

Dogmen

The dogmen of the hills travel in packs. They care for nothing and no one besides their own kin. They are immune to ideas like morals and nations. They have no interest in news from far off places. They are deaf to the words of people they will never meet. Dogmen cannot consider hypotheticals. They do not worry, they do not yearn, they do not lie. If they meet you on the road they will rob you, kill you, eat you, boil your bones for broth, then chew on what is left.

Dogmen are gangly hunched little weirdos with scrubby yellow fur, big beady black eyes, sagging skin, and floppy ears that are always twitching, tucking, and pointing, always out of sync with one another. When not attacking travelers they craft surprisingly nice skin-and-bone drums of all shapes and sizes with which they accompany their hungry howling. They are remarkably good leatherworkers.

Dogman

HP: 2:6

Scores: 1 STR, 1 AGI, 7 Defense

Holds: {Dogman Weapons}

Dogman Weapons

Unless otherwise specified, roll 1d2 on this table.

Roll	Outcome
1	{Jaw Axe}
2	{Jawblade}

Jaw Axe

Tags: one-handed, hilt

Requirements: 1 STR

Speed: 1->2

To-Hit: +STR

2 B + 1 Severing, 3 B

A rudimentary axe crafted from an enormous white bovine jawbone. The coronoid of the bone has been ground down to a wedge approximating an axe blade. The protruding back of the bone can be used as a hammer. The leather wrapping rests above the chin and below the teeth of the jaw.

Encumbrance: 1

Jaw Blade

Tags: one-handed, hilt

Requirements: 1 STR

Speed: 1->2

To-Hit: +STR

2 B + 1 Picking

The lower portion of an enormous bovine jawbone. The jaw has been chopped down, functioning as something between a sword and a club. The “blade” is composed of the jagged teeth of the jawbone. The handle is wrapped in leather.

Encumbrance: 1/3