

Pugmire



LORD MAXIMILIAN



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Compatible with *Pugmire* and *Monarchies of Mau* - Requires the use of the *Pugmire* book.

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MAXIMILIAN'S HISTORY

Lord Maximilian Affenpinscher is renowned Pugmire's diplomat to Monarchies of Mau. Being only second cousin to now head of his noble line and after decades of loyal work for monarchs of Pugmire, he is in very high esteem in dogs society. Problem is, Maximilian is hiding the secret - he hears the Unseen. More to it, he listens to it!

It started decade after War of Cats and Dogs. Pugmire needed to reconnect with Monarchies in more civilized way to not let another war, just like one finished, re-ignite two kingdoms. As young noble and artisan dog, Maximilian was sent to Mau. On the way there, in ancient ruins of Old Ones his company uncovered, he found his future focus - neckless of plastic and wires, that spoke to him about ancient times of Man, in his dreams. It

took decades of studies interspersed with his diplomatic missions, but he finally unlocked last secret of the focus - demon of the Unseen inside item. Being told him about great knowledge and power locked in ancient tombs (it calls 'bunkers') that are on the reach of his paws. He only need to listen to the demon's words and get it all. And so the devilish partnership started.

It's second decade of this cooperation - demon in every couple of months points Maximilian where new site should be located - and dedicated Affenpinscher goes to uncover secrets in it. Even if he is around fourth decade of his life, he still pursuit knowledge at all costs, having no real wife or heir. However, diplomat is not foolish. He often hire new brave, adventure

dogs - or even cats - to check the new information the demon is giving to him. Maximilian supports all the groups he pays for, giving all the plastic they need to get where he wants them to go. He even let them took most of treasures in ruins for themselves. He simply leverage explorers to give him all he really want's,

based on his position as noble and diplomat, using his silver tounge. If this tactics not working, he uses Sir Alex's Husky strong arm and good heart to get what he needs. He also is not below using cats assassins and spies if problem is really dire and Alex would not agree with made up reasons he is giving to his old friend

USING LORD MAXIMILIAN

Here are few examples of how Maximillian can be used in your stories.

- **Diplomat** - Lord Maximilian is Pugmire's diplomat so he travels a lot between Royal Palace and various Monarchies in Mau. He can be meet in any of those locations or in places on the safer routes between them. With his position comes privilege - he cannot be charged of any crime until Pugmire's now monarch lift his diplomatic immunity. Attacking Maximilian may lead to punishment on players characters in Pugmire.
- **Company** - Maximilian do not travel alone. Most of the time he is with his bodyguard, Sir Alex Husky, and d6 of mercenaries (use statistics of Stray Vagabond, **Pugmire** page 181). He can also be seen with almost any noble of **Pugmire** or **Monarchies of Mau** the Guide need him because of Maximilian's position.
- **Old Ones** - Lord Maximilian is really obsessed with remnants of Man. He is interested in any ruin or tomb he hears about and will stray for day or two from his journey's if he thinks he need.to. Maximilian also will gladly hire players characters to retrieve relics for him for his studies. He and his company also can be race opponents for characters to the same place they target on their own.
- **Demon** - Lord is under Whispering Demon's influence, but it's not hard possession. Being just leads Maximilian to be bad dog - but it's still Lord's own decisions. He can easily do demon's bidding, as he done for decades now. But Maximilian can also be talked over to end his wicked actions, even if this will not be easy. He need to let go off Neckless of Whispers and Demon need to be slain - but it's possible. Let the Lord, finally, be a good dog!

Sir Alex Husky, even if he is loyal friend of Lord Maximilian for two decades now, is not aware of the demons influence and whispers to the diplomat's ear. He do not see Unseen and Lord is talking to it in private of his chambers.

STATISTICS

All page numbers in Maximilian and Alex statistics are referencing **Pugmire** core book.

LORD MAXIMILIAN AFFENPINSCHER

Level: 3

Calling: Artisan

Breed: Companion

Family: Affenpinscher

Background: Noble

Proficiency bonus: +3

Stamina dice: 3d6

Stamina points: 17

Defense: 11 (Magic Armor: 13, Shield: +5)

Initiative: +0

Speed: 25/35

Abilities: Strength -1 (8), Dexterity 0 (10), Constitution +1 (12), *Intelligence* +3 (16), Wisdom +1 (13), *Charisma* +3 (16)

Skills: Know Arcana, Know Culture, Know History, Persuade, Sense Motive

Tricks: Puppy Dog Eyes (p. 76), Good Breeding (p. 79), Simple Weapon Aptitude (p. 68), Light Armor Aptitude (p. 69), Fast-Talk (p. 71), Focus Magic (2-level spells, p. 71).

Basic Spells: Elemental Ray (p. 108), Mage Paw (p. 117), Smell Magic (p. 122)

1-level Spells: Magic Armor (p. 116), Magic Missile (p. 117), Shield (p. 121)

2-level Spells: Acid Arrow (p. 103), Arcane Lock (p. 104), Web (p. 125)

Spell Slots: 9

Difficulty to resist a Maximilian's spells: 14

Spells attack: +6



Personality Traits

Ideal: *Most important is finding the secrets of the Old Ones.*

Bond: *Inspiring is bond to the demon.*

Flaw: *He just can't resist his insatiable curiosity.*

Rucksack

Neckless of Whispers, Smoking Bottle, Ticking Rose, Quarterstaff (two-pawed, +2 attack, 1d8-1 bludgeoning damage), Sickle (light, +2 attack, 1d4-1 slashing damage), He always has 'Many coins' with him

SIR ALEX HUSKY

Level: 2

Calling: Guardian

Breed: Workers

Family: Husky

Background: Soldier

Proficiency bonus: +2

Stamina dice: 2d10

Stamina points: 20

Defense: 17

Initiative: +0

Speed: 30/40

Abilities: *Strength* +4 (18), *Dexterity* 0 (10), *Constitution* +2 (14), *Intelligence* --1 (8), *Wisdom* +1 (12), *Charisma* +1 (13)

Skills: Heal, Intimidate, Notice, Survive, Traverse

Tricks: Brute Strength (p. 68), Rank Has Its Privileges (p. 79), 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), Fighting Style – Protection style (p. 71)



Personality Traits

Ideal: *Most important is protecting others against monsters.*

Bond: *Inspiring is bond to the Maximilian.*

Flaw: *He just can't lose in the fight.*

Rucksack

Relic Heavy Armor, Relic Shield, Lantern of Revealing, Potion of Heroism, Longsword (+6 attack, 1d8 + 4 slashing damage), He always has 'Some coins' with him

Whispering Demon

This Demon of Unseen is literally unseen – and incorporeal. This being is hanging around it's victim and sending whisperers to his ear about wicked things, leading good dogs to being bad dogs. Physically they are quite weak, but their powers comes from manipulation of others. Only masterwork weapons and direct spells can hurt it.

WHISPERING DEMON (CR 2)

Defense: 13

Stamina points: 18

Speed: 10 feet

Proficiency Bonus: +2

Abilities: Strength -2 (6), Dexterity +1 (12), Constitution +1 (12), Intelligence +2 (14), Wisdom +1 (12), Charisma +3 (16)

Attack: Hypnotic Touch (+0 melee, 5d4-2 Necrotic)

Tricks: Resistant to all bludgeoning, piercing, and slashing damage except attacks with masterwork weapons or spells; Darkvision; Weak against radiant damage and any attack with a masterwork weapon.

• **Natural Invisibility:** This ability is constant, allowing a demon to remain Invisible even when attacking.

• **Sweet Lies:** Once per scene, demon can convince listener to one thing he normally would not accept. To resist this power, victim must roll Wisdom Saving Throw with Difficulty 13. If victim fails the roll, it's treated as Charmed against Demon.

Neckless of Whispers

Requires attunement

The user of the Neckless can once per story can ask the Guide for the vision about information related to phenomena related to the Old Ones. User then need to rest and in his dream vision about Man is reveled, in how symbolic fashion Guide want it to be.

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LORD MAXIMILIAN

Lord Maximilian and his company are ready to use NPCs that can be part or center of story for both **Pugmire** or **Monarchies of Mau**, around **Unseen** demons or ruins of **Man**. Lord's dark secret makes him natural villain for the tale – but he can also be played as character seeking redemption. Compatible with **Pugmire** and **Monarchies of Mau** - Requires the use of the **Pugmire** book.