

MOOSE'S DOSSIER OF HEROES AND VILLAINS



JOHN D. KENNEDY





HEROES & VILLAINS

Greetings, friends. If you are reading this then you are either someone I've met or referred to me by my good friend Cinna Spaniel, so I have decided to share my life's work with you. Please keep in mind that the information here is meant to give you enough information to work with but will not tell the entire tale. Some secrets I've kept for myself (and judging on my enemies for a good reason) while other secrets I've kept back because some things are best left discovered on your own. But if you're reading this, then know I've placed my trust in you. I've got enemies of my own and I have defeated threats that wanted to tear down the castle walls of Pugmire, but I've managed to survive by keeping my wits about me and survive.

You can call me Moose, or Mr. Moose Hound, if you like! You've probably guessed

that's not my real name but it's not I've survived all these years by being sloppy. It was a nickname my mother gave me when I was a young pup and it has served me well in the Pioneers. I help the Pioneers by providing them with information on threats and other strange things that happen across the world. I've spent most of my years exploring the lands around Pugmire from Waterdog Port to across the Acid Sea, and I've encountered strange lights floating in the skies above Houndton and ghostly figures lurking in the swamps to the East. I've been party to the ancient and solemn rites of the Badger tribes and I've attended grand feasts for feline nobility. But the strangest thing I've encountered so far?

My fellow dogs.

JOHN D. KENNEDY

You've heard how all dogs should aspire to be Good Dogs. That's a lofty goal, and some of our fellow canines leave this world as the Best Dogs they can be while others end up being...something far less.

I've heard you are a trustworthy source, so I've decided to share some of my information about the dogs you are going to encounter out in the world. Make what you will of this information, but remember that some of these dogs you can trust, and some you can never trust, and others that will trust you as long as it suits them too. And you should do the same.

You'll find that some of these dog's sound downright admirable. Some have the right idea; they want to make the world a better place or help bring Man's blessings to others. Others are grim scallywags and terrors who would stab you in the back, the front, or right across the throat even as they smile and ask for help. But you'll find that not every dog in these groups is a bad dog, nor is every dog good. Common sense will be your guide in dealing with these dogs.

Good luck, and keep up the good fight. Maybe we'll share a drink by the campfire someday or you'll help me save the world. Don't worry, I'm only joking...

...well, mostly joking. You'll encounter the big threats soon enough.

How To Use the Contents Of This Guide

The world of Pugmire is vast, and it can be challenging to populate the world at a moment's notice when the players deviate from the planned events of the story and the Guide must come up with material on the spot. It can be even more difficult when the players choose to interact with NPCs on the spot or have to come up with details for an organization the players have found an interest in. This guide is meant to provide help and inspiration for coming up with dogs that the players will encounter.

Remember that this guide is meant to provide inspiration but is not meant to be a guide that overrides anything you come up with for your game. The dogs described within are a mixture of tenacious heroes, dastardly villains, and those whose only goal is to follow their own agenda. Not every group needs to exist in your campaign and you can have Guardians of the Hearth involved in a plot against the Spots and the Brimstone Lodge or only have the Bronze Dogs appear in your world. These groups are designed to work independently from each other, although each has goals that may put them into conflict if the Guide wishes it.



GANGS, COMPANIES, AND TRIBES OF THEIR OWN

In Pugmire, numbers can equal strength. Whether it's the collected might of the nobility and their companies of soldiers that enforce the peace of the kingdom or the merchants and their sellswords who keep their wares safe, a lone dog has a hard time making their way in the world without the help of someone on his side. Having a few of their best friends at their side might make a difference but inevitably some dogs seek out strength in numbers.

These groups have managed to survive over the years not just by finding others who believe in their cause but by being dedicated to it. Some are dedicated to a single pursuit, such as justice or helping others. Others find themselves caught up in a crime or fall in with a crowd that promises to answer their dreams only to involve the into a dire plot. Each of these groups are dangerous, and do not treat them lightly. Just because a dog is clad only in furs or dresses like he is a posh business owner does not mean they have your best intentions on their mind.

If you do find yourselves tangled with any of these lot, be prepared to keep your wits about you. Though some might be considered heroes, they may turn on you at a moment's notice if your goals do not match up. I'd avoid conflict with some of them altogether but I think you'll find that some like the Broken Circle tend to make foes out of everybody. Some may even try to welcome you into their number; I know the Veterinary Knights of Man once offered me membership once. I do not like to be tied down outside of my duty to the Pioneers and Pugmire, but use your best judgment if they ask you to join. Honestly, though, I'd keep my distance from them. It's best not to get entangled in the affairs of those you do not know.

The Spots

"I encountered the Spots when I noticed a gang of young pups working outside of Scraped Pad Inn. They stole from a fancy dog wearing magnificent clothes, and when the noble realized it was the pup that stole his goods he gave chase. I followed them in secret and managed to get ahead of the noble, and to my surprise I saw the pup show a symbol on his shoulder that gave him entry into a high end shop. When the noble demanded if the pup was there, the shopkeeper swore up and down he had never seen the pup. By and large I've found the Spots are handy when you need information or some quick thievery, but you can always trust them to size you up as a mark whenever they encounter you."

Leader: One-Eyed Mackie Mutt

Allegiance: To the underdogs of Pugmire

Goals: To steal what they can and take down those who lord over all others

Symbol: Seven spots in a cluster.

Gangs of thieves are not unknown to Pugmire, as brigands and banditry has plagued the city since its founding. What makes the Spots different from other guilds is not that they steal from others but that they pay it back to the community around them. A rich merchant's private vault will be plundered of all its jewels only for the jewels to be handed out like candy to the homeless children of the city, while a snobbish feline ambassador may find their private coach stolen only for it to be burnt as firewood at a nearby orphanage.

The Spots were founded by One-Eyed Mackie, a Mutt whose experience with thievery began at an early age. He hated the errands he was sent on by Boeric Whippet, the former head of the Six Swords Gang. Mackie would see the coins he stole from travelers in the market be spent on beer and jewels for the gang's members and only a few pieces of plastic would end in the hands of his fellow thieves for them to live off of. When Mackie was caught skimming off the plastic in order to help feed some starving pups, he was given a hard blow to his right eye that caused him to lose vision in it. Realizing that he was meant to do much more in the world, Mackie turned over the leaders of the Six Swords Gang after leading the city guard to the hideout where Boeric had stored his treasures.

Realizing that there was still much injustice in the world, the now One-Eyed Mackie decided to use his knowledge of the streets of Pugmire to his advantage. Spreading out his gang across Pugmire, he now directs them to steal from those that have more than they need to help out those that need a little bit more. The Spots have managed to survive and thrive on the streets of Pugmire despite angering the elite of the city, as few are willing to turn in the gang. Members of the gang will bleach or dye a small spot on the underside of their paw to show membership in the gang, and showing these spots to certain dogs across the city allow them to find convenient hiding spots to lay low while the city guard tries to apprehend them. The more spots a member of the gang has denotes their standing in the gang, with One-Eyed Mackie having seven spots on his wrist.

One-Eyed Mackie does not expect every member of the gang to keep themselves as paupers and knows that if they are not rewarded for their thefts then they will simply join another gang. Instead he instituted a simple code: "Steal what you want, but remember your friends, and in Pugmire, everyone who was ever as poor as you is a friend." Members of the gang who betray the Spots get their fur bleached an outrageous gold color and deposited outside the city gates.

Famous Spots

Jessica Beagle

Though not officially a member of the Spots, she recognizes them for what they do for the poor of the city and offers to help them when she can. A member of the gang seeking shelter from authorities just has to show their spots to her and she hides them in the kitchen of her restaurant, the Regal Beagle. She will vouch for their identity and claim that they have been working in her kitchens all day, and then quietly release them into the streets when the coast is clear.

Ponce Mutt

Ponce has lived on the streets since he was a pup, and has been frequently teased by others for his abnormally long ears that he keeps pulled back over his shoulders. Ponce believes in the Spots and never keeps more plastic on him than would feed him for the week. He picks his targets well, and his skill at climbing buildings make some believe that the ring he acquired years ago may help him in some way. Ponce has been wanted by the authorities his entire life and should he ever be arrested, the rest of the gang will do their best to spring him as soon as they can.

Rasputina Pug

Known as the bookkeeper for the Spots, she possesses a keen mind and vast reservoirs of knowledge about the city of Pugmire in her head. She knows every member of the Spots by name and rank, and is said to be able to recommend a dog with the skills needed for a caper. If her existence were ever to be uncovered it may bring the Spots down, which is why One-Eyed Mackie keeps her well hidden in the Stone Quarter of the city.



Plot Hooks

A scared and frightened child runs through the marketplace with several thugs in pursuit. When he's cornered he begins to cry out for help, though the thugs claim that the boy is a criminal who has been casing the warehouse where they have been working at for weeks. In the confusion over how to deal with the boy he manages to slip away from his pursuers, and one of the heroes notices that a small personal item has disappeared from their pockets only to have been replaced with a small bronze key...

A shipment from Waterdog Port has gone missing from the harbor, and the bodies of members of the Spots have begun turning up around Pugmire. As more bodies show up in the city's morgue, curious adventurers begin to notice that each corpse has strange brands burnt into their fur, and that rumors of a magic wielding assassin hoping to even their score against the Spots has finally started to take their revenge against the gang.

Winter has come to Pugmire and grain shipments from farms around the city are coming up short. Only Simon Greyhound seems to possess enough grain to feed the city but he charges exorbitant prices to those who can barely afford it anyways. One-Eyed Mackie has come up with a plan to rob Simon Greyhound's vaults and silos but he needs specialists to assist him with his plan, and he hopes that either altruism or just plain greed will motivate the adventurers into helping him with his scheme.

Bronze Dogs

"Once these privateers worked for the betterment of other dogs and to explore the world. Then they were betrayed and they've been soured on the world and given to sinister impulses. If you spot their flag out on the seas, be prepared for a fight. They will surely give you one.

Leader: Admiral Allonzo Bulldog

Allegiance: Their captains and the Admiral.

Goals: To acquire plastic, plunder, and to live free.

Symbol: A bronze skull with a sword crossed through its teeth.

Background

Their name comes from Misha Bulldog, the original captain and founder of the fleet. Misha loved sailing on the Acid Sea with her pack and hoped to find exotic treasures and far off locations. Her ship would bring goods and treasure back to Waterdog Port for sale, and soon she had acquired a sizable fortune that she kept under lock and key at the Port-side Bank. She sailed the sea for years before deciding to return home for a well-earned rest.

Misha did not expect to be greeted by the port authorities and have her ship impound-

ed and find herself and her crew under arrest. The manager of the Portside Bank, who had grown wealthy from the trading Misha had done on his behalf, had gone to the authorities and accused her of piracy against other vessels. Though Misha pleaded her innocence, she was quickly thrown in prison while her ship was given to another crew to ply the Acid Sea.

Seething with revenge, Misha escaped from jail with the help of former packmates of hers and decided to seek revenge upon those that had ruined her life. Stealing a sloop known as the Royal Duchess, she decided that if her reputation was stained with accusations of piracy then she a pirate she would be. She used her nickname, which she earned as a joke from her crew that always sunk like a “bronze dog” when she tried to sale, to form a pirate crew worthy of the name.

Though retired to her hideaway of Maelstrom’s Cove, her son, Allonzo Bulldog, continues to ply the Acid Sea in search of ships to plunder. The Bronze Dogs have mastered methods of getting close to ships and launching harpoons into the ship’s hulls to drag them closer so that the precious plastic coating of their sides is not ruined. Having assembled a sizable fleet, the Bronze Dogs have become a terror on the open seas, and when a merchant vessel spies a ship sporting a skull with a bone sword through its teeth, they know their only hope is to sail away as fast as they can.

Famous Bronze Dogs

Allonzo Bulldog

A stout fellow with an infectious laugh, Allonzo has grown rich with the plunder of dozens of ships. Though his left leg has gone lame from a wound sustained fighting the Captain Schnapps, he refuses to give up “The Chase” as he calls it. Though his mother would prefer he keep his piracy towards vessels flying flags from the Portside Trading Company he prefers to plunder any vessel that crosses his path. He is no fool, and will turn tail and

run at the sight of any opposition that he is not certain he would win, but once engaged he is tenacious and brutal, fighting with years of experience on the Acid Sea at his side.

Walleyed Crow, the Shepherd of Stoneharbor

Few would expect the quiet Shepherd whose devotion to the Church of Man to be one of the most feared captains on the sea, but Walleyed Crow considers herself going about a holy mission on behalf of Man. Injured in her youth when a monstrous giant clubbed her in the head, Walleyed Crow was blessed with a dream where she was given a vision that all dogs were to remain close to Pugmire, she sinks vessels and returns their crews to the shore with a warning to stay on land where they belong. Though Allonzo Bulldog does not trust Walleyed Crow, her uses her as a bulwark against royal ships seeking his vessel and secretly hopes that she will drown upon the ocean. The fact that she has remained successful and profitable for his fleet has been as frustrating as it has been rewarding.

“Bad Luck” Charlie Spaniel

Rumored to possess knowledge of hidden treasures out beyond the Acid Sea, Charlie Spaniel has a reputation of being an ill omen to any ship he boards as a member of its crew. Ships he serves on have the bad tendency to run aground or be beset by pirates, and on more than one occasion he has been set adrift on a rowboat or marooned on an island for fear that his luck will sink the ship. Currently he serves aboard Allonzo Bulldog’s ship. The pirate admiral believes that the Spaniel may know of a location of a mystical artifact that would increase his wealth considerably. The admiral does not believe in Charlie’s reputation, although he has noticed that several vessels have escaped his clutches since Charlie has come aboard.

Plot Hooks

The Bronze Dogs have taken prisoners from a fishing vessel. One of the crewmembers of the vessel is secretly the nephew of a ranking member of the royal court, and a reward for their nephew's safe return has been posted around Waterdog Port. Few are willing to face down Allonzo Bulldog and his crew, but many fear that the captives will end up marooned and left to die on an uncharted island, or worse.

The fogs that plague the Acid Sea have become worse, and a strange creature the size of a ship but with skin like a suit of armor has begun sinking ships and devouring their crews whole. The adventurers find themselves in a strange room full of bellows and leaky pipes, and in order to escape from their predicament they must find a way to escape not only the strange creature they are imprisoned in but also the starving and desperate Bronze Dogs who have ended up trapped inside the beast as well.

A civil war has broken out between Allonzo Bulldog's faction of the Bronze Dogs and an upstart captain who threatens to seize control of the entire organization. This new captain, who wields poisonous weapons given to them by rats seeking to test out new weapons against dogs, threatens to bring a new form of brutal warfare to the Sea unless they are stopped. Allonzo is growing desperate for allies and unless he can find a way to sabotage his rival's supply of the deadly gas weapons, then his days are numbered.

The Guardians of the Hearth

"I was roaming near an estate in Houndton when I encountered this lot. I was set upon by bandits who were only interested in taking my life and my purse, but after a few minutes of battle I heard the sounds of several dogs giving out battle cries like the days of old. Soon the bandits were dead and I was sharing fine wine around a fire while I heard stories that I could never tell if they were simple exaggeration or if I was truly in the company of heroes."

Leader: Watch Captain Robert Wolfhound

Allegiance: To all dogs and the people of Houndton

Goals: To protect travelers on the road and keep the peace in Houndton

Symbol: A flame in a braided circle of gold on a field of white.

Background

Houndton's history is not as long or as storied as the Kingdom of Pugmire but to the noble families that make up the city they consider themselves the heirs of an ancient and strong legacy of proud dogs who decided to establish a land for themselves. Though they are ruled by a lord mayor and not a king, the dogs of Houndton have remained faithful and true to Pugmire and have always answered the call when needed.

In the beginning of the city, there were several displaced nobles who were bored of country life and hoped to make something more of themselves. Raids on Houndton by badgers and rats were common and bandits hailing from around Pugmire threatened to end the settlement before it had a chance to survive. Several young dogs banded together to protect Houndton, and as they began to patrol and guard the lands around the set-

tlement they forged bonds of comradery and kinship that set them apart from other dogs. The original founders of the Guardians swore an oath to safeguard Houndton so that no dog felt threatened and that the city would endure. They each threw their signet rings into the hearth fire they had gathered around and became the original Guardians of the Hearth.

Today these Guardians of the Hearth are the subject of tales of heroism and bravery around Houndton. The inns around Houndton are full of tales of white clad dogs with feathers in their caps cutting through their opponents with bravado and laughter. A merchant caravan leaving Houndton always hopes to gain the attention of a band of Guardians who set out into the world and few Houndton merchants mind sharing some of their wine with these warriors as the sound of gallivanting and boisterous Guardians laughing and telling tales around campfires have been enough to scare away even the most ferocious bandits. Not every Guardian is a hero, however; some seek only glory have been able to convince their siblings-in-arms to turn on any dogs who uncover proof of their treachery.

The Guardians currently have a running rivalry with the Pugmire Town Guard, and love to enter into contests of acrobatics and swordsmanship to prove their superiority. Though these contests may seem intimidating, most Guardians will look kindly upon dogs that decide to meet their challenges rather than shy away from friendly competition. The Guardians prefer to restrict their membership to their fellow Hounds, though it is not unheard of for members of other breeds to enter their ranks after proving themselves with great acts of heroism.

Famous Guardians of the Hearth

Briggadillo Foxhound

Briggadillo's skill with the sword is considered without peer, and pups in Houndton share stories about the time he defeated the Ghost Bear of Mutt Town or the time he slew a horde of rampaging badgers with nothing

but a broken blade. While he is well known for his exploits and most of them are true, the truth is that as he has aged his paws have begun to tremble. He can hold his sword steady for a few careful and precise swings, but eventually his palsy becomes too great for him to hold his sword still. Briggadillo fears the day when he will be uncovered as the aging dog he truly is, and he worries that his legend will fade along with his age.

"Old Major" Reggie Deerhound

Once a famous soldier who served in the Houndton militia, the Old Major now serves as a guiding hand for the Hounds and as an instructor for new dogs who have joined their ranks. He is brutal with his advice, but he cares deeply for his charges, and he has seen too many Guardians live bleak and short lives not long after joining the group. Once considered a runt of his family, he takes pride in taking on unlikely dogs as his students, and he is a firm believer that any dog can make something more of themselves if they only try.

Khalid Saluki, the Traveler

Though most Guardians of the Hearth prefer to stay close to Houndton, one of their members has seemingly disregarded their charter and traveled the lands around Pugmire. Khalid is driven to understand the world around him and always returns to Houndton with stories of monstrous creatures and towering wonders of foreign lands. Khalid always wears his faded and stained cap and cloak wherever he travels, and while back in Houndton he proudly joins his fellow Guardians in safekeeping Houndton. What Khalid is searching for, few can say, but the information he brings back from foreign lands has saved the Guardians and Houndton on more than one occasion.

Plot Hooks

A ferocious howl fills the night, and the bodies of several Guardians of the Hearth are discovered scattered in the thick woods near Houndton. Their last surviving member, Sara Basset-Hound, is gravely wounded but still clings to her mission to track down the one who killed her pack mates. She seems unwilling to give out more information than needed be, but the creature stalking them leaves oversized prints similar to a dog but over twice the size they should be. Sara herself starts to act strangely, though the potion she sips seems to bring her some relief.

It is Founding Day in Houndton, and every citizen gathers together to celebrate the day when the Hound families from Pugmire left to form their own community. The lord mayor is pleased to address the crowd and announce the beginning of a grand feast, but one of the Guardians seems to turn on him and try to kill him in front of the crowd. Though the attempted assassination fails, the lord mayor orders the group to be arrested on the grounds they are starting a coup, but the organization disappears into the night without a trace. The people of Houndton are in disbelief that the Guardians would turn on the city they have sworn to protect, though few can explain why one would turn so violently on the lord mayor.

A grand tournament is announced in Pugmire and a prize of a thousand pieces of plastic is offered to the best swordsman. Several Guardians of the Hearth arrive in Pugmire to enter the tournament, but their leader, Gallo, discovers his sword has been stolen from his room a few nights before the tournament is to begin. Gallo offers a sizable reward for the return of their blade, though some rumors persist that the blade itself is enchanted and would give an unfair advantage to the wielder.

The Catchers Guild

"I had a Catcher after me, once. Seymour Staffordshire, who was a guttersnipe if there ever was a dog who earned the name. I managed to clear my name in the end but the Catcher pursued me from the northern territories to Waterdog Port, and though I'm pretty fair with a blade he made me uneasy with his skill with the hunt. Makes friends with them if you can, but finish them quickly if they prove to be your foe."

Leader: The Guildmasters

Allegiance: The client and themselves

Goals: Tracking down their targets and bringing them to justice

Symbol: A circle with a chain leash wrapped around its interior.

Background

Some dogs live their whole lives trying to be very Good Dogs but not every dog can live on by the rules and follow the Code of Man like others can. Whether by accident or by purposeful intent these dogs end up on the outside of the law but do not wish to spend their days in the dungeon or facing the gallops. These dogs go on the run and try to make a new start elsewhere, while others slip from plain sight and hide beneath the noses of the Pugmire constables.

When a criminal has escaped to the darkness and needs to be brought into the light, some dogs hire a Catcher to find them. Catchers specialize in tracking down impossible cases and frequently blur the lines between working within the law and working outside of it. Some Catchers are hated by the authorities and resented by the town guard who view them as nothing more than sanctioned criminals, but the Catchers live by their own code and pursue justice in their own way.

The Catchers were founded shortly after the formal establishment of the kingdom of Pugmire. Some Guildmasters claim that King



Vinsen II commissioned the first Catcher to track down the criminals who stole the personal journals of Maria Labrador. This Catcher, known as Buster Mutt, spent weeks pursuing these criminals until they were all captured and brought before the King for judgement. While Vinsen II never gave formal acknowledgement for the Catchers Guild, each Guildmaster proudly displays a copy of the royal edict knighting Buster as proof of the legitimacy of their profession.

“Blood spilled, blood repaid” is the motto found sewn into the strips of leather that hang from the central post in the center of each Guild. These strips, known as markers, has a contract made of lambskin sewn into it, and some Catchers like to wrap their wrists with the marker in order to remind themselves that they are on the hunt. Rarely does a Catcher accept more than one marker at any given time, but some who pursue multiple marks may wrap their arms with contracts for entire gangs of criminals.

The leaders of the Catchers Guild are known as the Guildmasters, and no one is

sure how many there are except there are at least four known Guilds based out of Pugmire, Houndton, Waterdog Port, and one rumored to be near the Monarchies of Mau. When the Guildmasters meet with Catchers they are heavily robed and speak softly as not to betray who they are. It is rumored that the Guildmasters are not always the same person, and that it is a title that routinely gets traded among each other.

Famous Catchers

Tilda Manefree Collie

Born to lesser nobilities, Tilda was burned in a fire when she was younger and unknown arsons set her family’s chateau ablaze. Unlike her brothers, who married off her sisters in an attempt to regain their political standing, Tilda set out to uncover the criminals who devastated her family and killed her parents. Known for wearing long coats with fur collars to cover her burns, she has been known to trade the plastic earned through capturing criminals to pay informants for information regarding who

started the fire. She keeps a burnt strap of leather wrapped around her right paw with no name sewn into it to always remind her of who she is seeking.

Guenter and Fritz

This unlikely duo of Catchers have been known to ply their trade everywhere from Pugmire to Waterdog Port. Though most assume Guenter Pug to be the brains of the group he is a quiet and investigative Catcher who feeds his information to Fritz Doberman, a hulking bruiser of a dog whose menacing demeanor and scarred face cause most to assume he lives for violence. The truth is that Moriarty once arrested the wrong dog years ago and since learning too late that the dog who pleaded innocence at his execution was truly innocent, he relies on Guenter to help him gather information before taking down their prey. In recent years Guenter and Fritz have failed to deliver prisoners to the authorities when evidence proves that they are innocent, which has led to several Guildmasters discussing amongst each other about banishing the pair from the Guild.

Jack Pincher

Jack's reputation as a ruthless and unforgiving Catcher is well deserved and he will resort to any means to stalk his prey. Often times the Inquisitors of the City Guard will turn their eyes away from Jack's methods as he almost always delivers his prey, but his reputation has made him a feared figure among Pugmire's underworld. Frequently the dogs delivered by Jack are barely alive enough to stand trial, which earns him admonishment from his fellow Catchers and quiet thanks from victims who want to see the perpetrators suffer for their crimes. Jack Pincher has been known to operate in the Monarchies, and it is rumored that several high placed cats in Mau are able to deliver him from local authorities when the need arises.

Plot Hooks

A terrible storm rages outside and the adventurers are forced to take shelter at a nearby inn. A famous pair of Catchers have arrived at the inn the adventurers are staying at. Guenter and Fritz are quiet after entering, but are frequently found in the common room where Guenter never stops talking with fellow guests and Fritz stays alert. In the middle of the night a loud shrieking is heard from the basement but when investigated the adventurers discover the torn clothes belong to a local bookkeeper and a broken leather strap with the name "Igallo" sewn into it. The bookkeeper has disappeared and so have the Catchers, but the strange weather outside has died down as mysteriously as it appeared.

One of the adventurers finds themselves cornered by several Catchers working for the Mutt Town Catcher's Guild. Each one possesses a warrant for their arrest signed by the local sheriff and a rich bounty has been placed on the adventurer's head. Killing the Catchers will bring them the enmity of the local guild while allowing themselves to be arrested means that they may hang when they are brought back to the local sheriff. Strangely, when the people of Mutt Town are interviewed regarding the adventurer they each tell the same tale of the adventurer showing up in Mutt Town and inciting a riot that killed several villagers. But how can the adventurer be in two places at once?

A wounded Catcher arrives at the adventurer's camp, and with her dying words she begs the adventurers to take her bow and quiver before she dies. Taking the enchanted bow gives the adventurer a powerful weapon, but they find the leather straps that were sewn around the Catcher's wrists appear around their own, and they feel a strong longing to track down the feline necromancer whose name appears sewn in silver thread that is unable to be cut.

The Flints

"I'm a dog of the world, so there's little I thought the Flints could offer me until I found myself trying to survive in the woods after having barely survived killing a pack of tainted monsters. The Flint group that found me took me in, patched my wounds, and gave me something to eat. They never let me rest, though, as they were always on the move. I still wonder where their paths have taken them."

Leader: No formal leader, and control of the Flints differs between each pack.

Allegiance: To their packs and their tribe.

Goals: To live simply and avoid the trappings of the civilized world.

Symbol: No formal symbol other than flint arrowheads and knife blades.

Background

Not every dog chooses to live in society. Though Pugmire and other settlements are seen as shining examples of how far dog civilization has come, some dogs believe in following the simple ways of their ancestors. They are not savage barbarians wearing bearskins and wielding clubs but survivalists who do their best not only to survive in the wilderness but to teach others that there is a better way than simply living within the confines of the city.

Their name comes from the early days of their movement, when dogs who had rejected the use of alloys and sophisticated equipment tried to recreate the sharp weapons of their ancestors. Since then the movement has adopted weapons of steel and crossbows, but the name has clung to their members and many of these survivalists carry flint knives or spears as a symbol of their way of life.

The movement nearly died when raids by the badgers turned into full scale war. The

badger king Throthgar Rabidtooth did not appreciate several Flints who had moved into the region and it was only the timely intervention of the Royal Army that managed to save the surviving Flints from being wiped out by Throthgar's warriors at the Battle of the Maiden Hills. Though their numbers are always small, the Flints have managed to survive and those wandering the woods still encounter small bands of Flints.

The Flints do their best to stay away from Pugmire and Houndton, but are often seen at the smaller settlements in the region where they trade their skills as hunters and guides in order to survive. Some Flints succumb to the allure of the city, while others manage to stay true to the teachings of their ancestors and live out in the wilderness all of their lives. The Flints will always welcome dogs to their campfires at night, where they will share moonshine and freshly venison in exchange for stories of great cunning and daring.

Famous Flints

Bailey the Moonscar

Few know where this corgi came from, but her skill as a guide is almost unparalleled. Her name comes from the moon like scar that arcs from her temple to her jaw, a constant memory of a duel she once had with a wood spirit that killed her sister and escaped her wrath. She is rather quiet and reserved but patient with those she leads through the wilderness, and is always willing to share her knowledge without insult or disrespect for those who do not know better. She does have little patience for those that disrespect nature or who view those who live simply as simpleminded.



Kroga Mutt

Few hate badgers more than Kroga, who lost his father and brothers to Kibu the Red. His band of Flints harass and waylay any badgers caught straying far from their tribal lands, and Kroga wears a sash studded with the tribal piercings and ears of all the badgers he has killed. His war is unceasingly violent and beginning to escalate, which some fear will cause Kibu the Red to wage full scale war against all dogs living outside of the cities.

Barb Labrador

Known far and wide as a professional monster hunter, Barb is a boisterous thrill seeker whose love for life is only matched by her desire to face even more deadly opponents. Clad in the furs of strange beasts, she is a wealth of knowledge of the strange and unusual but will always demand that any knowledge gleaned from her be rewarded with equally worthy information.

Plot Hooks

A strange dog is found wandering the halls of the dungeon, his paws stained in blood. He reveals himself as a member of the Flints and offers to lead the adventurers to a wonderful prismatic fountain he had discovered in the woods, but he must first find his special flint knife that is buried somewhere else in the dungeon. When the knife is discovered locked in a chest, it is covered in a substance that shimmers brilliantly in the light but smells like blood.

A frightened badger cub is found running through the woods, claiming her older brother and his fellow hunters were killed by strange dogs known only as Flints. Shortly afterwards the adventurers notice that they are being stalked through the woods, and when they wake one morning they find a note embed-

ded in a nearby tree with a flint arrowhead. The note is simple: "Give us the Chieftain's daughter or die."

A noble's son has caused a great scandal by forsaking the family's legacy and moving into the wilderness to join the Flints. The problem is, no Flint has heard of the young Spaniel, and his parents offer a reward for his safe return. The last time the young dog was heard from he was seen wandering into a dangerous section of the forest where metallic monsters are known to live, and even the Flints do their best to stay away from there.

The Veterinary Knights of Man

"To be honest, I thought the Knight's were just a story I had heard as a kid. You hear about more prominent knightly orders, but you never hear of them anymore. I decided to set my eye on them to see what they were up to and I can honestly say that even my bitter heart was lifted to hear that heroes such as they still continue their work in a world that has long since passed them by."

Leader: Grandmaster Romaniscule Lapland

Allegiance: To all that is noble and just in the world

Goals: To help the sick, to protect the weak, and to stand in righteousness against the Unseen and its minions.

Symbol: A shield with a blue cross.

Background

The Order's origins come from the court of King Wilfred, where the Unseen's presence was felt strongly across the land and villagers were terrified to leave their homes at night.

When a cousin of the royal family heard that a farmstead was being held hostage by an eldritch creature with fangs of steel and wings of plastic, they set out to defeat the beast in order to win glory at court. As this dog traveled the land they discovered the suffering of the people, and even after they defeated the creature they decided to keep fighting against the forces of the Unseen.

When the cousin returned to court they were an aging dog whose greying fur was crossed with scars. King Wilfred offered to give the cousin a knighthood and lands to rule of their own, but the dog, who is known to this day only as the First Grandmaster, asked only to be allowed to continue their crusade against evil. Sensing the nobility behind this dog's request, King Wilfred knighted him with the king's own sword and gave him a small keep to serve as the foundation of a new order of protectors of the realm.

Though their origin is grand, the Veterinary Knights of Man are not well known outside these days because they do not accept mem-

bers whose only goal is to seek glory and riches. Many knights live simply, with the majority of their money going towards maintaining their arms and in helping their community around them. Although they lack the resources of other order's of knights, the Veterinary Knights will always answer the call to do battle, and will always lend their swords to any cause they perceive as just.

When they are not engaging in battle the Veterinary Knights are involved in the care of several clinics and hospitals where all can come for treatment. Due to the overwhelming need for these clinics the Knights are often strapped for cash, but they view it as their sacred duty to try to do anything to care for the sick and wounded. There are stories of abandoned hospitals discovered in the woods where Veterinary Knights stayed behind to care for sick dogs during an epidemic even long after their medicine had run out and the chance of the knight catching the disease was almost certain.



Famous Veterinary Knights of Man

Jillian St. Bernard

There is a joke among those who know of the order's existence that a Veterinary Knight would give you their left paw if you asked them too. Jillian is a living example of this creed, where she purposefully exposed herself to the effects of a strange demonic artifact in order to provide enough research into its affects so that an antidote could be created. In the town of Socksfollow she is regarded as a living saint, and though she lost her shield arm she strives like a titan on the battlefield whenever the town is threatened.

Pyrell Terrier

Sir Pyrell was once a greedy and ambitious dog whose life was dedicated only towards advancing his fame and gaining glory. While traveling with a pack he became close friends with a member of the Veterinary Knights and learned much from before he died to creature of fire and brass. As time went on, Pyrell found he could not forget his friend and dedicated himself to trying to live up to their memory. He is new to the knights and his reputation as a brash and rambunctious dog is still well known across Pugmire, but he is earnest in his task to prove himself a good and helpful dog.

Sir Maxwell von Greensboro Boxer

Sir Maxwell is a member of the order who bears a heavy burden. They traveled the land tending to the sick and wounded but upon returning to Greensboro they encountered a knight clad in rusted armor who challenged any peasant who strayed too far outside of town. After defeating the knight, Maxwell inherited their curse, and now must stay close to the town of Greensboro or the town will sink into the marshes. Now trapped in the small town and finding his behavior becoming more aggressive with each passing day, Sir Maxwell hopes that a knight will come along that will relieve him of his burden.

Plot Hooks

Exploring in the swamps has unveiled the corpse of a dog partially trapped in a bog, its armor still mysteriously shiny despite the putrefication of the body around it. The corpse is revealed to be one of the original Veterinary Knights, Sir Danforth Dachsund, and his enchanted armor would fetch much wealth if sold or earn the adventurer's gratitude of the ancient order.

Fresh rat corpses are discovered in a nearby field. On their leader's corpse is a note from a local head of the Cult of Labo Tor, who demands his minions seek out the Veterinary Knights Sirs Peter and Chelsea Mutt. Why these knights are being chased is not known, but for the cultists to expend such resources to track down the knights can only mean they have done something of grave importance to earn the ire of the rat cultists.

An aging knight who tends to a hospital outside Houndton has sent a letter to one of their nieces in the hope that they can offer aid in taking the bones of her friend to its final resting place. The graveyard, the Sepulcher of the Gentle Rest, is said to be haunted by the shade of an angry traitor to the order. The knight begs that they deliver their friend's bones to their resting place within three days or their friend's soul will become trapped in the surface of the wraith.

The Broken Circle

Leader: Carnegie Mutt

Allegiance: To their fellow anarchists across Pugmire

Goals: Overthrowing the monarch

Symbol: A broken collar with flame in the middle.

Background

Pugmire has had dissidents since long before its founding. Though it was a refuge

for dogs in a dangerous world left behind by Man, it became a place for the many breeds of dog to gather together as one. But though the monarchy has done its best to keep the peace and help dog thrive in the world, there are those who do not believe that the monarchy represents their interests. Not every dog who protests the monarchy behaves violently, but one small group aims to overthrow not just the Pug family but bring down the nobility.

Founded by their leader, Atticus Schnauser, the Broken Circle gets its name from an incident where Atticus' peaceful demonstration for democracy was put down by a Hound noble's personal house guard in a rather violent and brutal assault on the protesters. Though the noble was later censored by the King for their actions, Atticus Schnauser became infamous when the city guard posted wanted pictures of his face across city. These pictures, which depicted him with chipped and rounded teeth in his mouth, soon found graffiti scrawled across them asking their fellow dogs to "Break the circle cast around their necks." Soon Atticus found followers across Pugmire hoping to follow in his example.

Though Atticus would later leave the group, the Broken Circle still operates across the land, where members of the group work on methods to discredit the nobility and drive them out. The Broken Circle has several dogs who consider themselves leaders of the movement but only one, Carnegie Mutt, is looked up with an equal measure of fear and re-

spect by the Circle's members. Carnegie, who plays the long game when plotting against the monarchy, has been particularly brutal and savage in his reprisals.

The Broken Circle has come into prominence in recent years after Baron Milton Wolfhound's caravan was found sacked on the road between Pugmire and Houndton. The noble's royal guards were found dead at the scene and personal effects wrapped in fur were mailed to the royal family over a period of weeks, confirming that the Baron might still be alive. Though the Baron was later rescued by a group of brave Pioneers, the Baron was left deeply scarred by the incident and refuses to leave his family keep near Houndton.

Carnegie seeks to whip up the dogs of Pugmire into a frenzy so that they rise up on their own, but he is not beyond finding ways to motivate them. Dogs wearing black hoods have been attacking caravans of food and supplies needed for the city as Carnegie's minions take to the streets to protest how the city does nothing to protect its citizens. Any misstep made by a member of the royal family is decried loudly in the streets, and frequently scandals both real and engineered are fed into the ears of dogs across the land by those hoping to stir the people into rebellion.

Famous Members of the Circle

Gretchin Labrador

A former member of a prominent merchant family whose father was brought low by scandal, Gretchin views the monarchy that snubbed her family as a monstrous threat to all dogs. Gretchin works as a spy for the Circle by working as a housemaid for noble families. As she spends her days scrubbing and replacing firewood in palaces and royal households, Alice uses her connections made with other servants to learn about the family's dirty secrets as well as their weaknesses to pass on to Carnegie.



Phil Dachsund, “The Copycat”

A thief whose skill at pickpocketing and forgery has made him invaluable to the Circle, he is an expert at stealing objects from others and replacing them with clever forgeries. Through him, Carnegie is able to modify letters and introduce chaos into the Pugmire bureaucracy as well as obtaining keys needed to get Circle operatives into secure areas. Phil’s nickname allows him to use the prejudice of some dogs against cats living in Pugmire to shift blame away from his activities and onto them.

Whitehair

Few know the identity of this Circle member other than he is an infamous assassin Carnegie employs when he wants to make a statement. This assassin uses a magical artifact to change their identity after each mission and the only clue to their identity is a couple strands of fur left behind on the body of the deceased. Even Carnegie is not completely sure who this assassin really is, but he only expects him to do the job he pays him for, and nothing more.

Plot Hooks

A grand feast is underway to celebrate the creation of the city of Pugmire and Sir Martin Afghan has invited the most elite of Pugmire’s society to attend the feast. As the city takes part in the celebrations, a cry rings out from Sir Martin Afghan’s house as it is revealed several of the guests were poisoned. As the search begins for the rare herb needed to make the antidote, the adventurer’s discover that all stocks of the rare herb were bought by an individual known to be involved in the Stub Tooth Circle.

A family friend of one of the adventurers comes to them in fear for their life. They have received warnings through their contacts that the Circle has unleashed Whitehair to eliminate them. Can the adventurers keep their friend

safe? And why is their friend acting strangely and forgetting small details such as people’s names or important dates?

The adventurers wake to a terrible surprise! Though they remember spending the night drinking after a successful adventure, they wake up to find themselves in a warehouse in the Plastic District while wearing strange uniforms belonging to the Stub Tooth Circle. Their belongings are missing, and as they leave the warehouse they discover the city guard is hunting for criminals who raided the Imperial Treasury and who bare a startling resemblance to the PCs.

Brimstone Scholars

“Ruthlessness and Ambition have always crossed path and never have they walked hand in hand more so than in the halls of academia. The Scholars will talk your fuzzy ears off with talk of how they plan on bettering the world but I’ve had to clean up too many dead bodies and too many world ending disasters caused by this lot, so use them for what you need them to and then get away as soon as possible.”

Leader: Alpha

Allegiance: To their fellow members and to the pursuit of arcane knowledge

Goals: To acquire knowledge no matter the cost and to pursue experiments regardless of moral quandaries.

Symbol: A pair of serpents crossed around a locked tome.

Background

A mysterious sect whose true origins were lost to the ages, the Brimstone Lodge believe that a dog’s title or breed is irrelevant in the



scheme of things and that only knowledge matters. They split off from the Church of Man centuries ago when it became clear that the Church only wanted to deal with Man's good and more pure works and shied away from the terrible yet powerful artifacts and knowledge left behind from their passing.

The members of the Brimstone Lodge do not refer to each other by name, only by an ancient alphabet system that was left behind by Man. The numerology of each letter also signifies rank within the Lodge, as only one dog can be called Alpha, with their two chief lieutenants being named Beta, and so on. The Alpha is elected by

Though they are based primarily out of Pugmire, it is rumored that the Brimstone Lodge has secret hideaways in Mau as well as other exotic lands. It is rumored that strange magics such as Lizard mysticism, Badger tribal prayers, and even Rat alchemy is brought back to Pugmire and experimented with in secret chambers deep beneath the city or in lodges

buried deep in the woods. The Brimstone Lodge believes that control over dangerous powers can only come from rigorous practice and experimentation and if an experiment gets out of hand then it can be considered an unexpected opportunity for experimentation and research.

Membership in the Brimstone Lodge is often considered an intoxicating opportunity that few dedicated researchers can resist. Some join thinking they can bring down the organization from within, while others think that joining the lodge will give them the resources needed to finish their own research and nothing more. The arcane knowledge that members of the Lodge delve in always goes to extremes, and more than a few innocent dogs have had their lives ruined by the Lodge's ruthless pursuit of power.

Famous Members of the Brimstone Scholars

Zeus von Heinmarten Rottweiler

Born the eldest son of a noble family, Zeus walked away from his family's wealth and connections after spending two nights lost in the woods near their homes. When he returned, he spoke of strange creatures that claimed kinship to Man and offered him a greater destiny. Zeus hires agents to procure old scrolls and pieces of man-made machinery from sites across the land in hopes of finding the knowledge needed to breach the barrier and release these strange beings from their confinement. Zeus is not a blind zealot, but a calculating and ruthless warlock focused on achieving his task.

Manuel Chihuahua

Most dogs hear Manuel before seeing him due to the crazed rambling he can barely keep under control as he constantly draws strange machines in the notebooks that are always on his person. Manuel hopes to come up with the next greatest advancement for the city of Pugmire but his vision rarely incorporates the side effects of the machines he builds. The last device he built promised to turn straw into gold, but the ghostly spirits bound into the gold unknowingly cursed their owners. This often leads him to building an endless series of inventions to sold the side effects of previous ones he has built.

Li Tzu, the Mistress of Strings

It is rare for a member of the Lodge to achieve the rank of Beta but not have the ambition to try to increase their lot in life, but Li is content with her reach in the Lodge. She silently watches over the many rituals and projects that the Lodge is working on and claims to see a larger picture that the Lodge is working towards. Her title comes from her ability to pull Lodge members from their projects and get them to act on behalf of the organization.

Plot Hooks

A massive explosion lights up the night's sky. Those who arrive on the scene discover that trees around the site have burnt to a crisp while the bodies of robed figures have been turned into glass statues whose muzzles cry out in agony. Sitting in the middle of the circle is an empty vase of unknown origin. Blackened marks on the ground form pawprints walking towards the nearby city.

The town of Coylefur has gone strangely quiet. The streets are lined with books that have seemingly been left strewn about. When a book is opened, it tells the life's story of an individual who once lived in the town. The sound of a quill scratching on paper is heard in the distance, but where the sound is coming from is just as mysterious as where the town's people have gone.

The adventurers come across a curious artifact made of glass and plastic while they are out exploring. They are soon approached by a dog claiming to represent Zeus von Heinmarten Rottweiler, and are willing to pay handsomely for the artifact. If they refuse to turn over the artifact, the dog leaves but the adventurer's never shake the feeling that someone is watching them from that moment on. Soon they find every animal in the woods around them is abnormally aggressive towards them, with some attacking them on sight.

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MOOSE'S DOSSIER OF HEROES AND VILLAINS

“Hello, friend. I’ve seen what you and your fellow adventurers have done out in the world and I think you and I think alike. It seems like you could use a bit of foreknowledge to help you on your path, so here’s some information I’ve gleaned over the years. Trust me, its better to know about the groups you are bound to encounter in the world than be caught off guard.”

~Moose Hound, legendary spy.

Pugmire is a large world full of bands of heroes and legions of villains who can change its destiny in a heartbeat. Told from the perspective of Moose Hound, the legendary spy, this guide helps provide examples and inspiration of dogs that can threaten your players or provide them with aid against other threats. This guide contains within:

- An ancient order of pauper knights who believe in doing their best to save the world even if it means giving their lives to do so.
- The Brimstone Lodge, a group of scientists and mages dedicated to achieving power through ruthlessness and any means necessary.
- Crews of pirates who roam the Acid Seas in hope of plunder and plastic to line their hulls.
- A group of survivalists who hope to keep ancient ways alive while exploring the vastness of nature.
- And more!

