

THE  
**S**TRONGHOLD

Issue N° 2



# THE STRONGHOLD

Issue N<sup>o</sup>. 2

## CONTENTS

Foreword	1
Found Items:	2
Facing the Music: Musical Magic for Everyone, Part 1	
Malevolent Matters: Gholls (new monsters)	6
Missives from the 'Hold	10
Treasure Tables: 260 gp	12
NPCs Nasty and Nice: Theral "Papa" Quimby	14
Hugrarian Cat (new creature)	17
From the Menagerie: Quimby's Pets (new creatures)	19
Local Locales: Papa Quimby's Pet Emporium	23
Map: Papa Quimby's Pet Emporium	Back Cover


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## FOREWORD


 In some ways, this page has been the most difficult page in the 'zine for me to write.. As I paused to look back at the content I've put together, I noticed something.... and it caused a bit of painful introspection.


 You see, there's a common theme. There's a lot of stuff in here about comforting and calming.

 It's been a tough couple of months, personally speaking. I've been dealing with some heavy physical, emotional, and spiritual issues. I won't waste your time with the particulars; that's not why you're here. Suffice it to say that it's seen print as a cry for comfort and calm. I'm identifying quite a bit with the NPC - grizzled, tired, and worn down by life. Sick at heart of doing what he's been trained to do, what he's good at, and seeking comfort, calm, peace, and quiet. He's filled to the brim with emotional issues and simply wants an unobtrusive - but still valuable - life.

 I think it's actually helped to put this issue together. I've been told that the second issue is always the toughest; I can see why. In fact, a couple weeks ago I started planning Issues 3 and 4 rather than work on completing this issue. Yeah, really. I had to shake myself a bit and get me back on task... after taking some copious notes to try and remember my ideas for Issues 3 and 4. You don't want to waste that inspiration, after all.

 Don't get me wrong: this issue isn't all warm blankies and hot toddies. There's some serious malice inside. Some great treasure. And some interesting critters. Trigger warning: there's also some juvenile humor. I've grown up with humor all around me at my tables, it's a part of my game. I think this particular bit could add some interesting role playing opportunities, too. I'm proud of this issue.

 Many thanks to my family. They've been very patient with me these past couple months while I've scrambled to get this issue put together. This is especially true of my wife who agreed 22 years ago to shackle herself to this pretty weird guy and hasn't complained (much) about any of the weirdness since.

 So sit back and enjoy. Drop me a line and let me know what you like or what you don't like. Let me know if you use anything in your own game. Until next time, may your beard grow long and your dice remain dry.

June 18, 2015



## **FOUND ITEMS**

### **FACING THE MUSIC: MUSICAL MAGIC FOR EVERYONE**

#### Part I: The Bards of the Guild of Zaj

Bards. Skalds. Chroniclers. Lore Masters. Minstrels. Troubadours. We all know them, by one name or another. If we're being honest, we've all needed them at one time or another. But let's address the elephant in the room: not every party can appreciate the usefulness of a bard or the power hidden within a skald's music or secret lore.

Sometimes these entertainers grate on the nerves of adventurers. Sometimes a party needs the magic wielded by a bard but don't have the patience to deal with the over-the-top antics that an over-actor can bring to the table. That little extra bit of gold and the small tidbits of information a bard can provide may not be worth the trial that a bard's personality can create. Alternatively, maybe a party needs that little extra boost to morale, but only once in a great while and not in every fight. There are also times where the magic-user in the Harlequin-diamond tights and blousy sleeves calls too much attention to himself.

In these instances, a party should have another option. For those times, we present the first in a series of special magical items. Each wondrous item on this list was imbued by the essence of a famous — and sometimes infamous — bard or minstrel from the Guild of Zaj. Each artifact provides a valuable option for those parties who need a musical magic-user but for whatever reason, just cannot afford one. Those guild fees can be awfully expensive.

NAME	MAGIC	CL	COST (GP)
Flask of Emrot	Moderate Transmutation	8	15,000
Maynard's Trump	Strong Conjuration	17	100,000
The Good Man's Reed	Faint Evocation	6	20,000
The Miller's Horseshoe	Strong Enchantment	16	150,000
Titop's Drum	Strong Enchantment	17	80,000

### 🎵 Flask of Emrot:

The famous Halffling singer, Emrot, was born into a middle class home to merchant parents in the port city of Coldtreath. He was orphaned at an early age; his older brother and younger sister led a charade for several years to convince neighbors that their parents were still alive. Emrot first sang publicly when he was four years old; he took the stage at the Ebonhawke Inn collecting coppers for his family's support. His skills in both music and magic grew quickly; the "lucky" flask he habitually carried throughout his life soaked in his powerful magic. At his death, his possessions were returned to the Ebonhawke Inn, where a shrine was erected in his memory.

Any *cure* potion of moderate or greater level poured inside this flask transforms into a potion that grants the imbiber the temporary use of the bardic inspire greatness ability. The ability is granted for up to 20 consecutive rounds per dose. The imbiber must continue singing for the magic to function; the magic ceases when the imbiber stops singing.

The flask can only transform three doses per day. Each dose requires four hours to steep and transform fully. Upon drinking from the flask, the drinker must expend 100 XP for the effect to function. Any dose taken early has no effect, and the use, the dose, and the XP are wasted.

Moderate Transmutation; CL 8th. Price: 15,000 gp. Mithral flask, weighs ½ pound empty.

### 🎵 Maynard's Trump:

Born in the human colonies of the Northlands, Maynard was playing the lute and the mandolin by the age of four. At nine years old, he heard a bugle for the first time and was instantly enchanted with horns and trumpets of all kinds. It was only a few years later that he was enchanting others with his playing. It was said of Maynard that his playing was transcendental, particularly after crafting his instrument made of the bones of a mystical creature known as the firebird.

His final performance came while playing his firebird bone trumpet in the midst of a mighty battle. Around midnight on the third day of battle, his notes went higher and higher in the register, octave after octave, until they could no longer be heard by human hearing. He sustained these notes without seeming to breathe. The notes went on

longer than humanly possible, sufficiently long enough to summon several mighty avian creatures from the celestial realms. These creatures turned the tide of the battle and the day was won. Maynard had, however, quite literally put his heart and soul into this final performance; his body died with one last primal scream, but his essence transferred to his trumpet.

Once per week an individual who speaks the command word and plays the horn can cast each of the following: *summon monster II: celestial eagle*; *summon monster III: celestial hippogriff*; *summon monster IV: celestial giant eagle*; *summon monster V: celestial griffon*; and *summon monster IX: celestial roc*. Only one such summoned creature can exist at any given time. Otherwise the creatures are summoned as per the spell.

Strong Conjunction (summoning); CL 17th. Price: 100,000 gp. Bone trumpet, 2 lbs.

### ♪ The Good Man's Reed:

A minor noble, Ebyn the Good, through a series of accidents, became king of the Kingdom of Gwyns. Ebyn was a bard at heart and preferred to play his music rather than rule. He was never without his slender ebony horn, even at formal state functions. Despite his preoccupation with music — or perhaps because of it — he was beloved of all of his subjects and mourned greatly. Even now, centuries later, he is revered as the father of his country and unmatched in reverence.

Only a single piece of that horn still exists, a small finger-sized piece of a wood resembling bamboo. When placed in the user's mouth and the command word spoken, this item can cast *shatter* and *sound burst*, once per day each, and *whispering wind* twice per day.

Faint Evocation; CL 6th. Price 20,000 gp. Small wooden lath.

### ♪ The Miller's Horseshoe:

Atogen Noll was an adventuring bard, from the time he was a teenager until his 34th birthday. On that day, he watched three separate adventuring parties — and his own — cut down in front of him by a horde of rampaging kobolds. He cowered for his life, hiding under the bodies of his comrades until the kobolds left. He left the

underground caverns and never returned home, becoming a miller. He lived hidden in plain sight for 30 years before being crushed under his own millstone, tied there by a group of kobolds pillaging the town.

The only reminder of his adventuring days is a horseshoe-shaped brass tube, although it is much longer than any horse's hoof possible. There is an "I"-shaped series of crosspieces near the open ends of the "U" shape. When the ends are blown into, the horseshoe produces a mellow tone. The notes created by this effect will change the mood of any listener, by casting (by the wielder's choice) either *calm emotion* and *charm person* (2 per day each), *charm monster* (1 per day), or *charm monster, mass*, (1 per week).

Strong enchantment (compulsion); CL 16. Price 150,000 gp. Tubular brass horseshoe, 4.5 feet long, 1 lb.

### ♪ Titop's Drums:

Titop Brimbli was a renowned drummer for the Gnomish army under King Bolvri. Under his mallets, the wardrum could make allies and foes literally dance to the beat he would set. He could make the armies charge or retreat at will. In the end, it proved his downfall in the Battle of Giant's Nob; he played so long that he grew weak and tired. It also gave the stone giants time to target him with their massive boulders. He was crushed to paste while his timpani escaped without a scratch.

The timpani is a small drum, to be carried by gnomes via a neck/shoulder strap. In the hands of a medium-sized humanoid it can easily be carried in one hand and struck with the free hand. It is constructed of a hand-hammered copper bowl and a goat-skin head. The heads of each of the tuning screws are representations of various members of the Gnomish pantheon.

Once per day, the timpani can create — at the player's desire — either a *remove fear* effect or an *irresistible dance* effect. The effect lasts for as long as the drum is played, 1d4+1 rounds at a minimum. For each round played beyond this length, the player receives 1 point of either CON damage or CHA damage per round.

Strong Enchantment (Compulsion); CL 17th. Price 80,000 gp. Copper/Goatskin timpani, 13" bowl, 8lbs.

## MALEVOLENT MATTERS

### GHOLLS

*“That odor is incredible. I may not be alive, but I can still smell that!” The pale cleric held her nose closed against the reek. She shook her head gently as she and the dwarf next to her watched the two halflings retch and vomit.*

*“Well, I’m wading in. Flakim’s getting torn apart by that four-armed beast.” Alakin hefted his oaken greatclub and took a step forward. A white hand grabbed his shoulder.*

*“Beware, my friend. That thing is not a ghoul. It is not undead. The power of my god should have turned that thing to dust. Flakim’s god should have at least sent it running.”*



Gholls, as their name suggests, are vaguely ghoul-like in nature, but are not actually undead. Some stories suggest that a crazed necromancer experimented on human/troll hybrids. Others suggest that they are a result of an evolutionary advance combining assets from both ghouls and trolls for the ultimate in defensive qualities. There are also darker stories. Whatever their origin, all agree that they are extremely dangerous, particularly if encountered more than one at a time.

The creature, for all intents and purposes, appears to be a four-armed ghoul, right down to the horrendous smell. However, it uses the ghoulish resemblance to its advantage in combat. It has a special sense for the divine; it can readily recognize an attempt to turn, rebuke, or *control undead*, to which it will feign an effect, taking an appropriate action to the divine attempt.

Despite appearances, when the divine caster — or one of its allies — closes to finish off the supposedly turned creature, it surprises its foe by *not* being turned, rebuked, or otherwise controlled. Instead, it will immediately attack its foe, choosing first to bite, hoping to paralyze its attacker. It will then attempt to grapple so that it can continue to bite and rend its enemy with its vicious claws.

And, of course, it has a penchant for humanoid flesh.



# GHOLL

CR 10

XP 10800

CE Large Humanoid

Init +3 Senses Darkvision 60', Scent, Spot +8

Aura Stench DC 15

## DEFENSE

AC 19, touch 16, flat-footed 15 (+3 Dex, +6 natural)

hp 70 (8d10+3)

Fort +12 Ref +7 Will +10

## OFFENSE

Speed 30 ft.

Melee Bite +5 (1d8+3 plus paralysis)

Full attack Bite +13 (1d8+5 plus paralysis) and 4 claws +8 (1d6+3)

Special Attacks Stench, Rend, Cloudkill, Feign Turning

Special Qualities Darkvision 60 ft., regeneration 5, scent

Space/Reach 5 ft./5 ft.

## STATISTICS

Str 20, Dex 17, Con 18, Int 13, Wis 14, Cha 16

Base Atk 8 / Grapple 13

Feats Feigned Turning, Improved Grab, Multiattack,  
Regeneration, Rend, Toughness

Skills Balance +7, Bluff +12, Climb +9, Hide +8, Jump +9,  
Move Silently +8, Spot +8

Languages Common, Gholl

Environment Any

Organization Solitary, gang (2-4), or pack (2-4 plus 7-12 ghouls)

Treasure Standard

Advancement 5-8 HD (Medium)

Level Adjustment --

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Although these creatures look like a ghoul with four arms, they are far more deadly and cunning.

**Cloudkill (Sp):** A gholl can breathe a cloud of toxic gas equivalent to a *cloudkill* spell three times a day, with a DC 18 Fortitude save. When

utilized, this gas fills the space immediately around him up to the area of effect (20 ft. radius).

**Feign Turning (Ex):** A groll can bluff effectively in combat and detect when a divine energy has been used such as during turning, rebuking, channeling positive energy, or a *control undead*-type spell. The creature will then act in an appropriate manner in order to draw a victim closer. This gives him a +4 bonus to bluff in such circumstances.

**Improved Grab (Ex):** If a groll hits with a claw attack, in addition to doing damage normally, as a free action he may attempt a grapple with a +4 bonus. If he hits with two or more claw attacks in a round the bonus improves to +8, +12, or +16, respectively.

**Paralysis (Ex):** Those hit by a groll's bite attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

**Regeneration (Ex):** Fire and acid deal normal damage to a groll. If a groll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

**Rend (Ex):** If a groll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage. He cannot attempt to rend and grapple with the same attacks.

**Stench (Ex):** The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same groll's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.



## MISSIVES FROM THE HOLD

“Blow, winds, and crack your cheeks! Ragel Blow!” — *King Lear* (III.ii.1)

“Yes, yes, by Apollo I suffer, I get colic, then the stew sets to rumbling like thunder and finally bursts forth with a terrific noise.” — *The Clouds*, Aristophanes



The ubiquitous tavern is well-known as a source of employment for adventurers. Few, however, are well-known for good food or fine dining. Even when the meals taste good, an adventurer’s life is not conducive to intestinal regularity. This can have some unfortunate effects. Air biscuits. Butt burps. Pocket frogs. Trouser coughs. Not to mention the problems it can cause in a quiet dungeon.

Consider the most unfortunate meals an award of 25 experience points. Award 50 xp if the character manages to finish the entire meal. The character must then make a Constitution-based Fortitude save (DC 16) versus heartburn. Failure means a -1 modifier on all interaction rolls (Bluff, Diplomacy, Intimidate, etc.) with others for the next 12 hours. Then roll once on each of the following tables for each failed save.

THE EMISSION		
d20 Roll	Effect	Description
1-3	Silent but Deadly	Completely Silent, but oh, so potent.
4-6	Mousey	Nothing but a little squeak. Sounds like a shoe with a bad sole.
7-12	Flapper	There’s some flapping cheekage. Sounds a little moist, too.
13-15	Trumpet	Proud, triumphant. Heraldic, even. Nothing to be ashamed of.
16-18	Elephantine	Trumpet, but more so. Worthy of a grass-fed giant mammal.
19-20	Weapon of Mass Destruction	The truly epic, in all respects: sound, smell, and yes–taste.

## THE EFFECT

d6 Roll	Side Effect
1-2	Gas only. No additional effect.
3-5	Shart. A little fart, a little poo.
6	Total trouser betrayal.

For each occurrence (failed save) roll 1d20 x5' for the "area of effect" or range of odor.

**Silent but Deadly:** imposes a -2 modifier to Hide checks and +2 to opponents' Scent checks

**Mousey:** imposes a -1 to Move Silently rolls for 1 hour.

**Flapper:** imposes a -1 to Move Silently, Hide, and surprise checks.

**Trumpet:** imposes a -2 to Move Silently, Hide, and surprise checks.

**Elephantine:** imposes a -3 to Move Silently, Hide, and surprise checks and +1 to opponents' Scent checks.

**Weapon of Mass Destruction:** imposes a -5 to Move Silently, Hide, and surprise checks and a +3 to opponents' Scent checks.

**Gas Only:** No additional effect.

**Shart:** adds a -1 (cumulative) to Move Silently, Hide, and surprise checks (as applicable) and a +2 (cumulative) to all opponents' Scent checks until clothing changed or character bathes.

**Total Trouser Betrayal:** adds a -2 (cumulative) to Move Silently, Hide, and surprise checks and a +5 (cumulative) to all opponents' Scent checks until clothing changed or character bathes.



"The last words he was heard to speak in this world were these. When he had made a great noise with that end of him which talked easiest, he cried out, "Oh dear, oh dear! I think I have made a mess of myself." — *Apocolocyntosis*, Lucius Seneca



\*With many thanks to Messrs. Tim Shorts ([gothridgemanor.blogspot.com](http://gothridgemanor.blogspot.com)) and Jason Zavoda ([jasonzavoda-hallofthemountainking.blogspot.com](http://jasonzavoda-hallofthemountainking.blogspot.com)) for their inspiration.


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## TREASURE TABLES


Random treasure tables can be aggravating. Once again we present an alternative: pre-generated treasure tables; each one has the same total value, but with varying contents.

In this issue, we present four treasure tables, each one totaling 260 gp in value. Any of these tables can be used to represent the cache hidden below Papa Quimby's floorboards. They can also represent a hoard to be dropped in your own encounter(s). These particular tables assume an average party level of 1 and are standard-level magic hoards.


*Note: Obviously, differences in quality levels could represent damaged or rusty equipment, sharpness of blade(s), or original crafting .*



<b>1</b>	<u>Equipment</u> . . . . . (234 gp)
	1) Arcane Scroll — <i>misdirection</i> : 150 gp
	2) Potion — <i>hide from animals</i> : 50 gp
	3) Lance [inferior quality]: 6 gp
	4) Ink (1 oz. vial) [fine quality]: 10 gp
	5) Courtier's Outfit [inferior quality]: 17 gp
	6) Arrows (20) [standard quality]: 1 gp
	<u>Gems and Jewels</u> . . . . . (13 gp)
	Hematite (1 gp), Hematite (2 gp), Lapis Lazuli (2 gp), Malachite (1 gp), Obsidian (3 gp), Turquoise (2 @ 2 gp each)
	<u>Coins</u> . . . . . (13 gp)



<b>2</b>	<u>Equipment</u> . . . . . (234 gp)
	1) Falchion [cheap quality]: 55 gp
	2) Armor, studded leather [masterwork]: 175 gp
	3) Spell component pouch [inferior quality]: 4 gp
	<u>Gems and Jewels</u> . . . . . (13 gp)
	Agate (6 gp), Azurite (3 gp), Hematite (4 gp)
	<u>Coins</u> . . . . . (150gp)



**3** Equipment ..... (234 gp)

- 1) Longbow [high quality]: 82 gp
- 2) Potion — *mage armor*: 50 gp
- 3) Entertainer's outfit [superior quality]: 5 gp
- 4) Axe, orc double [low quality]: 50 gp
- 5) Shovel [standard quality]: 2 gp
- 6) Divine scroll — *summon nature's ally I*: 25 gp
- 7) Ink (1 oz. vial) [high quality]: 9 gp
- 8) Saddle, riding [inferior quality]: 6 gp
- 9) Dagger [standard quality]: 2 gp
- 10) Crowbar [standard quality]: 2 gp
- 11) Whip [standard quality]: 1 gp

Gems and Jewels ..... (13 gp)  
Malachite (4 gp), Tiger eye (4 gp), Turquoise (5 gp)

Coins ..... (13 gp)

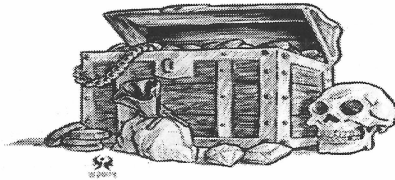


**4** Equipment ..... (234 gp)

- 1) Shield, light wooden Darkwood [masterwork]: 203 gp
- 2) Pick, miner's [fine quality]: 5 gp
- 3) Block and tackle [exceptional quality]: 9 gp
- 4) Saddle, pack [cheap quality]: 4 gp
- 5) Bell [standard quality]: 1 gp
- 6) Signal whistle [fine quality]: 1 gp
- 7) Pot, iron [fine quality]: 1 gp
- 8) Tent [standard quality]: 10 gp

Gems and Jewels ..... (13 gp)  
Azurite (1 gp), Blue quartz (1 gp), Freshwater pearl (3 gp),  
Lapis lazuli (3 gp), Obsidian (1 gp), Rhodochrosite (4 gp)

Coins ..... (150gp)



## NPCS, NASTY AND NICE

THERAL "PAPA" QUIMBY

CR 8

CN Medium Humanoid

XP 4,800

Init +1 Senses Listen +2, Spot +0

### DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 armor)

hp 66

Spell Resistance 13 (armor)

Fort +9 Ref +7 Will +4

### OFFENSE

Speed 30 ft.

Melee Sword, short MW +19/14/9 (1d6+3/19-20)

Full attack Sword, short MW +19/14/9 (1d6+3/19-20), brass  
knuckles +12 (1d3+1), or net +17 (1d2) range 10

Attack Options Sneak attack 1d6

Space/Reach 5 ft./5 ft.

### STATISTICS

Str 16, Dex 12, Con 10, Int 9, Wis 11, Cha 14+2-16

Base Atk +14 / Grapple +17

Feats Armor Proficiency (Heavy, Light, Medium), Mounted  
Combat, Shield Proficiency, Skill Focus (Bluff), Skill  
Focus (Diplomacy), Tower Shield Proficiency, Trample,  
Weapon Focus (Net), Weapon Focus (Sword, short),  
Weapon Proficiency (Exotic, Martial, Simple)

Skills Bluff +9, Climb +3, Diplomacy +9, Disguise +3, Handle  
Animal +17, Heal +0, Hide +1, Intimidate +5, Jump +3,  
Listen +2, Move Silently +1, Ride +16, Sense Motive +0,  
Spot +0, Swim +3

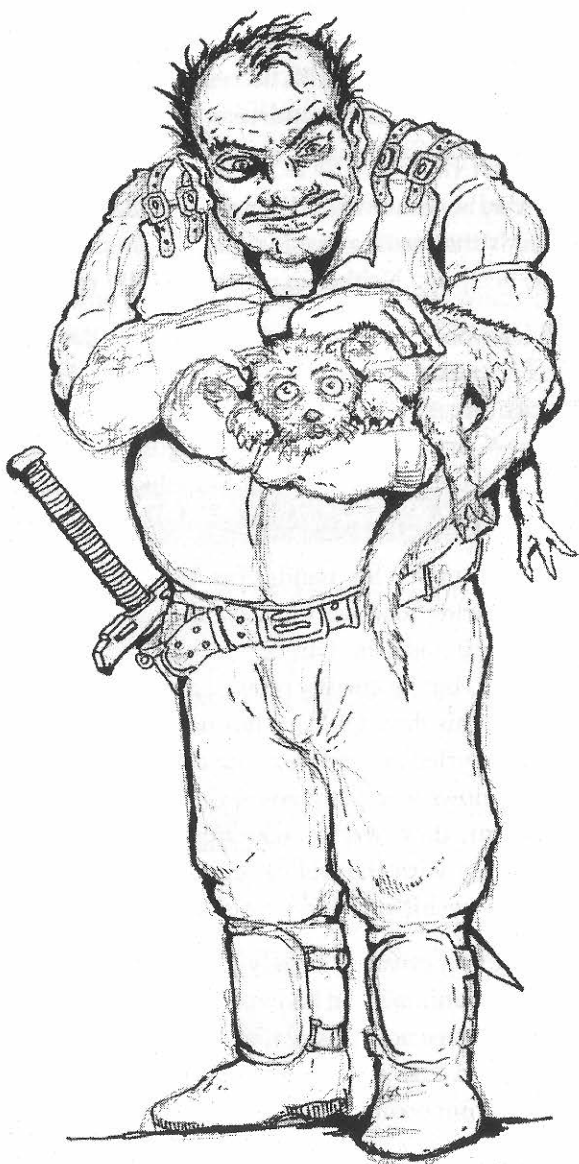
Languages Common

Special Abilities Trapfinding

### EQUIPMENT

+2 leather armor, Cloak of Charisma, Potion of *delay poison*,  
Short sword MW, Brass knuckles MW, Net MW





The man known to Coldtreath as 'Papa Quimby' is a calm man, not given to violence. This was not always the case. In truth, he has spilled more blood in his day than any other man in Coldtreath.

Theral Quimby was the third son of a minor noble family. As such, he had little choice but to go into military service. It suited him quite well; he learned rapidly all the skills necessary for survival as a soldier. He is a grizzled veteran of the Teandrocan Wars, the War against the Frustra, and the Chitri Campaigns. Few others can make these claims.

Today, however, he eschews conflict and violence. Most believe it was the loss of friends that took away his spirit. Others believe that he'd simply reached his limit. Neither explanation fully reaches the mark.

The truth? One day, during his final days in the Chitri Forest, Quimby found himself huddled in the hollow formed by the massive roots of an ancient tree. He was being hunted by a squad of Chitri who track their foes — in part — through strong emotions. Quimby was badly wounded with a tourniquet tied around his left leg; accordingly, he was highly emotional and had resigned himself to imminent death.

Then he felt fur under his hands, fur layered over strong, lithe muscles. Hardly daring to move, Quimby glanced down to find an odd six-legged cat laying under his hands, purring at his touch. He nearly recoiled at the sight, but he quickly relaxed and calmed. Its fur felt like the finest silk. To this day, Quimby has no clear recollection of how long he laid there, curled around this animal, petting it and holding it. At some point he knows several squads of Chitri passed his hiding space; becalmed by the cat, they overlooked him. He was found by his men and carried to safety with the odd cat curled on the stretcher next to him, refusing to leave his side.

Today, Quimby is motivated largely by greed and avarice. He has learned much about animals and his cat is still at his side. However, his human relationships are non-existent, and he has filled that part of his lonely life with gold and silver, of which his animal finds bring in sufficient to make him comfortable.

His inability to make connections with any other humanoid keeps him wary towards others, even towards his customers, and especially towards outsiders and strangers. He makes snap judgments based on appearance, first impressions, and so forth. He could probably be persuaded to change his attitude, but it is unlikely that he would ever

consider another two-legged being a true or close friend. But even in the worst of conditions, he is unlikely to act on his feelings . . . unless someone were to push him too far or threaten his animals. If someone did, they would find he was still extremely competent at his craft.

Despite his skills, Quimby is not at all physically remarkable. Bronze eyes look out from a craggy face topped with black hair and at average height and weight, only his coin purse is attractive to the opposite sex.

Quimby trusts no one but himself and the cat, which he simply calls "The Cat"; a total stranger can hear the capital letters. He is a sucker for animals of all kinds, except for other humanoids (particularly female). During quiet times he still feels discontent about his life and identity, but he tries to drown those feelings with his work.

## HUGRARIAN CAT

CR 3

N Small Magical Animal

XP 900

Init +4 Senses Superior Low-light vision, Scent, Listen +10, Spot +10

### DEFENSE

AC 15, touch 15, flat-footed 11 (+4 Dex, +1 size)

hp 20 (3d8+2)

Fort +1 Ref +6 Will +5

SR 12

### OFFENSE

Speed 40 ft., climb 30 ft.

Melee Bite +5 (1d4+1), 2 claws +5 (1d3+1)

Special Attacks Hiss

Special Qualities Charming touch, feline intuition, purr, serenity

Space/Reach 5 ft./5 ft.

### STATISTICS

Str 13, Dex 18, Con 12, Int 6, Wis 12, Cha 16

Base Atk 1 / Grapple 5

Feats Stealthy, Weapon Finesse

Skills Balance +11, Climb +15, Hide +8, Jump +11, Listen +10, Spot +10,

Move Silently +11

Environment Temperate and warm forests

Organization Solitary, pair, or family (3-5)

Treasure None

Advancement 3-4 HD (Medium)

**Charming Touch (Ex):**\* As *charm person*, it occurs upon the cat being touched or hit with a melee attack.

**Feline Intuition (Su):** The cat's awareness extends into the future, allowing anticipation of an opponent's blows 3/day. The cat gains a +1 insight bonus to AC and on all saving throws. If caught in a situation where Dex bonus doesn't apply to AC, this bonus to AC and saving throws does not apply.

**Hiss (Ex):**\* As *cause fear*.

**Purr (Ex):**\* As *calm emotions*.

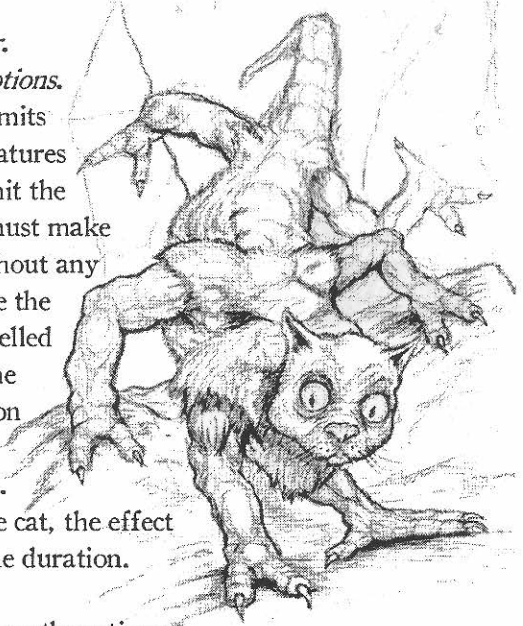
**Serenity (Su):**\* The cat emits an aura of calmness. Creatures under a rage effect that hit the cat with a melee attack must make a Will saving throw (without any rage bonus to Will) or see the rage effect end (as if dispelled or voluntarily ended). The aura causes a -2 penalty on the cat's attack rolls against a raging creature. If a rage effect affects the cat, the effect suppresses the aura for the duration.

**Superior Low-light**

**Vision (Ex):** The cat can see three times as far as a human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination, retaining the ability to distinguish color and detail.

\*At caster level 3; the save DC is Charisma based.

The hugarrian cat simply wants to love and be loved. These forest cats are approximately 18" long (with an equally long tail) and weigh about 20 pounds. (Older, bigger, and more advanced cats are believed to live hidden deep in the forests.) Their fur ranges across the color spectrum. Their eyes are typically either green or orange. They have above-average intelligence for cats and are very protective of their masters. They are quite brave and will face danger so long as their defensive abilities seem to deter said danger, after which they will flee.



## FROM THE MENAGERIE: QUIMBY'S PETS

Papa Quimby is known throughout the city for his Pet Emporium. Mundane beasts are stocked for commonplace customers. Occasionally, however, he orders the strange and unusual for his more *discerning* clientele. Those questing for the truly different familiar or bizarre guard animal know that Papa Quimby will not disappoint. Quimby is quite perceptive; those he feels are unworthy, he will either not sell or will *adjust* his prices. Amounts listed below are therefore suggestions.

The following are brief descriptions of some of Papa Quimby's more extraordinary, more fantastic wares.

- *Corpse Mantis* — This canine-sized insect dwells in the shadows of towns and cities. It leaps from the shadows onto its prey, which includes other predators and small creatures. It attacks with strangling grabs and necrotic energy. Legend holds that they will take vengeance for the death of their kin.
- *Creeping Lamprey* — This small beast lives in bogs. It lies in wait for its prey and attacks with venom, paralyzing toxins, and debilitating effects. It is especially susceptible to electricity.
- *Elder Spetator* — This solitary, human-sized chimeric beast makes its home in lush jungle valleys. It attacks with spines, toxic bites, venom, and acidic gas. Legend says they come from an alien world.
- *Glovemoss* — This tiny plant-like creature can be found in rocky and mountainous areas, as well as deep canyons. It is an opportunistic hunter, attacking when touched. It attacks using necromantic magic. Rumor has it that the souls of those slain by them will never find rest.
- *Misthoof* — This runty equine beast makes its home in ruins and deserted dwellings. It attacks with a petrifying gaze and an icy, obscuring fog. It will flee from fire.
- *Net Hound* — This dog-sized, reptilian creature dwells in volcanos. It stalks its prey, which includes all manner of medium- and large creatures as well as humanoids. It attacks with slashing claws,

venom, and entangling webs. It fears cold and enchanted weapons. They will track their prey until they or their prey is killed.

- *Pepper Devil* — This diminutive demonic creature is at home in nearly every climate and setting. It attacks with dizzying blows, noxious fumes, and projectile weapons. According to myth, they can be negotiated with, though their demands are unusual.
- *Pixie Wight* — This tiny undead fey dwells in colder regions. It attacks with dizzying blows, thrown weapons, and choking poison smoke. It is rumored that they hoard ancient arcane items.
- *Primordial Beetle* — This insect is found in sewers. It lures larger creatures to its nests and attacks with spikes, piercing claws, and acid.
- *Retch Creeper* — This hulking, bird-like, oozing beast can be found in prairies. It attacks with obscuring fog and noxious fumes.
- *Soul Eel* — This 6-foot-long monster is found in deep lakes. It lies in wait for its prey and attacks with an eldritch aura, attribute-draining magic, and blinding light.
- *Spark Lion* — This large, feline, infernal creature usually lairs in secluded forests. It stalks its prey and attacks with sparks from its mane and an acidic gas breath attack. It is very susceptible to silver. In the wild, they travel in prides of 2-5 animals.
- *Spikefoot* — This tiny, ursine monster dwells in secluded forests. It will track its prey (which includes monstrous humanoids and other predators) for miles at a time. It attacks with piercing, acid-covered claws. It can only be harmed by enchanted weapons.
- *Sporeside Rat* — This diminutive rodent dwells in humid regions. It attacks with its spiked tail, acidic spores, and a toxic bite. Evil mages keep them as familiars for their inherent magic-boosting ability.
- *Stonethorn Snail* — This tiny creature lives in caves. Its shell is covered by detachable stone spikes. It attacks its prey with psionics. Myths suggest that they are all telepathically linked to one another.

- › **Thundercrow** — This small bird makes its home in secluded forests and wooded areas near small cities. It attacks with a deafening sonic attack. They nest and hunt in murders of 5-19.
- › **Whisker Spider** — This horse-sized, arachnoid dwells in places touched by dark powers. It attacks with piercing claws and elemental magic. Its bite drains magic.
- › **Ragehawk** — Previously described online at The Dwarven Stronghold, updated for Papa Quimby: These creatures resemble normal hawks, save for the tufts of feathers on the top of the head forming a crimson crest that runs from between the ragehawk's eyes over the head to the base of the bird's neck.

## RAGEHAWK

CR 1

XP 300

N Tiny Animal

Init +3 Senses Low-light vision; Spot +14

### DEFENSE

AC 17, touch 15, flat-footed 14 (+2 size, +3 Dex, +2 natural)

hp 8 (2d8)

Fort +15 Ref +3 Will -4

### OFFENSE

Speed fly 60 ft. (average); 10 ft.

Attack 2 Talons +5 (1d4-1)

Special Qualities Rage 1/day

Space/Reach 2.5ft./0 ft.

### STATISTICS

Str 8, Dex 17, Con 10, Int 2, Wis 14, Cha 6

Base Atk 0 / Grapple -10

Feats Flyby attack, Weapon finesse

Skills Fly +7, Spot +14

Environment Temperate forests

Organization Solitary or pair

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The master of a ragehawk familiar gains a +3 bonus on spot checks.

**Rage** — Once per day a ragehawk can fly into a screaming blood frenzy, as per barbarian's rage.

d30	ANIMAL	#	COST
1	Rage Hawk	1d2	175 gp
2	Spikefoot	1d2	1,000 gp
3	Pseudodragon	1	20,000 gp
4	Pixie Wight	2d4	18,000 gp
5	Corpse Mantis	1d4	1,500 gp
6	Sporeside Rat	3d4	20 gp
7	Primordial Beetle	2d12	320 gp
8	Thundercrow	1d2	175 gp
9	Iguana	1d4	8 gp
10	Hedgehog	1d6	4gp
11	Monkey	2d4	15 gp
12	Constrictor	1d3	7 gp
13	Cat	2d4	1 gp
14	Dog	2d6	30 gp
15	Gila Monster	1d2	1 gp
16	Tarantula	1d8	30 gp
17	Rat	1d20	5 cp
18	Owl	1d4	15 gp
19	Toad	2d6	5 cp
20	Misthoof *	1	3,375 gp
21	Stonethorn Snail	2d6	300 gp
22	Glovemoss	1	550 gp
23	Retch Creeper	1d2	2,500 gp
24	Creeping Lamprey	1d6	150 gp
25	Soul Eel	1d3	250 gp
26	Net Hound	1d4	1,500 gp
27	Spark Lion *	1	2,050 gp
28	Whisker Spider *	1	2,050 gp
29	Pepper Devil *	1	18,000 gp
30	Elder Spetator *	1	25,000 gp

\* These creatures are so exotic that even if rolled on the table, there is still a 50% chance that said creature will not currently be in stock.



## **LOCAL LOCALES: PAPA QUIMBY'S PET EMPORIUM**

Papa Quimby's Pet Emporium is a landmark in Coldtreat, at least to magic users and animal lovers. His shop is plain, a thick rock exterior for protection; the inner walls are wooden, but magically treated to be soundproof and calming both to the animals and to his customers. The floor throughout most of the building is made of large slabs of stone for easier cleaning.

1. **Showroom Floor:** The general customer area is impersonal and business-like. There are small cages stacked around in various places. The walls are filled with parchments and canvases featuring pictures and sketches of various rare animals--his more exotic wares. These pictures aid customers in placing special orders.
2. **Counter Area:** The wooden, stomach-high (to Quimby) counter top zig-zags across the customer area. The north wall is lined with shelves, used for housing aquariums and bowls for aquatic creatures, and cages for the smaller and/or more delicate creatures. In addition to a short sword and a set of brass knuckles, Quimby keeps a variety of low-charge magic wands behind the counter to deal with difficult customers.

**Wands:** (Up to 1d4 of the following are present at any one time.)

Acid Arrow . . . . .	(6 charges)
Cat's Grace . . . . .	(3 charges)
Cure Moderate Wounds . . . . .	(17 charges)
Hold Person . . . . .	(10 charges)
Invisibility . . . . .	(12 charges)
Levitate . . . . .	(5 charges)
Magic Missile (1st) . . . . .	(13 charges)
Silence. . . . .	(2 charges)

3. **Cages, Regular:** Smaller mundane animals and those creatures who do not require special needs, protection, or isolation are housed here in a variety of cage sizes. The cages are simple boxes with five wooden sides fronted by metal mesh or grating.

4. Cages, Special: More specialized, extremely rare, and valuable creatures are kept here, behind a locked door, for the safety of the animals as well as the customers. The door is warded against entry at night and the cages are protected by magic around the clock. The cages are of various sizes and are simple boxes with five wooden sides fronted by metal mesh or grating.
5. Pens: Large animals, when they are in stock, are housed here. Each pen has a drain system allowing for rapid cleaning and washing of the pens. These pens are always locked when occupied and are protected by magic at all times. Additional metal grates can be installed to change the sizes of the pens to accommodate different sizes or numbers of creatures. Two massive, 5-foot-wide iron doors (locked and warded) provide outside access to the pens. These doors open outward and can only be opened from the inside.
6. Quimby's Room: Quimby's living quarters are entered through a locked secret door (warded when he is inside). The only room with a wooden floor, he keeps it covered with layers of thick rugs. Inside are a small fireplace for warmth and cooking and an overstuffed chair and footstool; also his bed, chest, desk, and bookshelves. He keeps a secret stash of gold under the flooring beneath his bed. Banners and flags from his army years hang on the walls. This room and the attached garden are Quimby's sanctuary.
7. Garden: Quimby keeps a walled garden area here; the stone walls are over 7 feet tall. The entire area is roofed with a fine wire mesh. The mesh top is ensorcelled with a permanent *silence* spell; this keeps out the sounds of the bustling city and ensures a bit of peace and quiet for Quimby and The Cat. He cleans cages in this area and uses it to exercise the birds and smaller animals he keeps. Rain barrels collect water and a small vegetable garden provides some small amount of sustenance for himself and for some of the small herbivorous animals. Quimby's outhouse is on the south end of this walled-off area, and empties into the same drain system as the large pens.



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