



THE ORDER OF VAXX



TRAVIS LEGGE



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A Shepherd Option For Pugmire Characters

The Church of Man serves as the religious foundation of the Kingdom of Pugmire. Shepherds of the church uphold the Code of Man, share its teachings and live by its tenets. While all Shepherds believe that the core teaching to Be a Good Dog is the most important aspect of the Code of Man, there are some who place the teaching to Protect all from the Unseen as a very close second. The most zealous of these guardian-shepherds draw the attention of a secret order within the Church of Man, called the Order of Vaxx.

The Order of Vaxx is a collection of shepherds dedicated to protecting all from the Unseen, no matter the cost. Through an ancient alchemical

concoction dating back to the time of Man, Shepherds of the Order of Vaxx arm themselves against the Unseen by taking a small measure of dark power within themselves. This potent alchemical potion, known as Vaxx, allows the shepherd to gain amazing resistance to the magics of the Unseen. Some members of the Order of Vaxx further refine this ability, learning to use the powers of darkness in defense of the light!

Once a Shepherd has gained the trust of the Church of Man and the Order of Vaxx's leadership, a member of the order will approach the shepherd, offering tutelage in a new way to combat the Unseen. This tutelage typically lasts long enough for the shepherd to gain a level or two. The length of tutelage depends on the performance of the dog studying to join the Order (and the discretion of the Guide). Once the mentor is satisfied that the shepherd is dedicated and wise enough to undergo initiation, the student is taken

before elders of the Order of Vaxx and granted a dose of Vaxx.

New Trick: Inoculated

A Shepherd Trick for Members of the Order of Vaxx

Upon ingesting a dose of Vaxx, the shepherd immediately gains the Inoculated trick. As the character advances, this trick can be refined like any other calling trick.

Upon learning this trick, the shepherd may spend a Stamina die to gain an advantage on all saving throws against the powers of undead and the Unseen. If this trick is active, and any trick, ability, or masterwork used by the shepherd that targets an undead or Unseen and causes the target to make a saving throw also imposes a disadvantage on that creature's saving throw.

Once this trick is activated it lasts a number of rounds equal to the shepherd's Intelligence modifier (minimum 1).

Refinements

- When Inoculated is activated, it now lasts a number of minutes equal to the shepherd's Intelligence modifier (minimum 1)
 - If taken again, all the shepherd's attacks deal an additional 1d8 radiant damage to undead and the unseen while Inoculated is active.
 - If taken a third time, all the shepherd's attacks deal an additional 1d10 radiant damage to undead and the unseen while Inoculated is active.

- The shepherd may spend a Stamina die to activate the Bay trick, as if they were a Demon Hound. All creatures the shepherd chooses within a 300-foot spread must succeed on a Wisdom saving throw (difficulty is 10 + the shepherd's proficiency bonus and Wisdom modifier) or become Scared for 2d4 rounds (characters with the Deaf condition are immune to this effect). Whether or not the saving throw is successful, an affected creature is immune to the same shepherd's bay for 24 hours.

- If taken again, all the shepherd's attacks deal 1d4 Wisdom damage to undead and the unseen while Inoculated is active, in addition to the attack's normal damage.
- If taken a third time, all the shepherd's attacks deal 1d8 Wisdom damage to undead and the unseen while Inoculated is active, in addition to the attack's normal damage.

- The shepherd may spend a Stamina die to cast Protection from Evil on themselves without expending a spell slot, even if they do not know the spell. This use of Protection from Evil does not require concentration and lasts the full 10 minutes.
- If taken again, the shepherd may spend a Stamina die to cast Dispel Unseen without expending a spell slot, even if they do not know the spell. This use of Dispel Unseen does not require concentration and lasts the full 1 minute.

RUNNING THE ORDER OF VAXX

From a storytelling perspective, the Order of Vaxx offers a unique opportunity to give a bit of a darker, grittier edge to your shepherd character (but not TOO dark. Remember, they are still a *good dog*). The Order of Vaxx is depicted in this document as a secret organization within the Church of Man. How much of a secret they truly are is left to the Guide and your individual group to decide. Are they hated? Feared? Shunned for their dark power? Are they embraced as heroes of the people, or tolerated as a necessary evil? Does anyone outside the order itself even know they exist?

As a player taking on this role, it is important to ask yourself a few questions. What drove your character to such passionate hatred of the Unseen, that you would tool with dark alchemy to become a better hunter? What did you lose to drive you to such ends? What do you fear from the Unseen? Now that you have taken the Vaxx, what do you fear from yourself?

Also: keep in mind that the Inoculated trick is costly to use. This is deliberate. It grants incredible power. Power always comes with a price. Be careful how you wield it.

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The Order of Vaxx was written by Travis Legge. Compatible With Pugmire.

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The Order of Vaxx is a Shepherd option and includes:

- Details regarding the Order of Vaxx, a secret order within the Church of Man
- A new Shepherd Trick: Inoculated
- Eight Refinements for the Inoculated trick



Compatible with
Pugmire

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