

Rabid Dogs





RABID DOGS

Greetings fellow outcasts and degenerates! We are gathered here to revel in the glory that is Dungeon Crawl Classics. As you flip the following pages you may steep yourself in my own vision of DCC, where the Appendix N is acknowledged, but not revered. Where my own influences are drawn from my youth, where the Monster Manual and Fiend Folio are reference books embedded in my mind, and they overshadowed the books I was expected to read for school. Where the Sinister Secret of Saltmarsh was sought a half dozen times by as many parties of adventurers, but perhaps only solved once. Where Slave Pits of the Undercity had me embracing a very different future for myself than my peers who wanted to fight fires and travel to the stars. Instead, I wanted to listen to dark angry music and design games. Music was the major driver in my life for the next 20 years, but the game design dream never left. It just took the back seat. AD&D and punk music both infused me with the understanding that ANYONE can create something meaningful and cool if we just make the decision to do it. I stumbled into DCC a few years ago and realized that it was born out of similar roots to my own, and I took to it immediately.

The zine culture that surrounds DCC has shown me that I had found a new home where I could express my excitement, enthusiasm, and creative drive with others that skirt the periphery of mainstream gaming culture. Welcome to Rabid Dogs!

-Nick

Breaker Press Games

Breaker Press Games is an indie game company based out of Milwaukee, Wisconsin, USA. BPG was born out of the creation of my first miniature game ruleset, Broken Contract. You can find more info on Broken Contract and Breaker Press Games at breakerpressgames.com

Eulogies

This zine was going to be called a variety of different things, but members of two of my all-time favorite bands passed away in January 2020, Reed Mullen the drummer of Corrosion of Conformity, and Josh Pappe the original bass player of Dirty Rotten Imbeciles. The article titles already included Equal People (a DRI reference), and as I struggled to find a title that fit I was listening to Eye for an Eye from COC, and Rabid Dogs jumped out at me. Just as much as the classic game designers, these bands influenced who I am today and I am forever grateful for their impact.






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All writing and editing by Nick Baran/Breaker Press Games.

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Section 1: Characters

*I Hate Work
Equal People
I'm an Outsider
I Wanna Be Your Dog*



I Hate Work

Occupations for the Miserable Masses

Adding canines as a class, adding mixed race characters, and eliminating race as a class meant that the normal Occupation chart needed a rework. I used it as an opportunity to bring in some other interesting occupations like the knacker and bring in a variety of working dogs beyond just the herding dog.

Roll	Occupation	Trained Weapon	Trade Good
01	Alchemist's Apprentice	Staff	Oil, 1 flask
02-03	Astrologer	Dagger	Star charts
04	Astronomer	Staff	Spyglass
05-06	Baker	Rolling pin (as club)	Loaf of bread
07-08	Bar keep	Club	Ale, 1 flask
09	Bee keeper	Torch (as club)	Honey, 1 flask
10-11	Beggar	Rock (as club)	Begging bowl
12-13	Blacksmith	Hammer (as club)	Steel tongs
14	Book binder	Staff	Blank book
15	Chaplain	Staff	Holy symbol
16	Cobbler	Awl (as dagger)	Pair of boots
17	Courier	Dagger	Pony and saddle bags
18-19	Cutpurse	Dagger	Pouch with 20 cp
20	Dancer	Dagger	Fine scarf
21	Dog trainer	Staff	Whistle
22-23	Dyer	Scissors (as dagger)	Linen, 1 yard
24	Eremit	Staff	Holy text
25	Exciser	Long sword	Pouch with 10 gp
26	Falconer	Dagger	Heavy glove
27	Family dog	Teeth	Old shoe
28-37	Farmer	Pitchfork (as spear)	Turnips, 3 large
38	Felter	Scissors (as dagger)	Quality hat
39	Footpad	Club	Small Chest
40-41	Forester	Short Bow	Arrows, 6
42	Fortune-teller	Dagger	Tarot deck
43	Gambler	Dagger	Card deck
44	Gaoler	Long sword	Set of keys
45	Glover	Scissors (as dagger)	Quality gloves
46-47	Guard	Short sword	Leather armor
48	Guard dog	Teeth	Studded collar

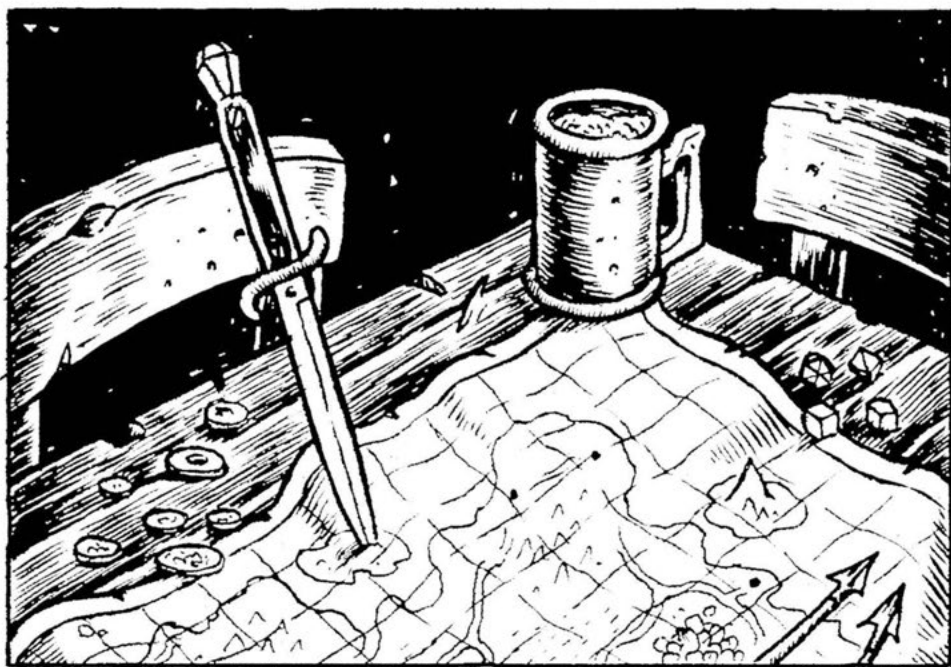
49	Grave digger	Shovel (as staff)	Bag of bones
50	Haymonger	Pitchfork (as spear)	Ball of heavy twine
51	Healer	Staff	Holy water, 1 vial
52	Herbalist	Pestal (as blackjack)	Mortar and herbs, 1lb
53-57	Herder	Staff	Bag of carrots
58	Herding dog	Teeth	Rag doll
59	Horse trainer	Switch (as staff)	Nag
60-64	Hunter	Short bow	Arrows, 6
65	Indentured servant	Staff	Information
66	Iron monger	Iron skillet (as club)	Bag of nails
67	Jeweler	Dagger	Gem worth 20 gp
68	Knacker	Dageer	Handcart
69	Legerdemainist	Staff	Flash powder, 3 pinches
70	Locksmith	Dagger	Fine tools
71	Luthier	Club	Ukulele
72	Mercenary	Long sword	Leather armor
73-74	Miller	Club	Flour, 1lb
75-79	Miner	Pick (as club)	Lantern
80	Minstrel	Dagger	Lute
81	Noble	Long sword	Crest pendant worth 10 gp
82	Oiler	Club	Oil, 2 flasks
83	Outlaw	Short sword	Leather armor
84	Retriever	Teeth	Dead bird
85-88	Sage	Dagger	Parchment and quill
89	Sawbones	Bone saw (as dagger)	Clean linen, 1 yard
90	Smuggler	Sling	Waterproof sack
91	Soldier	Spear	Shield
92	Squire	Long sword	Steel helmet
93	Stabler	Switch (as staff)	Grooming brush
94	Tracker	Staff	Herbs, 1lb
95	Tracking dog	Teeth	Favorite stick
96	Trader	Short sword	20 sp
97	Vagabond	Club	Sack of soiled clothes
98-100	Woodcutter	Hand axe	Bundle of wood

Other Fun Tables

Roll	Race
1	Any
2	Halfling
3	Elf
4	Dwarf
5	Half-halfling
6	Half-elf
7	Half-dwarf
8-20	Human

Race	Age Range
Human	13 + 1d30
Halfling	20 + 1d30
Elf	100 + 1d30
Dwarf	40 + 1d30
Half-halfling	16 + 1d30
Half-elf	15 + 1d30
Half-dwarf	20 + 1d30

-Sages add 20 years to the result.





Equal People

Abolishing Race as Class

One of my only complaints about DCC is the decision to make races as classes. I understand the roots of this from B/X and iterations of DnD pre-Advanced Dungeons and Dragons, but it is born out of rule set where other races were not equal to the potential that humanity could attain. Even in a fantasy setting I find this concept troubling. If a player connects with the dwarf concept, but doesn't want to be a fighter-type, they want to be a cleric or a thief, who am I to say that they are unfortunately limited to being just this one thing. Similarly, DCC does not present the option of half versions of their races, and I think this is another flaw that is an extension of the philosophy behind my first complaint. I think the solutions to these things are very simple:

- Extract the racial abilities and allow any character to be of any race.
- Determine how to halve abilities to allow characters to be biracial.
- Create a couple of random charts to maintain the elements of DCC that prevent min/maxing, which is one of my primary draws to DCC.

Note: I am quite aware that others have come to this exact same conclusion and that this article is likely redundant, but these are the fixes that I envision.

Table 1: Racial Abilities

Races and Abilities	Dwarf	Elf	Halfling	Half-Dwarf	Half-Elf	Half-Halfling
Sword and Board	See below	X	X	X	X	X
Infravision	Same	Same	Same	30'	30'	15'
Slow	Same	X	Same	As Dwarf	X	Same
Underground Skills	Same	X	X	See below	X	X
Immunities	X	Same	X	X	See below	X
Vulnerabilities	X	Same	X	X	See below	X
Heightened Senses	X	Same	X	X	See below	X
Two-weapon Fighting	X	X	Same	X	X	X
Small	X	X	Same	X	X	See below
Stealth	X	X	Same	X	X	
Good Luck Charm	X	X	Same	X	X	See below
Languages	Same	Same	Same	See below	See below	See below

Dwarf Notes:

Sword and Board: This ability remains unchanged regardless of class, though shields clearly inhibit thief and wizard abilities which often require the character to be unencumbered or hands free.

Luck and Mighty Deed of Arms are not specific to the race, but instead equate the typical Dwarf to being unique Warriors. Ignore these abilities if playing a non-warrior Dwarf.

Elf Notes:

All Elf abilities are unique to their physiology. However, though magic use is in their nature, they require focus and learning to truly develop those abilities. Spell casting cannot be harnessed by Elf thieves, clerics, or warriors.

Alternately: Allow all Elf player characters D3 Level 1 spells, but their casting does not improve as they level up. Their spell casting abilities will not advance.

Halfling Notes:

Two-weapon Fighting: Same as (Note: Really? This one is sort of funny to me. Was it born out of their knife and fork skills?)

Half-Dwarf

Infravision: A half-dwarf can see in the dark up to 30'.

Slow: A half-dwarf has a base movement speed of 20', as opposed to 30' for humans.

Underground Skills: A half-dwarf can smell gold and gems. A half-dwarf can tell the direction of a strong concentration of gold or gems within 50'. Half-dwarfs are not attuned enough to smell single coins or gems like their full blooded parents.

Languages: Make a DC 10 Check modified for Intelligence. If the character succeeds, they know both the Common and their racial language. If the character fails the check they only know the Common or their racial language, but not both.

Half-Elf

Infravision: A half-elf can see in the dark up to 30'.

Immunities: Half-elves receive a +1 bonus/level to Saves against magical sleep and paralysis.

Vulnerabilities: Make a DC 10 Fortitude Save when you create this Character. If the save is passed, the Character escapes being Vulnerable. If they fail, they suffer the full effects.

Heightened Senses: All half-elf characters receive a +2 bonus to detect secret doors.

Languages: Make a DC 10 Check modified for Intelligence. If the character succeeds, they know both the Common and their racial language. If the character fails the check they only know the Common or their racial language, but not both.

Half-Halfling

Infravision: A half-halfling can see in the dark up to 15'.

Small Size: Half-halflings are 3-5 feet tall, and the stoutest among them weighs no more than 100 pounds. This small size allows them to crawl into narrow passages and through tiny holes too small for most other races.

Slow: Same as

Lucky: Half-halflings tend to be lucky, and gain additional bonuses when expending Luck. A half-halfling doubles the bonus for burning Luck. For every 1 Luck expended, a half-halfling gains 2 points of Luck to spend.

Unlike their full blooded parent, their Luck does not rub off on those around them.

Still, half-halflings do recover lost Luck. The half-halfling's Luck score is restored each night by a number of points equal to their level. This process cannot take their Luck score past its natural maximum.

Other Options

Do you have a player who wants to know if they can play a half-dwarf/half-halfling? Say, "Absolutely!". Which Infravision range do they get? Make a DC 10 check. Failure is the lesser range. Should they get Two-handed Fighting and Sword and Board? Nope. Make a DC 10 Check and put the one they want as the succeed result and the other as the fail result. Are they Lucky or do they have Underground skills? Do the same. This could create characters with a unique selection of relatively minor abilities. Just remember to look at comparable half-racial abilities, and play them against each other.

These principles can be easily applied to the Orc from Crawl #5 and the Gnome from Crawl #6, though it eliminates the need for any of the new classes in Crawl #10.



I'm an Outsider

Outlier Player Characters

The concept of a Player Character with outdoor skills has firm footing in fantasy literature, but not every solitary woodsperson is a benevolent ranger. There is also the survivalist hunter, and the thieving brigand roaming the hills and forests. The Outlier emphasizes the varied motivations and skills of those that live off the land, whether they seek to protect it, or take what they need from it, outside of the governance of "civil" society.

(Editor's note: The traditional Ranger of AD&D does not fit with the "You're no hero" philosophy espoused by DCC, but many folks love the wilderness skills associated with the class. In the 80's, I was in love with the Bandit character class that was featured in Dragon Magazine #63 and Best of Dragon Vol. 4. It was a cool mash up of Thief and Ranger themed skills that I really connected with and had a lot of fun playing. With no official Ranger to tread upon, I've elected to fill that slot with what I feel is a truly DCC outdoor survivalist inspired by both the Bandit and Ranger concepts.)

Outlier

Outliers include any type of outdoor character who's skill sets are more focused on survival than on swordplay or arcane arts. Outliers rely on their wits and practical knowledge of the natural environment to get by. They are hunters, gatherers, and highway-folk. They are cunning, crafty, and above all, pragmatic. Lawful Outliers lean toward being rangers and forest keepers, out to preserve the natural balance. They warn their more urban neighbors of incoming threats, possibly prevent poaching, and might gather herbs, lichens, and mushrooms to trade with herbalists and apothecaries in the nearby towns and villages. Neutral Outliers tend to be hunters and woods folk, living off the land with little care for its preservation. They trade in pelts or lumber, but have no desire to participate in society. They observe survival as their prime directive, and seek to do so on their own terms. Chaotic Outliers are bandits and brigands, lurking along the highways and deer tracks looking for the weak and unaware to prey upon. They want the luxuries that civilization produces, but have no desire to engage in the static lives of planted roots and civil discourse. Why labor tirelessly for little reward when you can brandish a dagger or axe? The cowardly and meek will grovel while handing over their bounty?

Hit Points: An Outlier gains 1d8 hit points at each level.

Weapon training: Outliers tend to be proficient in weapons that can double as tools, or that allow them to travel lightly: blackjack, blowgun, club, dagger, dart, hand axe, javelin, longbow, shortbow, long sword, short sword, sling, spear, staff, and wood axe (treat as warhammer for damage and cost). Outliers prefer lighter armor such as padded, leather, studded leather, and hide. Heavier armors tend to be bulk, slow, and noisy - terrible traits for stalking prey, be they poachers, animals, or unwitting travelers. They will occasionally carry a small shield.

Alignment: Outliers have many different motivations and philosophies for why they live off of the land. Each of these impact what survival skills they hone.

Attack modifier / Deed Die: Outliers do not receive a fixed attack modifier at each level. Instead, they receive a random modifier, known as a deed die. At 1st level, this is d3. The Outlier rolls their deed die on each attack roll and applies it to both their attack roll and their damage roll. This deed die functions like the Warrior's Mighty Deed of Arms but is limited to their Preferred Weapon, which should be chosen at first level from the Weapon Training list above.

Climb sheer surfaces: This ability is identical to the *Thieving Skill* by the same name.

Sneak Silently: This ability is identical to the *Thieving Skill* by the same name.

Hide in Shadows: This ability is identical to the *Thieving Skill* by the same name.

Detect and Follow Tracks (Intelligence): The Outlier can detect or follow the tracks of any ground-based creature that has passed through the area, identify them, and approximate their number. DC10 for familiar terrain, DC15 if the Outlier is not familiar with the terrain, and DC20 if the surface doesn't generally show tracks, like smooth rock or water.

Natural Awareness (Luck): An Outlier may use their Luck to influence perception and surprise checks.

Set Snares (Intelligence): Outliers are familiar with trapping game, and can be clever and shrewd. A stake attached to a bent branch can be a deadly ploy for anyone, but they excel at these sort of snares and traps. Setting a snare requires a detailed account of the materials used and methodology of how the trap will work. A reasonably sounding trap with proper materials and some concealment is DC 10. If the snare is simple, plausible, and well concealed it could be DC 5. Limited time to set the trap, poor concealment, or unlikely feasibility should be DC 15 - DC 20. Snares and traps can vary wildly and the damage they do are up to the Judge's discretion..

Light Footed (Agility): Outliers are proficient at obscuring their passage. While walking through familiar terrain they can avoid leaving tracks on a DC 5 or DC 10 in unfamiliar terrain. While running they can avoid leaving tracks on a DC 10 in familiar terrain, or DC 15 in unfamiliar terrain.

Herbal Knowledge (Intelligence): Outliers are familiar with their natural environment and know a host of herbal remedies, and on occasion might brew a poison to assist them. They must have 1 oz of herbs on hand to make 1 application, and the application will take D3 Turns to make. An application can be stored for a day before it loses potency. When an Outlier chooses to apply Herbal Knowledge to heal a Character, they must make a DC 11 Check at the time of using the application. If the Check is passed, they will heal 1D3 hit points of damage. If they roll a 1 on the Check, they will do 1D3 hit points of damage instead. Additionally, they can craft minor poisons on a DC 11 Check. The Check to successfully make a poison is rolled at the time of manufacture. If successful, the poison will do 1D3 damage if applied to a weapon, or 2D3 damage if they can get an opponent to ingest it. If they roll a 1 when making the Check to produce the poison they will accidentally poison themselves in the process, taking 1D3 damage. Poisons are dangerous business.

Table 1: Outlier

Level	Attack (Deed Die)	Crit Die/Table	Action Dice	Ref	Fort	Will
1	+D3	1D10/Table II	1D20	+1	+1	+0
2	+D3	1D12/Table II	1D20	+1	+1	+0
3	+D4	1D12/Table II	1D20	+2	+2	+1
4	+D4	1D12/Table II	1D20	+2	+2	+1
5	+D5	1D14/Table II	1D20+1D14	+3	+3	+2
6	+D6	1D14/Table II	1D20+1D16	+3	+3	+2
7	+D7	1D14/Table II	1D20+1D20	+4	+4	+3
8	+D8	1D16/Table II	1D20+1D20	+4	+4	+3
9	+D10	1D16/Table II	1D20+1D20	+5	+5	+4
10	+D10+1	1D20/Table II	1D20+1D20+1D14	+5	+5	+4

Table 2: Outlier Titles

Level	Lawful	Neutral	Chaotic
1	Gatherer	Strider	Looter
2	Forester	Pursuer	Raider
3	Keeper	Stalker	Marauder
4	Protector	Hunter	Outlaw
5	Guardian	Great Hunter	Reaver

Table 3: Outlier Skills by Level and Alignment

LAWFUL

Skill	1	2	3	4	5	6	7	8	9	10
Climb Sheer Surfaces	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Sneak Silently	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Hide in Shadows	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Detect/Follow Tracks	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Set Snares	+0	+1	+3	+5	+7	+8	+9	+10	+11	+12
Light Footed	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Herbal Knowledge	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15

NEUTRAL

Skill	1	2	3	4	5	6	7	8	9	10
Climb Sheer Surfaces	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Sneak Silently	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Hide in Shadows	+1	+3	+5	+7	+8	+9	+10	+12	+12	+13
Detect/Follow Tracks	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Set Snares	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Light Footed	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Herbal Knowledge	+0	+1	+3	+5	+7	+8	+9	+10	+11	+12

CHAOTIC

Skill	1	2	3	4	5	6	7	8	9	10
Climb Sheer Surfaces	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Sneak Silently	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Hide in Shadows	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Detect/Follow Tracks	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Set Snares	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Light Footed	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Herbal Knowledge	+0	+1	+3	+5	+7	+8	+9	+10	+11	+12





I Wanna Be Your Dog

Canine Player Characters

You're running a 0-Level Funnel for a group of players who are all dog people. One of the Characters comes up as a Herder with a Herding Dog, and before you know it, the dog is the most beloved member of the party. Treasure be damned, as long as the dog survives!

CANINE

Canines include any type of dog. Working dogs are domesticated breeds that faithfully herd, guard, or guide their bipedal companions and reflect the lawful canines among us. Social strays often join the groups of people out of a desire for scraps and mutually beneficial companionship and protection. They are fickle creatures, leery of most humanoids and when in doubt will do what is best for their own survival. Lastly, there are a variety of chaotic wild animals from the genus *Canis*, like wolves, coyotes, jackals, dingoes, and feral dogs. These canines often hover on the periphery of a group, waiting to feast on the injured or dead, but don't build bonds with the party.

Hit Points: A canine gains 1d6 hit points at each level.

Weapon training: A canine uses only their bite and paws in combat.

Alignment: Canines can follow one of several paths based on their alignment, which in turn affects their title and life path.

Luck and Wits: This is identical to the *Thief Ability* by the same name.

Sneak Silently: This ability is identical to the *Thieving Skill* by the same name.

Hide in Shadows: This ability is identical to the *Thieving Skill* by the same name.

Detect or Follow Scent (Intelligence): The canine can detect or follow the scent of any nearby creature, identify them, and approximate their number. DC10 for familiar terrain, DC15 if the canine is not familiar with the terrain, and DC20 if there are overwhelming scents that could mask the scent they are trying to follow, like incense or smoke from a large fire. Remember that the canine may know the information but may not articulate it beyond barking, growling, pacing, and other dog behaviors.

Pounce (Agility): The canine may end its movement toward an enemy with a leap, jumping on or into the enemy. If the enemy is human-sized or smaller, the canine may force them to lose an Action Die for the Round. If they have no Action Dice remaining, they should make an opposed test against the canine's Pounce roll, modified for Agility. If the opponent fails, they are knocked Prone. Pouncing is part of the canine's Movement and uses a D14 to hit.

Tenacious Grab (Strength): Canines have a powerful bite and are adept at using their weight and strength to restrain their enemies. After a successful bite they may immediately attempt a Grapple if they so choose, as per *Other Combat Rules* (DCC rule book page 96).



Quick: A canine has a base movement of 40', as opposed to 30' for humans. This should be adjusted for tiny dogs or those with tiny legs.

Small Size: Canines range in height from 6" to 3' tall and have a chest width from a few inches to 2'. They can weigh 150 lbs or more but most breeds stay under 70. Their small size allows them to navigate narrow passages and openings too small for bipedal humanoids.

Small and Agile: Canines have a natural Armor Class of 12.

Languages: Bark and Growl. The language of dogs is a complex series of barks, whines, growls, and visual cues. Though they can often convey their wants and needs to an attentive person, communication is limited. Similarly, some canines can learn simple words and their meaning in most languages, they cannot speak. Understanding between canines and upright folks will always be limited.



Table 1: Canine

Level	Attack	Crit Die/Table	Action Dice	Luck Die	Ref	Fort	Will
1	+0	1D6/Table I	1D20	D3	+1	+1	+0
2	+1	1D6/Table I	1D20	D4	+1	+1	+0
3	+2	1D8/Table I	1D20	D5	+2	+2	+1
4	+3	1D8/Table I	1D20	D6	+2	+2	+1
5	+4	1D10/Table I	1D20+1D14	D7	+3	+3	+2
6	+5	1D10/Table I	1D20+1D16	D8	+3	+3	+2
7	+6	1D12/Table I	1D20+1D20	D10	+4	+4	+3
8	+7	1D12/Table I	1D20+1D20	D12	+4	+4	+3
9	+8	1D14/Table I	1D20+1D20	D14	+5	+5	+4
10	+9	1D14/Table I	1D20+1D20	D16	+5	+5	+4

Table 2: Canine Titles

Level	Lawful	Neutral	Chaotic
1	Whelp	Mutt	Cur
2	Pup	Stray	Mongrel
3	Pooch	Flea Bag	Haunter
4	Hound	Mange Carrier	Beast

Table 3: Canine Skills by Level and Alignment
LAWFUL

Skill	1	2	3	4	5	6	7	8	9	10
Sneak Silently	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Hide in Shadows	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Detect/Follow Scent	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Pounce	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Tenacious Grab	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13

NEUTRAL

Skill	1	2	3	4	5	6	7	8	9	10
Sneak Silently	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Hide in Shadows	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Detect/Follow Scent	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Pounce	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Tenacious Grab	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13

CHAOTIC

Skill	1	2	3	4	5	6	7	8	9	10
Sneak Silently	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Hide in Shadows	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Detect/Follow Scent	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Pounce	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Tenacious Grab	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15

Section 2:

Roadside Encounters

Road to Ruin:
Hungry Child
Halo of Flies



Road to Ruin

Two Roadside Encounters

Each of these encounters was depicted along a road. These roads or tracks can be dropped into any climate or environment that you like.

The Hungry Child

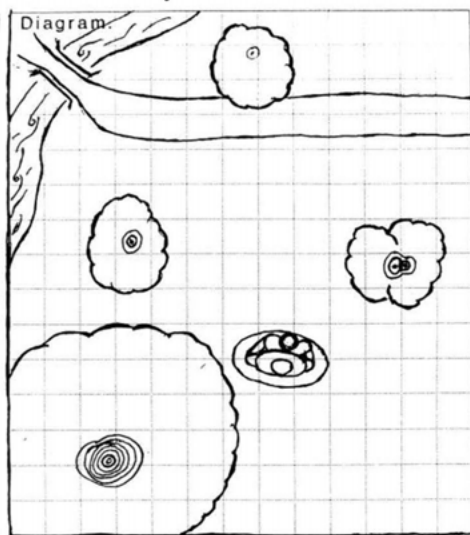
As you walk along the road you see off to the side an extremely large statue of a person sitting with a bowl in their lap. The figure is of a withered, poorly attired, childlike being. The bowl is empty. GIVE is carved on the side of the bowl in large letters.

Anyone inspecting the statue make an Int check:

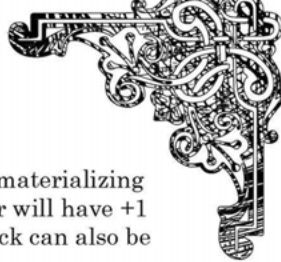


DC 5: The statue is made of rough and weathered stone.

DC10: Through the natural debris that has collected in the bowl, you can see what appears to be scrapes and wear from items having been placed or removed from the bowl.

DC15: Upon scrutinizing the statue you recall some odd reference to a statue like this before. Roll a D6:



1. These roadside shrines bring luck, both good and ill.
2. I think this is some sort of forgotten patron to beggars and travelers.
3. We are expected to make an offering to this beggar child, but they will grant us their blessing in return.
4. Believers in the hungry child frown upon the pious, and that good deeds should be made from genuine self-sacrifice and not some mandated moral code.
5. Those that believe in this beggar child somehow know whether we've made a sacrifice and if we do not, they will direct any manner of horrors to take advantage of us when we are least aware. They are probably watching us right now.
6. I've heard that the beggar child has vaults filled with the "alms" given.



Any item of value placed in the bowl will slowly vanish, dematerializing before the characters' eyes. For the rest of the day the giver will have +1 Luck, awarding any benefits that that might offer. This Luck can also be expended like any other Luck.

Alternative Rewards: Instead of, or in addition to Luck, use the alms given to reward the giver with information through their dreams that night. Or give the player a token and don't explain what it is for. When they fail a check of some sort ask them, "Would you like to use your token?" If they say, "yes", allow them to re-roll the dice. Or if they wish to make a difficult or important check ask them if they want to use the token. If they want to burn the token move the die for the roll one step up the dice chain. If you go this route and you see the party wanting to go back to the shrine repeatedly, make it vanish after a few days and then place it somewhere else.

Those that give nothing receive nothing.

Those that desecrate the statue will burn 1 Luck permanently and must regain it by normal means. If you roll for random encounters along the road, the likelihood of an encounter should be improved by a perceptible amount, either increasing the chances by one, or reducing the dice by one step on the dice chain to increase the odds.


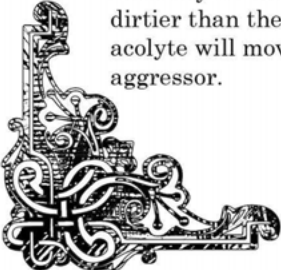
Entering the Bowl

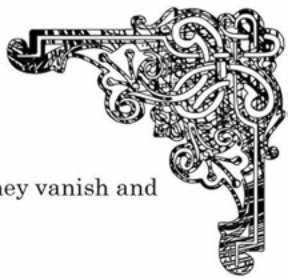
Any character who gets into the bowl will be transported to the vault. The vault is filled with wealth waiting to be redistributed.

You appear in a bowl-shaped indent in the center of a large stone room. Separated into the various corners are stacks of coins, gems, tools, tokens, and food. A withered looking being in simple clothes approaches. A look of shock, disgust, and frustration appears on their weathered face. "You do not belong here!"

Hungry Child: Init +6; Atk claw (1d6), road dust (special missile attack); AC 15 (unnaturally quick); HD 1d8+4; MV 40'; Act: 2d20; SP road dust (see below); SV Fort +2, Ref +6, Will -1; AL N.

This devotee of the common good will pause for a response and if none is given, they will offer a night's lodging and the character(s) will be returned to the road as they awaken. If the characters just ask to be returned to the road, the acolyte will shower them in road dust and they will reappear on the road, dirtier than they began. If the characters make any threatening moves, the acolyte will move with unnatural speed and blow dust upon the closest aggressor.





Road Dust: If they fail a DC15 Reflex save roll 1d6. 1-5 they vanish and return to the road. 6 they morph into a statue as follows:

Round 1: Lose control of their limbs.

Round 2: Any armor or finery will crumble away.

Round: 3-4 Slowly sit in a cross-legged position and cup their hands as if holding a bowl.

Round: 5-6 Slowly turn to stone.

This being is unable to restore anyone to their natural form. This would require a quest or great deed in the name of common decency.

Ultimately, this being is a benevolent entity that lives a simple life of redistributing wealth back to those in need. Killing this being will cause all willful aggressors to lose 1 Luck permanently. If the characters do kill this being, they will not be able to return to the road. They will exit out of some small, nondescript door in an alley of some nearby city. What happens from there is up to you.

Halo of Flies

As you travel along the road, you see a shape in the distance. It appears to be a figure in orange robes walking ahead of you. They are moving at a steady pace, but you appear to be gaining on them.

If the party deliberately follows them from a distance, they will see nothing concerning. If you would like to reinforce this, have someone pass both the wanderer and the party going in the opposite direction. They will smile and wave and continue on their path.

If the party catches up to the wanderer, he will greet them. He will be pleasant and engaging. He will introduce himself as Aeystul. He will welcome the company of the party and will walk with them for a bit before steering off at the next fork in the road. He will redirect towards a stream or landmark, always steering away from the next town or village.

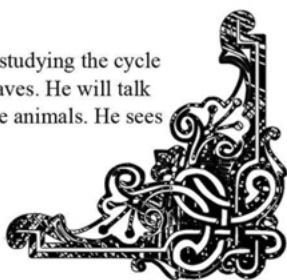
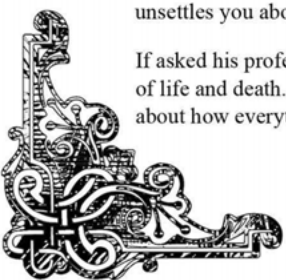
DC5 He bares the marks of a wanderer with his dusty/muddy brown-orange robes and weathered skin.

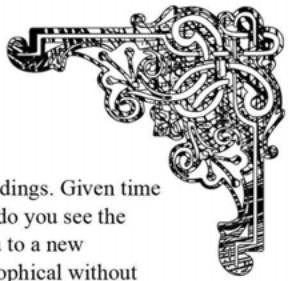
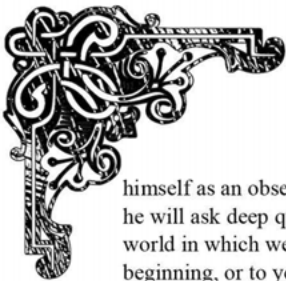
DC10 He has a scholarly air about him. A satchel that carries the weight of a book or two hangs at his side and he speaks with a proper tone not typical of Stennardites.

DC15 His natural odor is masked slightly by honey, fruit scents, and regional spices, which are quite pleasant. Those scents also seem to attract flies and other bugs to him.

DC20 Despite his clear charisma, pleasant demeanor, and refinement, something unsettles you about this man. Perhaps it is those very things?

If asked his profession, he will explain that he's a wandering scholar, studying the cycle of life and death. He will talk about the beauty in the turning of the leaves. He will talk about how everything around us has a job to do, from the insects to the animals. He sees





himself as an observer in a fascinating world of both beginnings and endings. Given time he will ask deep questions of specific members of the party like, “how do you see the world in which we live?” And “do you see your wants as hastening you to a new beginning, or to your end?” Allow the conversation to go darkly philosophical without revealing his sinister leanings.

Recurring Character: Aeystul can make a great recurring character, bumping into the party as they wander the roads between towns and villages, discussing philosophy and building trust. He can be a source of rumors as well. He is a patient opportunist, however, with insidious goals. He is a devout follower of the Carrion God, seeking possible new adherents, and sowing the seeds of corruption in fertile ground.

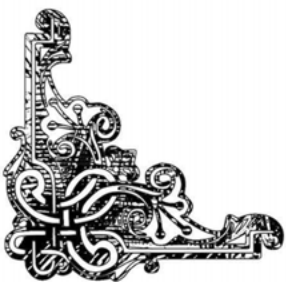
If someone is in serious need of healing, he will offer assistance in the form of herbs. He will gently press them into the mouth of those in need and tell them to swallow. Within the herbs a grub will be obscured.

Healing Herbs: The recipient should make a DC10 Fortitude Save. If they succeed, they will be healed D3-1 hit points and will suffer no ill effects. If they fail, they will receive no healing benefits and will start to feel sick early the next day as the grub grows inside of them and begins to feed. If no action is taken, the grub will attack the character once per hour from inside their body, bursting out when its victim reaches 0 hit points.

Killing the Grub: The character can be potentially cured by drinking a noxious tea of herbs. An herbalist or shaman would have a DC10 of coming up with a viable solution, with the difficulty increasing with a character’s occupation being more specialized or urban. Allow for creative solutions but require them to have some sort of herbs or alcohol on their person to attack the parasite, and whatever means of they use should be dangerous. Tea or alcohol raised to scalding temperatures, should kill the parasite but should cause D3-1 damage on the way down.

Funeral Rites: Aeystul will also offer to preside over the dead. Similarly, he will speak some solemn words and press herbs into the mouth of the deceased, planting a worm within. He will do this with any dead or dying roadside creature, particularly if there is no discussion of burial.

Aeystul wants his maggots to feed off the dead and grow to full maturity. They will not consume the corpse completely, using it as a lure to lie in wait for some other being to investigate and then attack.



Aeystul the Wanderer

Lvl 2 Cleric, Str. 11 (0), Agi 10 (0), Sta 18 (+3), Per 14 (+1), Int 11 (0), Luc 9 (0), AC 10, HP 18, Weapon: Staff, Speed 30', Init 0, Ref 0, Fort 3, Will 1.
Sign: Survived a Spider Bite (Poison).

Spells: Blessing, Detect Good, Holy Sanctuary, Paralysis, Word of Command.


Aeystul likes to wander the roads and tracks, sharing “the word” of the Orange Coven to those who will listen. He has found that in these desperate times, people are looking for answers now, more than ever, and he believes he has those answers. He is charming and eloquent, born of noble birth, and raised with book learning and culture. In service to their carrion lord, he has fostered a breed of unnatural grub that sometimes would appear in the corpses of dead animals in the region. These grubs can grow as large as a potato at full maturity, and develop bristling, flexible black spines with which they can propel themselves up to 5' in the air or help rapidly burrow through flesh. He travels the roads, sharing philosophy to those who strike up conversation, and sewing tiny, immature grubs into dead animals, and on occasion, into the sick and wounded in the guise of medicine. More than a few lone travelers have fallen for his ruse, only to be devoured from the inside out, to lay on the road to be found by passing travelers, human and otherwise.

Personality Traits: Fervent, charismatic, philosophical, engaging.

Motivations: Serve Herlezzect the Carrion God by word and by deed.

Corpse Crawlers: Init +1; Atk bite (1d2 plus disease); AC 12 (small and squirmy); HD 1d3; MV 20' or jump 10'; Act: 1d20; SP disease (DC7 Fort save or additional 1d4 damage); SV Fort +2, Ref +1, Will -1; AL C.





Rabid Dogs Playlist

MDC – I Hate Work (s/t, R Radical Records)

It's not work I hate, it's doing work that doesn't engage me, and that I am undercompensated for that I have a problem with. I just recently struck out on my own because I felt tired of being used up, and I feel lucky to be free. This is one of the most raging punk records of the era.

DRI – Equal People (Dealing With It!, Metal Blade Records)

Racism is dumb and counterproductive. I love that this is a consistent thread through punk but am also frustrated that it needs to be said at all, but it does. This LP changed my life.

The Ramones – Outsider (from Subterranean Jungle, Sire Records)

They should need no explanation, but The Ramones played power pop inspired punk rock. This is a song most people can relate to, and some of us more than others.

The Stooges – I Wanna Be Your Dog (s/t, Elektra Records)

How is it this song came out all the way back in 1969? And why didn't I embrace it until the 2000's? Both are interesting questions.

Corrosion of Conformity – Hungry Child (Animosity, Death Records)

Animosity was on the flipside of my dubbed copy of Dealing With It. These two records helped shaped the person I became.


The Accused – Halo of Flies (More Fun Than an Open Casket Funeral, Combat Records)

The Accused created a genre of which they were the only band: splatter rock. Their mix of crossover thrash and horror was not unique, but I loved it.

Corrosion of Conformity – Rabid Dogs (Eye for an Eye, No Core Records)

An all-time classic. I've named two projects after songs on this record. If you like this check out the band Poison Planet as well.

Listen to all of the songs on this playlist at the Breaker Press YouTube channel.



rabid dogs

eating flesh

rabid dogs

rabid dogs

