

The Drooler in the Dark

I stood at the door of the ruined building, my face pale. A cold sweat dampened my brow. I turned to look at my companion to see how he was faring.

“Prepare yourself, Karl. We are about to face something so horrible and evil that I am surprised that the very earth does not reject its presence.”

“What is this horror?” said Karl.

“The Drooler in the Dark, the Dog That Should Not Be...” I said, my voice trailing off to a whisper.

“A Hound of Chaos!” Karl cried as a look of terror crossed his face.

“No, far worse.” I said as the door swung open, revealing It.

“Oh, look at the cute doggy!” said Karl, stepping forward to meet the Beast.

“No, Karl!” I cried, but it was already too late...



Disclaimer: Any resemblance between dogs, living or dead, is purely coincidental.

The Drooler

Description

The Drooler always takes the form of a very large yellow dog, with a look of keen, but malign, intelligence in its eyes.

Notes

The Drooler is a one of a kind supernatural Daemonic entity which exists to cause trouble for humans. It will cause itself to be born as a dog and will cause someone to adopt or buy it. The Drooler is a bit evil, but will only resort to full scale violence to preserve its body. Otherwise, it will be content to torment everyone besides those who own it (who are oblivious to its behavior).

Hire Fee: The Drooler costs 20 GC to hire; the upkeep cost is 10 GC

Warband: All warbands can hire The Drooler.

Rating: The Drooler increases the warband's rating with 10 points.

M	WS	BS	S	T	W	I	A	LD
6	4	0	4	3	1	6	1	5

Weapons/Armour: None

Special Rules:

Animal: As the Drooler is an animal he cannot gain any experience and/or skills

‘He is just playing’: The Drooler just wants to play and therefore he runs around the battlefield looking for people or things to play with. The Drooler does not need to remain close to its owner and does need to take any Stand Alone tests.

Running the Drooler

The following charts are used to generate the actions of the Drooler. The Drooler will never harm its owner, who will never punish it severely no matter what it does.

Situation 1: The Drooler meets a fighter who is walking around.

Roll (1d6)	Action
1	Drooler rams its nose into the victims groin. If victim is male, he takes a S4 hit and must roll under his Initiative or fall to the ground for 1D3 Turns during which time he can only emit high pitched noises indicating his horrible pain and the model counts as Stunned. If victim is female, she will be embarrassed, but unharmed.
2	Drooler vomits on victims shoes . Really embarrassing and the acidic vomit eats up the victims shoes and inflicts one S5 hit.
3	Drooler relieves itself on victim. Not harmful but certainly not enjoyable.
4	Drooler barks insanely for 1D3 Turns and will not stop. The fighter can not go into Hiding during this time.
5	Drooler runs away, nothing happens.
6	Roll twice and apply the effects.

Situation 2: The Drooler encounters another dog.

Roll (1d3)	Action
1	Drooler vomits on dog. Dog takes 1 S5 hit.
2	Drooler drags the dog around until it is just about dead, then lets it go. Drooler inflicts 1D4 S4 hits on dog.

3	Drooler eats the dog. The dog counts as Out of Action for this battle only.
----------	---

Situation 3: The Drooler encounters a Fighter who is Hiding.

Roll (1d4)	Action
1	Drooler sneaks up on fighter and emits an unearthly howl. Fighter must make a Fear test. If the fighter fails this test, the model flees 2D6" into a random direction.
2	Drooler leaps into the Fighter's lap and vomits on him/her. The vomit inflicts 1 S5 hit.
3	Drooler begins to bark insanely and will not stop until the fighter goes away. The Fighter is no longer in Hiding.
4	Roll twice and apply the effects.