



The following title contains the notes written by Conrad Audette for the play session of *Pugmire* seen on *Deges and Dragons* brought to you by Dege Time. Dege Time does not own the rights to *Pugmire* and the following product is for entertainment and educational use only.

## Bosspun

Welcome to Deges & Dragons, today we're playing the game Pugmire written by Eddy Webb and brought to you by Onyx Path Publishing. While the game features an existing map surrounding the great city of Pugmire, we will be starting in a separate city known as Bosspun. It is rather densely populated, known for its many neighborhoods that are sort of part of the city but not like Somairedale, Bacon Hill, Cavalier King Charlestown, Rawhide Park, Dachshundbury, Westie End, Snarlinton, Fetchington, Smellrose, Spanielmont, Chewton, WalHam, Grrrlington, Rover, Doberman Pinchester, and Labradorchester just to name a few. Those of you who are familiar with 5<sup>th</sup> edition Dungeons & Dragons will recognize many familiar rules as this is essentially an alternate world using their open game license to borrow many aspects. However, this game is a bit simpler to get into and we're playing as anthropomorphic dogs!

Imagine our world far in the future to the point that everything we have now has fallen to dust. The buildings have crumbled, the roads deteriorated, and whatever advanced level of technology humans reached, uplifted animals have built society back up to only a medieval level. We humans are viewed in a variety of ways, but chiefly as gods who built the world. You will hear the term "Man" throughout the game, but this isn't regarding a gender, it's a generic term for humanity past. I'll also say "Old Ones" referring to them. Man's monosyllabic nature fits existing phrases easily like "For the love of Man" or "Thank Man". From here on out when I say "people" that will be referring to uplifted species such as dogs, cats, badgers, lizards, and rats while animals will refer to those lacking intelligence like Dire Ticks, Horses, or Birds.

Back to the Old Ones – a major part of Pugmire is The Code of Man which has tenants deciphered from studying history.

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

This is where Pugmire is unique and shines. It's assumed basically even the most uncivilized dogs have some awareness of this code. What it means varies between dogs, but there is a major faction that holds these words sacred – The Church of Man. While that is the case, it's not necessarily doctrine, but rather guidelines left behind by the Ancient Ones.

The foundation for our characters here today has actually been crafted by a teenage girls' anxiety group. I thought that would be a cool extra layer to demonstrate utilizing this game for group therapy. Why don't we introduce our characters and we'll go alphabetically by player –

Each of you has traveled to Chewton, the most prosperous suburb of Bosspun to seek answers from none other than King Cluck. Chewton is lightly populated and those who live there have loads of plastic. The currency of the world is plastic coins and rather than worry about managing that we use quantitative descriptions like few, some, or in this case boatloads. Nobles from Pugmire keep their second homes here, wealthy adventurers retire here...you get the picture.

A beautiful river flows along the outside of town helping grow lush forest and bountiful crops. The farms are full of livestock and the town is recognized as being incredibly safe. Returning to why you're all here – the ruler of Chewton is King Cluck, a rotund chicken with a golden comb and wattle. He is believed to possess magical foresight, able to guide dogs down the best path and uncover lost secrets. You each have a question to ask the King, except Bob who is here to fulfill his ideal.

You arrive at a large castle surrounded by a moat. You are in a small line of dogs each seeking the King's wisdom. Two Boston Terriers in heavy armor, one medium, one small stand guard. One holds a scroll checking people as they cross while the little one holds a spear at the ready. <Notice Check> Cleo's small stature is initially deceiving, but you can see the spear she holds is forged from rare dark metal and her form and muscles are from years of honing skill.

You're next to enter when the medium sized one asks, "Names?"

Bob is not on the list. What do you do?

You finally enter the castle to see thick stone floors covered in chicken feed with small chickens of all breeds running about. A band of well-armed dogs line the pathway to the throne with a dog on either side of King Cluck. On the left stands a lightly armored poodle crossing her arms with a fierce grimace. On the right stands a pitbull in fanciful robes with a massive hat atop his head and a boa made of chicken feathers. The pitbull speaks, "My name's Biscuit, royal vizier, you have been blessed with an audience. Kneel and ask your questions."

"Such wisdom, my liege," Biscuit then turns to the rest of you and pauses.

The rest of the dogs become rowdy and grumble about you questioning the words of the King.

King Cluck may interrupt the conversation with loud clucking forcing the rest to fall silent.

"Ye have upset the King. Go into town and gather what you need for your quest. When you return, all your questions will have answers," FiFi interjects.

Players will be able to get little to no more information here as guards will cross weapons and begin to usher you out. Cleo will back flip 10 feet through the air spinning her spear to make sure the group is intimidated into leaving.

They're told obviously you gather information at taverns.

The main tavern for Chewton is called Subwoofer. Apparently it was a "bar" Man had in their homes.

At Subwoofer, the place is quite lively with party games like fetch the ball, a chew corner, and a stage for entertainment, though it's unoccupied for at the moment. There are tables strewn about with soft chair, the bar itself is circular in the center of the large open room with drinks underneath and hanging from above. Unlike other taverns you've been to in the past, most of the patrons are dressed nicely to reflect the neighborhood. A fast moving Beagle is working the bar serving drinks quickly.

1. Sterile Water
2. River Water
3. Toilet Water
4. Stagnant Puddle
5. Used Bowl
6. Brown Sugar Water
7. Mint Water

## 8. Fruit Sitting in Water Water

There's a quest board along the backwall next to the "Fire Hydrant" rooms. \*Roll Notice\* hard check will lead to spotting the cloaked dog who just posted the sheet containing the information for the King's request.

\*\*\*This may lead to a chase scene as he's tiny and is able to slip out the window through the Fire Hydrant rooms.

- The street is dense with people and guards will not take kindly moving them to get to Scout. He will also leave behind his mark which reeks of asparagus. Scout is the son of asparagus farmers and has a safe room in their attic. Should players head out to the farms they discover nice people who have easy jobs. (The city is oddly secure)

At the bar again the posting shows a map and directions to a rumored Mancave that needs to be explored. The quest specifically lists the names of the party on the sheet of paper and it lists what you each desire as rewards. Knowledge Nature check to read the map well and figure out how much food is needed.

Mackenzie's family The Bloodhounds provides rations as they're masters of not just the hunt but preserving food as well. If players go to see them, only her Uncle Rufus is watching over their storefront "Bloody Good Meats" – The Nose Knows the difference. Rufus provides food and should they want other supplies there is Muffin's.

Muffin's store is well organized with miscellaneous adventurer gear for exploring.

Actual travel takes several days to get to the destination. There are 2 main encounters along the way

- Attack by Dire Ticks as an intro to combat.
- At night a team of Cats is scouting and become instantly hostile. They have a note that says, "I can't believe the dogs would actually place a chicken on the throne. Find out what's really going on in Chewton. You must not be discovered at all cost. Eliminate witnesses."

After finding the dungeon itself, you find it well hidden beneath a rock and dirt, but there is a shaft with a built in metal rope leading downward.

"Before you stands a preserved marvel of the Old Ones. The initial room is small with pictures held in metal frames on the walls. Upon closer examination you can see Man performing strange rituals in particular clothing. A man holding a prolate spheroid tight to his body like it was the most precious object in the world, is running toward a strange Y symbol. This man has a rounded helmet with bars across the face and his shoulder armor is robust. A second picture depicts a man with a cloth helmet with a brim sticking out from his forehead and his shirt and pants are tight with pinstripes. He must be some sort of zen martial artist because the way he holds the mighty stick extended behind his body is beautiful, but also strange. Another picture shows a closer up image of a man holding a perfect brown sphere just above his face. His uniform leaves his arms completely bare up to the shoulder. You were always under the impression long flowing robes were symbols of Man, but these images lead you to believe that tightly fitting your body is more meaningful. You go beyond the entryway and a massive room with a vaulted ceiling extends out before you. Bronze statues of Man tower above you with boxes of ancient script at their feet. Glass containers far more advanced than you've ever witnessed contain the objects you witnessed in the pictures. You aren't sure what they are, but something primal inside you is drawn to their power."

There are several more rooms with similar setups as this is a sports museum.

The initial room is a football room with signed footballs in the glass, a helmet, cleats, some jerseys on the wall, and the symbol of a Man's profile with a blue streak shooting out the back of his head. If you investigate closely you will find the names Brady, Hannah, Tippet, Brown, and Moss. \*Leave open to interpretation, but fill in some blanks with knowledge checks – these were protectors of sacred objects and their titles where related to nature.

The next room again features glass pedestals though this time there are paw sized black circles. There are strange brooms on the walls, shoes with blades, and massive armor. There are 2 distinct statues – one of a hulking being upright near the ceiling and the other fully outstretched as though flying. \*check makes out names Chara & Orr. There is also a large bear frozen like a spell was cast upon it. With knowledge checks you believe these were the world shapers. With blades on their feet, the ability to fly, and strange brooms they must've changed the earth.

Going in deeper still you the martial arts masters. A statue depicts one Man with his left leg lifted high into the air with both hands over his head. He holds a small sphere that you're instantly attracted to within his grasp. You consider they may be blessed by the sky. You see a second statue with a Man holding the stick horizontally with one leg outstretched in front of the other. You see more glass with small white balls with red stripes upon them covered in ancient text. \*Check\* You manage to decipher some names – Young, Ted, Pedro, Yaz, and Boggs. Again you ponder the significance of these titles. On the walls you see the tight uniforms and more red. The socks are red, the helmets are red, you begin to wonder what role red played in the history of Man.

The next room is near the inner sanctum, so you speculate these are the priests of their day. The beings you see hold the large brown balls one up to his face and the other down to the ground. \*Check\* deciphering the ancient script you make out the words Bird & Bill. \*Check\* You start to think you understand the purpose of this mission. Man created birds. King Cluck's position is legitimate. Searching further you find the word Parish upon one of the priest's garments. You also see Cowens – perhaps cows have some role as well and the word Garnett – another reference to red.

\*Notice check\* multiple people in the final room

In here are a number of Badgers & Taco (Paris's father) – the badgers are hostile as these dogs are meant to be sacrifices for this badger cult. The badgers all wear the armor of Man as well as red socks. "Ahh our latest sacrifices have arrived. We are the Crimson Socks, true followers of Man who favored birds of all else. King Cluck's powers grow with each sacrifice here."

Taco reveals he is Paris's father like Vader and wants her to join him.

Badgers refuse to reveal their identities

## Appendix A – Characters

**Biscuit** – Royal advisor to King Cluck, a pitbull who wears fanciful robes and a large hat towering over his head. He “transcribes” the wisdom of the King.

**Cleo** – Spearmaster and royal guard for King Cluck. She is a small Boston Terrier with major skills who is the first line of defense of the castle alongside Teenah her sister.

**Fifi** – Left hand of King Cluck, a poodle of considerable dueling skill. She is suspicious and grumpy, preferring the word of chickens to dogs.

**King Cluck** – Lord of all chickens, he has a golden crest atop his head and is rather rotund. He is well regarded for his wisdom though he essentially just clucks. He has several bodyguards and an advisor who praises and (pretends) to understand him.

**Mr. & Mrs. Spot** – Asparagus farmer rat terriers that are completely innocent nice people who have never had an easier time farming than here. They came from Dachshundberry where they were never really safe.

**Muffin** – Adventurer gear, she’s a retired adventurer Jack Russell Terrier who was a master acrobat and duelist

**Taco** – Paris’s master who has gone missing – a gray & white Pyrenees who secretly has a family with badgers. He is also actually Paris’s father. He didn’t find her as an orphan, her mother left when she discovered Oreo’s second family.

**Scout** – Rat terrier ratter who is small and cloaked. He works for Biscuit and plants the “quest” in Subwoofer

**Teenah** – Extremely observant Boston Terrier of medium size. She monitors those who come to King Cluck seeking wisdom. She is quick with a whipe.

**Uncle Rufus** – Old Bloodhound who mans the storefront for rations. He’s respectful of Mackenzie’s views, but still a bit skeptical because dogs need so much meat in their diet to be healthy.

**Winnie** – beagle bartender, loud, social, willing to help

### Bar Patrons

**Artie** – pointer mix butler, tall, spotted, and slender he rarely says anything and works for Diesel

**Diesel** – an English bulldog with a slobber problem, he wears an open jacket with a bib and has a butler wiping his mouth all the time. Son of wealthy tax collectors from Pugmire.

**Nova** – she’s a Bichon Frise in a lovely dress surrounded by suitors. Her hair is extremely poofy. Her father found a rich plastic stash in his adventures.

**Shadow** – Italian mastiff sitting in the chew corner with some hide. He’s second in command of a gang called Scratch and questioning him you’ll discover the crime syndicate has no influence because they’re scared of the King’s hidden powers. Shadow promises Gizmo a large sum of money to uncover the secret and start with reporting back all the findings of the Mancave.

**Toby** – a red coonhound who is amazing at fetch and is raking in the dough gambling on it