

:DIRTY BOWBE'S ROADHOUSE PRESENTS:



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# Dirty Bowbe's Roadhouse Presents **:Catpocalypse Meow:**

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In memory: Marjorie Sweet who always threw in 100% support to  
whatever we did no matter what!

In memory: Lucas Puryear, who would have loved this book.

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## **:INTRODUCTION:**

Welcome to the Roadhouse! The Roadhouse was first founded 20 years ago in a text-based Swords and Sorcery MUD by a group of disgruntled yet powerful player characters who had a lot of gold pieces and nothing to spend it on. I had the idea of opening a roadhouse outside of the “city” where many of the adventures took place so that we players could have a bit more autonomy in the direction our fun was taking us. Bowbe was an imaginary god that my character raved on about all the time and eventually when I took work as a freelance author and story developer for Necromancer Games, Frog God Games, and Troll Lord Games the ol’ Bowbe became a barbarian deity in the pantheon of what would become Frog God Game’s Lost Lands setting. Meanwhile the Roadhouse itself became a fixture in Troll Lord Games’s Haunted Highlands.

In the time since, I have written piles of RPG material and slowly gotten back into the love affair I have had for the Sword & Sorcery style artworks

that I was exposed to as a child through the unbridled fantasy artwork of Frazetta, Boris, Kelly, Buschema, and Jusko, that my father introduced me to. These quickly led me to the hallucinatory visions of Erol Otus and the rich pen and ink illustrations of Rosloff, Diesel, Dee, and Willingham. I have also taught a lot of school and trained a lot of young people who have gone on to impact the indie RPG world with their wild talent. Chief among these graduates are Artem Shukaev, Adrian Landeros, Faith Bugar, and Thuan Pham. Each a published illustrator.

Over the last 18 years I have also helped raise a very talented daughter with my wonderful wife Kathy. Kathy is an admitted crazy cat lady. She has been my muse, and co-pilot in life. We, like many of you, spent a lot of time together in lockdown. We played the most popular RPG game of all time with friends on weekends via virtual means. While doing this we struck



upon the idea of brewing up our first Zine as a little family project together. Ainsley (my daughter) and I would handle art. Kathy (my wife) and I would handle writing duties, making this 100% a family project from the creative standpoint.

Ainsley “Danger” Christofferson started creating Deisel (Spelling is as it is) Steve and Slick Hands Jim comic adds for promoting RPG modules from Frog God Games and Planet X games in 2019-2020, based on characters from a previous personal comic project that she started in High School whose characters and wild adventures have taken on a life of their own. As a student, Ainsley was afforded the opportunity to do some intern work in RPG Cartography with Alyssa Faden. She has frequented the gaming tables and seminars of Matt Finch, James M Ward, Jim Wampler and many other RPG luminaries while being dragged along the convention circuit by her dear old dad. Ainsley plays a scheming thief, and a pretty sneaky cleric now that we think about it.

We decided to use the Dirty Bowbe’s Roadhouse imprint, which has previously been used to some success creating charity works for Humble Bundle with my frequent partners in crime Santa Norvaisaite and Adrian Landeros. Why not use the same model to create some fun

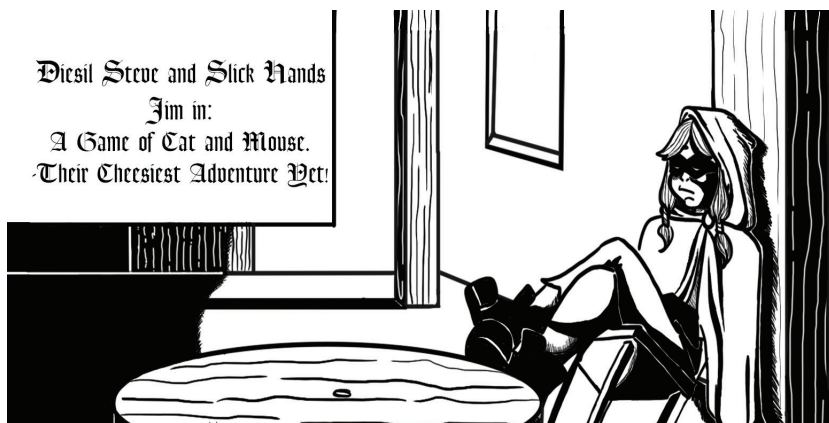
RPG materials with that Old School Rules vibe of quirky fun exploration and adventure. Fun is the guiding force here!

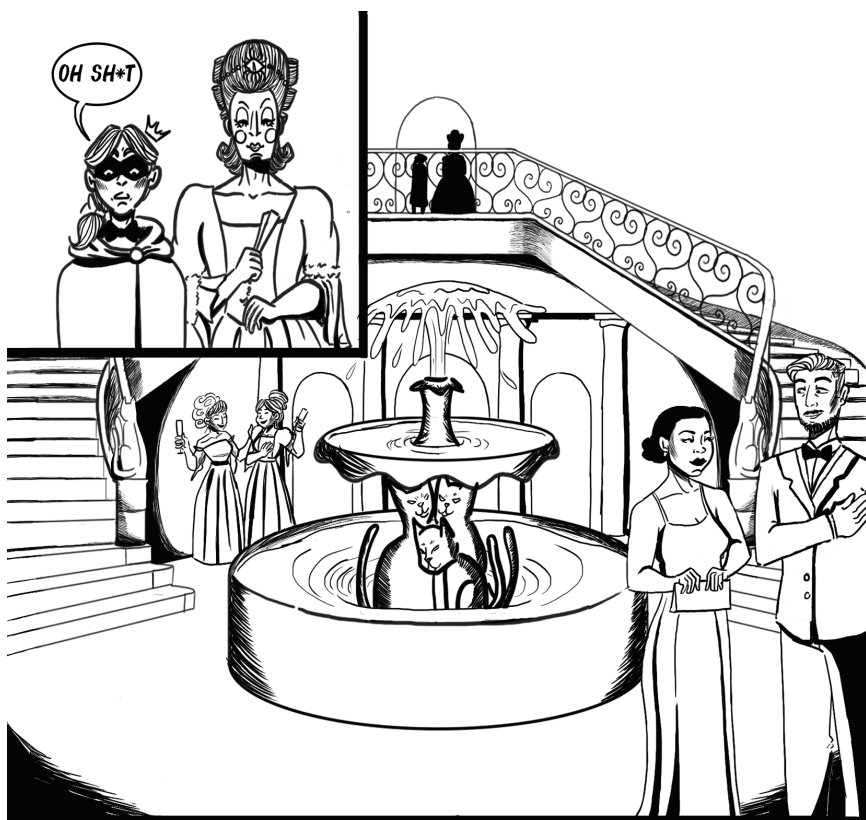
I always loved comic anthologies and RPG magazines like White Dwarf, Dungeon, and Dragon Magazines. Large format books like Epic, Heavy Metal, Savage Tales, Eerie, Creepy, Bizarre Adventures, and Savage Sword of Conan were more exciting to me than the standard superhero fare. Many of these pulps had a theme going in. Our theme this time around is of course Cats, which due to being in a 25+ year partnership with a crazy cat lady means that Cats are definitely going to be in the rotation of future products! As for other DBRP products? Wait and see!

Thank you very much for your support of our first indie project. We are motivated by this successful jaunt into the land of OSR publishing and promise to continue our support well into the future!

Yours Truly,  
The Roadhouse Gang  
Casey, Kathy & Ainsley

Diesel Steve and Slick Hands  
Jim in:  
A Game of Cat and Mouse.  
Their Cheesiest Adventure Yet!





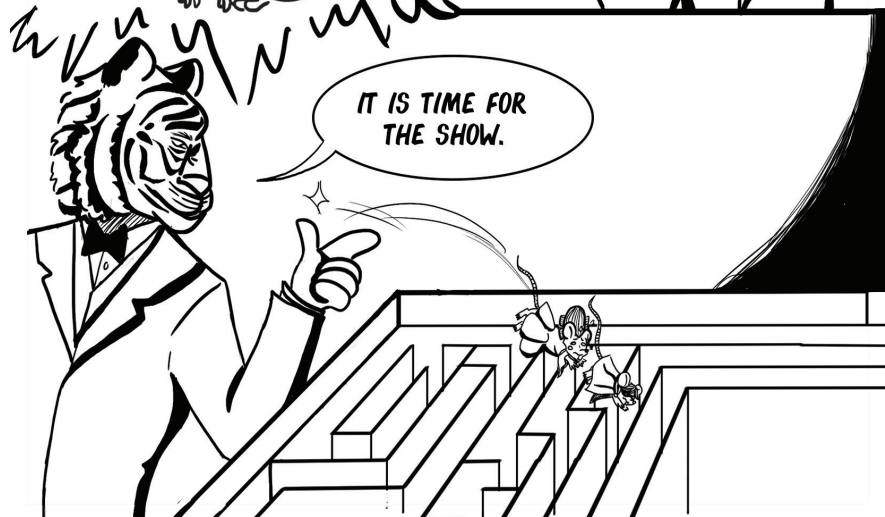
AH! GOOD! EVERYONE!  
OUR GUESTS HAVE ARRIVED  
IT IS TIME-



-TO EAT.









## :A GAME OF CAT AND MOUSE:

A Game of Cat and Mouse is a short dungeon crawl designed for 1-4 players of 4<sup>th</sup>-6<sup>th</sup> level and may be played with the characters provided in the **Playable Character** section of this Zine!

### **Adventure Background:**

A Back Handed Invitation

Deisel (pronounced Diesel) Steve, and Slick Hands Jim (pronounced Slik Hanz Gym) and the gang have really done it this time! Accepting an invitation to perform at the Pageant of Rare Delight, Deisel was sure that he would finally break into the elite level of drag show stardom that he had always strived for! Likewise, the promise of rubbing elbows with the wealthy and powerful put something else in Jim's mind. Easy gold and precious jewels! The duo, and their fabulous hair piece Minnie the Mimic arrived at the marble palace of Lord Jay Catsby only to find that they were not to be the main attraction, but instead had been set up to be served as the main course!

**Note:** For players not wishing to use pre-generated characters, feel free to connive some other reason for the characters to have been deceived by Lord Jay. Options include being sent to steal items from Lord Jay by Guillermo Del Gato at the Cat and Fiddle Inn.

### **Art of Deception**

Lord Catsby has invited several rivals amongst the ranks of the cabal known as C.A.T to his marble palace for the annual movable feast that poses as a fund raiser to provide services to the poor. Unbeknownst to his true guests, Catsby knowingly invited Deisel Steve and Slick Hands Jim and their allies in hopes that the duo's reputation had preceded them. He believes the pair and their companions to be powerful enough to finish off his rivals in the maze and be free of any blame for their deaths!

Unbeknownst to Lord Catsby, Eartha Katt has a similar plan in mind. Miss Katt has hidden a *blessed* crossbow bolt in a bundle of dried roses near the center of Jay's maze. Her guild

has had run ins with Slick in the past and Slick owes her organization a substantial amount of gold. She believes that Slick Hand's skills and Deisel's quick actions could easily lead to the demise of Lord Catsby and move her Thieves Guild to the top of C.A.T's organization!

## **Dinner and a Show!**

Using its powers of magic and illusion, the evil Rakshasa, Lord Jay Catsby, has turned his fabulous palace into a dangerous maze where the adventurers find themselves trapped. So strong is the illusion that the adventurers believe that they have been transmogrified into small humanoid like mice and set loose within a maze complex by their twisted host. Hidden chambers and trapped corridors await the adventurers as they make their way through the maze, where Catsby's dinner guests await an opportunity to devour their prey!

## **The Maze**

Jay has turned a large portion of his palace into a maze of traps and hidden rooms that are in turn shielded with illusions to keep his prisoners confused and misdirected. Some traps are designed to be "nearly" deadly, so as not to take away prey from the guest hunters in his maze.

## **Maze Features**

The maze is comprised of 5 ft. wide corridors with 10 ft. high walls. The ceiling of the maze is in fact open, though illusions cover it giving it the appearance of a real ceiling.

**Character Effects:** While within the maze, characters are locked in the Rakshasa's illusion, believing that they have been transformed into mouse like humanoids roughly the size of a halfling. This illusion can be broken only if characters can think of a reason that they are NOT a halfling sized mouse, thus

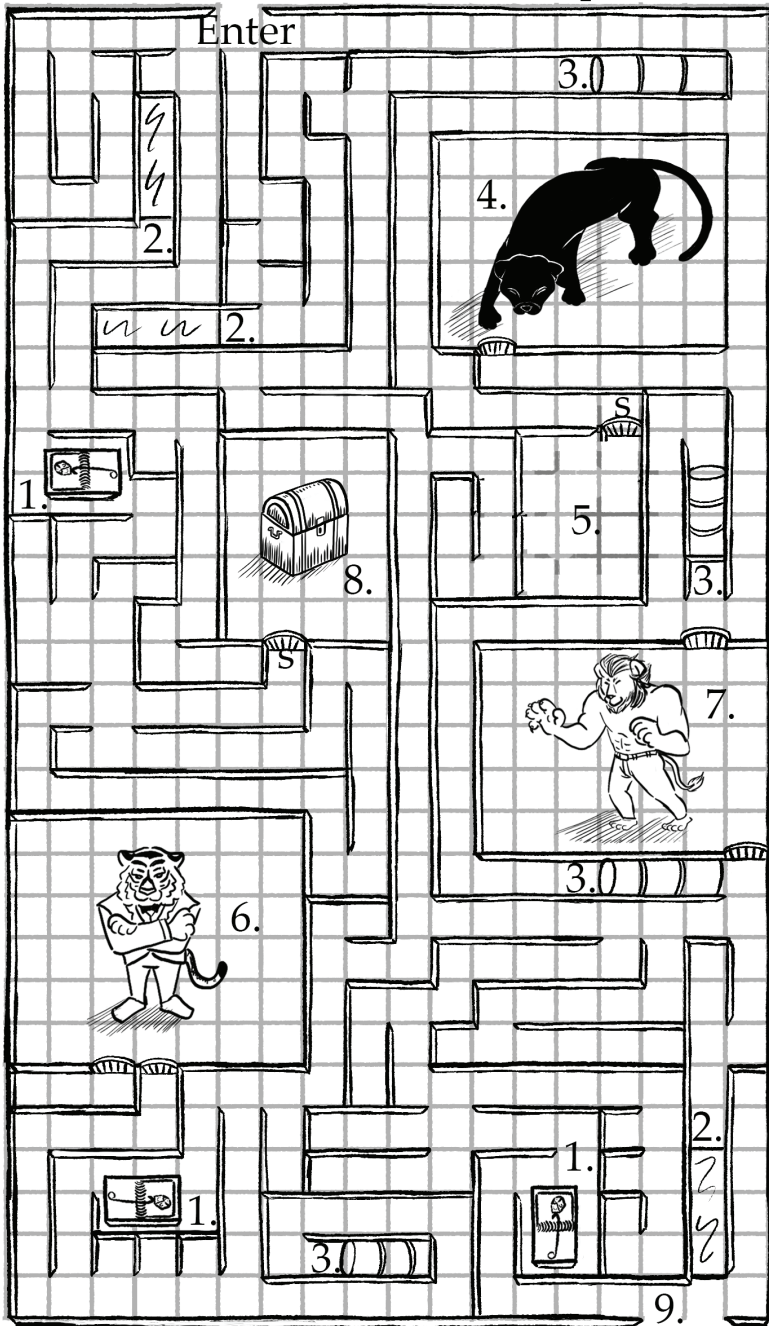
## **C.A.T.**

The Chaotic Abyssal Therianthropes is an underworld cult of evil shape shifting and chaotic cat folk whose species is a cross between feline and humanoid. These creatures share a common love for the flesh of other sentient humanoids and command power over vast criminal empires. They are however largely mistrustful of one another and pursue aggressive acts of deception and intrigue against one another at every turn. As most are shape shifters, they are also capable of using illusion to mask their true forms. Their members have infiltrated guilds and governments throughout the known lands.



# LORD CATSBY'S MAZE

1 Square = 5ft.



acquiring a chance at a saving throw against the illusion's effects.

Solongasthecharacterscontinue to believe that they have been transformed into diminutive mouse folk, their attacks deal only **half normal damage** with physical attacks as they compensate for their perceived smaller size and weaker frame. Damage from magic spells, poison, or magical bonuses and affects is not reduced.

Once one character has escaped the illusion, they may quickly free others from the illusion, affording secondary saving throws to those characters who are still not quite convinced of object reality.

**Doors:** All doors are locked and must be picked or forced open.

## Running the Maze

As the adventure begins the characters find themselves transformed into mouse like versions of themselves through the powers of the Rakshasa's illusions. As they adjust to their new surroundings and their new bodies they hear Jay Catsby's low growling voice echo in their ears.

*"Welcome to our Movable Feast!" Jay Catsby exclaims. "You have been placed in our maze purely for the amusement of my guests. I promise you that if you can make it through*

*the maze to the very end alive, that you may go free and will be granted a boon of one thousand pieces of gold and as much cheddar as you can physically carry away from my palace. Know you though that the maze is filled with a streak of my saber-toothed kin, and skilled hunters representing the Feline Association of Chaotic Abominable Therianthropes! Good luck little mice!"*

When Catsby finishes his monologue, the hunt is on. It is assumed that Jay and his guests Leonardo DiCatbrio, Miss Eartha Katt, and Jay's streak of tigers are now engaged in hunting the characters through the maze.

Characters are free to explore the maze and seek the exit. For every 10 minutes spent exploring the maze, or any time if feels like the players are lollygagging around, roll 1d12 on the **Catsby's Maze Random Encounters** table.

**Note:** When you roll make it a really loud roll. Say "ooh interesting" a lot. Make clucking noises and shake your head while rubbing your tummy. Make it a **VISIBLE** roll! Seriously, make it a big deal, even if nothing actually happens! This keeps players on their toes and the action moving along!

## Catsby's Maze

### Random Encounters

1. 1-2 saber tooth tigers
- 2-5. No Encounter
6. Eartha Katt
- 7-9. No Encounter
10. Lord Jay Catsby
11. 1-2 saber tooth tigers
12. Leonardo DiCatbrio

**Tiger, Saber Toothed:** HD 7; AC 6 [13]; Atk 2 claws (1d4+1), Bite (2d6); Move 12 (swim 6); Save 10; AL N; CL/XP 8/800; Special: Rear Claws (if two claws hit, rake with back claws, 2 claws (1d4+1). (Monstrosities 473 by Frog God Games)

Eartha Katt: Miss Katt's statistics are located in the section marked Area 4, as are her tactics.

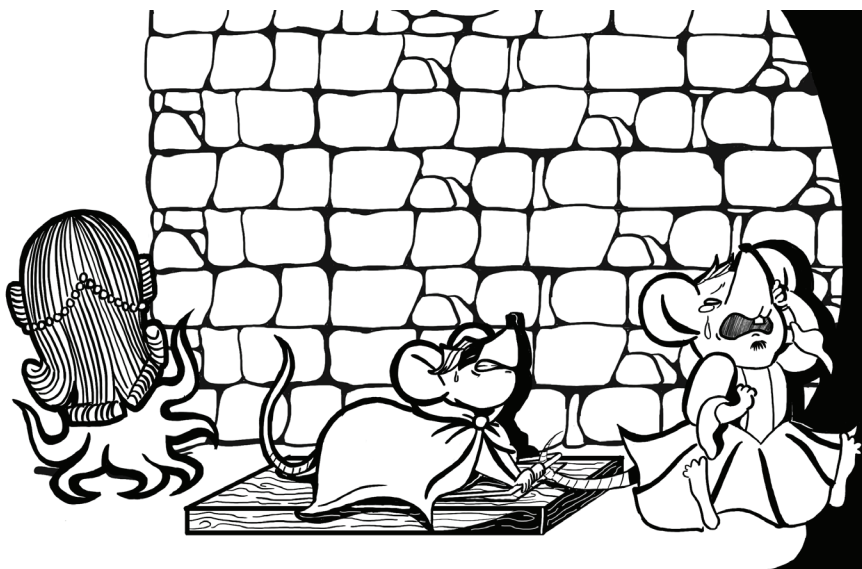
Lord Jay Catsby: Lord Catsby's statistics are located in Area

## Catsby's Maze

### Encounter Locations

The following keyed encounter locations are found on the map.

**1. Mouse Trap** Giant mouse traps are concealed by an illusion so that only a silver platter of cheese disguised as gold bars sits in the center of the floor. If any of the gold "bricks" are lifted from the platter the trap is triggered and a huge steel crossbar comes slamming down on the neck of the cheese thief and anyone within 5 ft. of them!





The crossbar deals 4d6 hit points of damage initially, with another 2d6 points of damage per round after as the victim is pinned to the base plate of the trap. Damage continues until the pry bar can be lifted, or the victim is slain. Moving the bar requires a successful *doors* check (Strength) but may be attempted each round and assisted by other characters.

The trap is detected on a successful “*delicate tasks*” roll if it is searched for or by magical means such as a *detect traps* spell. The trap may be prematurely triggered by probing ahead with a 10 ft. pole, long spear, or other devices that is longer than the 5 ft. deadly range of the trap.

## 2. A Better Mouse Trap?

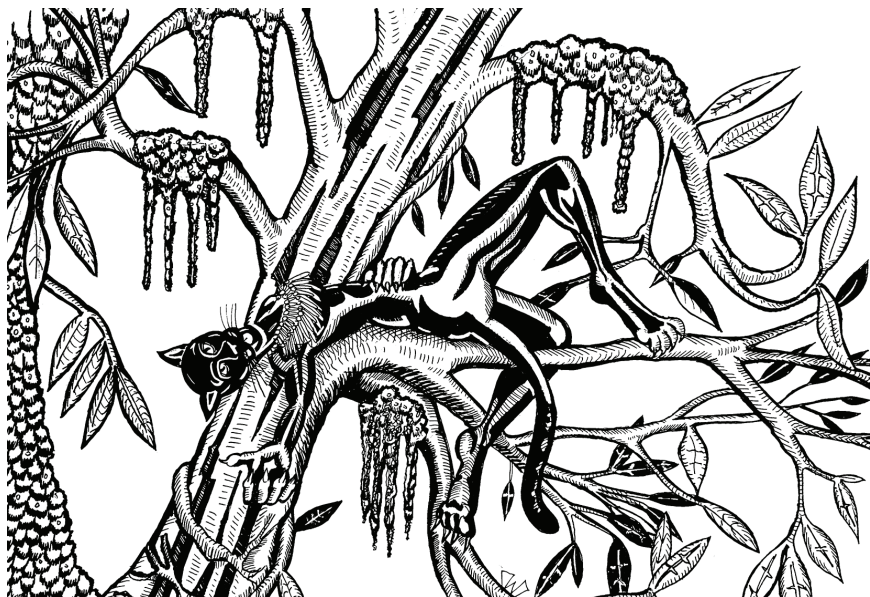
A thick glue has been lain down upon the floor in a 5ft. x 10ft. section of floor. The trap is discovered with a successful *delicate tasks* roll over the area, or noticed by a slight discoloration on the floor, though there is a 4 in 6 chance that a dwarf or elf, and 3 in 6 chance that a half elf or gnome also recognizes the discoloration that the glue creates.

Stepping into the glue sticks the character in place after 1d6 steps (1 ft. per step) unless a successful saving throw is made allowing the character to leap back from whence they came, but leaving their shoes firmly planted in the glue. Characters stuck in the

glue who fail their save become quickly mired in the glue and are unable to move more than 1 ft. per turn unless a successful *open doors* (Strength) check allows them to pull free and move through the glue at 1/4<sup>th</sup> of their movement rate. If all of the characters become stuck in the glue and remain stuck for more than 3 turns they are killed by the Rakshasa and his guests and eaten raw for dinner! The bond of the glue can be subverted by a gallon of wine or vinegar per 5 ft. length of corridor space.

**3. The Humane-itubes** These sections of maze actually form a tube with a spring action cage door that drops in front of and behind the characters, trapping them in the tube. All figures within the tube must make a successful saving throw or be *teleported* to the beginning of the maze. The tubes are contained in a 20 ft. long 5 ft. wide section of the maze. The trap is triggered when over 100 lbs. of weight is placed anywhere beyond 10 ft. of the entrance of the tube.

The trap is noticed with a successful *delicate tasks* attempt by a thief or assassin or by a dwarf with a 4 in 6 chance while specifically observing the area of the trap trigger. The trap can be disarmed or disabled with a second successful *delicate tasks* roll to disarm the gates. The teleportation effect can only be dampened temporarily with a *dispel magic* spell.



#### 4. Eartha Katt's Jungle Room

*Stepping into the room one gets the impression of stepping into a steaming jungle. Living trees rise from the leaf strewn floor. The trees are adorned with the trappings of a big game hunters jungle camp and are hung with a hunter's gear. Among the items hanging from the trees are a quiver of arrows, a bush bow, a curve bladed short sword, and a bundle of spears with long black points. The martial significance of the weaponry is enhanced by a collection of teakwood masks hanging from the tree limbs that feature demonic cat like faces.*

There is a 50% chance that Miss Eartha Katt is in the chamber, lounging from a hammock strung up the largest tree with a big wide kitty grin. Unless she

is attacked, she remains playful and friendly. Aggressive moves by the party may cause her to move into the deeper foliage among the thicker limbs of her tree.

**Note:** If the party is using the pre-generated characters provided with this Zine and Slick Hands Jim is present, Miss Katt calls out the sticky-fingered thief for a jewel heist that resulted in Slick not paying their dues to the Guild of Silent Paws. The call out is designed purely to get a rise out of Slick. Referees with players not using the pre-generated characters may simply ignore this bit of banter.

Regardless of how Slick plays it, Miss Katt makes an offer to let the characters live if they can, *"Find the thorn in the bundle of remembrance, and with fiery*

*hand let fly the brand through the sinewy heart darkness."*

**Eartha Katt Lycanthrope, Were-Panther:** HD 5, Hit Points 30; AC 5[14]; Atk 2 claws (1d4); 1 bite (1d8); Move 12; Save 11; AL C; CL/XP 7/600; Special: Lycanthropy, hit only by magic or silver weapons. Eartha can immobilize an opponent in a non-lethal manner if she manages to make a successful *backstab* strike against her prey. If successful she can choose to hold the creature paralyzed with her claws to their throat for one turn. She may choose to deal damage at any time or release her prey as she loves to play with her food. Eartha has all of the abilities of a thief with a level equivalent to her hit dice.

Eartha Katt is a were-panther and is Boss of the Guild of Silent Paws, a renowned criminal enterprise. Miss Katt has a particular beef with Slick Hands Jim. The feeling is understandably meow-tual. When she heard that Slick was in the area, she immediately accepted Jay's invite to the Feast. This, in spite of the fact that she has a beef with Jay Catsby as well. The only way that Slick can appease Eartha's anger is to assassinate Jay Catsby!

Eartha has to be very careful revealing this information to the player characters however, as she believes the walls in Jay Catsby's palace have ears. In other words, she is going to put

on a big show of fighting the PCs if she has to as she cannot appear to be helping them in her assassination plot.

If attacked, Miss Katt uses her *ring of invisibility* to remain completely hidden, choosing to use her special attack to immobilize a character and hold them hostage until the party has an opportunity to listen to her scheme.

**Treasure:** The bundle of four spears hanging from one of the trees are poisoned with a virulent poison that forces anyone hit by the spear to make a saving throw against the poison or suffer an additional 3d6 points of damage when hit. The venom on the spears works for one attack. *Salahcat's Cleaver\*\**, *Tiger Mask\*\**, Eartha's Hunting Bow, Sack of Loot: A leather purse hanging from one of the branches contains 450 gp, and 10 opals worth 50 gp each.

\*\* See Magic Item Appendix for details.

**Eartha's Hunting Bow:** This +1 longbow is designed to hunt big game in wilderness conditions. It comes with a quiver of 10 poisoned arrows that refills one lost arrow per day. These arrows deal an additional 2d6 points of poison damage unless a successful saving throw is made. The venom on the arrows is wasted after one attack.





## 5. Cat Lady's Crypt

The door to this chamber is concealed with illusion, though Miss Katt knows exactly where it is and can describe the location to the characters should they take her deal to destroy Jay Catsby. Being thoroughly deceptive and despicable herself, she may “not” mention to the characters that the chamber where she hid the blessed bolt is also home to Jay's late great lover, Daisy.

*“The hidden crypt holds a large marble sarcophagus in the center of the room. The sarcophagus lid is carved in the nearly lifelike visage of a beautiful woman in a sheer gown. The woman's likeness seems odd on further investigation as she appears to have human ears as well as a pair of cats ears sprouting from the top of her head. Where the crook of her left arm lies across her abdomen rests a bundle of fresh blood red roses.”*

Careful observation of the sarcophagus reveals hidden holes drilled into the sides of the marble sarcophagus which holds her body. There are several bundles of tightly woven linen laced with camphor and cinnamon stacked around the sarcophagus. Within the bundles are the mummified remains of common domestic cats.

Atop the sarcophagus is a bundle of fresh roses. Hidden amongst

the bundle is a crossbow bolt with a shaft of white cypress and a broadhead made from silver that has been sharpened to a razors edge. The bolt gives off a faintly lawful aura and is engraved with holy symbols of light and order.

Allow 1d4 rounds for the characters to examine the room. As they explore have the characters roll 1d6 and add any Wisdom bonus to the roll. On a roll of 3 or better the characters notice that a cloying mist has begun to rise from the floor.

The mist continues to fill the room until the final round when Daisy takes her full form.

*“A beautiful chalky white maiden in diaphanous apparel appears before you, with long black tresses. Adorning her head is a headband decorated with faux cat ears made of real fur.”*

*“Have you brought my kitties?” she asks, as her mouth opens revealing a pair of razor sharp, scalpel like canine teeth. “Momma misses her kitties and wants to play!”*

Daisy is furtive and weird. She asks the characters if they have brought any kitties for her to play with. If they have not brought any live cats, cat folk, or members of the cat cabal with them she becomes inconsolably angry and attacks the party.

Screaming “Where are my kitties.”

Should it be pointed out that her kitties are all mummified remains stacked around her tomb, she has a full melt down, and collapses next to her sarcophagus in grief as she picks up the bundles of her favorite pets and they crumble to dust and bones in her hands. She remains inconsolable, taking no attacks, even if she herself is attacked for 1d2 rounds.

Daisy is currently kept locked within her crypt in the center of the maze, largely for the protection of Jay’s special guests, because quite honestly Daisy is a crazy cat lady, and she can be a lot to deal with! Cat fascinated for nearly a century, Daisy cannot keep her icy dead hands off cats of any stripe, including the devious were-cats currently visiting her beloved Jay. Unfortunately, Daisy is also a Vampire, and her very touch drains the life force away from creatures that she loves too much.

**Daisy, Vampire, Crazy Cat Lady:** (7HD); AC 2 [17]; ATK 1 Bite (1d10 + level drain); Move 12 [Fly 18]; Save 9; AL C; CL/XP 10/1400; Special: Immune to non-magic weapons, only killed in coffin, regenerate (3/round), gaseous form, shape shift, summon Undead Feral Cat Swarm (1d4 swarms), or Undead Great Cats (1d2 Undead Great Cats), charm gaze, drain 2

levels with hit.

**Great Cat, Undead:** HD 5; AC 7 [12]; Atk 2 claws (1d4), 1 bite (1d8) Move 12 (swim 6); Save 13; AL C; CL/XP 5/400; Special: Roar of Terror, Disease

**Cat, Feral Undead, Swarm:** HD 4; AC 8 [11] Atk Claws 2 (2d4); Move 12; Save 17; AL C; CL/XP 3/60 Special: Paralyzing Scratch (after first 2 hits).

**Treasure:** Blessed Crossbow Bolt: This +1 crossbow bolt has one use, and that is to slay a Rakshasa!

Within her sarcophagus is a suit of +1 *suit of black enameled plate mail* with gold inlay of rampant lions, a +1 *longsword*, 3 electrum urns in the shape of cats worth 200 gp each, filled with a total of 1000 gp worth of ruby chips, a potion of heroism, and a scroll with the following spells: *Lightning Bolt*, *Fireball*, *Dispel Magic*, *Identify*. A cleric scroll contains the following spells: *Restoration*, *Silence*, and *Remove Curse*.

**6. Jay Catsby’s Safari Room**  
The walls hang with paintings of a Rakshasa hunt from some distant bushlands. In these scenes a maharaja with the countenance and form of a regal tiger/human hybrid hunts other princes and their retinues devouring them one by one until the last painting in the sequence features the maharaja atop an ivory throne decorated with whole human skins, an ivory and

pipestone pipe in his paw and a rakish look upon his handsome face.

Chairs made from stretched giraffe, human, elf, and zebra skins stand before tables with legs made from the tusks and feet of prized elephants, sentient tuskers, and furry footed halflings.

This private library contains various books on hunting rare fauna. Also found here are treatises on survival in challenging terrain, travelogues of various geographic locations. Where bookshelves cannot be found, there are also charts and anatomical scrolls of nearly every known species of humanoid with especial emphasis on strikes that incapacitate a victim before killing it outright. Studying the books would take at least 3 months. After which upon acquiring the next level of ability, the character who studies the book gains the ability to attempt a stunning attack on an opponent similar to the monks stunning attack, though this attack may be made with any weapon.

Lord Catsby, the Rakshasa and host of the Pageant of Rare Delite is most often found in this room if he is not first encountered in the maze.

**Lord Jay Catsby, Rakshasa:** HD 7 (38 hit points); AC -4[23]; Atk 2 claws (1d3), or Red's Revenge, Battle Axe +2

(1d8+3 damage), and 1 bite (1d6); Move 15; Save 9; AL CE; CL/XP 12/2000; Special: Illusory appearance, special magic resistance, spells. Red's Revenge, Battleaxe +2. 1<sup>st</sup>: Command, Change Self, Charm Person, Sleep. 2<sup>nd</sup>—Invisibility, Mirror Image. 3<sup>rd</sup>—Phantasmal Force

## Running Lord Jay Catsby

Although Lord Jay could be considered a deadly encounter, he can be escaped or bargained with, as like most cats, he loves to play with his food. Being perversely cruel, Jay may attempt to capture a character and drag them to one of the traps in the maze to toss them in for shocking effect.

### Lord Jay's Common Illusions

**Chamber of Horrors:** If encountered in the Safari room Catsby uses illusions that make the grim trophies of his previous hunts appear to spring to life. The elephant and tusker parts flex and roar. The petrified halfling feet begin running about the room kicking at the characters. He uses these false attacks to distract foes into thinking there is a much larger force, as he hunts the characters one by one.

**Illusory Attackers:** HD 2 (8 hit points); AC 7 [12]; Atk 2 slams, 1 (1d4 illusory damage),

Move 12; Save 13; AL N; CL/XP  
N/A: Special: Illusion

### **Never Ending Hallway:**

If encountered in the maze, Catsby creates a "Never Ending" hallway. Characters feel as if they are walking a great distance, that seems to never end.

In reality, Jay is directing the characters towards Eartha Katt's chambers, unless she has already been encountered by the players. If she has been encountered and defeated, or the characters have taken her deal, Catsby directs the characters towards one of the sticky floor traps.

**Which One is He?:** Jay may cause an illusion to cover one of the player characters during the heat of battle, causing the character to resemble Jay himself!

**Treasure:** Ivory Stemmed Pipe worth 200 gp, Ivory Tiger Figurines (3) worth 100 gp each, Ruby of Al Cat Raz (1000 gp, special, see below), Map to Jay's Maze, red velvet smoking jacket (200 gp), 2 potions of cure light wounds.

**Red's Revenge, Battle Axe +2:** This is the axe that Red forged with his own bare hands to avenge

the murder of his sweetheart. The axe now belongs to Jay.

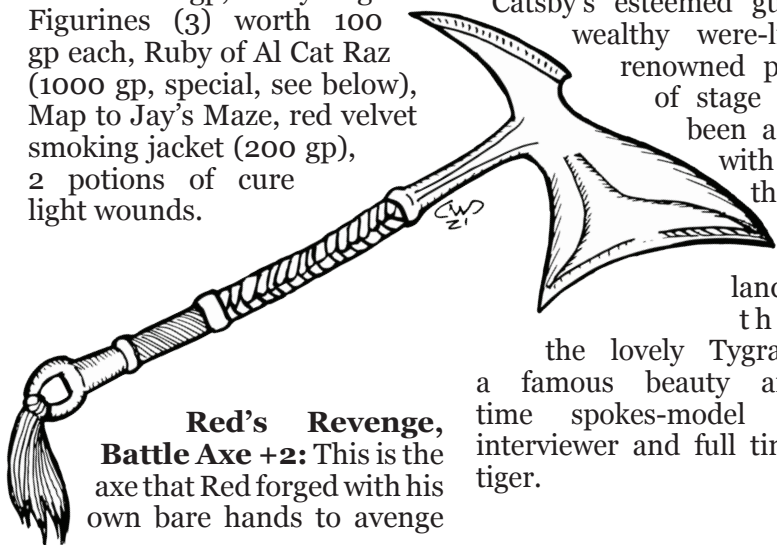
### **Ruby Prison of Al Cat Raz:**

This gemstone is imbued with a *magic jar* capable of holding one unique spirit. It currently holds the *Immortal Spirit of the Cat Lord*. As Lord Jay is a servant of chaos and evil, the spirit will not wash over him, so he keeps it within the ruby prison as a memento.

### **7. Pride Rocks**

*This room has been modeled and decked out as a large, natural cavern. Bones are scattered about the floor with patches of skin and damp fist sized clumps of hair and rank offal. Stones are piled in the center of the room forming a small alcove at the top of the pile. Furs of zebras, apes, and giraffes are spread atop the highest stones.*

This room serves as the quarters of Leonardo DiCatbriio. Jay Catsby's esteemed guest is a wealthy were-lion and renowned performer of stage who has been associated with many of the finest felines in the land. Among them is the lovely Tygra Banks, a famous beauty and part time spokes-model celebrity interviewer and full time were-tiger.





If Leo hasn't been encountered in the maze, he is found hidden in this room, stuffed to the gills after having eaten a good piece of one of Jay Catsby's servants. The servant's few remains have been stuffed into the alcove within the rock pile next to Leo's treasures.

Leo is gregarious and entertaining, insisting on giving 100% in his performance as "the heavy," during this year's feast.

**Leonardo DiCatbrio, Lycanthrope, Werelion:** HD 6; AC 6[13]; Atk 2 claws (1d4); 1 bite (1d10); Move 12; Save 11; AL C; CL/XP 7/600; Special: Lycanthropy, hit only by magic or silver weapons. Incredibly believable roar. Gripping performance.

**Incredibly Believable Roar:** Leo has an incredibly believable roar that strikes fear into the hearts of anyone caught within a cone which starts at his mouth and extends to a distance and width of 30 ft. at its terminus. Any creature caught within the cone of the roar must make a successful saving throw or be frightened, suffering a -2 to all attack and damage rolls for the remainder of the encounter. Characters who are immune to fear or are protected with a bless or protection from evil are not afflicted.

**Gripping Performance:** The depths of Leo's self-loathing are part of the charming effect that Leo has on his fans. Leo can

put on a gripping performance while in hybrid or human form once per day. Anyone witnessing the raw emotional power of this performance must make a successful saving throw or find themselves beguiled as if by a *charm person* spell as Leo melts the room with his acting gifts.

**Treasure:** A solid gold statuette of a naked man with a sword covering his junk sits in a place of importance in the center of the alcove. The statue is inscribed "Leonardo DiCatbrio, Best Actor." The statue is priceless beyond coin to Leo, but to a fence it would fetch about 500 gold pieces.

A leather pouch contains 2 potions of *cure disease*, and two potions of *cure light wounds*, two hen's eggs, a steel drink shaker, a cup of sugar, four lemons, eight cherries, and a bottle of barleycorn whiskey aged in charred oak casks. The whiskey is a rare distillation aged 20 years and is worth 200 gold pieces.

## 8. Secret Treasury

The door to this room is carefully hidden into ornate carvings on the wall and is trapped with a corrosive poison gas trap that requires a successful *delicate tasks* check to discover and a second check to disarm. If the trap is triggered, all within a 20 ft. radius of the door must make a successful saving throw or suffer 4d6 points per round spent within the cloud

of corrosive poison. The cloud dissipates in 1d4 rounds but can be dissipated instantly with a *gust of wind* spell or similar magical effect.

A hidden door opens to a stone room containing a chariot, and three iron bound chests laden with treasure.

**Treasure:** The chests contain 2000 gold pieces, 200 platinum pieces, an emerald worth 500 gp, a sapphire worth 350 gp, 10 citrines worth 50 gp each.

The Chariot is the Chariot of Freya, a *minor artifact* currently residing on this plane of existence.

## 9. Exit

A star shaped portal stands between you and freedom! If the characters have made it to the exit, they should be congratulated for their victory!

## Adventure Post Mortem

If the characters have managed to survive Catsby's Maze they should be commended! The encounters here are difficult and designed to be deadly! Award any additional bonus experience points that is deemed necessary by the Game Master, especially for stout role play and clever solutions!

If the characters manage to make it to the exit without defeating Catsby, they are met by Catsby out on the lawn. Catsby congratulates them for their success and gives them a sack of gemstones worth 1000 gp for their trouble. If Catsby has been slain and Eartha Katt is still alive, she meets the characters instead. Miss Katt grants them a 2000 gp award and offers a truce with the characters in the process. She suggests that she may look them up if she should ever need their services in the future.



## :HEY DIDDLE DIDDLE, IT'S THE CAT AND FIDDLE INN!:

The Cat and Fiddle Inn is one of the more interesting stops in all the lands. This roadway tavern sits in a foggy hollow lined with lush pin oak, coffee tree, and hornbeam groves. It hides a few days travel between larger towns located on either side of the vale. The Cat and Fiddle serves as a hub for local anglers, gin stillers, and hunters alike. It is a favored waystation for tradesmen moving between the larger cities as it features not only tasty craft edibles but also a cozy place to sleep with the promise of live entertainment. What more could you want?

### The Staff

The Cat and Fiddle Inn is staffed by a former adventuring group who set themselves to more relaxed ways of making a living after an "incident" during their last dungeon sojourn. Their details are as follows.

**Guillermo Del Gato:** Guillermo is a retired adventuring Cat-kin with orange and white striped fur. Trained as a thief and warrior, he is as adept with a fencing foil as he

is with his prized fiddle that he calls "Ol' Red". Ol' Red was rescued from the treasury of an evil baron who had succumbed to vampirism and ultimately died from a sorrowful case of beheading and direct sunlight.

Guillermo genuinely loves the hollow that he has settled in and is beloved by the local folk who live in the vale. After settling debts with his guild, he retired here and built the Cat and Fiddle Inn as a hub for weary travelers who could enjoy his musical take on his adventuring career.

**Guillermo Del Gato:** Kat-kin Thief 7/Fighter 5, HP 38; AC 3\* [16\*] Atk 1 Rapier +1 (1d6+3) and Bite or Claw (1d4+1); Or 2 Claws (1d4+1) and Bite (1d4+1) Move 12; Save 9; AL N; CL/XP 7/600: Special: Fighter Abilities, Thief Abilities, Cat-Kin Abilities. **Treasure:** Rapier +1, Hat of Protection +2, Ol' Red. \* Denotes armor class from hat, dexterity bonus, and fighter's parry ability.

**Miss Moon:** Miss Moon is a halfling lass who would tell folk she trained as an actress but decided to trade life in the spotlight for a more relaxing life in the vale. Moon fell in with Guillermo many years ago and has stuck with him through thick and thin, eventually helping him set up the Cat and Fiddle Inn. Deeply tanned with a tumble of curly black hair that runs down her back, Moon runs along a rail attached to the back of the bar where she serves customers and handles complaints with a sly smile and mountain hollow charm.

**Miss Moon:** Halfling Thief 5/ MagicUser4, HP 28; AC 7 [12] Atk 1 +1 Shortsword (1d6+1), Move 12 Save 11; AL N; CL/XP 6/400; Special: Spells, Thief Abilities. Spells: 1<sup>st</sup>—Charm Person x2, Sleep, Magic Missile; 2<sup>nd</sup>—Invisibility, ESP. **Treasure:** Shortsword +1, Ring of Protection +1, Wand of Sleep (10 charges), Spell book containing her known and memorized spells.

**Manut:** Manut manages the stable and works as a part time bouncer, though between Guillermo and Manut there has rarely been a need. Manut once served as henchman to an evil sorcerer but was spared by Moon and Guillermo. He has since thrown in with the group and has become like family to them.

**Manut the Minotaur:** HD 6 (HP 38); AC 3 [16] Atk Head Butt (2d4), Bite (1d3), and Weapon (+1 Battle Axe 1d8+1); Move 12; Save 11; AL C; CL/XP

6/400; Special: Never Lost in Mazes.

Manut wears a suit of studded leather armor and keeps his axe close at hand.

**Ace:** A small white dog with brown ears and a spot that looks like the ace of spades on his side. Ace once adventured with Guillermo, Moon, and Manut. Ace the Wizard was killed by Manut's previous master and reincarnated by the druids of the Sweetwater Grove as a little dog. The fun loving, spell casting dog spends most of his time curled up next to the fire or entertaining guests with acts of legerdemain. Or maybe legerdepatte...the Bowbe does not know, for he does not speak French.

**Ace the Dog:** Magic User 5 (HP 15); AC 5 [14] Atk Bite (1d4); Move 12; Save 16; AL N; AL C; CL/XP 6/400; Special: Spells: 1<sup>st</sup>—Charm Person, Magic Missile x2, Sleep. 2<sup>nd</sup> Mirror Image, Web. 3<sup>rd</sup>—Haste

**Common Staff:** The quartet behind the Cat and Fiddle Inn employ about a dozen locals as servers during busy travel times. These are commoners who assist in carpentry, cooking, cleaning, bartending, stable work, and tending to guests' orders. The servers all answer to Miss Moon. There are typically 2d6 of these commoners on the property at any given time. They are friendly non-combatants who flee from any physical danger.





## Secret Background: The Cat and Fiddle Gang

Guillermo and Moon have run a successful low risk thieving operation for several years. Though they are semi-retired now, they made a ton of money in a very short period by ripping off wealthy merchants and other powerful guilds. When the heat became too much, they liquidated their assets and invested in the inn.

The inn itself has led to a certain amount of wealth in entertainment and trading of knowledge. Guillermo and Moon keep their ears perked for potential heists though they never make moves against their visitors and patrons, but rather gather intelligence from visitors and apply it to heists that they manage in the neighboring region.

## The Cat and Fiddle Inn

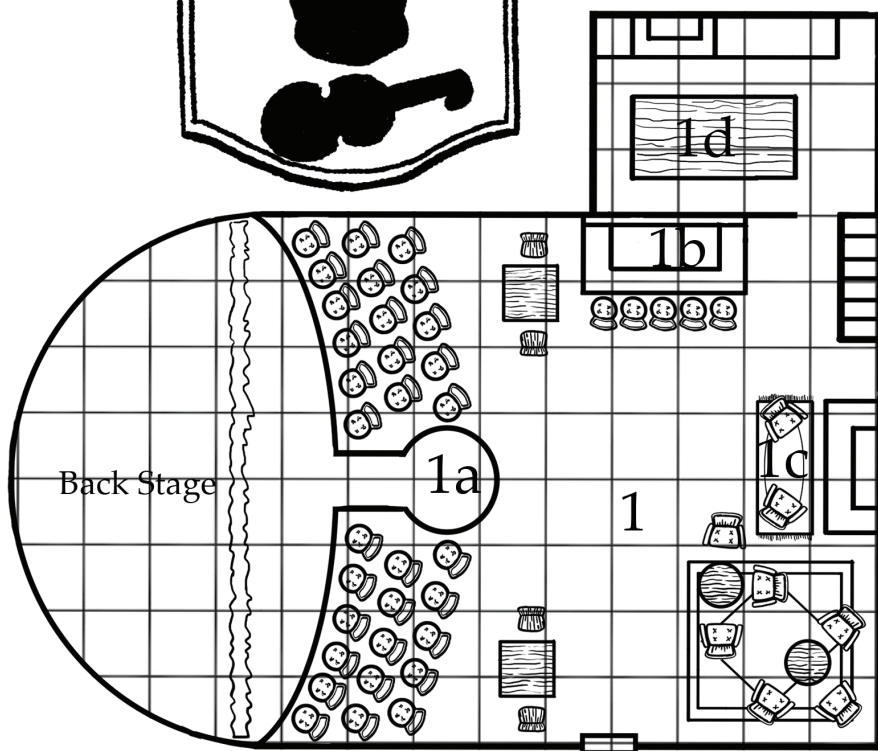
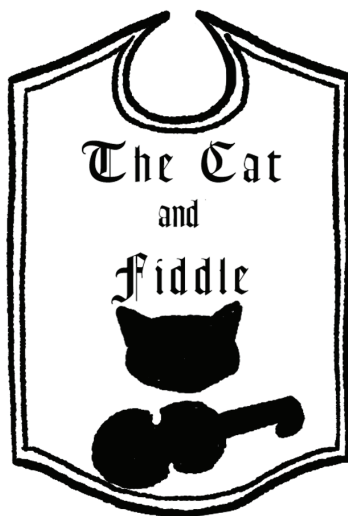
*The pathway opens before you as droplets of sunshine break through the dazzle of swaying green leaves to land upon a two-story structure comprised of tightly calked timbers. The inn is topped with a mossy roof of cedar shake shingles. An ornately painted sign hangs from the post over the open doorway featuring a brilliant orange striped cat with green eyes playing a fiddle.*

### 1. The Taproom

The interior of the tavern is furnished in a warm homie style. The cozy room is adorned with finely polished oak furnishings, including a well-stocked bar. A proscenium style stage lit with tin lanterns occupies the center of the far wall, opposite the fireplace. The stage is surrounded by

# CAT AND FIDDLE INN

## TAP ROOM



1 square = 5 ft.

comfortable stools so that the guests can enjoy a more intimate entertainment experience.

Various bawdy gold framed paintings of a cat, a human wizard, a halfling dame, and a mighty minotaur defeating various monsters or enjoying sumptuous meals line the walls.

Several large house cats lounge around the common room, finding space near the hearth or within their favorite spot of sunshine by the windows.

Most evenings of the week and especially the weekend, guests are engaged with the delightful entertainment provided by Guillermo del Gato, a fiddle playing Cat-kin who has entertained the folk of the foggy hollow for a generation.

A staircase in the northeastern corner of the Taproom leads to the 2<sup>nd</sup> floor where private lodging can be had for a price. **See 2. 2<sup>nd</sup> Story.**

The taproom of the Cat and Fiddle Inn closes sometime around midnight after Guillermo del Gato finishes performing his infamous lullaby for the crowd.

Tacked just outside the door is a signboard painted in the common tongue and is richly illustrated with images of the services offered within.



# The Cat and Fiddle Inn

## Bill of Fare

Fiddler's Herbal Gin. This light pinkish gin is steeped with juniper and has fresh raspberry and rose water notes. 10 gp/bottle, 10 sp/shot.

Tabby Milk Stout. A creamy stout that is smooth yet filling. 4 sp/mug.

Saucer of Milk, 1 sp.

Pickled Fish, 1 sp./lb. This fish is pickled from fresh trout caught in a nearby stream.

Smoked Salmon, 1sp./lb. Like the pickled trout, this local fish is heavily salted and served with hard tack.

Pan Fried Perch, rolled in egg and flour and fried in hot grease, a popular meal. 1 gp/lb.

Big "B"s™ Honey Bun: A loaf sized plate of four buckwheat dinner biscuits slathered in honey and butter, dashed with cinnamon.

Moon's Pie's: Moon makes a fresh apple pie and a custard and cream and usually has 2-3 pies for sale. 1 sp per slice 10 sp per pie.

Fresh Bread, 4 sp./loaf

Pan Fried Chicken, golden fried chicken split down the middle. 2 gp./whole 1 gp/half.

Beans and Bacon, Bowl, 1 sp. This is a bowl of slow cooked beans with brown sugar and chunks of pork belly.

Sharp White Cheddar cheese, 1sp/wedge.

Eggs as you like. 1 sp each. These fresh eggs can be served hard or soft boiled,

## Lodging

### Private Single Bedroom

This room to rent has a double bed stuffed with goose down, a divan and mirror, a pitcher of fresh water, a closet and a footlocker.

Rate: 1 gp per night.

### Private Double Bedroom

This room is exactly as the single room, but contains two double beds.

Rate: 2 gp per night.



## **1a. The Stage**

Dominating the taproom is a stage roughly 60 ft. across with a 20 ft. thrust proscenium walkway that extends from center stage into the audience area that is surrounded by dozens of plush red velvet cushioned chairs. The stage is lit by permanent magical lighting that is cast on shuttered canister style lanterns that ring the apron. The shutters can be lifted or lowered to increase or decrease the amount of light cast into the taproom.

A 15 ft. tall red velvet curtain bisects the stage, separating the performance area from an extensive backstage which serves as a storage area filled with painted plank terrain, risers, and boxes of clothes and costumes, mostly in small or extremely large sizes.

## **1b. The Bar**

Where Miss Moon can be found during business hours. The bar seats five and is usually occupied by at least one regular among the locals spending his coin on stout and gin.

## **1c. Fireplace**

This common area provides a spot of floor or open plank bench. You can use your own travelers bedding so long as the customer's personal smells and odors do not overly offend the others in the taproom. A few sets of tables and chairs for dining and rest are arranged next to the warm fire. Much of the roasting of large game takes place at the common fireplace instead of the

kitchen which is reserved for breads, breakfasts and fried fish.

## **1d. Kitchen**

The Kitchen is used for baking breads, fried items, and storage. Sacks containing 200 lbs. of flour, additional kegs of ale and stout, and other dried goods are neatly arranged around a prep table. An iron stove occupies the north wall.

Searching the kitchen thoroughly reveals five kegs of ale, five kegs of stout, 4 cases each containing six bottles of gin, 200 lbs. of potatoes, 50 lbs. of turnips, 50 lbs. of carrots, ten fresh loaves of bread, two platters of buttermilk biscuits, a barrel containing 30 lbs of fresh caught fish, and 10 wheels of cheese.

## **2. 2<sup>nd</sup> Story**

The stairs from the taproom lead to the private quarters on the 2<sup>nd</sup> story. A grand hall runs east and west ending in a large conference room at the western end of the building. Guillermo and Moon's room is in the northern wing that sits above the kitchen.

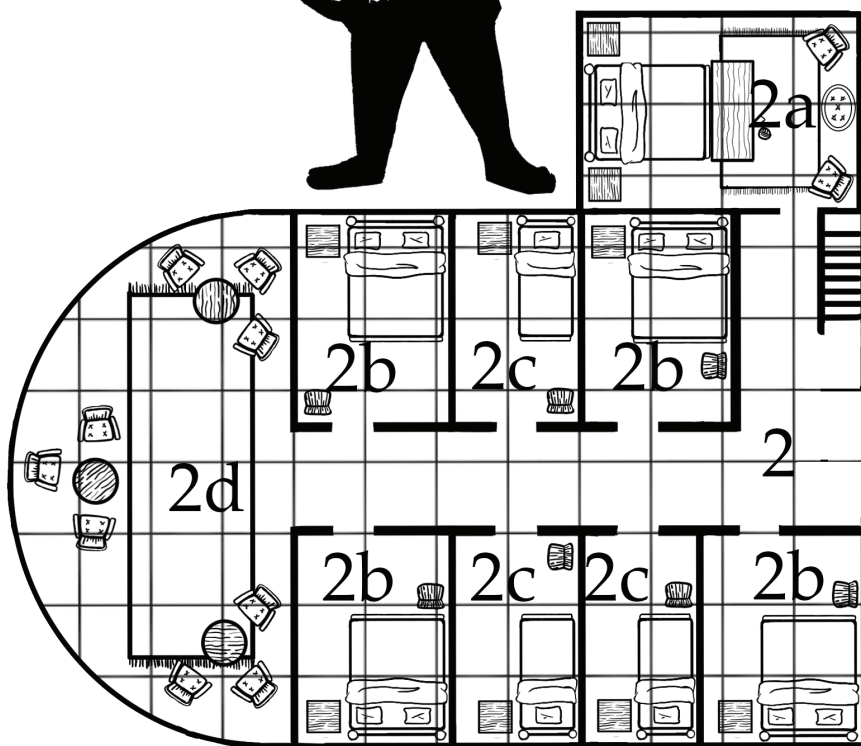
**Doors:** All doors are locked with a key provided by moon or one of the staff. Only moon and Guillermo have keys to their room.

## **2a. Guillermo and Moon's Room**

This room at the top of the stairs is locked with a key belonging only to the duo. Inside is a large bed, two end tables, a chest of drawers, two sitting chairs and a padded foot chest.

# CAT AND FIDDLE INN

## 2ND FLOOR



1 Square = 5ft.

There is a 2 in 6 chance that searching the room thoroughly discovers a secret panel in the soft top chest. The panel is protected with a trap that fires 1d6 darts in every direction. The darts are +5 to hit and deal 1d4 points of damage on a successful strike. Characters wounded by the barrage of darts must make a successful saving throw or fall into a deep slumber that lasts 1d2 hours. The sleep toxin can be neutralized with a *neutralize poison* spell or similar effect.

Within the secret alcove is a silver coffer worth 100 gp filled with 300 gp in coins. A leather sack is filled with 20 precious gems worth 60-120 gp each. A gold cameo ring featuring a sinuous panther woman is worth approximately 350 gp.

Also hidden in the alcove is a walnut chest about the size of a small suitcase, banded with gold and locked with two golden padlocks. A large letter "C" flanked by golden tigers is monogrammed onto the lid of the case.

Unless the correct key is used the padlocks are so confounding that a thief or assassin may only unlock them if they succeed a check taken as if they are three levels lower in their Delicate Tasks than their actual level of ability!

That said the case can be opened with a knock spell, though doing so has certain side effects as described below. For further details on the "Fancy Feast" see the magic items section for details.

## **2B. Double Occupancy Rooms**

These rooms come exactly as described in the Bill of Faire and Lodging sidebar.

## **2C. Single Occupancy Rooms**

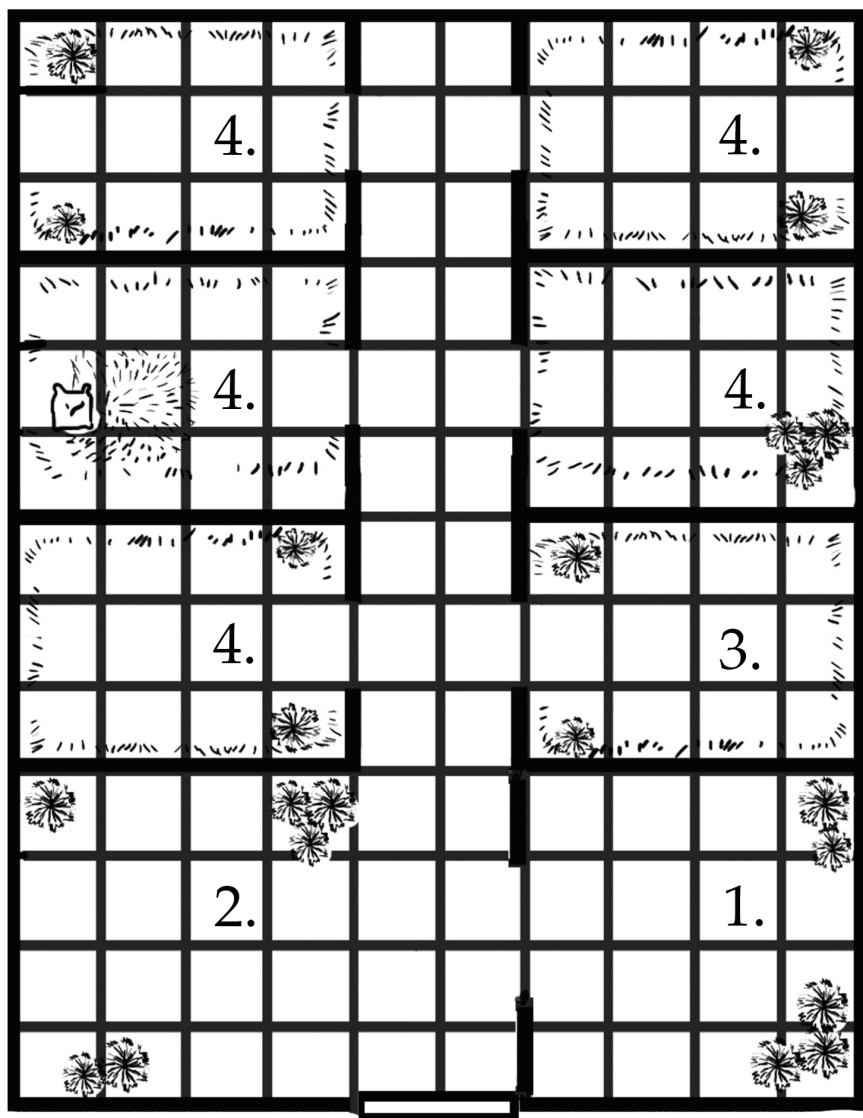
These rooms are as described in the Bill of Faire and Lodging sidebar. 2D. This large room sitting directly above the stage is used as a banquet hall or board room for larger parties. It can be set up to accommodate three double beds or four single beds if a guest were so desire. The absolute details of the accommodations and their cost would have to be negotiated with Guillermo and Moon.

## **The Barn**

The barn stands a pace out behind the inn and serves as a blacksmith, carriage house, and stable for the night for draught animals as well as the proud residence of Manut the Minotaur.

### **1. Manuts Stall**

This room on the southeast side of the barn serves as the domicile of Manut. It is a simple affair hung with tack and harness replacements and raw materials. His stall itself is filled with comfortable hay and he keeps his excrement to a manageable pile in the northeast corner. His belongings hang from the walls with the tack, comprising a saddle bag with 200 gold pieces, a potion of cure serious wounds, and a pair of dice.



# THE BARN



One Square = 5 ft.



Manut keeps a small brick and clay forge outside the barn not far from his stall that he uses to fix horseshoes and damaged hand weapons.

There is a 1 in 6 chance that characters seriously exploring the stall find an iron box buried underneath Manut's dung heap. The box is locked with a key Manut wears around his neck. The box contains a map to Lord Catsby's Palace and a golden key that unlocks the "*Fancy Feast*" hidden in Moon and Guillermo's room.

If the dish and spoon happen to have escaped the "*Fancy Feast*" they make their way with haste to the dung pile attempting dig up the key and return it to the box.

## **2. Carriage Stall**

This stall serves as a garage for the occasional fine carriage or wagon that needs Manut's attention to repair an axle or brake.

## **3. Mable's Stall**

This stall is for Mable the milk cow. She is just a cow that provides the inn with fresh milk. Nothing else to see here.

## **4. Guest Stalls**

The remaining stalls in the Barn serve as stalls for horses and draught animals.

## **Adventure Hooks**

The Cat and Fiddle Inn can easily fit into any adventure campaign and uses the best trope of all: 'Adventurers at an inn,' because honestly everybody can use

more inn and tavern write ups for their campaign! Listed here are a number of possible adventure scenarios and strange encounter suggestions for the Cat and Fiddle Inn.

### **• Sneak and Steal**

One of the heists that the Cat and Fiddle Gang were on involved the recovery (some would say theft) of a priceless case of silverware and bone fine ceramic tableware. The former owner is a bureaucrat from a criminal syndicate in one of the larger cities in the province. He is quite annoyed at the theft and has put out a bounty of 1000 gold pieces for its return. The only lead in the theft was a recently uncovered confidence game run by a halfling lady followed by a subsequent cat burglary of the victim's palace. A burglary that left behind a whisp of orangish feline hair, which at the time raised no suspicion.

The characters are approached by Torean Gambli on their way to the Cat and Fiddle Inn and asked to find entrance to Miss Moon's Private suite and obtain the items in question in exchange for 200 gp.

Have each player roll a 1d6 and add their Wisdom score bonus.

On a score of 6+ the characters are aware that Torean has more to say than he is letting on and may use the option of intimidating him for the rest of the information that he possesses about his employer, the actual reward, and the Cat and Fiddle Gang.

On a score of 4-5 the characters get the impression that there is more going on than meets the eye. They get the idea that they could press Torean for details on the denizens of the Cat and Fiddle Inn, and their general abilities. Information that he eventually gives up.

With a score of 3 or below the characters get the impression that Torean is no different than any other quest giver offering an opportunity to take a shady deal. You know, the sort of thing where the characters likely go murder hobo on some carefully crafted NPCs in the name of loot drops and scorching hot bumps of XP.

If asked why he doesn't take the job himself Torean explains that he is "known" to the management of the establishment and cannot show his face around there ever again. Even magical disguises have failed as Moon and Guillermo keep a wiry terrier named Ace by the front door of the inn that sniffs out folks who have been banned from the Cat and Fiddle Inn and immediately starts barking when they attempt to return.

Torean is unaware that the tableware and silverware are part of an enchanted set of animated items stolen from a certain Lord Jay Catsby. All he knows is that Lord Catsby blames Gambli's guild and has demanded the return of his missing dinner service! Or else!

## • Dish and Spoon!

If the characters break into the quarters of Guillermo and Moon to peek around and happen to discover the "*Fancy Feast*" there is a chance that they unleash some cutlery and flatware. This of course immediately causes a ruckus as the flatware attempts to flee the box and find their way to the key.

This leads to a raucous chase through the tavern as the dish and spoon flee to the barn attempting to find the key that Manut has hidden there. **See: The Barn** for further details. On the iron box containing the key to the *Fancy Feast*.

## • Ol' Red!

Guillermo often plays a charm of lullaby upon his violin, "Ol' Red" that casts a spell of sleep upon the crowd as a finale for the evenings' performance. Upon hearing the song, guests staying in the inn drowsily stand and walk off to their rooms, while others staying in the common room curl up on their cloaks near the fire for a rest on the floor. As most are ordinary folk staying the night in the common room, the spell brings almost immediate unconsciousness.

While asleep, Moon and Guillermo flit through the crowd, tucking them under blankets and propping them with pillows while they casually search for treasure maps, secret documents, and other things that may lead them to plan another heist during a foray to the "big city."

They never actually steal from the crowd however as that would draw suspicion and distrust among travelers. Ace works to assist them in a secondary capacity, putting to sleep any folk who do not readily fall under Ol' Red's slumber charm. Ace then casts charm person on any remaining witnesses, giving them only happy memories of the encounter.

As a way of making peace, they offer the characters participation in a heist venture as they have lifted the location of the ***Temple of the Crazy Cat Lady***\* from a previous band of heroes that had passed through some days ago.

### • Ye Olde Quest Giver Trope Rope a Dope!

As the Cat and Fiddle crew are semi-retired, they instead offer the knowledge they find to others in the form of hints, clues, and missions. If they are caught engaged in their snooping they quickly cop to their reasons.

They have treasure maps or documents leading to the location of the following adventure locations.

**The Forbidden Temple of the Crazy Cat Lady:** A map leads to the location of this fabled temple to the ancient high priestess of Sekhmet and the *Lost Scroll of Bastet*, a spell book filled with ancient BCE... or as we like to call it: Big Cat Energy.

\*Look for “*Temple of the Crazy Cat Lady*” in the forthcoming sequel to *Dirty Bowbe’s Roadhouse Presents: Catpocalypse Meow*, titled “*Dirty Bowbe’s Roadhouse Presents: Planet of the Cats*”

**A Private Invitation to the Palace of Lord Catsby:** This invitation is open to a band of guests and is a costume party and banquet. Lord Catsby’s lair allegedly hides the stolen Chariot of Freya. Returning the chariot to a goddess may be its own reward? Also, Lord Catsby is rich. How rich? **Note:** *We already know your mind just filled in the next two lines of dialogue right there in the previous paragraph. Move along. Nothing to see here.*

Hints and Innuendos About Future Dirty Bowbe’s Roadhouse Presents Products: The characters are directed to follow ol’ Bowbe at <https://www.facebook.com/DirtyBowbesRoadhouse> or on Instagram at [https://www.instagram.com/son\\_of\\_bowbe/](https://www.instagram.com/son_of_bowbe/) for scoops, hints, and general information about the Roadhouse’s upcoming games, events, and products!



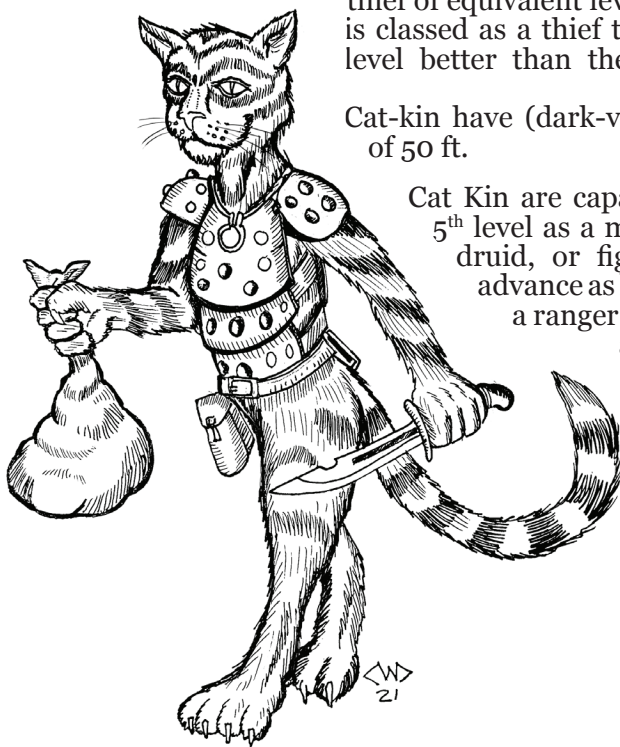
## :CAT-KIN:

The Cat-kin are a species of bipedal cat-like humanoids who possess the same range of fur colors and markings as that of the domestic house cat. Cat-Kin range in size from 4 to 5 ft. in height and weigh between 80 and 120 lbs., though larger and smaller members of their kind have been encountered. Cat-kin are agile and fleet of foot granting them a natural +2 to saving throws vs. traps and magical area of effect spells.

Cat-Kin are natural climbers and are capable of climbing walls as a thief of equivalent level. If the Cat-Kin is classed as a thief they climb at one level better than their normal level.

Cat-kin have (dark-vision) at a range of 50 ft.

Cat Kin are capable of achieving 5<sup>th</sup> level as a magic user, cleric, druid, or fighter. They may advance as high as 8<sup>th</sup> level as a ranger or assassin. They are unlimited in class advancement as a thief.





## :CATASTROPHIES:

### **Cat, Feral Undead, Swarm**

**Hit Dice:** 4

**Armor Class:** 8 [11]

**Attacks:** 2 Claws (2d4)

**Saving Throw:** 17

**Special:** Paralyzing Scratch (after 2 successful hits)

**Move:** 12

**Alignment:** Chaos

**Number Encountered:** 1d4 swarms

**Challenge Level/ XP:** 3/60

**Cat, Feral Undead, Swarm:** HD 4; AC 8 [11] Atk Claws 2 (2d4); Move 12; Save 17; AL C; CL/XP 3/60 Special: Paralyzing Scratch (after first 2 hits).

These moldy, musty, half rotted creatures swarm in groups of 6-10 undead cats all working in concert to attack an individual enemy of medium size or smaller. The monsters deal 2d4 points damage on a successful strike. Victims clawed a second time, and each successive time

afterwards must make a saving throw or be paralyzed in a manner similar to the touch of a ghoul.

The swarm deals one fewer point of damage for each five points of damage that it takes with a minimum of one hit point of damage dealt on a successful hit.

### **Great Cat, Undead**

**Hit Dice:** 5

**Armor Class:** 7 [12]

**Attacks:** 2 Claws (1d4), Bite 1d8

**Saving Throw:** 13

**Special:** Disease, Fear

**Move:** 12/6 (Swimming)

**Alignment:** Chaos

**Number Encountered:** 1d6

**Challenge Level/XP:** 5/400

**Great Cat, Undead:** HD 5; AC 7 [12]; Atk 2 claws (1d4), 1 bite (1d8) Move 12 (swim 6); Save 13; AL C; CL/XP 5/400; Special: Disease

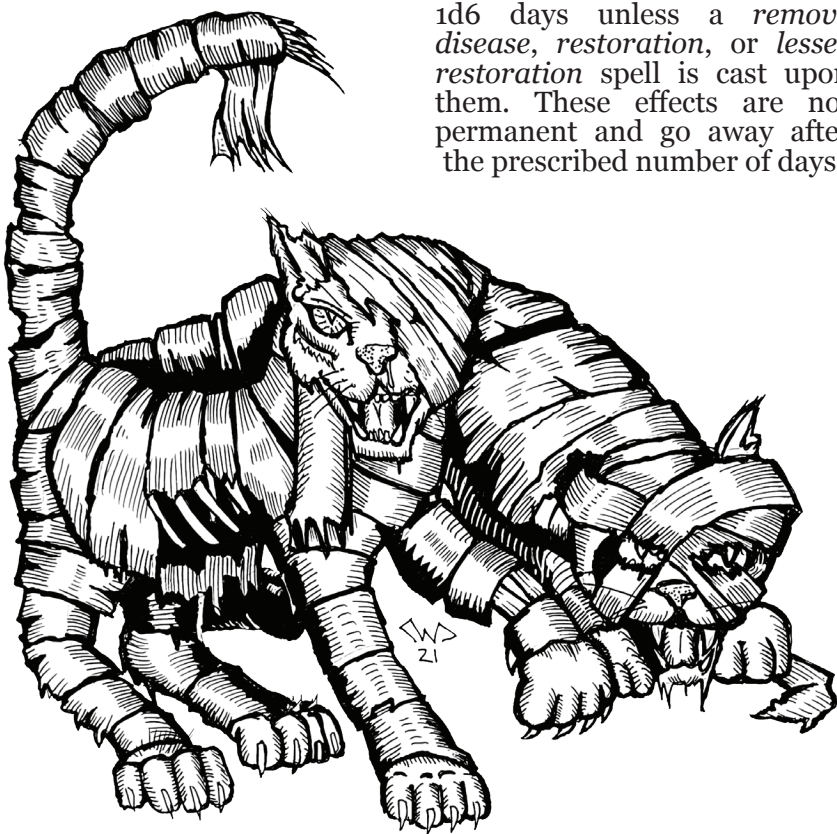


Undead great cats are an affront to the deities of the cats save for perhaps Nergal and Sekhmet who have been known to set them within temples and tombs as guardians of their priests both living and dead. Undead great cats may be lions, jaguars, tigers, leopards, cougars, etc. They appear as blighted versions of their former selves, with strips of torn fur exposing raw bone and slowly putrefying flesh.

The horrific roar of terror the undead great cat issues forth in the form of a cone 30 ft. wide at its terminus and reaching out

30 ft. from the jaws of the beast. Those caught within the blast of the roar must make a successful saving throw or be frightened by the undead great cat and suffer -2 to attack rolls, damage, and saving throws against their foe for the duration of the encounter.

The filthy bite of a great undead cat's decay-filled jaw causes a wasting disease unless a successful saving throw is made. The disease causes a high fever and sense of fatigue which onsets 24 hours after the bite. Characters who fail their saving throw suffer a -2 penalty to their Strength, Dexterity, and Constitution scores for 1d6 days unless a *remove disease*, *restoration*, or *lesser restoration* spell is cast upon them. These effects are not permanent and go away after the prescribed number of days.



## Mummy Cat

**Hit Dice:** 2

**Armor Class:** 10 [12]

**Attacks:** 2 Claws (1 hit point), Bite 1d4

**Saving Throw:** 18

**Special:** Paralyzing Scratch (after 3 hits) and rot, hit only by magic weapons.

**Move:** 8

**Alignment:** Chaos

**Number Encountered:** 1d6

**Challenge Level/XP:** 2/30

**Cat, Mummy:** HD 2; AC 10[12]; Atk 2 claws (1hp); 1 bite (1d4); Move 8; Save 18; AL C; CL/XP 4/50; Special: Paralyzing

Scratch (after 3 hits) and rot, hit only by magic weapons.

Wrapped in herb and incense laced linens and buried with their crazy cat ladies so that they may snuggle together well into the Duat and beyond. The Mummy Cat is a shambling horror of snagged teeth, patches of exposed bone, and billowing clouds of thick chalky dust.

Mummy Cats are held together by the same dark arcana that animates other creatures of the living dead. As minions of darkness, magic weapons are required to hit them. Furthermore, the unholy desiccation of time and toxins of the mummification process have given their bites and scratches a paralytic effect on the living.



## :SCROLLS OF THE CAT LORD:

### The Cats Ate Your Face

*3rd-level conjuration*

**Casting Time:** 1 round

**Range:** 60 feet

**Components:** V, S,  
M (cat's claw)

**Duration:**

Concentration, up to  
3 rounds

On a successful ranged attack, the target of the spell is swarmed by  $1D4+1$  spectral cats. Each spectral cat bites and claws the victim's face for  $1D4+1$  points of damage per round. To add insult to injury, the victim must make a successful saving throw or be blinded for the duration of the spell. Each cat is AC 13 and has 4 HP with resistance to

non-magical attacks. Attacks on the cats by the target are made at advantage, but others must attack at disadvantage. The spell ends early if all of the spectral cats are destroyed.



## Cat Got Your Tongue

*2nd-level necromancy*

**Casting Time:** 1 round

**Range:** 60 feet

**Components:** V, S, M (cat's tooth)

**Duration:** Concentration, up to 6 rounds

On the caster's turn, the subject suffers 1d4 piercing damage as if sharp spectral fangs are embedded in the subject's tongue. Speech is impossible and damage continues each turn until the spell ends or the subject makes a successful Dexterity saving throw to overcome its painful effects.

## Cat Lord's Cuddles

*3rd-level enchantment*

**Casting Time:** 1 round

**Range:** 60 feet

**Components:** V, S, M (tuft of cat fur)

**Duration:** Instantaneous

Spectral cats smother the target with love and warmth, ending the stunned or frightened condition. If the target is raging, it must immediately succeed on a Wisdom saving throw, or the rage ends immediately. The spell also removes one level of exhaustion, awakens sleeping targets and ends the effects of a *confusion* spell. Furthermore, the target is healed for 1d8 hit points.

## Cat Lord's Nap

*6th-level evocation*

**Casting Time:** 1 round

**Range:** Up to 8 creatures within 10 ft. of the caster

**Components:** V, S, M (cat whisker)

**Duration:** Instantaneous

This spell affects targets as if they had just taken a short rest. An individual target can only benefit from this spell once per day.

## Freya's Claws

*1st-level transmutation*

**Casting Time:** 1 round

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 hour

Cat like claws sprout from your fingernails, giving you two unarmed claw attacks. The claws do 1d4 + Strength bonus damage on a successful hit. For the purposes of damage resistance, the claws act as +1 weapons. You can cast no further spells with somatic components while the claws are in place but you may use such devices as wands and staves in lieu of melee attacks. The spell is lost if you take more than half of your hit points in damage, or its duration has expired.

## Hairball

*2nd-level enchantment*

**Casting Time:** 1 round

**Range:** 60 feet

**Components:** V, S, M (a normal hairball)

**Duration:** Instantaneous

The caster targets up to 4 creatures within range who must succeed on Constitution saving throws or fall over retching and hacking up thick soggy, gnarly, phlegm-soaked hen's egg sized balls of hair. While thus affected, victims are poisoned and can only move at half speed. In addition, anyone who attacks them has advantage on their attack rolls. Affected targets can repeat their Constitution saving throws at the end of their turns, ending the effects on a success.

## Kat Lady's Allergic Assault

*5th-level necromancy*

**Casting Time:** 1 round

**Range:** 60 feet

**Components:** V, S, M (small amount of cat fur)

**Duration:** Concentration, up to 1 minute

A 15-foot radius area is filled with tiny cat hairs and tufts of fur that overwhelm the victim with fits of coughing, sneezing, wheezing, and swollen eyes. Characters caught in the cloud must make a successful Constitution saving throw or

be subjected to the following effects chosen at random.

1. **Blindness.** Eyes are reddened and swell shut (lasts the duration of time spent within the cloud).
2. **Coughing and Sneezing Fit.** The victim is incapacitated. The coughing and sneezing alerts wandering monsters and inattentive guardsmen within a 60 ft. radius.
3. **Uncomfortable Skin Rash.** Uncontrollable itching causes the victim to be poisoned for as long as they remain inside the cloud. The effect lasts for 1d6 rounds after the victim leaves the cloud, or until the victim washes their hands and face.
4. **Suffocation.** The victim's airways immediately close and the victim must be removed from the cloud. Until removed, the victim is affected by suffocation as if they have run out of breath.



## Kiss My Bast

*2nd-level enchantment*

**Casting Time:** 1 round

**Range:** 30 feet

**Components:** S, M (small statue of Bast)

**Duration:** 1 hour

Upon the casting of this spell, one target is afforded a vision of the pure beauty of Bast. While thus transfixed, the victim is subject to deep suggestion and does whatever simple task is asked of them, so long as it does not cause the target any harm. The spell effect ends if the subject is wounded or the effects are dispelled.

## The Mouser's Mouthful

*1st-level transmutation*

**Casting Time:** 1 round

**Range:** 60 feet

**Components:** V, S, M (small charm in the shape of a cat)

**Duration:** 1 minute

With the utterance of this spell the target's tongue lolls from their mouth, becoming simultaneously sticky, rough, and dry unless they make a successful Wisdom saving throw. While thus affected, the target is unable to form words, stopping them from being able to speak properly or cast spells requiring verbal components.

Instead, only yowls and hisses are emitted by the target. The target may repeat its Wisdom saving throw at the end of each of its turns, ending the effect on a success. The spell's effects can also be averted more quickly with a sip of fresh water poured directly from a spout, fountain, or moving stream.

## Son of a Bastet

*5th-level conjuration*

**Casting Time:** 1 turn

**Range:** 20 feet

**Components:** V, S, M (holy symbol of Maahes or Bastet)

**Duration:** 6 turns or until destroyed

The spectral aspect of Maahes, son of Bastet appears to join the caster's war party for 6 turns. This lion-headed avatar of the Cat-god of war attacks with a pair of khopesh and a bite. Treat Maahes' aspect as a **ghost**, with the following changes:

- Remove the Horrifying Visage and Possession traits.
- Replace the Withering Touch action with 2 spectral khopesh attacks.

**Spectral Khopesh.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3 necrotic damage).

## Spots and Stripes

*3rd-level illusion*

**Casting Time:** 1 round

**Range:** Touch

**Components:** S, M (small charm in the shape of a cat's face)

**Duration:** 1 minute per caster level, until dispelled, the target makes an attack, or takes damage

Whether stripes, spots or calico, the caster or an ally's appearance alters into a cat-like mirage. The spell grants

the recipient proficiency at Dexterity (Stealth) equal to a Rogue of equivalent level as the recipient. If the target is already a rogue, then the spell works like an *invisibility* spell.

## Slinker's Strike

*2nd-level enchantment*

**Casting Time:** 1 round

**Range:** Touch

**Components:** V, S

**Duration:** Until the target makes a melee attack, up to 1 hour

Once the ancient words of this spell are uttered, the caster has one hour to exhaust its power upon an unwitting target. Slinker's strike affords the caster advantage on attack rolls, and

1d6 radiant damage per 3 caster levels on a successful melee attack against an

unsuspecting target. Unsuspecting targets include sleeping targets, a blow from behind, or an attack made while hidden or invisible.





## **:MAGIC ITEMS:**

### **Bejeweled Collar of the Cat Burglar**

If the wearer can overcome the willful nature of this gorgeous golden diamond studded collar, they gain a variety of powerful bonuses. The wearer gains proficiency in Dexterity (Stealth). If the wearer already has proficiency, they gain advantage on all Dexterity (Stealth) checks. Rogues who wear the collar gain an additional 1d6 to their Sneak Attack damage. The collar is pernicious and finicky. Characters first putting on the collar must make a successful DC 10 Wisdom saving throw to establish control over the collar and gain full use of its powers. Those who fail are cursed with a compulsion to steal at least 500 gold pieces worth of treasure per week, or lose the powers of the collar completely and suffer disadvantage on all Dexterity (Stealth) checks until at least 1000 gold pieces

worth of treasure are stolen and sacrificed at the temple of one of the cat gods.

### **Catnip of Calming**

This exotic blend of cat's wort has powerful effects on all cats and cat-kin. A pinch of this enchanted herb fills a 20x20 ft. cubic area with vapors that are irresistible to all cats. Cats and cat-kin great and small must make a DC 12 Constitution saving throw or gain the poisoned condition, becoming distracted by the irresistible odors of the herb and unable to leave the area of effect as they roll around on the floor and become increasingly distracted by shadows, motes of dust, strings, and bits of feather. They remain in this ecstatic stupor until they are attacked, the effects are dispelled with a dispel magic, or the effects wear off after 12 turns.

## Cat's Eye

A magical amulet made of a highly polished robin's egg sized cat's eye gemstone encased in a filigreed harness of pure gold. The amulet bestows darkvision of 60 ft. and enables the wearer to see through even through magical darkness to a distance of 30 ft. The *cat's eye* may be used once per day for up to one hour. A wearer who already has darkvision has the distance at which they can see in the dark while wearing the amulet doubled.

## Catnip of Madness

This outlawed blend of cat's wort and psychedelic substances has a powerful effect to all but cats and cat-kin. A pinch of this chaotic substance inhaled can induce temporary euphoria, deep sleep, insanity or amnesia-like confusion. The effects wear off in 8 turns or can be halted with a *remove curse* or *dispel magic* spell. Creatures exposed to the *catnip of madness* must succeed on a DC 13 Constitution saving throw, or suffer one of the following effects:

1. **Sleep:** The target falls into a deep slumber as if they are under the effects of a *sleep* spell. Only cats and cat-kin have an immunity to this effect.
2. **Madness:** The character is affected by a mania that makes them nervous and distrustful. They flee from others, and attack if approached or followed. They tend to speak loudly and scream if frightened.
3. **Euphoria:** The target is filled with a deep and blessed feeling of warmth and happiness. The target suffers disadvantage on Wisdom saving throws, and will not attack unless attacked first, in which case the euphoria effect is dispelled.
4. **Confusion:** The target is affected as if by a *confusion* spell.

## Cats' Pajamas

This pair of pajamas is woven from the softest of fabrics and is a full body cat head hooded onesie that buttons, zips, or snaps up the front. No two pairs have been found to have exactly the same patterned coat, though every pair has the following traits.

*No-no Kitty Paws:* The puffy cuddly soft fore paws of the pajamas afford the wearer two No-no Kitty Paw unarmed strikes per turn that deal 1d4+1 points of piercing damage each.

*Kitty Soft Paws:* The fuzzy feet of these pajamas allow the wearer

advantage on all Dexterity (Stealth) checks for one minute.



The Soft Paws ability may be used up to three times per day.

## Cat's Pajamas, Cursed

There is a 10% chance that the *cat's pajamas* have been cursed by the Gods on the Dark Side of the Moon. The *cursed cat's pajamas* appear to have similar properties to the non-cursed versions at first but instead have the opposite effects. *Phony Phony No Claws!*: The apparent claw attack provided by the cursed pajamas deals only illusory damage witnessed by the wearer alone. The wearer instead performs an intricately choreographed dance routine. While dancing, the faux tail

waives high in the air revealing a humorously stitched cat bum now exposed for all to see. The act itself may cause any number of game related effects as determined by the maturity level of your game table, the craftiness of your Game Master,



or how many times you've seen *Cats*.

*Kitty Kitty Clomper Paws*: The wearer activates the "soft" paws effect. They perceive they are moving silently and stealthily at full speed, but in reality, they sound like an entire pride of kittens stomping across a creaky wooden floor. Dexterity (Stealth) checks automatically fail.



## The Fancy Feast

This finely crafted walnut case is a travelers dinner set lined with purple velvet. The case is padlocked to golden straps that wrap around the box. The box may only be opened by turning the key and saying the magical command word to open the set. Failure to do so leads to consequences!

The set contains enough porcelain dishes and silverware to serve six. When the command word is spoken, whatever meal the owner of the case commands suddenly appears on the platters, as enchanted silverware begins to feed the diners. Floating napkins wipe away dribbles and crumbs from the diners. When the meal is finished, the animated set cleans itself and puts itself away. Diners who participate in the fancy feast are healed 1d8 hit points of damage and have any hunger sated for 24 hours. Individuals may enjoy the benefits of the meal once per day.

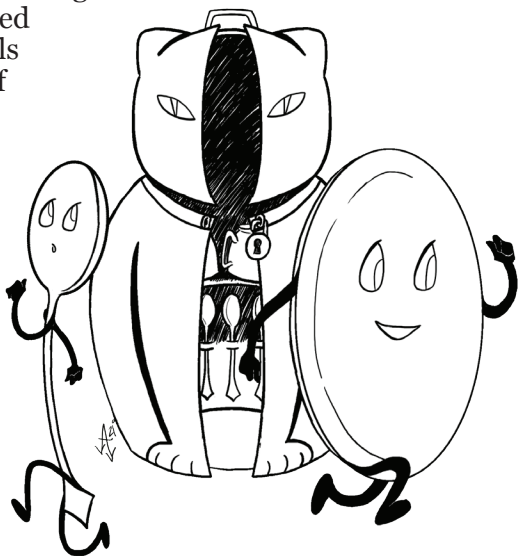
The set may be opened without the key (DC 20 Dexterity check with Thieves' Tools), but forces the thief attempting to pick the lock to make the attempt at disadvantage. Failure means that another attempt to open the case cannot be attempted by that

thief until they achieve another level of experience in their class.

Opening the chest without the key via Dexterity check or a *knock* spell releases unexpected magical energies as 1d6 animated dishes or pieces of silverware escape from the case per turn until the box is sealed in some fashion — *arcane lock*, heavy weights placed on its lid, etc. The tableware begins fighting their way away from the case as quickly as possible as they seek out the key.

If the tableware makes its way back to the owner of the key, the owner may choose to command the cutlery to feed, rest, or fight.

If the tableware makes it to the key without the key being in the custody of a master, the rogue dishes attempt to gather the key and return it to the walnut case. It is theorized that if this



were to happen the case would disappear, or perhaps the cursed souls trapped within each piece would at last find freedom? Bowbe leaves that for you to decide.

**Animated Silverware:** HP 2 (1d4); AC 12; Atk +1 (1d4 piercing); Spd 12; AL U; CR 0 (10 XP)

**Animated Dishes:** HP 3 (1d6); AC 10; Atk +1 (1d4 bludgeoning); Spd 12; AL U; CR 0 (10 XP)

Destroyed tableware is not replaced and once 6 knives, 6 forks, 6 spoons, and 6 dishes are destroyed, the walnut case crumbles in disgust.

**Dirty Bowbe's Oddity**—Some magic items unlock unique powers as their owner gains understanding of the deep runes of arcana. *The Fancy Feast* is such an *oddity*. In the hands of an arcane or divine spellcaster, the Fancy Feast awakens new powers. At 8<sup>th</sup> level, the caster can command 1d6 pieces of cutlery and tableware to do their bidding. This increases to 2d6 at 10<sup>th</sup> level, and 3d6 at 12<sup>th</sup> level, and 4d6 at 14<sup>th</sup> level. Starting at 16<sup>th</sup> level, the spell caster may command the complete arsenal of 18 pieces of tableware. —*Indeed, this was how Lord Magistar Kourak the Cadaver murdered the Royal Ambassador of YK'tooie but that is a tale for another day.* —D.B.

## Mr. Frisker's Sack of Litter

Appearing as a bag of sand having the faint odor of ammonia and dried predator dung. When the command word is spoken the sack transforms into a platinum rimmed interdimensional cat box filled with quicksand capable of filling a volume of up to 500 cubic feet. The instant trap can fill a hallway, tight area of ground, or any place that has at least three connecting spaces or walls.



Creatures failing a DC 16 Dexterity saving throw fall into the trap, and must escape or die of suffocation and likely a great bit of shame. Trapped creatures begin to suffocate as if they had run out of breath. Trapped creatures can escape with a successful DC 16 Strength check on their turn with disadvantage. If given help, the Strength checks are made normally, and if 2 or more others give help, the check is made at advantage.

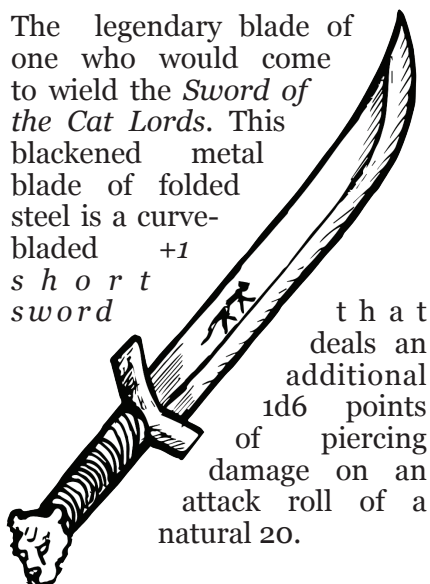
## Ol' Red

This blood red fiddle was crafted by the legendary maestro and violin maker Catavarius. *Ol' Red* can cast all the spells common to an *instrument of the bards*, as well as the following: *charm person*, *cure wounds* (3rd level), *sleep*.



## Salahcat's Cleaver

The legendary blade of one who would come to wield the *Sword of the Cat Lords*. This blackened metal blade of folded steel is a curve-bladed *short sword* +1



that deals an additional 1d6 points of piercing damage on an attack roll of a natural 20.

## Tiger Mask

This mask is painted to resemble a demonic cat. When worn on the back of the head, the mask affords the wearer a +2 AC to attacks from behind and makes them immune to sneak attack damage. It confers no AC bonus against attacks from any other direction.





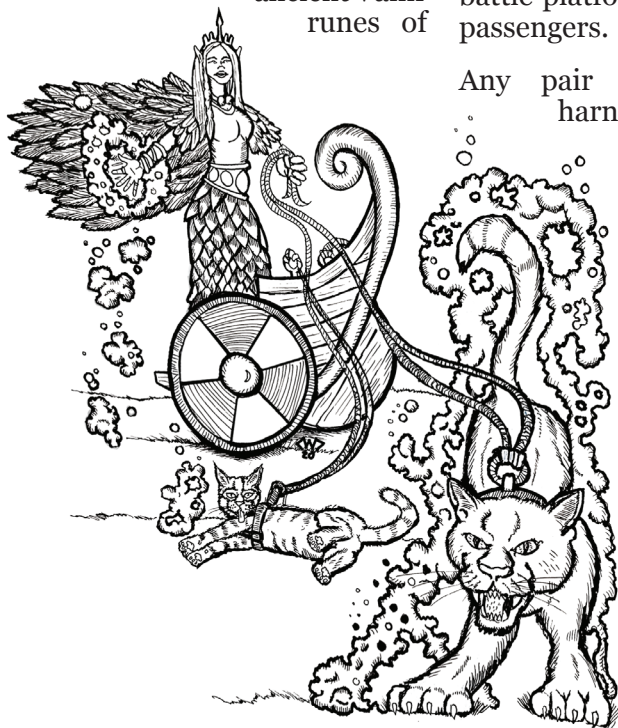
## :ARTIFACTS AND SUNDRIES:

### Chariot of Freya

This chariot exudes the charge of raw energy known only to creations attributed to the Sons of Ivaldi. The Chariot is comprised of a wooden box carved into the likeness of a viking ship's curled prow. The stempost and gunwales are carved with prancing cats and ancient Vanir runes of

creation. Painted wheels featuring motifs of rampant snow leopards and grinning skulls fashioned from iron rimmed round shields flank the box. The draught pole ends in a yoke laced with a pair of harnesses sized to fit a large domestic cat.

The box provides a stable mobile battle platform for its rider and passengers.

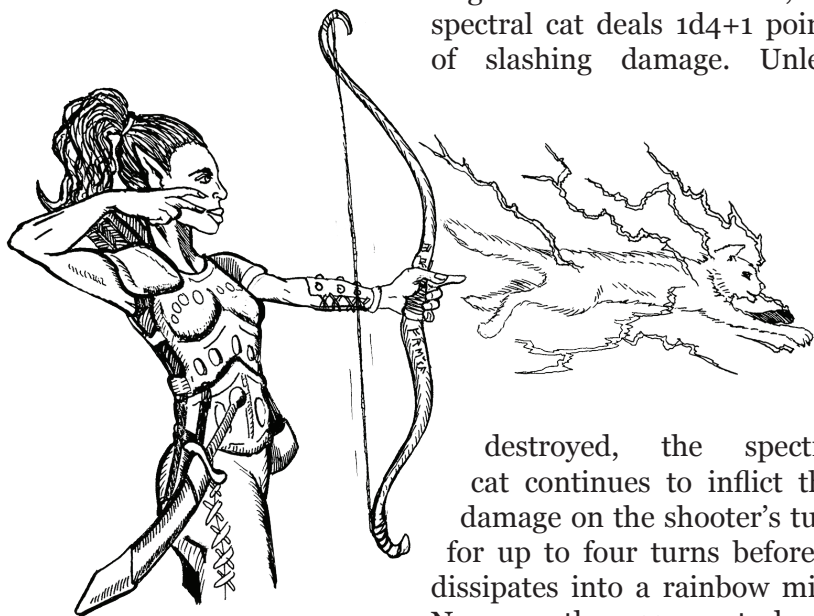


Any pair of common cats harnessed to the yoke are instantly transformed into a pair of armored lions (with AC 15). When unhitched from the yoke, the cats return to their original size and shape.

## Abilities

- **Defender:** The Chariot can carry up to three medium-sized creatures. Riders in the driver's box are afforded a +3 bonus to their AC.
- **Enchanted Movement:** The chariot moves at a movement rate of fly 50 ft. over any terrain except water, and gains a movement rate of fly 60 ft. when bearing only one passenger.

If the lions are slain while the chariot is flying, it immediately settles to the ground as if under a *feather fall* spell as the lions return to their housecat form.



## Bow of Freya

This +2 *longbow* is carved of polished white yew chased with gold and strung with the heart

string of a dragon from the age of dreams. It is said that when Freya hangs her bow from battle that it may shift itself into the hands of one of her devout followers, aiding them against strife in the bleakness of the frozen northern winter of Midgard. The bow can fire up to two missiles per round if no other action is taken.

The true nature of the bow is unleashed when the string is drawn back to the cheek and a spectral cat is formed. The cat may be fired as an arrow at its target. On a successful hit, the spectral cat deals 1d4+1 points of slashing damage. Unless

destroyed, the spectral cat continues to inflict this damage on the shooter's turn for up to four turns before it dissipates into a rainbow mist. No more than 10 spectral cats may be in existence at any given time, and the bow refuses to fire any other ammunition until all the spectral cats have dissipated or been naturally recharged.



The spectral cats may be battled normally. Each cat is AC 13 and has 4 HP with resistance to non-magical attacks. Attacks on the cats by the target are made at advantage, but others must attack at disadvantage.

Slain spectral cats do not replenish the bow's recharge.

Instead, a proper sacrifice must be made to Freya in the form of valuable plumage for her *radiant cloak of feathers* worth at least 20 gp per spectral cat. This sacrifice must be performed in the evening so that the cats may be recharged in the first light of dawn.



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# BENVOLIO B. BACARDI

ELF THIEF MAGIC-USER

LEVEL 5/4

STR: 10

DEX: 16

CON: 10

INT: 14

WIS: 10

CHA: 14

SAVES: 11

THIEVING SKILLS

SPELLS

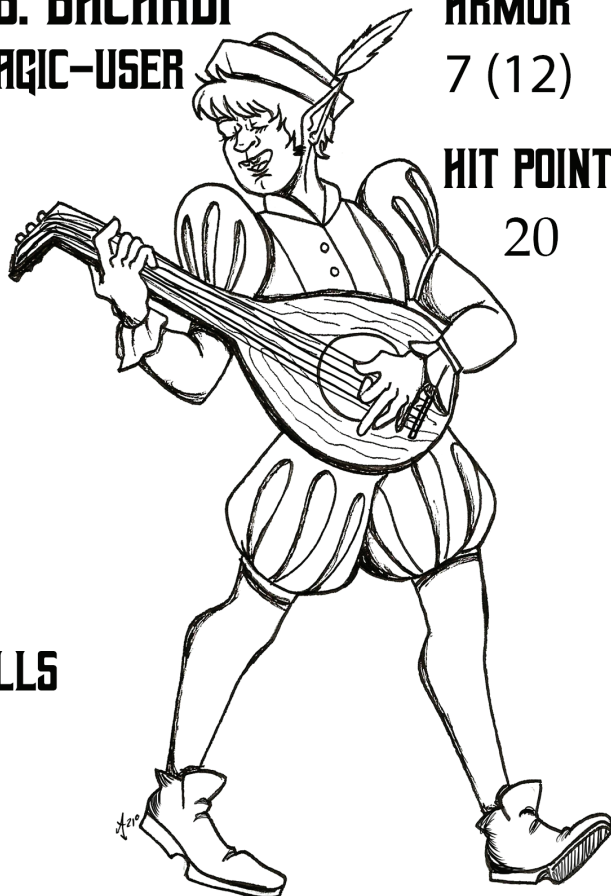
1ST: 4 2ND: 2

ARMOR

7 (12)

HIT POINTS

20



**EQUIPMENT:** Rapier (1d6), Light Crossbow (1d4), Dagger (1d4) Thieves Tools, Spelk Book, Lute, Leather Armor, 10 gold pieces  
Potion of cure light wounds x2.

**BACKGROUND:** Benvolio B. Bacardi was once a very famous Bard, enchanting the masses with his silver tongue and charm until he found himself under scandal. Blacklisted at every bar and pub in the land Benvolio became a washup. Struggling to catch a break he searched for a new story to wow the masses when lady luck came knocking in the form of the unbelievable duo Slick Hands Jim and Diesel Steve. He had never seen two people greedier and more desperate in his entire life. With a little polish and publicity, they would be his ticket back to the spot light.

**BIG “B”**

**BUGBEAR**

**FIGHTER**

**LEVEL 6**

**STR: 18**

**DEX: 14**

**CON: 14**

**INT: 12**

**WIS: 10**

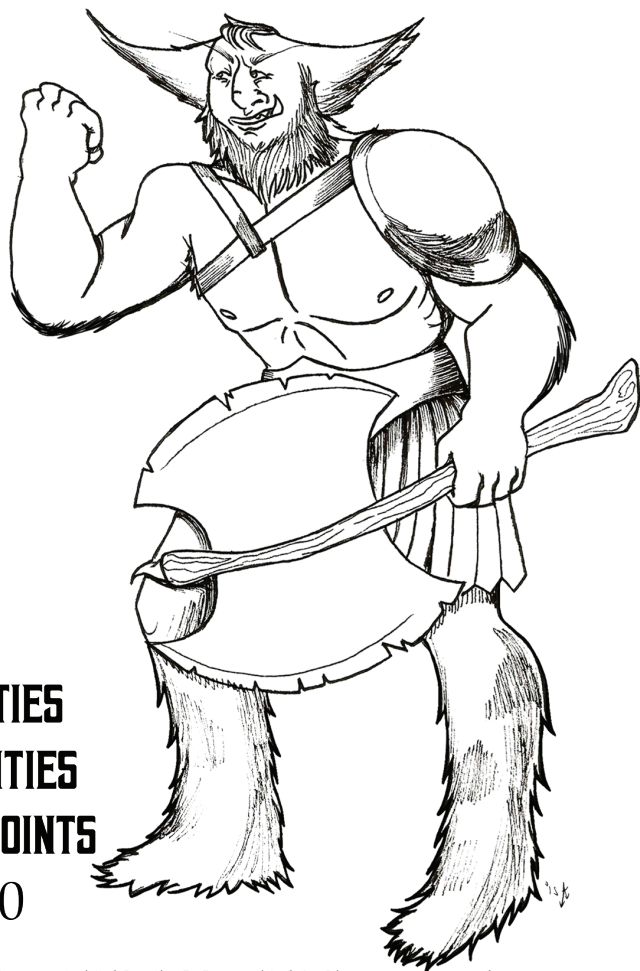
**CHA: 13**

**FIGHTER ABILITIES**

**BUGBEAR ABILITIES**

**ARMOR HIT POINTS**

**7 (12) 30**



**EQUIPMENT:** Battle Axe +1 (1d8+4), Mace (1d6+3), peace meal armor, Big “B’s” bag of holding.

**BACKGROUND:** Don’t be fooled by this intimidating bugbear. Big “B” is a cunning and intelligent con-goblin. His furry exterior hides the mastermind of an intricately structured network of minions who follow his every order! Big “B” is a jack of all trades and often pops up in implausible places where he has set up shop in some dark corner of a dungeon or inn. Often surrounded by peals of laughter from some unseen audience.

“B’s” bag of holding typically contains 2d6 random useful items such as beverages, disguises, healing potions and high quality gently used potentially blood soaked dungeoneering equipment.

**DIESEL STEVE**  
**HUMAN MAGIC-USER**  
**LEVEL 6**

**STR:** 16

**DEX:** 10

**CON:** 13

**INT:** 13

**WIS:** 8

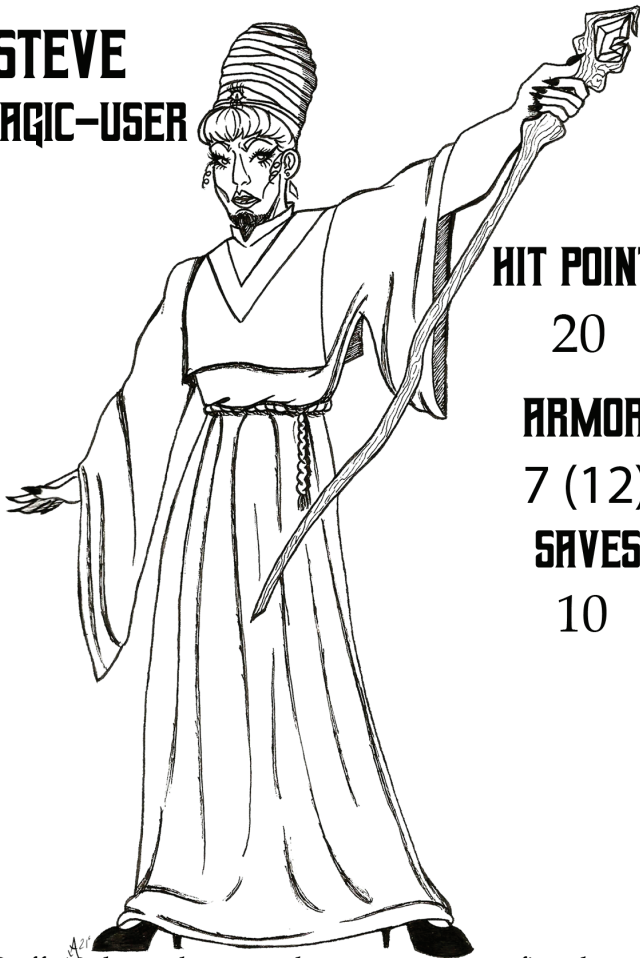
**CHA:** 14

**SPELLS**

**1ST:** 4

**2ND:** 2

**3RD:** 2



**HIT POINTS**

20

**ARMOR**

7 (12)

**SAVES**

10

**EQUIPMENT:** Staff, 12 darts, dagger, robes, costumes, outfits, shoes, makeup case, flask of lemon rose water, 2 potions of cure light wounds, +2 bracers of armor.

**BACKGROUND:** Diesel Steve has always dreamed of being in the spotlight, performing with flair in front of adoring crowds at every opportunity. Disgruntled and desperate after being turned away from the Wizard's Guild in his homeland, Steve teamed up with a shifty thief by the name of Slick Hands jim. With Slick Hands's connections and Diesel's talent the two scour the globe in search of fame and fortune. But mostly fame and glamour. And lots of fabulous new shoes.

During their adventures Diesel encountered his symbiotic life partner Minnie the mimic who spends most of its time resting on top of Steve's cranium.

# MINNIE THE MIMIC

**HIT DICE:** 7

**HIT POINTS:** 35

**ARMOR CLASS:** 6(13)

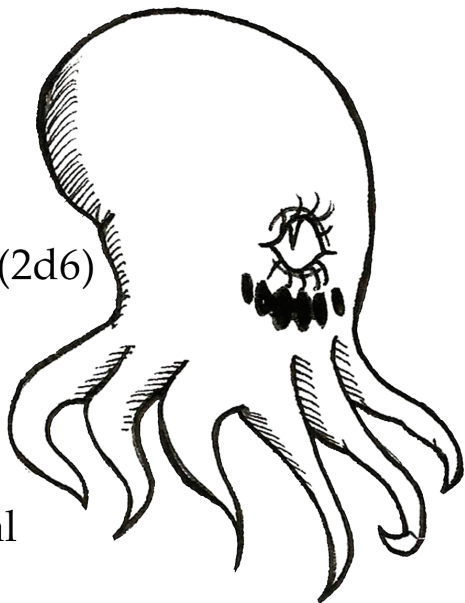
**ATTACKS:** 1 smash (2d6)

**SAVING THROW:** 9

**SPECIAL:** Mimicry,  
glue

**MOVE:** 2

**ALIGNMENT:** Neutral



Growing up with several brothers, Minnie the Mimic did not have much opportunity to tap into her girlish interests. After she went off on her own, Minnie felt like her life was going to be different. This vision became truth when she met the dazzling Diesel Steve. The two quickly became inseparable, with Minnie living out her dreams as Steve's Flamboyant wigs! Immersed in opulent glamour and style, Minnie is convinced that her life will never be the same again!

Minnie keeps 2 potions of cure light wounds in a flesh sac hidden in her inner amorphous form.



# SLICK HANDS JIM

HUMAN

THIEF

LEVEL 6

STR: 10

DEX: 16

CON: 12

INT: 10

WIS: 9

CHA: 14

ARMOR

5 (14)

HIT POINTS

18

SAVE

10



## THIEF ABILITIES

CLIMB WALLS 98% HEAR SOUNDS 4 IN 6 MOVE SILENTLY 45% DELICATE TASKS 48% HIDE IN SHADOWS 35% OPEN LOCKS 35%

**EQUIPMENT:** Leather Armor +1, Shortsword +1 (1d6+1), Short Bow (1d6) Dagger (1d4), Thieves Tools, Mask, Disguise Kit

**BACKGROUND:** Slick Hands Jim has found themselves on the sharp end of every blade they have come across. Over many years of making new enemies Slick Hands stumbled upon a friend in Diesel Steve. The pair soon became close allies and business partners with Slick Hands taking up the mantle of manager. The two scour the globe looking for fame and fortune. In the process they have found themselves embroiled in one wacky escapade after another as Slick hands tries to purloin every penny they can find.



<https://www.twitch.tv/alyssafaden>



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