Pugmire

The Secret of Vinsen's Tomb
A Pugmire Jumpstart

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Welcome to Pugmire!

Imagine our world, but far in the future. Countless centuries have gone by, and everything looks very different than it does now. Most buildings 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?

How do I get started?

This jumpstart has just about everything you need — rules, a short adventure, and some characters to get you started. You'll need to find some people to play the game with you. The person with the most experience playing tabletop roleplaying games should probably act as Guide, though if none of the group is experienced, the person who picked up this jumpstart or who is most familiar with the rules should give it a try. Each player will need a pencil, a sheet or two of scratch paper, and their character sheet. Players require dice, but they can share until everyone buys their own set. Typically, players will need a set of dice including one each of a 4-sided, 6-sided, 8-sided, 10-sided, and 12-sided, along with two 20-sided dice. The 20-sided dice — also called "d20" for short — will be used most often, so those are most important.

To help you out in reading this book, 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.*

Defining Characters

The *Pugmire* characters (starting on p. 32) are detailed using a variety of statistics, attributes, and descriptions.

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, and modifiers range from -5 to +5.

Strength: The ability to apply physical force.

Dexterity: Physical coordination and agility.

Constitution: Overall hardiness and resistance to pain.

Intelligence: Mental skill and knowledge.

Wisdom: Wit and common sense.

Charisma: Personality and likability.

Each character has two of the abilities marked as *primary abilities*. These two abilities are the ones the character uses the most. They also allow the dog to use her proficiency bonus for saving throws (p. 7).

Other Core Concepts

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

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.

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.

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.

Tricks are the special abilities and powers dogs get. Each of the ready-made-characters presented in this jumpstart have several tricks.

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 (pp. 7-8).

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, listed on their character sheet.

> 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.

The Rules

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.

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!

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 an attack roll uses 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 (pp. 16-17), 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.

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:

- Attack rolls using weapons for which she has an appropriate Aptitude trick
- Attack rolls with spells she casts
- Ability checks using skills she has
- Saving throws, based on her calling's primary abilities
- Saving throw difficulties for spells she casts

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.

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.

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 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 re-

rolls 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.

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 immediately (p. 14). 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 on behalf of a non-player character. That character can use the fortune in the same ways as a player character (rerolling a die, casting a spell without spell slots, interrupting 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. 12).

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.

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 six 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 and a new one begins.

Session

The time from when you start playing a single game of *Pugmire* until you stop. 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.

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. At the beginning of each story, each character can pick one additional piece of mundane 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 second 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). 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.

Resting, Sleeping, and Healing

Resting is a period of downtime, at least one hour long, during which 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. 16) 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* need 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 (p. 12).

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 your 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.

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.

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. Opportunity attacks, 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.

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. 17).

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. 14).

- **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 (p. 14).

- **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.

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 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 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, roll them, 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. 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 (see below).

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.

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 (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.

Weapons and Qualities

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*.

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.

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.

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.

Zero Stamina Points and Dying

When a character's current stamina points drop to 0, the character falls Unconscious 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.

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.

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 socially 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 opportunity attacks 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.

Spells

Artisans and shepherds 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. 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 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 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 subsequent turn to keep such a spell active. That means, the next time it's the spellcaster's turn after the spell was cast, she has to use her bonus action to keep the spell going. If she doesn't use a bonus action for this purpose, the spell immediately ends.

The Secret of Vinsen's Tomb

The *Characters* section details all the non-player characters in the story.

The *Synopsis* is a brief overview of the story, to give an idea of what's going on and how the scenes relate to each other, as well as some backstory to the events of this adventure.

The *Introduction* gives some guidance on how to get the characters involved and informed about the upcoming story.
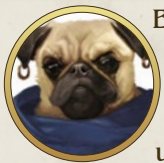
Finally, there's information on all the important *scenes*. They're numbered for ease of reference, but the scenes do not necessarily need to be played in order.

Before your first game, take some time to read over everything here. Any of the scenes and characters here can be updated or modified to suit your characters and chronicle, so don't be afraid to adjust, add, or delete things as necessary. Use everything here as guidance for your story, not as an ironclad mandate. You're the Guide, and you know what's best for your game!

Characters

Here you will find notes on all the noteworthy non-player characters in the story, in order of appearance.

All non-player characters have a challenge rating (CR for short). The higher the challenge rating, the more powerful the enemy. In general, a single level 1 character (like the ones included in this jumpstart) will have a moderately difficult time defeating a CR 1 character in combat.

Ruby Labrador, Naïve Police Dog

Inquisitor Constable Ruby Labrador loves helping good dogs solve their problems. Although she is relatively new to being an inquisitor, she comes from a family of intelligent, thoughtful dogs. She is friendly, sociable, and wants to help, which means she sometimes has a blind spot regarding malicious people.

RUBY LABRADOR	CR4

Defense: 14 (leather armor under a cloak)

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: Notice

Attack: Iron-tipped club (+5 melee, 1d6+2 bludgeoning) or longsword (+5 melee, 1d8+2 slashing).

Tricks:

• **Power Attack:** If Ruby has an advantage in melee, she can forfeit that advantage. If she does so and the attack hits, treat the hit as a triumph.

Mister Meow, Shady Informant

Mister Meow is the proprietor of Mister Meow's Grooming, and is one of the most notorious cats in the Cat Quarter. The city guard have suspect- ed Mister Meow of being up to something for years, but they can never find out what Mister Meow is actually *doing*. That's because he's really Ginger Siberian von Rex, an infiltrator from the Monarchies of Mau tasked to protect cats who have been ill-treated at the hands of dogs in Pugmire. He uses his layered disguise of "sleazy merchant masquerading as an honest merchant" to hide his true activities. Since the disappearance of One-Eyed Molly, he's been particularly suspicious of dogs investigating her whereabouts.

MISTER MEOW	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)

Tricks: Darkvision

• **Nimble Escape:** Mister Meow can take the Disengage or Hide action as a bonus action on each of his turns.

Lancaster Pug, Nervous Scholar

The caretaker of the Royal Library, Senior Librarian Lancaster Pug is an elderly dog who doesn't like surprises or stress. In fact, Lancaster Pug has a complex relationship with the Pioneers — they 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. 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.

LANCASTER PUG	CR2

Defense: 11 (thick robes)

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: Know Arcana, Know History

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.

Derry Lurcher, Possessed Mercenary

Derry Lurcher is a mercenary who has had a very rough life. Growing up with little to eat, he was used to fighting to get what he wanted. Deep down he had a seething hatred of everyone and everything, and making money off his violence killed two birds with one stone.

But over the past few months he's been driven by a strange and compelling need to find the tomb of the first king of Pugmire. He doesn't know why, but his brain hurts whenever he isn't working to find it, and sometimes people he's killed come back to life and follow him. Leaving his fellow mercenaries behind and taking a few of these shambling corpses with him, he's spent the past few weeks trying to find the tomb so he can finally have some peace. The demon possessing him, however, has other plans.

Synopsis

Several weeks ago, a mercenary dog named Derry Lurcher was possessed by a demon of the Unseen — one that was killed hundreds of years ago by the first king of Pugmire, Vinsen Pug I. The demon has forced Derry to obsess over finding Vinsen's sword and shield, hidden in his tomb. Once in Derry's possession, the demon

within him could destroy the sword and shield once and for all.

A week prior to the events of this story, a cat named One-Eyed Molly come into possession of a map leading to Vinsen's lost tomb. She left Pugmire and was killed by a group of cat zombies, turning her into a zombie herself. The map was destroyed in the fight. Derry stumbled across these undead cats, found the scraps of the map, and realized he needed to retrace Molly's steps to discover the location of the tomb. He took the zombies under his command as he returned to Pugmire.

Trustee Fiona Corgi of the Royal Pioneers (or some other trustworthy friend) has asked the player characters to investigate the disappearance of One-Eyed Molly, as she may have valuable information. The dogs can talk to either the inquisitor in charge of the investigation (Ruby Labrador) or one of the cat informants that worked with Molly (Mister Meow). Both relay that One-Eyed Molly left on some quest to find the lost tomb. Further, the characters learn that a suspicious dog (actually Derry Lurcher) was also asking questions recently.

As the players investigate, Derry is nearby, hearing about their inquiries. He uses his cat zombies to attack the group, including One-Eyed Molly, while he slips away.

Seeking information on the tomb, the player characters head to the Royal Library to talk to the senior librarian, Lancaster Pug. He eventually reveals some notes he made of an old map to the tomb (now lost), and that he was threatened by a mercenary named Derry Lurcher for the same information. They're on the right trail!

They make their way to the lost tomb, and discover that it has recently been disturbed. Inside, Derry Lurcher is searching for Vinsen's sword and shield. If Derry is killed, the demon possessing him erupts. The player characters need to survive so they can report back to Fiona Corgi!

Introduction

The pioneers are called into a meeting with their contact within the Royal Pioneers Society, Trustee Fiona Corgi. She is an old soldier that

served several years in the Pioneers. She's tough and gruff, and doesn't appreciate jokes about her height, but she cares about the parties she supports.

The mission is relatively simple: a cat living in the Cat Quarter, One-Eyed Molly, was an information broker known to have contact with various criminal elements within Pugmire. Last week, Molly left Pugmire and hasn't returned. It's believed she may have information leading to a secret cache of masterworks. The party is tasked to locate Molly and either bring her back or find what she was looking for — ideally, both. An inquisitor is already looking for her, but hasn't had much success.

There are two places the player characters can start looking for Molly. The first option is to speak with the inquisitor that is investigating One-Eyed Molly's disappearance. The other is to go to the Cat Quarter and canvas the criminal underground, seeing if anyone in that fraternity knows something of Molly's quest.

If pressed, Fiona Corgi lets slip that she's doing this as a favor to Duchess Indie Schipperke, informal royal advisor to the Royal Pioneers.

If the player characters go to talk to the police dogs, go to Scene 1, "Questioning Ruby Labrador." If they look for information in the Cat Quarter, go to Scene 2, "Seeking Mister Meow."

Scenes

Below are the major scenes for the story, numbered for easy reference.

Scene 1: Questioning Ruby Labrador

- **How did the player characters get to this scene?** Deciding to speak to the inquisitors about One-Eyed Molly's disappearance.

- **What do the player characters need to accomplish in this scene?** Learn about Molly's quest and Derry Lurcher.

- **Who or what is keeping them from accomplishing it?** Ruby's professionalism and reluctance to discuss an investigation with civilians.

- **What scene or scenes should logically happen next?** Scene 3: "Attacking the Undead"

Fiona Corgi informs the group that the inquisitor investigating Molly's disappearance works in the guardhouse on the edge of the Riverwall Quarter (the so-called "Cat Quarter"). They arrive just as the sun is starting to set. Once inside, read the following:

> *The guardhouse is busy at this time of the evening. The lobby is furnished with simple, worn-out chairs, full of dogs and cats of all stripes and spots patiently (and impatiently) waiting. You see a dog in pawcuffs arguing with his captors, and the police dogs shuffle him past a large oak desk. Behind the desk sits an energetic Weimaraner. The shaking desk sergeant scribbles something in his large ledger and looks up at your group, speaking quickly. "Oh no, not more visitors. What's the problem now? Huh? Huh? Come on, hurry up!"*

Despite his jittery nature, Sgt. Weimaraner listens to what the player characters say to him, and tries to be as helpful as possible (the whole time complaining that he doesn't have time to handle everything asked of him). If the heroes ask about the investigation into One-Eyed Molly, Weimaraner says they should talk to Inquisitor Constable Ruby Labrador. He rushes over to one of the police dogs to fetch the Inquisitor, before running back to his desk and hastily scrawling something in his ledger and telling them to have a seat.

After a long wait, the Inquisitor appears.

> *The Inquisitor Constable is a tall, friendly-looking Labrador despite her ominous black robes and armor. She peels a black glove off her paw and offers it to shake. "Constable Ruby Labrador. I hear you want to speak with me?"*

Ruby is reluctant to share any information — Molly's disappearance is an ongoing investigation, and the player characters are civilians. Convincing her to provide information requires a Charisma check at difficulty 12 — characters with the Soldier background, or who mention that they're working for an important noble gain an advantage on their check.

Once Ruby's convinced, she takes them to one of the inquisition rooms to speak more privately. The room is just a stone-walled room with a table and a few chairs. Once the door is closed,

she answers whatever questions she can. Here's a list of what Ruby knows:

- One-Eyed Molly quickly left Pugmire last week.

- She was asking questions about a secret tomb for the first king of Pugmire.

- A couple of days ago, a strange dog was sniffing around Riverwall, also asking about a secret tomb.

- Ruby has identified the dog as Derry Lurcher, a mercenary. She hasn't been able to find him, however, and he hasn't reported in with his mercenary company in weeks.

> Not all information progresses a story. For example, if the player characters decide to investigate Derry's mercenary company, the mercenary dogs won't readily cooperate aside from confirming they haven't seen him in weeks. Feel free to run that as a short scene if the players are insistent, but it results in a dead end. Or, turn it into a story hook for the future!

Once Ruby has passed on these key pieces of information, a police dog bursts into the room to say there's a strange commotion outside. Ruby runs to investigate, and encourages the player characters to follow. Go to Scene 3, "Attacking the Undead."

Scene 2: Seeking Mister Meow

- **How did the player characters get to this scene?** Deciding to ask around the Cat Quarter about One-Eyed Molly's disappearance.

- **What do the player characters need to accomplish in this scene?** Learn about Molly's quest and Derry Lurcher.

- **Who or what is keeping them from accomplishing it?** Mister Meow's suspicion of dogs.

- **What scene or scenes should logically happen next?** Scene 3: "Attacking the Undead"

The player characters arrive at the Cat Quarter as the sun sets. Read the following:

> Riverwall — the so-called "Cat Quarter" of Pugmire — is not as elegant and well-maintained as other parts of the kingdom. The acidic smell of the river combines with the sweat of dock workers and the strange spices of the cats who live here. Even as the sun sets, the streets are busy with dogs and cats going about their business, or heading to the taverns and groomers to relax.

Riverwall is a large area, and the players need to narrow down their search. A successful Wisdom check at difficulty 15 reveals that the player character knows of a notorious source of information in the area: a groomer known only as "Mister Meow." (The Know Culture skill can help with this check, and the Criminal background offers an advantage.)

Mister Meow is the owner and proprietor of a grooming shop that's open at all hours. Once the players arrive at Mister Meow's Grooming, read the following:

> Even in the early evening, Mister Meow has a surprising number of customers. Cats and dogs sit in the various chairs scattered around the room, having their fur washed, trimmed, and brushed. As soon as you enter, the patrons eye you and mutter to one another, wondering what you're doing here. A short, fluffy cat steps forward, offering you a paw and speaking with a thick Korat accent. "Welcome, new customers, welcome! And what can Mister Meow do for you this fine evening, hrm?"

Mister Meow is gregarious and pleasant, but reluctant to answer questions directly. He is suspicious of the character's motives, and a Charisma check at difficulty 12 is required to convince him to tell you about what he knows. Characters with the Criminal background, or those that mention they just want to find Molly without hurting her, can roll with an advantage.

Once Mister Meow is convinced, he takes the characters back to his office. The cramped room contains a desk along with stacks of crates that serve as rudimentary chairs. Once everyone is seated, he tells the player characters what he knows.

- One-Eyed Molly left Pugmire suddenly last week.

- She had an old map. He got a glimpse of it before Molly hid it away, but he

couldn't see much except that it was to a secret tomb, and the symbol of the first king of Pugmire appeared on it.

- A couple of days ago, a strange dog was sniffing around Riverwall, also looking for this map.

- The dog said his name was Derry Lurcher, but it was clear that he hated cats. Derry didn't learn much that could help him and left before the cats he insulted made him leave.

Once Mister Meow has passed on these key pieces of information, one of his employees bursts into the room to say there's a strange commotion outside. Concerned, Mister Meow goes to see what the problem is, and encourages the player characters to follow. Go to Scene 3, "Attacking the Undead."

Scene 3: Attacking the Undead

- **How did the player characters get to this scene?** Investigating the disappearance of One-Eyed Molly.

- **What do the player characters need to accomplish in this scene?** Notice that Molly is a zombie, and that a dog is fleeing the scene during or after the attack.

- **Who or what is keeping them from accomplishing it?** Cat zombies.

- **What scene or scenes should logically happen next?** Scene 4, "Bothering Lancaster Pug" (although players might go back to either Scene 1 or 2 to continue their investigation).

Whether the player characters leave the guardhouse or Mister Meow's Grooming, read the following:

As night falls, a crowd starts to form outside, anxious about a strange group across the street. Several figures in black robes are holding torches and staring at the building you just left. Their faces are hidden by the hoods of the robes, but you can smell dust and moldering flesh.

As soon as you leave the building, one of the robed figures steps forward and pulls back its hood. It's a cat, although a cat that has clearly

seen better days. One of her eyes is stitched shut, and her fur is falling out in patches. Her good eye is clouded over. She looks like a corpse! The crowd starts to panic at the appearance of this monstrosity.

The undead horror points a paw at you. "You," she hisses. "You are the ones that must be destroyed in the name of the Monarchies!" With that, she draws a rusty, notched sword, as do all the other robed figures!

Fighting the Zombies

These are all cat zombies. Both Ruby Labrador and Mister Meow immediately recognize One-Eyed Molly as the zombie who spoke. There are five zombies in addition to Molly (for a total of six). Use the following statistics:

CAT ZOMBIES	CR 1

Defense: 10 (robes)

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: Rusty shortsword (+4 melee, 1d6+2 piercing)

Tricks: Resistant to bludgeoning damage, Darkvision

The non-player characters are all under your control as Guide. However, here's some advice on general strategies they'll pursue in the scene:

Both Ruby Labrador and Mister Meow focus on getting the crowd inside and to safety. The zombies only attack the crowd if they're not going into the building, in which case both Ruby and Mister Meow stay to defend the attacked civilians.

> *Don't be afraid to use some non-player characters from the crowd to help even out the fight. When your non-player characters are fighting each other, like police dogs attacking zombies, you don't*

> *have to make every dice roll. To speed things along, you can simply describe the events appropriately. Knock a few stamina points off every character involved in the fight, and move on.*

The zombies attempt to herd everyone into the building, before trying to light it on fire with their torches. A couple break off during the fight and attempt to move beside or behind the building, to get the fire going on multiple sides.

After Molly speaks, she doesn't do so again. Trying to question her is pointless. (She was just repeating what Derry commanded her to say.)

After the Battle

Once the player characters defeat the zombies, they hear grumbling from the dogs in the crowd about "cat necromancy" and "the Monarchies have to be stopped." Both Ruby and Mister Meow try to silence the crowd (for different reasons) before the assembled people start to disperse.

As the crowd breaks up, give every player character a Wisdom check (using Notice) at difficulty 13. Any who succeed notice that one dog is missing from the crowd. There was a dog in a dark green hood that must have slipped away during the fight. Neither Ruby, Mister Meow, nor the people in the crowd remember seeing the dog, but then again, the zombie attack was very distracting.

Soon after the crowd leaves, the zombies begin to crumble to dust, including One-Eyed Molly. She doesn't have a map on her, or indeed much of anything aside from a rusty sword and a robe.

The only lead the player characters have is the legend of this tomb. If they don't think of it, suggest to them that the Royal Library might have some more information. Once they're on their way, go to Scene 4, "Bothering Lancaster Pug."

(Some groups may decide to follow up on the other lead they got, pointing back to Scene 1 or 2 — whichever they didn't go to. If they do, feel free to run that scene as well, but the zombies don't attack again. Whenever the Pioneers are done, move on to Scene 4.)

Scene 4:
Bothering Lancaster Pug

- **How did the player characters get to this scene?** Needing to learn more about the secret tomb of Vinsen Pug.

- **What do the player characters need to accomplish in this scene?** Receive Lancaster Pug's notes about the map to Vinsen's Tomb.

- **Who or what is keeping them from accomplishing it?** Lancaster's nervousness around adventurers.

- **What scene or scenes should logically happen next?** Scene 5, "Locating Vinsen's Tomb."

- As the player characters approach the library, read the following:

> *The Royal Library is a massive structure, one of the biggest in the district of Westwall. Every book, scroll, plastic engraving, and scrap of note paper makes its way here, making it the single greatest collection of written works known to dogs. As you enter, candles flicker on tables and in sconces, and lights dance over the floor-to-ceiling shelves. A nervous elderly pug in plain brown robes with a heavy blue overcoat shuffles up to you, trembling as he speaks. "G-g-g-greetings. How c-c-c-can I help you on this n-n-n-night?"*

This is Lancaster Pug, senior librarian of the Royal Library. Pioneers and other adventurers make him very nervous, so it takes a Charisma check of difficulty 13 to calm him down enough to answer questions.

Once he's calm, he knows the following information:

- The first king of Pugmire, Vinsen Pug, is buried in the mausoleum of Castle Pugmire. However, he was not *originally* buried there. He died before Pugmire was finished being built, so he was laid to rest in a secret tomb somewhere on the plains before his bones were moved into the finished castle.

- The Pug family entrusted the Royal Library with an old map showing the location of King Vinsen's tomb, but Lancaster no longer has it. Someone close to the Pug family requested the map for further study, and it was lost when that dog was

attacked by cat bandits. (Lancaster is unwilling to reveal the dog's name — "a matter of family honor, you understand.")

- Last night, Lancaster was threatened by a foul mercenary dog named Derry for the same information. The elderly pug was forced to reconstruct the map from his old notes, which are still within easy access. Derry was wearing a green hood and brandished a rusty sword.

If a player rolls a triumph or otherwise brilliantly sways Lancaster to confide in them, he reveals the following additional piece of information:

- There are many legends that surround the tomb, but one of them is that Vinsen's magical sword and shield were kept there, to keep them from falling into the hands of the Unseen. No one has ever found them, however.

Once Lancaster has created a new map for the player characters, they can head to Scene 5, "Locating Vinsen's Tomb."

Scene 5: Locating Vinsen's Tomb

- **How did the player characters get to this scene?** Receiving Lancaster Pug's notes about the tomb.

- **What do the player characters need to accomplish in this scene?** Learn who (and maybe what) is in the tomb.

- **Who or what is keeping them from accomplishing it?** A secret door and blind dire rodents.

- **What scene or scenes should logically happen next?** Scene 6, "Finding Derry Lurcher."

Before the player characters leave Pugmire, allow them a chance to pick an additional piece of mundane equipment for their rucksack (pp. 9-10). If a player isn't sure what to take, ammunition or a torch are good choices.

The tomb is two days' travel from Pugmire. If they have a map, they can make the trip without any complications. You can add a zombie ambush or some other encounter on the road to liven things up, if you prefer. If the characters have had a rough time of it recently, though, let them sleep for a couple of nights, recover all their stamina points, stamina dice, and spell slots, and get to the scene.

Once they arrive at the tomb, read the following:

> *You arrive at the spot indicated on the map — a series of rolling hills on the northeastern plains of the kingdom. One of the hills looks like it was excavated recently, with dirt and rocks littered around it. As you move around to the rear of the hill, you see that the curve of the formation hides a cleverly-disguised stone door. The rocks and dirt were covering the door before someone dug them out. One of the stones has been wedged into the stone door, holding it open a crack. You can only see darkness beyond.*

The stone door is heavy, but a couple of dogs (or one dog with a Strength score of 14 or higher) can pull it open. The door opens smoothly on hidden, oiled hinges. Beyond is an ancient staircase leading into complete darkness.

> **Maps are a terrific way of orienting yourself, particularly in confusing crypts and mazes. I've numbered key areas of the tomb, to keep your notes organized.**

(1) Antechamber

Dogs need a light source or some natural way to see in the darkness (such as Darkvision or Low-light Vision — there are some trickles of light coming from the tomb). The stairs are just wide enough for two dogs standing close together. Once the dogs make their way down the stairs, read the following:

> *At the bottom of the stairs, you find yourselves in a large antechamber. There's a solid wall to your left, while the rest of the room opens up to your right. You can see small indentations in the floor where chairs or pews may have once rested in the stone floor, but the only other signs of furnishings are the smashed and splintered scraps of wood that look like they*

Vinsen's
Tomb

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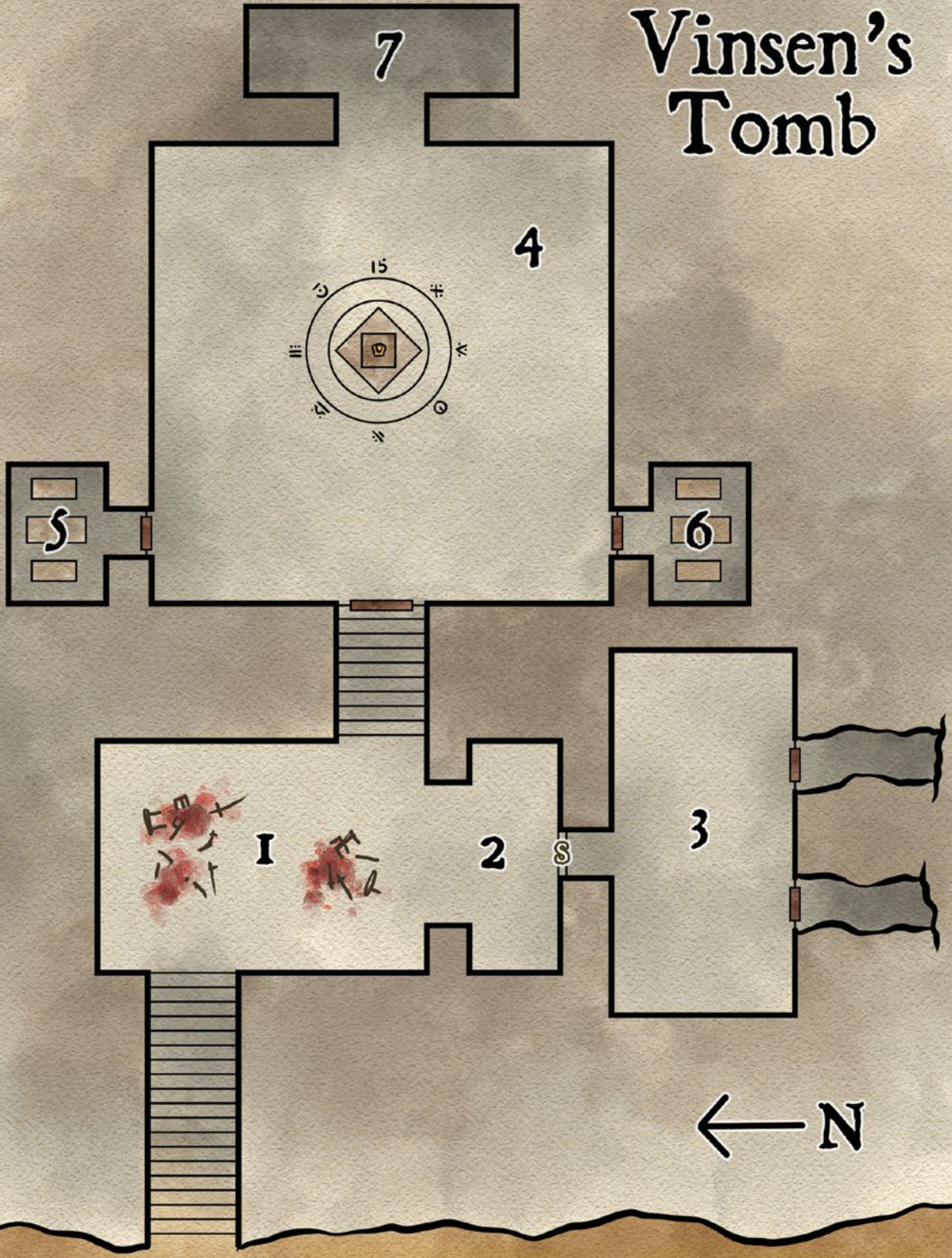
were demolished ages ago. Scattered all over the floor are broken arrows and bloodstains, recent signs of a battle. The blood smells wrong, like it's coagulated and ancient even though the stains are fresh. On the wall opposite you can see an archway leading to another staircase, and a recessed area to the right containing deep shadows.

The fight was recent, but there are no corpses. (That's because they're all zombies, now under Derry's control, and they're lurking in Scene 6.) The scraps of furniture are useless, and there's nothing else of interest here.

The archway and staircase lead to area (4), Main Crypt, as detailed in Scene 6, "Finding Derry Lurcher." The recessed area is area (2), Tapestry Room.

(2) Tapestry Room

Read the following:

Exploring the recessed area, you enter a small room with a large tapestry covering the far wall. The time-worn and crumbling tapestry depicts Vinsen Pug holding a shining sword and shield as he protects several cowering dogs from a large, menacing demon.

The tapestry is extremely fragile, and starts to disintegrate as soon as it is touched. If the player characters attempt to explore the room or look behind the tapestry, an Intelligence check at difficulty 15 reveals that it hides a secret door (but moving the fabric to uncover the door destroys the ancient tapestry). A Dexterity check at difficulty 15 is needed to trigger the recessed latch and open the door, which leads to area (3), Hidden Treasure Room.

(3) Hidden Treasure Room

Once the player characters open the secret door, read the following:

The hidden stone door slides aside, ancient pulleys and wheels groaning with unaccustomed effort. Behind you see what must have been a storage room of some kind. Dozens of rotting wooden crates stand empty and covered in dust. In the middle of the crates is a small weapon stand, holding a longsword and round shield. Both gleam like they were made yesterday, even though everything in the room has been undisturbed for years.

A strange chittering sound draws your attention. Coming around the crates, you can see pale-skinned rodents, each the size of a small pony. As they lumber toward you, you notice that they don't have any eyes!

There are four blind dire rodents in the room. They live in holes in the walls that player characters can discover behind the stack of crates. The blind dire rodents consider the characters to be invaders into their home, and fight to the death.

BLIND DIRE RODENTS   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: Notice, Sneak, Traverse

Attack: Bite (+4 melee, 1d4+2 piercing plus the effects of the Disease trick)

Tricks: Resistant to cold and heat damage, ignores Blind condition

• **Scent:** Acts like Darkvision, but is used via smell instead of sight.

• **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.

Once destroyed, the characters can examine the items in the weapon stand. The longsword and shield are magical, artifacts of Man that Vinsen Pug used in his crusade to create Pugmire. They are marked with the symbol of the Pug family, and are undoubtedly valuable family heirlooms.

The longsword does 1d8 slashing damage, and grants an addition +1 bonus to attack and damage rolls when it is used in attacks. Use of the shield gives an additional +1 bonus to defense (for a total of +3 defense).

There is nothing else in this room, and there are no other exits — the holes left by the blind dire rodents are too small to explore and blocked with bits of crates. The only way out is to return to the Tapestry Room in area (2). The staircase leading down from the Antechamber takes the characters into area (4), Main Crypt, as detailed in Scene 6, "Finding Derry Lurcher."

Scene 6:
Finding Derry Lurcher

- **How did the player characters get to this scene?** Entering the main crypt (area 4) of Vinsen's tomb.

- **What do the player characters need to accomplish in this scene?** Escape Derry Lurcher and his undead minions.

- **Who or what is keeping them from accomplishing it?** Dog zombies.

- **What scene or scenes should logically happen next?** None — this is the end of the story!

(4) Main Crypt

The stairs leading down to the main crypt end at a heavy wooden door that looks nearly fossilized with age. A soft light flickers around the edges of the door — there's a light source on the other side. A quick test of the door shows that it is unlocked. A Wisdom check at difficulty 15 reveals that the hinges have been recently oiled.

Once the door is open, read the following:

> *As the door soundlessly swings open, you can see a large room, bigger than the antechamber you passed through. To the left and right, you can just make out two more wooden doors like this one, which lay open. A circle appears to be carved into the stone floor in the center of the room, within which the Pug family seal is inscribed. Someone has set iron braziers around the circle, although they are flaking and rusty with age. Harsh flames flicker in each of them, revealing shadowy figures standing around the circle, motionless. Beyond the circle of flame, you can make out another light source, and the faint sounds of someone cursing.*

If the players try to sneak in, they need to make Dexterity checks against a difficulty of 10 to avoid being noticed — if at least half the player characters make the roll, they all succeed. The figures are zombies made from the corpses of guardians left behind to watch over Vinsen's body hundreds of years ago. There are half as many warrior zombies as there are player characters. They don't move unless Derry notices the player characters, and won't even turn to look at the player characters until they attract Derry's attention.

WARRIOR ZOMBIES   CR 1

Defense: 12 (leather armor)

Stamina points: 15

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: Rusty longsword (+4 melee, 1d8+2 slashing)

Tricks: Resistant to bludgeoning and piercing damage, Darkvision

The doors to the left and right lead to areas (5/6), Left and Right Guardian Tombs. Beyond the circle, the far wall has a large archway, which leads into area (7), Vinsen's Resting Place.

(5/6) Left and Right Guardian Tomb

Read the following the first time the players enter one of these tombs:

> *The open doorway leads to a small room with several stone platforms built directly into the floor. A couple of the platforms contain a skeleton, collapsed in a heap of rusted metal and leather scraps that may once have been weapons and armor. Other platforms are empty, and footprints in the dust lead out the door. At the foot of each platform is the Pug family symbol, and the words "To Protect Our King for Eternity."*

The guardian zombies that are still active are now in area (4), the Main Crypt. Both tombs are basically identical, and there's nothing else of value in either room.

(7) Vinsen's Resting Place

If the player characters manage to sneak all the way here, read the following:

> *As you slip across the room, the far light source reveals a dog wearing a green hood. He is searching a long stone platform covered in ornate carvings. At the foot of the platform you can see a gem-encrusted seal of the Pug family, along with the words "May He Protect Us Forever." The dog in the hood ignores the obvious seal, instead touching and twisting various carvings around the platform. He mutters to himself. "It must be around here somewhere... yes, somewhere..."*

This is Derry Lurcher, looking for Vinsen's sword and shield (which are actually in area 3, but Derry doesn't know this). If the characters can sense the Unseen (such as the Smell the Unseen trick), they can make appropriate rolls to determine that Derry is, indeed, possessed by a demon. There's nothing of value in this room, and Vinsen's body and belongings have long since been moved to Castle Pugmire.

If the player characters aren't sneaky or fail their Dexterity checks, read the following:

> You hear a loud voice booming across the stone room. "Intruders! Destroy them!"

Once Derry notices the player characters, the warrior zombies in area 4 lurch to life. They continue to attack the player characters until they are destroyed, or until they are no longer within 100 feet of Derry (in which case they immediately stop and disintegrate into dust). Derry himself has gone completely mad. He launches himself at the nearest foe after he has ordered his zombies to attack.

If the player characters have recovered Vinsen's sword and shield, Derry directs his minions to attack the wielder(s). If a zombie knocks a wielder Unconscious or to zero stamina points, it takes the relic and delivers it to Derry. The demon inside Derry attempts to corrupt the relic — if Derry can hold on to the relic for three rounds, the relic becomes black and tarnished, losing all magical properties.

Derry fights to the death. Not because he wants to, but because the Unseen possessing him pushes him to. If Derry is somehow captured, he commands one of the zombies to stab him through the heart. If that's not possible, the Unseen within him starts doing 1d6 points of necrotic damage to Derry until he expires — the demon wants to flee, and can't do so while it's trapped in Derry's living body.

Once Derry dies, the zombies instantly stop and crumble to dust. At that point, the Unseen within him pours out of his nose, eyes, mouth, and ears as a black mist. The demon coalesces into a cloud with piercing red eyes and attempts

to flee the tomb. It does whatever it can to escape. If the players insist on attacking it, here are its statistics:

ESCAPING DEMON   CR3

Defense: 15 (semi-corporeal)

Stamina Points: 15

Speed: 30 feet

Proficiency Bonus: +3

Abilities: Strength -5 (1), Dexterity +2 (14), Constitution -5 (1), Intelligence +1 (11), Wisdom +1 (11), Charisma +4 (18)

Skills: Intimidate, Notice, Search, Survival

Attack: Incorporeal touch (+5 melee; see Wisdom Drain trick for damage)

Tricks: Immune to bludgeoning, slashing, and piercing damage.

• **Babble:** The demon constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the demon 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 demon's babble for 24 hours.

• **Wisdom Drain:** The demon causes 1d4 points of Wisdom score drain each time it hits with its incorporeal touch attack. On each such successful attack, the demon 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.

From here, the player characters decide what they would like to do. Reporting back to their patron is the most obvious choice, but they may want to return the sword and shield to the royal family, or pretend they never found them, keeping the relics for themselves. If there is a Pug player character, the royal family will allow them to keep the sword and shield on their adventures. Otherwise, either the sword or the shield may be "loaned" to the group for a time as a reward for their deeds, but the royal family reclaims the other artifact for safekeeping.

Not every scene with an enemy needs to lead to a fight. All good dogs are taught to protect all from the Unseen, but don't throw your life away trying to do it! As Guide, feel free to tell your players when a particular combat might be too much for them, and let them decide how they want to proceed. It's okay to run away and live to fight another day!

Future Stories

There are a few plot threads that can be the basis of subsequent stories. If Derry survives, he'll go mad, and his obsession with recovering the sword and shield will remain. If Derry dies but the demon survives, it will possess another dog to continue its quest. If the sword and shield weren't recovered, another expedition to the tomb might be in order, and perhaps there are new monsters or criminals seeking to profit. Plus, how was One-Eyed Molly killed and turned into a zombie? And why did the demon want to destroy Vinsen's sword and shield?

Sgt. Leo Bulldog

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.

Tricks

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 attacks 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.

Light Armor Aptitude: The dog with this trick can wear light armor effectively, giving her a defense of 11 + her Dexterity modifier.

Medium Armor Aptitude: The dog with this trick can wear medium armor effectively, giv-

ing her a defense of 13 + her Dexterity modifier. Further, the dog's Dexterity checks (not attack rolls) are at a disadvantage.

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 are reduced by five feet, and her Dexterity checks (not attack rolls) are at a disadvantage.

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. 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).

Fighting Style — Dueling style: When wielding a melee weapon in one paw and no other weapons, damage rolls gain +2.

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

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.

Pugmire

Name: Sgt. Leo Bulldog

Calling & Level: Guardian / 1

Breed: Fettle

Family: Bulldog

Background: Soldier (City Guard)

STR
STRENGTH
+2
15

DEX
DEXTERITY
+1
12

CON
CONSTITUTION
+2
15

INT
INTELLIGENCE
-1
8

WIS
WISDOM
+0
10

CHA
CHARISMA
+2
14

+2 PROFICIENCY BONUS

SAVING THROWS

●	+4	STRENGTH
○	+1	DEXTERITY
○	+2	CONSTITUTION
○	-1	INTELLIGENCE
○	+0	WISDOM
●	+4	CHARISMA

16 DEFENSE

+1 INITIATIVE

25 / 35 SPEED

STAMINA POINTS
12 / 12
CURRENT/MAXIMUM STAMINA POINTS

STAMINA DICE
1d10
TOTAL

DEATH SAVE FAILURE
○ ○ ○

ATTACK	ROLL	DMG	TYPE/QUALITY
Two Shortswords	+4	1d6+4	Piercing damage
			Finesse, light

SKILLS

Intimidate

Notice

Survive

Traverse

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 AND EQUIPMENT

Two shortswords, heavy armor (plate mail)

Gloves

Torches

Rations

50 feet of rope

Insignia of rank

Common clothes

A few plastic coins

Pugmire

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

BACKGROUND

See p. 32

SPELL SLOTS

| 0 | / | 0 |

CURRENT/MAXIMUM SPELL SLOTS

SPELLS

n/a

CHARACTER SKETCH

Sister Picassa Collie

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.

Tricks

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.

Light Armor Aptitude: The dog with this trick can wear light armor effectively, giving her a defense of 11 + her Dexterity modifier.

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.

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. 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).

Prayers to Man: Shepherds pray to Man, giving them access to incredible feats of magic.

Keen Observer: The herder with this trick

gains an advantage on all Wisdom checks involving hearing, sight, or smell.

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.

Spells

Bless/Bane (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.

Sacred Flame (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.

Spare the Dying (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.

Cure Wounds (1st Level): 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.

Guiding Bolt (1st Level): 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.

Pugmire

Name: Sister Picassa Collie

Calling & Level: Shepherd / 1

Breed: Herder

Family: Collie

Background: Merchant

STR — STRENGTH
+0
10

DEX — DEXTERITY
-1
8

CON — CONSTITUTION
+1
12

INT — INTELLIGENCE
+1
13

WIS — WISDOM
+3
17

CHA — CHARISMA
+2
14

+2 PROFICIENCY BONUS

SAVING THROWS
- ○ +0 STRENGTH
- ○ -1 DEXTERITY
- ○ +1 CONSTITUTION
- ● +3 INTELLIGENCE
- ● +5 WISDOM
- ○ +2 CHARISMA

DEFENSE: 12 (14)

INITIATIVE: -1

SPEED: 30 / 40

STAMINA POINTS
9 / 9
CURRENT/MAXIMUM STAMINA POINTS

STAMINA DICE
1d8
TOTAL

DEATH SAVE FAILURE
○ ○ ○

ATTACK	ROLL	DMG	TYPE/QUALITY
Handaxe	+0	1d6	Slashing Damage

SKILLS
Bluff
Heal
Know Religion
Sense Motive

PERSONALITY TRAITS

Ideal: What is most important to me is...
Helping other to be good dogs

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

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

RUCKSACK AND EQUIPMENT
Handaxe, medium armor (hide armor worn under vestments)
Shield (+2 defense)
Candles
Set of scales
Rations
Symbol of the Church of Man (found suddenly in her wares one day)
Fine clothes, vestments
Many plastic coins

Pugmire

TRICKS

Simple Weapon Aptitude
Light Armor Aptitude
Medium Armor Aptitude
Shield Aptitude
Prayers to Man
Keen Observer
Odds and Ends

BACKGROUND

See p. 36

SPELL SLOTS

| 3 | / | 3 |

CURRENT/MAXIMUM SPELL SLOTS

SPELLS

Bless/Bane
Sacred Flame
Spare the Dying
Cure Wounds
Guiding Bolt

CHARACTER SKETCH

Pan Dachshund

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.

Tricks

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 attacks 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.

Light Armor Aptitude: The dog with this trick can wear light armor effectively, giving her a defense of 11 + her Dexterity modifier.

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.

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. 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).

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.

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.

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.

Pugmire

Name: Pan Dachshund
Calling & Level: Hunter / 1
Breed: Pointer
Family: Dachshund
Background: Free Dog

STR
STRENGTH
+0
10

DEX
DEXTERITY
+2
15

CON
CONSTITUTION
+1
13

INT
INTELLIGENCE
+2
14

WIS
WISDOM
+2
14

CHA
CHARISMA
-1
8

+2 PROFICIENCY BONUS

SAVING THROWS

○	+0	STRENGTH
●	+4	DEXTERITY
○	+1	CONSTITUTION
○	+2	INTELLIGENCE
●	+4	WISDOM
○	-1	CHARISMA

13 DEFENSE

+2 INITIATIVE

30 / 40 SPEED

STAMINA POINTS
11 / 11
CURRENT/MAXIMUM STAMINA POINTS

STAMINA DICE
1d10
TOTAL

DEATH SAVE FAILURE
○ ○ ○

ATTACK	ROLL	DMG	TYPE/QUALITY
Longbow	+4	1d8+2	Piercing damage
			Ammo, two-pawed, ranged 150/600
Rapier	+4	1d8+2	Piercing damage
			Finesse

SKILLS
Know Nature
Notice
Survive
Traverse

PERSONALITY TRAITS

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

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

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

RUCKSACK AND EQUIPMENT
Longbow, rapier, light armor (leather)
Ammunition
Torches
Rations
Necklace of badger teeth (from Pan's first kill)
Bedroll
Patched common clothes
A few plastic coins

Pugmire

TRICKS

Simple Weapon Aptitude
Martial Weapon Aptitude
Light Armor Aptitude
Medium Armor Aptitude
Shield Aptitude
Archery
Voracious Learner
Respected by Strays

BACKGROUND

SPELL SLOTS

0 / 0

CURRENT/MAXIMUM SPELL SLOTS

SPELLS

n/a

CHARACTER SKETCH

Spike Mutt

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.

Tricks

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 attacks 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.

Light Armor Aptitude: The dog with this trick can wear light armor effectively, giving her a defense of 11 + her Dexterity modifier.

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. 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).

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)

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

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.

Pugmire

Name: Spike Mutt

Calling & Level: Stray / 1

Breed: Mutt

Family: None (formerly Staffordshire)

Background: Free Dog

STR — STRENGTH
+3
16

DEX — DEXTERITY
+1
13

CON — CONSTITUTION
+2
15

INT — INTELLIGENCE
-1
8

WIS — WISDOM
+1
12

CHA — CHARISMA
+0
10

+2 PROFICIENCY BONUS

SAVING THROWS

●	+5	STRENGTH
○	+1	DEXTERITY
●	+4	CONSTITUTION
○	-1	INTELLIGENCE
○	+1	WISDOM
○	+0	CHARISMA

13 DEFENSE

+1 INITIATIVE

30 / 40 SPEED

STAMINA POINTS
14 / 14
CURRENT/MAXIMUM STAMINA POINTS

STAMINA DICE
1d12
TOTAL

DEATH SAVE FAILURE
○ ○ ○

ATTACK	ROLL	DMG	TYPE/QUALITY
Spear	+5	1d8+3	Piercing damage
			Thrown 20/60
Longsword	+5	1d8+3	Slashing damage

SKILLS
Intimidate
Know Nature
Survive
Traverse

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 AND EQUIPMENT
Spear, longsword
Shovel
Torches
Rations
Stuffed canine toy (gift from dead mother)
Bedroll
Patched common clothes
A few plastic coins

TRICKS

Simple Weapon Aptitude
Martial Weapon Aptitude
Light Armor Aptitude
Shield Aptitude
Unarmored Defense
Brute Strength
Respected by Strays

BACKGROUND

See p. 44

SPELL SLOTS

0	/	0

CURRENT/MAXIMUM SPELL SLOTS

SPELLS

n/a

CHARACTER SKETCH

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.

Tricks

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.

Light Armor Aptitude: The dog with this trick can wear light armor effectively, giving her a defense of 11 + her Dexterity modifier.

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.

Puppy Dog Eyes: The companion gets an advantage on Charisma checks involving making friends or being polite.

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.

Spells

Elemental Ray [Heat] (Basic): Casting Time: 1 action, Range: 60 feet, Duration: Instantaneous

A beam of red light streaks toward a character within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 heat damage.

Magic Paw (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.

Smell Magic (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.

Magic Armor (1st Level): 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 (1st Level): 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 has less than total cover or 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.

Pugmire

Name: Princess Yosha Pug

Calling & Level: Artisan / 1

Breed: Companion

Family: Pug

Background: Noble

STR — STRENGTH
-1
8

DEX — DEXTERITY
+0
10

CON — CONSTITUTION
+1
13

INT — INTELLIGENCE
+2
15

WIS — WISDOM
+1
12

CHA — CHARISMA
+3
16

+2 PROFICIENCY BONUS

SAVING THROWS
○	-1	STRENGTH
○	+0	DEXTERITY
○	+1	CONSTITUTION
●	+4	INTELLIGENCE
○	+1	WISDOM
●	+5	CHARISMA

11 DEFENSE

+0 INITIATIVE

30 / 40 SPEED

STAMINA POINTS
7 / 7

CURRENT/MAXIMUM STAMINA POINTS

STAMINA DICE
1d6

TOTAL

DEATH SAVE FAILURE
○ ○ ○

ATTACK	ROLL	DMG	TYPE/QUALITY
Dagger	+2	1d4	Piercing damage Finesse, light, thrown 20/60

SKILLS
Know Arcana

Know History

Notice

Persuade

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 AND EQUIPMENT
Dagger, light armor (padded armor)

Masterwork focus (silver ball, given as a gift)

Bottle of ink and ink pen

Few sheets of parchment

Few books from uncle Murra

Signet ring

Fine clothes

Many plastic coins

Pugmire

TRICKS

Simple Weapon Aptitude
Light Armor Aptitude
Focus Magic
Puppy Dog Eyes
Good Breeding

BACKGROUND

SPELL SLOTS

| 3 | / | 3 |

CURRENT/MAXIMUM SPELL SLOTS

SPELLS

Elemental Ray
Magic Paw
Smell Magic
Magic Armor
Magic Missile

CHARACTER SKETCH

Jack Rat-Terrier

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.

Tricks

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.

Light Armor Aptitude: The dog with this trick can wear light armor effectively, giving her a defense of 11 + her Dexterity modifier.

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 of 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.

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.

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.

Pugmire

Name: Jack Rat-Terrier

Calling & Level: Ratter / 1

Breed: Pointer

Family: Rat-Terrier

Background: Criminal

STR
STRENGTH
+0

10

DEX
DEXTERITY
+2

15

CON
CONSTITUTION
+2

14

INT
INTELLIGENCE
+0

10

WIS
WISDOM
+1

13

CHA
CHARISMA
+1

12

+2 PROFICIENCY BONUS

SAVING THROWS

○	+0	STRENGTH
●	+4	DEXTERITY
●	+4	CONSTITUTION
○	+0	INTELLIGENCE
○	+1	WISDOM
○	+1	CHARISMA

13 DEFENSE

+2 INITIATIVE

30 / 40 SPEED

STAMINA POINTS

10 / 10

CURRENT/MAXIMUM STAMINA POINTS

STAMINA DICE

1d8

TOTAL

DEATH SAVE FAILURE

○ ○ ○

ATTACK

ATTACK	ROLL	DMG	TYPE/QUALITY
Dagger	+4	1d4+2	Piercing damage
			Finesse, light, thrown 20/60
Small Crossbow	+4	1d8+2	Piercing damage
			Ammo, loading, ranged 80/320

SKILLS

Bluff

Sneak

Steal

Traverse

PERSONALITY TRAITS

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

Helping those who cannot help themselves

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

Pan Dachshund, who I secretly care for

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

Stealing small, inconsequential objects

RUCKSACK AND EQUIPMENT

Dagger, small crossbow, light armor (leather)

Hooded lantern

Rations

50 feet of rope

Set of ratter's tools (won in a game of chance)

Crowbar

Dark common clothes with a hood

A few plastic coins

Pugmire

TRICKS

Simple Weapon Aptitude
Light Armor Aptitude
Precise Attack
Voracious Learner
Friends in Low Places

BACKGROUND

SPELL SLOTS

0 / 0

CURRENT/MAXIMUM SPELL SLOTS

SPELLS

n/a

CHARACTER SKETCH

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Pugmire

*"You! You are the ones that must
be destroyed in the name of the Monarchies!"*

One-Eyed Molly

A cat living in Pugmire disappears, but neither the police dogs nor the cats of the Cat Quarter know why. When zombies attack the heroes, however, all signs point to an invasion by the Monarchies of Mau. But how does this intrigue tie into the lost tomb of the first king of Pugmire?

"The Secret of Vinsen's Tomb" is a *Pugmire* story for three to six characters. This jumpstart contains all the rules and characters you need to play — just grab some dice and go! You can also use this adventure with the full version of *Pugmire*.

The Secret of Vinsen's Tomb contains:

- An evocative and mysterious setting that's both family friendly and deep enough to create compelling stories.

- A summary of *Pugmire*'s traditional fantasy rules system. It's designed for streamlined play, with an emphasis on cooperation and action over competition and violence.

- A complete adventure for a Guide to run for three to six players. Also useful for Guides running a full *Pugmire* game of first or second level characters!

- Six ready-to-play characters, so you can jump into the action.

Can your good dogs discover the secrets of Vinsen's Tomb?