

Doggo Delvers

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a hack of Honey Heist by Grant Howitt

The realm is in grave danger and you can only be certain of these two things:

ONE – This is the outset of the greatest quest the world has ever known.

TWO – You are a **VERY GOOD DOG**.

WHO'S A GOOD DOG:

Roll 2d6 and a d12 to determine your dog's Descriptor, Role, and Breed.

Descriptor

- 1: Grizzled
- 2: Feral
- 3: Obedient
- 4: Foolish
- 5: Mangy
- 6: Cuddly



Role

- 1: Warrior
- 2: Tinkerer
- 3: Thief
- 4: Arcanist
- 5: Healer
- 6: Survivalist

Breed (and Special Skill)

- | | |
|---|--|
| 1: Golden Retriever
<i>(Retrieving... obviously)</i> | 7 : Cattle Dog
<i>(Leadership)</i> |
| 2: Pomeranian
<i>(Barking Incessantly)</i> | 8 : German Shepherd
<i>(Wayfinding)</i> |
| 3: Chihuahua
<i>(Pure Savagery)</i> | 9 : French Bulldog
<i>(Chewing)</i> |
| 4: Cocker Spaniel
<i>(Surefooted)</i> | 10: Dachshund
<i>(Digging)</i> |
| 5: Husky
<i>(Resists the Elements)</i> | 11: Beagle
<i>(Sense of Smell)</i> |
| 6: St. Bernard
<i>(Rescue)</i> | 12: Corgi
<i>(Charm)</i> |

Name your dog – not as a human names a pet, but as dogs might conceive of their own names.

You're not a talking dog exactly; you can maybe pretend to make human noises through your barking... probably?

You can totally talk to each other, though!

Optional Accessory Table (1d8)

- | | |
|---------------------------|------------------------|
| 1: Squeak Toy | 5: Cool Vest |
| 2: Tug of War Rope | 6: Booties |
| 3: Dirty Plush Animal | 7: Hollow Rubber Toy |
| 4: Obnoxiously Large Bone | 8: Embarassing Costume |



BEST IN SHOW:

You have two stats. Each starts with 3 points.

Dog: Use to run, fetch, nap, cuddle, dig, ignore warnings, and do all sorts of dog stuff.

Adventurer: Use to do anything not directly related to being a dog.

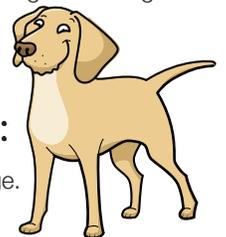
COMMANDS:

When you're doing something with an uncertain outcome, roll a d6:

If your roll less than or equal to the relevant stat, you succeed.

If your roll is greater than the relevant stat, you fail.

If you're using your dog's **Special Skill** or doing something related to your **Role**, roll 2d6 and pick the lowest.



A DOG'S JOURNEY:

As your quest unfolds, your stats will change.

Frustration: When the plan fails and you run into difficulty, move 1 point from **Adventurer** into **Dog**.

Confidence: When the plan goes smoothly, move 1 point from **Dog** into **Adventurer**.

You can voluntarily move 1 point from **Dog** to **Adventurer** by doing a flashback scene in which you and your fellow dogs plan the details of your quest over ale in the local tavern.

You can voluntarily move 1 point from **Adventurer** into **Dog** by eating an unhealthy amount of peanut butter.



NO! BAD DOG!

If your **Adventurer** stat ever reaches 6, you are lured by the quest's glory and the thought of all that Treasure and betray the party.

If your **Dog** stat ever reaches 6, you have a doggy freakout and run around frantically. You'll probably be found miles away, taking a nice snooze in the sunshine.

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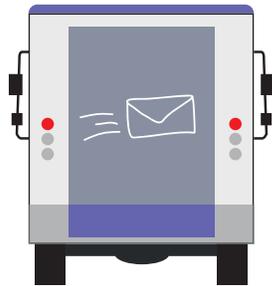
TWO – You are a **VERY GOOD DOG**.

SETTING and SCENARIO

(to help the GM set up the adventure)

The Villain:

- 1: Cunning and Cruel
- 2: Greedy and Gluttonous
- 3: Incompetent and Insipid
- 4: Just Wants Everything Quiet
- 5: Mailman
- 6: Viscious and Vain



The Treasure can be found in a:

- | | |
|-------------------|--|
| 1: Posh | 1: Temple |
| 2: Overcrowded | 2: Castle |
| 3: Lush | 3: Logging Camp |
| 4: Spooky | 4: Wizard's Tower |
| 5: Garbage-filled | 5: Doggocomb. like a catacomb. for dogs. |
| 6: Dangerous | 6: Town Marketplace |

The Treasure includes:

- 1: The Everbowl, which never empties of kibble
- 2: A portable patch of sunshine
- 3: Zoomer booties that will let you catch! That! Dang! Truck!
- 4: Lassie's collar, allows you to psychically see into wells
- 5: Belly Scratches
- 6: Seven missing judges from the Westminster Dog Show

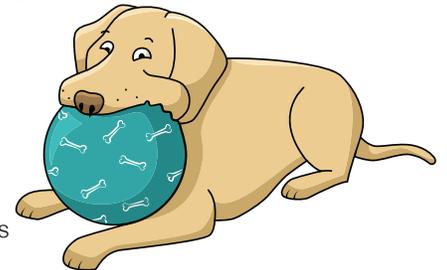
But little do they know...

- | | |
|----------------------------|-------------------------------------|
| 1: It's a CAT CONSPIRACY! | 4: It's a portal to the Underworld! |
| 2: They've been set up! | 5: A dog catcher is on his way! |
| 3: The treasure is cursed! | 6: WOOF – a rival team of dogs! |



It's guarded by: (roll 2 d8):

- 1: Anti-chew chili pepper spray
- 2: An incredibly high fence
- 3: Very slippery floors
- 4: Fireworks
- 5: A pitching machine
- 6: Invisible Fence
- 7: "Dogproof" doors
- 8: A legion of groomers



Along the way they'll meet a...



- 1: Labrador that can't stop eating
- 2: Down-to-earth dogwalker
- 3: Dragoncat
- 4: Doctor who speaks fluent dog
- 5: Cute child
- 6: Werepoodle

Have fun! Get silly! Make weird dog jokes!

Don't get bogged down in the details – improvise and go with the flow.

Or take a good snooze. That works too.