack dispatches her opponent (such as by sending him to 0 stamina points), she can take a bonus action to make a second attack roll on an opponent within reach. She must use the same weapon and attack she used previously.

Refinements

- The dog no longer needs to spend a bonus action to make a second attack.
  - If this refinement is taken again, the dog now gains an advantage on the second attack.
- If the second attack also dispatches the additional opponent, the dog can now use her reaction or bonus action to attack a third opponent in the same fashion.
  - If this refinement is taken again, the dog no longer needs to use her reaction or bonus action to make the third attack.
  - If taken a third time, she gains an advantage on the third attack.

Fighting Style

The guardian has mastered a fighting style, giving him certain advantages in combat. The first time this trick is chosen, choose from the following options:

- Defensive style: +1 to defense when wearing armor.
- Dueling style: When wielding a melee weapon in one paw and no other weapons, damage rolls gain +2.
- Great weapon style: When wielding a two-pawed melee weapon, a 1 or a 2 on a damage die can be rerolled, but the new roll is final.
- Protection style: When wielding a shield and when an opponent attacks an ally within five feet of you, use a reaction to give the opponent a disadvantage.
- Two-weapon fighting style: When wielding two light weapons, add your ability modifier *and* your proficiency bonus to the damage roll. This counts as one attack (i.e., you are attacking with both weapons at once, instead of making two separate attacks), but the attacker can decide which weapon and damage type is used for the damage roll.

Refinements

- The guardian can choose an additional fighting style. This refinement can be taken multiple times.

Inspiring Word

Using leadership and strength of personality, the guardian encourages allies to keep fighting.

If the ally is within 60 feet and can see or hear the guardian, the guardian can use a bonus action and speak something encouraging, allowing that ally to immediately use a stamina die to regain stamina points or spell slots. This can be used a number of times equal to the guardian's Charisma modifier before the dog needs to sleep.

Refinements

- The guardian now adds 1d6 stamina points or spell slots to the results of the stamina die roll. Further, the ally can choose to use zero stamina dice (i.e., taking only the bonus 1d6 stamina points or spell slots).
  - If taken a second time, this increases to 1d10.
- The guardian can now touch an ally and give the benefit without speaking.
- The guardian can now use her reaction (when it's not her turn) to allow an ally to immediately reroll a saving throw.

Leadership

The guardian knows how to lead other characters in battle, giving them orders and advice to allow them to take maximum advantage.

On her turn, the guardian can use her action to allow another ally within 60 feet that can see or hear

her to immediately take one action. This does not use up the ally's action, bonus action, or reaction, and the ally can still be chosen for initiative if she hasn't already taken her turn.

Refinements

- The action the target takes now has an advantage.
- The guardian can now use this trick as a bonus action instead. She can do this a number of times equal to her Charisma modifier before she needs to sleep.

Hunters

Hunter tricks involve understanding of the wilderness, as well as good paw-eye coordination. High Dexterity and Wisdom are therefore useful for these tricks.

Archery

Some callings are particularly experienced with ranged weapons, becoming very accurate with them.

Once this trick is taken, the dog gains +2 to all attack rolls with ranged weapons.

Refinements

- The dog now gets an advantage on ammunition saving throws (p. 80).
- The dog can now make a second ranged attack on the same target as a bonus action.
  - If taken again, the dog can choose a different target with this bonus action.
- The dog can now reroll any damage die for a ranged weapon that shows a 1, but the new roll must be kept.
  - If taken again, any damage die that shows a 1 or 2 can be rerolled.

Beast Master

After spending a lot of time around animals, the hunter can calm them. The hunter can give commands to animals as per the Command spell (p. 106). He can do this a number of times equal to his Wisdom modifier before sleeping.

Refinements

- The hunter can now choose a loyal animal companion, which uses relevant mechanics for the animal (**such as those on p. 179**). The companion understands simple spoken commands..
  - If taken again, the hunter can now communicate fluently with his companion by thought, without needing to speak.

Natural Explorer

The hunter masters a preferred kind of terrain.

Once this trick is chosen, the hunter picks one type of nonurban terrain (woods, plains, marsh, desert, hills, mountains, water, and so on). She doubles her proficiency bonus on all Wisdom checks related to that type of terrain, including Survive checks. She also does not need rations to survive while in her terrain, as she can always hunt for sustenance **(and is therefore effectively allowed a free Constitution check reroll when sleeping outdoors — see p. 91)**.

Refinements

- The hunter can choose a second type of terrain in which to gain the benefits listed above. All bonuses for this trick now apply to both kinds of terrain.
- The hunter now moves at her full speed in her terrain, even if others can't. She can also do this while sneaking.
- The hunter now cannot be lost or surprised in her terrain.

Quick Draw

Thanks to long training and experience in combat, the hunter can leap into the fight at a moment's notice.

The hunter gains an advantage on initiative rolls.

Refinements

- The hunter no longer needs to take an action to change weapons or items.
- The hunter can now never be surprised, and will always get an initiative roll.

Ratters

Ratter tricks are based around stealth, speed, precision, and tenacity. Constitution and Dexterity are both useful for these tricks.

Archery

Same as the hunter trick **(p. 72)**.

Precise Attack

Most ratters aren't honorable fighters. They know that doing the most damage is all that matters. Once per turn, the ratter can add 1d6 to a melee attack damage roll if she has advantage for any reason, or if an ally of the ratter is within five feet of the target.

In addition, the ratter can make a Dexterity check (difficulty is 10 + the highest Wisdom modifier of all active opponents) as an action to hide in the shadows or otherwise avoid a target's attention. If successful, she gains an advantage on her next melee attack roll.

Refinements

- The ratter now adds 1d8 to the damage roll.
  - If taken again, she adds 2d6 to the damage roll.
  - If taken a third time, she adds 2d10 to the damage roll.
- The ratter can now use this trick on melee or ranged attacks.
- The ratter can now make a Dexterity check to hide as a bonus action, instead of a regular action.

Second Wind

Ratters learn to push past the pain and persevere in the most unusual of environments.

The ratter can take a bonus action to roll one of his stamina dice and regain stamina points or spell slots immediately. He can do this once before resting or sleeping.

Refinements

- The ratter can now add his proficiency bonus to the stamina die roll.
- The ratter can now use this trick a number of times up to his Constitution modifier (if greater than 1) before resting or sleeping.

Trap Sense

Locks. Security wards. Traps. No matter what device keeps a ratter from her goal, she has a knack of getting around it.

The ratter has advantage when avoiding traps (see p. 92). Further, she doubles her proficiency bonus on all checks to bypass a lock, trap, or similar device that keeps her from her objective. The device is broken on a success.

Refinements

- The ratter no longer breaks the device. Further, she can re-engage it if she chooses. She must make another attempt to bypass it if she doesn't have a legitimate means to deactivating it (a key, a security incantation, and so on).
- The ratter can choose one ally within 10 feet to reroll a failed Wisdom saving throw when near a trap.
- The ratter can now choose one ally within 10 feet to make a Dexterity saving throw to avoid all damage from activated traps, even if they would not normally receive a saving throw.

Shepherds

Shepherd tricks work best when the dog is both knowledgeable and wise. Intelligence and Wisdom are very helpful with these tricks.

Good Memory

Same as the artisan trick (p. 70).

Healing

Shepherds are, by their natures, healers. As such, while they have access to a variety of prayers that help them with healing, in a pinch they can use some of their own life force to help their allies.

When this trick is taken, shepherds can give another character one of their stamina dice as a bonus action. The character receiving the die rolls it immediately, and adds the result to his stamina points.

Refinements

- The shepherd can now add 1d6 to the number of stamina points given from all healing spells and uses of the Healing trick.
  - If taken again, this bonus is increased to 1d8.
  - If taken a third time, this bonus is increased to 1d10.
- The successful use of a shepherd's healing spell or the Healing trick now also gives the target the chance to remove conditions. The target makes a Wisdom saving throw for one condition (difficulty is the original spellcaster's spell difficulty, if from a spell, or 15 otherwise). If the saving throw is successful, the condition is removed.
  - If taken again, after a successful healing spell or use of the Healing trick, the target can now automatically remove any one condition she desires, as if the target succeeded in their Wisdom saving throw.

Prayers to Man

Shepherds pray to Man, giving them access to incredible feats of magic. These prayers are powered by the shepherd's life force. New prayers are learned either from extensive study within the Church of Man, or through intense meditation and communion with Man.

Upon taking this trick, the shepherd learns three basic spells that can always be used through the shepherd's faith **(Bless/Bane, Sacred Flame, and Spare the Dying — see p. 101 for more information)**. In addition, the shepherd can choose two first-level spells. All references to "spellcasting ability" are references to Wisdom.

Refinements

- The shepherd can choose spells of the next highest spell level **(p. 100)**. This can be taken multiple times.
- The artisan can learn four more spells at her current spell level this advancement **(for a total of six; p. 99)**. This can be taken multiple times.

Repel Demons

Shepherds are tasked with helping all dogs combat the Unseen, particularly demons. As such, they have developed knowledge on how to repel demons, and those tainted by them.

Once before sleeping, the shepherd can force demonic characters (including Possessed characters) that can see or hear her within 30 feet to make a Wisdom saving throw — difficulty is 10 plus the shepherd's proficiency bonus and Wisdom modifier. Each character that fails the sav-

ing throw is Repelled (p. 99). Affected enemies can make a new Wisdom saving throw against the same difficulty as an action.

Refinements

- The shepherd can now affect enemies considered to be "undead" as well as demonic.
- The shepherd can now use this trick a number of times equal to her Intelligence modifier (minimum of 2) before sleeping.
- Repelled enemies now no longer get additional saving throws — once Repelled, they remain so for the remainder of the combat.
- In addition to Repelling affected enemies, the shepherd can now choose to do 1d8 radiant damage to successfully-Repelled enemies.
    - If taken again, this now does 1d12 radiant damage to successfully-Repelled enemies.
    - If taken a third time, this now does 2d10 radiant damage to successfully-Repelled enemies.

Strays

Stray tricks help to bolster the dog when she is on her own. Constitution and Strength are useful when taking these tricks.

Cleave

Same as the guardian trick (p. 71).

Indomitable Will

The headstrong and decisive nature of the stray's chosen lifestyle gives her an edge when people attempt to force her to do things against her will.

The stray adds twice her proficiency bonus to saving throws against compulsion, including magical effects such as the Command spell.

Refinements

- The stray now gets a saving throw against any compulsion effect, even if she normally would not get one.
- If the stray makes her saving throw against a compulsion effect, she now cannot be the target of that effect again for 24 hours. In addition, the stray can immediately use one of her stamina dice to regain stamina points or spell slots, if she chooses.

Rage

The anger the stray has towards the injustice of the world gives her a great advantage in battle.

Once before sleeping, the stray can choose to rage as a bonus action. This gives her the following effects for one fight:

- An advantage on all Strength checks (not attack rolls).
- Add proficiency bonus to melee weapon damage rolls.
- Resistant (p. 96) to bludgeoning, piercing, and slashing damage.

Refinements

- The stray can now rage a number of times equal to her Constitution modifier (minimum of 2) before sleeping.
- The stray now gets an advantage on all Strength attack rolls as well as Strength checks.
- The stray now gets double her proficiency bonus to melee weapon damage rolls while raging.
    - If taken again, any melee hits while raging are considered to be triumphs.

Unarmored Defense

The stray can defend himself without the need for bulky armor.

Once this trick is taken, and if the stray is without armor or only uses a shield, his defense is 10 + Constitution modifier + Dexterity modifier + shield (if used).

Refinements

- The stray's defense is now increased by an additional +1. This can be taken up to three times.

Breed Tricks

These are the tricks each breed has access to. At first level, a dog gets one specific breed trick to start with.

BREED	FIRST BREED TRICK
Companions	Puppy Dog Eyes
Fettles	Hardy Constitution
Herders	Keen Observer
Pointers	Voracious Learner
Runners	Speedy Runner
Workers	Brute Strength
Mutts	Choose one from Brute Strength, Friendly Face, Hardy Constitution, Keen Observer, Speedy Runner, or Voracious Learner

Companions

Companion tricks work best when the dog is being charming — useful when he has a high Charisma.

Charming Discourse

After a few minutes of conversation, a target is Charmed (p. 97) for one hour, unless he makes a Wisdom saving throw. If the target is currently being threatened or attacked by the companion or her allies, however, he receives an advantage to his saving throw, and subsequent aggressive acts give additional saving throws with an advantage.

This trick can be used a number of times per day equal to the companion's Charisma modifier (minimum of 1), before the dog needs to sleep.

Funny Trick

The companion with this trick tells a joke or does something humorous in front of a single target. If the target fails an Intelligence saving throw, she collapses into gales of manic laughter for one round, becoming Incapacitated (p. 98) until the end of the target's next turn.

A character with an Intelligence score of 2 or lower is not affected. A character from a different culture or who is otherwise sufficiently alien to the dog may get an advantage on her saving throw.

A companion can do Funny Trick a number of times equal to his Charisma modifier (minimum of 1) before the dog needs to sleep.

Puppy Dog Eyes

The companion gets an advantage on Charisma checks involving making friends or being polite.

Smell the Unseen

With a successful Wisdom check (difficulty equal to 10 + target's Wisdom modifier), the dog can smell the presence of any objects or beings that are invisible within her range of vision, as if they were normally visible. Such characters can attempt a Wisdom saving throw to remain undetected, if they know they have a chance of being sensed.

This trick also allows the dog to sense if Unseen characters are possessing others, after the dog has a conversation with the target assumed to be possessed (and a successful Charisma check, with a difficulty equal to 12 + the target's Wisdom modifier).

Some dogs feel compelled to bark when they smell Unseen influence, while others direct their outbursts into subtler actions.

Fettles

Fettle tricks enhance the dog's natural tenacity. A high Constitution makes these tricks even more useful.

Burst of Energy

For one round, the fettle with this trick gains an advantage on all attack rolls and Constitution saving throws. The character can use this trick a number of times equal to his Constitution modifier (minimum 1) before the dog needs to sleep.

Hardy Constitution

The fettle with this trick can add 1d4 to all Constitution saving throws.

Iron Resolve

The fettle with this trick gains an advantage to all saving throws against attempts to force her into a course of action she doesn't want to do.

Thick Coat

The fettle's defense is increased by 2 for one attack. This can be used after a successful attack,

potentially turning a hit into a miss. This trick can be used a number of times equal to the fettle's Constitution modifier (minimum of 1) before the dog needs to sleep.

Herders

Herder tricks work best with the dog's intuition and thoughtfulness. A good Wisdom is useful with these tricks.

Animal Friends

After a few minutes of soothing a (non-uplifted) animal, it is considered Charmed (p. 97) for one hour, unless it makes a Wisdom saving throw. If the animal is currently being threatened or attacked by the herder or his allies, however, it receives an advantage to its saving throw, and subsequent acts give additional saving throws with an advantage.

This trick can be used a number of times per day equal to the herder's Wisdom modifier (minimum of 1) before the dog needs to sleep.

Keen Observer

The herder with this trick gains an advantage on all Wisdom checks involving hearing, sight, or smell.

Quick Suggestion

The herder with this trick give another character advice as a bonus action. The person receiving the advice can add 1d4 to any ability check of her choice within the next hour. The target can roll the die before or after making the ability check.

The character with this trick can use it a number of times equal to his Wisdom modifier (minimum of 1) before the dog needs to sleep.

Smell the Unseen

As per the companion trick (see previous page).

Pointers

Pointer tricks key off the dog's inherent intellect. As such, high Intelligence will often produce the best results with these tricks.

Deductive Strike

The pointer with this trick can observe an enemy to learn where her opponent's weaknesses are. The pointer can observe one target as a bonus action. Any round after the one in which the pointer observed the opponent, she can make an attack roll using her Intelligence modifier instead of Strength or Dexterity. If successful, the Intelligence modifier also adds to her damage. Once the attack is made, or if the pointer observes a different target, the effects of Deductive Strike on the original target are lost.

Masterwork Knowledge

The pointer with this trick can make an Intelligence check (difficulty 15) to immediately determine all magic properties of a masterwork she holds, including how to activate those functions (if appropriate), and how many charges are left (if any). In addition, the pointer can add the Know Arcana skill to her character sheet immediately after taking Masterwork Knowledge, if she doesn't already have it. Finally, she can choose to take the Exotic Weapon Aptitude trick (p. 69) with a future improvement without needing to learn Martial Weapon Aptitude first.

Smell Magic

The pointer with this trick can make a Wisdom check (difficulty 15) to smell the presence of magic within 30 feet. She can't tell which person or object in the area bears magic — only if magic is present in that area.

Voracious Learner

The pointer with this trick gains an advantage on Intelligence checks involving something the dog might have read or heard about in the past. It does not apply to situations that are new to the pointer's experience.

Runners

Runner tricks are focused on improving or making use of the dog's speed. As such, Dexterity can be important to the use of these tricks.

Inherent Grace

The runner with this trick can add 1d4 to all Dexterity saving throws.

Instinctive Dodge

The runner's defense is increased by +2 for one attack. This can be used after a successful attack, potentially turning a hit into a miss. This

trick can be used a number of times equal to the runner's Dexterity modifier (minimum of 1) before the dog needs to sleep.

Lightning Speed

With this trick, the runner can choose to increase her two-legged and four-legged speed by another 30 feet (for a total of 65 feet on two legs and 80 feet on four, in conjunction with Speedy Runner). The dog can run for a number of hours equal to the character's Dexterity modifier (minimum of 1) before needing to sleep.

Speedy Runner

The runner with this trick gets an advantage on all Dexterity checks having to do with running or being involved in a chase. Also, the character's speed is increased to 35 feet (or 50 feet while running on all fours).

Worker

Worker tricks all involve the effective use of physical power. Effective use of these tricks is helped by having a high Strength.

Brute Strength

The worker with this trick gains an advantage on Strength checks involving lifting or pulling something.

Frightening Countenance

After a few minutes of threats or intimidating gestures from the worker, a character is Scared (p. 99) for one hour, unless he makes a Wisdom saving throw, with a difficulty equal to 10 + the intimidating dog's Strength modifier. If the target is currently being attacked by the worker or her allies, however, he receives an advantage to his saving throw, and subsequent acts of violence give additional saving throws with an advantage (it's easier to threaten someone with violence before you actually hurt them).

This trick can be used a number of times per day equal to the worker's Strength modifier (minimum of 1), before the dog needs to sleep.

Huge Paws

The worker with this trick adds 1d4 bashing damage to all punching and kicking attacks. It does not add to damage from weapon attacks.

Mighty Thews

For one round, the worker with this trick gains an advantage on all attack rolls and Strength ability checks. The worker can use this trick a number of times equal to his Strength modifier (minimum 1) before the dog needs to sleep.

Background Tricks

Background tricks are resources and abilities the dog learned before becoming an adventurer.

Acolyte of Man

The dog and her companions can receive care and healing at any temple of the Church of Man, if the help isn't dangerous and doesn't cause problems for the shepherds there. The character might have ties to a specific church, and may even have a room there. If the player spends fortune, she can declare that a previously unknown non-player character of the Church of Man is an old friend.

Folk Hero

The dog is well known among common folk, and easily fits in with them. He can easily find somewhere to rest or hide among such folk, and they will attempt to shield him from pursuers if their lives aren't threatened. If the player spends fortune, he can declare that a previously unknown non-player character commoner is an old friend or relative on good terms with the dog.

Friends in Low Places

The dog has some (generally) reliable and trustworthy contacts amongst criminals. She can get information from such characters, unless the act of passing on information would endanger them. If the player spends fortune, she can declare that a previously unknown non-player character criminal is one of her contacts on good terms with the dog.

Good Breeding

In general, dogs are inclined to give the noble the benefit of the doubt. The dog is welcome in noble society and at the court of Pugmire, and characters assume that the dog has every right to be where he is. Commoners also attempt to please the noble, or at least avoid his displeasure. If the player spends fortune, he can declare that a previously unknown non-player character noble is an old friend or relative on good terms with the dog.

Nearby Expert

Whenever a dog tries to learn or recall a piece of information and fails, she sometimes knows a person or a location from which to get the information. The Guide may decide that the knowledge is secret or difficult to obtain. If the player spends fortune, she can declare that a previously unknown non-player character sage or expert is a friend or peer on good terms with the dog.

Odds and Ends

The dog has a penchant for packing just the right thing, and has an advantage when making a Wisdom check to see if he has a particular piece of equipment. If the player spends fortune, he can declare that a previously unknown non-player character is a past customer or merchant on good terms with the dog.

Rank Has Its Privileges

Whether or not the dog is active in the royal guard, city guard, military, or similar organization, soldiers loyal to that group recognize the dog's authority and rank. The dog can gain access to friendly comrades-in-arms, as well as gather common information and rumors from among the rank and file (not secret military plans, for example). If the player spends fortune, she can declare that a previously unknown non-player character soldier is an old friend or companion on good terms with the dog.

Respected by Strays

The dog is well known by strays and other free dogs. If he meets them in his travels, they generally treat him with respect and offer him (and his companions) a night of hospitality, if they don't bring anything dangerous to the camp. If the player spends fortune, he can declare that a previously unknown non-player character stray or free dog is an old friend.

Let's go through Alistair's tricks. As a runner he gets Speedy Runner, and as a noble he gets Good Breeding, so I'll just add those to the sheet. As an artisan he gets Simple Weapon Aptitude and Light Armor Aptitude, which I'll also add to the sheet. Finally, I can choose between Encouragement and Focus Magic. I decide on Focus Magic. (I would also pick his spells at this point, but I'll do that on p. 101.) I like to write down the page number that each trick is listed on as well, so I can look it up if I forget what it does!

TRICKS	
Speedy Runner	p.78
Good Breeding	p.79
Simple Weapon Aptitude	p.68
Light Armor Aptitude	p.69
Focus Magic	p.70

Rucksack

Adventurous dogs are assumed to be well-equipped as they head out to explore. Everything they have on them is part of their *rucksack*.

Each character has some starting equipment in her rucksack, based on her calling and background. If a specific item is listed, simply write it down on your character sheet. Sometimes, you are given a choice between different options — select the one that makes the most sense to you.

The dogs of Pugmire mine plastic (a mystical material left in the earth by Man) and mint it into currency. I'm lucky to get a few plastic coins from time to time, but Pugmire isn't a game about keeping a ledger of expenses. Your rucksack for your background tells you if your dog has a few, some, or many coins, which may be useful during your adventure. If you want to use money for anything, ask your Guide and she'll let you know if you have enough. Guides, there's more information about using money on p. 167.

Weapons

For each weapon your dog wields, she uses an ability modifier when attacking with it, a proficiency bonus if she has the right aptitude trick, and an amount and type of *damage* she deals when she hits. Some weapons also have additional rules, known as *qualities*.

Unless a weapon has the quality of "finesse" or "ranged," add the character's Strength modifier to all attack and damage rolls. Ranged weapons use the dog's Dexterity modifier to all attack and damage rolls, while finesse weapons can use either the Strength or Dexterity modifier to both the attack and damage rolls.

Qualities

Ammunition: You can make a ranged attack only if you have ammunition to fire from the weapon. Drawing the ammunition from a quiver, case, or other container is part of the attack. After every combat in which the ranged weapon was used more than once, make a Dexterity saving throw. If the roll beats difficulty 10, the dog recovers or conserves enough ammunition to use it again next combat. Otherwise, the container of ammunition is expended, although the dog can carry more than one container.

A weapon with the ammunition quality is assumed to have one container of ammunition at the start of a story — any ammunition listed in the dog's rucksack are assumed to be extra containers.

Finesse: When making an attack with this weapon, you can use either your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Simple Weapons, Melee

Bite	1 piercing damage
Club (light)	1d4 bludgeoning damage
Dagger (finesse, light, thrown 20/60)	1d4 piercing damage
Greatclub (two-pawed)	1d8 bludgeoning damage
Handaxe (light, thrown 20/60)	1d6 slashing damage
Javelin (thrown 30/120)	1d6 piercing damage
Mace	1d6 bludgeoning damage
Quarterstaff (two-pawed)	1d8 bludgeoning damage
Sickle (light)	1d4 slashing damage
Spear (thrown 20/60)	1d8 piercing damage
Unarmed punch or kick	1 bludgeoning damage

Simple Weapons, Ranged

Dart (finesse, thrown 20/60)	1d4 piercing damage
Sling (ammunition, ranged 30/120)	1d4 bludgeoning damage
Shortbow (ammunition, ranged 80/320, two-pawed)	1d6 piercing damage
Small crossbow (ammunition, ranged 80/320, loading)	1d8 piercing damage
Staff sling (ammunition, ranged 40/160, two-pawed)	1d6 bludgeoning damage

Martial Weapons, Melee

Battleaxe	1d8 slashing damage
Flail	1d8 bludgeoning damage
Glaive or halberd (reach, two-pawed)	1d10 slashing damage
Greatsword or greataxe (two-pawed)	1d12 slashing damage
Lance (reach, mounted only, disadvantage against targets within five feet)	1d12 piercing damage
Longsword	1d8 slashing damage
Maul (two-pawed)	1d12 bludgeoning damage
Rapier (finesse)	1d8 piercing damage
Scimitar (finesse, light)	1d6 slashing damage
Shortsword (finesse, light)	1d6 piercing damage
Trident (thrown 20/60)	1d8 piercing damage
War pick	1d8 piercing damage
Warhammer	1d8 bludgeoning damage
Whip (finesse, reach)	1d6 slashing damage

Martial Weapons, Ranged

Crossbow (ammunition, ranged 100/400, loading, two-pawed)	1d10 piercing damage
Longbow (ammunition, ranged 150/600, two-pawed)	1d8 piercing damage

Light: A light weapon is small and easy to handle, which means a dog can use one light weapon in each paw. A character with two weapons only gets one attack, however.

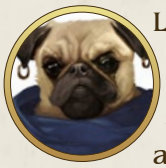
Loading: This weapon takes a long time to load. As such, you can fire this weapon only once per turn, regardless of how many attacks you can normally make (such as through tricks).

Ranged: This is a ranged weapon, and is listed with two numbers. The first is the weapon's normal range in feet, and the second is the weapon's maximum range. When attacking a target beyond normal range, the roll has a disadvantage. You can't attack a target beyond the weapon's maximum range.

Reach: Weapons with reach can attack targets up to five feet away, and the attacker does not need to disengage (p. 94) if they use their reach to attack.

Thrown: Thrown weapons are melee weapons that can be turned into ranged weapons. Use the same ability modifier for the attack and damage roll that you would use for a melee attack: Strength, or Strength/Dexterity for weapons with the finesse quality.

Two-pawed: This weapon requires two paws to use.



Let's see what's in Alistair's rucksack! Checking out the section on artisans, I see he has one simple weapon, one set of light armor, one masterwork artisan focus (acquired under unusual circumstances), a bottle of ink, an ink pen, a few sheets of parchment, and a small collection of books. For his simple weapon I choose a dagger — something he can use for defense as well as opening stubborn envelopes. I also decide the unusual circumstances around his focus: He's always had the wand around, and recently discovered that it was a focus! I think that fits his absent-minded style quite well.

As a noble, I see from the background section that he gets a signet ring, a set of fine clothes, and a purse containing many plastic coins. I add all these under the rucksack section on his sheet.

RUCKSACK AND EQUIPMENT
Dagger
Light Armor
Strange Object Revealed as Focus
Bottle of Ink
Ink Pen
3 Sheets of Parchment
Collection of Books
Signet Ring
Fine Clothes
Many Plastic Coins

I also think I should add his dagger in the attack section. He won't be using it much, but it's good to have it there when I need to reference it!

ATTACK	ROLL	DMG	TYPE/QUALITY
DAGGER	1d4	+0	PIERCING LIGHT, THROWN 20/60

Defense, Initiative, and Speed

Your dog's *defense* represents how well he avoids being wounded in battle. Without armor or a shield, your dog's defense equals 10 + his Dexterity modifier. Some spells and tricks give you a different way to calculate your dog's defense. If he has multiple tricks, spells, or items that impact his defense, you choose which one to use.

A dog's *initiative* determines how fast she acts at the start of a fight. I'll talk more about initiative next chapter (**p. 93 if you want to jump ahead**), but for now just remember that it's equal to your Dexterity modifier.

Speed is how far a dog can move during her turn. All dogs can move at a speed of 30 feet per turn. If they drop to all fours to run, they can increase their speed to 40 feet per turn. Certain kinds of armor can decrease how fast the dog can run — check the aptitude tricks (**p. 68**).

Since I've finished his rucksack, I can calculate Alistair's defense, initiative, and speed. He's wearing light armor, so he gets an 11 + his Dexterity modifier. Sadly, his Dexterity modifier is 0, so his defense is only an 11. Hope you don't get hurt, Alistair! Next, his initiative is a 0, because of that pesky average Dexterity. Finally, his armor doesn't weigh him down, but he's not a fast dog, so his speed is just like mine: 30 feet on two legs, and 40 feet on four.

11	0	30/40
DEFENSE	INITIATIVE	SPEED

Personality Traits

Every dog's personality is reflected through *personality traits*. By playing up your dog's personality traits, such as voluntarily failing a roll at appropriate times, you build up and spend the group's fortune (**which is covered on p. 88**).

Each personality trait should be a description of something that makes your dog stand out. For example, "It's important that I am liked" isn't

very good, since a lot of dogs are likable. "It's important that all Bulldogs like me," on the other hand, says something about your dog's personality, and implies a relationship with the Bulldog family that could be useful for future stories.

Each dog chooses a personality trait in three categories: ideal, bond, and flaw.

Ideal

Describe one ideal that drives the dog. An ideal is what she believes in most strongly, the fundamental moral and ethical principle that compels her to act. An ideal can be anything from a life goal to a core belief system. It can even be an interpretation of one of the tenets of the Code of Man (although "be a good dog" is too vague and all-encompassing to make a useful ideal). If you have trouble thinking of an ideal, you can roll 1d6 on the table below, using the result as inspiration.

What is most important to me is...

1. ... protecting my home.
2. ... vanquishing the Unseen.
3. ... finding the secrets of the Old Ones.
4. ... keeping the monsters away.
5. ... making peace with other nations.
6. ... helping the unfortunate.

Bond

Choose one bond for the dog. This is a connection to something else in the world: another character, a specific place, an organization, or a past event. It can even be another player character. That bond, like an ideal, helps to motivate the dog to heroic deeds — or sometimes to make mistakes in the name of protecting that bond. If you have trouble thinking of a bond, you can roll 1d6 on the table below, using the result as inspiration.

I am inspired by my bond to...

1. ... my puppies.
2. ... Pugmire.
3. ... that time monsters nearly killed me.
4. ... the day I joined the Royal Pioneers.
5. ... the Church of Man.
6. ... our leader.

Flaw

Finally, choose one flaw for the dog. This flaw represents some weakness, compulsion, or fear she has — in particular, anything that could be used by the Guide to cause her problems or lead her to act in ways that would cause problems for the group. Anything can be the source for a flaw. If you have trouble thinking of a flaw, you can roll 1d6 on the table below, using the result as inspiration.

No matter what, I just can't...

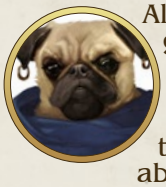
1. ... get over my fear of the dark.
2. ... be any taller.
3. ... stop stealing small things I find.
4. ... keep my anger in check.
5. ... resist my insatiable curiosity.
6. ... see anyone come to harm.

Name and Story

All that's left is to name the dog, and write up his story if you choose.

All dogs have a one-word name that can be anything, although names that sound a bit like human names are good. If the dog is part of a family, the family name is his surname. Family names are also one word (like "Hound") or two hyphenated words (like "Russell-Terrier"). If the dog is a Mutt, he either has no family name, or he can choose to take the name "Mutt"

His story is up to you. It can be a quick sentence, a couple of paragraphs, or pages and pages of history. Whatever helps you and your Guide understand what your character is like is perfectly fine.



Alistair's a funny fellow. He's got a distinct temperament, which makes choosing his personality traits very easy! First, he is a dog that wants to study everything he can about magic, so his ideal is "learning all I can about magic." He is very loyal to his family (even if they don't always understand him), so his bond is "the Afghan family." Finally, he has trouble paying attention to everyday problems, so his flaw is "focus on mundane concerns." I add them to the sheet, and I'm ready to play Alistair!

PERSONALITY TRAITS

Ideal: What is most important to me is...

Learning All I Can About Magic

Bond: I am inspired by my bond to...

The Afghan Family

Flaw: No matter what, I just can't...

Focus on Mundane Concerns

Chapter Three: Playing the Game

In this chapter, I'll go over the main rules on how to play the game. Specific rules (like how to use magic) are covered in other chapters.

Rolling the Dice

Before I start, here's a quick refresher on the key rules for *Pugmire*. When you want your dog to do something (or prevent something from happening to him), follow these steps:

Step 1. Pick up a d20.

Step 2. Determine if the character has an advantage or disadvantage. If so, pick up another d20.

Step 3. Roll the die or dice. If the character has an advantage, use the higher result. If the character has a disadvantage, use the lower roll. A higher number is generally better.

Step 4. Add (or subtract) any relevant modifiers to the roll: usually an ability modifier (p. 64), sometimes a proficiency bonus (p. 65), and occasionally a bonus from a trick.

Step 5. Compare the total to the difficulty of the task. Difficulties can range from 5 (for very easy actions) to 20 or more (for extremely difficult actions), with 15 being a common number for tasks of moderate difficulty. If the total equals or exceeds the difficulty number, the action is successful!

Three Different Rolls

There are three distinct kinds of rolls in *Pugmire*.

Ability Checks

Ability checks (or sometimes just "checks") are the most common form of dice roll. Whenever

your dog attempts to accomplish something that isn't an attack, you roll a check based on her most relevant ability. For example, if your dog wants to try and climb a slippery wall, that's a Dexterity ability check.

Attack Rolls

Whenever your dog wants to try and hurt another character, you need to make a different kind of roll called an *attack roll*. Even though they use an ability, it's not the same thing as an ability check. If your dog wanted to shoot a rampaging giant ant with a bow, for example, you'd make a Dexterity attack roll, *not* a Dexterity ability check.

Saving Throws

Sometimes, a dog isn't doing something so much as avoiding something. If the dog is trying to avoid damage, conditions (p. 97), or just a bad effect, she makes a roll called a *saving throw*. Saving throws are distinct from both ability checks and attack rolls — needing to dodge away from a cloud of gas, for example, is a Dexterity saving throw, not an ability check or an attack roll.

Remember, these kinds of dice rolls are different, so make sure to read the rules carefully! If something gives you an advantage to all ability checks that use Dexterity, for example, that doesn't mean it gives you an advantage on checks using any other ability. It also doesn't apply to Dexterity-based attack rolls or Dexterity-based saving throws.

If you get confused, you can always write it down so you don't forget. I like to use the letter C for "check," R for "roll," and T for "throw." Like using my bow, I could write down "Bow *(Dex R)*" to remind me that it's a Dexterity attack *Roll*.

Results of d20 rolls

When rolling a d20 against a difficulty, there are four possible results.

Failure: If the total result of the roll after all modifiers is less than the difficulty, the action fails. In some cases, this might simply mean that nothing happens (such as failing to climb over a wall), but other times it might make things worse (such as failing to bribe a guard).

Success: If the total result of the roll after all modifiers is equal to or greater than the difficulty, the action succeeds. Usually this means that whatever the player declared happens (such as climbing over the wall), but sometimes the Guide interprets the results (such as bribing a guard, but she only gives you three minutes before she will sound the alarm).

Botch: If the number on the d20 is a 1, regardless of modifiers, then the action fails in a particularly bad way, called a *botch* (or, sometimes, a "natural 1"). The result may be obvious (such as falling off a wall and losing stamina points), or the Guide may need to interpret the results (such as the guard refusing the bribe and drawing her sword to attack).

Triumph: If the number on the d20 is a 20, regardless of modifiers, then the action succeeds in a particularly good way, called a *triumph* (or, alternatively, a "natural 20"). The result may be obvious (such as climbing over a wall very quickly), or the Guide may need to interpret the results (such as a bribed guard deciding to quit her job and leave with the bribe money before she's discovered).

Fortune and the Fortune Bowl

Fortune is a measure of enthusiasm, inspiration, and teamwork. As characters overcome obstacles, portray their characters in interesting ways, or otherwise contribute to interesting stories, they build up fortune in their *fortune bowl*. When things get tough or a particularly critical roll needs to succeed, the players use fortune to push the odds in their favor.

I use a small bowl with glass beads, bottle caps, or plastic gold coins in it during my games. If you don't have a bowl handy, though, you can use a piece of paper to track fortune.

At the start of every adventure, the fortune bowl has two points in it. The Guide can put fortune in the bowl as players play to their personality traits (p. 83) in a way that makes the story more complicated or interesting. The Guide can also give out fortune at her discretion if a player at the table makes someone laugh, comes up with a good plan, or acts in a way that everyone agrees is a "good dog."

Further, a player can force the Guide to put fortune into the bowl by intentionally failing. If he's about to make a roll that one of his dog's personality traits would impact (such as "be nice to cats" when a diplomat from the Monarchies of Mau is trying to get secret information out of him), the player can choose to fail before he rolls any dice. If he chooses failure, the Guide adds a fortune to the bowl, and the result counts as if the player rolled a botch.

Whenever a character is in a tight spot, the player can ask the group if it's okay to use fortune from the bowl. If no one disagrees, he takes one fortune out of the bowl and gives it back to the Guide — it's gone. The fortunate player then rerolls any die (including a damage or stamina die), choosing the higher roll. This isn't the same as having an advantage — the player can choose to reroll either d20 on a roll with an advantage or a disadvantage, and pick whichever result works best for him. Whether the player succeeds or fails, though, the point of fortune is gone from the bowl.

Some groups might choose to make fortune and personality traits a little more powerful. If a player spends fortune on a d20 roll that relates to one of his personality traits, the player doesn't reroll. Instead, the roll is automatically considered a triumph. This rule is optional, but it really puts a focus on the personality traits.

There are other uses for fortune besides rerolling a die. Spellcasting characters can use a point of fortune to cast a spell even if they are out of spell slots. A character can spend a fortune to interrupt initiative and take their action immedi-

ately (p. 94). Also, some tricks require the expenditure of fortune. In each of these cases, the player must ask the group if it's okay, as with any other use of fortune.

If the Guide chooses, she can add fortune to the bowl once per scene (p. 166) on behalf of a non-player character. That character can use the fortune in the same ways as a player character (re-rolling a die, casting a spell without spell slots, interrupt initiative, or activating a trick).

Working Together

Sometimes, two or more dogs team up directly to attempt something. It can be a joint effort to knock down a locked door, solve an ancient puzzle, or convince a servant to let them into his master's house. The dog leading the effort, or the one with the highest ability modifier, can make an ability check with an advantage, reflecting the help provided by the other dogs. In combat, this requires the helping character to use the Help action (p. 94).

A dog can only provide help if the task is one that she could attempt alone — for example, no matter how well intentioned, a dog can't help with magical research if she doesn't have Know Arcana. Moreover, a dog can help only when two or more individuals working together would actually be productive — for example, if two dogs fell overboard from a ship, neither can help the other to swim better.

When several individuals are trying to accomplish something as a group (such as everyone trying to sneak past a suit of possessed armor), the Guide might ask for a group ability check. Everyone in the group makes the requisite ability check. If at least half of the group succeeds, the whole group is considered to have succeeded at the check. Otherwise, the whole group fails.

Adventure!

One of the things dogs do in *Pugmire* is adventure and explore. There are some specific rules to consider while adventuring.

Time

Time in a *Pugmire* game doesn't always work the same for characters as it does for the players. When everyone's character is involved in a conversation, time generally flows as normal, but the Guide might suddenly jump to the following morning, or she might spend several minutes working out each moment in a tense conflict. As such, *Pugmire* uses seven special units of time to help keep things clear.

Action

The shortest unit of time is an *action*. Whenever a character does something, like asking a question, throwing a switch, or swinging a sword, that's generally an action. Complex tasks might be several actions put together. In general, if you make an ability check or attack roll for it, it's probably an action.

Turn

When in the middle of combat, it's helpful to know who has taken an action and who hasn't. When a character has done everything she can in a reasonable span of time (generally around a few seconds), then she's taken her *turn*. Turns in *Pugmire* are a lot like turns in other games — when your turn is over, it's someone else's turn.

Round

When everyone has taken a turn in combat, that's called a *round*. Sometimes particular characters can't take an action — usually they'll be able to act again after a round, or after a few rounds. Once a round is over, all active characters take another turn.

Scene

A *scene* covers all the action within a particular place and time. This is more flexible than the previous definitions, but it's easy to get the hang of. Sitting at a tavern for a few hours sharing stories might be a scene, but so is spending all day on the road traveling to a ruin. Whenever the general location changes (out of the tavern drinking area and up to bed) or the general timeframe changes (night falls as everyone stops on the road to camp), the previous scene ends as a new one begins.

Session

The time from when you start playing a single game of *Pugmire* until you stop. I generally find three to four hours is typical for a game session, but I've played in games that have lasted as long

as 10 hours or as short as one. When it's time for everyone to pack up their things, that means the session is over.

Story

A collection of scenes that lead to some sort of conclusion is called a *story* or an *adventure*. A story can be as simple as "the heroes leave Pugmire, fight some monsters, and bring back an artifact of Man," or could be as complex as "the heroes uncover a conspiracy inside Pugmire, seek out the villains, and bring them before the crown to stand trial for their crimes." In general, a story lasts about one to three game sessions.

Chronicle

Finally, a *chronicle* is the collection of stories you play in *Pugmire*. Chronicles can be vastly different. It's possible to run a chronicle that's just a couple of stories, but it's not uncommon for a chronicle to last for one or two dozen stories — long enough for the characters to go from level one to level 10 (see p. 161). Some people even make up new characters after the old ones retire, allowing the chronicle to keep going for as long as everyone is having fun playing!

Distance

Sometimes, how fast a character is or how far away she is from someone else is important. All distances in *Pugmire* are given in feet, but that doesn't mean you should worry about precise measurements. A lot of times the Guide will use distance and measurements to give everyone at the table a general idea of how long something is, or how far something can reach. In fact, you could even change three feet into one meter, if that's more comfortable.

Never feel constrained by the numbers. If one dog runs at 30 feet per turn and is being chased by another that runs at 40 feet per turn, the second dog is faster and will catch up unless the first dog does something else — that's all you need to know. If a hole is more than 50 feet deep, a 50-foot rope won't reach a dog trapped at the bottom. Only use measurements if they add something to the story — otherwise, just make a guess and move on.

Equipment

Dogs are assumed to be adequately equipped, armed, and armored per their capabilities. Each character's calling and background gives them some starting equipment in their rucksack. At the beginning of each story, each character can pick one additional piece of mundane (non-masterwork) equipment, based on the needs of the adventure and what's available based on the area they're in. If they want more equipment, each player can ask the Guide to switch one of her existing pieces of equipment for a different piece.

If the dog would have a piece of equipment that wasn't detailed ahead of time, the player can make a Wisdom saving throw, with a difficulty equivalent to how unlikely it is for the dog to have the item in question (default difficulty is 15).

If counting isn't your strong suit, or you just don't like using a lot of numbers, you could change feet into general ranges, such as:

5 feet or less	touching
5-20 feet	nearby
20-40 feet	close
40-80 feet	far
80-160 feet	very far
160 feet to the visible horizon	line of sight

This way, you can describe things naturally, but still use the rules as written. For example, I can shoot an arrow very far, but I can only grab someone I'm touching.

Success means the dog suddenly remembers that she packed the item, and the player adds it to her sheet.

The Guide can create circumstances where dogs are unarmed, unarmored, or do not have access to their usual equipment. In these cases, dogs regain the benefits of their equipment once they can recover it, or when they rest in an area where they could conceivably re-equip themselves, such as a town.

Information for weapons is on p. 80, and rules for calculating defense for suits of armor are found on p. 83.

Resting, Sleeping, and Healing

Resting is a period of downtime, at least one hour long, during with a dog does nothing more strenuous than eating, drinking, reading, napping, and tending to wounds. At the end of a rest, a dog can spend one or more of her remaining stamina dice. For each stamina die spent in this way, the player rolls the die, adds the dog's Constitution modifier, and heals that many stamina points (or, if the dog prefers, spell slots). The player can decide to spend additional stamina dice after each roll, up to the number she has at her level.

Sleeping can be any extended period of downtime, at least eight hours long. Aside from sleeping, a dog can do light activity: talking, eating, reading, or standing watch for a couple of hours. Once the dog wakes up, she regains all lost stamina points, spell slots, and expended stamina dice.

Every time the party sleeps outdoors while traveling in the wilderness, each player makes a Constitution saving throw for her character at difficulty 10. If the roll fails, she regains her stamina dice and spell slots, but not her stamina points. The player can choose to expend her character's rations from her rucksack (if she has any) to reroll.

Vision

Some spells, tricks, and relics can give a dog the ability to see in darkness. Some enemies can do this as well. There are two kinds of special vision: *Darkvision* and *Low-light Vision*.

Darkvision: Darkvision allows for a character to see without any light at all. Characters that use Darkvision in darkness can only see in black and white (they can't discern any colors). It doesn't give them any ability to see things they normally wouldn't be able to see in the light, such as invisible characters.

Low-light Vision: Low-light Vision allows a character to see twice as far as normal in dim light. They can see in color and discern detail as if the area were brightly lit. They do need to take a few seconds to adjust, however — a character with Low-light Vision who suddenly has bright light in their eyes may get the Blind condition (p. 97) for a few minutes.

Traps and Ambushes

Sometimes, danger is hidden. The pit with spikes might be covered with a thin layer of leaves, or an enemy might lurk behind a thick curtain, waiting for the perfect moment to strike. However, requiring rolls to check every 10 feet of an ancient ruin can become tedious very quickly.

Instead of requiring *players* to be constantly alert, assume that the *characters* are. Whenever a character stumbles across a trap or is led into an ambush, have them make a Wisdom saving throw. The difficulty depends on the quality of the subterfuge — an intricately-concealed panel containing an ancient flame trap might need a difficulty of 20, while a pair of bandits in shiny armor hiding in a pile of leaves by the side of the road might only require a difficulty of 5.

Failure: You are surprised. The trap activates, or you are unable to act in the first round of combat (see next page).

Success: You notice the surprise and can act to avoid it. If the trap is sprung (such as by the actions of another character who failed his saving throw), you may be able to make another saving throw, such as a Dexterity saving throw, to avoid being hurt. In combat, you can act normally.

Botch: You are completely flatfooted. The trap might be particularly effective, or you might grant an advantage to your ambushers.

Triumph: You were expecting trouble. You have an advantage on avoiding the trap (if it activates) or on your first turn of combat.

Getting Lost

No matter how good your senses are or what kind of vision you might have, one of the biggest hazards of exploration is getting lost. Following a road, trail, or obvious feature like a river or shoreline makes it hard to become lost, but when travelers head off cross-country, things become more difficult, particularly in cases of poor visibility or traveling in difficult terrain (such as a dense forest, a moor, or in the mountains).

If the conditions could lead to a group becoming lost, the Guide may require that the character leading the way make a Wisdom check a few times during each day of travel. The difficulty of the check depends on the terrain, the visibility conditions, and whether any of the characters has a map, but 15 is a good default difficulty.

If the roll fails, the group is lost. The Guide can randomly determine in which direction the party is actually moving — roll a d12 and use a clock face (with 12 as north) as an indication of which direction the group is now moving in. They will continue to move in that direction until they get some indication that they are lost, such as finding a landmark or moving into new terrain that isn't expected (for Guides, a short but flavorful description of the journey between rolls not only acts as a clue that the characters are lost, but also helps to alleviate what could be just a series of dice rolls). Once they realize they are lost, the leader can make another Wisdom check to reorient.

Combat

Sometimes, dogs must fight. When they do, the game moves into *combat*, which requires a more structured system of determining what each character does. Use the following steps to manage what each character can do in combat — each step is explained below.

1. Determine surprise.
2. Establish positions.
3. Roll initiative and start the first round.
4. Each character takes a turn, and can do one of each of the following per turn:
    - Regain reaction, if necessary.
    - Move up to the character's maximum speed.
    - Take one action.

- Take one free action.
- Take one bonus action, if available.

5. Once a turn is over, choose who goes next.
6. Once everyone has taken a turn, a new round begins. The player of the final character to act in the last round chooses who starts the new round at Step 4.

Step 1. Determine Surprise

The Guide determines whether anyone involved in the combat is surprised. If a character has the potential to be surprised, the Guide may require that some characters involved make Wisdom saving throws against an opponent's Dexterity check or a set difficulty.

If a character is surprised, that character does not take a turn during the first round — treat them as if they have already acted.

Step 2. Establish Positions

The Guide describes where all the dogs and other characters are located, including how far away the characters are from each other. The players can suggest what their characters might be doing, but in the end the Guide makes the final decision.

Step 3. Roll Initiative

Now everyone needs to know who goes first. Every character (that isn't surprised) in the combat makes a Dexterity check, including all non-player characters. The character that rolls the highest gets to go first. If the highest roll is tied between two or more characters, compare their Dexterity scores — the highest score goes first. If there's still a tie, the Guide decides who goes first.

Step 4. Take A Turn

Whether it's a character controlled by a player or the Guide, each participant in the battle takes a turn. On her turn, a character can do one of each of the following.

Move

Move any distance up to the character's maximum speed. Movement can be broken up between other actions, if the total movement for the turn does not exceed the character's speed. Characters can also use their move to stand up if rendered Prone (p. 99).

Take One Action

An action is one significant thing the character is doing on their turn, usually involving an ability check. The action can take place before, during, or after moving. Some possible actions that a character can take include:

- **Attack**: Attempt to damage an enemy (**see "Attack Rolls," p. 87**).
- **Cast**: Use a spell with a casting time of "one action," or add time to a spell with a longer casting time.
- **Change**: Replace one item in your paw(s) with one in your rucksack.
- **Defend**: Defend yourself more effectively. All attacks against you are at a disadvantage until your next turn, and you make Dexterity saving throws at an advantage.
- **Disengage**: Movement after taking this action doesn't provoke an attack of opportunity (next page).
- **Help**: Give a nearby (within 20 feet) ally an advantage on an attack roll or ability check before your next turn.
- **Hide**: Make a Dexterity check (using the Sneak skill) to be or remain unseen.
- **Ready:** Decide on a triggering event (such as, "Once that cat gets within five feet of me…"). Then, decide on an action (such as, "… I will use my action to attack.") If the trigger happens, you can spend your reaction to take the proscribed action, or ignore it and let the trigger expire. Artisans and shepherds can ready a spell with the casting time of one action in this way as well.
- **Run**: Move again up to your speed — in effect, you are moving twice.
- **Search**: Look through a nearby area (usually a Wisdom check).
- **Use**: Use an item or object.

Take One Free Action

A free action is something your dog does that is quick and not significant — i.e., it does not require any checks or rolls. Examples of quick actions are:

- Ask or answer a question
- Banter
- Flip a switch
- Open an unlocked door
- Press a button
- Scream something

Take One Bonus Action

Sometimes, a character will have a trick, a spell, or some other ability that allows them to do something using a *bonus action*. This is just like an action, but it allows you to do a second, specific thing during a turn. If a character has multiple opportunities to take a bonus action, however, only one can be used per turn. Something that requires a bonus action cannot be taken as a normal action, a free action, or a reaction.

Regain Reaction

Some effects allow the character to act during a *reaction*. This is usually after the character has taken her turn, but before she takes her next turn. Attacks of opportunity, Ready actions, tricks, and spell effects are all examples of things that may take place during a reaction. However, each character only has one reaction until her next turn. Some tricks or other actions call for a reaction from a character before it succeeds. If that character has already used her reaction, the thing in question automatically succeeds.

During step four, if the character has spent her reaction, she regains it at the start of her turn.

Step 5. Choose Who Goes Next

Once a character has taken her turn, the player or Guide who controls her can decide which character goes next. Sometimes it's best to pick someone on your side, but occasionally it can be advantageous to pick someone on the opposite side. A character who is surprised or has already taken a turn this round cannot be chosen. The chosen character then goes to step four.

There is one exception: Once the next character is chosen, a player whose character hasn't gone can decide to *interrupt* the order. They spend a fortune from the bowl (as always, subject to group approval) and that player immediately goes to step four. Then they get to choose who goes next in

step five, as if they were originally selected. Similarly, a character can choose the Ready action (see previous page) earlier in the round, and if a character performs the appropriate triggering action, the Ready character can interrupt for free!

The Guide can also interrupt, if they have non-player characters who haven't taken a turn. If the Guide chooses to interrupt, she adds a fortune to the fortune bowl, and then her chosen non-player character goes to step four, as if that character was selected. Non-player characters can also take the Ready action as well.

Once either a player or a Guide has spent fortune to interrupt the order, however, that's it until the turn is over. No one else can spend fortune to interrupt the interrupt. Only a previously-announced Ready action can interrupt, if the trigger condition is met.

When things are getting dangerous, it's sometimes hard to keep track of who has taken a turn. I once got so excited that I accidentally took my turn twice! An easy way to keep track of who has gone and who is yet to go is to use playing cards. Everyone gets one card, face up, and the Guide gets a card for each enemy or group of enemies. Once you've taken your turn, flip the card over so the back is showing. If everyone's card is face down, it's time to start a new round!

Step 6. Begin the Next Round

Once everyone who can take a turn this round has done so, a new round begins. The player or Guide of the character that went last in the previous round chooses which character goes first in the new round. She can choose her own character to go again, if she wishes.

Attack Rolls

Whenever one character attacks another, the player or Guide makes an *attack roll* to see if she hits or misses. To make an attack, roll a d20 and add any appropriate modifiers (such as a proficiency bonus, and the Strength modifier if it's a melee attack or the Dexterity modifier if it's ranged). If the total of the roll plus modifiers equals or exceeds the target's defense, the attack hits and does damage.

Failure: Your attack misses.

Success: Roll the appropriate damage dice, add in all modifiers (such as the Strength or Dexterity modifier, but usually not the proficiency bonus), modify the results if needed (such as if a character is resistant or weak to that damage type), and subtract the total from the target's stamina points.

Botch: The attack misses regardless of any modifiers or the target's defense. In addition, the Guide might give the attacker a disadvantage or her opponents an advantage on a future roll.

Triumph: The attack hits regardless of the target's defense. Double the number of the attack's damage dice and add them all together before adding any relevant damage modifiers as normal.

Attack of Opportunity

Characters can make an *attack of opportunity* when a visible hostile character moves away from the attacker without disengaging first (see previous page). The attacker can use his reaction to make a melee attack against the provoking character — think of it as a quick slash at the character's back before the moving character continues their turn.

If something or someone moves a character without them using a movement, action, bonus action, or reaction, then they don't provoke an attack of opportunity.

Cover

A target with some cover has a +2 bonus to defense and an advantage on relevant saving throws. A target with total cover can't be targeted directly by an attack or spell (although indirect spells, such as those with an area of effect, may still affect her).

Ranged Attacks

Ranged attacks have a couple of additional considerations unique to them.

First, all ranged attacks are best performed away from opponents. If the attacker is attempting a ranged attack, and an active enemy is within five feet, the ranged attack is at a disadvantage.

Second, some ranged weapons have ammunition. If the attacker uses a ranged weapon more

than once during a combat, the attacker must make an ammunition check at the end of the fight to see if they can use that weapon again (p. 80).

Damage Types

Damage comes in many forms — although a fire and a fall will both hurt, they do it in different ways. This kind of damage is called a *damage type*. All damage has a type — if you're not sure, it's probably bludgeoning, piercing, or slashing.

The damage types are as follows:

- **Acid**: An attack that eats away at a character's flesh and possessions.
- **Bludgeoning**: A blunt, physical attack.
- **Cold**: An attack that does damage through intensely low temperature.
- **Force**: Pure magical energy focused into a damaging form.
- **Heat**: An attack that does damage through intensely high temperature.
- **Lightning**: Electrical damage, either naturally or magically created.
- **Necrotic**: An attack through deathly energy, disease, darkness, or other entropic means.
- **Piercing**: A physical attack that does damage by piercing the flesh.
- **Poison**: An attack that does damage from inside a character, over a period of time.
- **Psychic**: Damage done directly to the mind of the target.
- **Radiant**: An attack through healing, purity, light, or other holy means.
- **Slashing**: A physical attack that does damage by cutting the flesh.
- **Thunder**: Sonic damage, either naturally or magically created.

Sometimes, a trick or enemy ability references being *resistant* to a particular damage type. In such cases, the final damage result is divided in half (remember to drop the remainder!) before being applied to the target's stamina points. Conversely, if something is listed as being *weak* to a damage type, the damage result is doubled before being applied. Finally, if a character is *immune* to something, all damage from that type is ignored.

Zero Stamina Points and Dying

When a character's current stamina points drop to 0, the character falls Unconscious (p. 99) and is dying. If something (such as a healing spell or trick) raises the character's stamina points above 0, the character stops dying and is fully conscious again, just as if he'd never been reduced to 0 stamina points. Nothing can cause a character or enemy to fall below 0 stamina points.

At the Guide's discretion, a character that falls to 0 stamina points and survives may end up with a noticeable scar or permanent injury. Such injuries could be the basis for a new personality trait for the character, which replaces the previous one. I know a few dogs who have picked up some distinctive scars this way.

Whenever a dying character starts her turn with 0 stamina points, the player or Guide must make a *death save*. This is a Constitution saving throw at difficulty 15.

Failure: The character takes one step to the grave. She can fail three times before dying. The character can choose to spend a stamina die to prevent one death save failure.

Success: She is no longer dying and becomes stable (see below). In addition, she can choose to spend a stamina die and roll it to recover that many stamina points.

Botch: A botch counts as *two* death save failures. The player can spend a single stamina die to prevent one of these, as with a normal failed roll.

Triumph: The character is stable and gains a stamina die (if she's used or lost any). She can use this stamina die immediately to recover stamina points, as with a successful save.

If the character takes any damage while dying, that counts as another death save failure, although the player can spend a stamina die to prevent that failure, as if she had rolled the failure herself. If the character crosses off her third death save failure, she dies.

Stabilizing

A dog can use his action to help a dying character by administering medical aid. The assisting character makes a Wisdom check at difficulty 10. If successful, the character is no longer dying. He now has 1 stamina point, and is no longer Unconscious. The previously-dying character can spend a stamina die and roll it to recover that many stamina points, if he wishes.

It's always sad when friends die. In some *Pugmire* chronicles, the Guide might prefer to avoid letting characters perish permanently. Instead, she can decide that all characters that fall to 0 stamina points are simply "knocked out." They're still Unconscious, as per the condition, but ignore all references to death saves, death save failures, and dying. Stabilizing characters still gives them 1 stamina removes the Unconscious condition, and allows the recovering character to spend a stamina die to recover stamina points.

Conditions

Conditions alter a character's capabilities in a variety of ways. They can be the result of a spell, a trick, a monster's attack, or some other effect.

A condition lasts either until it is removed (such as standing up after being knocked prone), or for a duration specified by the effect that imposed the condition. If multiple effects impose the same condition, each instance has its own duration, but the effects don't get any worse — you either have the condition or you don't.

- **Anosmic**: You can't smell, and automatically fail any ability check, trick, or spell that requires smell.
- **Blind**: You can't see, and automatically fail any ability check, trick, or spell that requires sight. Attack rolls against you have an advantage, and your attack rolls are at a disadvantage.
- **Charmed**: You can't attack the charmer or target the charmer with harmful abilities or effects. The charmer has an advantage on ability checks to interact social-

ly with you. You perceive the charmer's words and actions in the most favorable way, but an opposed Charisma check is necessary to convince you to do anything you wouldn't ordinarily do. You never obey suicidal or obviously harmful orders, but you might be convinced that something dangerous is worth doing. Any act by the charmer or the charmer's apparent allies that threatens you breaks the effect.

- **Confused:** You can't make attacks of opportuinty or use calling tricks. Your next attack roll will be against any nearby character, determined randomly.
- **Deaf**: You can't hear and automatically fail any ability check that requires hearing.
- **Incapacitated**: You can't take actions, bonus actions, free actions, or reactions.
- **Immobile**: You cannot move. Attack rolls against you have an advantage, and your attack rolls are at a disadvantage. You also have a disadvantage on Dexterity saving throws.
- **Invisible**: You cannot be sensed without the aid of magic or a special sense. Your general location can be detected by any loud noises you make, obvious tracks you leave, or powerful smells you have, but it is much harder to determine your exact position. Attack rolls against you are at a disadvantage, and your attack rolls have an advantage.
- **Paralyzed**: You can't move or speak, and you can't take actions, bonus actions, free actions, or reactions. You automatically fail Strength and Dexterity saving throws, and attack rolls against you have an advantage. Any attack that hits you counts as a triumph.
- **Petrified**: You are turned into a solid substance (usually stone), along with anything you are wearing or carrying. You can't move or speak, are unaware of your surroundings, and you can't take actions, bonus actions, free actions, or reactions. Attack rolls against you have an advantage, and you automatically fail all Strength and Dexterity saving throws.

You are resistant to all damage, and immune to poison damage.

- **Possessed**: You can't attack the possessor or target the possessor with harmful abilities or effects. The possessor has an advantage on ability checks to interact socially with you. You perceive the possessor's words and actions in the most favorable way, no matter what. You will even obey suicidal or obviously harmful orders until the condition is removed.
- **Prone**: Your only movement option is to crawl, unless you use your move to stand up (which can provoke an attack of opportunity). While Prone, you are at a disadvantage on attack rolls. An attack roll against you has an advantage if the attacker is within five feet. Otherwise, the attack roll has a disadvantage.
- **Repelled**: You must spend all your actions getting as far away from the source of the repulsion as possible. You will continue to avoid it for the reminder of the combat or until the condition ends.
- **Scared**: You have a disadvantage on ability checks and attack rolls while the source of the fear is in sight. You can't willingly move closer to the source of the fear.
- **Sickly**: You have a disadvantage on attack rolls and ability checks.
- **Stunned:** You can't take actions, bonus actions, free actions, or reactions. In addition, you can't move, and can speak only falteringly. You automatically fail Strength and Dexterity saving throws, and attack rolls against you have an advantage.
- **Unconscious**: You can't take actions, bonus actions, free actions, or reactions. In addition, you can't move or speak, and are unaware of your surroundings. You drop whatever you're holding and fall prone if circumstances allow (gaining the Prone condition as well). You automatically fail Strength and Dexterity saving throws. Attack rolls against you have an advantage. Any attack that hits you is a triumph if the attacker is within five feet of you.

Advancement

As dogs go on adventures, they become more experienced and powerful. This indication of experience is called a *level*, and increasing in level is called *advancement*. Dogs go up in level after an interesting story or two, or maybe every few sessions — it varies based on Guide desire and the logic of the chronicle. It may make more sense to go up in level when the characters are relaxing in Pugmire instead of when they're in the middle of exploring a ruin. Conversely, defeating or outsmarting a particularly powerful monster may prompt a level advancing immediately.

At each level, the player does the following:

- Adds a number of stamina points to her dog's maximum total, based on her character's calling
- Gains another stamina die
- Spellcaster characters gain two additional spell slots (plus another one if their Constitution modifier increases)
- Spellcaster characters choose two more spells (**p. 101**)

Every two levels, the character's proficiency bonus also increases by one.

Level	Proficiency Bonus
1-2	+2
3-4	+3
5-6	+4
7-8	+5
9-10	+6

The character also gets one *improvement* each level. This can be any of the following:

- Increase an ability score by 1 up to a maximum of 20. Also, take a new skill.
- Take a new calling, breed, or aptitude trick.
- Refine an existing calling or masterwork trick.

After a dog reaches level 10, she is considered an *old dog*. She can continue to adventure if she chooses, but she doesn't advance in level any more.

Chapter Four: Magic

Many talented dogs have mastered the magical forces left behind by Man. Some, like the artisans, become more attuned to a relic that they draw power from to cast powerful effects, changing the world around them. Others, like the shepherds, have their bodies transformed by the miracles of the Old Ones and pray to them, changing the people around them. Either way, magic is a flexible, useful, and sometimes draining ability.

How Spells Work

Artisans and shepherds who take tricks that allow them to cast spells are known collectively as *spellcasters*. All spellcasters learn several spells throughout their studies. The power of a spell is enumerated in the *spell level*, with level 1 as the weakest spells, level 2 as slightly more powerful, and so on.

Each spellcaster has several *spell slots*, which determines how often she can cast spells before needing to rest. Spellcasters have two spell slots per level, plus an additional number of spell slots equal to her Constitution modifier. Casting a spell expends spell slots equal to its spell level. (The three basic spells granted with the spellcasting trick do not use spell slots when cast.) A spellcaster can spend stamina dice (p. 91) to recover spell slots, just like recovering stamina points, and she recovers all her slots after sleeping. In desperate times, a dog can spend fortune to cast a single spell of any level.

Most spells, once they are cast, don't require a roll — they simply happen. Some spells require a target to make a saving throw to avoid some or all a spell's effects. The difficulty to resist a spellcaster's spells is always the same: 8 + the spellcaster's ability modifier + the spellcaster's proficiency bonus.

Other spells may require an attack roll to determine if the caster hits the intended target. Making an attack roll with a spell is much like making any other attack roll: Roll a d20, and add the spellcaster's ability modifier + proficiency bonus (spellcasters are assumed to be proficient in magic). Ranged spell attacks are like normal ranged attacks (see p. 95) and follow all the same limitations.

Some spells require *concentration*. This means that while the spell is active, the spellcaster must use a bonus action every turn to keep such a spell active. If she doesn't use a bonus action for this purpose, the spell immediately ends.

Finally, spellcasters need to be able to completely focus on their magic, and unfamiliar armor can interfere with that. As such, spellcasters must have an aptitude trick for any armor they are wearing. Otherwise, they are simply too distracted and physically hampered to cast anything.

Learning New Spells

At character creation, a spellcaster takes her three basic spells that come with her spellcasting trick (see Focus Magic on p. 70 and Prayers to Man on p. 74). In addition, a starting spellcaster can take two first-level spells.

Back on p. 80, I showed you how I made my friend Alistair Afghan as a *Pugmire* character. As a spellcaster, Alistair has the chance to pick spells, so I'll do that now! First, he gets his three basic spells as part of his Focus Magic trick: Elemental Ray, Magic Paw, and Smell Magic. I can also choose two first-level spells. Alistair can be a clumsy dog when he's not paying attention to what's going on around him, so Feather Fall might be useful for those times when he accidentally walks off a balcony. He also comes from a family that is known for fighting, so I'll give him a loud, fighty spell like Thunderwave. I write those down on his character sheet, along with handy page references!

Each time a spellcaster gains a level, she can choose two new spells at her current spell level.

SPELLS	
Elemental Ray	p.108
Magic Paw	p.117
Smell Magic	p.122
Feather Fall	p.110
Thunderwave	p.124

She can also choose to improve her spellcasting trick and either take four more spells, or start taking spells at the next spell level.

So, for example, if Alistair gets to second level, he gets to take two new spells. If I use his improvement to refine his Focus Magic trick for spells of the next highest spell level, one or both of those spells can be second-level spells. If Alistair reached third level and I refined his trick again to take four additional spells, I could choose *six* spells. However, they can only be first- or second-level spells, since I refined it for more spells, not to take the next-highest level of spells.

Artisans and Shepherds

Despite their similarities, how artisans and shepherds cast spells differs significantly.

All artisan spells require that the spellcaster is touching her masterwork focus — a strange device from the ages of Man that doesn't have any

obvious function, such as a metal ball that slowly changes colors, or a short ebony rod with glowing runes along the shaft. If the artisan cannot touch her focus, she cannot cast spells. Further, the resulting spell is shaped by the connection to the focus. For example, Magic Missile does not simply appear in mid-air. Instead, the energy visibly travels from the focus into the dog's body and out their outstretched paw, streaking toward the target.

Every artisan starts with a masterwork focus when they take the Focus Magic trick. These foci are nearly indestructible, but it's possible that the dog may find a way to break or lose it. If so, it's assumed that the artisan will find a new focus before the start of the next adventure.

Shepherds don't need a focus. Instead, all shepherd spells require that the spellcaster touch a symbol of the Church of Man and chant to the Old Ones before the prayer takes effect — if the character cannot touch the symbol or cannot speak, she is unable to cast spells. Wearing the symbol around her neck counts as "touching" the symbol. Each dog can choose whatever chants they desire for their spells — it is the act of speaking and the show of faith that is more important than the specific words, although each prayer should reflect some portion of the Code of Man, like a dogmatic incantation resulting in the reinforcement of that tenet. As with an artisan's focus, the effects generated should manifest from the holy symbol as well as from the prayer that the dog performs. For example, Bless is not just a bonus to an attack roll or saving throw, but the shepherd holding out his holy symbol while admonishing his fellow dogs to "protect all from The Unseen."

These holy symbols have been created by dogs, which shows an important difference between artisans and shepherds: artisan spells come from Man-made relics, while shepherd spells come from the belief in Man, but ultimately from the dog themselves. As with foci, it's possible that the dog may find a way to break or lose it. If so, the Guide should act as if the shepherd found or created a new holy symbol before the next story begins.

Spell Lists

Artisan Spells

Basic Spells: Elemental Ray, Magic Paw, Smell Magic

Level 1 Spells: Chaos Spray, Disguise Self, Feather Fall, Floating Disk, Fog Cloud, Grease, Magic Armor, Magic Missile, Shield, Thunderwave

Level 2 Spells: Acid Arrow, Arcane Lock, Blur, Darkness, Flaming Sphere, Levitate, Mirror Image, Shatter, Suffuse Weapon, Web

Level 3 Spells: Clairvoyance, Dispel Magic, Fear, Fireball, Hypnotic Pattern, Lightning Bolt, Phantom Steed, Sending, Sleet Storm, Stinking Cloud

Level 4 Spells: Arcane Eye, Black Tentacles, Elemental Shield, Fabricate, Faithful Canine, Ice Storm, Polymorph, Private Sanctum, Resilient Sphere, Stone Shape

Level 5 Spells: Cloudkill, Cone of Cold, Elemental Wall, Hold, Legend Lore, Mislead, Passwall, Seeming, Telekinesis, Telepathic Bond

Shepherd Spells

Basic Spells: Bless/Bane, Sacred Flame, Spare the Dying

Level 1 Spells: Command, Cure Wounds, Expeditious Retreat, Guiding Bolt, Inflict Wounds, Light, Protection from Evil, Sanctuary, Shield of Faith, Smell Poison and Disease

Level 2 Spells: Aid, Alter Self, Calm Emotions, Darkvision, Healing Word, Lesser Restoration, Remove Sense, Spider Climb, Spiritual Weapon, Zone of Truth

Level 3 Spells: Daylight, Fly, Gaseous Form, Haste, Meld into Stone, Prayer of Healing, Protection from Energy, Revivify, Spirit Guardians, Water Walk

Level 4 Spells: Confusion, Death Ward, Divination, Enlarge/Reduce, Freedom of Movement, Guardian of Faith, Plant Growth, Slow, Stoneskin, Suggestion

Level 5 Spells: Dispel Unseen, Dominate Beast, Flame Strike, Geas, Greater Restoration, Hallow, Insect Plague, Mass Cure Wounds, Scrying, Warding Bond

Spell Descriptions

The spells below are presented in alphabetical order, for ease of reference.

Acid Arrow
(Artisan Level 2)

Casting Time: 1 action **Range:** 90 feet
Duration: Instantaneous

A shimmering green energy streams from your focus, through you, and out from your outstretched paw toward a target within range, bursting into a spray of acid arrows. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of his next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of his next turn.

Aid
(Shepherd Level 2)

Casting Time: 1 action **Range:** Touch
Duration: 1 hour

Your spell bolsters your allies with toughness and resolve. Choose up to three characters within range and one of the following effects. Each target gains that effect until the spell ends.

- **Bear's Endurance:** The target has an advantage on Constitution checks. She also gains 2d6 temporary stamina points, which are lost when the spell ends.
- **Bull's Strength:** The target has an advantage on Strength checks.
- **Gazelle's Grace:** The target has an advantage on Dexterity checks. She also can use her reaction to avoid damage from falling 20 feet or less.
- **Eagle's Splendor:** The target has an advantage on Charisma checks.
- **Fox's Cunning:** The target has an advantage on Intelligence checks.
- **Owl's Wisdom:** The target has an advantage on Wisdom checks.

Alter Self
(Shepherd Level 2)

Casting Time: 1 action **Range:** Self
Duration: Concentration, up to 1 hour

You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell.

- **Aquatic Adaptation:** You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe in air and underwater, and gain a swimming speed equal to your two-legged walking speed.
- **Change Appearance:** You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, fur length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another species, though none of your statistics change. However, you can't appear as a character of a different size than you, and your basic shape stays the same. At any time for the duration of the spell, you can use your action to change your appearance in this way again.
- **Natural Weapons:** You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, you have a +1 bonus to the attack and damage rolls you make using it.

While the spell lasts, you can end one option as an action to gain the benefits of a different one.

Arcane Eye
(Artisan Level 4)

Casting Time: 1 action **Range:** 30 feet
Duration: Concentration, up to 1 hour

You create an invisible, magical eye within range that hovers in the air for the duration. You mentally receive visual information from the eye, which has normal vision and Darkvision out to 30 feet. The eye can look in every direction.

As an action, you can move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as one inch in diameter.

Arcane Lock
(Artisan Level 2)

Casting Time: 1 action **Range:** Touch
Duration: Until dispelled

You touch a door, window, gate, chest, box, set of manacles, padlock, or other object that contains a mundane or magical means that prevents access, and it becomes locked or unlocked for the duration. You and the characters you designate when you cast this spell can open or close the object normally. You can also set a password that, when spoken within five feet of the object, suppresses this spell for one minute. Otherwise, it is locked or unlocked until the lock is broken or the spell is dispelled or suppressed.

While affected by this spell, the object is more difficult to break or force open; the difficulty to break it or pick any locks on it increases by 10.

When you cast the spell, a loud click, audible from as far away as 300 feet, emanates from the target object.

Black Tentacles
(Artisan Level 4)

Casting Time: 1 action **Range:** 90 feet
Duration: Concentration, up to 1 minute

Squirming, ebony tentacles fill a 20-foot square on the ground that you can see within range. When a character enters the affected area for the first time on a turn or starts her turn there, the character must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be rendered Immobile by the tentacles until the spell ends. A character that starts her turn in the area and is already immobilized by the tentacles takes 3d6 bludgeoning damage.

A character immobilized by the tentacles can use her action to make a Strength or Dexterity saving throw (her choice) against your spell saving throw difficulty. On a success, she frees herself.

Bless/Bane
(Shepherd Basic)

Casting Time: 1 action **Range:** 30 feet
Duration: Concentration, up to 1 minute

Choose up to three characters you can see within range and one effect: Bless or bane. All targets are affected by the same effect. On the target's next attack, ability, or saving throw roll before the spell ends, the target can roll a d4 and add (Bless) or subtract (Bane) the number rolled to the roll.

Blur
(Artisan Level 2)

Casting Time: 1 action **Range:** Self
Duration: Concentration, up to 1 minute

Your body becomes blurred, shifting, and wavering to all who can see you. For the duration, any character has disadvantage on attack rolls against you. An attacker is immune to this effect if he doesn't rely on sight or can see through illusions.

Calm Emotions
(Shepherd Level 2)

Casting Time: 1 action **Range:** 60 feet
Duration: Concentration, up to 1 minute

You attempt to suppress strong emotions in a group of people. Each character in a 20-foot radius centered on a point you choose within range must make a Charisma saving throw; a character can choose to fail this saving throw if she wishes. If a character fails her saving throw, choose one of the following two effects.

- Suppress any effect causing a target to be Charmed or Scared. When this spell ends, any suppressed effect resumes, if its duration has not expired in the meantime.
- Make a target indifferent about characters of your choice that she is currently hostile toward. This indifference ends if the target is attacked or harmed by a spell or if she witnesses any of her friends being harmed. When the spell ends, the character may decide to become hostile again.

Chaos Spray
(Artisan Level 1)

Casting Time: 1 action **Range:** Self (15-foot cone)
Duration: 1 round

A vivid cone of clashing colors and smells springs forth from your paw. Characters in a 15-foot cone originating from you (ignoring Blind and Unconscious characters) must make a Wisdom saving throw or become Anosmic and Blind until the spell ends.

Clairvoyance
(Artisan Level 3)

Casting Time: 10 minutes **Range:** 1 mile
Duration: Concentration, up to 10 minutes

You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with.

When you cast the spell, you can choose to see, hear, or smell. You can use the chosen sense through the sensor as if you were in its space. You can use an action to switch between senses.

Cloudkill
(Artisan Level 5)

Casting Time: 1 action **Range:** 120 feet
Duration: Concentration, up to 10 minutes

You create a 20-foot radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until a strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a character enters the spell's area for the first time on a turn or starts her turn there, that character must make a Constitution saving throw. The character takes 5d8 poison damage on a failed saving throw, or half as much damage on a successful one. Characters are affected even if they hold their breath or don't need to breathe.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than

air, sink to the lowest level of the land, even pouring down openings or rolling back onto incautious artisans who stand downhill from the cloud.

Command
(Shepherd Level 1)

Casting Time: 1 action **Range:** 60 feet
Duration: 1 round

You give the subject a single one- or two-word command — many shepherds prefer to use the ancient commands of Man, but any command will do. The target must succeed on a Wisdom saving throw, or she must obey the command to the best of her ability at her earliest opportunity. If the target is unable to follow your command, the spell ends. The spell has no effect if the target is immune to being Charmed, or if your command is directly harmful to her.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the Guide determines how the target behaves.

- **Come!** On her turn, the subject moves toward you as quickly and directly as possible. The character may do nothing but move during her turn.
- **Drop It!** On her turn, the subject drops whatever she is holding and ends her turn. She can't pick up any dropped item until her next turn.
- **Heel!** The subject stands in place. She may not take any move actions.
- **Lay Down!** On her turn, the subject falls to the ground and remains Prone until the spellcaster's next turn.
- **Run!** On her turn, the subject moves away from you as quickly as possible until the spellcaster's next turn. She may do nothing but move during her turn, and she provokes attacks of opportunity for this movement as normal.

Cone of Cold
(Artisan Level 5)

Casting Time: 1 action **Range:** Self (60-foot cone)
Duration: Instantaneous

A blast of cold air erupts from your paws. Each character in a 60-foot cone must make a Constitution saving throw. A character takes 8d8 cold damage on a failed saving throw, or half as much damage on a successful one.

Confusion
(Shepherd Level 4)

Casting Time: 1 action **Range:** 90 feet
Duration: Concentration, up to 1 minute

This spell assaults and twists characters' minds, spawning delusions and provoking uncontrolled actions. Each character in a 10-foot radius centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it.

An affected target gains the Confused condition. At the end of each of his turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

Cure Wounds
(Shepherd Level 1)

Casting Time: 1 action **Range:** Touch
Duration: Instantaneous

When laying your paw upon a living character, you channel positive energy that restores 1d8 stamina points + your spellcasting ability modifier. An additional 1d8 is rolled for every additional spell slot used when casting Cure Wounds. No stamina dice are expended.

Darkness
(Shepherd Level 2)

Casting Time: 1 action **Range:** 60 feet
Duration: Concentration, up to 10 minutes

Magical darkness spreads from a point you choose within range to fill a 15-foot radius sphere for the duration. The darkness spreads around corners. A character with Darkvision can't see through this darkness, and non-magical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of second level or lower, the spell that created the light is dispelled.

Darkvision
(Shepherd Level 2)

Casting Time: 1 action **Range:** Touch
Duration: 8 hours

You touch a willing character to grant her the ability to see in the dark. For the duration, that character has Darkvision out to a range of 60 feet.

Daylight
(Shepherd Level 3)

Casting Time: 1 action **Range:** 60 feet
Duration: 1 hour

A 60-foot radius sphere of light spreads out from a character you choose within range. If any of this spell's area overlaps with an area of darkness created by a spell of third level or lower, the spell that created the darkness is dispelled.

Death Ward
(Shepherd Level 4)

Casting Time: 1 action **Range:** Touch
Duration: 8 hours

You touch a character and grant her a measure of protection from death. The first time the target would drop to 0 stamina points because of taking damage, the target instead drops to 1 stamina point, and the spell ends.

If the spell is still in effect when the target is subjected to an effect that would kill her instantaneously without dealing damage, that effect is instead negated against the target, and the spell ends.

Disguise Self
(Artisan Level 1)

Casting Time: 1 action **Range:** Self
Duration: 1 hour

Your focus can make you look different, including fur, clothing, armor, weapons, and equipment. You can seem a foot shorter or taller, thin, fat, or in between. You cannot change into a character that isn't a dog, but otherwise, the extent of the apparent change is up to you. You can add or obscure a minor feature, or make yourself look like an entirely different dog.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment.

To discern that you are disguised, a character can use his action to inspect your appearance and must succeed on an Intelligence saving throw against your spell saving throw difficulty.

Dispel Magic
(Artisan Level 3)

Casting Time: 1 action **Range:** 120 feet
Duration: Instantaneous

Choose one character, object, or magical effect within range. Any spell cast by a character with a level or challenge rating equal to or lower than yours ends. For each spell cast by a character of a higher level or challenge rating than yours on the target, make an ability check using your spellcasting ability. The difficulty equals 10 + the spell's level. On a successful check, the spell ends.

Dispel Unseen
(Shepherd Level 5)

Casting Time: 1 action **Range:** Self
Duration: Concentration, up to 1 minute

Shimmering energy surrounds and protects you from undead and the Unseen. For the duration of the spell, undead and the Unseen have a disadvantage on attack rolls against you. You can end the spell early by using either of the following special functions.

- **Break Enchantment:** If you touch a character that is Charmed, Scared, or Possessed by an undead or Unseen, use an action. The character you touch is no longer Charmed, Scared, or Possessed by such characters.
- **Dismissal:** As your action, touch an undead or Unseen enemy and make a spell attack roll (p. 101). On a hit, the character must succeed on a Charisma saving throw or be dispelled: Undead enemies return to death, while Unseen enemies are banished.

Divination
(Shepherd Level 4)

Casting Time: 1 action **Range:** Self
Duration: Instantaneous

Your magic creates a connection to the vestiges of Man's knowledge in the world. You ask a single question concerning a specific goal, event, or activity to occur within seven days. The Guide offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

The spell doesn't consider any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

Dominate Beast
(Shepherd Level 5)

Casting Time: 1 action **Range:** 60 feet
Duration: Concentration, up to 1 minute

You attempt to beguile an animal that you can see within range. It must succeed on a Wisdom saving throw or be Charmed by you for the duration. If you or characters that are friendly to you are fighting it, it has an advantage on the saving throw.

While the animal is Charmed, you have a telepathic link with it. You can use this telepathic link to issue commands to the animal while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that character," "Run over there," or "Fetch that object." If the character completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the animal takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the animal to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

Elemental Ray
(Artisan Basic)

Casting Time: 1 action **Range:** 60 feet
Duration: Instantaneous

When choosing this spell, an artisan chooses the damage type for the spell: heat, cold, or lightning.

A beam of colored light streaks toward a character within range (red for heat, white for cold, and blue for lightning). Make a ranged spell attack against the target. On a hit, it takes 1d8 damage of the chosen damage type.

Elemental Shield
(Artisan Level 4)

Casting Time: 1 action **Range:** Self
Duration: 10 minutes

Thin and wispy flames wreathe your body for the duration, shedding bright light in a 10-foot radius. You can end the spell early by using an action to dismiss it. The flames provide you with a warm shield (red flames) or a chill shield (blue flames), as you choose. The warm shield makes you resistant to cold damage, and the chill shield makes you resistant to heat damage.

In addition, whenever a character within 5 feet of you hits you with a melee attack, the shield erupts. The attacker takes 2d8 heat damage from a warm shield, or 2d8 cold damage from a chill shield.

Elemental Wall
(Artisan Level 5)

Casting Time: 1 action **Range:** 120 feet
Duration: Concentration, up to 10 minutes

A wall of fire, ice, stone, or invisible force (spellcaster's choice upon casting the spell) springs into existence at a point you choose within range. You can make the wall up to 60 feet long, 20 feet high, and one foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and one foot thick. The wall lasts for the duration.

When the wall appears, each character within its area must make a Dexterity saving throw. On a failed saving throw, a character takes 5d8 damage of the chosen element (heat for fire, cold for ice, bludgeoning for stone, or force), or half as much damage on a successful saving throw. Attempting to break through the wall also deals 5d8 damage of the chosen element to each character that makes the attempt.

Enlarge/Reduce
(Shepherd Level 4)

Casting Time: 1 action **Range:** 30 feet
Duration: Concentration, up to 10 minutes

You cause a character or an object you can see within range to grow larger or smaller for the duration. Choose either a character or an object that is neither worn nor carried. If the target is unwilling, she can make a Constitution saving throw. On a success, the spell has no effect.

If the target is a character, everything she is wearing and carrying changes size with her. Any item dropped by an affected character returns to normal size at once.

- **Enlarge:** The target's size doubles in all dimensions, and its weight is multiplied by eight. If there isn't enough room for the target to double its size, the character or object attains the maximum possible size in the space available. Until the spell ends, the target also has an advantage on Strength checks and Strength saving throws, and a disadvantage on Dexterity checks and saving throws.

The target's weapons also grow to match his new size. While these weapons are enlarged, all damage done by melee weapons is doubled.

- **Reduce:** The target's size is halved in all dimensions, and its weight is reduced to one eighth of normal. Until the spell ends, the target also has an advantage on Dexterity checks and saving throws, and a disadvantage on Strength checks and Strength saving throws.

The target's weapons also shrink to match her new size. While these weapons are reduced, all damage done by melee weapons is halved (this can't reduce the damage below 1).

Expeditious Retreat
(Shepherd Level 1)

Casting Time: 1 bonus action **Range:** Self
Duration: Concentration, up to 10 minutes

This spell allows you to move at an incredible pace. When you cast this spell, as a bonus action on each of your turns until the spell ends you can take an additional movement action.

Fabricate
(Artisan Level 4)

Casting Time: 10 minutes **Range:** 120 feet
Duration: Instantaneous

You convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, and clothes from flax or wool.

Choose raw materials you can see within range. You can fabricate a large or smaller object (contained within a 10-foot cube, or eight connected 5-foot cubes), given a sufficient quantity of raw material. If you are working with metal, stone, or other mineral substances, however, the fabricated object can only be contained within a single 5-foot cube. The quality of objects made by the spell is commensurate with the quality of the raw materials.

Characters, masterwork items, and items made of plastic can't be created or transmuted by this spell. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor.

Faithful Canine
(Artisan Level 4)

Casting Time: 1 action **Range:** 30 feet
Duration: 8 hours

You conjure a phantom canine in an unoccupied space you can see within range, where it remains for the duration, until you dismiss it as an action, or until you move more than 100 feet away from it.

The canine is Invisible to all characters except you and can't be harmed. When a character comes within 30 feet of it without first speaking the password that you specify when you cast this spell, the canine starts barking loudly. The canine sees Invisible characters, the Unseen, and it sees through illusions.

At the start of each of your turns, the canine attempts to bite one character within 5 feet of it that is hostile to you. The canine's attack bonus is equal to your spellcasting ability modifier + your proficiency bonus. On a hit, it deals 4d8 piercing damage.

Fear
(Artisan Level 3)

Casting Time: 1 action **Range:** Self (30-foot cone)
Duration: Concentration, up to 1 minute

You project a phantasmal image of a character's worst fears. Each character in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever she is holding and become Scared for the duration.

While scared by this spell, a character must take a move action away from you by the safest available route on each of her turns, unless there is nowhere to move. If the character ends her turn in a location where she doesn't have line of sight to you, the character can make a Wisdom saving throw. On a successful saving throw, the spell ends for that character.

Feather Fall
(Artisan Level 1)

Casting Time: 1 reaction **Range:** 60 feet
Duration: 1 minute

Choose up to five falling characters within range. A falling character's rate of descent slows to 60 feet per round until the spell ends. If the character lands before the spell ends, he takes no falling damage and can land on his feet, and the spell ends for that character.

Fireball
(Artisan Level 3)

Casting Time: 1 action **Range:** 150 feet
Duration: Instantaneous

A bright streak flashes from your paw to a point you choose within range, then blossoms with a low roar into an explosion of flame. Each character in a 20-foot radius sphere centered on that point must make a Dexterity saving throw. A target takes 6d6 heat damage on a failed saving throw, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Flame Strike
(Shepherd Level 5)

Casting Time: 1 action **Range:** 60 feet
Duration: Instantaneous

A vertical column of divine fire roars down from the sky in a location you specify. Each character in a 10-foot radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A character takes 4d6 heat damage and 4d6 radiant damage on a failed saving throw, or half as much damage on a successful one.

Flaming Sphere
(Artisan Level 2)

Casting Time: 1 action **Range:** 60 feet
Duration: Concentration, up to 1 minute

A five-foot diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any character that ends her turn within five feet of the sphere must make a Dexterity saving throw. The character takes 2d6 heat damage on a failed saving throw, or half as much damage on a successful one.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a character, that character must make the saving throw to avoid taking full damage from the sphere, as above, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to five feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius.

Floating Disk
(Artisan Level 1)

Casting Time: 1 action **Range:** 30 feet
Duration: 1 hour

This spell creates a circular, horizontal plane of force, three feet in diameter and one inch thick, that floats three feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration, and can hold up to the weight of three dogs. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground.

The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes, and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom.

If you move more than 100 feet from the disk (typically because it can't move around an obstacle to follow you), the spell ends.

Fly
(Shepherd Level 3)

Casting Time: 1 action **Range:** Touch
Duration: Concentration, up to 10 minutes

You touch a willing character. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

Fog Cloud
(Artisan Level 1)

Casting Time: 1 action **Range:** 120 feet
Duration: Concentration, up to 1 hour

You create a 20-foot radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a strong wind disperses it.

Freedom of Movement
(Shepherd Level 4)

Casting Time: 1 action **Range:** Touch
Duration: 1 hour

You touch a willing character. For the duration, spells and other effects can neither reduce the target's speed nor cause the target to be Immobile or Paralyzed. The target can also spend five feet of movement (in other words, move five feet less this turn) to automatically escape from non-magical restraints, such as manacles, or a character that is holding him Immobile. Finally, being underwater imposes no penalties on the target's movement or attacks.

Gaseous Form
(Shepherd Level 3)

Casting Time: 1 action **Range:** Touch
Duration: Concentration, up to 1 hour

You transform a willing character you touch, along with everything she's wearing and carrying, into a misty cloud for the duration. The spell ends if the character drops to 0 stamina points. An incorporeal character isn't affected.

While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another character. The target is resistant to non-magical damage, and she has advantage on Strength,

Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though she treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when Incapacitated, Stunned, or Unconscious.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects she was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

Geas
(Shepherd Level 5)

Casting Time: 1 minute **Range:** 60 feet
Duration: 30 days

You place a magical command on a character that you can see within range, forcing her to carry out some service or refrain from some action or course of activity as you decide. If the character can understand you, she must succeed on a Wisdom saving throw or become Charmed by you for the duration. While the character is Charmed, she takes 5d10 psychic damage each time she acts in a manner directly counter to your instructions, but no more than once each day. A character that can't understand you is unaffected by the spell.

You can end the spell early by using an action to dismiss it. Removing the Charmed condition also ends it.

Grease
(Artisan Level 1)

Casting Time: 1 action **Range:** 60 feet
Duration: 1 minute

Slick grease covers the ground in a 10-foot square, centered on a point within range, and turns it into difficult terrain for the duration. When the grease appears, each character standing in its area must succeed on a Dexterity saving throw or fall Prone. A character that enters the area or ends his turn there must also succeed on a Dexterity saving throw or fall Prone.

Greater Restoration
(Shepherd Level 5)

Casting Time: 1 action **Range:** Touch
Duration: Instantaneous

You imbue a character you touch with positive energy to undo debilitating effects. You can remove one disease, one condition, and cancel any effects that reduces the target's ability scores.

Guardian of Faith
(Shepherd Level 4)

Casting Time: 1 action **Range:** 30 feet
Duration: 8 hours

A large spectral guardian appears and hovers for the duration in an unoccupied space of your choice that you can see within range. The guardian occupies that space and is indistinct except for a gleaming sword and shield emblazoned with the symbol of your choice.

Any character hostile to you that moves to a space within 10 feet of the guardian for the first time on a turn must succeed on a Dexterity saving throw. The character takes 20 radiant damage on a failed saving throw, or half as much damage on a successful one. The guardian vanishes when it has dealt a total of 60 damage.

Guiding Bolt
(Shepherd Level 1)

Casting Time: 1 action **Range:** 120 feet
Duration: 1 round

A flash of light streaks toward a character of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 3d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

Hallow
(Shepherd Level 5)

Casting Time: 24 hours **Range:** Touch
Duration: Until dispelled

You touch a point and infuse an area around it with holy power. The area can have a radius up to 60 feet, and the spell fails if the radius includes an area already under the effect of a hallow spell. The affected area is subject to the following effects.

First, undead and the Unseen can't enter the area, nor can characters within it be Charmed, Scared, or Possessed by the undead or the Unseen. Any character Charmed, Scared, or Pos-

sessed by such a character loses that condition upon entering the area.

Second, you can bind an extra effect to the area. Choose the effect from the following list, or work with the Guide to create a new effect. Some of these effects apply to characters in the area; you can designate whether the effect applies to all characters or only specific ones. When a character that would be affected enters the spell's area for the first time on a turn or starts his turn there, he can make a Charisma saving throw. On a success, the character ignores the extra effect until he leaves the area.

- **Courage:** Affected characters can't be Scared while in the area.
- **Darkness:** Darkness fills the area. Normal light, as well as magical light created by spells of a lower level than this spell, can't illuminate the area.
- **Daylight:** Bright light fills the area. Magical darkness created by spells of a lower level than this spell can't extinguish the light.
- **Energy Protection:** Affected characters in the area are resistant to one damage type of your choice, except for bludgeoning, piercing, or slashing.
- **Energy Vulnerability:** Affected characters in the area are weak to one damage type of your choice, except for bludgeoning, piercing, or slashing.
- **Everlasting Rest:** Dead bodies interred in the area can't be Possessed.
- **Fear:** Affected characters are Scared while in the area.
- **Silence:** No sound can emanate from within the area, and no sound can reach into it.

Haste
(Shepherd Level 3)

Casting Time: 1 action **Range:** 30 feet
Duration: Concentration, up to 1 minute

Choose a willing character that you can see within range. Until the spell ends, the target's speed is doubled, he gains a +2 bonus to defense, he has advantage on Dexterity saving throws,

and he gains an additional action on each of his turns. The additional action can only be used to take the following actions: Attack (one weapon attack only), Disengage, Hide, Run, or Use.

When the spell ends, the target can't move or take actions until after his next turn, as a wave of lethargy sweeps over him.

Healing Word
(Shepherd Level 2)

Casting Time: 1 bonus action **Range:** 60 feet
Duration: Instantaneous

A visible character of your choice within range regains stamina points equal to 1d4 + your spell-casting ability modifier. An additional 1d4 is rolled for every additional spell slot used when casting Healing Word. No stamina dice are expended, although the target can choose to spend stamina dice to recover stamina points if they wish.

Hold
(Artisan Level 5)

Casting Time: 1 action **Range:** 90 feet
Duration: Concentration, up to 1 minute

Choose a character that you can see within range. The target must succeed on a Wisdom saving throw or be Paralyzed for the duration. At the end of each of his turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

Hypnotic Pattern
(Artisan Level 3)

Casting Time: 1 action **Range:** 120 feet
Duration: Concentration, up to 1 minute

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each character in the area who sees the pattern must make a Wisdom saving throw. On a failed saving throw, the character becomes Incapacitated and Immobile for the duration. The spell ends for an affected character if she takes any damage or if someone else uses an action to shake the character out of her stupor.

Ice Storm
(Artisan Level 4)

Casting Time: 1 action **Range:** 300 feet
Duration: Instantaneous

A hail of rock-hard ice pounds to the ground in a 20-foot radius, 40-foot-high cylinder centered on a point within range. Each character in the cylinder must make a Dexterity saving throw. A character takes 2d8 bludgeoning damage and 3d6 cold damage on a failed saving throw, or half as much damage on a successful one.

Inflict Wounds
(Shepherd Level 1)

Casting Time: 1 action **Range:** Touch
Duration: Instantaneous

Make a melee spell attack against a character. When successfully laying your paw on a target, you channel negative energy that deals 2d10 necrotic damage.

Insect Plague
(Shepherd Level 5)

Casting Time: 1 action **Range:** 300 feet
Duration: Concentration, up to 10 minutes

Swarming, biting locusts fill a 20-foot radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is obscured and hard to pass through.

When the area appears, each character in it must make a Constitution saving throw. A character takes 4d10 piercing damage on a failed saving throw, or half as much damage on a successful one. A character must also make this saving throw when she enters the spell's area for the first time on a turn or ends her turn there.

Legend Lore
(Artisan Level 5)

Casting Time: 10 minutes **Range:** Self
Duration: Instantaneous

Name or describe a person, place, or object. The spell brings to your mind a summary of the significant information about the thing you named. The information might consist of current tales, forgotten stories from the Ages of Man, or even secret lore that has never been widely known. If the thing you named isn't of legendary importance, you gain no information. The more information you already have about the thing, the more precise and detailed the information you receive is.

The information you learn is accurate, but might be couched in figurative language. For example, if you have a mysterious magic axe, the spell might yield this information: "Woe to the bad dog whose paw touches the axe, for even the edge slices the paw of the bad ones. Only a true friend of Man and follower of Chumley may awaken the true powers of the axe, and only with the sacred name of the king."

Lesser Restoration
(Shepherd Level 2)

Casting Time: 1 action **Range:** Touch
Duration: Instantaneous

You touch a character and can end either one disease or one condition afflicting her. The condition can be Anosmic, Blind, Deaf, Paralyzed, or Sickly.

Levitate
(Artisan Level 2)

Casting Time: 1 action **Range:** 60 feet
Duration: Concentration, up to 10 minutes

One character or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling character that succeeds on a Constitution saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows her to move as if she were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range.

When the spell ends, the target floats gently to the ground if she is still aloft.

Light
(Shepherd Level 1)

Casting Time: 1 action **Range:** Touch
Duration: 1 hour

This spell causes an object (no larger than 10 feet in any dimension) to glow like a torch, shedding light from the point you touch in a 40-foot radius. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function. The spell ends after one hour, if you cast it again, or if you dismiss it as an action.

If cast against a hostile character, he must succeed at a Dexterity saving throw to avoid the effect.

Lightning Bolt
(Artisan Level 3)

Casting Time: 1 action **Range:** Self (100-foot line)
Duration: Instantaneous

A stroke of lightning forming a line 100 feet long and five feet wide blasts out from you in a direction you choose. Each character in the line must make a Dexterity saving throw. A character takes 6d6 lightning damage on a failed saving throw, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

Magic Armor
(Artisan Level 1)

Casting Time: 1 action **Range:** Touch
Duration: 8 hours

An invisible, but tangible, field of force surrounds the target of this spell. The target's base defense becomes 13 + the target's Dexterity modifier. Since Magic Armor is made of force, incorporeal characters can't bypass it the way they do normal armor. The spell ends if the target dons armor or if you dismiss the spell as an action.

Magic Missile
(Artisan Level 1)

Casting Time: 1 action **Range:** 120 feet
Duration: Instantaneous

Three missiles of magical energy dart forth from your focus and strike their target. Each one deals 1d4 + 1 points of force damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a character can't be singled out. Inanimate objects are not damaged by the spell.

You can have the missiles strike a single character or several characters. Each missile can strike only one character. You must designate targets before you roll damage.

Magic Paw
(Artisan Basic)

Casting Time: 1 action **Range:** 30 feet
Duration: 1 minute

You point your focus at an object and can lift and move the object from a distance with a ghostly paw. You can use your action to control the magic paw. You can use the paw to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the paw up to 30 feet each time you use it.

The paw can't attack, activate masterwork artifacts, or carry heavy objects.

Mass Cure Wounds
(Shepherd Level 5)

Casting Time: 1 action **Range:** 60 feet
Duration: Instantaneous

A wave of healing energy washes out from a point of your choice within range. Choose up to six characters in a 30-foot radius sphere centered on that point. Each target regains stamina points equal to 3d8 + your spellcasting ability modifier. An additional 1d8 is rolled for every additional spell slot used when casting Mass Cure Wounds. No stamina dice are expended.

Meld into Stone
(Shepherd Level 3)

Casting Time: 1 action **Range:** Touch
Duration: 8 hours

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by non-magical senses.

While merged with the stone, you can't see what occurs outside it, and any Wisdom checks you make to hear sounds outside it are made at a disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall Prone in an unoccupied space closest to where you first entered.

Mirror Image
(Artisan Level 2)

Casting Time: 1 action **Range:** Self
Duration: 1 minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a character targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate has defense equal to 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A character is unaffected by this spell if she can't see, if she relies on senses other than sight, or if she can perceive illusions as false.

Mislead
(Artisan Level 5)

Casting Time: 1 action **Range:** Self
Duration: Concentration, up to 1 hour

You become Invisible while an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or cast a spell.

You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose.

You can see through its eyes and hear through its ears as if you were located where it is. As a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are Anosmic, Blind, and Deaf regarding your own surroundings.

Passwall
(Artisan Level 5)

Casting Time: 1 action **Range:** 30 feet
Duration: 1 hour

A passage appears at a point of your choice that you can see on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within range, and lasts for the duration. You choose the dimensions of the opening: up to five feet wide, eight feet tall, and 20 feet deep. The passage creates no instability in a structure surrounding it.

When the opening disappears, any characters or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.

Phantom Steed
(Artisan Level 3)

Casting Time: 1 minute **Range:** 30 feet
Duration: 1 hour

A large, illusory mount appears on the ground in an unoccupied space of your choice within range. You decide the steed's appearance, but it is equipped with a saddle, bit, and bridle. Any of the equipment created by the spell vanishes in a puff of smoke if it is carried more than 10 feet away from the steed.

For the duration, you or a character you choose can ride the steed. The steed uses the statistics for a horse (p. 179), except it has a speed of 100 feet and can travel 10 miles in an hour, or 13 miles at a fast pace. When the spell ends, the steed gradually fades, giving the rider one minute to dismount. The spell ends if you use an action to dismiss it or if the steed takes any damage.

Plant Growth
(Shepherd Level 4)

Casting Time: 1 action or 8 hours **Range:** 150 feet
Duration: Instantaneous

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits.

If you cast this spell using one action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A character moving through the area must spend four feet of movement for every one foot he moves and takes 3d4 piercing damage. You can exclude one or more areas of any size within the spell's area from being affected.

If you cast this spell over eight hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for one year. The plants yield twice the normal amount of food when harvested. This spell is very useful as dogs work to reclaim lands lost over the centuries.

Polymorph
(Artisan Level 4)

Casting Time: 1 action **Range:** 60 feet
Duration: Concentration, up to 1 hour

This spell transforms a character that you can see within range into a new form. An unwilling character must make a Wisdom saving throw to avoid the effect. The spell has no effect on a shapechanger or a character with 0 stamina points.

The transformation lasts for the duration, or until the target drops to 0 stamina points. The

new form can be any beast whose challenge rating is equal to or less than the target's level or challenge rating. The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. She retains her personality (including personality traits), however.

The target assumes the stamina points of her new form. When she reverts to her normal form, the character returns to the number of stamina points she had before it transformed. If she reverts because of dropping to 0 stamina points, any excess damage carries over to her normal form. If the excess damage doesn't reduce the character's normal form to 0 stamina points, she isn't knocked Unconscious and is not considered to be dying.

The character is limited in the actions she can perform by the nature of her new form, and she can't speak, cast spells, or take any other action that requires paws or speech.

The target's rucksack melds into the new form. The character can't activate, use, wield, or otherwise benefit from any of her equipment.

Prayer of Healing
(Shepherd Level 3)

Casting Time: 10 minutes **Range:** 30 feet
Duration: Instantaneous

Up to six characters of your choice that you can see within range each regain stamina points equal to 2d8 + your spellcasting ability modifier. An additional 1d8 is rolled for every additional spell slot used when casting Prayer of Healing. No stamina dice are expended.

Private Sanctum
(Artisan Level 4)

Casting Time: 10 minutes **Range:** 120 feet
Duration: 24 hours

You make an area within range magically secure. The area is a cube that can be as small as five feet to as large as 100 feet on each side. The spell lasts for the duration or until you use an action to dismiss it.

When you cast the spell, you decide what sort of security the spell provides, choosing any or all the following properties:

- Sound can't pass through the barrier at the edge of the warded area.
- The barrier of the warded area appears dark and foggy, preventing vision (including Darkvision) through it.
- Sensors created by Clairvoyance or Scrying can't appear inside the protected area or pass through the barrier at its perimeter. Also, characters in the area can't be targeted by Clairvoyance or Scrying.

Casting this spell on the same spot every day for a year makes this effect permanent.

Protection from Energy
(Shepherd Level 3)

Casting Time: 1 action **Range:** Touch
Duration: Concentration, up to 1 hour

For the duration, the willing character you touch is resistant to one damage type of your choice: acid, cold, heat, lightning, psychic, or thunder.

Protection from Evil
(Shepherd Level 1)

Casting Time: 1 action **Range:** Touch
Duration: Concentration up to 10 minutes

Until the spell ends, one willing character you touch is protected from the undead, the Unseen, and creatures under the influence of the Unseen.

The protection grants several benefits. First, characters of those types have disadvantage on attack rolls against the target. The target also can't be Charmed, Scared, or Possessed by them. If the target is already Charmed, Scared, or Possessed by such a character, the target has an advantage on any new saving throw against the relevant effect.

Remove Sense
(Shepherd Level 2)

Casting Time: 1 action **Range:** 30 feet
Duration: 1 minute

You can blind or deafen a foe, or remove his ability to smell (anosmia). Choose one character that you can see within range to make a Constitution saving throw. If it fails, the target is Anosmic, Blind, or Deaf (your choice) for the duration. At the end of each of her turns, the target can make a Constitution saving throw. On a success, the spell ends.

Resilient Sphere
(Artisan Level 4)

Casting Time: 1 action **Range:** 30 feet
Duration: Concentration, up to 1 minute

A sphere of shimmering force encloses a character or object within range. An unwilling character must make a Dexterity saving throw. On a failed saving throw, the character is enclosed for the duration.

Nothing — not physical objects, energy, or other spell effects — can pass through the barrier, in or out, though a character in the sphere can breathe. The sphere is immune to all damage, and a character or object inside can't be damaged by attacks or effects originating from outside, nor can a character inside the sphere damage anything outside it.

The sphere is weightless, and just large enough to contain the character or object inside. An enclosed character can use his action to push against the sphere's walls and thus roll the sphere at up to half the character's speed. Similarly, the globe can be picked up and moved by other characters, if they are strong enough.

Revivify
(Shepherd Level 3)

Casting Time: 1 action **Range:** Touch
Duration: Instantaneous

You touch a character that has died within the last minute or the last three rounds. That character returns to life with 1 stamina point. This spell can't return to life a character that has died of old age, nor can it restore any missing body parts.

Sacred Flame
(Shepherd Basic)

Casting Time: 1 action **Range:** 60 feet
Duration: Instantaneous

Radiance erupts from a character or object that you can see within range. Characters must succeed on a Constitution saving throw or take 1d8 radiant damage.

In addition, objects hit by the spell shed bright light in a 20-foot radius, which will stay illuminated if the caster concentrates (up to one minute). If you target an object held or worn by a hostile character, that character must succeed on a Dexterity saving throw to avoid the spell.

Sanctuary
(Shepherd Level 1)

Casting Time: 1 bonus action **Range:** 30 feet
Duration: 1 minute

You ward a character within range against attack. Until the spell ends, any character who targets the warded character with an attack or a harmful spell must first make a Wisdom saving throw. On a failed saving throw, the character must choose a new target or lose the attack or spell. This spell doesn't protect the warded character from area effects, such as from an explosion.

If the warded character makes an attack or casts a spell that affects an enemy character, this spell ends.

Scrying
(Shepherd Level 5)

Casting Time: 10 minutes **Range:** Self
Duration: Concentration, up to 10 minutes

You can see, hear, and smell a character you choose. The target must make a Wisdom saving throw. If a target knows you're casting this spell, she can fail the saving throw voluntarily if she wants to be observed.

On a successful saving throw, the target isn't affected, and you can't use this spell against her again for 24 hours.

On a failed saving throw, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of her for the duration. Instead of targeting a character, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn't move.

Seeming
(Artisan Level 5)

Casting Time: 1 action **Range:** 30 feet
Duration: 8 hours

This spell allows you to change the appearance of any number of characters that you can see within range. You give each target you choose a new, illusory appearance as per the spell Disguise Self (p. 107). An unwilling target can make a Charisma saving throw, and if she succeeds, she is unaffected by this spell.

Sending
(Artisan Level 3)

Casting Time: 1 action **Range:** Unlimited
Duration: 1 round

You send a short message of 25 words or fewer to a character with whom you are familiar. The character hears the message in her mind, recognizes you as the sender if she knows you, and can answer in a like manner immediately. You can send the message across any distance.

Shatter
(Artisan Level 2)

Casting Time: 1 action **Range:** 60 feet
Duration: Instantaneous

A sudden loud, painfully-intense ringing noise erupts from a point of your choice within range. Each character in a 10-foot radius sphere centered on that point must make a Constitution saving throw. A character takes 2d8 thunder damage on a failed saving throw, or half as much damage on a successful one.

A character made of inorganic material such as stone, crystal, or metal has a disadvantage on this saving throw. A non-magical object that isn't being worn or carried also takes the damage if it's in the spell's area.

Shield
(Artisan Level 1)

Casting Time: 1 reaction **Range:** Self
Duration: 1 round

An invisible barrier of magical force appears and protects you moments before you are hit by a successful attack. Until the start of your next turn, you have a +5 bonus to defense, including against the triggering attack, and you take no damage from Magic Missile.

Shield of Faith
(Shepherd Level 1)

Casting Time: 1 bonus action **Range:** 60 feet
Duration: Concentration, up to 10 minutes

This spell creates a shimmering, magical field around the target that averts attacks. The spell grants the subject a +2 bonus to defense.

Sleet Storm
(Artisan Level 3)

Casting Time: 1 action **Range:** 150 feet
Duration: Concentration, up to 1 minute

Until the spell ends, freezing rain and sleet fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.

The ground in the area is covered with slick ice. When a character enters the spell's area for the first time on a turn or starts his turn there, he must make a Dexterity saving throw. On a failed saving throw, he falls Prone.

If a character is concentrating in the spell's area, the character must make a successful Constitution saving throw against your spell saving throw difficulty or lose concentration.

Slow
(Shepherd Level 4)

Casting Time: 1 action **Range:** 120 feet
Duration: Concentration, up to 1 minute

You alter time around up to six characters of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration.

An affected target's speed is halved, takes a -2 penalty to defense, a disadvantage to Dexterity saving throws, and can't use reactions. On her turn, she can use either an action or a bonus action, but not both. Regardless of the character's abilities or magic items, she can't make more than one melee or ranged attack during her turn.

If the character attempts to cast a spell with a casting time of one action, roll a d20. On an 11 or higher, the spell doesn't take effect until the character's next turn, and the character must use

her action on that turn to complete the spell. If she can't, the spell is wasted.

A character affected by this spell makes another Wisdom saving throw at the end of her turn. On a successful saving throw, the effect ends for her.

Smell Magic
(Artisan Basic)

Casting Time: 1 action **Range:** Self
Duration: Concentration, up to 10 minutes

For the duration, you smell the presence of magic, the Unseen, and characters under Unseen influence within 30 feet of you. If you sense magic in this way, you can use your action to smell a faint odor around any specific and visible character or object in the area that bears magic. This spell cannot be used if the spellcaster is Anosmic.

Smell Poison and Disease
(Shepherd Level 1)

Casting Time: 1 action **Range:** Self **Duration:** Concentration, up to 10 minutes

For the duration, you can smell the presence and location of poisons, venomous characters, and diseases within 30 feet of you. You also identify the kind of poison, venomous character, or disease in each case. This spell cannot be used if the spellcaster is Anosmic.

Spare the Dying
(Shepherd Basic)

Casting Time: 1 action **Range:** Touch
Duration: Instantaneous

You can touch a living character that has 0 stamina points. The character becomes stable and has 1 stamina point. The target can choose to spend stamina dice to recover stamina points, if she chooses.

Spider Climb
(Shepherd Level 2)

Casting Time: 1 action **Range:** Touch
Duration: Concentration, up to 1 hour

Until the spell ends, one willing character you touch gains the ability to move up, down,

and across vertical surfaces and upside down along ceilings, while leaving her paws free. The target also gains a climbing speed equal to her walking speed.

Spirit Guardians
(Shepherd Level 3)

Casting Time: 1 action **Range:** Self (15-foot radius)
Duration: Concentration, up to 10 minutes

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration.

When you cast this spell, you can designate any number of characters you can see to be unaffected by it. An affected character's speed is halved in the area, and when the character enters the area for the first time on a turn or starts her turn there, she must make a Wisdom saving throw. On a failed saving throw, the character takes 3d8 radiant damage. On a successful saving throw, the character takes half as much damage.

Spiritual Weapon
(Shepherd Level 2)

Casting Time: 1 bonus action **Range:** 60 feet
Duration: 1 minute

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. The weapon can take whatever form you choose.

When you cast the spell, you can make a melee spell attack against a character within five feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a character within five feet of it.

Stinking Cloud
(Artisan Level 3)

Casting Time: 1 action **Range:** 90 feet
Duration: Concentration, up to 1 minute

You create a 20-foot radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each character that is completely within the cloud at the start of his turn must make a Constitution saving throw. On a failed saving throw, the character spends his action that turn retching and reeling. Characters that don't need to breathe or are immune to poison damage automatically succeed on this saving throw.

A moderate wind disperses the cloud after four rounds. A strong wind disperses it after one round.

Stone Shape
(Artisan Level 4)

Casting Time: 1 action **Range:** Touch
Duration: Instantaneous

You touch a stone object or a section of stone no more than five feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or sculpture, or make a small passage through a wall, if the wall is less than five feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

Stoneskin
(Shepherd Level 4)

Casting Time: 1 action **Range:** Touch
Duration: Concentration, up to 1 hour

This spell turns the flesh of a willing character you touch as hard as stone. Until the spell ends, the target is resistant to non-magical bludgeoning, piercing, and slashing damage.

Suffuse Weapon
(Artisan Level 2)

Casting Time: 1 bonus action **Range:** Touch
Duration: Concentration, up to 1 hour

You can touch a non-masterwork weapon. Until the spell ends, that weapon gains a +1 bonus to attack rolls and damage rolls.

Suggestion
(Shepherd Level 4)

Casting Time: 1 action **Range:** 30 feet
Duration: Concentration, up to 8 hours

You suggest a course of activity (limited to a sentence or two) and magically influence a character you can see within range that can hear and understand you. The target must make a Wisdom saving throw. On a failed saving throw, he is Charmed and pursues the course of action you described to the best of his ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what he was asked to do.

You can also specify triggers that will trigger a special activity during the duration. For example, you might suggest that a royal guard dog give his horse to the first beggar he meets. If the trigger isn't met before the spell expires, the activity isn't performed.

Telekinesis
(Artisan Level 5)

Casting Time: 1 action **Range:** 60 feet
Duration: Concentration, up to 10 minutes

You gain the ability to move or manipulate characters or objects by thought. When you cast the spell, and as your action each round for the duration, you can exert your will on one character or one object (weighing no more than four dogs) that you can see within range, causing the appropriate effect below. You can affect the same target every round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

- **Character:** Make an ability check with your spellcasting ability contested by the character's Strength check. If you win the contest, you move the character up to 30 feet in any direction, including upward, but not beyond the range of this spell. Until the end of your next turn, the character is Immobile in your telekinetic grip. A character lifted upward is suspended in midair. On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the character by repeating the contest.
- **Object:** If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this spell. If the object is worn or carried by a character, you must make an ability check with your spellcasting ability contested by that character's Strength check. If you succeed, you pull the object away from that character and can move it up to 30 feet in any direction but not beyond the range of this spell. You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

Telepathic Bond
(Artisan Level 5)

Casting Time: 1 action **Range:** 30 feet
Duration: 1 hour

You forge a telepathic link among up to eight willing characters of your choice within range, psychically linking each character to all the others for the duration. Characters with Intelligence scores of 2 or less aren't affected by this spell. Until the spell ends, the targets can communicate telepathically through the bond. The communication is possible over any distance.

Thunderwave
(Artisan Level 1)

Casting Time: 1 action **Range:** Self (15-foot cube)
Duration: Instantaneous

A wave of thunderous force sweeps out from you. Each character in a 15-foot cube originating from you must make a Constitution saving throw. On a failed saving throw, a character takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful saving throw, the character takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

Warding Bond
(Shepherd Level 5)

Casting Time: 1 action **Range:** Touch
Duration: 1 hour

This spell wards a willing character you touch and creates a mystic connection between you and the target until the spell ends. While the target

is within 60 feet of you, she gains a +1 bonus to defense and saving throws, and she is resistant to all damage. Also, each time she takes damage, you take half the amount of damage.

The spell ends if you drop to 0 stamina points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected characters. You can also dismiss the spell as an action.

Water Walk
(Shepherd Level 3)

Casting Time: 1 action **Range:** 30 feet
Duration: 1 hour

This spell grants the ability to move across and through any liquid surface, such as water, acid, mud, and snow, as if it were harmless solid ground. In addition, this spell grants the ability to breathe underwater. Affected characters also retain their normal mode of respiration. Up to 10 willing characters you can see within range gain this ability for the duration.

Web
(Artisan Level 2)

Casting Time: 1 action **Range:** 60 feet
Duration: Concentration, up to 1 hour

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are hard to move through and partially obscure their area.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of five feet.

Each character that starts her turn in the webs or that enters them during her turn must make a Dexterity saving throw. On a failed saving throw, the character is Immobile if she remains in the webs or until she breaks free. An Immobile character can use her action to make a Strength check against your spell saving throw difficulty. If she succeeds, she is no longer Immobile.

The webs are flammable. Any five-foot cube of webs exposed to fire burns away in one round, dealing 2d4 heat damage to any character that starts her turn in the fire.

Zone of Truth
(Shepherd Level 2)

Casting Time: 1 action **Range:** 60 feet
Duration: 10 minutes

You create a magical zone that guards against deception in a 15-foot radius sphere centered on a point of your choice within range. Until the spell ends, a character that enters the spell's area for the first time on a turn or starts his turn there must make a Charisma saving throw. On a failed saving throw, a character can't speak a deliberate lie while in the radius. You know whether each character succeeds or fails on his saving throw.

An affected character is aware of the spell and can thus avoid answering questions to which he would normally respond with a lie. Such a character can be evasive in his answers if he remains within the boundaries of the truth.

Guide's Tome of Mystery

Darcy Cat guided the carriage next to what used to be a groomer's shop. A large wooden sign, cut into the shape of a pair of scissors, hung from one chipped eye ring, and the door had a pair of stout boards nailed across it. Alistair stepped out of the carriage as Darcy pounced down next to him. Even after being buffeted by the winds from the fast carriage ride, the cat still looked immaculate.

"A groomer's? At this hour of the morning?" Alistair Afghan rapped a paw on the boards across the door. "I appreciate your devotion to a smart appearance, Darcy, but now isn't the time to focus on such things."

"Surface appearances can be deceiving, sir," Darcy said, waving a paw at the shop. "This is where the necromantic cult meets, according to my information."

"Very well." Alastair pulled his focus out. "What do you think? A fire spell, perhaps? That should send the buggers running, what?"

Darcy deftly stepped in front of his employer's focus before it started to glow, and examined the planks on the door. He pulled on one and then the other, before he turned the doorknob and pushed. The door opened silently, while the boards remained stuck to the doorframe. "I think arson isn't necessary to gain admittance, sir," he said, as he ducked under the boards.

Alistair put his focus back sulkily. "Well, yes, if you want to be obvious about it, I suppose." He went down on all fours and crawled under the boards, his back just scraping against the wood.

Rising to his feet again, he stepped over to where Darcy stood. Alistair could just make out a square etched into the planks of the floor, but there was no ring or other way to pull it open. He was about to ask what to do next when Darcy began pushing and prodding at the floorboards. After a few moments, there was a soft click, and the square popped up slightly, offering a lip to grab onto. The cat and dog both pulled the door back, revealing a ladder and the glow of torchlight. Alistair grabbed the top rung and climbed down, followed by Darcy.

The stone floor wasn't too far down — Alistair could just about reach up and touch the wood of the shop floor above him. They stood in a corridor that led to a stone wall at one end, with a series of torches lighting the way to a heavy wooden door at the other. The cat silently padded up to the door and examined it just as carefully as he had the last two.

"Do you do this a lot when you're off duty?" Alistair whispered. "Staring at doors, I mean?"

"Only when I am required to stop the city from being overrun by unknown evil, sir," Darcy whispered over his shoulder, continuing to look at the door. "This one appears to be firmly locked, however, and I am without a key or appropriate tools." His tail twitched in consternation.

"I only ask," Alistair continued, "because it seems like you enjoy it, and I would hate to ruin your fun."

"Ruin my...?" Darcy turned to look, and saw Alistair holding his masterwork focus. The cat put his paw over his eyes. "Of course. Your lock spell."

Alistair gave a wide grin, and his tail swished in the air. Darcy stepped to one side as the gentledog pointed the rod at the lock. The high-pitched whine caused Darcy's ears to ache for a moment as Alistair muttered the magic words, and then the door opened with a quiet pop. The two could only see darkness beyond, but in the distance they could hear soft murmuring or chanting.

"The summoning ritual," Darcy hissed. "We don't have time to spare."

As he spoke, they both heard a rattling sound behind them. Alistair turned and pointed his focus at the noise, and saw another dog coming down the ladder. Inquisitor Ruby Labrador.

"Stop!" she bellowed, drawing her sword. "You're under arrest!"

Chapter Five: The World of Pugmire

This chapter is where I reveal the secrets of the world of *Pugmire*. I'll talk about dogs themselves, as well as some of the other species that live alongside them. I'll also go into the history and culture of dog civilization. Finally, I'll point out some interesting locations, both within the kingdom of Pugmire and nearby, to help inspire you as a Guide when you are creating your own stories.

If you're a player in a *Pugmire* chronicle, you might not want to read this chapter. There are things in here that the average dog doesn't know, and advance knowledge can ruin the surprise. As the Old Ones used to say, "spoilers ahead!"

For all you Guides out there, nothing in this chapter is carved in stone. If you want to move a location to another part of the kingdom or create a whole new species to introduce into your chronicle, do what you like. All of this is meant to be inspirational – use what sounds good to you, and make up the rest.

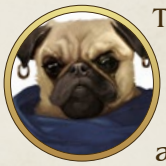
The Ancient World

Long before the kingdom of Pugmire was built, there was our world. The dogs call it the ancient world of the Old Ones or the Ages of Man. The lands the dogs inherited exist a long, *long*

time after humanity's disappearance — perhaps thousands of years later. Somewhere between then (in other words, the time in which you're reading this book) and now (when dogs, cats, and other species control the world), mankind created many wonderful things, many terrible things, and then vanished. What did we create? Where did we go? What have we left behind? All good questions, and ones that the dogs of Pugmire don't have any solid answers for.

Consider this: At some point, maybe hundreds of years after the 21st century, something caused all of humanity to disappear. Perhaps we died out, either from an outside threat or by some hostile technology rampaging across the globe. Maybe the dream of colonizing other worlds was finally realized, and we left this planet behind to settle on new, lush worlds far out in space. It might even be that we reached some kind of technological and biological singularity, evolving into creatures of pure energy or stepping between the borders of this dimension and another.

Regardless of the reason why humanity is no longer around, much of the science we left behind is more advanced than that of the early 21st century. Some of what survived are elements of nanotechnology, genetic manipulation of animals, quantum computers, artificial life, and other, even more bizarre things. Many animals have evolved (both over time and through our leftover technology) to have higher brain functions, use tools, and speak a common, universal language; these are collectively called "uplifted" animals. Uplifted dogs were not only given new abilities, but they also had medical problems like hip dysplasia, diabetes, and collapsed tracheas removed to make their lives more comfortable. Not every animal was uplifted, however, and some still resemble the pets we recognize.



To keep things clear, we use terms like "dog" and "canine" or "cat" and "feline" to distinguish between uplifted characters and unevolved animals. Further, uplifted animals are always called "people" or "species," whereas less evolved animals are simply "animals."

However, these uplifted dogs, cats, and other species don't live in a post-apocalyptic world with animated human corpses shambling between the skeletons of skyscrapers. Instead, what has been left behind is hazy and indistinct, and dogs think of our modern culture from a mythological standpoint, rather than an archeological one — although there are still zombies and ruins, they are divorced from an explicit 21st-century context. Dogs do know that the Old Ones existed in a variety of times, but these Ages of Man aren't documented or detailed, but are used rather vaguely. For example, information about newspapers is known to be from "an earlier age" than information about ebooks. From this, some concepts like democracy, books, medicine, and so on can be uncovered and referenced by dogs, who then try to reverse-engineer and apply that knowledge as best as they can. The problem is that they don't have all the context for their information — similar to how we've lost some knowledge and context from our own ancient civilizations. All this information can get muddled up as a result.

As such, dogs have managed to rebuild to a roughly-medieval level of technology and society, but it's mixed in with lots of anachronisms. As players, we know that quantum tablet computers didn't exist at the same time as crossbows, but the characters of *Pugmire* see it all as one seamless whole. They simply classify anything they can't understand as magic, receiving it with religious reverence as well as intellectual curiosity. To them, it's all part of the mysterious legacy left behind by Man.

Speaking of "Man," a quick digression about that specific term. Dogs use the word "Man" a lot to describe humanity, but they don't use it with any gender implications. Instead, to them it's a plural noun that encompasses all their lost gods. During development of *Pugmire*, I considered a lot of alternatives, but "Man" worked well because it's tied to existing idioms (such as "man's best friend"), and because it fits neatly in the same linguistic space as "god" in Western culture (giving us phrases like "Man damn it" and "I swear to Man"). If you prefer something else, I also use "the Old Ones" as a descriptive title throughout the book — you can use that exclusively instead, or something more straightforward like "the gods."

Dogs

Dogs are the focus of *Pugmire*. They built one of the most organized nations of the world, and they developed their own culture inspired by the Old Ones they worship.

To start, the Church of Man distinguishes between animals and those that have been "uplifted." The term comes from a story about how Man reached out and lifted up all the good dogs to sit by their side. This proximity to the divine led those good dogs to become more like Man as a result. All those who have been uplifted (not just dogs, although Church dogma is vague on how the other species were uplifted) are worthy of respect, because the Old Ones blessed them with their divine gift. Of course, dogs are repeatedly claimed to be "Man's best friend," so the Church of Man considers dogs to be the holiest of the uplifted.

Physical Form

Dogs were the first to be uplifted by humanity back in the ancient world, because they were the most useful for a variety of needs. A police dog that gives court testimony or a military soldier that is genetically wired to follow orders is desirable to the government, while seeing-eye dogs that talk with their humans or pet owners who wanted to chat to their *wittle sweetie pookins* are valuable in the consumer sector. The results were so successful that more animals were manipulated. Over time, dogs have changed somewhat from our original uplifted design.

On average, dogs are about the size of humans, although the size difference between dogs is much greater than that between humans: from approximately four feet tall to over seven feet tall. This has led to some interesting conclusions from dog scholars, as many of the texts they've recovered from the Ages of Man indicate that dogs are smaller than the Old Ones. While some accept that perhaps dogs have increased in size, others argue that Man towered over dogs — perhaps standing a dozen feet tall, or maybe more.

Dogs are generally more human-like than canines. They can stand on two legs, and their paws have fingers that allow them to use tools and manipulate objects. They're not entirely bipedal, however, and can run on four legs as well as two (although not as well as their canine cousins). Dogs can see in full color, unlike their canine counterparts. They have fur all over their skin, and they still have tails. In fact, dogs that go into dangerous situations make sure their tails have some armor, just like their other limbs.

Dogs live to be around 40-50 years old. In general, a dog is a puppy until they are about 10 years old, a young adult until they are 15, an adult until they are 25, a mature adult until 35, and an old dog after 35. These are not hard-and-fast ranges, however: A young dog with a mature outlook might be considered an adult even in her early teens, while a dog with a lot of gray in his fur might be seen as older than he is. While many dogs start pioneering and exploring when they are young adults, dogs of any age can seek adventure.

Families

Dogs generally belong to a family. These families are akin to modern dog breeds, with the breed name becoming the dog's surname: Picassa Collie, Pan Dachshund, Yosha Pug, and so on. Surnames are generally one word (like "Hound") or two hyphenated words (like "Russell-Terrier"). Families can be quite large, and dogs often marry other (distant) relatives in their family. However, many dogs also marry into other families and take their surname, and some families adopt or accept outside dogs into their home. As such, it's unusual, but not impossible, to see a large, muscular dog that looks like a Malamute with the last name of "Papillion."

While dogs don't recognize explicit groups of families — the breeds like pointers, runners, companions, and the like are purely a game mechanic — many do recognize certain trends, and might stereotype dogs accordingly. Smaller, more talkative dogs can be treated a certain way, while wiry, athletic dogs might be treated another way. So while a *Pugmire* character would never say "Companion dogs annoy me," they could say something like "Small, chatty dogs like the Pugs and the Pomeranians annoy me."

If a dog family ends up recovering a powerful or important relic and presenting it to the ruler of Pugmire, they are declared as a noble breed within the kingdom. However, the loss or destruction of a relic can lead to the ruler rejecting a family's

noble status. The loss or recovery of artifacts has changed the fortunes for many dogs in the years since the kingdom was founded. Sometimes this results in branch families being formed — for example, historical accounts say that many of the Hound branch families splintered over internal conflicts over the disposition and protection of various relics of Man.

Dogs that find love outside of their family are sometimes cast out to become pariahs, or "free dogs," as they prefer to be called. Some of the pariahs have started taking on the name Mutt, while others create their own surnames, or simply go without. Even civilized dogs might take on different surnames as they travel, or to distance themselves from their past.

Enemies

The dogs have enemies on all sides trying to stop their quest to recover the world of Man and spread the word of the Church. Some enemies are merely rival species, as quick to use discussion or political discourse as they would use a blade. Others are forces of chaos, requiring great valor and bravery to defeat. And some assault a dog's spirit, turning her against her friends and companions before she dies. All of them are dangerous, in their own ways.

Rival Species

Dogs are not the only species in the world. There are others with very different goals, cultures, and agendas from the dogs, which often puts them at odds. The cats, rats, badgers, and lizards are the most commonly seen by dogs, but there are others. The fish rule the waters, while the birds dominate the skies. The world is wide and can encompass many wonders, but these four are the most populous around the kingdom of Pugmire.

I firmly believe that no species is inherently evil. They might take actions or hold beliefs that cause problems for dogs, but that doesn't mean they need to be exterminated. Individuals can be bad, certainly, but just because someone is a cat doesn't make them a bad dog.

What Yosha's trying to say here is that this is all a generalized account from the perspective of civilized dogs. That doesn't mean every person from a particular species acts the same. I've got some great rat friends that I would trust with my plastic and my life, and there are some cats that I would shoot with my bow the moment I saw them again. Don't be surprised if each of these species has their own perspective of dogs.

Cats

The dogs' main rivals are cats. Cats are very individualistic, which is often at odds with the community-focused nature of the dogs. Further, there was a nasty war between Pugmire and the Monarchies of Mau a few decades ago, and things are still tense between the two nations today.

The Monarchies of Mau are a loose confederation of independent city-states. These autonomous groups work against each other's interests as much as those of other species. Over the centuries, six different cat monarchies have formed into a coalition of houses that work with and against each other in a complex political web. Because of such intrigues, cats have both a surname and a house name: Zola Mau von Korat, for example, means "Zola Mau, declaring allegiance to House Korat."

Outside of the war, there are other reasons why dogs might not trust cats. In particular, some cats see spirits and have ties to the dead, and a few are believed to practice necromancy. This leads some dogs to believe that cats are unwholesome and willing to defile the dead for their purposes. Also, many cats who have left the Monarchies ("moggies," the cat equivalent to strays) have difficulty finding legitimate work within Pugmire, and are forced into less savory occupations. Cat burglars, spies, and assassins are not uncommon, and thus many dogs assume that *all* cats are inclined to such nefarious pursuits.

Rats

In equal parts dismissed and vilified, the rats live in the margins of civilization. Cats and

dogs have had rivalries with the rats for as long as they've had conflicts with each other. However, the rats don't have a city or empire that can be attacked or negotiated with (or perhaps they used to — some rats whisper stories of a city that was overrun by monsters generations ago). Instead, the rats are explorers of a different kind, living in old ruins, mines, caves, and even heaps of garbage. They search endlessly for what they call "shinies," attractive objects that they sometimes trade to other species in exchange for food and shelter. Some rats who choose to live in kingdoms like Pugmire form criminal enterprises, using their treasure to gain power and leverage over others. These rats believe they'll never get fair treatment from cats and dogs, so they do whatever it takes to survive...which reinforces the stereotype of the shifty rat.

Some of the rats' negative reputation comes from a group of fanatics that live within rat society. Calling themselves the Cult of Labo Tor, these rats have found a higher purpose: the worship of Man's 100 Theories. These self-proclaimed White Mice wear white robes and bleach patches of their fur white, and they believe that the 100 Theories can only be discovered through the science of Man — although to them, "science" means capturing other people and subjecting them to horrific and often deadly experiments. Most rats reject the White Mice, but the cult's secretive nature, combined with the natural reticence of the rats, makes it hard for outsiders to tell the difference between honest rats and devout psychopaths.

Badgers

The badgers (also comprised of otters, polecats, weasels, ferrets, and wolverines) are a species of conquerors. They don't seek to build a civilization as much as take it from the other people. They plunder caches of relics as often as they attack cat fortresses and dog kingdoms. If they manage to overthrow an area, they move in, fortify it, and plan their next attack. Many badgers act like nothing more than lawless villains, but some act out of desperation to provide their families with food and shelter from larger, more dangerous creatures. Some tribes of badgers prefer to live in abandoned areas rather than taking cities by force, but they usually end up in competition with the rats.

The various factions within the badgers don't communicate very well, as illustrated by the story of a notorious ferret assault against a dog castle that was just conquered by a unit of polecats. However, legends have circulated about a badger king, Kibu the Red, that is seeking to bring the various settlements and armies together to move in unison against the other species.

Lizards

Lizards live in nomadic tribes that generally inhabit the more arid parts of the world. They travel together in colorful caravans, acting as traders and messengers. Lizards buy and sell items, including information and news from distant lands, everywhere. Although some dogs long to see such places for themselves, many nobles are content to sit and listen to the lizards' florid tales of foreign lands.

Some lizard tribes (like the geckos) have settled in cities built on small areas of green near the deserts of their nomadic brethren. Many, however, simply move from location to location, in a collection of tent cities, and make their livings through barter, scavenging, and ad hoc work for other species. Most lizards cover their faces when speaking outside of their community, and use strange magic to defend themselves.

Animals

Aside from the uplifted peoples, there are other, less evolved animals in the world. Dogs ride horses, use beasts of burden, and hunt rabbits and deer for food. They even train canines to hunt and play, treating them as pets and companions. Dogs look to their unevolved kin much like we look at apes: There's a resemblance of sorts, and maybe we can train them to do interesting things, but the two species aren't on the same evolutionary level.

But some animals are wild, or have been twisted into strange abominations. Maybe they grow to larger than normal sizes and end up terrorizing civilized people. They might end up with an unusually-high intelligence or an unexpected capacity to communicate. Dogs (and other species) have varying reactions to such "half-lifted" animals, but usually it doesn't end well for the animal in question.

Monsters

There are many strange and unusual creatures that roam the world. Giants with the heads of both a dog and a cat. Inky-black shadows that walk on all fours. Huge, eyeless white rodents with a taste for dog flesh. These are creatures that are insane, destructive, or otherwise create chaos in the world. Here be monsters.

Monsters are things more terrifying than animals, but they are also not a species as dogs recognize them. They do not have a culture, or even share the common language that all other species use. They are wild, lurking in the world to spread fear, hunt innocents, or destroy civilizations. They range from the bestial to the hyperintelligent, from feral beasts to incomprehensible horrors. Even if they can communicate or coordinate, they often don't have a goal or an agenda dogs can understand. The only thing that gets through to a monster is a good sword and a sturdy arm.

Sometimes, they make lairs out of ancient Man shrines or the remains of old dog buildings. Other times they lurk in natural dwellings, like underground caverns or deep mountain caves. A few even make their own habitats: shining spider webs of extruded metal or sky-high hives made from the bones of their victims. They wait on the fringes of civilization, striking when they can to get food, supplies, or even some violent entertainment.

Many monsters are the results of rejected experiments and failed upliftings that fled and bred and grew. Others occur after relics erode, twisting the animals and people nearby as ancient failsafes crack and splinter to unleash weird energies. Some simply are — a bit of strange horror in the world that no one can explain. All of them are dangerous.

Demons and the Unseen

Demons. The Enemy. The Unseen. The invisible enemies of the dogs are the most ancient and the most insidious — so much so that the Code of Man makes particular note of them. It is hard to tell when the Unseen are lurking in the dogs' midst, but the results are always betrayal, destruction, and murder.

Some aspects of the Unseen manifest as a disease that takes over good dogs and turns them against their allies. These mangy, rabid dogs can be controlled by demonic spirits, so they can work together towards alien goals, or they may rampage mindlessly against unpossessed people. The shepherds of Pugmire have learned ways to exorcise these demons, but the process is complicated and painful, and usually requires going to a church to perform.

Other enemies within the Unseen are more literally invisible — monsters that cannot be seen or smelled by the average dog. Some of them work with the possessed or with demonic spirits, while others seem to have their own opaque agendas. Very few of these Unseen are mindless, however — they lurk among the civilized people of the world, waiting for their moment to strike.

No matter what aspect the Unseen takes, it is the closest to evil that the dogs recognize. The Unseen cannot be redeemed, they cannot be reasoned with, and they destroy whatever they touch.

History of Pugmire

The various dog families may disagree on many topics, but not when it comes to history. As far as dog civilization is concerned, everything began with King Vinsen Pug I and the foundation of Pugmire.

The Foundation of Pugmire

Centuries ago, dogs lived as small families, taking up residence wherever they could. Whenever groups of families would build something larger, dogs would start to perish by unseen paws, and the survivors would flee in terror, forcing them to live in small groups again.

However, an ancient ability to sense invisible enemies reawakened in the Pug family. The first Pug to manifest this ability was Vinsen Pug. As soon as he was old enough, he traveled to other dog encampments and used his sense to flush out the unseen enemies waiting to undermine them. He achieved success after success, and it wasn't long before dozens of families were following Vinsen.

As an older dog, Vinsen realized that he needed to build a home for his new friends. However, much of the good land was claimed by the cats of the monarchy of Korat. The unclaimed land by the Acid Sea was difficult to grow crops on, and a river poured tainted water into the nearby plains, creating a thick, boggy mire. Left with little choice, Vinsen and his followers claimed the mire as their own.

Soon after they settled in, a dog named Anastasia Akita uncovered strange writings in a nearby cave. After months of study, she could discern that there were gods known as Man that walked the world before dogs. In these writings was information on how to drain the mire, clean up the river, and make it a place suitable to build on. Anastasia believed the discovery of such knowledge to be a miracle, and gathered other dogs to her cause. Maria Labrador was one of the first to join her flock, and became Anastasia's staunch protector over the years.

Vinsen, learning of this ancient knowledge, came to Anastasia, and they agreed to work together to reclaim the mire. After years of intense study and hard work, the mire was drained, and the dogs could build on the land. The collective populace declared Vinsen as their king, Vinsen Pug I. In turn, he declared Anastasia's growing collection of followers to be the kingdom's official church, and Anastasia became Mother Anastasia Akita.

Vinsen never lived to see his kingdom built — it was his son, Vinsen Pug II, who first sat on the throne. The finished kingdom was named in honor of his family: Pugmire. It is said that Vinsen I was buried in a secret tomb somewhere on the plains, and once the kingdom was finished, his remains were moved to the castle mausoleum. However, no one has ever discovered such a tomb. It is believed that Mother Anastasia and her guardian, Maria, hid his tomb away so that the Unseen could never defile it.

The Rise and Fall of the Hounds

For years, the Pug family ruled Pugmire, supported by the Church of Man. Over time, however, other families felt that they would be better suited to rule the kingdom. The largest and most vocal of these families were the Hounds. Their

family was instrumental in mining the stone and minerals that helped build the kingdom, and they felt they should have equal say in the government of Pugmire. Queen Amelia Pug II did institute a royal court, wherein the leaders of each family were given the titles of "duke" or "duchess" and allowed to act as advisors to the Crown. However, that wasn't enough for the Hounds.

Duke Wilfred Hound was the charismatic leader of the Hound family, and convinced many dogs that a system based on royal whim wasn't sustainable. Certainly, Vinsen and his line did much to create the kingdom, but they didn't act alone, and other families were just as important in making Pugmire what it was. He approached the Church of Man and argued that rather than having a family made into nobility purely by royal decree, each family had to do something to further the cause of the kingdom and the Church. Duke Wilfred's proposal was simple: Any family that discovered and protected a relic of Man would be considered a noble house. Since such relics would need to be verified by the shepherds, that meant the Church would have some say in the composition of the royal court. Duke Wilfred's proposal was accepted.

Queen Amelia had much gray in her fur by this time, and sensed the way things were going. Rather than subject her puppies to what could be a civil war over the throne, she abdicated. Before she left, however, she asked one favor of the court: After the families had a year to present their relics and become confirmed as a royal house, the dukes and duchesses would decide among themselves who would be the next ruler of Pugmire. Her condition was accepted, and a year later Duke Wilfred was ordained King Wilfred Hound I.

King Wilfred ruled well, but some of his family disagreed with his decisions, particularly in the disposition of powerful relics. Several Hounds thought they would get preferential treatment under a Hound dynasty, but King Wilfred ruled in a fair and even-pawed manner. Some of the branch families, such as the Basset-Hounds and Fox-Hounds, broke with the rest of the Hounds, setting themselves up as noble houses in their own right. By the time King Wilfred was too old to carry on his duties as king, the Hound family had diminished to a fraction of its size. Over a dozen different Hound branch families vied for the throne after King Wilfred, but the other families rallied behind the Papillons instead.

Outraged, many of the Hound branch families left Pugmire, building a new kingdom — Houndton — to the south. For years, the two kingdoms had economic and political conflicts. Eventually, however, Queen Carmella Papillon I worked out an agreement with the ruler of Houndton, Cyrus Transylvania-Hound. He swore fealty to Pugmire, and was awarded the title of Lord Mayor. Pugmire had become an empire.

Imperial Exploration, and the War

After settling their outstanding issues with Houndton, Pugmire turned its eyes to the Acid Sea. While the years since the founding of Pugmire had not diminished the dangers of the sea, a combination of magic and technology allowed the dogs to purify and direct the river that flowed to the east of the kingdom. Many artisans and engineers, seeking new challenges, struggled to make a ship that would survive the intensity of the waters in the Acid Sea. Eventually, the answer was found in Pugmire's most valuable resource: The Man-given miracle mineral of plastic. Making ships out of plastic was incredibly expensive, but Pugmire was becoming a rich kingdom, and so a handful of plastic ships were created. The area south of Houndton was used for the construction of the fleet, and thus Waterdog Port was created.

Jake Staffordshire was instrumental in the development of Waterdog Port, and was passionate to use the fleet to explore lands beyond the mountains and the forest surrounding Pugmire. He formed "Jake's Pioneers," an organization devoted to exploration on both sea and land. He organized and funded a few expeditions that managed to reach a variety of strange lands (most notably the lands where the lizards lived). Only one expedition returned, but it brought back a variety of masterwork artifacts. Queen Lilly Springer II, in recognition of Jake Staffordshire's work and vision, gave his organization royal sanction, and it was renamed to the Royal Pioneers of Pugmire.

Unfortunately, the exploration of the world was to be short-lived. The monarchy of Korat bargained for access to Waterdog Port, but they were unable or unwilling to contribute to the cost of building more ships. Tensions between Pugmire and Korat flared up, and brawls between cats and dogs at the port became increasingly common. To protect her citizens, Queen Lilly banned all cats from Waterdog Port until Korat could control the actions of its citizens. This offense was too great for Korat to bear. They used the incident as the key to their ongoing negotiations with the other cat monarchies. Eventually, the six main monarchies worked together to try and force the dogs to give up control over the port — a move that many dogs considered to be the start of a campaign to cripple Pugmire.

What resulted was the War of the Dogs and Cats — years of bloodshed between the recently-formed Monarchies of Mau and the Pugmire empire. As the war dragged on, supply lines for the defense and protection of Waterdog Port became too expensive to maintain. Eventually, Pugmire withdrew support from the port. For several months, the Monarchies claimed control (briefly renaming it "Mau's Glorious Waters"), but the dogs left behind fought them tooth and claw every chance they could. Eventually the cats relinquished control over the port as well, and Waterdog Port became a free city, unclaimed by either side.

After many long years of conflict, Queen Lilly died suddenly in her chambers. Her successor, King Charles Pug I, spent another year carefully negotiating with the Monarchies while minimizing dog casualties. One night, King Charles met with Monarch Trillani Persian von Mau in secret, and they signed a peace agreement. The War of the Dogs and Cats was over.

Today

It's been decades since the War of the Dogs and Cats. Tensions with the Monarchies of Mau have cooled, but both sides are quick to take offense at small incidents. King Charles' youngest son, Puckington Pug, was ordained as King Puckington I, and is advised by his elder brother, Murra Pug. King Puckington attempted to negotiate for broader and more substantive trade and political relationships with the Monarchies

of Mau, but with limited success. Meanwhile, as knowledge of plastic boat technology spread, lizards started trading with Pugmire and the Monarchies. Badger aggression is increasing, and conflicts with the rats are building as the populations of the various dog cities grow. Worse, monsters have been seen roaming the countryside more and more. The Church claims the increase in tensions is due to the influence of the Unseen, while other dogs blame the manipulations of the cats, the avarice of other species, or simple bad luck.

As things grow more and more dangerous, Pugmire is forced to find new allies, resources, and masterwork relics. Pugmire needs to explore the world, and the Royal Pioneers stand ready.

Dog Culture

Dog culture has evolved and changed over the centuries. Even so-called "uncivilized" dogs recognize some of these cultural elements — although they might not agree with them all.

The Word and the Code of Man

The Word of Man is the ideology Man laid down for dogs, according to the Church. The full Word is massive, volume upon volume compiled by the shepherds of the Church from what they've learned and what they feel is right. Every acolyte of the Church is encouraged to become well-versed in the nuances, interpretations, and expansions of these teachings. However, not every dog has the patience or capability to study that much information. As such, the Church has boiled down most of the tenets into a simple code.

The Code of Man is what all the good dogs of Pugmire are expected to follow. Those dogs that do not follow the Code of Man are bad dogs, at least in the eyes of some. Of course, different species have different ideologies. The cats of the Monarchies of Mau, for example, also believe in the Old Ones, but look on them as treasured servants that left without telling their masters where everything was. They value Man and their teachings, but more as a collection of good suggestions rather than religious laws. They certainly wouldn't create a religious *code* based on that.

But the dogs have, and it serves many of them well. Not all the tenets are given the same weight, nor are they all interpreted the same way, but they have lasted the test of time.

Be a good dog

The core tenet, and the one most debated philosophically. It's clear to scholars that this was important to the Old Ones, but what comprises the behavior of a "good dog" is a subject of intense debate. It's also the tenet many within the Church of Man go back to — any infraction of the other tenets is an indication that you may not be a good dog.

Obey the master

Dogs should obey those that are in charge. This hierarchical structure is what allowed the dogs to build a kingdom, and it led to their quasi-feudal government. Some dogs, however, feel that they are their own best "masters," or that only Man has the right to be called "master."

Bite only those who endanger you

"Bite" isn't necessarily literal here — it means inflicting harm (and sometimes dogs will use it colloquially, such as "don't bite my tail" to mean "don't mess with me"). But one of the agreed-upon tenets of being a good dog is that you only bite when you are endangered. Of course, what constitutes "danger" is also debated.

Defend your home

Although "home" can be broadly defined, this is probably one of the least controversial tenets — most every dog can agree that guarding and defending your home, your family, and those around you are good things. If you can justify protecting your home, you can probably get away with "biting."

Stay loyal to those that are true

Dogs were valued by the Old Ones for their loyalty, and that should extend to other dogs (and indeed, to anyone else). But what is disloyalty? If you betray a friend to save your city or your family, are you still true? Are you really a good dog?

Protect all from the Unseen

Long ago, dogs have tried to warn Man about dangerous things. They barked fierce cries

of warning whenever unseen danger was near, but unfortunately the Old Ones never listened. Over time, many dogs lost their ability to sense such things, but they still feel it is their duty to protect all people from hidden danger.

Fetch what has been left behind

Dogs also seek to retrieve the artifacts (or "masterworks") still undiscovered in the world, and bring them back. The Church teaches that fetching such relics brings dogs closer to the Old Ones, but some dogs feel that such pursuits are mercenary and smell more of cat logic than of something a dog should be doing.

Relationships

Between dogs, it's culturally assumed that everyone is a friend. For example, it's common for two dogs who have never met before to call each other "friend" as a form of greeting. Even dogs that don't like each other as soon as they meet might use "friend" to refer to each other, although there's likely a healthy dose of sarcasm that goes with such a greeting. Similarly, civilized dogs will shake paws upon greeting each other, as many dogs believe this is the way the Old Ones taught dogs to act in polite company. Strays and other free dogs might prefer to sniff each other's paws as a form of greeting — a polite way of determining if the other person is holding food or, conversely, a hidden weapon. (Sniffing each other's hindquarters is viewed as something only unevolved canines do.)

After dogs become friends, the relationship can become worse, but only through mutual antipathy. Even dogs that lose touch and have no emotional investment in a personal relationship call each other "friend," but it takes outright hate for a dog to call another "enemy." Such enemies will sometimes politely refuse to look at each other at social gatherings, or go so far as to snarl and bark at the sight of one another. Kingdoms like Pugmire have various ways to resolve disputes (such as through the royal court for nobility, or via the city guard and inquisitors if not), but resentment can linger, and even two dogs who have officially "made up" can carry a grudge for years afterward.

Conversely, dogs can become more than friends. Dogs who spend a lot of time together and prefer each other's company over that of others are considered to be good friends (although some dogs prefer the cat term "comrade," but not usually in mixed company). Sometimes, those dogs might find that their mutual interest is romantic rather than merely platonic, and become lovers as well as friends. Courtship of a dog out of romantic interest is not uncommon, but can backfire — in fact, some particularly bad courtships have resulted in the dogs involved becoming enemies!

Dogs can marry any other dogs they desire, but the culture of Pugmire encourages nobles to marry either within their families, or to other families with strong political interests. This pressure to "keep it in the family" has led several star-crossed lovers to flee Pugmire and seek the freedom of the outside world, while others simply choose their love over any desire for noble title or recognition. Dogs not of the nobility have much less pressure on who they decide to marry, but such relationships can quickly come under scrutiny if a family is suddenly elevated to noble status.

Some dogs have pointed to specific remnants of the Word of Man and suggested that only boys and girls should marry, or that only two dogs can marry. This seems very silly to me! My own research shows that Man loved us and wanted us to love in return — why would they want to restrict us to only certain kinds of love?

Technology and Magic

Let's step outside the world of *Pugmire* for a moment. As a person reading this book, you realize that everything presented as "magic" within the context of this game is really some form of technology. It might be technology you recognize or think you recognize, or maybe it's only something you can imagine, but ultimately there's nothing mystical there.

But put yourself in the mindset of the dogs themselves. They've managed to build or reconstruct for themselves a level of technology that's roughly equivalent to that of the 14th or 15th

century. There are some caveats — irrigation and farming techniques are more advanced, for example, as well as the ability to smelt and mold plastic — but in general what the dogs consider to be "technology" stops somewhere around the 1400s.

Arthur C. Clarke famously said "any sufficiently advanced technology is indistinguishable from magic," and that's certainly true here. To these dogs, the ability to compress light into a beam is sorcery, not science, even though we recognize it as science from our 21st-century perspective. The far edges of this world's discarded technology, such as atom-sized robots or a single universal language, can certainly *feel* very magical, but even mundane things can appear magical to a dog. For example, if someone finds a tablet computer and gets a video conference to work, how is that much different from peering into a sheet of glass and scrying a distant location?

This leads to a blurry line between technology and magic, both for your chronicle and for the dogs themselves. If a dog manages to achieve a scientific breakthrough, she's just as likely to be lauded for "unlocking the secrets of the Old Ones" as she is for advancing society's current knowledge. After a certain point, dogs can accept a particular piece of magic as commonplace to their world, and it becomes technology. Old dogs who remember something as being strange and mystical before it became commonplace might find the advancement confusing or scary, but most dogs simply accept that Man blessed them with a piece of their magic, and move on.

Overall, though, this doesn't happen often. The areas where technology and magic blur — i.e., where the dogs are on the cusp of making a new technological discovery — are generally perceived as items enhanced by magic, rather than something that's completely mystical. A suit of armor that is lighter and sturdier than metal is magical, but the concept of "armor" isn't foreign. A dog could make a similar suit of armor that doesn't have the same mystical qualities. However, the act of making that armor can lead to new and "divine" breakthroughs.

Don't think of technology and magic as two inseparable concepts, but rather as a spectrum. Some things can comfortably fall on each side of the spectrum — chairs are common enough technology, while creating weapons from thin air is firmly on the side of magic — but there's a lot of muddiness around the middle. That's intentional, and I think that's part of the fun. You can draw those lines in whatever way makes the most sense for your chronicle.

Time and Money

Time and money share a common theme within dog society: Neither concept is very precise.

Dogs use plastic they mine from the earth for their currency. They melt and craft plastic into various shards, chunks, and heavy coins (generally in discs about 2 inches across and a quarter-inch thick). In general, ten shards make up a chunk, and ten chunks make a coin. However, any particular shard, chunk, or coin might be a slightly different size or weight from another piece of plastic. Further, prices for items and services can change based on time, location, scarcity, and individual whim.

The reason for the lack of accuracy is that the whole concept of currency is relatively new to dogs as a whole. For centuries, plastic was so rare that even a thin film of it was a precious artifact. However, as time went on, dogs were able to mine plastic from the ground. In addition, as the pioneers explored more of the world, plastic was recovered from the ruins of the Old Ones and brought back to Pugmire.

When it was discovered that plastic was useful in the creation of boat hulls that can traverse the Acid Sea, it stopped being a mineral of intellectual curiosity for artisans and became a truly valuable material. Thus, dogs started using pieces of plastic in lieu of tangible products in their (then) entirely barter-based economy, and it evolved into a semi-formalized form of currency.

Time is similar to money. Dogs have generally adopted the concept of a 24-hour day from Man, but they still haven't mastered the Old Ones' magic to track the passage of time with any accuracy. Thus, dogs use several very rough units of time. A *day* is the time from one sunrise to the next. *Morning* is the time when the sun is rising in the sky, *evening* is when the sun is lowering in the sky, and *night* is when the sun is gone. An *hour* is any length of time where the sun or moon is seen to move in the sky, but isn't a full change from morning to evening, evening to night, or night to morning. A

wag is a moment or other very brief unit of time — however long it takes for a dog to wag their tail back and forth once. (Dogs with longer tails generally have longer wags than dogs with shorter tails, and those dogs without tails just guess.)

Taverns

There's one source of entertainment common to dogs of all families and classes, and that's the tavern. It's the neighborhood gathering place, the center of news and gossip, and the local restaurant all rolled into one. As evening turns into night, dogs from all over gather to swap stories, play games, and drink heavily from bowls and waterskins (mugs were briefly fashionable, back when the kingdom was built and the Pugs were first on the throne, but dogs with long muzzles discovered they couldn't drink from them without making a huge mess).

With so many dogs in such proximity, it's not uncommon for tempers to flare up and harsh words to be exchanged. Here's a small sample of dog curses that might be overheard in a tavern.

Chew toy: Someone who is repeatedly insulted or beaten up, a wimp or weakling.

Cur: A swear word directed at dogs. Akin to "jerk."

Kitty-lover: A dismissive term for someone who prefers the company of cats over dogs.

Scat: A swear word for something wasteful, analogous to "crap." For example, "don't kick your scat at me" is roughly like "don't give me your crap."

Thinking with your tail: A euphemism meaning someone who isn't very smart. A mild pejorative, akin to "idiot."

Organizations and Factions

There are several different organizations and factions that influence daily life in the kingdom. Not all of them are well known, however.

Royal Family and Royal Guard

Whenever a king or queen of Pugmire dies or abdicates their throne, a new one is selected by the royal court. That ruler's immediate family becomes the royal family of Pugmire. Since the problems with the Hounds when King Wilfred Hound was ruling Pugmire, the royal family is officially defined as the ruler, the ruler's puppies and parents, and any siblings he or she may have. The duke or duchess of the ruler's family has a special place in the royal court, but all other relations are officially considered to be just like any other nobles of the kingdom. In practice, these distant family members receive as much (or as little) respect as everyone can get out of their peers — while they might not officially be of the royal family, any dog might be a favorite to the ruler, so it pays to tread lightly.

The royal family all live in Castle Pugmire in the Palace District, along with the Royal Guard. The Royal Guard are tasked with the protection of the royal family, serving as bodyguards, security advisors, and sometimes even private soldiers to the Crown. No more than 100 of the best and most loyal dogs can be members of the Royal Guard at any time. The captain of the Royal Guard is chosen by the current ruler, and the rest of the Royal Guards are chosen by the captain. The current ruler, King Puckington, chose Sir Albert Corgi as his Captain of the Royal Guard, and Sir Albert has served faithfully ever since.

Royal Court

The royal court is made up of the leaders of all the noble houses in Pugmire. Whenever a dog finds a masterwork relic, they can take it to the Church of Man to be confirmed as an authentic artifact of the Old Ones. Once done, the dog's family can petition to become a noble family within the kingdom, for as long as they own and protect the relic. The head of that family (chosen by the family itself) becomes the duke or duchess, with all other nobles in good standing taking on the title of "lord" or "lady." Over time, the duke or duchess might choose to marry another dog, sharing the title with them, but only one is a member of the royal court.

All the dukes and duchesses meet at Castle Pugmire once a month to discuss the business of the kingdom and vote on new policies. The court also elects a Royal Seneschal — one dog that helps to manage and coordinate the royal court, although that dog has no vote on the matters presented. The

current seneschal is the king's brother, Murra Pug. The lord or lady mayors of Pugmire's holdings also have seats on the royal court — currently this is only Houndton, although a representative from Waterdog Port used to sit on the court as well. The mayors vote with the rest of the court, but their votes count double. Issues are carried when the voting shows a clear two-thirds majority, and while the ruler of Pugmire is not legally obligated to enact the results of the royal court, consistent failure to do so could lead to another family taking the throne when the current reign is finished.

In addition, the ruler is supported by royal advisors that can speak with the crown at any time (within reason). The duke or duchess related to the royal family is usually considered to be a royal advisor, along with the mayors and the seneschal. Royal advisors don't have any formal authority or power within the royal court itself, but they can propose policies and suggest concerns long before the other dukes and duchesses can speak. Officially, the ruler of Pugmire can create new advisors or dismiss old ones at any time, but this is rarely done without good reason. One such advisor is Duchess Indie Schipperke — her long career in acquiring relics has made her invaluable to King Puckington as the royal advisor on exploration, and she often acts as a liaison between the Crown and the Pioneers.

Finally, some diplomats from outside the empire live inside the castle. In particular, the diplomats from the Monarchies of Mau are notorious among the court. Apollo Two-Fang (real name Apollo Manx von Mau) and Illiad Siberian (real name Illiad Bombay von Korat) both have an active interest in not only the royal court, but also the Pioneers and the Church of Man. Many in the royal court assume that the cats are there for nefarious purposes, and they're half right: While Illiad is there to gain any advantage he can for the Monarchies (and House Korat in particular), Apollo is sincerely curious about the Old Ones and the relics left behind.

Between all the conflicting personalities, the royal court is generally a conservative, staid body. Very little changes, because there are so many voices that all demand equal time. Votes rarely reach the required two-thirds majority, and voting blocs of families that support each other are common. Further, since any family can gain or lose noble standing or even the Crown of Pugmire, few dogs are willing to alienate entire groups by voting against a pet issue. That said, some dogs have gone so far as to steal an artifact to cripple a family's standing and remove their vote from the court.

Police Dogs

Although the ruler and royal court manage the affairs of the kingdom, most dogs never see justice from the nobility. The day-to-day maintenance of law and order within Pugmire is handled by the so-called "police dogs," comprised of two distinct but intertwined organizations: the city guard and the Inquisition.

The city guard are a common sight on the streets of Pugmire. These "dogs in blue" (a nickname derived from their distinctive blue tabards) are the city's constables, patrolling the kingdom day and night for petty criminals. They handle personal disputes, break up fights, and chase down thieves. While each guard is trained for local awareness, diplomatic negotiation, and ways to use minimal force to detain criminals, most take a very blunt approach to problems. If you're not supposed to be somewhere, you should get out. If you're running away, you get hit until you stop running. If you're fighting with your neighbor, you're both taken to the guardhouse until you cool down. Guards aren't sadistic brutes, but they learn that resolving a problem quickly is often better than resolving a problem delicately.

Guards generally work in two-dog units comprised of one senior and one junior guard. Starting guards are simply called "guard dogs," but senior officers gain the rank of sergeant over time. From there, a lieutenant coordinates several units each day, and she gets her orders from a guardhouse chief. The Captain of the City Guard works from Castle Pugmire, where she works with the Captain of the Royal Guard.

When a crime isn't cut and dried, it gets handed over to the city guard's partner organization, the Inquisition. Unlike the city guards, who are hired from the common dogs and trained from within, inquisitors are trained by the Church of Man (although very few wield the powerful prayers of the shepherds). Their official role is to help seek out the influence of the Unseen, as

well as assist the city guard in determining if a dog is good or bad, according to the Code. In reality, given their specialized training, they usually act as combinations of detectives and street judges, hunting down dangerous and clever criminals to bring them to justice. Most inquisitors seek to capture criminals and put them through formal trials to determine their guilt or innocence, but they are empowered to make judgments on their own initiative, in order to swiftly stop the spread of corruption from the Unseen. This has led to some inquisitors abusing their authority, and most street dogs learn to distrust anyone in a black inquisitor's tabard.

Inquisitors also generally work in two-dog units, although they can work independently of each other if a particular case warrants it or if there's an overload of work. The junior inquisitor generally runs their deductions and judgments by the senior inquisitor, but it's not required. The most junior inquisitor holds the rank of Inquisitor Constable, but the ranks above that are just like the city guard ranks, though with "inquisitor" in front (Inquisitor Sergeant, Inquisitor Lieutenant, and Inquisitor Chief). The Inquisitor Chiefs all report to the Inquisitor Curate of the Church of Man.

Both the city guard and the inquisitors work from a guardhouse. There's one main guardhouse in each district of Pugmire, and several ancillary guardhouses. Each guardhouse has a front desk for visitors to come and report crimes or ask to meet with someone, several offices for lieutenants and chiefs, and a few rooms for questioning or briefings. Each ancillary guardhouse also holds several cells to detain prisoners until they're transferred to the main guardhouse's jail, which is usually composed of several underground floors of cells.

Army

Since the War of the Dogs and Cats, Pugmire has had an army. (Pugmire also once had a navy, but that was lost when the Crown officially relinquished control over Waterdog Port.) Originally, each noble family contributed a portion of their personal guards to the creation of the army, and this tradition stayed largely intact. These groups

of noble guards became companies, often named after the family they were originally donated from — for example, the Afghan Company are some of the most well-known fighters in the army. Each company has around 80-100 dogs, all led by a commander. Those commanders report to the Crown (or, more often, a royal advisor to the Crown specifically tasked with military command).

After a truce was declared with the Monarchies of Mau, the army was fragmented. Each noble family is still required to house and train a company, and commanders meet every three months to share information. However, more and more the royal families end up using the companies for their own purposes. Companies that belong to families who lose their noble status are dissolved, although key personnel might be absorbed into the royal or city guard. A few companies are reformed if their patron family regains noble status, and have a number prefix to denote this. One such reformed company is the 2nd Husky Company, led by Rondo Border-Collie and Joanna Husky, who famously fought to protect a retreating group of dogs when Waterdog Port was attacked by a rogue unit of cats from Mau.

The Church of Man

The kingdom of Pugmire created the Church of Man to help other dogs, to learn more about the Old Ones, and to follow the ideology Man laid down for dogs to follow. Since the foundation of the Chapel of St. Anna's, the first church in Pugmire, the Church of Man has provided solace, moral guidance, emotional support, and even controversy to the dogs of Pugmire.

Organization within the Church is simple, but effective. Those dogs that devote their lives to the Church start off with the title of acolyte. Any acolyte who is considered worthy can go through the Ritual of Transubstantiation, where they are injected with the Holy Elixir that changes their blood through the blessing of Man. These shepherds are given the title of Brother, Sister, or Disciple, depending on the gender the shepherd identifies as. The leader in a particular church is given the title of Father, Mother, or Architect, whereas the leader of St. Anna's (and, by default, the leader of the entire Church of Man) is Father Superior, Mother Superior, or Architect Superior. Some dogs gain occupation-specific titles, such as Librarian or Teacher, but simply using "Acolyte" or "Disciple" will get the average dog through most conversations.

The symbol of the Church is a single paw, fingers pointed downward, with a drop of blood in the palm. This represents the Paw of Man reaching down to lift good dogs up to sit by Man's side. Similarly, acolytes and shepherds often use their paws as part of their prayers or to communicate — for example, a common gesture for a shepherd is to touch her nose as a sign to ward off evil or in the face of overt blasphemy.

Not all dogs agree with or support the Church. The Staffordshire family, for example, is vocal in their refusal to support the Church, after a former Architect Superior declared Staffordshires to be bad dogs once controversial research about the actions of their family during the Ages of Man came to light. Other dogs consider the Old Ones to be nothing more than a myth, or worse, just a collection of ordinary people that existed before dogs and the other species came into the world. A few splinter faiths and sects have arisen over the years, but most dogs still consider the Church of Man to be the center of all faith, and thus the center of all civilization.

Royal Pioneers of Pugmire

After Jake Staffordshire's dreams of naval exploration died with Pugmire's formal withdrawal from Waterdog Port, the Royal Pioneers were reorganized into a group devoted to seeking out new knowledge and relics for the protection and betterment of the kingdom. Any dog can volunteer to become a pioneer, regardless of background, family, or politics — if she can pass the tests, she's a pioneer. Pioneers are also considered to be de facto citizens of Pugmire, so many criminals, strays, and bandits try to join in attempts to put their pasts behind them.

Once accepted as a pioneer, the dog is assigned to a party of other pioneers. Each party reports to a trustee — usually a former pioneer himself. The trustee finds leads on missions for the party to undertake, offers exploration advice, provides political and organizational support (such as coordinating with other trustees), and

usually owns and runs some kind of storehouse. This storehouse is used by the party to collect supplies, grab some food, pick up a little plastic for living expenses, and catch some sleep after a long adventure, as well as offering a safe place to store recovered relics.

The pioneers have an unusual relationship with relics. Over and over, trustees have shown that allowing pioneers to make use of the relics they recover aids in the acquisition of more relics and knowledge. On the other hand, dogs within the Royal Pioneers (particularly nobles) often receive pressure from their families to relinquish artifacts, since possession of a relic is a sure route to a family gaining noble status. More than once, power-hungry dogs have attempted to raid a pioneer storehouse to acquire a relic, only to realize that it's not a good idea to attack a hardened, experienced group of dogs who regularly defeat monsters. King Puckington continues to uphold Queen Fiona II's decree that the pioneers are free to dispose of any relics they find as they see fit, so long as they are never used against the greater interests of Pugmire, nor are they sold or given to groups who actively work against those interests.

Being a pioneer is a job that's extremely dangerous, contains highly volatile coworkers, doesn't pay well, and makes every dog a potential political target. And for some, there's nothing better in the world.

Mutts

Some dogs leave their families behind, or never had a family to begin with. Many such dogs are adopted into new families, taking on their name and acting as if they were always a part of that family. Others simply live without any family name at all, existing on the fringes of the kingdom or living outside it as pariahs and strays, and some have decided to make their own families.

Shortly after the War of Dogs and Cats started, many dogs found themselves without homes, both from their immediate families being wiped out and from terrified relatives fleeing to other lands. Pugmire had no place to put these uprooted dogs, so a shanty town arose outside the kingdom's walls. Desperate dogs used whatever they could to build temporary shelters to survive long enough for Pugmire to recognize their plight and welcome them back in. When the entire community was overrun by some opportunistic badgers, the surviving dogs fled to the Fearful Forest for protection.

Rusty, a strong and intelligent dog with no family to call her own, started bringing the remaining strays and pariahs together. Using a term she discovered when she was an acolyte, she called her band of dogs "mutts." Over time, they built a small town on the edge of the forest called Mutt Town. After the war ended and Rusty traveled to Pugmire and Houndton again, she introduced herself as Rusty of Mutt Town, which eventually simply became Rusty Mutt. Others followed her example, and the Mutts were born.

The Friends of Man

For some, the war with the cats never ended. The sudden overtures of peace from the Monarchies of Mau are still viewed with suspicion, believed to be part of an elaborate cat conspiracy to destroy Pugmire not through force of arms, but by the erosion of dog culture. Every desperate cat that walks through the gates of Pugmire is a potential spy, and every moggie bandit could be part of a Mau strike team in disguise. These dogs view it as their patriotic duty to show all Pugmire the threat that cats pose, and have banded together as part of a secret society, known only as the Friends of Man.

The Friends of Man are an intensely paranoid group. Each dog wears featureless black robes with hoods that drapes their features in shadow. Those with long muzzles even go so far as to wear masks over their faces, to assure that no one can be recognized. They meet in small groups, each led by a Lodge Master. Dressed in a red disguise instead of a black one, the Lodge Master directs them to take such actions as beating up defenseless cats (to turn them against Pugmire) or destroying dog homes and leaving evidence behind implicating the Monarchies of Mau. The Lodge Masters all receive their orders from the Grand Master, who wears a white robe and mask.

The Lodge Masters don't know the full scope of the Grand Master's plans. That's partially because the Grand Master (along with several other key members of the society) are possessed by de-

mons of the Unseen. They hope that by amplifying and enhancing these dogs' natural hatred of cats, these demons can lead the entire kingdom down a path of self-destruction. Should the Grand Master manage to get a possessed dog onto the throne of Pugmire, it will only be a matter of time before a second War of Dogs and Cats is declared.

Pugmire, City of Good Dogs

The kingdom of Pugmire is a large, sprawling city. Even the wall that was built around the kingdom during the exodus of the Hounds, and reinforced during the War of Dogs and Cats, seems barely sufficient to contain such a diverse, bustling city. Over time, five rough districts have emerged inside the kingdom, each with their own characteristics and culture.

Westwall (Religious Quarter)

Westwall is the quarter furthest from the Fearful Forest and from the traffic of the north and south gates to the kingdom. The locals often call this the Religious Quarter, as it contains the spiritual center of the Church of Man, the Chapel of St. Anna. This area is home to many artisans and shepherds, acolytes and sages, and it's not uncommon to see strange lights or hear rhythmic chanting at all hours from a variety of magical experiments and religious observances. Some specialized merchants also set up shop here, such as booksellers and peddlers of potions and fixes.

Several times a day, the great gong of St. Anna sounds, and all faithful dogs within earshot are expected to go outside and walk the streets in contemplation. This is in observance of Man's desire for all dogs to walk outside by their side, but these days only the most devout and conservative dogs observe the call to walk.

Pioneer's Guild

The Pioneer's Guild is the headquarters and central storage space for the Royal Pioneers of Pugmire. All trustees and pioneers in good standing are welcome at the guild to relax, exchange information, and get fresh supplies (within reason). The building is built around a small courtyard. This has been converted into a testing ground for dogs seeking to become pioneers, and for existing pioneers to keep their skills sharp. There's also a modest library on the grounds — mostly a collection of the journals and scrapbooks of past pioneers, which acts both as an educational tool and as a source for potential leads for new missions. *Pan's Guide for New Pioneers* is a common textbook circulated among new recruits, as they learn how to become better explorers.

Trustees can sometimes trade stores here to replenish their own supplies or get rid of materials brought back from past adventures. More often, however, trustees come here to meet with their peers, and to receive any new information or instructions from their current patron, Duchess Indie Schipperke. Although officially just a royal advisor to the ruler of Pugmire, it's an open secret that Duchess Schipperke is in regular contact with Seneschal Murra Pug, and many believe that the seneschal has a strong, active interest in the wellbeing of the Pioneers.

Royal Library

Every book, scroll, scrap of paper, and plastic engraving that the dogs of Pugmire find makes its way to the Royal Library. Originally built by the Church of Man to store their studies into the Word of Man, the library has evolved into the single greatest collection of written works in the Pugmire empire. The library doesn't just house ancient texts containing the Word of Man; it also has an extensive collection of works written by scholars within Pugmire, and even some texts imported from the Monarchies of Mau. Any citizen of Pugmire in good standing can read a book within the library, while nobles and trustees can borrow books from the library in exchange for a deposit of some collateral (usually some plastic coins or a minor relic of Man) to be kept until the work is returned.

The library is overseen by Senior Librarian Lancaster Pug, an elderly dog who doesn't like surprises or stress. In fact, Lancaster Pug has a complex relationship with the Pioneers — those adventurous dogs are the ones most likely to appreciate the value of the works under his care, but they're often so noisy, and they attract such dangerous elements. Sometimes even the sight of a pioneer or a

trustee is enough to send Lancaster into a nervous shaking fit. However, no other dog knows as much about the contents of the library as he does, and pioneers usually need something obscure or rare as part of their research, so the cycle of pride and terror within Lancaster Pug continues.

The Chapel of St. Anna

Mother Anastasia Akita was the founder of the Church of Man, so the first holy building built was named after her. The Chapel of St. Anna started off as just a small, nondescript location for the faithful to meet and pray, but over the centuries it grew into a massive cathedral. Entire wings and annexes have been attached to the original chapel, which can still be visited in the center of the sprawling religious campus.

While many other churches have been built over the centuries, both within Pugmire and throughout the land, St. Anna is still the spiritual and logistical home for the Church of Man. It is here that acolytes eat, sleep, train, and study to become shepherds, and where the fortunate few that graduate undergo the Ritual of Transubstantiation. St. Anna's also contains a bell tower that chimes the call to walk several times a day, and a clinic to care for dogs in need of medical attention. There's even an exorcism chamber to cure those dogs who have been possessed by the Unseen.

Because of the size of St. Anna's, as well as the fact that many dogs live within its walls for months or even years at a time, there are lots of rumors and secrets that surround the chapel. Some dogs whisper that there are underground tunnels, which lead to various places all over the kingdom, such as the library and the castle. Others claim that the chapel has a secret chamber that can bring the dead back to life, reserved only for the ruler of Pugmire in case of political assassination. A few even talk about such strange things as lines of black-robed monks carrying guttering candles at midnight and chanting in an unknown tongue. No one knows if any of these rumors are true, but that just fuels paranoid dogs to consider them even more seriously.

Pugmire
North Road
Mire
River
Northgate Quarter
Spilled Dish
Dirty Bowl
Husky Street Gym
Apolda Manor
Pioneer's Guild
Gray Souq
Docks
Palace District
Chapel of St. Anna
Westwall Quarter
Castle Pugmire
Riverwall Quarter
Royal Library
Mr. Meow's Grooming
Granny Sue's Roadhouse
Pause Four Resort
Samoyed's House of Wearables
Southgate Quarter
Souq
Mire
South Road

Southgate (Plastic Quarter)

To the south of the kingdom is the Plastic Quarter, also known as Southgate. This is where many of the merchants and visitors first come to the city, after their travels from Waterdog Port, Houndton, or the Monarchies. Many hunters and strays also walk through the south gates, either to rest after a long adventure or while searching for a new one to begin. In the end, it doesn't matter — if someone has wares to sell, and someone else has the plastic to buy them, there's always business to be done in the Plastic Quarter.

The biggest attraction in Southgate is the souq. Merchants of all kinds set up stalls on the narrow, crooked streets. Some simply roll out mats and set out their wares for display, while others sit in stalls that were built by their mother's mother. Jewelry, clothing, spices, street food, trinkets, collectables, scrolls, supplies, oils, perfumes, rations, waterskins — all manner of legal goods, authentic and imitation, are available in the souq.

Hunter's Haven

This inn is one of the first built in Pugmire, and it's one of the most popular as well. Legend has it that Old Hunter and his partner Paradox built the inn in their old age to give a warm meal and a warm bed to their fellow hunters after a long journey. As such, many consider it primarily an inn for hunters — and there's certainly an impressive collection of monster pelts and heads on the walls, donated by past customers — but pioneers of all types have found it to be a comfortable, cozy stop between adventures.

Positioned close to the southern gates of the kingdom, many weary dogs have raised their feet to the large fireplace in the center of the pub. Dogs from all walks of life come through the heavy oak doors, and even cats, badgers, rats, and others are welcome. Particularly desperate customers have been known to get a free meal, after a promise to pay for it later when they have the plastic. If the patrons follow the tavern's two rules — no angry voices and no violence — then anyone can have a drink and a meal by the fire.

Pause Four Resort

Not all who walk through the gates of Pugmire come seeking adventure and glory. There are many wealthy merchants and high-class nobles who come to Pugmire as a retreat from their travels and distant homes. For those dogs who can afford it, the Pause Four Resort offers an exclusive, private retreat away from the rest of the kingdom. The name comes from their most popular package: a four-day grooming and relaxation program that leaves its guests well-rested and serene. It's also an ideal place for the well-to-do to conduct their intrigues or meet others in complete privacy.

The resort appears to be a simple, one-story building, but it is actually built over a natural limestone cave underneath the kingdom that keeps a constant, comfortably cool temperature. The original owners (now long forgotten after the resort was bought and sold several times over the years) pumped out the remaining bog and mire from the cave, sealed the stone to make sure more couldn't get in, and converted the area into an intimate spa, inn, and restaurant. Not only does this allow Pause Four to create a perfectly-controlled experience, but it's ideal for those dogs who want to engage in business where they won't be disturbed or overheard.

Samoyed's House of Wearables

One of the most fashionable clothing stores in the Plastic Quarter, Paris Samoyed built her name on providing high-quality cloth and leather armor to the nobility. Now that the War of Dogs and Cats is over, there's little need for functional, bulky armor that makes dogs look blocky and unattractive. Instead, Paris realized that what the nobility *really* wanted was to look militaristic, without all the fuss of actually wearing useful armor. Samoyed's House of Wearables made a name of selling attractive clothing that looked like armor.

To the surprise of everyone, Paris turned out to be an amazing armorer in her own right. When a Hound customer survived an accident while wearing one of Samoyed's outfits, word got out that House of Wearables sold armor that was not only attractive, but functional. Paris seemed

upset by this, constantly insisting that her work was only meant for fashionable use, not combat, but that hasn't stopped the number of customers from increasing. It's not clear why Paris Samoyed insists that her armor isn't practical when it's been proven otherwise, but the mystery just makes her work even more intriguing.

Northgate (Stone Quarter)

The north gates of Pugmire also bring in travelers and merchants, but the kinds of visitors that come from the north tend to be dogs that earn their plastic through hard work, rather than trade. Guardians, soldiers, and common folk walk the streets, with a keen interest in their own business and nobody else's. Much of the business in Northgate relates to the mining operations in the mountains to the north, and the influx of stone and miners has led to the nickname of the "Stone Quarter."

That isn't to say that others don't live in Northgate. Some noble families, such as the Dobermans, have their estates in the Stone Quarter, in order to be closer their businesses. Other families live there as well, particularly those who can afford to live in Pugmire but aren't rich enough for the Plastic Quarter nor desperate enough to live in Riverwall. For the needs of all the dogs who live in this area, there are also several food merchants, taverns, and small shops catering to the locals. This combination creates one of the most inadvertently xenophobic areas of the kingdom — odds are, if you don't know anyone in Northgate, no one's going to pay any attention to you.

Apolda Manor

Apolda Manor is the domain of the Doberman family, and one of the largest and most secure noble estates in the kingdom. Built soon after Pugmire was founded, Apolda Manor is massive, and very close in size to Castle Pugmire. The high walls and reinforced gates are patrolled by the Apolda Guard, one of the best-equipped and most highly-trained units of noble guards outside of the Royal Guard themselves.

Legends say that the Dobermans were a family of stone masons long before the Hounds started mining in the area that eventually became Houndton. Whatever happened in the past, it's no secret that the Dobermans now have their paws firmly wrapped around all the mining in Pugmire, and their tall manor house casts a literal and metaphorical shadow over the Stone Quarter.

(There's more information on Apolda Manor in "The Great Cat Conspiracy," p. 204.)

Husky Street Gym

On the intersection of Husky Street and 12th Avenue is a small, nondescript building containing one of the most popular training gyms in the kingdom. The gym was built by Clarence Chihuahua, a retired member of the Pugmire army and the city guard, as a place where he could teach the next generation of fighters. Clarence realized after the war that dogs needed to learn how to protect themselves, and over the years he's built up a reputation as a hard, no-nonsense trainer. Most of the city guard come here to learn melee techniques, but Clarence is happy to teach citizens all over the kingdom. He even runs a weekly free class for puppies.

However, for all his outward benevolence, Clarence is openly hostile to cats. He has built up an inner circle of his best and most loyal students, and some nights they cross into Riverwall and rough up any cats they consider suspicious or a threat (although their criteria for either is extremely loose). One of the gym's attendees is a member of the Friends of Man, and has noticed Clarence's zeal.

The Spilled Dish and the Dirty Bowl

These two taverns have been rivals for years. The Spilled Dish was built by Tag and Winston Spaniel, along with their sister Sparks and her husband Yogs Bernese. It was meant to be a nice, quiet place for miners and other working-class dogs to have a drink and unwind. Soon after it opened, however, a retired pioneer named Mad Guinness Cocker built the Dirty Bowl right across the street as a haven for adventurers, hunters, and free dogs to loudly blow off some steam.

The two taverns immediately became antagonistic to one another. The city guard have broken up several fights between the patrons of each establishment, but the tensions between the

Spilled Dish and the Dirty Bowl won't die down. The Spaniels have made several offers to buy the Dirty Bowl, but Cocker refuses. For some reason, he'd rather spend his money repairing the cheap furniture in his place than give up his tavern. And so the feud continues.

Riverwall (Cat Quarter)

Riverwall is the district to the east of the kingdom, near the river. It acts as the kingdom's shipping area, although it wasn't always so. For decades the river was too acidic to be used as anything more than a natural sewer system. As such, the least desirable elements of the kingdom were sequestered there, earning it the nickname of "The Backyard." Once Waterdog Port was built, engineers discovered a way to reduce and eliminate the toxicity of the water flowing into the river. Thus, the river became an important way to transport cargo, supplies, and even visitors from foreign lands. However, while no longer outright dangerous, the district never lost its seedy nature, and it continues to be dense with ratters and criminals of all types.

Nowadays, the southern road is the safest and easiest path for visitors and merchants, but the river still sees use for shipping freight. After the War, the influx of cat refugees from Waterdog Port and the Monarchies of Mau led to the eventual change of Riverwall's nickname to the "Cat Quarter," although there are several rats and other species living there as well. The city guard maintains a presence in the Cat Quarter, but it's not nearly as strong as in other parts of the kingdom. As long as no one's too violent or too loud, the steady churn of illegal business is tacitly allowed to continue in Riverwall.

Granny Sue's Roadhouse

A fixture of the Cat Quarter, Granny Sue's Roadhouse thrives on a simple yet ruthless policy: Anyone who has plastic can get a drink, and anyone who stops someone from spending plastic gets thrown out. The owner and bartender, Sue Weimaraner, doesn't put much stock in nice furniture or quality lighting — in her mind, she's only there to serve drinks and make a living, and after a few drinks the décor doesn't matter anymore.

Thus, Granny Sue's Roadhouse is the best place in Riverwall to get illicit information. In fact, it's so useful as a meeting spot that there are surprisingly few fights in the tavern, because no one wants to draw the attention of the city guard. Not only does Sue have her own relic weapons that she uses to defend herself, but most of the regulars will happily join in, stomping out any fights before they get too rowdy. To keep things civil, dogs and cats generally stay at separate tables and keep to themselves, but it's not uncommon for them to slip off into the darker corners of the tavern to conduct some shady business.

The Gray Souq

Modeled after the souq in the Plastic Quarter, the Gray Souq is a staple of the Cat Quarter. Once the sun sets, merchants of all types set up their wares and quietly offer all manner of illicit, suspicious, and even nefarious merchandise. Plenty of these so-called "honest businessfolks" sell stolen items, but if the price is right, most of the customers don't care. Once the sun rises again, the merchants quickly wrap up their wares and disappear into the night.

The Gray Souq is run by Felicia the Gray, primarily as a cover for her band of cat burglars. By offering space and protection for all kinds of business, she can more easily hide the sale and transfer of her own profits through a variety of seemingly-innocuous transactions. Many thieves and ratters use the Gray Souq to disguise their own activities, which Felicia encourages, as long as she gets a cut of any profits. Some refuse to give Felicia her due, however, and their corpses are usually discovered in the river days later. Some of the rats in the Cat Quarter are considering banding together to take the Gray Souq for themselves, but they have to carefully bide their time to make sure they don't end up dead at Felicia's hands.

Mister Meow's Grooming

Mister Meow's Grooming is almost a stereotypically disreputable establishment. The shop keeps strange and irregular hours, and the proprietor's accent is thick and sometimes difficult to discern. It's obvious that "Mister Meow" is a pseudonym, and many people come and go from the shop without any change to their fur whatsoever. The city guards stop by occasionally just in the hopes of finding something illegal. In fact,

the place seems so shady that people are genuinely surprised to learn that Mister Meow actually does such a good job with fur grooming and trims that a few nobles have their grooming done there (in disguise, of course). And yet, for all its questionable nature, people struggle to find out what Mister Meow's illegal business actually *is*.

That's because Mister Meow (whose real name is Ginger Siberian von Rex) isn't a criminal, but a patriot. He is a loyal soldier in the Mau army, working as an infiltrator in the kingdom to protect cats who have been ill-treated at the hands of the dogs of Pugmire. He intentionally tricks people into thinking he's simply some kind of sleazy merchant, when in reality he uses all his profits and resources to keep several cat families in Riverwall alive and fed. He continues his philanthropic mission in the hopes that someday he will be given the order to leave Pugmire and take his charges back home to House Rex.

Palace District

The fifth and smallest district is in the center of the kingdom. Surrounding Castle Pugmire, the home of the rulers of Pugmire, the Palace District is home to most of the entrenched and established noble families. Most nobles have their palaces clustered around the castle grounds, standing as an opulent and glittering gem in the center of the urban sprawl. The Afghan, Papillon, Pomeranian, and Shihtzu families in particular have established estates dating back a century or more. As other families gain and lose noble rank, various palaces have changed ownership, and some even have estates in other districts, but these four families are the staples of the Palace District.

Aside from housing the nobility, there are several luxury businesses and services catering to the elite, but most of these serve various families directly, not offering their services to the public except by recommendation by another noble. Thus, while the Palace District draws its fair share of tourists, it's generally an area where only people on royal errands tend to linger. If you don't have business that directly or indirectly benefits the nobility, eventually some of the Royal Guard will arrive to help you find your way out.

Castle Pugmire

Castle Pugmire is a small city unto itself. Its low walls surround an extensive campus that contains dozens of buildings. Everything from housing for royal staff and guards to stores of food and supplies is kept near the castle. Stables, training grounds, several kitchens, guest quarters for visiting dignitaries, and so on — all told, hundreds of dogs live and work on the castle grounds.

Even the castle itself is massive. It is one of the tallest structures in Pugmire, beat only by the bell tower at St. Anna's. Inside, the castle contains dozens of rooms, including several meeting chambers, a couple of dining rooms, a room for the storage and display of royal family relics, and even an underground mausoleum for the interment of past monarchs. King Puckington holds most of his meetings in a large audience chamber that can hold dozens of dogs. His brother Murra Pug, on the other hand, is more inclined to use one of the smaller, more discreet audience chambers when discussing matters of delicate politics or offering a quiet word of mentorship to nobles and pioneers.

The Mire

Although not at all as marshy as it was prior to the foundation of Pugmire, the area surrounding the city walls is still known as the Mire. These lands are where most of the farms supporting Pugmire are based. Crops are grown in the nutrient-rich soil, while animals are raised on the farms as beasts of burden and food. In exchange, Pugmire offers protection and support to the farmers outside the walls. On the surface, it seems like an equitable arrangement.

However, the truth is more complicated. The farmers often feel like they're ignored by the nobles. It's true that a patrol of city guards and one or two inquisitors routinely patrols the Mire, offering protection and mediation services to the farmers outside the walls. However, the Mire patrol is one of the least desirable jobs in Pugmire, and it's often use to punish police dogs. Thus, if the patrol does bother to do anything, it's usually only the bare minimum to resolve the situation before rushing to get back behind the city walls.

Some farmers have threatened to stop providing crops and livestock to the kingdom until their demands are met. Unfortunately, there are plenty of other desperate dogs and cats who would be willing to take up farming as a means of feeding their own families, so the threat doesn't hold much weight. King Puckington has a keen interest in trying to keep the Mire farmers happy, but most of his suggestions would require the support and resources of the other noble families, who generally aren't interested in helping. So the king is stuck, which means nothing is done, which increases the resentment the farmers have toward the Crown and the nobility.

Other Notable Locations

There are other known cities outside the kingdom. One of those, Ellendonk Village, is detailed in "The Great Cat Conspiracy," p. 207. Here's a little information on other notable locations, should your group's adventures take them there.

Fearful Forest

A massive forest acts as the boundary between Pugmire and the nearest cat monarchy, Korat. No sane cat or dog chooses to cross it alone. Stories of terrifying things living in the forest have been passed from dog to puppy for generations, and despite centuries of civilization and technological growth on both sides of the forest, it has never lost its reputation. Some dogs even believe that cats conduct their vile necromantic experiments in hidden clearings within the forest, and have started calling it "the forest of buried bones." A few safe paths have been cut through the forest, but even at the height of the War of Dogs and Cats, troops refused to march through the woods.

Much of the reputation for the forest comes from the actions of the whisperwoods (p. 194) that compose the heart of the forest. Beyond the strangeness of sentient trees, however, even more bizarre and terrifying things lurk in the forest. Some parts are so dense with foliage that sunlight never reaches the ground, which is perfect for bandits, conspirators, and lurking monstrosities. Bold merchants and travelers are smart to stick to the meandering paths that have proven to be relatively safe throughout the years.

Houndton

If Pugmire is one kingdom that evolved into five smaller districts over time, Houndton is a collection of small noble estates that evolved into a single kingdom. Once the outraged Hound branch families left Pugmire, they staked their claim on the hilly area they had been mining. Each family built a small castle on various hills and crags, claiming the right to mine that area. A small village grew up around each castle, and each village was named after the ruling family of the area, such as "Fox-Hound Town" and "Transylvanian-Hound Town." Over time, each village's name was shortened — "Fox Houndton" and "Transylvanian Houndton" — and eventually the entire collection of villages became known simply as "Houndton."

These days, each branch family has a vote to elect a new lord or lady mayor after the previous one retires or dies. The seat of the mayor moves to the family estate of the current mayor, which redirects the kingdom's most pressing business to that castle. Some castles are prepared for the change, as those families have held the title many times. Others are ill-equipped for the disruption. One family, the founding Transylvanian-Hounds, was financially devastated by the change, as they tried to build a road to their remote castle at the top of one of the tallest crags. The title of lord mayor eventually passed to another family, but the damage was done. Castle Transylvanian-Hound stands empty, moldering through the ages as it looms over all Houndton. Some young pups even share stories of how the castle is haunted by the spirits of the dogs left ruined and destroyed by their own ambition.

Mutt Town

Pariahs, strays, free dogs, and Mutts all have something in common: For whatever reason, they refuse to step foot into Pugmire or any other so-called "civilized" city. However, a dog can find it hard going living on her own in the wilderness. It took a courageous and visionary dog like Rusty Mutt to bring a collection of such individualistic dogs together and decide to build their own community right on the edge of the Fearful Forest. They've found a niche acting as explorers and guides to carefully harvest the forest, and they've managed to even build up enough resources like wood and rare plants to offer as trade to the other cities in exchange for food and medical supplies. Thus, Mutt Town has an unusual place in dog society — not a part of the Pugmire empire, but also not completely outside of it, either.

Rusty has since passed on, and no one has stepped up to take her place as the leader of Mutt Town. A scrappy young pup by the name of Cokie has made several small raids on bands of cat and badger bandits to feed her band of hungry dogs. Other Mutts have started to emulate her, believing that Mutt Town won't be taken seriously until aggressive action is taken. Cokie only steals for food and supplies, but others have used her name as a rallying cry, pushing her further and further into the spotlight, and potentially into the void left behind by Rusty. Meanwhile, the more conservative elements of the Pugmire nobility worry about these rumblings from Mutt Town, and advocate dealing harshly with the Mutts once and for all. Thus far, King Puckington has advised tolerance and aid for the Mutts, but offers to bring Mutt Town back into the paws of the Pugmire empire are met with scorn and disdain from both the nobles and the pariahs.

Waterdog Port

Waterdog Port's turbulent history has resulted in an equally turbulent city. It is like Mutt Town, which is ideologically apart from Pugmire and the Monarchies, but grudgingly has some relationship with them. However, Waterdog Port considers itself an independent civilization that happily deals with both major powers, if neither attempts to assert their authority over the port. While not exactly lawless — the city does have its own ruler — Waterdog Port is primarily governed by finance, as well as a little spite. If selling a huge shipment of contraband is profitable, no one in Waterdog Port will bat an eye, and if that contraband rubs the fur of the nobles in Pugmire and the Monarchies the wrong way, that's just a bonus.

The reason why Waterdog Port can exist in this state is because they know the secret of building and sailing the acid-proof boats and ships that allow overseas trade and travel to occur. It's

cheaper and safer to take a boat from Waterdog Port around the Fearful Forest and into Korat or the other cat monarchies than it is to supply a caravan through the forest itself. Plus, Pugmire and Houndton continue to need supplies from overseas, and Waterdog Port has a monopoly on that shipping and trade. So far, the leadership of both empires have decided that their resources are best used elsewhere, so they turn a blind eye to the rampant piracy and criminal elements that infest the port city. And the citizens of Waterdog Port are just fine with that.

Chapter Six: Guide Advice

As a *Pugmire* Guide, you are a player with a unique authority and responsibility. This chapter is here to help you learn how to be a Guide, offer advice and guidance on how to Guide a game session, and provide some suggestions and tricks on how to customize your *Pugmire* chronicle.

Being a Guide might seem scary at first, but don't worry! Everyone makes mistakes when they Guide a game, whether it's her first time or her 1,000th time. We're here to help you, but always remember the Golden Rule: Fun trumps anything in this book. Every Guide does things in her own way, and there's not a right or a wrong way to do something. As long as all of the players (including yourself!) are having a good time, then you're doing it right.

What Guides Do

Being a Guide for a roleplaying game isn't like being a player in any other style of game. I think of it like a recipe: one part player, one part host, one part storyteller, and one part referee. Let's break those down a bit.

Player

Never forget that you're a player, too. Just like the other players, you should have a good idea of what the game's about, learn how to play the game, make sure you take your turns on time, and show good sportsmanship whether the game is currently favoring you or not. Being a good player is a big part of what makes games fun, and that applies to you as the Guide just as much as to the other players.

A roleplaying game like *Pugmire* is a collaborative game where everyone's working together to

create a wonderful story, and you're working with the other players to have fun. You have a lot of authority as a Guide, but that's only to help everyone collaborate, even if (for example) the cat bandits you're portraying at the moment happen to be losing. Players also take cues from how other players (including you) act at the table, so it's best to be the kind of player you want to share a game with. If you're having fun at the expense of the other players instead of with them, then those players aren't likely to come to the next game.

This is something that even veterans like me forget sometimes. Since the Guide portrays all the other characters, acts as the referee, and does a lot of the talking, it's easy to think that the game is really her against the rest of the players. But always keep in mind that we're all playing together to have a good time.

Host

Most of the time, the Guide is also the social host for the game. When I Guide, I'm responsible for scheduling each session with everyone's busy calendars, answering the door when they arrive, making sure people have a place to park and put their things, offering food for everyone to share or coordinating snacks so people aren't bringing the same ones, thanking them for coming when it's over, and cleaning up afterwards. Sometimes I run games online, but there are still host duties that need to be addressed, like making sure everyone can log in and use the software or website, getting everyone access to the information they need before the game starts, confirming that my microphone and camera work and everyone can see and hear me, and helping to manage the flow of conversation when everyone is excited and wants to talk at once.

However, even if you're not hosting a game (like if you were running a single session at a convention), you're still the focal point for the session. Players will naturally look to you for help with keeping track of time and providing necessary resources for the table. You should be present and prepared so the game can start on time, and make sure the game ends at an acceptable time.

Something I find very useful when I'm hosting a game is the creation of *table rules*. Table rules are what I call the rules of etiquette for the game — things like whether and how often people should use phones and tablets at the table, how much off-topic chatter is allowed, what happens to a player's character when they are late or have to skip the game, who gets to touch which dice (some people get very upset about this!), and the like. Over the years, I've learned that people have different opinions on what constitutes "good manners" at the gaming table, so it's always good if everyone is on the same page as to what etiquette is expected. Gaming conventions often have a code of conduct for events at their show, but even if you're just running a game for some friends in your home, it's good to talk over the table rules before you start playing. And as host, you'll probably be the person that needs to enforce the table rules when people break them.

If you feel like you're overloaded, ask your players to help you out. Appointing a timekeeper to let everyone know it's time to start or wrap up can be helpful, as well as asking someone to prepare or acquire snacks. Some groups have a "game librarian" who keeps all the rules and reference material available, coordinates people's schedules, and makes sure everyone's character sheets and information are up to date.

Storyteller

Everyone is collaborating on making a *Pugmire* story, but you are the core architect of that story. Some Guides run chronicles with a very firm concept of how the story is going to start and progress, while others only have a vague idea and rely on the other players to bring their own creativity to the table. I personally prefer a middle-of-the-road approach: I start building the outline of my chronicle with some sense of what could happen, but I leave the details up to the

players. Once they make their characters, I usually end up with lots of great ideas that fit within my original outline!

No matter which style of Guiding you prefer, part of your responsibility as the Guide is to help keep the story's momentum going. You provide most of the challenges and rewards the player characters discover, and you make sure the story keeps moving from one interesting scene to the next. Sure, sometimes it's fun for the characters to just sit around and talk in the tavern, but they need something interesting to talk *about*. That something interesting is usually a problem of some kind, and player characters go out to solve that problem, which is a great start to a story.

There's more advice on how to be a storyteller under "Your Chronicle" (see below) and "Stories of Adventure" (p. 161).

Referee

While *Pugmire* is a cooperative game, sometimes there will be confusion or disagreement over how the rules work or are applied to a particular situation. Also, occasionally a player will try to do something the rules don't allow, or try to use the rules against each other's characters. As Guide, you'll be the person who makes the final rules decision so the game can move forward. Some Guides like to take time to listen to all concerns and carefully reference the rules before making a call, while others just go with what feels like the most impartial option so the game doesn't lose momentum. Neither is right or wrong, as long as the other players feel the decision is fair.

Don't worry about making a mistake as a referee. Think of it like being a referee in a sport — sometimes they make the wrong call in retrospect, but in general they try to stay fair. If you make a decision you discover later was incorrect, simply let your players know. Once in a while you can "rewind" the game a little and change the results of the call ("Sorry, you should have lost five stamina points, not 10, so add five more to your sheet"), but most of the time all that's needed is to let everyone know the correct result, and learn from your mistake. More information related to your responsibility as a referee can be found under "Guiding the Table" (p. 164).

Another part of being a referee is the creation and maintenance of house rules or house rulings. After playing the game for a while, many groups will adjust or tweak the rules of the game to suit their personal chronicles, while others might decide to replace large chunks of rules, or even use a different system entirely! There are some ideas on how to do this under "Hacking Your Game" (p. 168), but it's up to you to make sure your players know about any rules changes, and to make sure they're applied fairly.

There's a disagreement among roleplaying game players on what constitutes "fairness." To some, following the rules exactly as written is the only "fair" way to play, even if that means the heroes fail or die in the story. To others, ignoring dice rolls or rules in specific situations to make the story better is "fair," because heroes don't go on adventures for years just to die from a stray crossbow bolt.

In the end, it's something you should talk to your group about. Each player in your group might have a different opinion on what fairness entails (or no opinion at all), but odds are everyone can agree on whether following the rules or following the story flow is more important to them.

Your Chronicle

I talked about chronicles on p. 90, which are the collections of connected stories (generally) featuring the same characters and the same players. Think of it like a television show — if each game session is an episode, then the chronicle is the series as a whole. (I use this analogy when I Guide my own chronicles, and I even have "seasons" of the chronicle, which last a specific number of sessions.)

Some people's chronicles evolve organically: They sit down to play, then they play again, and after a few sessions a chronicle is born and starts to grow. That's certainly one way to ap-

proach chronicle creation. Others prefer to build the chronicle details upfront, so players have a framework in which to make characters, and to help guide the story from session to session. No matter which method you prefer, there are some things to consider before the game starts (the premise), during the first game (character creation), and between sessions (awarding levels and pacing the chronicle).

The Premise

Your chronicle's *premise* is simply what your game of *Pugmire* is all about. While that seems like a simple decision, it can have an impact on many things, including character creation, story design, and even how to manage rules at the table. The premise can be open ("your characters are all dogs in search of adventure in the wilderness and ruins of the world") or specific ("everyone will be playing a member of a secret organization tasked by Seneschal Murra Pug to protect the kingdom of Pugmire from threats"). Again, either works just fine, but your premise should answer some specific questions.

First, *what kinds of characters are the players making?* Many chronicles will allow players to make whatever characters they want, but that can sometimes lead to conflicts — why would a stray staunchly in support of Mutt Town go on adventures with a noble that thinks all free dogs should be forced into supporting Pugmire? Sometimes Guides put restrictions on character ideas beforehand (such as "all characters must be citizens of Pugmire," so the Mutt Town character isn't an appropriate concept), while others encourage players to find reasons why their characters get along, particularly through their personality traits (such as "my Mutt Town stray is actually the long-lost brother of your noble, so our characters care for each other even when they strongly disagree"). *Pugmire* is a game that works best if all the characters can work as a team, so the premise needs to help find ways for them to stick together. (Although the occasional disagreement between characters can be a lot of fun!)

Secondly, the premise should answer *what kinds of stories will we be sharing?* Again, the premise could be very wide, or it could focus in on

specific kinds of stories. It's entirely possible to run a chronicle of *Pugmire* that hardly ever leaves the kingdom, emphasizing politics and intrigue. You could also run a chronicle where the characters go off to adventure in the wilderness and never see a city except to rest and get more supplies. In my experience, most games tend to have a balance, but what kinds of stories you create ties back to the first question. A party comprised of urban dogs probably wouldn't have much fun in a chronicle that's all about exploring the wilderness, and a group of free dogs would probably be bored stiff navigating the intricacies of court intrigue. That's why having a good premise at the start helps — you can make sure the characters fit the stories.

The last question is *when does the chronicle end?* Sometimes the answer is "never" (or, more accurately, "when the players get bored and want to play something else"), but I've found that having a rough idea of when the chronicle should stop helps immensely. It can be a game constraint, such as "after 15 sessions" or "until everyone reaches level 10," or it can be a story constraint, like "once the Friends of Man are uncovered" or "after the powerful Unseen demon is found and destroyed." Knowing when the chronicle ends doesn't mean you should stop playing — you can make up new characters or use the same ones in a different chronicle — but it's always good to know where all the stories are leading. It not only helps all the players feel like they're heading toward a common goal, but it also gives a sense of closure once the chronicle is concluded. Plus, as a Guide, you can plan and pace your stories better if you know where it's all leading to.

Using the Pioneers

If you're stuck for an idea for a premise, I've provided one for you! Throughout the book, there have been references to the Royal Pioneers of Pugmire, which works as a great starting point — I use it in my own *Pugmire* chronicles, and it's the default premise for the story "The Great Cat Conspiracy," which starts on p. 200. The core idea is that the characters work for the kingdom of Pugmire as state-sanctioned explorers, seeking knowledge and relics in the aftermath of the War of Dogs and Cats. Here's how this premise answers the questions above.

What kinds of characters are the players making? The characters are all members of the Royal Pioneers. This means they are a team that works together for mutual protection and support as they explore dangerous and mysterious locations. The dog's background prior to being a pioneer doesn't matter to the sponsoring trustee — once a dog is a pioneer, what they did in the past stays in the past. So, any dog can be a pioneer, as long as they are willing to act in the interests of the kingdom of Pugmire (at least officially). This allows for a wide variety of characters to all be on the same team, while allowing the group to have a single, unified goal.

What kinds of stories will we be sharing? In general, pioneers are tasked with exploration, so many stories will take place in unknown and dangerous areas outside the kingdom. However, the group also acts at the behest of Pugmire's royal court, so there are plenty of opportunities to have stories inside the empire as well. It's expected that the trips back to urban areas are brief digressions from their core mission — after a few days in town, they'll find a new rumor or legend, pack up their rucksacks, and head off on another adventure.

When does the chronicle end? Being a pioneer is a dangerous job. Many die while exploring, due to ancient traps, nefarious monsters, treacherous magic, or any number of other dangers. Some, however, survive their time as pioneers and retire once they become old dogs. There might be a particular storyline this team works to uncover (discovering the manipulations of the Unseen or a Monarchies plot, for example), but in general the chronicle ends when this team of dogs decides it's time to hang up their rucksacks and help the next generation of eager pups learn the ropes of exploration.

Helping with Character Creation

Once you have the premise, the other players can start making their characters. Some Guides let players build characters on their own, showing up to the first story with them in hand. I personally prefer to have my players make their characters during the first game session. It takes a little longer to get started, but players will often kick

around ideas and find ways to build their characters together as a group from the start if they're all making them at the same time. Plus, I can give them some advice if they get stuck, which is particularly helpful to new players and those that feel overwhelmed with the possibilities.

One thing to have players keep in mind while they create characters is the list of abilities. Each calling has two prime abilities, which not only give an advantage on saving throws, but are also the abilities that most of the calling tricks build from. Breeds also build on one of the abilities, so picking a calling and a breed that complement each other works really well. If there are six players, it's not a bad idea to have each character focus on one ability, so there's someone who's really good at Strength, another one who has a high Charisma, a third with a great Intelligence, and so on. As Guide, this means that you can throw lots of challenges at the group that cover all six abilities, and someone in the party will have a good chance of defeating them.

Similarly, many of the calling tricks are built to help other characters (such as the Healing and Inspiring Word tricks) or offer alternatives in combat (such as Fast-Talk and Precise Strike). If each character takes a different calling, this gives them access to a wider variety of options. Breeds also offer variety as well, although it sometimes takes a few levels to see that diversity come to fruition. That said, because tricks can be taken and refined in any order, two dogs of the same calling can grow in very different directions — remember, each calling has *two* primary abilities to focus on — so it doesn't break anything if there isn't an even spread of callings and breeds amongst the characters.

Awarding Levels and Chronicle Length

If you check back on p. 99, you'll see that the criteria for a character to gain a new level is vague. That's intentional — in *Pugmire*, characters advance only when the Guide says so. How often characters improve sets the overall tone and pace of the chronicle. There are two different criteria you can use to gauge if it's time to award a level: *narrative success* and *chronicle pace*.

Narrative success is simple: Did the player characters accomplish (or fail to accomplish) a significant goal, or did the story otherwise come to a natural conclusion? Whether the party was completely successful, utterly failed, or anything in between, if it seems like the characters learned something significant, did something important, or the events of the story otherwise reached a natural conclusion, it might be time to award a new level. However, always remember that a level is a reward, so don't offer it if the characters did something trivial or acted as bad dogs. Whatever you give a level for validates and encourages the actions that led to that level being awarded. Most of the time, that's fine, but it can set a negative tone for the chronicle if you're not careful.

Chronicle pace is how often during the game you award a level. This is where the question of "when does the chronicle end?" is very helpful. For example, you could award a level at the end of every single session, but that means the characters will be at their maximum level after only 10 sessions, and there might still be a lot of story left to tell after that point. On the other hand, you could wait for several or even a dozen sessions until awarding a single level, but players might become frustrated with the lack of progress and feel like nothing's happening.

In my experience, awarding a level at the end of a major story that takes place over two or three sessions is best. This gives the players a few games to play with their new tricks or increased abilities before making another improvement choice. Plus, if you play every other week, that means you get a level every month or two. As I get older and it's harder to schedule time with my friends, I sometimes play only once a month. In that case, I scale my awards accordingly and offer them after a session or two. That's how you can change level rewards to scale with the pace of your chronicle.

Stories of Adventure

Now that you've spent some time thinking about your chronicle and the players have characters, it's time to start building stories. As a Guide, you're not *writing* the stories so much as making the pieces the story is built from. Think of it like buying a set of bookshelves that comes unassem-

bled: The box contains all the parts to make the shelves, but you don't have shelves until you take the time and energy to put them together. Those unassembled parts — scenes and non-player characters — are what you create before the players show up. When you sit down with the players, you use those parts to make the story. You might have an idea of what the story looks like before you start by looking at the pieces, but you won't actually know until it's all done.

Prep vs. Freeform

How much work you put into the story beforehand is a matter of personal taste. Some Guides like to do as much work (or *prep*) as possible ahead of time, before the players arrive. Others have only a vague sense of what will happen during a session, and are much more improvisational (or *freeform*) in how they work with the players to build a story. As with many things regarding Guiding, neither is wrong, and most Guides use some combination of the two. For example, I generally do a lot of prep for my first few sessions of a chronicle, but I get more and more freeform as I get closer to the end.

If you're new to Guiding or otherwise feel unsure of yourself, doing as much prep as possible is a good idea — creating your scenes and non-player characters ahead of time means you can focus on Guiding the table, which can reduce your stress during the session. As you Guide a few sessions and feel more confident, you can decide what balance of prep and freeform is most comfortable for you.

Always remember to take good notes on what happened! Even if you're very prepared for a session, surprising things can crop up during the game, and you'll need to make something up on the fly. If you take good notes (or have another player take good notes for you), it's easier to look up what you did a few sessions ago than it is to remember what you came up with while improvising. And you'll have a neat record of your story after it's over!

Building Scenes

As mentioned on p. 89, a scene is what happens in a particular time and place. These are the building blocks of your story's plot, and they can be as elaborate or as simple as you like. For example, the scenes in "The Great Cat Conspiracy" (p. 204) are pretty elaborate, but the information for a scene doesn't have to be much. Here are some of the questions you should think about for each scene — jotting down quick answers might be all you need, particularly if you are a freeform Guide.

How did the player characters get to this scene? Knowing how the characters get to this scene will remind you how it fits into the overall story. If, say, the party needs a particular relic before they can cross the mountains, then it's clear the scene where the party gets the relic has to come before this scene. Sometimes the players have a choice between different scenes — there might be a scene at the royal library and one at a tavern, with no requirement that players go to one over the other — so it's good to know how players need to get into a scene, in case you have to shuffle them around.

What do the player characters need to accomplish in the scene? Usually this is some kind of key roll or decision in the scene. Sometimes it's a fight (such as "defeat the demon"), but combat might be only one potential option to accomplish the real goal (such as "get the relic the demon is guarding"). Either way, write down what the player characters need to do in order to progress to another scene. The clearer that goal, the easier it will be to adapt to new situations at the table.

Who or what is keeping them from accomplishing it? These are the characters and obstacles that will get in the player characters' way. Sometimes what's in the way of the goal is obvious (such as "the relic is sealed in a locked chest and guarded by a possessed rat"), but other times it's not clear to the characters at first (such as "the relic is sealed in a chest, which is invisible"). The barriers should be clear to *you*, so make sure you list them in the scene.

If there's nothing stopping the party from achieving their goal, then it's not really a scene worthy of note, and it's possible that what you

think is a scene is really part of a larger scene. If nothing happens to the characters as they ride from Pugmire to their destination, then there's no need to have a scene for each day's worth of travel — make a few rolls for the characters if you need to, but otherwise it's all part of the larger scene that happens at the destination they're traveling to.

Also, remember what the players focused on during character creation. Make sure that the scenes you create emphasize the areas they're interested in — a party primarily composed of guardians and hunters will probably do better in monster hunting stories, while one with lots of artisans and shepherds will likely prefer mysteries and puzzles. That doesn't mean a group of soldiers can't be part of an investigation or that scholars can't blast away at enemies, but such scenes skew away from what those characters are best at, and it could lead to a frustrating experience for the players if it isn't handled with care. It's okay if the player characters occasionally run into problems (in fact, I think the game is best when it gets really hard once in a while), but the players should feel like the character they're making has a reasonable chance of success.

One special thing to pay attention to is what spells your players pick. Record what spells your casters choose, and remember to add situations in your scenes where they have the chance to be useful. Think about characters that are resistant or weak against certain damage types, as well as walls, poison traps, diseases, and other elements in a scene where certain spells would be useful. This makes sure that spellcasters like me don't always default to spells focused on damage or healing.

What scene or scenes should logically happen next? This is similar to the first question. Once the characters succeed or fail to accomplish their goal, what happens next? In general, there's usually a logical next scene, but sometimes there may be several options for what happens next, depending on player decisions. It's also entirely possible that scenes might be repeatable (such as "the bandits attack to try and steal the relic," which might happen again if the bandits didn't steal the relic the first time). Writing down how things progress from this scene is another tool to help you remember where it falls in the overall story.

The final scene of the story is a little different. Some Guides believe they have to have a scene for the very last thing that players do, after they confront and resolve the main challenge of the story. However, I feel the final scene of the story is actually that main challenge (or the "climax," if you prefer using terminology from the three-act structure). Don't plan much beyond that. Often players will surprise you, and making plans beyond that climax is the most likely to be wasted work if the players don't go in a direction you expect. Further, it really puts the player characters in the driver's seat of the story if you don't know exactly how it ends. It'll be their decisions and actions that resolve the story, not your preplanned scene, which will make them feel like they're the protagonists of the story.

If you put scenes on index cards, one neat trick you can do is shuffle them around. Say you have a scene where the player characters are supposed to meet a royal messenger outside the castle before going to the Poodle estate, but they decide to go to the Poodle estate first. If you have everything on cards, you can just move the scene at the estate to the front of your stack, and slide the scene with the royal messenger behind it. As long as the players are hitting the majority of the scenes you've planned, it doesn't really matter what order they happen in.

Making Non-Player Characters

Now that you have an idea of what scenes need to happen, you'll need to create the non-player characters that might show up in them. This

can seem daunting — how can you possibly create thousands of people to populate a world? But it's easy to triage characters into three categories to find out which ones require the most work: background characters, minor characters, and major characters.

Background characters are the people that are only there for color or to add context to a scene. You don't need to come up with statistics for every single citizen of Pugmire or every member of the royal court or every cat that lives in the Monarchies of Mau. In fact, most of the time you don't even need to give them names right away! I generally have a list of names in my notebook that aren't associated with any character. If the players interact with a background character, such as using one of their background tricks to make a friend, I pick a good name and jot a quick note next to it reminding me to whom I assigned it.

Minor characters are those that have a mild impact on the story, but usually not more than a scene or two. If you check out the Enemies chapter (starting on p. 178), you'll see there are some generic statistics for dogs, cats, and other people the characters might come across. These are great for minor characters — maybe give a few of them names, think of a single quirk to make them distinctive (like a colorful uniform or a noticeable accent), assign them some statistics from the Enemies chapter, change a weapon or a trick if you like, and you're done. Don't worry too much about making these characters original, because they aren't going to be in the story that long. Focus on making them distinctive, not unique.

Major characters are the ones you should put your energy into. In most stories, there won't be many of these — they're the main antagonists of the story, or the potential allies you can recruit along the way. If it's a character that has an impact over a whole story, or even multiple stories, she's a major character. These should probably be given a full character sheet or at least be modified from the statistics listed in the Enemies chapter. They definitely should have a name, and probably even a short background. Major characters should be memorable, complex, and interesting. Also, make sure you'll have fun portraying a major character, as she might be around for a while.

Not all characters stay in their boxes. As mentioned, a background character might get a name if a dog uses her background trick to make a friend. If the group keeps coming back to that character, he might become a minor character, or even a major one over time! So it's possible for a character to get "promoted" to higher areas, requiring you to write more about them. But that's not a bad thing – that shows that the players are really getting invested in the character.

Guiding the Table

Once you have your story pieces assembled, it's time to start the session! There are a lot of ways to approach Guiding. Some Guides use a spare amount of scene description and focus on adjudicating the rules, while others enjoy the storytelling and don't worry so much about the refereeing. Both sides are important and valuable to keep in mind as you Guide your group through the story.

Being a Storyteller

This is the part of Guiding that's closest to pure storytelling. You get to describe the world around the player characters, and what the results of their actions are. You can use funny voices and wave your arms wildly, if that's your inclination, or you can carefully explain what the characters see, hear, smell, and touch. Personally, I find it one of the most enjoyable parts of being a Guide. There are a few things to keep in mind as you describe the world around the player characters.

- Be thorough, but don't overexplain. When you're describing a scene, hit a couple of key impressions, and then move on. It's good to know that the throne room at Castle Pugmire is opulent, with lots of luxurious tan and black fabrics over everything. If you start explaining what kind of fabrics they are and how they're fastened to the throne, you've probably gone too far. Let the players ask

questions if they want more information, but otherwise only focus on the parts of the scene that are important.

- Accents and voices don't have to be perfect, but they should be consistent. Part of the fun of games like *Pugmire* is the chance to do accents or voice work, if that's your inclination. Not every Guide does it, but if you do, make sure each character sounds the same way the next time they meet the player characters, particularly if there's more than one non-player character talking in the same scene.
- Clarify complex situations. Some players and Guides prefer to describe everything in the third person (such as "Yosha grabs the relic from the altar"), while others use the first person (like "I grab the relic from the altar"). Either way, make sure it's clear who is doing what, particularly in combat or other scenes with lots of characters. I find it helpful to occasionally reiterate what everyone is doing in the scene, although physical aids like drawing a map on paper or a tablet screen can help as well.

Pacing Scenes

Scenes in *Pugmire* almost never take place in real time. Time can slow down as you describe a situation or engage in combat, or it can speed up to cover several days of travel. Even a conversation might have breaks as players make Charisma checks or use their tricks on non-player characters. As Guide, you have a lot of say on when a scene starts and ends, and it's good to get a sense of the right pace for a scene.

As a general rule of thumb, a scene starts when something interesting happens, and it ends when interesting things stop happening. What constitutes "interesting" varies wildly between groups and even between stories in the same group, but you can usually tell it's time to move on when players all agree on a course of action or when they don't have anything important to roll about.

Once in a while players will really get into character and start having lengthy conversations about something in the story. This is usually a great sign that the players are having fun, but sometimes such conversations can drag on for a

long period of time. (One group I played with spent half an hour discussing what to do with a cat prisoner!) This is where your scene plans help — if you have a lot of scenes to play through and not much time left in the session, you might need to step in and move the scene along. However, if it's getting close to the climax of the story and you've got some time, you could sit back and enjoy the other players talking amongst themselves.

Another tricky situation is travel. There are detailed rules on p. 91 for resting and recovering while traveling. However, don't make rolls every day the characters are on the road — particularly long trips might turn into a lot of "roll to avoid being lost, then roll to see if you recover". If the group has a map or a good sense of where they're going, you can skip the rolls for getting lost. Further, if they're fully rested (such as when they are first starting out on their journey), you can skip the recovery rolls. Finally, if you don't have any scenes on the road and the story doesn't really start until they get there, go ahead and jump ahead to their destination. Travel should only be important if it adds tension or stress to the journey in a fun and interesting way — otherwise, skip it and get to the next interesting part.

Difficulty Numbers

Sometimes the rules will tell you what difficulty number to use, but most of the time you'll have to come up with a number. Consider this: a roll of "10" or higher on a d20 is slightly more than a 50/50 chance. If you choose a difficulty number of 15, for example, that means that a talented first-level dog (+3 ability modifier) who is skilled in the task (+2 proficiency bonus) has a roughly 50/50 chance of succeeding. The same dog has about a 75% chance of succeeding if the difficulty is only 10 (they would need to roll a "5" or higher on the die). So, 10 is a good number for an easy task, and 15 is good for tasks you expect specialized characters to fail about half the time. As characters go up in level, they'll be able to more consistently succeed, but even a specialized 10th-level character (+3 ability modifier and +7 proficiency bonus) would beat a 15 only 75% of the time. So, all in all, 10-20 is a good range of difficulty numbers to use. Think of it as "how hard is this to do, on a scale of 1 to 10?" Add a 9 or 10 to that, and that'll give you a good difficulty number.

Don't be scared of higher difficulty numbers! Adding an advantage makes a difficulty number much easier to achieve. Further, the use of fortune also increases the odds for success. If the group really wants to succeed at a task, even if it's difficult, odds are they will find a way to do it.

Fortune

Fortune is another tool you can use to pace your story. In general, the more fortune you put into the bowl, the more players will use it. In my experience, odds are they'll keep at least one in the bowl until close to the end of the session, but if they get more than a couple in there, they'll feel more comfortable spending it. If the group seems to be struggling, encourage them to intentionally fail rolls or play to their personality traits to add more fortune. Conversely, if things seem too easy, make them work a little harder for the fortune.

It can be tricky to judge whether intentionally failing a roll or playing up a personality trait is worthy of fortune. In general, I think "does this action make things more challenging or interesting?" If the answer is "yes," then it's worth fortune. Sometimes the situation depends on whether the roll is intentionally failed or not — failing to bluff a guard might not result in much if the dice were rolled, but if a character intentionally fails, then the guard might become irate or draw a weapon. Again, how much or little you use this depends on if you want to make it easier or harder for the group to earn fortune.

Also, don't forget other ways to add fortune to the bowl. I find that if the players are on the right track in an investigation or if they get me to laugh hard at their antics, adding a fortune is a way of telling them "keep it up." Plus, if the group is struggling during a fight, you can give them a fortune to have one of your non-player characters activate a trick or jump in initiative order and attack. A well-timed bit of fortune in the bowl can be just the thing the players need to turn the tide.

Combat

Guiding combat can be fun, but it can also be challenging. There's a lot of information to keep track of during a fight (particularly a big one), but there are a few tricks to help you keep on top of everything.

For initiative, I highly recommend the use of playing cards. Simply deal one card to each player face up, and give yourself one card for each major character or group of minor characters. Once that character or group has taken their action, the player flips their card and decides who goes next. It might take a round or two to get used to, but it's helpful to be able to look at the table and see who has gone and who hasn't.

If you have trouble keeping track of conditions, write them on index cards and hand them out. Encourage players to tear up the card once the condition is removed. If you have time, you can also write the rules for the condition on the index card. (There are also official *Pugmire* initiative and condition cards for sale, along with cards for each trick, so players can quickly reference the rules during play!)

Players should keep track of their own stamina points and dice, but it's helpful for you to have a scrap of paper to keep track of non-player character stamina points. I usually use a small notebook or notepad and number the enemies. Once they're unconscious or dead, I cross the name off.

Finally, some groups like to have maps to keep track of where everyone is. It can be as simple as sketching a rough map on a piece of paper or a tablet and using Xs and Os to mark everyone's location. Some people like to use special miniature figures along with gridded maps where every square equals five feet in the game world. If you want to use those, feel free! Everything in *Pugmire* is listed in increments of five feet, so it should work fine for a detailed map.

You might find other tools that work well for you, or you might need to improvise some tools on the fly when things get complex. As long as everyone is clear what's going on, then you're doing fine!

Stuff and Things

Characters often use items in their rucksack in obvious and creative ways to overcome obstacles and accomplish their goals. There are three elements of stuff to consider: managing the rucksack, the use of money, and handing out masterworks.

Overall, mundane items in the rucksack are easy to come by. Players can choose one item if they have a chance to equip their characters before they travel, and players can make a Wisdom saving throw while on an adventure to see if their character remembered to pack something. The key here is whether either of these options are plausible. Having rope on hand is understandable — it's something that a dog might reasonably expect to have packed while preparing for an adventure. Asking to add Seneschal Murra's signet ring to someone's rucksack when they've never met Murra nor have any reason to have ever gotten their paws on his ring isn't plausible, and shouldn't be allowed. But in general, err on the side of allowing a character to have something in their rucksack.

Much like equipment, the use of money is very abstract in *Pugmire*. Rather than counting coins, characters have a general amount of coins. These are ranked in a ladder, starting from "no coins" and ending with "lots of coins":

- No coins
- A few coins
- Some coins
- Many coins
- Lots of coins

Money only matters when it's narratively important. Trying to bribe a guard with a few coins might work, but if you have lots of coins, that might give an advantage. Every dog might need some coins to stay at the local inn, but a couple of dogs with many coins can cover the tab for everyone. In general, use money like any other piece of equipment — sometimes it allows or restricts what kinds of checks a player can make, and other times it offers an advantage or disadvantage. If a player character gains or spends a lot of money, you might want to move them up or down the ladder — a stray with no coins who stumbles on a treasure chest might now have many coins shoved into his rucksack!

Finally, how often should your players get access to masterworks? That really depends on your premise — for example, characters that rare-

ly leave Pugmire might have fewer masterworks than those who actively explore the world — but getting access to one or two a story isn't bad (particularly if you have a lot of player characters in your game). Relics that can be improved should be particularly rare, since they become more powerful over time; by the time all the characters reach level 10, each character probably shouldn't have more than one improvable relic.

Speaking of relics that improve, players that invest an improvement in a relic shouldn't have to worry about losing that investment. There's nothing worse than having several levels' worth of improvements lost because a badger stole your magic sword. Treat such relics like artifacts from myth and legend. King Arthur wasn't often without Excalibur, and Thor never goes anywhere without his hammer, Mjolnir. Treat your players' relics the same way — even if something happens where the artifact is lost or damaged, find some reason why the item ends up back in the dog's paws next story.

Hacking Your Game

One of the great things about roleplaying games like *Pugmire* is that they're only limited by everyone's imagination. Sometimes, that imagination leads to making small or large changes to the rules of the game. Personally, I think that's great! I certainly feel *Pugmire* is a great game as it is, but I won't be coming to anyone's house and making sure they're playing *Pugmire* exactly the way I wrote it. If you're interested in customizing *Pugmire*, here are some ways you can tweak or modify the game to suit your needs.

Family Tendencies

If you like the idea of all dogs of a particular family demonstrating the same characteristics, consider this hack.

All dog characters choose their first breed trick during character creation, as normal. Once a second breed trick is chosen, all other dogs from that family must take the same trick, but a dog from a different family in the same group can take a different trick. For example, if the first Pug character in the chronicle to choose a second breed trick takes Funny Trick, then any other Pug characters in the chronicle must also take Funny Trick. However, a Poodle player might choose to take Charming Discourse instead (which would then limit all other Poodles similarly).

Mutts are the exception to this — two different Mutts, even if they are relatives, can take different breed tricks.

Cross-Calling Tricks

You might to try and mix up the callings a little, such as having a guardian that casts magic spells or a ratter that learns a fighting style. If you like this idea, consider this: After a dog has chosen two calling tricks and refined at least one of them once, the player can choose one trick from a different calling. The player can never take more than one trick from a different calling, but he can refine the cross-calling trick like any of his other tricks.

Playing Beyond Level 10

Sometimes, you just don't want the game to end. All of the player characters have reached level 10, but the players want to keep playing and, more specifically, keep improving their characters. On the surface, there's nothing stopping this — it's easy enough to allow players to keep taking improvements for their characters, and to keep increasing their proficiency bonus every two levels. However, in my experience the game tends to break down after level 10: Enemies become easier and easier to defeat, and characters end up with so many different tricks and abilities that it can be hard to keep track of them all. But if your group is ready to play a group of old, grizzled veterans ready to take on the most dangerous and powerful things in the world, enjoy!

Dynastic Play

An alternative to continuing to play after level 10 is to have interconnected chronicles. In dynastic play, once the player characters have reached level 10 and played through a story or two, they settle down and have or train puppies. The players create new characters that are the puppies related to or mentored by their original party. If the original character had a masterwork, that could be passed down to the new character as an inheritance or gift, and any improvements to the artifacts are kept by the new characters — a clever way to "power up" your new puppy charac-

ters! Then you can start a new chronicle detailing the adventures of the next generation of explorers, and you can reference events and characters from the previous chronicle.

Using OGL SRD Material

Pugmire is based on an open game license, called OGL for short. There have been a lot of great games built on the license, and many of them have released a variety of free resources called system reference documents (or "SRDs"). Not all of them work exactly as written for *Pugmire*, but most can be easily converted with a little work. SRDs are particularly useful if you want to include new spells, enemies, and masterworks to your chronicle.

If you're looking for new spells, artisan spells are generally from the wizard class, and shepherd spells are generally from the cleric class. Some spells have been switched between the two to align with the themes of Pugmire. When choosing spells, a good rule of thumb is that artisans change things in the world, while shepherds change things about characters. Pugmire spells do not have schools, and they do not scale by spell or character level.

Cat magic isn't something I'm familiar with, so that will be covered in the book. However, if you're looking to convert spells from an SRD, you may have noticed that dogs get very little Necromancy and Divination magic. These are good options to review if you need some cat spells in your chronicle.

Converting to Other Systems

Finally, you might decide that you love the world of *Pugmire*, but your group would prefer to use a different system. There is a long tradition of "fan hacks" converting games into other rules systems, so don't be shy if you prefer a different system! There are a lot of options to choose from, but here are some that might be a good fit for *Pugmire* in particular.

- Storypath by Onyx Path Publishing
- Fate Core by Evil Hat Games
- Savage Worlds by Pinnacle Entertainment Group
- Apocalypse World by Vincent Baker
- Pathfinder by Paizo Publishing
- 13th Age by Pelgrane Press

Just remember that any sort of conversion to new rules is for personal use only! Don't try to make your own version of and sell it to other people. That would make me very sad. Be a good dog!

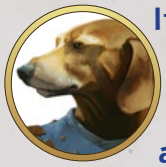
Chapter Seven: Masterworks

When the Old Ones left the world, their relics and items of wonder remained behind. These artifacts are called many things, but the dogs of Pugmire generally refer to anything created by Man as "masterworks." Such masterwork items are coveted by many people, whether it's so they can learn more about Man, gain respect in society, or purely for the power such objects contain. There are three different kinds of masterworks: *relics* (powerful artifacts of Man), *fixes* (consumable items of magical power), and *wonders* (strange, arcane things that have limited utility).

A masterwork's description explains how the item works. Handling a masterwork is enough to give a dog a sense that something is extraordinary about it. A dog can attempt to discern the nature of one masterwork after an hour of careful study, if she is in physical contact with the item. Once the study is complete, the dog learns the item's initial properties, as well as how to use it. Fixes are an exception; a quick look, a little taste, or a careful sniff is enough to tell the taster what the fix does.

Some masterworks (such as an artisan's focus) require a dog to form a bond with them before their magical properties can be used. This bond is called *attunement*, and certain items have a prerequisite for it. Attuning to a masterwork requires a dog to rest for an hour while in physical contact with it, focused on only that item — this can't be the same time that a dog studies the masterwork to learn the item's properties. This focus can take the form of carefully examining the masterwork, weapon practice, meditation, or some other appropriate activity. If the rest is interrupted, the attunement attempt fails. Otherwise, at the end of the rest, the dog gains an intuitive understanding of how to activate any magical properties of the item, including any necessary command words.

A few relics grow more powerful over time. Once such an artifact is attuned to a character, she can use an improvement (p. 99) to give it refinements, just like with tricks. If a refined relic is given to another character, that character gets the benefits of the refinements (if they are otherwise able to use the relic). Further, a dog attuned to a refined relic is unlikely to lose it for long — through various circumstances, such relics will find their way back to the paws of their owner. Fixes and wonders cannot be refined.



It's possible that, over time, the dogs in your chronicle will have discovered everything listed here. But don't worry – you can always make new ones! For example, a relic can be made by taking one of the spells dogs can cast and making it a permanent object. A fix can be anything that gives a dog a small bonus, but only once or a few times, while a wonder can be just about anything if it's weird, can only be used once a day, and doesn't offer more than an advantage in a specific situation. There's always something new and different to dig up, if you're willing to be creative.

Relics

Relics or *artifacts* are items that give adventurous dogs some consistent benefits. They can be straightforward, such as armor or weapons made from mysterious metals or (miraculously!) built with the mystical element of plastic. Others are less obvious, such as goggles that allow dogs to see in the dark, or amulets that boost a dog's health when worn. Either way, relics are often loaned to dogs in noble families or jealously guarded by free dogs, as they offer an advantage in dangerous situations.

Amulet of Health

Requires attunement; can be refined

The user's Constitution score is 18 (+4) while she wears this amulet. It has no effect on her if her Constitution score is already 18 or higher.

Refinements

- The user's Constitution score is now 20 (+5).

Armor

Requires attunement; can be refined

Coming in a wide variety of styles, the user has an additional +1 bonus to defense while wearing this armor, if she has the appropriate Aptitude trick. Some forms of masterwork armor are lighter than normal, or are even made from plastic, making them immensely valuable.

Refinements

- The bonus the armor provides is increased by 1.
  - If this refinement is taken again, the bonus the armor provides is increased by 2.
- The armor is now resistant to one damage type.
- Medium and heavy armor no longer gives a disadvantage to Dexterity checks.

Bag of Holding

This bag is bigger on the inside. It looks like a large sack, about half the size of a dog when filled, but it can hold much more — about 500 pounds of weight. Anything that can fit through the top of the bag (which is about two feet in diameter) can be held inside. Retrieving an item requires an action.

If the bag is overloaded, pierced, or torn, it's ruined and can't be used again. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be turned back to its normal state before it can be used again. Characters put inside the bag can survive for a few minutes before they begin to suffocate.

Boots of Silence

While the user wears these boots, her steps make no sound, regardless of the surface she's moving across. She also has advantage on Dexterity checks that rely on moving silently.

Boots of Speed

Requires attunement

While the user wears these boots, she can use a bonus action and click the boots' heels together. If she does, the boots double her two-legged speed (they have no effect on four-legged speed), and any character that makes an attack of opportunity against her has a disadvantage on the attack roll. After a combat or a scene, the magic ceases to function until she sleeps.

Chameleon Cloak

Requires attunement

While the user wears this cloak with its hood up, Wisdom checks made to see or smell her are at a disadvantage. Further, she has an advantage on Dexterity checks made to hide, as the cloak's color shifts to camouflage her and exudes confusing scents. Pulling the hood up or down requires an action.

Exotic Weapons

Requires attunement

Some masterwork relics are strange weapons that resemble metallic wands or staves made of slate-like material. These artifacts use triggers, buttons, or pure thought to activate their abilities. Dogs must have the Exotic Weapon Aptitude trick to utilize the ranged effects of such weapons — otherwise, they're just very rare clubs.

All exotic weapons have the loading quality, which represents the fact that they can only be fired once every few seconds. They also have the ammunition quality; if the weapon runs out of ammunition, it can't be fired again until the following morning. If the ammunition saving throw results in a botch, the exotic weapon crumbles to dust.

Here are some examples of exotic weapons.

- Wand of needles: 2d6 piercing damage, ammunition, range 40/120, loading
- Wand of radiance: 3d6 radiant damage, ammunition, range 40/120, loading
- Wand of thunder: 4d6 thunder damage, ammunition, range 40/120, loading
- Wand of lightning: 5d6 lighting damage, ammunition, range 40/120, loading
- Wand of withering: 6d6 necrotic damage, ammunition, range 40/120, loading
- Staff of needles: 2d10 piercing damage, ammunition, range 120/360, loading, two-pawed
- Staff of radiance: 3d8 radiant damage, ammunition, range 120/360, loading, two-pawed
- Staff of thunder: 3d10 thunder damage, ammunition, range 120/360, loading, two-pawed
- Staff of lighting: 5d8 lighting damage, ammunition, range 120/360, loading, two-pawed
- Staff of withering: 6d8 necrotic damage, ammunition, range 120/360, loading, two-pawed

Gauntlets of Power

Requires attunement; can be refined

The user's Strength score is 18 (+4) while she wears these gauntlets. They have no effect on her if her Strength score is already 18 or higher.

Refinements

- The user's Strength score is now 20 (+5).

Gloves of Missile Snaring

Requires attunement; can be refined

These gloves seem to meld into the user's paws when she dons them. When a physical ranged weapon attack hits the user while she's wearing them, she can use her reaction to reduce the damage by 1d10 + her Dexterity modifier, provided she has a free paw. If she reduces the damage to 0, she can catch the missile if it is small enough for her to hold in that paw.

These gloves may have no effect on ranged attacks that use energy, such as force, heat, lightning, and cold damage.

Refinements

- Choose one damage type: cold, force, heat, and lightning. The gloves can now effect ranged attacks that use this damage type, although she cannot hold the missile, even if the damage is reduced to 0. This refinement can be taken multiple times.

Goggles of Night

While wearing these dark lenses, the user has Darkvision out to a range of 60 feet. If she already has Darkvision, wearing the goggles increases the range of the Darkvision by 60 feet.

Hat of Disguise

Requires attunement

While wearing this hat, the user can use an action to cast the Disguise Self spell at will. Dogs that are not spellcasters can cast it, and spellcasters can cast it without using spell slots. The spell ends if the hat is removed.

Headband of Intellect

Requires attunement; can be refined

The user's Intelligence score is 18 (+4) while she wears this headband. It has no effect on her if her Intelligence score is already 18 or higher.

Refinements

- The user's Intelligence score is now 20 (+5).

Horn of Blasting

The user can use an action to speak the horn's command word and point it in a direction. The horn emits a thunderous blast in a 30-foot cone that is audible 600 feet away. Each character in the cone must make a difficulty 15 Constitution saving throw. On a failed save, the character takes 5d6 thunder damage and is Deaf for 1d6 rounds. On a successful save, the character takes half as much damage and isn't Deaf.

Each use of the horn's magic has a chance of causing the horn to explode. After each use, the user rolls a d20 — on a 1-4, the horn explodes, dealing 10d6 heat damage to the user and permanently destroying the horn.

Lantern of Revealing

This strange lantern is in the shape of a stubby wand made entirely of plastic, with a crystal at one end. When lit, this lantern burns for 6 hours, shedding bright light in a 30-foot radius. Invisible creatures and objects are visible if they are in the lantern's light.

Ring of Evasion

Requires attunement

When the user fails a Dexterity saving throw while wearing it, she can use her reaction to activate this ring and succeed on that saving throw instead. The ring cannot be used again until the following dawn.

Ring of Floating

Requires attunement

When the user falls while wearing this ring, she takes no damage from falling.

Ring of Protection

Requires attunement; can be refined

The user gains an additional +1 bonus to defense and saving throws while wearing this ring.

Refinements

- The defense bonus increases to +2.
- The saving throw bonus increases to +2.

Ring of Resistance

Requires attunement

The user is resistant to one damage type while wearing this ring (determined before the ring is acquired).

Robe of Scintillating Colors

Requires attunement

While the user wears this robe, she can use an action to cause the garment to display a shifting pattern of dazzling hues until the end of her next turn. During this time, the robe sheds bright light in a 30-foot radius. Characters that can see her are at a disadvantage on attack rolls against her. In addition, any character in the light that can see the user when the robe's power is activated must succeed on a difficulty 15 Wisdom saving throw or become Stunned until the effect ends. The robe can only be used once per scene or combat.

Simple and Martial Masterwork Weapons

Requires attunement; can be refined

Masterwork weapons come in a variety of styles and appearances, but many resemble familiar simple and martial weapons. Users with the appropriate Apti-

tude trick gain an additional +1 bonus to attack and damage rolls made with this masterwork weapon. Some are weighted unusually, or are made of a very durable plastic (making them very expensive). Some also have buttons or functions which cause them to generate unusual forms of damage.

Refinements

- The bonus the weapon provides is increased to +2.
  - If this refinement is taken again, the bonus the weapon provides is increased to +3.
  - If this refinement is taken a third time, the weapon adds a number of damage dice equal to the user's proficiency bonus. For example, if the user's proficiency bonus is +2, then successful attacks roll three damage dice instead of one.
- The weapon now does an additional damage type.

Shield

Can be refined

Users with Shield Aptitude have an additional +1 bonus to defense while using this shield (for a total of +3). The shield offers no benefit against attacks that the user cannot actively defend against (such as attacks from behind or spell effects that go around corners).

Refinements

- The bonus the shield provides is increased by 1.
  - If this refinement is taken again, the bonus the shield provides is increased by 2.
- The shield is now resistant to one kind of damage.
- When a command word is spoken, the shield can remove one condition from the user. This can be used once before the user must sleep.

Fixes

Occasionally, the masterwork is consumable, rather than persistent. Some masterworks left behind by the Old Ones fall into this category, but some dogs have discovered ways to recreate the magic of Man in these disposable forms. These are often called *fixes* (or *potions*, if the fix is something the dog drinks). Fixes are useful bits of magic, but they aren't as highly desired as relics.

Dust of Disappearance

Found in a small packet, this powder resembles fine sand. There is enough of it for one use. When the user takes an action to throw the dust into the air, she and each character and object within 10 feet becomes Invisible for 2d10 rounds. The duration is the same for all subjects, but if a character affected by the dust attacks or casts a spell, the effect ends for that character.

Explosive Eggs

These hard plastic or metal fixes are thrown by a dog after they are activated, using a Dexterity check (difficulty 12 to get them in the right area). If successful, the egg explodes, causing a variety of effects depending on the nature of the egg.

- Fire egg: 3d6 heat damage in a 10-foot radius.
- Force egg: 3d6 force damage in a 10-foot radius.
- Ice egg: 3d6 cold damage in a 10-foot radius.
- Shrapnel egg: 3d6 slashing damage in a 10-foot radius.
- Smoke egg: All targets have the Blind and Anosmic conditions in a 10-foot radius.
- Thunder egg: 3d6 thunder damage in a 10-foot radius.

Master Ointment

This glass jar contains five (or fewer) doses of a thick mixture that smells faintly of aloe. As an action, one dose of the ointment can be swallowed or applied to the skin. The character that

receives it can spend any number of stamina dice (including zero) to regain stamina points, with an additional 1d8 stamina points regained. Further, she ceases to be Sickly, immediately stops taking any poison damage, and is cured of any disease.

Oil of Sharpness

This thick, clear oil has tiny silver globes suspended throughout. The oil can coat one slashing or piercing weapon, or one set of slashing or piercing ammunition. Applying the oil takes 5 rounds. After the weapon or ammunition is coated, during the next combat or scene the coated item has a +3 bonus to attack and damage rolls.

Potion of Heroism

For one scene or combat after drinking this potion, the user heals 1d10 stamina points, 1d10 spell slots (if the user is a spellcaster), and is under the effect of the Bless spell (no concentration required). This strange green potion is under high pressure, and it foams and steams as if boiling once opened.

Potion of Vitality

When the user drinks this potion, it cures any disease or poison affecting her (removing the Sickly condition and immediately ending any poison damage). In addition, she is immediately considered to have slept a full night. Finally, for the next 24 hours, she regains the maximum number of stamina points or spell slots for any stamina die she spends. The potion's crimson liquid regularly pulses with dull light, as if it were alive.

Wonders

Sometimes, dogs may also come across items that are bizarre and magical, but don't offer any obvious or substantive benefit. These are called *wonders*, and they may be valuable in strange, unusual ways. The masterwork foci that artisans use can be classified as wonders — they are necessary for the artisan to perform their magic, but they don't have any visible use to other dogs.

Beating Heart

This clear glass ball full of liquid contains a live heart in the center. Although not connected to any living creature, the heart beats if someone touches the glass. If the ball is touched to a character that is dying, the user gets an advantage on the stabilizing Wisdom check (p. 96).

Bowl of Endless Water

This dull-colored metal bowl appears empty, but it sloshes when shaken, as if it contains water. The owner can use an action to speak the incantation, whereupon the bowl will fill with fresh water. The bowl only works once a day.

Chime of Opening

This short, hollow metal tube looks like it's made of a bone-colored metal and is covered in strange inscriptions. The user can strike it as an action, pointing it at any locked object within 120 feet. The chime issues a clear tone, and the next check to unlock that object is now at an advantage. If the chime is used more than once a day, the tone sounds flat and ugly, and nothing else happens.

Cryptic Book

This small book is bound in gold and jewels, and every page is made of thin plastic. If someone tries to read the book, the words swirl and dance, making them illegible. If a character opens the book and reads it while working on a code (breaking a cypher, for example, or deducing a missing security incantation), the user gets an advantage on the next check.

Smoking Bottle

Smoke leaks from the metal-stoppered mouth of this thick, plastic bottle. When the user takes an action to remove the stopper, a cloud of thick smoke pours out in a 60-foot radius. All characters within the cloud are Blind (including the user), and the cloud persists as long as the bottle is open. Closing the bottle requires the user to speak the incantation as an action. Once the bottle is closed, the cloud disperses at the end of the combat or scene, and the bottle cannot be opened again that day.

Ticking Rose

An intricate rose made of brass clockwork, this strange wonder quietly chimes whenever the sun rises or sets. Even if there are visible indications of time moving on or if the user falls Unconscious and doesn't notice how much time has passed, the rose never loses track of time. A small switch behind one of the petals can change the chime to a gentle vibration.

Chapter Eight: Enemies

The dogs of Pugmire may encounter many different enemies during their adventures; rival species, insane animals, and far stranger things roam the world, and not all of them are willing to have a civil conversation. This chapter details only some of the various enemies that characters may come across during their travels.

Like player characters, enemies have ability scores in Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. These abilities act as they do for player characters, including adding their modifiers to appropriate ability checks, saving throws, attack rolls, and damage rolls.

Further, all enemies have a *challenge rating* (CR for short). This acts somewhat like an enemy's level — the higher the challenge rating, the more powerful the enemy. In general, a single character with the same level as an enemy's challenge rating will have a moderately difficult time defeating that enemy in combat.

Finally, enemies can have tricks, just like dogs, although their tricks are often special to them. These tricks can be used as often as the description says they can be used (which requires an action, unless otherwise specified). Some common tricks are:

- **Darkvision:** The ability to see in the dark (p. 92).
- **Immune**: A particular type of damage is ignored by the enemy — it causes no stamina point loss.

Enemies generally add their Dexterity modifier to their defense, just like player characters do. I've added notes throughout in case there's something else being factored into defense, like armor or a monster's tough hide.

Some spells and tricks reference enemies that are undead or part of the Unseen. For reference, the undead enemies are bone bugs, leechtongues, tormented spirits, and some zombies. Demons, shadow felines, and some zombies are part of the Unseen.

- **Low-light Vision:** The ability to see in dim light (p. 92).
- **Resistant:** All damage of a particular type that is done in a turn to the enemy is reduced by half at the end of the turn.
- **Scent:** Acts like Darkvision, but is used via smell instead of sight.
- **Weak:** All damage of a particular type done in a turn to the enemy is doubled at the end of the turn.

Animals

There are many animals in the world. Some will work with dogs, while others will fight them to protect themselves. Many are the same as their forebears in the time of Man, but others have been changed by magic, mutation, or any one of a dozen other factors that makes them different and deadly.

BEAR (CR 2)

Defense: 14 (thick hide)
Stamina points: 22
Speed: 40 feet
Proficiency Bonus: +2
Abilities: Strength +4 (19), Dexterity +2 (14), Constitution +3 (16), Intelligence -4 (2), Wisdom +1 (12), Charisma -2 (6)
Attack: Claws (+6 melee, 1d4+4 slashing) or bite (+4 melee, 1d6+4 piercing)
Tricks: Low-light Vision, Scent

CANINE (CR 0)

Defense: 13
Stamina points: 4
Speed: 20 feet
Proficiency Bonus: +2
Abilities: Strength +1 (13), Dexterity +3 (17), Constitution +1 (13), Intelligence -4 (2), Wisdom +1 (12), Charisma -2 (6)
Attack: Bite (+3 melee, 1d4+1 piercing)
Tricks: Low-light Vision, Scent

GIANT WORM (CR 1)

Defense: 12 (thick hide)
Stamina points: 11
Speed: 10 feet (burrow 30 feet)
Proficiency Bonus: +2
Abilities: Strength +3 (16), Dexterity +0 (10), Constitution +3 (16), Intelligence -2 (6), Wisdom -1 (8), Charisma -3 (5)
Attack: Maw attack (+5 melee, 1d6+3 piercing)
Tricks: Vibration Sense (worms always attack the creatures that moved the farthest in the turn)

- **Burrow**: Once per round, the worm may either come above ground or burrow below ground. It must be above ground to use its maw attack. When burrowing underground, it disturbs the ground where it moves. An opponent may attack the worm while it is underground, but the attacker must do so at a disadvantage.

HORSE (CR 1)

Defense: 12 (thick hide)
Stamina points: 12
Speed: 40 feet
Proficiency Bonus: +2
Abilities: Strength +3 (16), Dexterity +1 (13), Constitution +2 (15), Intelligence -4 (2), Wisdom +1 (12), Charisma -1 (8)
Attack: Hooves (+5 melee, 1d6+3 bludgeoning)
Tricks: Low-light Vision, Scent

Animated Armor

Sometimes, the Old Ones left behind spirits, bound into suits of armor, that attack when intruders dare to brave their tombs and ruins. These creatures can be featureless, with no visible joints or seams, or they may be ornate and look like empty suits of armor. Many bleed lightning when damaged, while others seem to ooze colorless blood when slashed.

ANIMATED ARMOR (CR 2)

Defense: 12 (armor)
Stamina points: 26
Speed: 30 feet
Proficiency Bonus: +2

Abilities: Strength +5 (20), Dexterity +0 (10), Constitution +5 (20), Intelligence -5 (1), Wisdom -5 (1), Charisma -5 (1)

Attack: Slam (+7 melee, 1d6+5 bludgeoning)

Tricks: Darkvision, Low-light Vision, immune to piercing damage

Ammit

These creatures were once the guardians of Man's underworld. They protected the spirits of Man and judged those unworthy of eternal rest. Driven mad without purpose, they now attack those who seek the hidden recesses of Man's secret places. The ammit marks dogs found wanting with vicious jaws, deadly horns, and razor-sharp claws.

AMMIT (CR 4)

Defense: 14 (thick hide)

Stamina points: 30

Speed: 50 feet

Proficiency Bonus: +3

Abilities: Strength +5 (20), Dexterity +0 (10), Constitution +2 (15), Intelligence -1 (8), Wisdom -1 (8), Charisma -1 (8)

Attack: Claws (+8 melee, 1d6+5 slashing) or gore (+6 melee, 1d12 piercing)

Tricks: Darkvision

• **Bloody Bite**: If the ammit hits the target with the claw attack, it makes a free bite attack on the target (+8 melee, 3d8+5 piercing)

Auva

The eerie whine of this armored beast challenges the courage of any dog. This large sphere floats off the ground, propelled by several long tentacles that dance around the auva to move it. The tentacles are also the monster's main offensive weapon. They cast strange blasts of various energies that can burn, poison, and freeze a dog long enough for the grasping arms to tear the unfortunate soul apart. It has a single glowing eye that changes color depending on the creature's mood. When in battle, it usually glows a blazing red.

AUVA (CR 8)

Defense: 19 (armor and energy shield)

Stamina points: 96

Speed: 40 feet

Proficiency Bonus: +5

Abilities: Strength +0 (10), Dexterity +2 (14), Constitution +2 (14), Intelligence +3 (17), Wisdom -3 (4), Charisma +2 (15)

Attack: Grasping arm (+5 melee, 4d6 slashing) or Tentacle Blast (below)

Tricks:

• **Tentacle Blast:** As an attack action, roll 3d6. The auva blasts up to three targets with one of the rays detailed below, corresponding to each of the dice rolled.

1	Disintegration Blast: The target makes a difficulty 17 Intelligence saving throw. Failure indicates the target takes 4d10 necrotic damage. If reduced to 0 stamina, the target's brain is overloaded, and the body blows apart into a million points of light.
2	Force Blast: The target makes a difficulty 17 Strength saving throw. Failure indicates the target is moved 30 feet in any direction.
3	Freezing Blast: The target makes a difficulty 17 Constitution saving throw. Failure indicates the target is frozen in place for 10 rounds. The target suffers the Immobile condition.
4	Heat Blast: The target makes a difficulty 17 Dexterity saving throw. The target takes 4d6 heat damage, half on a successful saving throw.
5	Sleeping Cloud: The target makes a difficulty 17 Wisdom saving throw. Failure indicates the target falls asleep for one minute and has the Unconscious condition. An ally may spend an action waking the target. The target also awakens if he takes damage.
6	Sonic Wave: The target makes a difficulty 17 Wisdom saving throw. Failure indicates the target is Scared for one minute or when she makes a successful saving throw at the end of her turn, whichever comes first.

Bandit

Not all dogs and cats live in civilization, nor do they all respect others. Some are so desperate, greedy, or downright malevolent that they lurk near the roads and the outskirts of cities, waiting for the right opportunity to attack a party of dogs and steal their possessions. Anyone can be a bandit, but there are three common types: moggies (cats), strays (dogs), and road rats.

MOGGIE BANDIT (CR 1)

Defense: 12

Stamina points: 9

Speed: 30 feet

Proficiency Bonus: +2

Abilities: Strength +0 (11), Dexterity +2 (15), Constitution +1 (12), Intelligence +0 (10), Wisdom +0 (10), Charisma -1 (8)

Skills: Sneak

Attack: Mace (+2 melee, 1d6 bludgeoning) or javelin (+4 ranged, 1d6+2 piercing)

Tricks: Darkvision

• **Nimble Escape**: The moggie can take the Disengage or Hide action as a bonus action on each of her turns.

STRAY VAGABOND (CR 1)

Defense: 11 (leather armor)

Stamina points: 10

Speed: 30 feet

Proficiency Bonus: +2

Abilities: Strength +2 (15), Dexterity +0 (10), Constitution +2 (14), Intelligence -1 (8), Wisdom +0 (11), Charisma -1 (8)

Skills: Spot

Attack: Battleaxe (+4 melee, 1d8+2 slashing) or shortbow (+2 ranged, 1d6 piercing)

Tricks: Darkvision

• **Power Attack**: If the bandit has an advantage in melee, she can forfeit that advantage. If she does so and the attack hits, treat the hit as a triumph.

ROAD RAT (CR 1)

Defense: 13 (leather armor)

Stamina points: 4

Speed: 10 feet

Proficiency Bonus: +2

Abilities: Strength -1 (8), Dexterity +2 (15), Constitution +0 (10), Intelligence -1 (8), Wisdom +1 (12), Charisma +0 (10)

Skills: Sneak

Attack: Bite (+1 melee, 1d4-1 piercing) or dagger (+4 melee or ranged, 1d4+2 piercing)

Tricks: Darkvision

• **Distracting Attack**: The road rat can spend her move action after a successful attack picking the target's rucksack. The rat may take a single one-pawed item the target is currently not holding in their paws.

Badgers

To the outside observer, the badger tribes are nothing more than savages who have no laws, live brutal lives, and die bloody deaths. Badgers take what they need to live through force. They launch devastating raids on trade caravans and they dam rivers to keep waters for themselves. But there is a reason behind these desperate actions: Badgers don't care for anyone outside of their own. Those not part of the tribe need to give up what the tribe wants or die trying to hold it.

Badger tribes break down along species lines like weasels and ferrets. They use primitive weapons, communicating in a private language that sounds like barks and squeals. They also speak the common language of dogs and cats, but only to scare enemies or command prisoners. Though the bands squabble with each other as much as the civilized world, those who study the badgers speak of the Badger King, Kibu The Red, who will one day unite them into a fearsome army.

BADGER SLASHER (CR 1)

Defense: 12 (leather armor)

Stamina points: 14

Speed: 30 feet

Proficiency Bonus: +2

Abilities: Strength +3 (16), Dexterity +1 (12), Constitution +3 (16), Intelligence -2 (7), Wisdom +0 (11), Charisma +0 (10)

Skills: Intimidate

Attack: Battleaxe (+5 melee, 1d8+3 slashing) or javelin (+3 ranged, 1d6+1 piercing)

Tricks: Darkvision

• **Vicious**: As a bonus action, the badger slasher can move up to her speed toward a hostile creature that she sees.

BADGER HEADSPLITTER (CR 2)

Defense: 14 (scale mail)

Stamina points: 20

Speed: 30 feet

Proficiency Bonus: +2

Abilities: Strength +4 (18), Dexterity +1 (12), Constitution +4 (18), Intelligence +1 (12), Wisdom +0 (11), Charisma +1 (12)

Skills: Intimidate

Attack: Battleaxe (+6 melee, 1d8+4 slashing) or javelin (+3 ranged, 1d6+1 piercing)

Tricks: Darkvision

• **Vicious**: As a bonus action, the badger headsplitter can move up to her speed toward a hostile creature that she sees.

• **Battle Frenzy**: The badger headsplitter makes two battleaxe attacks with one action.

BADGER CHIEFTAIN (CR 4)

Defense: 14 (scale mail)

Stamina points: 48

Speed: 30 feet

Proficiency Bonus: +3

Abilities: Strength +4 (18), Dexterity +1 (12), Constitution +4 (18), Intelligence +1 (12), Wisdom +0 (11), Charisma +3 (16)

Skills: Intimidate

Attack: Greataxe (+7 melee, 1d12+4 slashing) or javelin (+4 ranged, 1d6+1 piercing)

Tricks: Darkvision

• **Vicious**: As a bonus action, the badger chieftain can move up to her speed toward a hostile creature that she sees.

• **Battle Frenzy Master**: The badger chieftain makes two greataxe or javelin attacks with one action.

• **For Kibu!:** Once per battle, the badger chieftain may select as many allies as she can see within 30 feet of her. These allies gain advantage to attack rolls until the start of the chieftain's next turn. The effect ends if the chieftain is reduced to 0 stamina. The chieftain may also make a single melee or ranged attack as a bonus action after using this ability.

Barool

These strange birds inhabit the Fearful Forest. Scouts know to listen for their strange growl, which sounds before they descend upon prey from their high perches. Though they have feathered bodies and dark feathered wings, the feet and head of a barool resemble that of a bear cub.

BAROOL (CR 4)

Defense: 14

Stamina points: 13

Speed: 20 feet

Proficiency Bonus: +2

Abilities: Strength +1 (12), Dexterity +4 (18), Constitution +3 (17), Intelligence -4 (3), Wisdom +1 (12), Charisma -2 (7)

Attack: Bite (+3 melee, 1d10+1 piercing) and claws (+3 melee, 2d6+1 slashing)

Tricks: Darkvision

• **Flight:** The barool primarily flies when it moves, ignoring attacks of opportunity.

• **Battle Frenzy:** The barool makes both a bite and claw attack when it takes its attack action.

Blind Dire Rodent

In underground ruins and lost cave systems, massive feral rodents can be found — mindless monsters that seek only to eat and destroy. These eyeless monstrosities have a taste for dog flesh.

BLIND DIRE RODENT (CR 1)

Defense: 14 (thick hide)

Stamina points: 10

Speed: 30 feet (climb 20 feet)

Proficiency Bonus: +2

Abilities: Strength +2 (14), Dexterity +4 (19), Constitution +2 (14), Intelligence -4 (3), Wisdom +1 (12), Charisma -3 (4)

Skills: Sneak, Spot, Traverse

Attack: Bite (+4 melee, 1d4+2 piercing plus the effects of the Disease trick)

Tricks: Scent, resistant to cold and heat damage, ignores Blind condition

• **Disease**: After a successful bite attack, the target must make a Constitution saving throw (difficulty 11). If failed, the target is diseased and has the Sickly condition. After an incubation period of 1d4 days, the target loses 1d4 Dexterity and 1d4 Constitution until the disease is cured (removing the Sickly condition may cure the disease, at Guide discretion).

Bone Bugs

Small, silver insects often infest bones scattered in the wilderness. Through strange magic, the bugs animate the skeletons and use them to attack anyone who disturbs their homes. The skeletons very rarely assemble or move like they did in life. For example, a skull might be where a leg should go or a ribcage might assemble as some kind of hideous wing. The skeletons also reconfigure themselves during combat into new, even stranger forms.

BONE BUGS (CR 0)

Defense: 13 (dense bone)

Stamina points: 13

Speed: 30 feet

Proficiency Bonus: +2

Abilities: Strength +0 (10), Dexterity +2 (14), Constitution +2 (15), Intelligence -2 (6), Wisdom -1 (8), Charisma -3 (5)

Attack: Slam (+2 melee, 1d6 piercing)

Tricks: Resistant to piercing and slashing damage, Darkvision

• **Reconfigure:** At the end of their turn, Bone Bugs reconfigure their remaining bones into a new form and regain 2 stamina.

Cats

Cats are the chief rivals for power in the lands of Pugmire. They keep to themselves, act strangely around dogs, and often cause problems because of their plans within plans. While some cats live peacefully within the walls of Pugmire, many are at cross purposes to the aims and goals of heroic dogs.

SHADOWY ASSASSIN (CR 3)

Defense: 16 (thick leather armor)

Stamina points: 24

Speed: 30 feet

Proficiency Bonus: +3

Abilities: Strength +0 (10), Dexterity +3 (16), Constitution 10 (+0), Intelligence +1 (12), Wisdom +0 (10), Charisma +0 (10)

Skills: Sneak

Attack: Shortsword (+6 melee, 1d6+3 piercing) or small crossbow (+6 ranged, 1d8+3 piercing)

Tricks: Darkvision

• **Nimble Escape**: The assassin can take the Disengage or Hide action as a bonus action.

• **Prime Target**: The assassin gains advantage on any opponent that has not yet taken an action that round.

• **Sudden Strike**: The assassin does an extra 1d6 damage to any target on which she has advantage.

FIERCE MONK (CR 4)

Defense: 13 (thick robes)

Stamina points: 32

Speed: 30 feet

Proficiency Bonus: +3

Abilities: Strength +2 (14), Dexterity +2 (14), Constitution +0 (10), Intelligence +0 (10), Wisdom +0 (10), Charisma +0 (10)

Skills: Sneak

Attack: Staff (+5 melee, 1d8+2 bludgeoning) or unarmed strike (+5 melee, 1d6+2 bludgeoning or slashing)

Tricks: Darkvision

- **Paws of Fury:** As an attack action, the monk may choose to make two unarmed strikes. He may do so as a bonus action if he has advantage on the target.
- **Deflect Missile**: The monk may make a Dexterity saving throw against a difficulty equal to 5 plus the damage of a successful ranged piercing, slashing, or bludgeoning attack targeting him. The attack does no damage if the saving throw is successful.
- **One with the Shadow**: When in dim light or darkness, the monk can teleport up to 60 feet into an area also enshrouded in dim light or darkness. The monk gains advantage on the first melee attack he makes before the end of the turn.

NEFARIOUS NECROMANCER (CR 5)

Defense: 15 (magical robes)

Stamina points: 35

Speed: 30 feet

Proficiency Bonus: +4

Abilities: Strength +0 (10), Dexterity +0 (10), Constitution +0 (10), Intelligence +2 (14), Wisdom +1 (12), Charisma +2 (14)

Skills: Spot

Attack: Chilling touch (+4 melee or ranged, 2d8 cold)

Tricks: Darkvision

- **Soul Drain**: When the necromancer reduces a target to 0 stamina points, she rolls d4 equal to the level or challenge rating of the target. She heals stamina points equal to the roll and may divide the points between her and her visible allies as she sees fit.
- **Chill of the Grave**: The necromancer chooses a target as an action. The target only does half damage on any Strength-based damage rolls. The target makes a difficulty 14 Constitution saving throw at the end of their turn to remove the effect.
- **Animate Dead**: Once per combat, the necromancer reanimates the bodies of a number of dead characters equal to her Charisma bonus. Use the zombie statistics **(p. 195)** for these characters.

Cult of Labo Tor

Though most rats eke out a living as smugglers, thieves, and poor survivors among the dregs of society, there are a few who have found a higher purpose. They seek out unusual artifacts of Man for study, claiming an understanding of Man's intent that dogs are unwilling to hear. They venerate Labo Tor, the first of their kind who led the cult through The Maze of Ignorance to their revelations. The dogs follow the Code of Man, but the Cult believes Man worshipped the 100 Theories. To become like Man, the White Mice must experiment on lesser beings to satisfy the Theories. Only then can they be rewarded by Labo Tor with divine power.

Cult member can be identified by the bleached white patches of their fur (often hidden under clothing). Those members who practice magic wear stitched-together patchwork white robes with spell formulae scrawled all over the surface.

ASSISTANT OF LABO TOR (CR 2)

Defense: 14 (leather armor)

Stamina points: 18

Speed: 30 feet

Proficiency Bonus: +2

Abilities: Strength +0 (10), Dexterity +3 (17), Constitution +1 (12), Intelligence +0 (10), Wisdom +0 (10), Charisma +0 (10)

Skills: Intimidate, Sneak, Spot, Traverse

Attack: Bite (+2 melee, 1d6 piercing), rapier (+5 melee, 1d8+3 piercing), or small crossbow (+5 ranged, 1d8+3 piercing)

Tricks: Darkvision

• **Intense Pain**: If the cultist rolls a triumph on a successful attack, the target is Paralyzed as well as damaged. The condition lasts until the target makes a successful Wisdom saving throw (difficulty 12).

SMOLDERING CHEMIST (CR2)

Defense: 13 (leather armor)

Stamina points: 16

Speed: 30 feet

Proficiency Bonus: +2

Abilities: Strength +0 (10), Dexterity +2 (16), Constitution +0 (10), Intelligence +1 (12), Wisdom +1 (12), Charisma -1 (8)

Skills: Intimidate, Sneak, Spot, Traverse

Attack: Bite (+2 melee, 1d6 piercing), flask smash (+2 melee, 2d6 bludgeoning), or thrown flask (+4 ranged, 2d6+2 bludgeoning)

Tricks: Darkvision

• **Chaos Flask**: Once per battle, the cultist can choose to ignore the 2d6 bludgeoning damage of a flask attack and instead roll 1d6 on the chart below to see what damage she does on the attack.

1	2d8 acid
2	2d8 cold
3	2d8 heat
4	2d8 lightning
5	2d8 poison
6	Reroll twice and apply all results (ignore future 6s)

ILLUMINATED OF RE-SER-CHAR (CR 2)

Defense: 15 (psychic shield)

Stamina points: 18

Speed: 30 feet

Proficiency Bonus: +2

Abilities: Strength +0 (10), Dexterity +0 (10), Constitution +0 (10), Intelligence +2 (14), Wisdom +0 (10), Charisma +1 (13)

Skills: Intimidate, Sneak, Spot, Traverse

Attack: Giant needle (+2 melee, 1d4 piercing) or psychic blast (+4 ranged, 1d10+2 damage)

Tricks: Darkvision

• **Chemically Advanced Mind**: The Re-Ser-Char communicates telepathically. A target must make a difficulty 13 Intelligence saving throw to prevent the White Rat from reading her mind. If successful, the Re-Ser-Char can interrupt the target's action during the next round without the Guide paying fortune.

• **Sensory Overload:** The damage of the psychic blast increases by 1d10 for every round it goes unused. Once an attack roll is made, the damage reverts to 1d10+2 and the process begins again.

Demons

The demons of the Unseen are among the most terrifying monsters that heroic dogs must face. Some are simply horrific, biting and rending their opponents in violent fury, while others are more devious and manipulative. It's unclear why the Unseen seek the destruction of dogs and their society, but they will stop at nothing to accomplish it.

Frothing Demon

Possession by a frothing demon starts out like a sneezing fit, but soon the dog starts to flail, bite, and rip until rendered unconscious.

FROTHING DEMON (CR 1)

Defense: 13 (thick hide)

Stamina points: 13

Speed: 30 feet

Proficiency Bonus: +2

Abilities: Strength +5 (20), Dexterity +0 (10), Constitution +5 (20), Intelligence -3 (4), Wisdom -3 (5), Charisma -3 (7)

Skills: None

Attack: Bite (+7 melee; 1d6+5 piercing)

Tricks: Resistant to all bludgeoning, piercing, and slashing damage except attacks with silver weapons; Darkvision; weak against radiant damage and any attack with a silver weapon.

Demon Hound

Demon hounds are canines possessed by lesser spirits of the Unseen. The process causes their fur to fall out, their bones to turn into spikes, or makes their eyes glow a sickly orange. These twisted, demonic monsters often roam the outskirts of civilization, looking for people to torment and eat.

DEMON HOUND (CR 3)

Defense: 15 (thick hide or bone spikes)

Stamina points: 30

Speed: 40 feet (fly 60 feet)

Proficiency Bonus: +3

Abilities: Strength +3 (17), Dexterity +2 (15), Constitution +2 (15), Intelligence -3 (4), Wisdom +2 (14), Charisma -2 (7)

Skills: Spot, Search, Survival

Attack: Bite (+6 melee; 1d8+3 piercing)

Tricks: Resistant to all bludgeoning, piercing, and slashing damage except attacks with silver weapons; Darkvision; weak against radiant damage and any attack with a silver weapon.

- **Bay**: All creatures within a 300-foot spread must succeed on a Wisdom saving throw at difficulty 13 or become Scared for 2d4 rounds (characters with the Deaf condition are immune to this effect). Whether or not the saving throw is successful, an affected creature is immune to the same hound's bay for 24 hours.

Cannibal Demon

There is some question as to whether dogs that eat other dogs are possessed by cannibal demons first, or if consuming dead flesh opens their minds to possession by the Unseen. Cannibal demons turn the dog's skin an ashy gray, and yellows and lengthens their teeth.

CANNIBAL DEMON (CR 5)

Defense: 14 (thick hide)

Stamina points: 30

Speed: 30 feet

Proficiency Bonus: +4

Abilities: Strength +3 (16), Dexterity +2 (14), Constitution +3 (17), Intelligence -3 (4), Wisdom +0 (10), Charisma -2 (7)

Skills: Sneak, Search, Survival

Attack: Bite (+7 melee; 2d8+3 piercing)

Tricks: Resistant to all bludgeoning, piercing, and slashing damage except attacks with silver weapons; Darkvision; weak against radiant damage and any attack with a silver weapon.

- **Cannibal Toxin**: When the cannibal demon bites a target, the target must make a difficulty 15 Constitution saving throw or be Paralyzed for one minute.

Major Demon

A major demon is one of the most terrifying creatures of the Unseen. They are Invisible, and can possess others into doing their bidding. These large monsters are one of the many reasons why Pugmire has sworn to fight the Unseen, and only the most tenacious and powerful of dogs stand a chance against such a deadly creature.

MAJOR DEMON	(CR 7)

Defense: 17 (semi-corporeal)

Stamina points: 84

Speed: 40 feet (fly 30 feet)

Proficiency Bonus: +5

Abilities: Strength +4 (18), Dexterity +4 (18), Constitution +2 (14), Intelligence +0 (10), Wisdom +2 (14), Charisma +0 (10)

Skills: Search, Sneak, Spot, Survive

Attack: Slam (+9 melee, 4d6+4 bludgeoning)

Tricks: Darkvision, weak against radiant damage

- **Natural Invisibility**: This ability is constant, allowing a demon to remain Invisible even when attacking.
- **Possession**: A major demon can use its action to summon a demonic minion that attempts to possess a target. The target must make a Wisdom saving throw (difficulty 15) to resist being Possessed.

Dire Ticks

Dire ticks live off the blood of living creatures. Dogs make tasty targets for these creatures, which hide out in the wilds in shadow until an unsuspecting target gets too close. Nests of dire ticks tend to swarm a lone target and swell to twice their size while full of blood. Killing a dire tick often ends in a spray of blood from the creature's belly.

DIRE TICKS	(CR 0)

Defense: 14 (tough skin)

Stamina points: 7

Speed: 10 feet

Proficiency Bonus: +2

Abilities: Strength +0 (10), Dexterity +3 (16), Constitution +3 (16), Intelligence -2 (7), Wisdom +0 (10), Charisma -2 (6)

Attack: Sting (+2 melee, 1d4 piercing)

Tricks:

- **Blood Drain:** After a sting attack, the tick attaches to the target. The tick drains blood at the start of its turn, inflicting 1d6 points of piercing damage from blood loss. The target must make a Constitution saving throw of difficulty 12 to remove the tick, or another dog can make a Strength check of difficulty 12 to remove the tick from someone else.

Dogs

While most dogs do their best to be good, sometimes that pursuit brings conflict with other dogs. Here are some quick write-ups for those moments when the characters unexpectedly clash with bad dogs.

APPRENTICE ARTISAN	(CR 2)

Defense: 11 (leather armor)

Stamina points: 16

Speed: 30 feet

Proficiency Bonus: +2

Abilities: Strength +0 (10), Dexterity +0 (10), Constitution +0 (10), Intelligence +2 (14), Wisdom +1 (12), Charisma +0 (11)

Skills: Sneak

Attack: Staff (+2 melee, 1d8 bludgeoning) or elemental ray (+4 ranged, 1d8 cold or fire)

Tricks:

- **Magic Missile**: Once per battle, three missiles of magical energy hit a target for 1d4+1 force damage each.

TENACIOUS ZEALOT (CR 3)

Defense: 13 (thick leather armor)

Stamina points: 24

Speed: 30 feet

Proficiency Bonus: +3

Abilities: Strength +1 (12), Dexterity +0 (10), Constitution +0 (10), Intelligence +0 (10), Wisdom +2 (14), Charisma +0 (11)

Skills: Spot

Attack: Staff (+4 melee, 1d8+1 bludgeoning) or sacred flame (+5 ranged, 1d8 radiant)

Tricks:

- **Shield of Faith**: Once per battle, the zealot creates a shimmering, magical field around the target, granting it a +2 bonus to defense until the end of the combat.

POWERFUL WARRIOR (CR 4)

Defense: 16 (plate mail)

Stamina points: 40

Speed: 30 feet

Proficiency Bonus: +3

Abilities: Strength +2 (15), Dexterity +0 (10), Constitution +2 (14), Intelligence -1 (8), Wisdom +0 (11), Charisma +0 (10)

Skills: Spot

Attack: Battleaxe (+5 melee, 1d8+2 slashing) or shortbow (+3 ranged, 1d6 piercing)

Tricks: Darkvision

- **Power Attack**: If the warrior has an advantage in melee, she can forfeit that advantage. If she does so and the attack hits, treat the hit as a triumph.

Giant Ants

Out in the wilderness, there are legends of giant, dog-sized insects that live and work in alien, underground labyrinths. It is unclear whether there's a wide variety of giant insects in the world, but there are certainly monstrous ants that have claimed some areas as their own.

GIANT ANT DRONE (CR 2)

Defense: 12 (chitinous exoskeleton)

Stamina points: 20

Speed: 30 feet (climb 20 feet)

Proficiency Bonus: +2

Abilities: Strength +3 (16), Dexterity +0 (10), Constitution +2 (15), Intelligence -5 (1), Wisdom +1 (13), Charisma +0 (11)

Skills: Traverse

Attack: Bite (+5 melee, 2d4+3 piercing)

Tricks:

- **Grab**: To use this ability, a giant ant must do damage with its bite attack. A giant ant may choose to inflict the Immobile condition at the time it hits with a bite.
- **Acid Sting**: A giant ant has a stinger and an acid-producing gland in its abdomen. If it successfully makes an opponent Immobile, it can attempt to sting each round as a +5 melee attack. A hit with the sting attack deals 1d4+3 points of piercing damage and 1d4 points of acid damage.

GIANT ANT WARRIOR (CR 4)

Defense: 14 (chitinous exoskeleton)

Stamina points: 52

Speed: 40 feet (climb 30 feet)

Proficiency Bonus: +3

Abilities: Strength +3 (16), Dexterity +0 (10), Constitution +3 (16), Intelligence -5 (1), Wisdom +2 (14), Charisma +0 (11)

Skills: Traverse

Attack: Bite (+6 melee, 2d6+3 piercing)

Tricks: Darkvision

- **Grab**: To use this ability, a giant ant must do damage with its bite attack. A giant ant may choose to inflict the Immobile condition at the time it hits with a bite.
- **Acid Sting**: A giant ant has a stinger and an acid-producing gland in its abdomen. If it successfully makes an opponent Immobile, it can attempt to sting each round as a +5 melee attack. A hit with the sting attack deals 1d4+3 points of piercing damage and 1d4 points of acid damage.

GIANT ANT QUEEN (CR 6)

Defense: 15 (chitinous exoskeleton)

Stamina points: 90

Speed: 50 feet (climb 40 feet)

Proficiency Bonus: +4

Abilities: Strength +3 (16), Dexterity +0 (10), Constitution +3 (16), Intelligence -5 (1), Wisdom +3 (16), Charisma +0 (11)

Skills: Traverse

Attack: Bite (+7 melee, 2d8+3 piercing)

Tricks: Darkvision

- **Grab**: To use this ability, a giant ant must do damage with its bite attack. A giant ant may choose to inflict the Immobile condition at the time it hits with a bite.
- **Acid Sting**: A giant ant has a stinger and an acid-producing gland in its abdomen. If it successfully makes an opponent Immobile, it can attempt to sting each round as a +5 melee attack. A hit with the sting attack deals 1d4+3 points of piercing damage and 1d4 points of acid damage.
- **Hive Mind:** As a reaction, the queen may command any giant ant within 5 feet of it to take all damage she suffers from a single attack, in her stead.

Kapatapa

Kapatapa live in wild sources of water like lakes and rivers. They rise suddenly, attacking dogs that have stopped to refill a canteen or take a bath to get the dirt off from a day on the road. Their sharp, angular armor makes them difficult to stop, but their method of attack is what truly gives explorers pause. Kapatapa slam into targets with their armored sides to stun them or render them unconscious. Then the Kapatapa engulfs the target, returning to the sea, with the target never to be seen again.

KAPATAPA (CR 6)

Defense: 18 (natural armor)

Stamina points: 80

Speed: 40 feet

Proficiency Bonus: +4

Abilities: Strength +3 (16), Dexterity -2 (6), Constitution +4 (18), Intelligence +0 (10), Wisdom +0 (10), Charisma +0 (10)

Attack: Slam (+7 melee, 4d10+3 bludgeoning)

Tricks: Resistant to bludgeoning damage

Leechtongue

Travelers tell of dogs possessed by the Unseen licking their paws on the side of the road. Never ask these dogs to travel with you, because when you least expect it, they reveal their unending thirst. A black, barbed tongue lashes the victim around the neck and the leechtongue sucks all the water out of the poor thing, leaving a dried-up husk in a ditch.

LEECHTONGUE (CR 4)

Defense: 14 (dense flesh)

Stamina points: 44

Speed: 30 feet

Proficiency Bonus: +3

Abilities: Strength +3 (16), Dexterity +0 (10), Constitution +3 (16), Intelligence +0 (10), Wisdom -2 (6), Charisma +0 (10)

Attack: Claws (+6 melee, 2d4+3 piercing) and tongue lash (+6 melee, 1d10+3 bludgeoning)

Tricks: Resistant to all damage except heat and radiant, Darkvision

- **Dehydration**: After a tongue lash, the target makes a difficulty 15 Constitution saving throw. Failure indicates the target is Sickly until they can take a rest and rehydrate.
- **Battle Frenzy:** The Leechtongue makes both a claw and a tongue lash attack with the same action.

Lizards

The lizards that wander through dog lands in their colorful tent cities speak of ruined kingdoms destroyed by great worms burrowing under the sands. Many a court has been dazzled by these fantastic tales, though few, if any, dogs have ever seen the lands of which the lizards speak.

Lizards are usually dressed for long-term survival, meaning airy cloth in warm climates and heavy furs in cold. No matter the weather, however, their faces are always covered when speaking to those outside of their communities. They tend to prefer a quick, athletic fighting style over armor and shields. Salt is a common component of their spells and rituals, and it is precious to them the way plastic is to dogs.

LOQUACIOUS TAILSPINNER (CR 4)

Defense: 13 (thick leather armor)

Stamina points: 36

Speed: 30 feet

Proficiency Bonus: +3

Abilities: Strength +0 (11), Dexterity +0 (10), Constitution +1 (12), Intelligence +0 (10), Wisdom +0 (10), Charisma +3 (16)

Skills: Sneak, Perform, Persuade

Attack: Mace (+3 melee, 1d6 bludgeoning) or spear (+3 melee, 1d8 piercing)

Tricks:

- **1,001 Tales**: As a bonus action, the tailspinner gives an advantage to an ally by telling an inspiring story or singing an epic song about legendary lizards. The can do this up to three times in a battle.

CAREFUL FORAGER (CR 5)

Defense: 16 (chain mail)

Stamina points: 55

Speed: 30 feet

Proficiency Bonus: +4

Abilities: Strength +1 (12), Dexterity +0 (10), Constitution +3 (16), Intelligence +0 (10), Wisdom +0 (10), Charisma +1 (12)

Skills: Spot, Sneak, Survive

Attack: Scimitar (+5 melee, 1d6+1 slashing) or shortbow (+4 ranged, 1d6 piercing)

Tricks:

- **Natural Expertise**: The forager gains an advantage to all ability checks when in the terrain that fits her expertise.

WEATHER-BEATEN SALT SORCERER (CR 6)

Defense: 15 (spell armor)

Stamina points: 48

Speed: 30 feet

Proficiency Bonus: +4

Abilities: Strength 10 (+1), Dexterity +0 (10), Constitution +0 (10), Intelligence +0 (10), Wisdom +3 (16), Charisma +2 (14)

Skills: Handle Animal, Know Nature

Attack: Sickle (+5 melee, 1d4+1 slashing)

Tricks: Darkvision

- **Grasping Ground**: The sorcerer molds the ground around a target's feet to trip them up. The target must make a difficulty 16 Dexterity saving throw or be held in place.
- **Stone Skin**: The sorcerer increases an ally's defense by 2 until the end of her next turn.

The Mementomorian

This creature looks like many other dogs from a distance. The closer the observer gets, however, the more the observer will see that this enemy is a copy of the dog form that's close, but unnervingly unnatural. The Mementomorian claims the memory of dead dogs at its own by harvesting corpses from graveyards and battlefields with a strange green light that pours from its mouth. No matter how many times heroic dogs seems to destroy it, it returns with its memory intact, adding more lives to the collection every time.

THE MEMENTOMORIAN (CR 10)

Defense: 20 (unnatural flesh)

Stamina points: 110

Speed: 30 feet

Proficiency Bonus: +6

Abilities: Strength +0 (10), Dexterity +3 (16), Constitution +3 (16), Intelligence +5 (20), Wisdom +0 (10), Charisma -5 (1)

Attack: Touch of the grave (+6 melee, two targets, 4d10 cold and bludgeoning damage)

Tricks:

- **Uncanny Recovery**: When the Mementomorian is reduced to 0 stamina points, it disappears in a flash of green light. It reappears in 1d10 days near its home, with all stamina restored.
- **Legendary Resistance:** The Mementomorian makes all saving throws with an advantage.
- **Invulnerability Sphere:** Once per battle, as a bonus action, the Mementomorian creates a spherical barrier around itself, 10 feet in radius, rendering it immune to all spell and spell effects up to 5th-level spells. Each round after the first, the immunity goes down by one spell level until it reaches 0, when the sphere collapses.
- **Necrotic Touch:** As an action, the Mementomorian may touch a target. The target makes a difficulty 18 Constitution saving throw. Failure means the target takes 7d8+15 points of necrotic damage. A successful saving throw means the target takes half damage. If the target is reduced to 0 stamina, it disappears in a flash of green light and is immediately considered dead.

ing lived through some disaster that it claims brought about the fall of Man. It is willing to give up its knowledge to the dogs strong, brave, and clever enough to beat it. The creature, when defeated, bursts into flames and answers the questions of those who defeated it while it burns. Unfortunately, many of its answers are unintelligible or wrapped in riddles.

There is no mistaking the simurgh. The creature is wrapped in colorful, powerful wings, and has a great dog head and majestic claws. The simurgh is large enough to carry off an elephant in its claws, which it can eat for weeks at a time in its splendid nest somewhere in the world.

SIMURGH	(CR 5)

Defense: 18 (thick hide)

Stamina points: 60

Speed: 50 feet

Proficiency Bonus: +4

Abilities: Strength +4 (18), Dexterity +0 (10), Constitution +0 (10), Intelligence +0 (10), Wisdom +1 (12), Charisma +0 (10)

Attack: Claws (+8 melee, 1d8+4 piercing) or fire breath (+4 ranged, 2d6 heat)

Tricks: Darkvision, immune to heat damage

- **Sight Beyond Sight**: The simurgh has advantage on Perception checks.
- **Battle Frenzy Master**: The simurgh can makes two attacks for one action.

Shadow Feline

This demonic, living shadow stalks its prey in all the darkest corners of the world. Believed to have originally come from an experiment within the Monarchies of Mau that went awry, the shadow feline cares little for the territories of civilization. Whenever it feels the need to hunt, it does so with relish.

Nian

Some distant villages (like Ellendonk — p. 207) have a strange festival to celebrate the day of their founding. They leave their most valuable treasures in baskets in an unbroken circle on the edge of town. In the morning, the villagers collect the empty baskets, happy that the nian has been satisfied for another year. The villages that don't make the nian happy are soon besieged by the massive beast, which threatens to crush everything underfoot.

NIAN	(CR 7)

Defense: 18 (thick hide)

Stamina points: 120

Speed: 50 feet

Proficiency Bonus: +5

Abilities: Strength +5 (20), Dexterity +0 (10), Constitution +5 (20), Intelligence -2 (6), Wisdom +0 (10), Charisma -2 (6)

Attack: Stomp (+10 melee, 2d12+5 bludgeoning)

Tricks: Resistant to bashing, slashing, and piercing damage

- **Run Over:** If the nian moves its full speed in a round, it may make two stomp attacks.

Simurgh

Seeing the simurgh offers the viewer a great opportunity and a great burden. The simurgh claims to be the oldest living creature alive, hav-

SHADOW FELINE (CR 5)

Defense: 18 (shadowy flesh)

Stamina points: 55

Speed: 30 feet

Proficiency Bonus: +4

Abilities: Strength +2 (15), Dexterity +3 (17), Constitution +3 (17), Intelligence -3 (4), Wisdom +1 (12), Charisma +1 (13)

Skills: Spot, Search, Sneak, Survival

Attack: Bite (+6 melee, 1d6+2 piercing)

Tricks: Resistant to cold and slashing damage, weak against radiant damage, Darkvision

- **Bay**: All creatures within a 300-foot spread must succeed on a Wisdom saving throw at difficulty 13 or become Scared for 2d4 rounds. Whether or not the saving throw is successful, an affected creature is immune to the same feline's bay for 24 hours.
- **Trip**: A shadow feline that hits with its bite attack can attempt to trip the opponent as a bonus action – the target must make a Dexterity saving throw at difficulty 13. If successful, the opponent is knocked Prone.
- **Shadow Blend**: In any condition of illumination other than full daylight, a shadow feline can disappear into the shadows as a bonus action, making it effectively Invisible until its next turn. Artificial illumination does not negate this trick, but the Daylight spell does.

Tormented Spirit

The spirits of the dead sometimes linger in the forgotten places of the world. It may be the ghost of an ancient dog hero, driven insane by its years of solitude. It may be a talking skull that babbles in unknown tongues. It may even be a long-lost servant of Man that has lost its way. For whatever reason, tormented spirits lurk in strange places, and can terrify and injure dogs that disturb their slumber.

TORMENTED SPIRIT (CR 3)

Defense: 15 (semi-corporeal)

Stamina points: 15

Speed: 30 feet

Proficiency Bonus: +3

Abilities: Strength -5 (1), Dexterity +2 (14), Constitution -5 (1), Intelligence 11 (+1), Wisdom 11 (+1), Charisma +4 (18)

Skills: Intimidate, Spot, Search, Survival

Attack: Incorporeal touch (+5 melee; see Wisdom Drain trick for damage)

Tricks: Immune to bludgeoning, slashing, and piercing damage.

- **Babble**: The spirit constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the spirit must succeed on a Wisdom saving throw at difficulty 13 or become Charmed for 1d4 rounds. Creatures that successfully save cannot be affected by the same spirit's babble for 24 hours.
- **Wisdom Drain**: A spirit causes 1d4 points of Wisdom score drain each time it hits with its incorporeal touch attack. On each such successful attack, the spirit gains 5 stamina points, which can cause it to exceed its maximum. If a target goes to 0 Wisdom, he immediately falls to 0 stamina points and starts dying. The Wisdom score returns to normal once the target sleeps.

Two-Headed Giant

Legends say that, during one of the Ages of Man, cats and dogs fought against each other in an ancient war that nearly destroyed both species. Whether this abomination was the cause or the product of the war has been lost to history. The cat head often argues with the dog head, but both hate their parent species and gleefully destroy any signs of civilization the giant stumbles across.

TWO-HEADED GIANT (CR 8)

Defense: 16 (thick hide)

Stamina points: 13

Speed: 20 feet

Proficiency Bonus: +5

Abilities: Strength +5 (20), Dexterity -1 (8), Constitution +4 (18), Intelligence -2 (6), Wisdom +0 (10), Charisma -1 (8)

Attack: Giant bone club (+10 melee, reach, 4d10+5 bludgeoning) and claws (+10 melee, reach, 4d10+5 slashing)

Tricks:

- **Better than One:** This giant has advantage on all Wisdom checks involving perception, as well as all saving throws against the Anosmic, Blind, Deafened, Incapacitated, Scared, or Stunned conditions. Also, while one head sleeps, the other is on watch.
- **Battle Frenzy:** The giant makes both a bone club and a claw attack with a single attack action.

Whisperwoods

On the edge of the Fearful Forest, the sound made by these creatures could be mistaken for the harmless rustling of the wind through the leaves. The words become clearer the deeper a dog goes into the woods, as does the message. *Get out. You are not wanted.*

Whisperwoods are the guardians of deep, dark forests untouched since the time of Man and, in some legends, even before. They can sense unwelcome presences through the other trees in the area. The hushed warnings make their way to the whisperwoods, who decide if they need to act to protect their homes. As a whisperwood ages, it grows to an immense size, with a face growing from the center of the tree.

WHISPERWOOD SAPLING (CR 7)

Defense: 15 (dense bark)

Stamina points: 105

Speed: 30 feet

Proficiency Bonus: +5

Abilities: Strength +0 (10), Dexterity -2 (6), Constitution +5 (20), Intelligence +1 (12), Wisdom +0 (10), Charisma +2 (14)

Skills: Know Nature, Know History, Traverse

Attack: Slam (+5 melee, 4d6 bludgeoning) or thrown branch (+3 ranged, 5d10-2 piercing)

Tricks: Resistant against bludgeoning and piercing damage, weak against heat damage

• **Battle Frenzy**: The whisperwood sapling may attack with multiple branches, for two attacks during one attack action.

WHISPERWOOD WARDEN (CR 8)

Defense: 16 (dense bark)

Stamina points: 120

Speed: 30 feet

Proficiency Bonus: +5

Abilities: Strength +0 (11), Dexterity -2 (6), Constitution +5 (20), Intelligence +1 (12), Wisdom +0 (10), Charisma +2 (14)

Skills: Know Nature, Know History, Traverse

Attack: Slam (+5 melee, 4d6 bludgeoning) or thrown branch (+3 ranged, 5d10-2 piercing)

Tricks: Resistant against bludgeoning and piercing damage, weak against heat damage

• **Battle Frenzy**: The whisperwood warden may attack with multiple branches, for two attacks per turn.

• **Animate Sapling**: Once per battle, the whisperwood warden may create a whisperwood sapling from a nearby tree. If the warden is reduced to 0 stamina points, the sapling returns to being a normal tree.

WHISPERWOOD ANCIENT (CR 9)

Defense: 16 (dense bark)

Stamina points: 135

Speed: 30 feet

Proficiency Bonus: +6

Abilities: Strength +0 (10), Dexterity -3 (4), Constitution +5 (20), Intelligence +1 (12), Wisdom +1 (12), Charisma +3 (16)

Skills: Spot, Persuade, Intimidate

Attack: Slam (+6 melee, 5d6 bludgeoning) or thrown branch (+3 ranged, 6d10-3 piercing)

Tricks: Resistant against bludgeoning and piercing damage, weak against heat damage

• **Battle Frenzy**: The whisperwood warden may attack with multiple branches for two attacks per turn.

• **Animate Arbor Guard**: Once per battle, the whisperwood ancient may create whisperwood saplings from a number of nearby tree equal to its Charisma bonus. If the ancient is reduced to 0 stamina points, the saplings return to being normal trees.

Zombie

Occasionally, the spirits of the dead can reclaim their original bodies. Also, minor demons of the Unseen can take over corpses and use them for their own purposes. Occasionally, some strange magic left behind by Man gets into the dead and animates them for bizarre and alien purposes. Whatever the method behind their resurrection, the walking dead are monstrosities that many adventurers face.

ZOMBIE (CR 1)

Defense: 10

Stamina points: 13

Speed: 20 feet

Proficiency Bonus: +2

Abilities: Strength +2 (15), Dexterity -1 (8), Constitution +5 (20), Intelligence -5 (1), Wisdom +0 (10), Charisma -5 (1)

Attack: Slam (+4 melee, 1d6+2 bludgeoning)

Tricks: Resistant to bludgeoning and piercing damage, Darkvision

Making More Enemies

There are more enemies, monsters, and opponents in the world of *Pugmire* than can fit in one book. Here are some guidelines for you to create additional enemies to challenge your players.

Step 1. Choose a concept

What type of enemy is it? A frontline fighter? A skirmisher that strikes and then fades into the background? A leader that helps its minions? There are plenty of places to seek inspiration for a new enemy concept. Your favorite fiction is a good place to start, as is one of the many monster books released for other fantasy games.

Step 2. Choose Challenge Rating

Challenge ratings run from 0 to 10. Challenge rating 0 is used for minions and other "disposable" enemies that are unlikely to be fatal, whereas challenge rating 10 enemies are powerful entities that are often the focus of an entire chronicle. The chart below illustrates the general areas of enemies' abilities within a chal-

ENEMY CREATION GUIDELINES

CR	Proficiency Bonus	Defense	Attack Bonus	Damage per Turn	Saving Throw Difficulty
0	+2	13 or less	+3 or less	0-8	13 or less
1	+2	13	+3	9-14	13
2	+2	14	+4	15-20	13
3	+3	14	+4	21-26	14
4	+3	15	+5	27-32	15
5	+4	15	+5	33-38	15
6	+4	16	+6	39-44	16
7	+5	17	+6	45-50	16
8	+5	18	+7	51-56	17
9	+6	19	+7	57-62	17
10	+6	20	+8	63-70	18

lenge rating. Specific enemies often differ from what's presented in the chart — it's just a guideline to help you decide on statistics that feel right for your chronicle. In general, think of it like a tradeoff: Making an enemy better than average in one area should also make it worse than average in another.

Step 3. Choose abilities

All of the enemy's ability scores added together should be around 65 + the projected challenge rating. Ability scores range from 1-30 individually.

Step 4. Choose size

The size of the enemy determines its speed and stamina point base.

Size	Stamina point base	Speed
Tiny	4	10 feet
Small	6	20 feet
Medium	8	30 feet
Large	10	40 feet
Huge	12	50 feet
Gargantuan	20	60 feet

Step 5. Calculate defense and stamina points

Defense: If the enemy is unarmored, assume 10 + Dexterity modifier + any natural armor bonus (natural armor equal to the enemy's challenge rating is a good rough metric). Otherwise, as per armor aptitude tricks (p. 69).

Stamina points: Add the stamina point base to the enemy's Constitution modifier. Multiply that total by the challenge rating of the enemy (or 1, if the challenge rating is 0).

Step 6. Calculate attack bonus and saving throws

Attack bonus: The enemy's melee attack bonus is equal to its proficiency bonus plus its Strength modifier. The enemy's ranged attack bonus is equal to its proficiency bonus plus its Dexterity modifier.

Saving throw difficulty: Difficulties for any saving throws related to enemy abilities are equal to 8 plus the enemy's proficiency bonus plus the relevant ability modifier for the trick.

Step 7. Pick skills and tricks

Pick appropriate skills. In addition, pick or create tricks for the character. Particularly powerful tricks might raise the effective challenge rating. A general guideline is one trick for every two challenge ratings after 1.

Optional Rules

Mixing and matching enemies to challenge your players is fun, but some Guides like to get under the hood and customize their stories. I've included some rules for Guides that want epic battles where their players mow through dozens of enemies to show off their skills, as well as single enemies that can provide a challenge to good dogs all on their own.

Minions

Minions are smaller, less consequential versions of enemies. They're the large hordes of minor characters that get knocked out or dispatched quickly. Five minions have the same number of stamina points as one regular version of the same enemy.

Instead of tracking damage against individual minions, all the stamina points of the mob of minions are tracked as a single number. As characters roll damage against minions, it decreases the pool, and excess damage to one minion is taken by another active minion in that same mob, even if the other targets aren't in attack range.

Minion Example: Giant Ant Hatchlings

Sarah decides that when her players seek out the Giant Ant Queen her hatchlings will protect her in the nest in addition to her best warriors. She uses the Giant Ant Drone stats for the hatchlings, with each hatchling having 4 stamina points, so a whole group has 20. They will swarm a target, rolling individual attacks until the dogs can swat them away.

Legendary Enemies

The Guide may decide to make a larger, more terrifying version of an enemy. These are called *legendary* enemies or "bosses", as they are often found at the end of an adventure, manipulating the events (or minions!) seen earlier. Legendary enemies have twice or three times the number of stamina points, and deal twice or three times the damage when they attack.

Some legendary enemies also have special abilities or attacks that they can use once they reach certain stamina point amounts (such as at half or one-third the total). These are called *legendary actions*, and are often large, area-effect attacks, but can also be effects such as becoming resistant or immune to certain kinds of damage.

Legendary Example: The Badger King

Sarah decides she wants her players to face the legendary Badger King, Kibu the Red. She starts with the stats for a badger chieftain, since Kibu is the ultimate chieftain. Kibu is supposed to be tough, so she triples his stamina points. She also doubles the damage of his greataxe attack, dishing out 2d12 + 8 damage when he hits. Lastly, she decides to give him a legendary ability that rallies his followers around him when he is near death.

Here's Sarah's creation in full:

Defense: 14

Stamina points: 144

Speed: 30 feet

Proficiency Bonus: +3

Abilities: Strength +4 (18), Dexterity +1 (12), Constitution +4 (18), Intelligence +1 (12), Wisdom +0 (11), Charisma +3 (16)

Skills: Intimidate

Attack: Greataxe (+7 melee, 2d12+8 slashing)

Tricks: Darkvision

- **Vicious**: As a bonus action, Kibu can move up to his speed toward a hostile creature that he sees.
- **Battle Frenzy Master**: Kibu makes two greataxe attacks with one action.
- **For Me!:** Once per battle, Kibu may select as many allies as he can see within 30 feet of him. These allies gain advantage to attack rolls until the start of Kibu's next turn. The effect ends if Kibu is reduced to 0 stamina. Kibu may also make a single melee or ranged attack as a bonus action after using this ability.
- **A Glorious Death:** When Kibu is reduced to 48 stamina or less, all other badgers in the battle gain advantage to their attack rolls until Kibu is defeated.

The Great Cat Conspiracy

Jack Rat-Terrier looked around the gloomy cave. "Are you sure you trust that badger?" He poked at the crumbling steps at his feet that led down into the murky gloom. "I mean, she might have been lying about all this."

Spike Mutt shrugged, and adjusted the spear on his back so it wouldn't scrape against the rough stone of the cave ceiling. "She seemed like a good dog," he said.

"She's not a…" The ratter stopped and shook his head. "Whether she's a good *badger* or not, someone's made a big mistake." He raised his hooded lantern and fiddled with the switches until a thin beam of light shone on the gray stone wall at the bottom of the steps. "That's not a door, pal."

Spike bent his head down and squinted hard at the stone. He stared at it for several seconds, and then stood straight again. "Yes, it is," he said, seemingly pleased with himself.

"Are you blind as well as stupid?" Jack gestured impatiently to the mortared stone. "That's clearly a wall."

Spike nodded again. "Yes," he agreed.

"Which is not a door," Jack insisted.

The stray put one finger in the air. "It's a wall." He held up a second finger on a different paw. "It's a door." He carefully touched the fingers together, and then smiled. "It's a door wall!"

"Great," Jack said. "And I suppose you've already figured out how to open this secret door… I'm sorry, *door wall*."

Spike's head stopped nodding after Jack spoke. He thought for a second, and then shook his head just as energetically. "No."

"Aw, that's too bad," Jack said with no sincerity. "I was looking forward to a lecture from Dr. Mutt. *How* do you know it's a secret door, genius?"

Spike's head wobbled for a moment, as if unsure what to do after exhausting the options of "nod" and "shake." Finally, he settled for another shrug. "Badger told me."

Jack's voice continued to drip with sarcasm. "Oh, the badger told you. Isn't that…" His voice trailed off as he looked back at the wall. "Wait, did she tell you how to get past the wall?"

The large stray laughed. "You're funny, Jack. Dogs can't go through walls."

The ratter carefully set the lantern on the ground, and motioned for Spike to lean closer. The large stray did, putting his head down so his eyes were level with Jack's. Quickly, Jack grabbed Spike by the scruff and snarled at him. "Open. The Man-damned. Door."

Spike smiled and lifted his head back up, pulling Jack off his feet for a moment. The ratter let go and deftly landed while Spike walked down the stairs to the wall. He pointed at several of the stones. "Push all the dark ones," he said, his tail swooshing through the air.

Keeping an eye on the happy stray, Jack examined the dark-colored pieces of stone in the wall and then pressed each one. After a couple of tries, he heard a soft *click*, and the wall swung inward.

"I'm useful," Spike said proudly.

Jack examined the murky darkness. "That you are, buddy."

"I'm smart," Spike added.

"Let's not get crazy now." Jack drew a blackened dagger. "Wait for a few dozen wags, and then come after me."

"Okay," Spike said.

Jack glanced up at the stray. "You know what a dozen is, right?"

Spike smiled broadly. "Nope!"

The ratter sighed and adjusted his lantern to see more of the room beyond. "Just come running if you see or hear anything weird, okay?"

The stray nodded again, and then started tapping Jack on the shoulder. Each tap caused the lantern in Jack's hand to shake, throwing light everywhere. "Oh. Oh Jack. Jack."

"What?" Jack hissed in annoyance.

Spike pointed into the room, and Jack turned to look where the large dog was indicating. In the room, past two rotting and open doors, Jack could make out holes in the walls. Not natural tunnels, but large scars and pockmarks. Some of the pockmarks were big enough for a creature to crawl through them.

"Acid," Jack sighed.

"I'm sorry, Jack. I guess I'm not smart after all. Dogs really *can* go through walls."

Chapter Nine: The Great Cat Conspiracy

Duke Heinrich Doberman wants to rule Pugmire. The current King, Puckington Pug, is loved by the people and popular among the nobles, making Heinrich's plans harder to bring to fruition. Yet is it not in the writings of Man that "Where there is a will, there is a way"?

Heinrich Doberman has the will, along with a plan. All he needs is a group of young, inexperienced dogs to get things started. From their failure, he will make his own way.

"The Great Cat Conspiracy" is an introductory story for brand new, first-level characters, such as the ready-to-play characters starting on p. 34. Before your first game, take some time to read over the entire story. Any of the scenes and characters here can be updated or modified to suit your characters and chronicle, so don't be afraid to take notes of anything you need to remember or adjust. Remember, you know what's best for your game.

The first section details all the non-player characters. If a character doesn't have printed statistics, and you find yourself in need of some, feel free to use something appropriate from the Enemies chapter beginning on p. 178.

The synopsis section is a brief overview of the story, to give an idea of what is going on and how the scenes might relate to each other.

The introduction is to help you get the characters involved and informed about the upcoming story. Modify the introduction to fit your chronicle as needed. Not having an openly-antagonistic relationship with badgers will help later in the story, but isn't required.

Finally, there's information on all of the important scenes. Remember, you don't have to run these exactly as they are written, or even at all! You can add scenes between the ones included, make changes to them, or remove them completely, if needed for your game.

This can seem like a whole lot of information, but if you take it in sections, it is much easier. As Guide, you should be familiar with the story, but don't worry if you need to take a moment to review these notes when a scene starts or a new character shows up.

Characters

These are some notes on all the significant non-player characters for the story.

The Doberman Family

Powerful, political, and influential; among the Pugmire nobility, the Doberman family is known to be highly political and deviously ambitious. Some of the nobles whisper that a Doberman may assume the throne of Pugmire after the passing of King Puckington. Duke Heinrich Doberman does do little to dissuade these rumors.

The Doberman family has three main bloodlines, based on the coloration of their fur at birth. The blue Dobermans tend to be politicians and patrons of high society. The black Dobermans tend to focus on the control and operation of the family's business interests. Finally, the red Dobermans tend to be military generals and city guard commanders. Individual Dobermans can take jobs outside the tendencies of their bloodline, but it is a harder road to follow.

The blue Dobermans are the stewards of the Cat Conservation Society, one of the philanthropic groups dedicated to the betterment of cats and other non-dog species in the kingdom. Any cat down on their luck can go to Apolda Manor, the Doberman family estate, and receive aid. The black Dobermans, on the other hand, run the iron mines north of Pugmire. The mines have provided the Doberman family with immense wealth and political power. Lastly, the red Dobermans serve with the military troops and police dogs within Pugmire.

Not all Doberman are bad dogs, and many don't follow or agree with Duke Heinrich. One of the mysteries inside the family is why Heinrich went from a beloved military leader to a power-mad despot willing to do anything to become King. The average Doberman is loyal, honorable, and steadfast – a good dog to have at your back in a scrape. Man only knows what happened to Heinrich and Viveka.

Duke Heinrich Doberman

The head of the Doberman family, Heinrich is a tall, blue Doberman, with lots of gray in his fur and cropped ears. He fought as a young puppy in the War of Dogs and Cats, and became a decorated soldier. Although quite an old dog by now, Heinrich is still accustomed to giving orders and having them followed. He can be friendly, genial, and gracious when it suits his needs, but that's a cover for a heart filled with greed and contempt. Heinrich has been meeting with the Friends of Man (p. 144) in secret, as well as indirectly funding their efforts to further destabilize King Puckington's reign.

If necessary, use the statistics for a Powerful Warrior, p. 188.

Duchess Viveka Doberman

Viveka is the duchess of the Doberman family. Cold, uncaring, and aloof, Viveka Doberman was born into money, wealth, and power. She believes that any dog who isn't as wealthy and powerful as she is just isn't trying hard enough. She lacks the ability to hide her true feelings like Heinrich, so she simply sneers at any lowborn dog who has the audacity to enter her presence.

If necessary, use the statistics for an Apprentice Artisan, p. 187.

Graff Doberman

Graff is the son of Heinrich Doberman. Blue-coated, coming of age, and feeling the weight of his father's legacy, Graff is home from military training in Houndton for the season, and he is

worried over the change in his parents' behavior. He has overheard some of the meetings his father had with the Friends of Man, and he can't reconcile that dog with the father that raised him. Graff is strong, ethical, and an idealist in the way only the young can be. He will fight for what he believes is the right thing to do.

GRAFF DOBERMAN	(CR 1)

Defense: 14 (leather armor)

Stamina points: 10

Speed: 30 feet

Proficiency Bonus: +2

Abilities: Strength +2 (14), Dexterity +3 (17), Constitution +2 (14), Intelligence -2 (6), Wisdom +1 (12), Charisma -3 (4)

Skills: Intimidate, Notice, Survive, Traverse

Attack: Shortsword (+4 melee, 1d6+2 piercing)

Tricks:

• **Thick Coat**: Defense is increased by 2 for one attack. This can be used after a successful attack, potentially turning a hit into a miss. This trick can be used twice before Graff needs to sleep.

Rondo Border-Collie

Ronda was an excellent military strategist and commander, before he was forcibly retired several years ago due to his extreme intolerance of cats. Now he works as the leader of the mercenaries in the employ of the Doberman family. His distrust of the cats, coupled with their increasing visibility within Pugmire, has led him to join the Friends of Man with other similarly-minded "patriots." Rondo's military mind and tendency to consider all the permutations of a plan have turned him into exactly the kind of military mind this diverse cult needs to succeed.

Being possessed by one of the Unseen helps, too.

RONDO BORDER-COLLIE	(CR 3)

Defense: 16 (plate mail)

Stamina points: 30

Speed: 30 feet

Proficiency Bonus: +2

Abilities: Strength +3 (16), Dexterity +1 (13), Constitution +0 (10), Intelligence -1 (8), Wisdom +1 (12), Charisma +0 (10)

Skills: Bluff, Intimidate, Survive, Know History

Attack: Battleaxe (+5 to hit, 1d8+3 slashing)

Tricks: Resistant to bludgeoning, piercing, and slashing damage except attacks with silver weapons; weak against radiant damage and any bludgeoning, piercing, and slashing attack with a silver weapon.

- **Keen Observer**: Rondo gains an advantage on all Wisdom checks involving hearing, sight, or smell.

Harriet Badger

As the leader of a group of like-minded people from several species who work away from society to fight against slavers, Harriet has seen more than her fair share of pain and cruelty in the world, but she keeps hope and righteousness close to her heart. She does not trust easily, but is fiercely loyal to those who win it.

If needed, use the statistics for a Badger Headsplitter, p. 181.

Levi Badger

A companion to Harriet, he is young, naive, and thinks he is in love with Harriet. His idolization of her means that he will sometimes make bad decisions in attempts to attract her attention and praise, such as the time when he attacked a Doberman mercenary and lost his tongue. Despite this, he believes in freedom enough to risk his life to rescue those enslaved by others. Levi is unable to speak.

If needed, use the statistics for a Badger Slasher, p.181.

Synopsis

The party is asked by Duke Heinrich to find and dispense justice against a band of cat bandits that have attacked Doberman storehouses in the north. Unfortunately, this is a complete lie. Heinrich has been kidnapping moggies and strays that come to his family for help and sending them to work as slaves in his mines. The so-called "bandits" are frightened cats that escaped slavery and hid in a badger warren underneath a deserted village.

Heinrich plans to send the pioneers to deal with the cats and then, no matter what they do, have the pioneers killed on the way back home. He will then report that the dogs were killed by cats in the employ of the Monarchies of Mau, fanning the flames of war. Of course, the Doberman family stands ready to take the lead in such a conflict.

Introduction

Under the guidance of Trustee Fiona Corgi of the Royal Pioneers Society, the pioneers have just now returned from a successful mapping expedition in the mountains north of Pugmire.

If you are working this into an ongoing story, this is a good place to fit in previous events, replacing the mapping expedition. If this is a new group, then you can use this to explain why the group is together, and why they work well as a team.

The group returns to Pugmire to check in and rest, when they are informed by a messenger in Doberman livery that Duke Heinrich Doberman has asked to meet with them. The messenger gives them the message on p. 204.

Refusing the invitation could make an enemy of one of the more powerful nobles in Pugmire. You'll need to give your players a bit of background here on who Heinrich is, the Doberman family, and why this invitation is important. You may need to suggest to the players that at least listening to the Duke might be a good idea.

This story assumes that the party goes to the meeting, but if the group refuses or leaves town, Heinrich Doberman will find more dogs to suit his needs. The scenes can still be used in different stories as individual scenes. Characters may encounter Ellendonk later, though the badgers will no longer be there. They can also encounter the ambush in scene 6, "Back to Pugmire," but it would be set for Heinrich's other patsies, not the player characters.

Scenes

Below are the major scenes for the story. They're numbered for easy reference, but the scenes won't necessarily happen in numerical order when you run it. That's okay! If it all makes sense in your story, you're doing it right.

Scene 1: Apolda Manor

- **How did the player characters get to this scene?** From the invitation sent by Duke Heinrich Doberman.
- **What do the player characters need to accomplish in this scene?** Meet the Dobermans, learn about what's happening in Ellendonk, and accept or reject Duke Heinrich's offer.
- **Who or what is keeping them from accomplishing it?** Duke Heinrich's talent at subterfuge.
- **What scene or scenes should logically happen next?** Scene 2, "Gearing Up and Heading Out."

Any sidebars you see like the one below are meant to be read out loud to your players, but you don't have to if you don't want to. You can paraphrase or change them to suit your needs. They're just there to give you a starting point and to make sure you cover all the main points.

Apolda Manor is on the northern edge of Pugmire, but it might as well be another world. Set behind reinforced gates and patrolled by dogs of various families, the ancestral home of the Doberman family is palatial, closely rivaling the size and splendor of Castle Pugmire itself.

The group can approach the impressive and imposing *main gates*, or the smaller, subdued *servant gates*. They can also attempt to sneak their way in, but the manor is very well protected and guarded, requiring a Dexterity check at a disadvantage, difficulty 20.

Throughout the story, there will be lots of ability checks and difficulty numbers for players to roll. Feel free to adjust these in whatever way makes sense to you. Also, remind your players about skills! For example, this Dexterity check here works well with the Sneak skill.

Main Gates

The gates are guarded by two very large Caine-Corso guards in crisp, pressed Doberman uniforms.

When the group approaches, one of the guards will speak dismissively, telling them that deliveries and cleaning crews should proceed to the servant gates. If the group tries to explain themselves, they will be dismissed and again told to go to the servant gates for attention.

My Dearest Friends,

I have heard reports of your recent successes and wish to speak with you on matters of very great importance. Please join me at Apolda Manor at your earliest convenience.

Heinrich Doberman

Characters can get the guards to believe that they were summoned by Duke Heinrich himself with a Charisma check, difficulty 10 (characters with the noble or soldier background might get an advantage, depending on how the characters present themselves). Even with a successful check, the guards will be dubious and insist that one of them escort the visitors into the main manor house. In the case of a triumph, the guards will let them pass, assuming they are nobles or important guests they do not recognize.

Servant Gates

The servant gates are on the left side of the manor house, set far enough back from the main road that the gate can't be seen until you're within a few feet of it. As you approach, you see a thin, bedraggled cat in filthy robes at the entrance speaking to a Corgi in shepherds' robes. After a few moments, the dog gestures for the beggar cat to enter. After the cat skitters inside, he turns his attention to you.

The Corgi is Brother Archer Corgi. He is somewhat out of place in the immaculately-ordered Apolda grounds, but he shines with a genuine nature and a warm expression. Archer is here to assist the Doberman family with the Cat Conservation Society.

Brother Archer is also here at the behest of my uncle, Seneschal Murra, to get to the bottom of some leads concerning the Friends of Man. However, that's a well-guarded secret. Not everything in a story immediately applies to the adventure at hand, but they make great ideas or "hooks" for future stories!

Bluffing or sneaking their way past Archer is surprisingly difficult. The shepherd has a good eye, years of experience, and has seen just about every trick in the book. Charisma and Dexterity checks against him are made at difficulty 17. If the characters explain why they are there, the Corgi recognizes them (he was told that they would be arriving) and summons a young Bulldog to escort them to the receiving room immediately.

Inside Apolda Manor

Once inside the estate, you are escorted to the receiving room. It isn't quite a throne room, and the chairs the three nobles are sitting on are not quite thrones, but they are just a shade away from them. The receiving room is easily the size of a large home, with the three overly-large chairs set at one end.

In the largest chair sits the towering form of Duke Heinrich Doberman. Even though he has been retired for some years and has a lot of gray in his fur, he still wears his military uniform resplendent with rank, medals, and other decorations. To his right is Duchess Viveka Doberman. Her dress matches Heinrich's coat perfectly and must have cost more plastic than a working dog will see in a year. Lastly, to Heinrich's left sits Graff Doberman, the eldest son. His dress is more school than military uniform, but it is still as crisp and expertly pressed as his father's.

Once the group approaches and is announced by their escort, Duke Heinrich Doberman will address them. His tone is purposefully gentle and approachable, treating the group as though they are equals doing him a favor.

Duke Heinrich greets you as you approach. "Ah, friends! Thank you so much for coming quickly. I know you are all tired from your recent adventures, but this is a vital matter and I think you are just the dogs to help us resolve it quickly, justly, and quietly.

"As you know, my family has been entrusted with supplying the good dogs of Pugmire with iron ore for their forges. The mines to the north have been in my family for generations, ever since the Hounds left to found Houndton, and we have always taken pride in their efficiency.

"Recently, however, a band of villainous cats has been raiding the storehouses of the nearby village of Ellendonk and interfering with the supply lines coming back here. I would send my own forces there to handle the situation, but...well, it would be something of an embarrassment that the situation has gotten this bad. I would very much appreciate if this could be handled with a measure of discretion. Between friends, you understand.

"I am willing to handsomely reward you for your service, of course! I just want to make sure that you understand how important it is to not

only prevent any future problems at Ellendonk, but to bring the foul cats to justice. We cannot afford a lengthy trial here in Pugmire, so it is best to handle things in the field, as it were.

"I think we understand each other, yes?"

The expression on the face of Duchess Viveka Doberman darkens throughout the conversation. Her distaste at seeing her husband interact with dogs she considers beneath them becomes more and more pronounced as he talks — even if a character has the noble background, she dislikes them for associating with common dogs. Characters can make a Wisdom check at difficulty 10 to see the expressions she is making and discern that she would rather her husband not be interacting with what she considers common dogs.

Heinrich is willing to answer a few questions, and will provide a map to Ellendonk, but he does not deviate from his talking points. Characters can make a Wisdom check at difficulty 16 to sense that Heinrich has ulterior motives, but if one of the characters rolls a triumph, they can discern that his primary emotion is disgust, matching that of his wife.

Heinrich insists that any reward will come after the completion of the task, but characters can try a Charisma check (difficulty 16) to convince him to write an official letter stating that they represent him. A triumph on the check means he is also willing to give them a vial of Oil of Sharpness (p. 176) before they go.

Characters who wish to observe Graff may make a Wisdom check, difficulty 15, to tell that while he appears outwardly calm and focused, something disturbing is weighing on his mind.

Scene 2: Gearing Up and Heading Out

- **How did the player characters get to this scene?** After accepting Duke Heinrich's offer.
- **What do the player characters need to accomplish in this scene?** Travel to Ellendonk.
- **Who or what is keeping them from accomplishing it?** The difficulties of travel, as well as an unexpected attack by some of the local wildlife.
- **What scene or scenes should logically happen next?** Scene 3, "Arrival at Ellendonk."

Travel to Ellendonk will take six days on foot, or four by horse. Characters can acquire additional supplies for their rucksacks, as per p. 90. The characters know that the trip will get cold in the foothills of a mountain range, but they probably don't need any climbing equipment. Extra rations and warm clothing are good things to take for the trip, along with spare ammunition — there should be some hunting on the way. Whenever the characters are ready, they can set off on their trip.

The map that Heinrich provided for them is easy to read, and indicates the best travel path to the village. Avoiding the indicated path is possible, but will require checks to avoid getting lost (see p.92). Even with a successful roll, an additional day of travel is added each way.

Discovering Graff

As the group is traveling, Graff Doberman will be shadowing the group, hoping to find out more about them, life outside the nobility, and if what he learned about his father is true. Make Wisdom checks for all the characters in secret, with a difficulty of 15. If he is found and confronted, he will beg to travel with the group.

If Graff is discovered, read the following to the group

Graff holds his hands up to show he is unarmed and speaks quickly.

"I'm sorry I was following you, but please hear me out. My father hired you to take care of a problem that my family is having, but there is something wrong with what he was saying. I just need to know the truth about what my family is involved in. Please, I won't be a problem; let me come with you."

If he is refused or chased off, he will simply leave and attempt to resume following the group. Otherwise, he will join the group.

Remember Graff as the party encounters monsters and other enemies! If he's with the group, he'll get an attack just like everyone else, but

you as the Guide should make all his rolls. Jotting down his statistics from p. 202 and putting them on an index card is a great way to remind you that he's present, and to keep that information on hand when you need it.

Keeping Watch

As night falls, the party can choose to keep watch. The party can work out what order they take watch in. The character still counts as having slept if they take watch for a couple of hours (p. 91). However, the first night of travel goes uneventfully.

On the second night, have everyone taking watch that night make a Wisdom check. Whoever rolls the lowest notices something strange during their watch shift, and all sleeping characters are surprised. (If no watch is posted, then something happens just after midnight, and all the player characters are considered surprised.) Roll 1d6, consulting the table on p. 208. Once the group defeats a group of monsters, don't roll on the table again. Remember to check for recovery during sleep each subsequent night, though!

This is a perfect opportunity to get players new to *Pugmire* familiar with how combat works, and to let them use some of the fun things they chose for their character sheets. If you have ranged fighters, consider having some of the attackers stay at range. If your casters have chosen certain spells, consider adding opportunities where those spells are useful. The table (or one like it that you create) can also be used in other stories where the characters have a long way to travel.

Scene 3: Arrival at Ellendonk

- **How did the player characters get to this scene?** Traveling over land from Pugmire.
- **What do the player characters need to accomplish in this scene?** Explore the town and discover the secret badger warrens.
- **Who or what is keeping them from accomplishing it?** The existence of the warrens and the entrance to them is secret.
- **What scene or scenes should logically happen next?** Scene 4, "Searching the Warren."

Just as the sun is starting to rise in the sky, the group arrives at Ellendonk. Ellendonk is a village near the iron mines where the mine workers and their support network stayed with their families. The village was abandoned two years ago when the Doberman family switched to slave labor. Since the slaves are kept at the mines, the village is no longer needed. The Dobermans threatened and intimidated all the residents into either keeping silent or never returning to Pugmire.

Outlying Farms

If the group takes the suggested route to Ellendonk, read the following as they approach the town.

You see a farm to the eastern side of the road and another to the western side. Both are abandoned, with the fields left fallow. The buildings have an unnerving stillness to them.

Investigating the farms will reveal homes, barns, and some farming equipment. When the Doberman family made it clear the town was no longer needed, both families packed their belongings and left for other farming communities to start over. Characters can make a Wisdom check at difficulty 10 to get an idea of how long it has been since the farms have been inhabited (about two years), and that there is no evidence of violence here. While the areas may have been scavenged slightly, there hasn't been any large-scale thievery.

Blacksmith

The first building on the road leading to town is a large blacksmith's, with one wall open to the air. All that remain of the blacksmithing tools are the heavy, rusted anvil, and the large, cold forge. The roof of the building has collapsed.

Like the farms, there is little left here after two years. Characters can make a Wisdom check at difficulty 15 to find the remains of a set of battered

leather armor in the wreckage. The armor bears the house crest of Doberman, and is like the armor worn by the guards back at Apolda Manor.

The Cider's Tap Inn

The Cider's Tap was once a two-story inn with the tavern on the first floor. Only parts of the front wall and the inn's sign remain.

Each night, the Cider's Tap Inn would swell with good dogs, weary from work in the mines, voices raised in song and celebration. Now it is empty, rotted, and still. Nothing of interest remains within.

Not every location has something significant — some places are just places. For every special location in a story, it's good to have some mundane ones as well. That's a great way to build suspense; let the quiet moments and empty rooms act as a counterpoint to crashing ambushes and exciting chases.

General Store

The store is one of the more structurally-sound buildings in the town. The front door hangs from a single hinge, and inside you can see broken furniture and a staircase going up to the second floor. The general store once sold supplies to mine workers and the caravan drivers who moved the iron ore back to Pugmire. It, like the rest of the buildings, appears to be long abandoned.

Unlike the others, however, there is evidence of violence and theft. Characters can make a Wisdom check at difficulty 10 to deduce that there was a fight in the main store area right before it was abandoned, and that the door was damaged by someone or something that was thrown through it. The group can find a few nonperishable supplies such as rope, bags, shovels, empty waterskins, rucksacks, some quills, and inkwells (though the ink has long since evaporated). Characters who search the area can take one of those supplies and add it to their rucksacks without making a Wisdom saving throw.

If the dogs go upstairs, read the following.

The upstairs is a single, large room. On the left side, you see a stack of old crates that look dusty and broken. On the right side is a small bedroom, containing a rotting mattress and a chest. The bed looks disheveled, and is covered in brown stains.

A Wisdom check at difficulty 10 reveals that a dog was killed in the bed. Further, the dog that rolls the highest Wisdom check discovers a tattered diary under the rotten mattress. If someone looks through the diary, read the following aloud to them.

RANDOM ENCOUNTER TABLE

1	Giant worms **(p. 179)** erupt from the ground! There are as many giant worms as there are player characters in the party.
2	A small pack of frenzied canines **(p. 179)** races towards the group. They appear maddened, but are simply hungry. The canines will eat whatever is given to them and will leave once fed.
3	Giant ant drones **(p. 189)** from a nearby mound approach the camp. They consider the player characters a threat to the mound. They will not pursue if the group simply runs, but will respond if attacked. There are half as many giant ant drones as player characters.
4	The dog on watch notices the smell of a long-dead corpse. Upon examination, the corpse is infested with dire ticks **(p. 187)**. The ticks attack immediately, and there twice as many ticks as there are player characters.
5	Without warning, a group of bone bugs **(p. 183)** bursts from the ground! There are twice as many bone bugs as there are player characters, and they are intent on killing everyone in the party.
6	The wind suddenly picks up, howling through the trees, and wakes any sleeping characters. Characters who check the area find nothing unusual nearby. After a few moments, the wind ceases – roll again the next night.

All should know what happened here. This village was prosperous and happy, but the greed of Heinrich Doberman and his desire for more money has led him to do things that no good dog would ever consider. We have been ordered to leave our homes and threatened against returning to Pugmire. I must have faith that Man has a plan for us, and that Heinrich Doberman will be punished for his greed. Even this note is an act of defiance that could see us harmed. If you find this, and if you are good dogs, please make sure that Pugmire knows what happened here. Please make sure our suffering was for a good reason.

Man guide us and protect us.

Amen.

The diary belonged to the owner of the store, Elijah Dane, who lived in Ellendonk his entire life. When the Doberman mercenaries told him to leave, he threw them from the store and said they should never return. The penmanship in the diary changes, and there are hasty notes that Elijah was found murdered in his bedroom above the store the next morning. After that, no dog dared to question the orders to leave the town.

Abandoned Homes

The town has half a dozen single and double family homes, all of which are abandoned and are empty of anything to find. They have the same evidence of being abandoned and empty since that the other buildings have.

There is nothing of interest in the abandoned homes.

Schoolhouse

The schoolhouse is a single-room, single-floor building where all the younger dogs received their education while their parents worked in the mines, and also acted as a meeting hall and emergency shelter. The door has been smashed open and looks like it was hastily barricaded from the inside. The windows are also poorly nailed shut.

A few of the families tried to hole up inside the schoolhouse, but were discovered and forced to leave.

Searching the teacher's desk reveals only some paper, a few inkwells, and quills (which can be added to a character's rucksack, if desired). Players can make a Wisdom check at difficulty 10 to find a hidden compartment inside the teacher's desk which contains a small note, written in a hurried paw (see above).

Church

The small Church of Man is mostly intact, with parts of the roof rotted out and one side wall partially collapsed. The front door is ajar, showing a shadowy interior. Inside the church, the pews and raised platform at the front of the room are undisturbed.

Characters can make a Wisdom check at difficulty 15 to realize that there is someone inside before they enter. It's Levi Badger, who is silently praying.

If the door is opened normally or loudly, Levi will bolt through the collapsed side wall and run for the storehouses (and the hidden trapdoor there). Levi has a four-footed movement of 50, making him faster than most dogs.

If the door is opened quietly enough (requiring a Dexterity check at difficulty 10), they can observe Levi near the front of the room, sitting on one of the pews, contemplating quietly. He will be surprised if the group attacks or tries to capture him.

If any of the group manages to catch or capture Levi, they can make a Wisdom check at difficulty 15 to see where he was headed. Levi can't speak, but he believes that the group is working with Heinrich Doberman to kill anyone freeing the slaves. Thus, Levi he will do whatever he can to disengage and make for the trap door in the storehouses (below).

Old Doberman Ore Storehouses

These long storage buildings have weathered the best out of all the buildings in the town — they have all their walls, and look to be structurally sound. The large doors, enough to fit a loaded wagon, stand open, revealing the empty, dusty interiors. There are no signs of forced entry or theft.

There is a hidden trapdoor that Levi Badger will try to escape into. If the group follows Levi from the church, they immediately see the trapdoor. If he escapes into the storehouse but the group doesn't see him enter the trapdoor, the Wisdom check difficulty to find it is 5. If the group tries to find the trapdoor without following Levi Badger in, the difficulty is 10. Once the trapdoor is found and the group enters, proceed to scene 4, "Searching the Warren."

Scene 4: Searching the Warren

- **How did the player characters get to this scene?** By finding the hidden trapdoor in the ore storehouse.
- **What do the player characters need to accomplish in this scene?** Recover the relic from the demon's lair.
- **Who or what is keeping them from accomplishing it?** A demon hound and some dire ticks.
- **What scene or scenes should logically happen next?** Scene 5, "Finding the Truth."

I went ahead and numbered the rooms in the warren to make it easier for you to reference. Take it from an experienced pioneer: Never get lost underground.

(1) Secret Storage

The initial room is a short drop down from the trapdoor and is lined with wooden shelves. Torn, burned, and rotten folders are scattered on the shelves. There is a tunnel leading down and away from the room to the south.

The trapdoor under the storehouses was originally a small, hidden area for the Dobermans to keep items and tax records away from prying eyes. Since the abandonment of the town, Harriet and Levi Badger have done considerable work tunneling down and outward.

Much of the paper in the folders is burned or rotted away, but characters can make an Intelligence check at difficulty 15 to learn that the room was being used to store weapons and armor which were then sent to the Dobermans. Further, the items stored here were never taxed, and the number of soldiers being outfitted far exceed the reported military forces of the Doberman family.

(2) Tunnel Trap

Moving into the tunnel might trigger a tripwire that sends a spiked gate crashing down from the ceiling — characters should make a Wisdom or Dexterity saving throw at difficulty 10 (see p. 92). Characters that fail take 1d6+1 piercing damage. If the trap is activated but they made their Dexterity saving throw, they only take half of the trap's damage.

The tunnel continues and quickly the path is plunged into complete darkness. Characters without some form of light source make all checks requiring sight at a disadvantage.

The tunnel splits into two branches that open into smaller rooms. The one to the right is the *temple approach* (3), while the one to the left is the *central chamber* (4).

(3) Temple Approach

The small earthen cavern is barely six feet tall and looks recently hewn, like much of the tunnel system. The cavern appears empty, and there's a crumbling stone staircase at the opposite end of the room.

There is a pit trap under a false floor in the middle of the room — allow players to make appropriate trap saving throws at difficulty 15. Walking along the edge of the room will bypass the trap.

If the trap is activated, the false floor collapses into a 10-foot-deep pit lined with stakes. Any character who falls in take 2d6+2 piercing damage, or half that if he made his Dexterity saving throw.

Using rope can get any dogs who fell into the pit out without an ability check. However, if they don't have rope, trapped characters must make a Dexterity check at difficulty 18 to escape the pit.

Characters can make a Wisdom check at difficulty 10 to notice faint footprints that lead to the hastily-replaced secret passage on the northern wall of this cavern. A cleverly-hung burlap cloth that resembles the earthen walls rests over a smaller passageway to the *badger burrow* (5).

If the characters examine the staircase, the bottom appears to be walled off. While the stone staircase is at least 100 years old, the stonework at the bottom looks very recent. This leads to the *temple storage* (6).

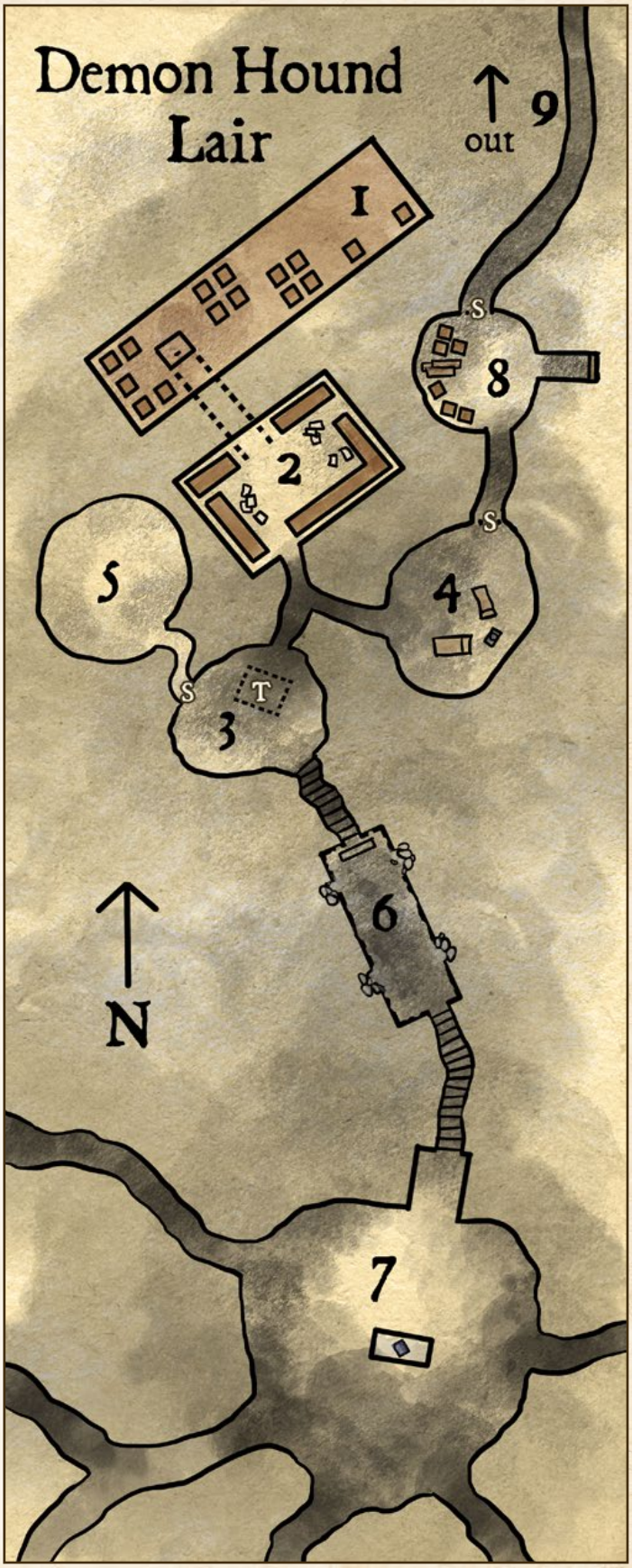
(4) Central Chamber

This is a moderately-sized earthen cavern with no visible exits. There are two bedrolls here that have not been used in weeks, and the remains of a cooking stove.

In truth, this scene is staged by Levi and Harriet to give the impression that the warren is abandoned. Characters can make a Wisdom check at difficulty 10 to see faint badger pawprints on the floor leading to the eastern wall. Once they find these, they notice one of the walls is actually a heavy rock that can be moved. The rock can be rolled away from the door with a successful Strength check at difficulty 15, and the tunnel leads to the *false ending* (8).

(5) Badger Burrow

As you step in, you see two badgers in the back of this large chamber. They are standing guard in front of a dozen thin, half-starved cats, all cowering and trying to stay quiet.



If the group attacks or makes any aggressive actions, Levi and Harriet will do everything they can to keep the group occupied while the cats run back up the tunnel to the trapdoor and out the storehouse. If the cats are attacked, they have a Defense of 10 and will fall Unconscious as soon as they are hit.

If the group waits, asks questions, or does not act aggressive, Harriet will finally speak.

> *"I don't know who you are, but you need to turn around and go back to Heinrich and tell him that he can stop sending dogs here to kill us. Even if you succeed, others will come, and everyone will know just what kind of dog he really is."*

Harriet believes the party has been sent to kill anyone disrupting the Doberman slave trade. Heinrich has already sent two groups of mercenary dogs to find and eliminate the problem. The first were subdued by Harriet and Levi when they made camp in the abandoned town. The second never found the warren and gave up after a week. No matter what the group says or does, Harriet will remain convinced that the group are allied or at least aligned with Heinrich — particularly if they have Graff with them. However, after some discussion, she will offer something to let the group prove their intentions.

> *"I want to trust you, but there is simply too much at stake. There is a way for both of us to be sure, but it will not be safe. Just to the south of this part of the warren is where we discovered an ancient stone staircase that led to a ruin from the time of Man. We tried to do as Man asked us and recovered what was lost, but something else was down there too, waiting. Before we fled and sealed the staircase, I saw an artifact of Man. It looks like a book, but it is perfectly preserved. I made sure I put in a hidden switch, in case we ever needed to enter that horrible place.*
>
> *"Here is what I propose. I'll tell you the secret to open the wall. Your group goes down into the vault, clears out the demon, and brings that book back here. If you do that, we can talk further. I pledge that we will not leave from this place until you return or until nightfall.*
>
> *"Do we have an agreement?"*

Harriet believes the book is a relic that will help verify if the holder is telling the truth. She will refuse to elaborate on anything else until the book is retrieved.

If the party agrees, they go down the crumbling staircase to the *temple storage* (6).

(6) Temple Storage

> *The steps down to this room are ancient and crumbling. The stairs end abruptly into a newly-laid, very solid-looking wall.*

Unless the characters have been told the trick to getting past the wall, it requires a Strength check at difficulty 18 to bypass. If they have been told the trick by Harriet (press all the dark-colored stones in a certain order), no check is needed.

> *As soon as the wall opens, you can see a long, narrow room with two open, rotting doors on each side, along with another stairway leading further down. The walls are heavily scarred and pocked, like acid was thrown everywhere. The pockmarks get larger as you approach the second set of stairs, and some are even wide enough for a small dog to squeeze their head into.*

Each of the four side rooms, two on each wall, are collapsed and ruined. Whatever was here before is long since gone. The staircase at the far end of the room leads to the *demon's lair* (7).

As a note, any artisans or shepherds in the party who cast spells in this room will be attacked first in the demon's lair. The demon hound hiding in the next room is afraid of radiant attacks, and knows that spellcasters can summon such things — which makes them primary targets.

(7) Demon's Lair

> *The near portion of this room is like the one at the top of the stairs, long and narrow, but the walls quickly give way to a large natural cavern that is partially collapsed. The pockmarked walls continue here, but the holes are even larger. There is an altar in the middle of the room, with something that looks like a book on it.*

Give the characters a moment to look around the room before dire ticks (p. 187) stream from the pockmarks in the walls and attack (one for each

player character). After a round of combat, the demon hound **(p. 186)** will emerge from the rubble at the far end of the room and join the attack.

Feel free to scale the fight to the group. If they're beat up and struggling, consider skipping the dire ticks and just using the demon hound for the fight. On the other paw, if the group is doing well, don't be afraid to have another wave of dire ticks join in.

Once the characters have defeated the creatures infesting the room, they can claim the relic on the crumbling altar.

Examining the object in your paws, you realize that it's a book in shape only. The cover is rigid and cannot be opened, and the edges are only carved to look like pages. It's also heavier than it should be, and there's a slight vibration as you hold it. Clearly this is a masterwork artifact.

If the character holding the relic knowingly lies, the book heats up enough to scald them. It causes no damage, but it is intensely uncomfortable. Anyone who holds the book while it's warm, but wants to act as if it's not painful, needs to make a Charisma saving throw at difficulty 20. Once the relic is exposed to sunlight, it lasts for two weeks, before crumbling to dust. Characters with the Know Arcana skill can make an Intelligence check, difficulty 15, to learn this information.

Returning the relic to the badgers takes place in scene 5, "Finding the Truth."

(8) False Ending

The curving tunnel leads to a small storeroom with a single, well-defined tunnel leading off to the east. The sides of the room are stocked with small crates of nonperishable foods such as jerky, nuts, and dried berries, all packed for travel. Beyond the food, there are a few bedrolls and several sets of dark-colored travel clothes.

The eastern tunnel extends for roughly 20 feet before ending in an elaborate door. Firmly set into the wall and covered with looping designs, the door has no handle and no keyhole.

The elaborate door is a ruse intended to keep intruders busy. It's firmly set into the rock behind it, and has absolutely no opening mechanism.

The actual exit from the room is on the northern side of the room. It looks like a set of shelves going as high as the ceiling, and covered in rusty tools and moldy clothes. This is some of the best hiding work Harriet has ever done (it took months of effort), and finding the hidden switch behind the tool box requires a Wisdom check at difficulty 19. This exit leads to the *escape tunnel* (9).

(9) Escape Tunnel

A well-defined, upward-sloping tunnel leads out of the warrens and to the north, away from Ellendonk. The exit for the tunnel is expertly hidden in a small copse of trees half of a mile to the north.

This is Evan's Wood, a secret base built for the badgers by Evan, a rat sympathetic to the effort to release the Doberman slaves. The base is several thousand feet outside of Ellendonk, and is equipped with nonperishable food, rucksacks, bedrolls, tents, waterskins, and traveling clothes for a dozen people. From here, it is a short walk to get back to the trail that leads to the north road back to Pugmire.

Scene 5: Finding the Truth

- **How did the player characters get to this scene?** After recovering the relic from the demon's lair.
- **What do the player characters need to accomplish in this scene?** Learn Heinrich Doberman's true plans.
- **Who or what is keeping them from accomplishing it?** Harriet's distrust of the player characters.
- **What scene or scenes should logically happen next?** Scene 6, "Back to Pugmire."

If the group returns to the badger burrow (5) with the book, Harriet will ask them to hold onto it for a moment longer.

"Hold on just a second. Before we get down to anything else, I need to hear it again. I need to hear that you are not here to bring harm to these cats. I need to hear that you are not here to bring harm to Levi or myself. I need to hear that you are not here to do the evil work of Heinrich Doberman. I need to hear it with you holding that book in your paws."

Assuming the characters speak honestly and truthfully, she will nod, finally relaxing. Seeing her relax, Levi will as well.

"You might not be aware of this, but I knew more about this book than I let on. Among my people it is called the Badger's Bane. If you speak a lie when holding it, you feel Man's punishment. I don't know why, but it just happens. So when I say what I got to say, you know it is the truth."

She will ask for the book, and take it firmly in her paws.

"Two years ago, Heinrich Doberman decided that he could see more profits from his mines if he stopped paying the workers. Of course, workers don't take that sort of thing well, so he brought in his mercenary friends and forced the residents of the town above us to leave and keep silent. After that, he started bringing in cats like those poor creatures we have behind me — cats and even some dogs that came to the Doberman family for food or clothing. They even started up their Mandamned Cat Conservation Society so the poor things would walk unknowingly into their shackles.

"Levi and I decided we couldn't stand it anymore, and started freeing those that we could. We cleared out these warrens and stumbled onto those ancient ruins down there. Just turned out that a demon lived down there, too.

"Anyhow, Levi and I intend to take these poor souls and get out while the getting's good, so our time together is done. I am glad to see there are still good dogs out there. If you want something to do, go back to Pugmire and make sure Heinrich doesn't get away with this."

If he has not already revealed himself, Graff Doberman does so now, unable to accept the truth of what he is hearing. If he's already revealed himself, he'll step forward to speak to the badgers.

Visibly having trouble speaking, Graff approaches Harriet and sinks to the floor in tears. Once he collects himself, he asks Harriet for the book and, holding it firmly, he speaks in a loud, clear voice. "I promise you that I will see my father brought to justice. Please, let me travel with you and salvage my family's honor."

Afterwards, Graff holds on to the relic and will answer any questions asked of him. Once the interrogation is over, regardless of their decision, he gives the book back to Harriet.

Harriet shakes her head, and hands the relic back to all of you. "Levi and I have no need for the relics of the Old Ones. It is wonderful, but right now I'm more worried about whether we can eat or wear it. You hold on to it while we gather our things and go."

With that, she and Levi will gather their supplies and the frightened cats and prepare to leave. If asked, she will agree that the group can accompany them to the *escape tunnel* (9). Unless prevented, she will make good on her word and lead the freed cats out. She will resist the party accompanying her beyond the secret exit, saying that they are safer without a bunch of dogs following them. It's time for the characters to go to scene 6, "Back to Pugmire."

What if the group decides to go check out the Doberman mines? Well, I scouted up there not too long ago, and Heinrich has that place locked down tighter than a Bulldog's treat stash. I counted at least three dozen well-armed guards and many cruel traps around every approach. The mine needs to be liberated, but that's a story for a group with more seasoning. Keep it in mind for later, but getting back to Pugmire is more important.

Scene 6: Back to Pugmire

- **How did the player characters get to this scene?** After learning the truth of Duke Heinrich's plans from Harriet.
- **What do the player characters need to accomplish in this scene?** Avoid or overcome Rondo's ambush.
- **Who or what is keeping them from accomplishing it?** Rondo and his mercenaries.
- **What scene or scenes should logically happen next?** Scene 7, "Confronting Heinrich" or scene 8, "Telling the King."

The player characters start to make their way back to Pugmire. As with the trip there, make appropriate rolls for navigation and recovery. Heinrich has sent Rondo Border-Collie and his band of mercenaries to kill the group and make it look like a cat attack. The mercenaries wait just off the trail and try to ambush the group on their second day of travel.

If the group stays off the marked trail and the main roads, they should make a group Dexterity (if sneaking) or Wisdom (if going far out of their way) check at difficulty 15. If at least half the group succeeds, they discover the ambush and can make plans to confront them on their terms, or travel past them.

Besides Rondo **(whose statistics can be found on p. 202)**, there are five stray vagabonds **(p. 181)**, and one apprentice artisan **(p. 187)**. The mercenaries are loyal to a point, but it is possible to talk or buy them out of attacking. Players can make Charisma checks against each of the mercenaries (with an advantage if the character has some plastic coins; Graff also packed some plastic coins) — difficulty 20 for Rondo and difficulty 15 for the other mercenaries. Success means that the dog steps away from the fight and waits for the result. If Rondo is convinced, he calls a halt to the fighting, takes the plastic, and heads north, towards the mountains; on a triumph, Rondo doesn't take the plastic.

If a fight breaks out and is going poorly, Rondo will flee, leaving his allies behind. He will consider the group an enemy to be destroyed in future — a potential hook for a later story!

After the ambush, the group will likely want to make haste to Pugmire. Nothing else of interest happens on the way — unless you want to add something! — so once the group approaches the kingdom, they have a choice. If they want to con-

front Heinrich with what they know, go to scene 7, "Confronting Heinrich." If, on the other hand, they want to tell the king about Heinrich's schemes, go to scene 8, "Telling the King."

The group can go directly to Castle Pugmire, try to get into Apolda Manor, go somewhere to discuss the situation (maybe to a n inn for a drink?), or just run. As much as I dislike the nobility, the Pug family is known for their integrity and generosity. I'd probably meet with the king, but if the group is dead set against it, then just wrap the story up. The group will have little to no protection against Heinrich's potential revenge, so leaving Pugmire or laying low is probably a good start to the next story.

Scene 7: Confronting Heinrich

- **How did the player characters get to this scene?** After avoiding the ambush on the way back to Pugmire.
- **What do the player characters need to accomplish in this scene?** Confront Duke Heinrich with what he's done.
- **Who or what is keeping them from accomplishing it?** The security at Apolda Manor.
- **What scene or scenes should logically happen next?** Scene 8, "Telling the King."

Apolda Manor looks like it's ready for a siege. Unlike the first time you were here, the grounds are heavily patrolled by twice as many guards, and all visitors are being turned away at the main gates.

Heinrich has already announced the group's demise at the hands of nefarious cats, and told his guards that he may be the target of a cat conspiracy.

If the player characters try to enter through the main gates, they are guarded by four large Caine-Corso guards. Use the Powerful Warrior statistics (p. 188) for the guards. Trying to convince them is difficult — all attempts are at a disadvantage (the guards believe the characters are dead, and that their presence is some kind of cat trick), and Charisma checks are a difficulty 20.

The servant gates, on the other hand, are still guarded by Brother Archer Corgi.

As you approach, the Corgi looks around conspiratorially and waves you closer. "Quick! Get out of view. Heinrich spread the word that you've been killed at the paws of some evil cats, but I knew such good dogs would not fall to wicked plans. If you want inside, I can show you a way past most of his guards, but be careful. I fear Heinrich is not the dog he once was."

Archer will lead them in through a hidden side entrance, which takes the group past the patrolling guards to the corridor just outside the receiving room where they first met Heinrich.

I know Brother Archer, and he is a shining example of a good dog is. Keep track of the results of these encounters, and weave characters like Brother Archer and Rondo back into future stories.

Once the group makes it to the receiving room, Heinrich is surprised and angry to discover them, but he will try to hide it — players can make a Wisdom check against difficulty 15). He will deny everything, stating that they have no proof of any wrongdoing, but any characters that succeed will know he is lying.

Give the players time to reveal that Graff is on their side and willing to speak against his father, but have him speak up if they seem to be confused or unsure of what to do. Characters may also present the documents recovered from below the storehouses. Regardless of what they have or what they say, Heinrich continues to deny everything. He also refuses to place his paw on the book, clearly afraid of whatever it is, and even demands that the group turn it over to him.

Eventually, he will tell the group to leave his home, and the guards will escort them out — by force, if necessary. If Graff is present, he will leave with the group, turning his back on his father.

As you stand outside the gates of Apolda Manor, a royal messenger of the Chihuahua family rushes up to you. "Quickly! Come quickly! The king wishes to speak to you immediately!" He then rushes off for a few steps before looking to see if you are following.

Go to scene 8, "Telling the King."

Scene 8: Telling the King

- **How did the player characters get to this scene?** After avoiding the ambush on the way back to Pugmire or after confronting Duke Heinrich.
- **What do the player characters need to accomplish in this scene?** Speak to the king and to Seneschal Murra.
- **Who or what is keeping them from accomplishing it?** The precarious politics of the situation.
- **What scene or scenes should logically happen next?** Nothing — that's the end of the story!

When they arrive at Castle Pugmire, they are immediately escorted inside. However, they are not taken to the throne room — rather, the group is taken to a modest meeting room to meet with King Puckington and Seneschal Murra.

King Puckington, a young, fawn Pug, stands and speaks earnestly as you enter. "Please, come in and be seated. Can I get you something to drink? Something to eat?"

Off to the side sits Seneschal Murra, a much older and more distinguished-looking Pug. Murra clears his throat slightly, and Puckington stiffens and nods.

"Yes. Of course, I'm sorry. I know your journey has been difficult, but I think you deserve to hear some of the decisions being made and why we are making them. Before I get into that, though, would you be willing to tell me about the events that led to your, ah, untimely deaths?"

If the party hasn't heard, Puckington explains that Duke Heinrich has told the royal

court that the player characters were all killed by malicious cats. Then King Puckington will listen to the group attentively, asking probing questions as needed. He is slightly naive, but his heart is in protecting his kingdom. Descriptions of slavery in the mine, as well as what was done in Ellendonk, will clearly pain him. The whole time, Murra will sit and quietly take notes.

When the group is finished, he looks to Seneschal Murra, who nods at him.

> *"You showed great strength and courage, and I am in your debt. We all are. But I fear I must ask for your help one last time before you go.*
>
> *"You see, the Dobermans are a powerful noble family. If they choose to withhold their resources, it could mean that we will not be able to defend ourselves against attackers. It could mean that a great many dogs will be without work and income to feed their families. It could even lead to civil war.*
>
> *"What Heinrich did is wrong. He is, without a doubt, a bad dog. But would I be a bad dog, too, in allowing so many to suffer if I expose him? This is where I need your help. Should I expose Heinrich, or should I instead work to reduce Pugmire's reliance on his money, soldiers, and mining resources?*
>
> *"What do you think I should do?"*

Characters can make a Wisdom check at difficulty 10 to see that King Puckington is completely sincere in what he says. Seneschal Murra sits a little bit away from the group as they speak, and watches, making his own Wisdom checks to sense the group's motives. (Ask each character for their motivations, and note which of those Murra is aware of and which he is not.)

My father, Seneschal Murra, is a savvy dog, but he's not a player character. Sometimes. you will want to make rolls on behalf of a non-player character. You can do this in secret or in the open — it's up to your personal Guiding style.

There is no right or wrong answer here. It is a heavy decision, which is why Puckington is so troubled by it. No matter how the players advise him, Puckington will thank them and then excuse himself to discuss the situation with his other advisers.

Once the king has left, Seneschal Murra will speak with the party, thanking them for their efforts and their integrity. If they are depressed that Heinrich is still around, Murra will assure them that Man works in mysterious ways. Murra asks that they stay in contact, saying that the struggle against evil has just begun. He will tell them that Trustee Fiona Corgi has a new assignment for them. The group has gained a powerful new patron in Seneschal Murra, as well as a powerful new enemy in Duke Heinrich.

Future Stories

There are several plot threads the group might choose to pursue from this point, including meeting up with Harriet again to continue freeing slaves, scouting the mine for a future attack, working with Seneschal Murra's contacts within the city to lessen Heinrich's control, or finding out what new task Trustee Fiona Corgi has for them. These can be individual, distinct stories, or they could all tie together into a larger saga, as Heinrich's plans continue and the player characters thwart him again and again.

Characters should gain a level for completing the story. Take a moment to guide them through the advancement process, and debrief with your players about what they enjoyed about the game!

Pay attention! Your players will tell you what they liked and what they want to do differently in your games. If they have feedback, they are not telling you that you did poorly, but that there are ways the game could be even better. Your players giving you feedback is a show of trust – don't take that trust for granted.

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Kalyarin
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Karlcat
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Kimra
King Locke
Kirilee "Moonlost" Lester
Kirk Brownridge
Kirt "Loki" Dankmyer
Kittykins
Kizmet
Knitmeapony
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Kornig von Berg
kylania
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Link and Joey
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Linken
Lissa T.
LittleParis
Liz Moran
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Loki Boo
Loki Houdini Guthrie
Loki LaRue
LoLar Wade Caethansen
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Lord Maximus Retreiver,
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Lord Tyson Chainsaw-Teeth
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Ludo Q Catface
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Mike Mercurio
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Misha Indy Bryant
Mitch McC.
Mitzi Ryan, mini-dachshund
with a mighty bark
Molly and Tommy Wilson
Molly Codlington
Moochi, Mei & Kuro Miranda
Mr Floppy
Mr. Pants and Memom Cardigan
Welsh Corgis
Muffy
Murphy
Nadav Ben Dov
Naomi Cook
Nelpup Marrow
Nicholas A Tan
Nick
Nick Pilon & Sasha Dillman
Nicola Went
Nihar Nilekani
Noki
Noodle the Shih Tzu
Norika Fradd
Olive the frenchie
Oliver
OmNom NomNom
Oni, Grand Harvester of Souls
Owen Griffiths
P. E. Grose
Pablo Palacios
Patches Labradore
(Daddy's Glorified Lap Dog)
Patrick Fagan
Patrick J. Ropp
Paul Hayes
Paul Leone
Penelope Q Dog
Pepe "Peachis" Rami
Perry T. Hamilton IV
Peter Gates
Peter J. Kremer
Petrov Dmitry
Phil Enders
Phil Hattie
Philip Harney
Pietro Raele França
Ping Bear
Pippin
Pokets&Pouches
Princess Paris Tinkerbell
Puck Monroe
Pudge, RIP 3/8/16
Pupzilla
Pyrrha
Quasi
Rachel Renee Young
Ramona E. Stelmar
Randito

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Ray Nolan
Remilia the Pup
Remington Karpolorich
Remus
Rex Boneaparte
Rex Nagle
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Thomas Schwartsman Gauran
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Tiller
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Wesley the Golden Retriever
Will Keane
Will Springer
William Powers (Aiden)
Willow Pug, Princess of Piddling
Wolfgang Bissonnette
Wooz
Wyatt the Dorg
Xavier G Robledo II
Yamichi
Yoshi
You Don't Meet In An Inn
Zach Huselid
Zachariah Brown
Zack Wenning
Zakharov "Zaksquatch" Sawyer
Zenna & Captain
Bao-bao Lin

Good Dogs

(un)reason
@HollanderCooper
@livejamie
@thebendcook
"Big Head" Zach Gaskins
"Lil' Bit" Robbins
"Poppy" Pennie's Pumpkin Paprikash
"Riley" Laib
"Rusty" James
A Brown
A mangy mongrel
A strong dog
A. Randall
Aaron J. Schrader
Abby and her People
Abe Stein
Abigail Artemis Fiona Crittenden, Socrates, Minerva, Gizmo, Ike, Casey, Sinbad
Adam Debus
Adam Fairris
Adam Gerald Swinder
Adam Kanuchok
Adam Kutter
Adam L Myers
Adam Liu
Adam Locy
Adam Mock
Adam Parker @Pikmin
Adam Pecar
Adam Politański
Adam R. Woods
Adam Schaefer
Adam Thornton
Adam Tuerff
Adam van Breen
Adam W. Roy
Adam Warman
Adam Whitcomb
Adelina Mazur
Admiral "Addie" Ackbar
Adrian Martinez Vilches
Aeryn Hall
Agnes & Winslow
Ahrtimmer
Ailish Brundage
Ajax and Steph
Ajax Beasley
Akira the Shiba Inu
Alan & Mandy Lemmi
Alan Gerding
Alan Newman
Alana and Boo Berry
Alasdair Watson
Alberto Rodriguez Barbon
Alejandro Cortes-Garcia
Aleksandra Foczynka Menio
Alessandro Vario & Kaori
Alex and Elissa Rich
Alex Blue
Alex Chimento
Alex Cullum
Alex Gagnon
Alex Kuhn
Alex M
Alex Swanson
Alexander "Xan" Kashev
Alexander Corbett
Alexander Cruz
Alexander Wolf
Alexie_D
Alexis "poetfox" Long
Alfie A. Doberman
Alice J Robinson
Alice the White Rabbit
Allan Bray
Allisa Vincent
Alonzo Muncy
Amanda
Amanda Green's Dresden
Amanda Spikol
Amelia Evelynn Biot
American Gothic Princess (Gonzalez)
Amok Princesse-poivron des neiges
Amos Moses
Amy C Wetzel
amy e
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Anastasiya & Paride
AnatoleSerial
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anon
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Antero
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Apollo, the Silent Sentinel
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Archibald Lumpenstein
Arck "Draconisilver" Perra
Areczka
Argos Mohr
Aria Kathryn Moore
Ariel Jaffee
Arkady
Arkham Elizabeth
Arran (Floofy Dog)
Artemis Marie Gieseke
Arthur Boff
Arwen McCauley
Arya The Fluffy and White
Ash Alexander
Asher Beyer
Ashiko and Daniel Desserich
Ashley & Pippa Evans
Ashley Black

Ashley Kaufman
Asia Steen
Asie Chard
Astioth
Athena, Troy
Aubrey Bacchus Bright
Aura
Aura Arrow Sly
Austin "Snoopy is an artisan companion" Loomis
Austin Morgan
Austin Olewine
Autumn, Hunter and Summer Kerr
Ava D. Buggy Bear
Avery Logan Green
Azaleya Amaryllis
B. Hlavacek
B.B. Cossairt
B.F. Dimmick
Baby "Cleo" Arnold
Bael the Cruel
Bafana Malczyk
Bailey Brunette
Bailey Rodoni
Bailey the Pug
Baldur the mastiff
Bandit of Bosterria
Baneward Von Hugendogg
Baron "Bear" Lonkani-Dotter
Baron Dieter von Snuggleface
Baron Scragglepuss von Otto
Baroness Doris Turducken
Baroness VonUnderbite
Barry and Hayley Cranford
Bart Scott
Bauer Ko
Bayard Burnell
Beachfox
Beaker Eduardo
Bean, Smush, and Raleigh
Bear "Bearface" Cordero
Bear Dog Smith
Bear the Golden
Beatrice Beagel
Beatrix Pearson
BeauG
Beauty Forinash
Becky B.
Becky Smith
Becquerel
Bella
Bella Lynema
Belle & Waffle Woerner
Belle, Eric, and Lupe
Ben "Damocles Thread" Walker
Ben Hutchings (and Madison Staffordshire)
Ben Liddell
Ben McCracken
Bender B Rodriguez
Benedict Alvin "ben-ben" Coo
Benedict Varnum
Benhur !Xobile Setho
Benjamin Coulter
Benjamin Davies
Benjamin Hunt
Benjamin Kaye
Benjamin L. Liew
Benny Kirk
Bentley W. Chism
Bernie & Di Brown
Bess Houdini
Beth Barrial
Bethany "ScruffMutt" Goss
Betty Osthoff
Bianca and Chloe Rowe
Bigby McKenney
Bilious "Exploding Frogs" Slick
Bill Bridges
Bill Shaffer
Billy & Bella Martin
Billy Kolar
Biscuit
Bishop Algernon
Bizkit the bestest of boys
Bizzy Izzy
BJ McManus
Bjørn Lucas
Bjorn R
Black Jack Sparrow Suchor
Blaine self
Blaise Pawscel
Blake McLean
Blake Thomas
Blarghedy
Blixx Wolfe, Oona George
Blue Gamble Mugen
Blye Roberts and Sir Reginald Spooksworth III, Esq.
Bo Katana & his pug, GIDGET!
Bo von Schnauzer
Bob Calder
Bob Ferry
Bob Richardson
Bobbi Lutz
Bobbie Scutter
Bobbin
Boo the Wonder Dog
Boomer H. of Chugington
Booshma Boocifer Chicken-face
Boodini
Bosco, King of the Corgis
Boudin Hayes
Bowie Cape
Bowser Raginwulf
Bradford Elliott
Bradley Beagle and Codex Sheltie Woolford
Brand Mills
Brandon
Brandon "Gnome" Davis
Brandon "I'm socially awkward" Dees
Brandon G
Brandon Gehringer
Brandon Smith
Brandy
Brandy Lewis
Braxton Service Montgomery
Brenden & Faelan
Brenden Dunn
Brennan & Dash
Brennen Willer
Brent Todd
Brett "SwiftOne" Ritter
Brett Bowman
Brett Burkhardt
Brett M. Pisinski
Brian A Smith
Brian Allred
Brian and Shorty Isikoff
Brian Artiaco
Brian Craig
Brian Ebertowski
Brian Griffith
Brian H. Wilson
Brian Hamblin
Brian Jackson
Brian Misamore
Brian Vo
Brianna Schwab
Brice & Noble Scott
Brigette & Cameron Brinton
BrigidKale Thaler
Brigitta Nerodań
Broccoli the Pug
Brock "Broccoli Bear" Smith
Broken Lil Tail (BLT)
Brom Waydick
Bronan the Dogbarian
Bronson Kroeber
Brucey
Brunhilda Garcia
Bruno Pereira
Bruno Tuntland
Brutus and Nero Keefe
Bryan
Bryan "Darnivar" Bailey
Bryan Buschmann
Bryan Devaney
Bryan Stiltz
Bryan T. McGuire
Bryan Wade - Outrider Hobbies
Bryce Pearcy
Brydon Price
Bryn Biemeck
Bucky "Buckadoo" Morris
Buddy Mcfidget

Buddy McNab
Buddy Shirley
Buddy Tichy
Bullet & Clio
Bumi Borgi
Buster
Buster "Butter" Brown
Buster Austerman
Buster Bear Davis
Buster G McLaughlin
Buster Moonface McSpazatron
Buster Rodd
Buster Valenzuela
Butch2k
Buttercup, Leia, and Kenia
Byron McCullough
C Canadian
C&B&B&S
C. Truman Aitken
C.J.
Cabbage Vendor Ellison
Cagney and Lacey
Caily
Caitlin McKenney
Caitlin Monesmith
Calaquendi Dolls Earthangel Micah a.k.a. Dikke Poezepoes
Caleb Buchanan
Caliope Shan
Callie
Callie Hoskins
Calliope
Callum
Calwell's Lady Phoebe
Camden Weck
Cameron Harrell
Cameron Orr
Camila Sofia
Camilla Chalcraft
Campbell Kirkland
Candy
Canis L. Familiaris
Captain Tennille Hardcastle Jones
Carl D. Killian III
Carlos Castillo-Garsow
Carlos Irizarry
Carlos Ovalle
Carlos Pedrosson
Carly Ho
Carolyn Neumann
Casandra Nyce
Casey, Knight Errant of the Anctil-Mirhady Clan
Casidhe Nebulosa
Cassie Mckoy
Cassinu
Cassiopeia (aka Lazy Brown Dog)
Cassy Shaw
Cattle Dog Kid
Cavall Mercutio: Tri-County Dog of Mystery
Caz Granberg
Cc Heinz
Ceaser
Cedar Eldridge
Celtic Zen Master
Cerberus
Cerberus Carmichael
CH. Fleur de Lys Jacques de Travesty
ChachI Mungo
Chacodog the Bold and Gonzo The Magnificent
Chad Griffith
Champion Dana Sheepdog of Whisperwood
Champion Kelly Sheepdog of Whisperwood
Chance Dachshund
Charis Hoo
Charles Duncan
Charles Felix (IASB)
Charles Herzek
Charles Myers
Charles Wulff
Charlie & Dee Dee
Charlie "Loeffel" K.
Charlie A. Watson
Charlie Barky
Charlie Bucket Hartley-Martinez
Charlie Deitch
Che Kutner
Chelsea, Todd, and Sekhmet Hickel
Chewbacca Chicas
Chewie "Chew" Swanson
Chewie Vasilakos
Chewy
Chewy and Cody Beckley
Chewy Ellis
Chillos "Gamhuin" Smith Jr.
Chimney
China Williams
Chip Pavlack
Chloe Faye
Chloe Guinness
Chloe, Rakki, Sheila & James Davis
Chocomil
Chou-Chou Godat
Chris "Errant" Harper
Chris and Kat Wilde
Chris Bolton
Chris Chambers
Chris Constantin
Chris Cowger
Chris DiAngelo
Chris Fong
Chris Freeman
Chris Greene
Chris Hall
Chris K. Cook
Chris Kari
Chris Larrabee
Chris McCoy
Chris Mobberley
Chris Parsons
Chris Pramas
Chris Sauter
Chris Sears
Chris Shively (And Maddie, The Cat-Puppy)
Chris Sturdy, Dottie, & Earl
Chris Sweet
Chris Thesing
Chris Vasquez
Chris W Mercer (for Princey)
Chris Wolfe
Chris, Alex, Katie, Carter, Lily, and Chewie
Christian Lindke
Christian Topp
Christie Quinn Sowers
Christoph Schulz
Christopher Andersen
Christopher Coon
Christopher Lee Moore
Christopher Maloney
Christopher Martin Coulter
Christopher Partin
Christopher Pelletier
Christopher Raub
Christopher Robergelund
Christopher Shields
Christopher WJ Rueber
Christy
Chuck Childers
Chuka Pug, Bobo Waggins, Kim Dog, Colonel Duke, Mojo Pug
Ciarra Helley
Cinadon Cinabunny
Cinder Welser
Cineris
Cinnamon the Wonder Dog
Civ Light
Clara Domme, Rui Domme, and Alfie Domme
Clay
Cleo & Panda
Clete D. Collum
Clint Hauser
Cloudy J
Clover, Orphaned lady of the Empire of Mau
Clyde Brien
Coby Haas
Coco Bean Mutt
Cocoa
Coconut Macaroon & Levi Riley
Cody "Lucius" Perry

Cody Hanson
Cody Holland
Cody Jones
Cody Landis
Cody, Lover of Corgi's
Cole F
Colin Matter
Colin Pyle
Collin X Major
Comet Hale-Bopp Hagen
Commander Westie
Commodore Schnitzel
Compass the white
Comrade Rowdikov, Proletariate Pup
Copper
Copperhead,
who was a Very Good Dog
Cora Anderson
Corbin "Rusty" Sharp
Corey and Bannon Davidson
Corey Shaw
Cori Griffin and Bryan Matias
Coridan Miller
Cornelius Milertens
Cortez, the Bee-stroyer
Corvus Campbell
Cosmo
Coyote Lazzara and Thor Lazzara
Craig J. Lipinski
Craig Oxbrow
Crawfish Ostberg
Cricket Hellspawn Monster
Pokorny-Williams
Crüjen A. Geist
Crystal Mazur
Cubette
Cyali Whitesnake
Cyril Bodnar
D. Cobb
D. Hunter Phillips
D. Scott McQuiston
D.M. "Pagan" Hubbard
D.S. Chenin
Daenerys "Mother of Dragon Pups" Kime
Daeny Stevens
Daisy
Daisy die Löwen Germain
Daisy Doxiwalker
Daisy Mancillas
Daisy May Somogyi
Daisy Rogers
Dala Sturgill
Dale Pahls
Damien C.
Damien Starlurker
Damon Wilson
Dan Cacace
Dan Hudak
Dan Kramarsky
Dan Lewis
Dan Marino
Dan Proctor
Dan VK
Dan Wilson
Daniel & Wendy Spain
Daniel "hunting moon" Weber
Daniel "NoNoBadDog" Gaghan
Daniel "Sir Whiteout" Guariento
Daniel Browne
Daniel Castaneda
Daniel Corn
Daniel de Sosa
Daniel Ellis
Daniel Fields
Daniel Flood
Daniel Laloggia
Daniel Mann
Daniel Persson
Daniel Peterson
Daniel Ruperto Gaerlan,
Daniel sievers
Daniel Thomas Lemich
Daniel W. Throckmorton
Daniel Whitmer
Danielle Madeley
Danny Ketzer
Dante
Dante Perry
Dante Randalson
Darby
Darien
Darkenwalds Captians Choice.
Darkshifter
Darran MacMaghnusa
Darrin Fesperman
Darryl Green
Darryl Roberds
Dash Schnurr
Dat Rican the Hound
Dave and Loki Baker
Dave Martin
Dave Solares
David "Dogboy" Ferrantino
David "JustDave" Talboy
David "Trek" Benedict
David A. Sanchez
David and his pups, Athos and Porthos
David Baughman
David Bigg
David Bresson
David Coffill
David Domalain
David Doucey
David Garcia-Blasquez & Max Garcia-Blasquez
David Glinberg
David Starner
David Stevens
David Wild
David Yake and Shenzie
Dawn Arduini-Watson
Dawn Hammett
Dead Gamers Society
Dean
Dean & Isaak
Deanna Stanley
Delilah Bear, the sweetest lab
Delilah Goodgirl
Demeter Boren
Demitri & Trevor Christensen
Denny Richter
Derek Guder
Desiree Milnes
Desiree's Oso the Loyal
Deuce
Devon M
Dewey Mercer
Dexter Cobble Stevens
Dexter, McDuff and
Sacha Westhighland
DHP Campbell & Suzan Bator
Diana Hauer
Digger
Dimitri Vasilakos,
Dingo
Dinky
Dinsdale Piranha Kudhail
Dipper & Macdog
Disco Mutt
DJ Hird
Dobby the House Pup
Doc Braxton
Dog Might Games
Dolan Ross Scherfel
Dom Ellis and Gizmo
Dominic Parent
Dominic Robertson
Dominik Małachowski
Domino Brenz, The Dalmatian
Don and Chastyn Oliver
Donna Noble Montgomery
Donnie "Lord Aludian" Roos, Jr.
Dontrel "Yomi" Johnson
Dorian Blaine
Dorsey Weber
Dottie Lyon
Doug "DJ Eternal Darkness" Carter
Doug Atkinson
Douglas Johnston and Rosie Patterson
Douglas Peacocke
Dovah my little dragon
Dozer
Dozer "Saint Bernard" Lindsay
Dr McTentacle
Dr. Kenneth Nosewater
Dr. William F. Crane 3
Dr. Zachary Moore-Smith

Draco Hunter Pavel
Dragon's Lair Comics & Fantasy
Drew "Profit" Backer
Drew Eichholz
Drew Pessarchick
Drew Quackenbos
Drew Scherer
Drew Shelton
Drewbacca
Drunken Oracle
Duke Quigg Boxer
Duke the Anatolian Shepherd
Duncan and Tucker Garland
Duncan Holliday-Whitlock
Duncan McDole
Duri & Cookie
Dustin and Steve the Dog
Dustin Deckert
Dustin J Carroll
Dusty the Duke of Derpington
Dylan Hughes
Dylan Kert
Dylan Siegenthaler
Dylan Smith
E Glas Durboraw
Ebbi Maureen Macnamara
Ebby and Luffy Schirmacher
Eben Lindsey
Eben Lowe
Ebony Duchess
Ed Cook
Ed Kowalczewski
Edders
Eddie aka. Radical Edward
Eddie Manley
Edie
Edouard Contesse
Edward Monical-Vuylsteke
Effincool Miniatures
el Miko
Eli Wasick
Elijah Dixon
Eliot Lefebvre
Elisabeth S.
Elissa Ayadi
Elizabeth "Buffy" Wise
Elizabeth A. Hensel and Groot
Elizabeth Gifford
Ella Bella Button Butt
Elliot Racanelli
Elliott and Grayson Harscher
Elmosservant
Elvis
Elwood Darnell
Ema Shih-Tzu, Shepard Supreme
Ember
Ember Brockway
Ember Highcliff
Emery Goss
Emily McCabe
Emma Fastiggi
Emma Jones
Emma Landseer
Emma Newton
Emperor Ming
Engels, siberian husky
Eric Bair
Eric Bloom
Eric Brown
Eric C. Kiefer
Eric Ebbs
Eric Hall
Eric Hartman
Eric Smailys
Eric Smith
Erik Hollabaugh
Erik Michel
Erik Pugmire
Erik S Peterson
Erik the Red
Erika Page
Erin Bahr
Erin Ratelle
Erin, Franny and Jasper
Erinn & Shelley Hamilton
Ernest LaFountain
Ernie Sawyer
Erykah Fassett
Esben Sonne
Esmeralda the Beagle
Eugene Kyea
Evan "Cenobite" Johnston
Evan "JabberWokky" and Sarah Edwards
Evil Jenny
Ezra Buncoon
Ezra Claverie
Fabio
Fabio Urbina
Fang
Fay
Fenrir
Fergie, Duchess of Smart Street
Fergus
Fergus James
Fergus W. F. McCool
Fern
Fern & Paddy Vick
Festus Z.
Filia
Finnegan
Fiona Sullivan
Fiona the Faithful of Clan Moore
Fionn McDog
Fiske
Fizz
Flanders
Fletcher Booth
Flint Olsen
Floppy
Flora Peake
FluffySquirrel
Fnufling
Foofie
For Duchess the pug
For Pudgy
Forrest Faulk
Fosse Clark
Fox
Francesc Montserrat
Francesina Zampacorta
Francis (Frankie) Ford
François Drouin-Morin
Frankie Emminger
Frankie the Pug
Fred Golub (The Stout Scottie)
Fredrick T. Ghost
Freya
Freya the Swedish Vallhund
Frida & Diego
Friday Pomeranian
Fritz
Frodo Shafer
Frodo-Brin Towne
Fuzzy
Fuzzy Fitz-Chow
G. Allen Brandt
G. Brian Shaw
Gabriel Miller
Galadan
Galao Dalmatian
Gambit Hartsfield
Gareth Bradshaw & Zak
Garon Niehaus
Garrus
Gary
Gary "Pezz" Hicks
Gary Duncan Horrillo II
Gary Gambacorta
Gaspard Hurtubise
Gavin Downing
Gazmer
Geek Cast Joe
Geek Cast Ry
Gemma Johnson
Genji
Geoff Joosten
Geoffrey & Beaucoup
Geoffrey (Jetstream) Walter
George Buchanan
George H. Webster III
George Stefanowich
George the Underfoot Dog
George White
Get Your Fun On
Ghost, the Chipin
Giacco vom Fidibus

Giancarlo Uygongco, Cowie
Gibbtall Glitterbeard
Gidget
Gilda "Baby Girl" Salinas
Gina M Mora, Queen Bee
Ginger Garza
Girl
Glenn Clifford
Goblyn and Ork
Gogie
Goo Connely
Goonygoon
Gopher and Katie McLaughlin
Göran O. Bergström
Gospodin Borzoi
Gpup Alpha Sirius Pups Australia
Graceful Ann Williams aka Gracie
Gracie (sainthood pending)
Grape
Greer the Adventure Dog
Greg Fraser
Greg Hermann
Greg Walters
Gregg Marshall
Gregory Lauzon
Gremlin Legions
Greth
Greypaw
Griffin D. Morgan
Grimace
Grimmoire Blitzwolfski Black
Gromit McDonald
Grover Tantus Notte
Guardian Rusty
Gucci Chau Pekingese
Guillaume "Gilyu" Mercier
Guinness Buchanan
Gunner Best
Gustafer, Bella, and Bozley
Guy Burns
Guy-Samuel F.Dussault
GuzThraka
Gwen the puppy girl
Gypsy
Gypsy Rose Lee
H. Alexander Perez
H. Randy Patton
Hank and Willy Glasscock
Hank McIntyre
Hank Metzger
Hannah and Rustle Redman
Hannah Chew
Harlotte LeBlanc
Harris & Pip
Harris Bretz
Harry Kelevra
Harvey Gin
Harvey Q. Wentz
Hasslo Pugulous
Hazel Marie Jones
Heath Bar Crunch Hobbs
Heidi McDonald (Deathbow) and Fletcher (RIP)
Helen W
Heliantas
Henning "Auglim" Elfwering
Henry - Beloved Saint Bernard
Henry F. Bruckman Vargas
Her Infernal Majesty Tillywack
Hercules Gould
Hey Lady
Higgins
Higgins Dachsund-Terrier
Hillary and Leila Dickash
Hiryo, Kitsune Legend
His Nibs, Sir Duncan of the Golden Retreever
Hobbes Gunther
Holly & Summer Foster
Homer
Hondo
Honey Hartford
Horus
HRH Logan
Hubble the Husky
Hugo Peiffer
Hunter
Hunter Keck
Hunter P. Beagle
Hunter, Harvey, and Joshy Hudgins
Hunters Books
Ian A. A. Watson
Ian Hammock
Ian Norton
Ian Rogers
Ian Rugg
Ian Sargeant
Icky
Iggy Swintek
Ignatius Montenegro
Illington J. Puddleswoofwoof
Inu Munn
Irian
Iris, the best of cats
Isa
Isaac
Isabell Vasilakos,
Isabella the Wonder Dog
It's Never Dark Enough
Itzl of the Ears
Ivonne Saldana
J & J Criss & Sons
J Levine
J. Alex Gutierrez
J. W. bennett
J.B. Scott
J.C. Hutchins
J.E. McKeever
J.R. Cillian Green
J.W. Gallaher
Jace
Jack and Max von Sprecklesen
Jack Armstrong
Jack Berberette
Jack Bishop, Jade Dinnel
Jack Grey-Hound
Jack Gulick
Jack Lazette
Jack Norris
Jack Pup
Jack Stainton
Jackie Anderson
Jackie Sparrow
Jackson
Jackson Austin-Maxwell
Jacob "Jake" Pug
Jacob Barbour
Jacob Canull
Jacob K.
Jacob K. Bauch
Jacob Thompson
Jade Hardy
Jae
Jaegar Kane
Jaina Gabrielle Boyer
Jake Dannemiller
Jake Huff
Jakey and Britt
Jallie Whittleson
James "Milo" Foster
James Aevermann
James Alan Gardner
James Andreas, Wednesday and Westcat
James Bell
James Bossie
James Chatham and Amy Ray
James Joseph Knupp
James Lowder
James ME Patterson
James Mendez Hodes
James Racine
James Spaid
James T
James Traynor
Jamie
Jamie Denholm
jamie garrison
Jamie Manley
JÄMTHUND
Janine Hempy
Jared "InverseThunder" Batora
Jared Brighouse
Jared Fattmann
Jared Koon
Jared McDaris
Jared Van Meter

Jared Walker
Jargogle Bamboozle
Jarlath Ciardha
Jaron Mortimer
Jarred Eichorn
Jasmine & Dexter
Jason & Julia Barnes
Jason "Itchy" Inczauskis
Jason Apollo
Jason Blalock
Jason Brick
Jason Keeley
Jason Popelsky
Jason Reimink
Jason Shuey
Jason Warlock
Jason Wilcox
Java McPooch
Jay "Grumblecakes" Shannahan
Jay Reynolds
Jay Sparke
Jayden
Jayna Pavlin
Jazzy
jbrauer
JD "The Moo King" Kamont
Jeanette
Jeff E. Corgwyn
Jeff Eleason
Jeff Fowler
Jeff Killian Robinson
Jeff Painter
Jeff Palmer
Jeff Scifert
Jeffrey "Mutton" Altergott
Jeffrey "Professional Protagonist" Hardin
Jeffrey D. Beck
Jeffrey David Greene
Jeffrey Doucette & Scooter
Jeffrey Jelmeland
Jeffrey Robert
Jelly Roll
Jen Kuiper
Jenevieve "Tasha" DeFer
Jenna Oppenheimer
Jennifer & Rosie Day
Jennifer and her cat Merrill
Jennifer Logan
Jenny Aaron
Jensen Thomas Robinson
Jeppi Sheperd
Jerec Alderik
Jeremiah "Br. Saul" McCoy
Jeremy "Trouble" Norton
Jeremy Bensussan
Jeremy Billow
Jeremy Brown
Jeremy Hochhalter
Jeremy Holmes
Jeremy Kostiew
Jeremy Thornburgh
Jericho Johnson
Jerome Devie
Jerome Liao
Jerry J. Chubb
Jerry Schwartz
Jesse Burcar
Jesse Hanspire
Jesse Morgan
Jesse Thacker
Jewel Beliaeff
Jezebel Fizgig
Jim Ashman
Jim Brinkman
Jim Fisher
Jim Heidt
Jim Jip Max Joop
Jim Long
Jim Moran
Jimjim
Jimmy Chann
Jlew
Jo Robson
Joab Stieglitz and Mischief in memory of Bree
Job Tazik
Jocco Ryan
Jocko and Murphy
Jody Bowman
Joe DeSimone
Joe Edge
Joe Evans
JoE Melillo
Joe Terranova
Joe Verde
John "Puppy" Horler
John "Scout" Atkinson
John "Wolfe" Kelley
John Albano
John Anesi
John Atkins and Moose
John Beadle
John Cohen
John D Murray
John Deal
John Dewey Bradford
John Faust
John Henderson
John Lambert
John Lonsdale
John Morel
John R. Trapasso
John Robertson
John Rummage
John Shaw
John Sturkie
John Thomason
John Vescio
John Vikør Green
Jon Milam
Jon Morin
Jonas Froese
Jonas Hansson
Jonas Tintenseher
Jonathan Alisandyr Stark
Jonathan and Elizabeth Wilson
Jonathan D. Harter
Jonathan Layfield
Jonathan Loyd
Jonathan Stelzer
Jordan Bilak + Joe DiJulio
Jordan Flash Paulson
Jordan Merritt
Jordan Munday
Jordan Spackman
Jordan Windham
Jorge E. Leal Reyes
Joseph "Buckeye" Angel
Joseph Homer
Joseph Shumate
Josh "Shbenj" Benjamin
Josh Brock
Josh Clouse
Josh Maxwell
Joshua Ayakatubby
Joshua C Martin
Joshua Cameron
Joshua E. Brown
Joshua K. Martin
Joshua McWhorter
Joshua Myren
Joshua Wright
Josie
Josie Hollar
Josie Wicker
Julian
Julio & Gaby
Julius Melton
Juno and Harley
Justin Burr
Justin Campbell
Justin Drew
Justin Early
Justin Mohareb
Justin Scott
Justin Shiroff
Justin Stoddard
Jyan PupBoss Delamotte
K. Iceclaw
K.K. (Kruzin Kyle)
Ka D'Argo Aussie Warrior
Kaela "Island Maiden" Kees
Keeshond
Kafzeil
Kahlan & Mocha Hermon
Kai Allen Silverfox-Wojciechowski

and Penelope Garcia Silverfox-Wojciechowski
Kai, Guardian of Jessica
Kaitlin
Kakan
Kallie and Thor
Kallisto and Adonis
Kami Sudensydän
Kane
Kapo
Karen J. Grant
Kasey Gratton
Katarina Holler
Kate Bullock
Kate Merriwether
Katherine Provance
Kathy Pilarcik Deutsch
Katie Harwood
Kawa Harijan and Momo
Kay Hoddy
Kayla Keen
Kaylee "Eyeballs" Kables
Kaylee and Jupiter
Kealy Berdan
Keavin Hill
Kebhab
Keeper
Keith "NordicWolf" Bennett
Keith A. Garrett
Keith E. Hartman
Keith Ernesto Ingram Simanca
Kelly, Queen of Spades
Kelsey Foster & Lola Pug
Kelsey Greene
Ken Carlson
Kenneth Gifford
Kenneth Letteer
Kenshi & Sun
Kepler & Watson
Kermit the Sweets
Kerry Birmingham
Kerry F
Kessler Leisemann
Kevin "I'm a good Thing" Warmerdam
Kevin "Psyches" Plante-Germain
Kevin E. Mowery
Kevin Flynn & "Comrade" Pug
Kevin James Machado & Boomer
Kevin Kerster
Kevin Pope
Kevin Ramsay
kiara
Kichiro Murphy
Kielo Maria Maja
Kiki the Concerned Pug
Kimberly Horne
Kimberly McEvilly and Briar
Kintran Stryder
Kirsten Milliken
Kirsten Quist
Kiska
Kit Bell
Kitiara & Claudius Lewis
Kitsu
Kitsuko Biggs-Brown
Knuckles Hart
Kodiak
Kodiak Flori, a Very Good Dog
Kojah Podkolzin
Kokiteno
KooKoo
Kotche's Taffie Apple
Kristal Plain
Kristen "the secretly a cat" Volpi
Kristin Salvati
Kristopher Steavens
Kurt Cavitt, Pug Extraordinaire
Kvitebjørn Kong Valemon
Kyle Fischer
Kyle Piano
Kyle Rimmer
Kyle Wiley
Kylie Wells
Kyojin
Kyriel Stanton
Lacey Beagle
Lacey Lulu Belle Gerould Riley, Princess Von Flufflebutt III
Lachrymite
Lady Kleiner & Family
Lady Koda Brown
Lady of the Whistling Woods
Lady Street
Lady Tara
Lady Teldra
lainmai
Lance Boudreaux
Lance Elliott
Lance F. Rodriguez
Lancelot Brinkley White Knight
Landan S.
Land-Shark Sadie Illien Zaldivar
Lanudo
Larissa Johnston
Larry David Napier II
Larry Wile
Lash mit
Laura Dasnoit
Laura Rojas Torres
Lavender Labrador of Sheridan
Layne Delp
Layne Gold
Lazarus Acteon
Leath Sheales
Lee and Heather Newman
Lee Davis-Thalbourne
Lee Elliott
Lee Havokly
Lee Pollero
Leia Bullboxer
Leica
Leifur A. Haraldsson
Leo Byrne Jenicek
Leo Negri
Leonard G
Leopold
Lesley Phillips
Leslie Dancey VonBeerstein
Levi and Teddy Pierson
Lewis Davies
Liam
Liam Cassidy
Liam Durr
Libby
Libby Oborne
Liebe Kartoffel Shoemaker
Lieutenant Obvious and Fred the First
Lightning
Lightning (aka Squirtle), the ferocious dragon-taming Chihuahua
Lil Bit Bader
Lilah Roth
Lilith G.N. Matriarch
Lilith Shade
Lilly "die Bellbohne" Meiser
Lilly Rose the Red Warrior
Lilo the Chiba
Lily (Doberman Hunter)
Lily and Jasmine
Lily and Rub
Lionel M. Worman
Lisa Cave
Little Man
Liz Rogers
Loaf & Little
lobachevsky
locallunatic
Lock Watson
Logan Almedicus
Logan H. Sellen
Logan Maxwell
Loki Keeran
Loki Pilz
Loki Pokipants
Loki Skolnic
Lola Nehring
Lon Varnadore
Lorainne and Macey Young
Lord Bonzo Suslak
Lord Brian Nordendahl
Stig Johannesen
Lord Stubbington
Lord Thomas, Second Earl of Squisheyface, Master of Squisheyface Manor
Loren Small
Lori Krell
Lottie Fotiades

Lotus Blossom "Lolo"
Louie/Kayla
Louis
Louise O'Neill-Wieland
Lt. Remus "Fatty" Snorrington, Ret.
Luca Meregalli
Lucas & April
Lucas Bass
Lucas Cooperberg
Lucas Greene
Lucia La Puppita
Lucien Weeks
Lucius Junius Brutus
Lucky Blaze
Lucky Tayloe
Lucy and Josie Dog Kosakowski
Luey Lorenzo
Luffy, King of the Collies
Luke & Jenna Cunningham
Luke "Mecha" Giesemann
Luke Dudzik
Lula and Luke Anderson
Lulu
Lulu Timblin-McElveny
Luna
Luna Bella
Luna Bowe
Luna Tallon
Lunabear Larkins
Luscious Pear
Luther Catfish VanLandingham III
Lyle McNeal
MachDhai
Machiavelli
Mack Hall
Mackenzie Labradoodle
Macy May
Madeline
Madison the Floof
Maester Ghaleon
Magentawolf
Maggie & Boris Mau von Brazi
Maggie Hermes Worthy
Magnus
Magnus Sockthief
Mairéad Folan"
Maizie "Chaos-Pup" Thomding
Malacite, the Meddler
Manu Kittenface
Marc Collins & The Courthill Collies
Marc Seidel
Marcus Arena
Marcus Ström
Mari
Maria Cambone
Marisa S Clarke
Marius B
Mark A Danjin
Mark Coutu
Mark Ferguson
Mark Finn
Mark Hughes
Mark Hulsman
Mark Hunter
Marlowe Eisenhiem Batling-Pants Lee
Marques Haley
Martin Greening
Marvin Enu Buddy
Mary Buchner
Masamune Schulze
Masl
Masonrig
Matt Compean
Matt Duggan
Matt H
Matt Hirth
Matt Lee
Matt McDaniel
Matt Murphy
Matt Petruzzelli
Matt Sheetz
Matt Sifford
Matt Timm
Matt Ward
Matthew and Stephanie Roark
Matthew Hedge
Matthew K Galloway
Matthew McFarland
Matthew Parmeter
Matthew Trent
Matthew Vanderlaan
Matthias Pettersson
Maverick the Golden
Max Collins
Max Flint
Max Glasner
Max Littleman
Max Means
Max the Mutt
Max Vaillancourt
Max Wonder
Maxie
Maximilian von Husky
Maxwell
Maxwell "Smart" Lupo
Maxwell Bartleby Graham
Maxwell Bertsos
Maya
Meagan & Chewie Jeffrey
Mechlenborgs White Sagitaurius
Meera "The Fierce" Barry
Mefflin Bullis-Bates
Megan and Chewbacca Max Holland
Megan Wiseman
Meghan Fitzgerald
Meitreya
Meles Badger
Meli
Melissa Shaw
Melissa Thornton
Melvin McPuggins
Menotomy Dave
Merida
Merlin Rogers
Merlin, Chief Wizard of Ladue
Methandrela
Mia K Sherman, on behalf of His Highness Toby Spiderslayer
Mia Michelotti-Opperman
Mia, Worf, Jadzia and Kurn Dusseau
Michae McAvoy
Michael "Azmyth" Azzolino
Michael "Mikey" Matthew
Michael A. Johnston
Michael Buchheim
Michael C
MIchael Cantin
Michael Chilson
Michael Cullen
Michael E. Bukraba
Michael E. Carter
Michael Feldhusen
Michael Homola Jr.
Michael Jacobson
Michael Kostruba
Michael Laitinen
Michael Meyer
Michael Primm
Michael Pruitt
Michael Springer
Michael Violette and Sterlin Brown
Michael Wood
Michael Ziemer
Michael-Lover
Micheal Sheetz
Michel Foisy
Michelle Flamm
Michelle Pulling
Mickey Ridgeway
Midnight Compton
Midnight Toker
Midwinter Gaming Convention
Mighty Weenie Woof
Mike & Danyell Stiller
Mike "Doc Fusion" Leader
Mike "Hollywood" Tomasek Jr.
Mike Coleman
Mike Fontana
Mike Hansen
Mike Holmes
Mike Janson
Mike montg
Mike Staton
Mike Weaver
Mike Wilkey
Mike Zwick
Mikel Smothermon for Odysseus

Mikkel Overgaard Nielsen
Milo
Minna
Minuet Urven
Mio Mäkijärvi
Miralee Sahraine
Miranda Farmer
Miri DeWitt-Jones-Taylor
Misfit Toys Podcast
Miss Kitty
Miss Minnie the Matriarch
Misty Parrish
Mitchell Bonds
Mittens
Moby Woby-Woo McRee
Mocha Simmons
Moe
Moe & Bowser Short
Moe Corgi
Mojo
Mojo and Mili Hobson
Mojo Godat
Mokey and Gobo Brewer
Mollie Guanzon
Molly
Molly & Holly
Molly and Doyle Leckman
Molly Ibanez
Molly Olivia Wog
Monte and Billy Stevens
Monty & Flash
Monty Christensen
Mooch the Grand Moocher
Moogrim Kupo Corgiff
Moon-Moon
Mordecai Sawyers
Mossnow "Mossie" Snowball
Mr. Buddy Miller
Mr. Peabody
Mr. Snuffleuffagus
Ms. Diamond Poochie
Mudcub
Muggzie
Mugsy & Landon
Muppet & James
Murphee Sue Sass
Murphy TrojansPógMoThóin
Murray "The Lover of Hugs"
Muse "Fireball" Corgi
My Tai of Eng Fields
Mycroft Shoutman Skearagher
Myra "Zolexa" Hall
Myrlin
N & H Ferguson
N.Weber
Nadia "Atarun" Cerezo
Narissa elia Crystallia,
first Princess of the Ice Wolf tribe
Natalie Pudim
Nate and Jenny Newlon
Nathan & Samantha Atkins
Nathan "EmCeeCorgi" Baumbach
Nathan "Natedawg" Mastin
Nathan Brown
Nathan Davis
Nathan Firth
Neall Raemonn Price
Necromancers Umbra
Nemo Elrond Monach
Neo and Bindi O'Callaghan
Nerds vom Nerdpol
Nergatar
Nibbles/Winter
Nicholas Brunskill
Nicholas Canu
Nicholas D. Dragisic
Nicholas Hendley
Nick Fallstar
Nick Fisher - Belarun
Nick H
Nick Ishimaru
Nick S.
Nick W
Nick wingedferret Brown
Nico Dilley
Nicolas "Eklyps" Flagey
Nicole G. Anastacio
Nicole Goodchild
Nicole MacDowell
Nicole Mezzasalma
Night Stalker
Nik Mennega & Berdina Minou
Nikita "Sweet Kita-Bear" Perry
Nikolai Steen *The PawBringer*
Nikolas Klemme
Ninja M
Nino Roberts
NME
No No Bad Puppy
Noah C. Armstrong
Noble Lord Prince Seamus Mulder
Nova Caprio - In memory of Ein
Nova Koelling
Nox and Loki Wallace
Numen-N-Buddy
Nutch of Smallwood, a noble Beagle.
Nutmeg
Nutmeg Karels
Nyah 'Doodle
Nyghtpanthyr
Nyxie
O'Neill Bryant
Oakley Hamilton
Oatmeal Pietrok
Oddie
Odie and Oliver Howland-Wasta
Odin
Odin "Alpha" Male
Odin Nelson
Odis Spunkmier
Ole Oleson
Oli Palmer
Olive
Oliver
Oliver & Blizzard Mahadeo
Oliver and Adara
Oliver Chenoweth
Oliver Mutt
Oliver Wendell Tory
Olivia Björkman
Olivine & Nala
Ollie Mills
Onyx Coco Lipkowksi
Ophelia "Whewgums/Whewie"
Godat,
Ophelia Shagan
Orastes
Ortonian Red Rock
Oscar "Tercio2002" Blanco
Oscar the Chicken Eating Speedbump
Oso
Otter
Otto Kalata
Owen Milton
Oz
Ozymandaz
Ozzy Beck
Padraic A Harrison
Pall Ivarsson
Panda
Pandi Shellit
Pandora Dinsmore
Pants
Papi B - RIP Best Pug Buddy Ever
Parker
Parker and George
Patch Weiss, The Boston Terrier
Patches Poch
Patricia "Grimm" Janero Pampin
Patricio Aguilera
Patrick & Sarah Pilgrim
Patrick "Stout" Gerrity
Patrick Gearman
Patrick Hutchison
Patrick Kingsley
Patrick Lynch
Patrick McMullin
Patrick Wedding
Patrick, Tyler, & Widget
Paul & Rebecca Hendershot
Paul & Tamara Whan
Paul "Ogrebear" Baker
Paul Adkins
Paul Lukianchuk
Paul Ryan
Paul S. Kim
Paul Venner

Paulomi Pratap
Pawprint Animal Fosterage
Peaches the Skunkbane
Peanut
Pebbles & Chi Chi
Pebbles and Tinker
Pedey Bjorne
Penny Galeotti
Penny Terrier
Pepper
Per Dahlin
Per Sikker Hansen
Percival Argus Ruechel
Perrin Smith
Pete Duchak
Pete Woodworth
Pete, Lucy, and Zoe
Peter "Malkira" Lennox
Peter Dean
Peter Korcz
Peter Pedone
Peter Troia
Petey
Petter Wäss
Petunia "Tunes" Godat
Phantom Tapper
Philip McElmurray and Dante
Philipp Neurohr
Phillip Gleason
Phinneas Norwig
Phoebe Anne
Phoenix Gravin
phyphor
Pierre C
Pieter Spealman
Pig, Dickly, and Jenny
Pip Tillman
Piper Nosbusch
Pippen Pug, Lord of Orleans
Pixel
Pixie Hofmann
PJ German-Shepherd
PlagueRat
Plato
Plato Cherry
Pogo
Poky the Deaf Boston Terrier
Ponk
pookie
Pookie Pie
Popeye
Porkchop
Porter Cripps
Porthos
Porthos Boles
Potato Marie Au
Praetorian
Praetorian Titus Canis WK
Preston Lee Bobo
Prince Brandon Wolfgang Boyer
Prince Bubble Tea of KB
Prince Sunshine Calaio
Princess Abigail Rollins
Princess Arwen of Portland
Princess Finn
Princess Maleficent Lana the First of House Stegbauer
Princess Mika the greyhound
Princess Natasha and her faithful companion Boethius
Prints Williams
Professor November McGuffin
Professor Tingle Fairywaddles
Prospero Mackay
Pseudonym55
Pud
Puddin' Maier
Pudgy
Pugsley Singleton
Pugsy Desaulniers
(Mar 1, 2005 - Dec 15, 2015)
Pumpkin
Pup BardDog
Pup Caruso
Pup Doodle
Pyewacket
Pymtastic
Qualia
Quela Bruch
Quill Smith
R Michael Colby
R. Sean Callahan
Rachel Blackman
Rachel Fotheringham
Radar O'Reilly Lyon, Corgi extraordinaire
Rafe Emery
Raika
Rain & Aidenn
Raina Wolfe
Rally Mutt
Ralphie
Ramsey Butler
Randy Allen
Randy Eckenrode
Randy Lander, Corrigan, Blackie
Ranger, Carter, Blu
Raph Rosa
Raphael Bressel
Rascal
Rascal Shepherd
Rascal, "The Pooj", Trinket
Raven the One-Eyed CAt
Ray "Metric Ton" Olan
Raymond C.
Raymond M Slover Jr
Razberez Shadowpaw
Reaper, Protector of Clevelands, Exterminator of Evil
Regina Magallon
Reilly / Keenan Parker
Rene Rutan
Renee Ritchie
Rennes Carbaugh
Renniebear
Reskar
Rev. Phillip Malerich
Reyos Blackwood
Rhen Baltus
Rhuarc Rottweiler
Rhy Wu
Rhys Ramsey
Ricardo Nacarini
Rich Wallace
Richard "8-Bit" Stamp
Richard "Butch" Cornman
Richard "EllwynX" Ayars
Richard C Plemons
Richard Chilton
Richard Dansky
Richard Dubus
Richard Frost
Richard Ruane
Richard Stephens
Richard Stratton
Richard Tighe
Richard Woten
Rick and Maggie Carroll
Ricky Smiles
Rik Nalley
Riley Qualls
Ringo Hagan
Ringo the Blue &
Mazzy Keeper of Toys
Rizza, the Short Hair
Rizzo McOberon
Rob "Coyotekin"
Rob Abrazado
Rob Andre
Rob Booth
Rob Loehlin & Darwin
Rob McCullough
Rob Quixote
Rob Ritchie
Rob Williams
Robahr
Robb Hassa
Robert "Seeker" Kupcek
Robert A. Burr
Robert and Margaux Duff
Robert Biskin
Robert Fisher
Robert Newman
Robert Poulin
Robert Raney
Robert Rappoport
Robert Turk
Robert Wing

Robin the Muggel
Rockerdog
Rockford "Rocky" Vanderbilt III
Rocky and Alice
Rocky J Thompson
Rocky Knutsen
Rodi
Rodney Lucas
Rodolfo Avalos Leon and Tammy Bulldog
Rohel Terrazas
Roisin mc
Roland Mykle Douglas
Rolo (Labradoodle) Gustafson
Ron (RonO) Oakes
ron beck
Ron James
Ron Schmidt
Ronald "Somnium" de Boer
Ronald Conner
Ronin Akita
Ronon Dex Bugenis
Roo Wetzel
Rooney Russell-Terrier
Roosevelt & Spotty Dillard Sinker
Rose Bailey
Rosie Walters
Ross Thompson
Rottie
Rowdy Ridens
Roz Staffordshire
Ruby
Ruby the Pug
Rudolf & Dita Curran
Ruff
Rufio
Rufus Jackson, Matthew Usher, Cori von Badgerstein, Watson Hardwicke, Ryan "Mister Pugglesworth" Jasper
Rupert M. Chapa
Russ Desman
Rusty Koster
Ryan and Erica Dickey
Ryan and Evelyn
Ryan Gerlach
Ryan Griffin
Ryan J. Loeffers
Ryan L
Ryka the Husky Puppy
Ryker W.
Rylie Shepherd
Ryoko Guillette
Ryuk
Ryushika, Zero Akamaru, Macy Amos, Sophie Lou Edwards, Dumbdumb Stevens
S. Molou Oleson
Sabo-Taaj
Sabre
Sadie "The Pup" Vecka
Sadie Tony Malialis
Sage & Ian SerVaas
Sailor Bear Bogus
Sally Lu
Sam & Alice Rowland
Sam and Radar
Sam Burnes
Samantha Keogh
Sameer Yalamanchi
Sammie Janson
Sammy Davis Jr., Jr.
Sampson & Precious Princess Penelope
Samson the pug Chang
Samson, Pup Eternal of Kyle
Samuel "DMSamuel" Dillon
Samuel Burnes
Samuel Nelson
Samuel Sampson
Samwise Miller
Sancho Panza, Concerned Pug
Sanka
Santino Crivello
Sapphano Berkenstock
Sara Ciuffetelli
Sara Mykytyn
Sara Schooley
Sarah
Sarah Holyoak
Sarah Kelly
Sarah Majesie
Sarah Miller
Sarah Perry-Shipp
Sarama Dawn's Beauty
Sascha Pallenberg
Sasha
Sasha P. Hauptman, the bravest little blind doggie in the world!
Scarlet and Mimosa Vendetta
Scarlet Quinn-Rabalais
Scarlett Olivia Chew
Schatzie
Scott "Mad Dog" Taylor
Scott "Oz" Milner
Scott "Wicked John Whippet" Harris
Scott Banks
Scott C. Bourgeois
Scott Cardoni
Scott Foster
Scott Haring
Scott Hughes
Scott Kendrick
Scout Skeel, Prince of Bread-Thieves
Scrapper Doo @Mexi-dog@
Scruffy Scruffington Cadenhead
Scubbo
Scuffy
SD
Seafood Flakes "Flakey" Leach
Sealie Dog Riedel
Seamus Trevino
Sean & Lauren Toenniges
Sean Hadley
Sean K.I.W. Steele/Arcane
Sean Kita
Seigfried
Seith
Sekdar Hackholm
Sepf Fuzzball
Ser Merlin Man of Hinder-Free, Thrice-Legged Birdslayer
Seraphim Town
Serena "Intendant S" Nelson
Sergeant Rosie of Casal
Sesto Fiorentino Coker
Seth "Chorazin" Dodson
Seth Hartley
Seth Johnson
Seth Spurlock
Shade Williams
Shadow the Keeshond
Shae Lyzniak
Shaina Ward Siegel
Sham Suri
shamusxxii
Shane Hensley
Shannon Keniry
Sharon and Jake
Sharon M. Fetter, Sam and Daisy
Shauna Forrister
Sheba
Shelby Lawson
Shelby Mehl
Shelby Tatosky
Sheldon & Malta Albertson
Shelly
Shemp
Shen Hung-Yang
Shenzi
Shep
Shep, the Knight Protector
Shera Hickman
Sherlock "Ducky" Flaherty
Shiloh and Ajax Courmac
Shuler
Shuman
Sidwarrious O'corgi
Sierra GhostKitty von Milmaukee
Silas McDermott
Simon
Simon "Beldro" Boucher
Sir Adelbert Fluffyface III
Sir Ares of Weinington
Sir Basington of Vegas, Cat Assassin
Sir Chip Spaniel of the Order of Joseph
Sir Collywog McDerpinstein

Sir Dusty, Abigale Rose, Bruce Wayne, Yargbiscuit
Sir François Puggleston
Sir Franklin Fulks
Sir Gawaine
Sir Koopa Rojas
Sir Mugs
Sir Rollie Fingerbiter
Sir Samson Cullum
Sir Scooterrien
Sir Seabass the Fats of House Wolter
Sir Shadow Barkinton
Sir Sneg von Pippen Bark
Sir Tucker van Housen
Sir Tumble Terrier of Norfolk
Sirius Braun
Sister Boston Corgi and Woopah the Woof
Skittles the Collie
sKorpion
Skye Porter
Slick
Smiley
Smokey
Smokey Holmes
Snickers De Young
Snowy & Mandy for the glory of Mau!
Snowyix
Snuggleumpkins
Sonya "River" Nuri
Sophia Theodora
Sophia Vasilakos
Sophie Austin-Maxwell
Sophie Sala
Souky
Spam
Sparda/Dante Hislop
Sparky Irizarry
Spartanius Rex
Splash Lydon
Sprocket
Sprout Kam
Spry Sam
Squick
Stacey Early
Stark Maximum
Starr Carr
Stefan M. Feltmann
Stefano Monachesi
Steff "Trinkety" Morris
Stella Payton
Stella!
Steph Blais
Stéphan Alomène
Stephan Reese
Stéphane "Jenesuispasgoth" Zuckerman
Stephen A Lewis
Stephen Justice
Stephen Weber
Steve "Daikaiju" Ney
Steve "Trollish" Bulla
Steve Howells
Steven Fader
Steven K. Watkins
Steven Wagner
Stew Sneed
Stewart Wieck
Stirling The Corgi
Stormblessed
Stormy & Snickers Fort
Strider
Strider Whitepaw of Clan Chambers
Suki the Couchfox
Sullly Boston
Sumo Thai
Sunder
Sunny, Koko, Caela and Colby Daley
Susie Aguirre
Susie Tallis
Swordior
Sydney & Fawkes Cobble
Sylvain "OgGy" Tanguy
Sylvester of the Missing Leg Cats
Synita LeeAnna Luckey
T.C., border collie and dearest friend
Tabby Kat
Tallulah Connely
Tally & Spin
Tano
Tanya G
Tara Cameron
Tara Curtis
Tarl "Bo" Johnson
Tarrin Scammahorn and Athena
Tassy Crewse
Taylor LaBresh
Taylor Vik
Ted Maire
Ted Sikora (Nerd Immersion)
Ted Williams
Teddy and Tiramisu Gilman
Teddy Ruxpin
Tefy and Lord
Teh Slipperboy
Tememn
Tempus Fugit
Teresa Oswald
Terra Davis
Terry Hanes and Rebecca Smith family
Terry J Deibler Jr
Terry Jordan & Kali
Terry Moore
Tesla Titus Cieslak
Tess
Tessa Sheepdog of Whisperwood
Tessa Tweedy
Tetsuo Murphy
Tezbak Blackpaw
Thalji
The Artful Dodger and Lazarus Long
The Awesome Possum
The Barron Family - Mike, Casey, & Lily
The Beckwith Family
The British Bulldog Davey Boy Smith RIP
The Bumbler Ann Lolly
The Cardinal Buglass H. Pugglesworth
The de Kanter pack
The Dragonforge
The Gemmill-Nexon Family
The Gluttonous Geek
The Hoemke Clan
The Koenig Family
The Lady Sif
The Lindsey Family
The Mighty Palamute
The Mordak
The Morrigan
The North Michigan Crittenden's
The One and Only Jack
The Rev. Andrew T. Shamel
The Strangs
The WanderingDM
TheBestDwarf
Theo Vasilakos
Theodore Jackson Howard McLeod "TJ"
Theodore Tibbitts
Thistle
Thomas Armstrong
Thomas Faßnacht
Thomas H. Lyneborg
Thomas J. Egan
Thomas Martin
Thomas Pontette
Thomas, Boston Terrier, R.I.P.
Thor
Thor the Thunder Dog and Loki "Cheeto" Pertzborn
Thor Walsh
Thor, the Thunder Dog
Thunder SpirigCat
Thunder-Woof
Tiberius
Tierney + Copper
Tiffany Karp Alvord
Tillie and Maximus Ryan
Tillie Ruston
Tim "SweepRooney" Hart
Tim Flannigan
Tim Hoey
Tim Luttermoser
Tim Redford
Timothy Mushel
Timothy Treloar Moore
Timothy V. Buoy
Timothy Wisham
Tinkerbell Herzl-Betz

Tiny Rick
Tizona
TJ Spackman
Toad Carter-Patrick
Tobey VanDeBrook
Tobi Day
Tobi Kai Hadsall
Tobias Bougard
Tobias Dogman
Tobias Jack Woofington O'Harkness Valetutto
Tobie
Toby
Toby Jollliff Boston-terrier
Todd & Adrienne
Todd Branch
Todd Ellner
Todd MF Long
Toji
Tom & Gretel Burdak
Tom Dowd
Tom Race
Tom Snider
Tom Trent
Tombobomb
Tommie Boatwright
Tomodachi
Tomohisa Naka
Tony A. Thompson
Tony L.
Tony Robertson & Molly Malone
Tootsie and Stella Pug
Topaz
Tortilla Gosbee
Toshiro Murphy
Totakeke
Toto Dugdale-Pointon
Toulouse The-Imposter
Tracy Pinkelton
Tramp Shafer
Tramp, The Bold
Traumblebert
Travis Olson
Travis S. Watters
Travis Tatsch
Trenton Christensen
Trigger Baker
Tristan & Kavan Phin
Trollune, Charles Trécourt, Louis Trécourt, Yannick Peyrède, Spirit of Chantelouve
Trooper
Trooper (the goodest-hearted dog ever)
True Grit Lizzy of Longjack
Truffle
Trunks Jonas
Tsuki no Kage (husky)
Tubstout
Tucker the Mighty; companion and friend to The LegendLarry.
Tucker the Really Good Dog
Tug Brice
Tully Menges
Twiggy Leuthner
Twiglet
Tyler Murphy
Tyler Rice Adams
Tylor Bronson
Tyson Collins
Ty-Thaddeus Gilmer
Uati, Bringer of Silence
Uniform Two Six
Valentino P.
Vance R.
VaultGames.com.au
Vegas Lancaster
Velvet Paws
Vespa Rudd, Rosa Wind
Victor "PeeWee" SaintOn
Victor Helton
Victor McBarksandsniffs
Victoria L. Lantz
Victoria Witten
Vinny, the Absent Prince
violinjosh
Vise
Vitrbjorn
Voldo & Ripley
Volk Sredi Sabak
Von Nippers Barroness Gracie
VR
W. Robert "Mynex" Reed III
Wahkuna
Waldi
Wallywampa
Walter F. Croft
Wandering Gypsy Rover
Wanu
Warren P Nelson
Watson McKeever
Watson Woozel Biscuit the Butthead
Wayne Priddle
Wednesday Russell
Wesley Gottschalk
Wesley-Bear Friedman
West
Westley
Weston Harper
Weston Odle
Wezlee Dachshund
whitewer
Wicket the shi zhu monk
Wickett "Lil Wick" Swanson
Widget R. Chottomutt
WightMutt
Wilhelm Weller
Will
Will Martin
Will May
Will Pitbull
Willard Nations
William Cappelletti
William Craig
William Joyce
William Poodle-Abruzzo
William Victor Janak the 4th
Willykaceres
Windthin and Kassiana
Winifred Winnie
Winston Percival Curry
Winston, Hogan, & Lilo Sanders
WogerDog
Wolfgang Pup and Lady Olive of Bethlehem
Wolfgar Lyles
Wraithly
Wren Ng
Wright S. Johnson
Wynnie
Xac
Xan Oreobits Eytchison
Xander Dander Pantalones
Piddlepaws von Woofington Esq. III, Papadapalones the Zandalarian Piddlepriest
Xander M
Xaspian
Xena von Corgi
Xena Weber
Xing Yun
Xiong-ie Chew
Yig
YoKasta Martinez
Yoko Majeres
Yoshi Pug
Yoshi, Tobie and Rocky
Zach Dunn
Zach Seigel
Zachary Carter
Zachary Drye
Zachary Guder
Zachary J Cleve
Zachary, Zephyr of Washoe
Zackary Kirk-Singer
Zak roush
Zeba
Zelda Eshenroder
Zena Sarno
Zeucifer Russell
Zhivko Yakimov
Ziggy Ramone
Zipper D. Dogg
Ziv
Ziv Ragowsky
Zoe "Fuzzy Monster" Kojima (2000-2016)
Zoe Chambers
Zoey & Groot Essmann
Zoey Stevens, Sage

Zombie Barrett
Zorak
Zuki
Zuko Murphy
Zula Bubble-Chaser
Zyfram
ZZ Herold

Registered Dog

Alan McCahon
Alphonse the American Dingo
Anne & Zak Becker
Arthur "Torakhan" Dreese
Asha Evenstar Ballance
Bender Lonsbury
Benjamin "eSca" Reed
Bradley Yesko
Brendan Whaley
Brian Kearns
Cadie Palovuori
Cassius (Cassi-moose)
Charlie T. Emilsson
Chester Casey McCormick
Chris Eggers
Chris Shaffer
Christie Craig
Christopher Coppin
Cody Jeppesen
Cooper
Daisy and Arlo Hawkins
Daniel Niekerk
Danielle Walker
Darrel Lacheny
David N Dow
David W. Kaufman II
Derelict
Dexter Barbours
Dr. Donald A. Turner
Elizabeth "Peanut" Schwellinger
Erik D Smith
Erik Welehodsky
Fraser Imrie
Freya, Franklin and Skadi
Gidget
Gimli Rosenblum
Greg Moritz
Happy the Courageous Sartori
Her Royal Highness, Princess Charlotte Ellan Langtry, Duchess of the Alexandrina Velt, Countess and Protector of the Bowl and Barroness of Bark
Ian Dominey
Ian White
Jamie Prentice
Jan "Helm" Richter
jay_rab
Jeffrey S. James
Jeremy and Natasha Cue
Jesse Goble
Jessica Crenshaw
John Olvey
John Reyman Jr.
Josh Huls
Kaylee & Inara
Kevin fielder
Lady Oni of Boof
Linwood Kenneth Oakes the Third
Lord Protector Puckington von Wiggle-sticks III
Louis Tiberious Burkens
Lucinde Fianna Porter
Maggs Crist
Mansell Family
Mark Crump
Mark Solino
Matches Doodle Bobb
Matthew D Oakes
Matthew York
Mia and Boo and their human too
Mike "DaiTengu" Miller, Winds Fury Odin's Righteous Fury & Storm Sky Enthroned At Winterfell (Nymeria)
Miriam "SunGryphon" Halbrooks
Nicholas Barnett
Nicky & Brick
Nova Holypaw
Peter Ong
Phi Ong, Josephine Valenzuela and Frank the Pug
Phil W, Beth & Sparky
Phillip Miller
R. Derek Pattison
Ramses Mayes
Richard Libera
Ringo Rickner, Beloved Rogue
Rob Fowler
Rodger S Graham Jr
Rudy the Wonder Pug
Scruffy Fulton
Sean, Betsy and Maggie Mae Metzgar
Shad Scarboro
Shasta
Shea Anderson
Simon Alexander
Sir Buster Brown Esquire
St. Bartholomew Bernard Ruggles
Stefania "Little Skittle" Riganelli
Tawiscara Blackwing
Taylor Lindise
Teddy Paddington Bear Adam
The Rt. Hon. Sir Winston Furchill
Tiger
Timothy Doughty
Toby
Vanessa Pare
Vesper Tigyote
Vinnie Clark
Wade Acevedo
William "Fox" Coleman
Zach Torres

Pugmire Champions

Aaron Spehr
C. McElwrath
Cider
Evan Robert Wood
Hunter Kearns
Jade and Lumiya Kilmer
Liam Keptner
Mike Gearman
Paul Barrett
Richard Clayton
Susan Weller
Terrence Patrick "DOG LOVER, from boyhood FOR LIFE" Micheau

Pugmire Visitors

Amanda "Hyena" Johnson and Bicolor Mau citizen, Meis "Allfriend" Bowah and Apollo
Emmy Varden
Jennifer Anfeldt
Lady Wobbles of Chatham
Maggie Ragsdale
Nermal Gregoire

Pugmire Nobles

Aldea, Mike & Satyr
Benjen "The Destroyer" Babe-Davies
Cedoxe
CJ B., Suzanne M., Kuma & Cat
Dana Bull
David Wohlreich
Derrick and Gemma Billings
Ein-Ein
Freya Pug Tzu
Greta Markusson
Hunter Crawford & Margarete Strawn
Jen "Loopy" Smith
John D. Kennedy, Cokie Kennedy, Flot Fishkins
Kelley Barnes
Leo Gentile
Lex Nakashima
Loki the Corgi
Luke and Pudge
Mike Todd
Miss Arabella Blenheim Cavalier
Mochi the Pug
Morgan Hazel
Prof. Christopher & Tanith McGlothlin
Robert Lee Brewer
Ruby Selenski
Ryan-O, Lord of the Thunderbats
Shawn Campbell

Pugmire Best of Class

Mac

Pugmire

Name: _____
Calling & Level: _____
Breed: _____
Family: _____
Background: _____

STR STRENGTH

DEX DEXTERITY

CON CONSTITUTION

INT INTELLIGENCE

WIS WISDOM

CHA CHARISMA

APTITUDE BONUS

SAVING THROWS

- ○ ☐ STRENGTH
- ○ ☐ DEXTERITY
- ○ ☐ CONSTITUTION
- ○ ☐ INTELLIGENCE
- ○ ☐ WISDOM
- ○ ☐ CHARISMA

DEFENSE | INITIATIVE | SPEED

STAMINA POINTS

/

CURRENT/MAXIMUM STAMINA POINTS

STAMINA DICE

TOTAL

DEATH SAVE FAILURE

○ ○ ○

ATTACK	ROLL	DMG	TYPE

SKILLS

PERSONALITY TRAITS

Ideal: What is most important to me is...

Bond: I am inspired by my bond to...

Flaw: No matter what, I just can't...

RUCKSACK AND EQUIPMENT

Pugmire

TRICKS

SPELL SLOTS

/

CURRENT/MAXIMUM SPELL SLOTS

SPELLS

BACKGROUND

CHARACTER SKETCH

Pugmire

"Be a good dog. Protect your home. Be loyal to those who are true. These are the words of the Code of Man."

Sister Picassa Collie, Shepherd of the Church of Man

Dogs have inherited the world, building the kingdom of Pugmire untold centuries after the Ages of Man are over. These dogs have been uplifted to use tools and language, and they seek to rediscover the ruins of the Old Ones. Some have learned to use the leftover technology of humanity, but they believe it to be magic handed to them by their lost gods. Others seek to create an ideal civilization, using a Code of Man compiled from ancient, fragmentary lore left behind by humanity. The world is dangerous and mysterious, but good dogs will persevere.

Some highlights of **Pugmire** include:

- An evocative and mysterious setting that's both family friendly and deep enough to create compelling stories.
- A traditional fantasy rules system redesigned for streamlined play and easy creation of heroic dogs, with an emphasis on cooperation and action over competition and violence.
- A variety of callings and breeds that give access to several fun and interesting tricks.
- Rival species to interact with, like cats and badgers, along with terrifying and dangerous monsters that roam the landscape.

Will you be a good dog?

ONYX PATH PUBLISHING

PUG STEADY