

Bearthazar's

House of FRIENDS



PEANUTS

1 seul coin
HYPER
ALLERGIC



BAD RO

INFERNAL FAMILIARS, COMPANIONS &
PETS FOR THE WORLD'S GREATEST
ROLEPLAYING GAME



*Welcome, welcome one and all to
Bearthazar's House of Friends!*

*Here, you'll be matched with a cretinous critter, improper imp or
faustian familiar that suits your infernal expectations.*

*These familiars are handpicked from the strangest and most irregular imps, lemures
and nupperibos to emerge from the River Styx. There are no refunds.*

*Are you ready to meet a new friend?
Wonderful.
Now step inside.*

Bearthazar's House of Friends

BY OLIVER CLEGG



DUNGEON MASTER'S GUILD, 2019

HOUSE OF FIENDS

EVERY INFERNALIST WORTH THEIR SULPHUR NEEDS AN IMP TO HELP THEM AROUND THE WORKSHOP. YOU DON'T GO INTO INFERNALISM WITH THE EXPECTATION YOU'LL BE DOING YOUR OWN LAUNDRY, IT SIMPLY ISN'T DONE. MERCIFULLY, BAATOR IS CRAWLING WITH IMPS, THOUGH AFTER A WHILE THEY ALL START TO LOOK THE SAME, DON'T THEY?



THIS NEED NOT BE THE CASE, HOWEVER. THE WORLD IS A STRANGE PLACE, AND THE RIVER STYX DOES PECULIAR THINGS TO THE SOULS THAT PASS THROUGH IT. NOT ALL IMPS ARE MADE EQUAL, AND SOMETIMES WHEN A PARTICULARLY POWERFUL SOUL ENTERS THE RIVER, THE DEVIL THAT EMERGES IS REALLY QUITE DIFFERENT TO THE OTHERS. ASMODEUS DOESN'T LIKE THIS, AS YOU CAN IMAGINE, SO HE REMANDS THE WORST OF THEM TO MY CARE, WHENEVER AND WHEREVER THEY ARE DISCOVERED.

UNLIKE MY USUAL FAMILIAR FRANCHISE (WHICH CAN BE FOUND THROUGH THE PLANES AT YOUR LOCAL HIGH STREET) THERE IS ONLY ONE RULE TO PURCHASING AN IMP FROM ONE OF MY INFERNAL OUTLETS.

THE IRON RULE: BY TAKING ON AN INFERNAL FAMILIAR, YOU AGREE TO THE TERMS OF ITS CONTRACT, AS DETAILED IN ITS DESCRIPTION.

BEARTHAZAR'S HOUSE OF FRIENDS CAN TAKE NO RESPONSIBILITY FOR ANY HARM, INJURY OR UNFORTUNATE CIRCUMSTANCE THAT ARISES FROM DABBING IN INFERNALISM. SIGN BELOW TO INDICATE YOU UNDERSTAND.

SIGNED

RIGHT. I'M GLAD WE'VE TAKEN CARE OF THAT UGLY PART. LET'S FIND YOU A NEW FRIEND, SHALL WE?

HOW DOES IT WORK?

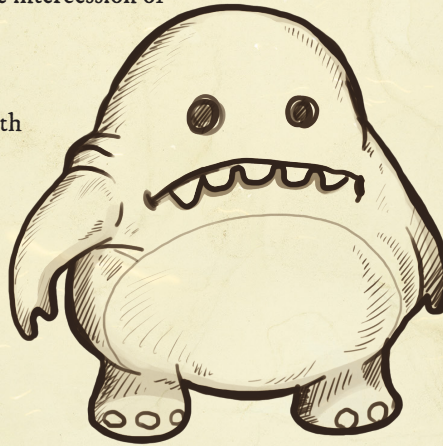
When you choose a familiar from the House of Imps, they'll want to enter a contract with you. Scrutinize it carefully, and decide whether you want to agree to the terms.

Contracts

The contract with your devil might take a number of forms. Usually it is written in some form or other, but they can be abstract too. There's no way to destroy one of my contracts without my permission or the intercession of Asmodeus himself, so choose wisely.

DEFAULTING ON A CONTRACT

Many devils you want to make a contract with usually make a request in return. More powerful devils would usually ask your soul, but mine require help that is a little more idiosyncratic. This allows you to gain an imp without risking your immortal soul, as long as you stick to the terms. Of course, if you default on your agreement, your soul is forfeit and belongs to the Hells. That, or you owe the imp a Soul Coin.



SNEAKY CLAUSES

All seems very simple so far, doesn't it? Alas, if you don't keep your guard up, you might find yourself in a tricky position. When making your deal, there's a possibility your familiar might sneak in an extra clause into the contract. This usually won't benefit you. So keep an eye out for it.

DM'S NOTE

If a devil attempts to use a Sneaky Clause, have the character attempt a contested Wisdom (Investigation) check against the Devil's Charisma (Deception). If the Devil wins, the clause enters the contract unnoticed. If the character wins, then the clause is rooted out of the contract before it takes effect.

PEANUTS IS FRIENDLY.
IF A LITTLE DENSE.



PEANUTS

IMP FAMILIAR - AVERNUS

Peanuts here is a devoted Avernian. You really won't find a better caretaker, unless you're allergic to nuts. He also sheds a lot of hair, and smells slightly of gluten, so perhaps it's safer not to touch him at all, come to think of it.

PEANUTS

Tiny fiend (devil), lawful evil

Peanuts is an **imp** with the following additional trait:

Allergies. Peanuts causes horrible allergies in creatures he touches. A creature that touches Peanuts has disadvantage on their next attack roll or skill check.

INFERNAL CONTRACTS

Peanuts offers:

Immunity to allergies.

Enough safe rations for 5 people to last a week, generated once a week. This food can weather Avernus and other harsh locations unspoiled.

Peanuts wants:

You to only eat the rations it provides. You must not consume other food.

Contract Form: A bag of nuts.

Each one has a line or two of the contract embedded in it.

Sneaky Clause. The food tastes foul.



PAVEL

OWL FAMILIAR - MINAUROS

Pavel here is something of a counter. That is, he counts things. Just watch - ow. Actually maybe don't put your fingers anywhere near his beak. He's still a bit traumatized after that incident with the aurumvorax.

PAVEL

Tiny fiend (devil), lawful evil

Pavel is an **imp** with the following additional trait:

AcHootant. As an action, Pavel chooses either a type of object (eg. houses, coins) or a specific object (garters belonging to Mrs. Haversnatch) and counts all instances of those objects it can see.

INFERNAL CONTRACTS

Pavel offers:

To spy on an enemy, returning in 48 hours with information
To watch your rest every night, all night
To let you pet it

Pavel wants:

Dead mice.
Little piles of shiny things to count.
Somewhere dark and quiet to live.

Contract Form: Scroll contract, depicting a needlessly long and convoluted simultaneous equation.

PAVEL STARES A LOT.
HE DOESN'T BLINK.



STING LIKES TO
PLAY BLACKJACK



STING

IMP - AVERNUS

Sting? Oh, yes, he's been very popular over the years. Has a real sense of duty, and a lightning fast stab with the tail to boot. I'm afraid he lost his wings in an accident, however, so you'll probably need to carry him. I'll go and get a box with holes in

STING

Tiny fiend (devil), lawful evil

Sting is an **imp** with no flying speed and no Shapechange ability with the following additional trait:

Jab. Sting's tail has a particularly invigorating effect. When Sting hit a creature with a melee with its Sting attack, it can choose to forgo damage, instead granting the affected creature the benefits (and eventual drawbacks) of a *haste* spell for 1d4 rounds.

INFERNAL CONTRACTS

Sting offers:

To stick around and supply ever increasing dosages of Sting poison to increase the contractee's combat ability.

Sting wants:

You to help it get wings so it can fly like the other imps, whatever it takes.

Contract Form: Sting tattoos the terms of the contract into your flesh with his tail.

Sneaky Clause. Sting doesn't mention its poison will eventually stop working as you become immune to it.



CESPENAR

IMP FAMILIAR - CAINA

Cespenar has been around the block, but don't let that put you off. They've served all kinds of masters and mistresses over the years, and they're a dab hand over an anvil. The vacant expression is quite impossible to budge, but I have it on good authority there's genius hidden away in there.

CESPENAR

Tiny fiend (devil), lawful evil

Cespenar is an **imp** with the following additional trait:

You called, my liege? Cespenar is able to conjure minor nonmagical items with a value not exceeding 25gp. Cespenar can conjure as many of these as he likes, but often refuses to because he is a massive wazzock and hates you.

INFERNAL CONTRACTS

Cespenar offers:

- A common or uncommon magical item.
- A magical ingredient or recipe for crafting a rare or very rare magical item
- A spell component up to 50gp in value

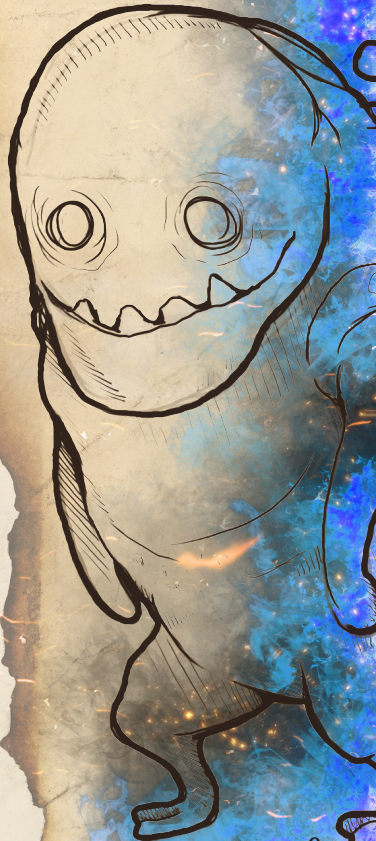
Cespenar wants:

You to kill someone or something for him.

Contract Form: Infernal contract. Written in blood from a vial Cespenar conjures. It is not clear who the blood belongs/belonged to.

Sneaky Clause. Cespenar reserves the right to choose you as its target.

CESPENAR REEKS OF EVIL



HUGO GRUNTLES AND
RETCHES AND BREATHES
LOUDLY



Hugo

IMP - AVERNUS

Hugo is a hungry hungry house imp. He's trained not to defecate anywhere he shouldn't as long as you clearly mark those areas in a bright colour that isn't red or green (he's colourblind).

HUGO

Tiny fiend (devil), lawful evil

Hugo is an **imp** with the following additional trait:

Hungry. Hugo can digest almost any handheld object, even if that object would usually be indestructible by mundane means. Any item that remains in Hugo's stomach for 6 hours is destroyed beyond recovery.

INFERNAL CONTRACTS

Hugo offers:

A lifetime supply of teeth.
To destroy something important once a week.

Hugo wants:

Regular feeding at sunrise and sunset,
of 10lbs of food.

Contract Form: Hugo vomits up a strange beozar with the terms of the contract etched into it.

Sneaky Clause. The food has to be fresh meat of some kind, from a creature. This can be a devil, fiend or other extraplanar creature.



SKITTLES

IMP FAMILIAR - STYGIA

Skittles always seems to know when you'll need her - it's one of her many gifts, you see, to know when she's needed. Alas, she drives rather a hard bargain as a result. Still, it's better than being left out in the cold, I suppose.

SKITTLES

Tiny fiend (devil), lawful evil

Skittles is an **imp** with the following additional trait:

Last Resort. As a reaction, Skittles casts the *time stop* spell and opens up a direct line of communication between the a contractee and Levistus, Archdevil of Stygia. Skittles can only use this ability in the last defence of your life, the life of a superior devil or in the service of defeating demons.

INFERNAL CONTRACTS

Skittles offers:

To keep something chilled for you
To get a message to Stygia on your behalf

Skittles wants:

To see the world and for you to take it everywhere.

Contract Form: Infernal contract. Etched in ice or metal with one of Skittles' long nails. The text burns blue whilst the contract is active.

SKITTLES RATTLES
WHEN SHE MOVES



SHELDON SINGS TURTLE SEA
SHANTIES WHEN IDLE



SHELDON

IMP FAMILIAR - AVERNUS

Sheldon is a bit of an odd duck. Well, a turtle duck. It seems that turtle souls don't really adjust very well to the infernal climate, or the transmutation process. I was rather lost for words when he arrived, and I'm afraid I rather remain so.

SHELDON

Tiny fiend (devil), lawful evil

Sheldon is an **imp** with no flying speed, no attacks, no Shapechange ability and with the following additional traits:

Curling. You may hurl Sheldon at a creature you can see within 90 feet in an attempt to trip them over. The target must succeed on a Constitution saving throw equal to your spellcasting ability DC or 13, whichever is higher, or fall prone. Sheldon returns to your side at the end of your turn.

INFERNAL CONTRACTS

Sheldon offers:

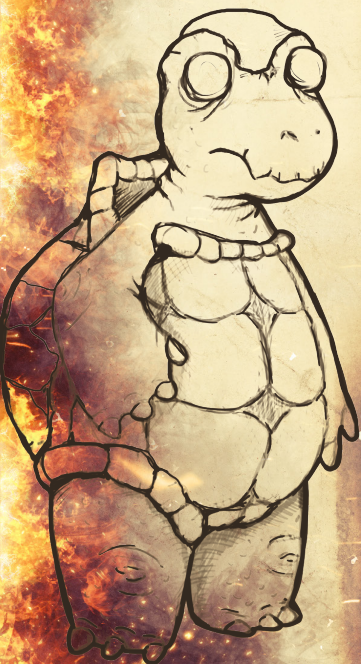
You the ability to grow a protective and permanent shell from your back, granting you a natural armor of 17, and the turtle Shell Defence racial ability.

Sheldon wants:

You to take it to the surface to see the sun and moon once a month.

Contract Form: The terms of the contract appear in Sheldon's shell.

Sneaky Clause. Sheldon changes the contract to read once a fortnight.



ROOT

PLANT FAMILIAR - NESSUS

Root here is a fascinating specimen. You know, of course, that Avernus didn't always look like this? I hear it was once quite civilised. Root is a relic from those days, though I'll admit all the disturbances have unhinged them a bit.

ROOT

Tiny plant (devil), lawful evil

Root is an **awakened shrub** with the following additional trait:

Asmodean Vitality. As an action, Root can grow a flower, shrub or small tree from the ground. It can do this even in areas that are not able to support life, and the plant thrives regardless until it dies of old age or is destroyed.

INFERNAL CONTRACTS

Root offers:

To grow a plant, herb or medicine instantaneously. It can even conjure plants or medicines lost to time in this way.

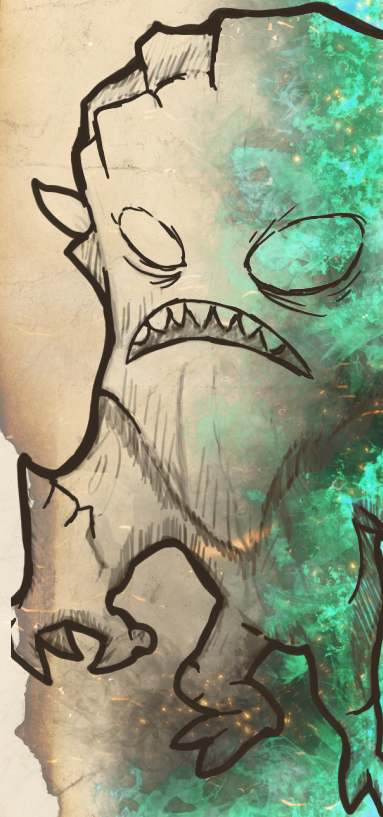
Root wants:

You to find somewhere in the hells for it to retire and plant a garden undisturbed.

Contract Form: The contract is written in the bark of a tree which Root plants in the spot where the contract was made.

Sneaky Clause. Root wants to be destroyed once the garden is complete, and you have to do it with your bare hands.

ROOT LIKES TO
GIVE ANGRY HUGS



THE HELLEPHANT NEVER FORGETS.



HELLEPHANT

LEMURE FAMILIAR - AVERNUS

So, there was a period where Zariel was looking for a companion, and she was oddly specific that it had to be elephant related in some fashion. We went through the back catalogue and located one of these beauties, but for some reason it didn't meet her approval.

HELLEPHANT

Tiny fiend (devil), lawful evil

The hellephant is an **imp** with no flying speed, and with the following additional traits:

Snoot. The hellephant analyses an object or creature by fondling it gently with its extendable trunk. After a minute of slow and careful consideration in this manner, it discerns whether the creature or object is under the effect of any spells or curses, and if so, the nature of those spells and/or curses.

Long Memory. The hellephant never forgets.

INFERNAL CONTRACTS

The Hellephant offers:

A memory from long ago pertaining to your past, or the past of your loved ones.

To identify a curse or magical effect.

The Hellephant wants:

You to find a way to release it from eternal torment.

Contract Form: The terms of the contract appear in one of your dearest held memories.



GLEEP

IMP FAMILIAR - DIS

Gleep is a messenger imp. He used to serve Dispater himself, you know, until the poor thing was accused of treachery. No, I don't think he actually did it. Probably. It's very hard to tell, and betraying an Archdevil is probably more moral than not, anyway, wouldn't you say?

GLEEP

Tiny fiend (devil), lawful evil

Gleep is an **imp** with the following additional traits:

Messenger Imp. The messenger imp can transform itself into words, and travel to a location within the nine hells as if under the effects of an animal messenger spell with no maximum distance. The imp can travel between the layers of hell at-will whilst delivering a message in this way.

INFERNAL CONTRACTS

Gleep offers:

To take an important message to somewhere in the Nine Hells. The only place Gleep will not willingly go is anywhere near Dispater.

Gleep wants:

Fancy clothes to make it feel like a gentleman, most importantly shoes hard wearing enough to withstand the hardships of Avernus

Contract Form: The contract is visible in Gleep's eyes as a swirling, inky mass of letters and words.

Sneaky Clause. The clothes have to be replaced within 13 days or falling apart each time or the contract is broken.

GLEEP IS FULL OF BURPS. AND CANDY. BUT DON'T TELL ANYONE.



ANGLER LIKES TO EAT OTHER FAMILIARS. HE FINDS IT HILARIOUS.



ANGLER

IMP FAMILIAR - STYGIA

I actually caught this little wonder on a fishing trip to Avernus with a corporate sponsor. It almost killed half the other pets in the store before we realised it could fly without wings - remember to seal the tank. We haven't managed to house train it yet, either.

ANGLER

Tiny fiend (devil), lawful evil

Angler is an **imp** with a swim speed of 60ft., and with the following additional traits:

Amphibious. Angler can breathe water, and never suffers environmental penalties for cold or underwater pressure.

Lure. As an action, Angler can emit bright light out to a radius of 10 feet from the dangling lure attached to its head. Whilst lit, the angler can levitate at its swim speed. It can end the effect as a free action.

INFERNAL CONTRACTS

Angler offers:

To guide you across the seas, light your way somewhere or fetch you something from deep underwater.

Angler wants:

Fish. Ideally trout. Regularly.

Contract Form: The terms of the contract are visible in the shadows cast by Angler's light.



BROKER

IMP FAMILIAR - MINAUROS

Broker is native to Minauros, where it was used for a long time to fetch and carry financial deals from one place to another. It was fired for skimming funds off the top, and I can't say it's really any better nowadays.

BROKER

Tiny fiend (devil), lawful evil

Broker is an **imp** with the following additional traits:

Money, Money, Money. Broker can use an action to touch any number of coins and absorb them into itself. These coins are held in an extradimensional space until Broker uses an action to eject them.

INFERNAL CONTRACTS

Broker offers:

To act as a personal bank, storing valuables and soul coins for anyone who requests it.

Broker wants:

To keep 1 out of every 13 coins deposited.

Contract Form: The contract is awarded to the holder as a key, similar to that which might open a safety deposit box.

Sneaky Clause. Broker will disgorge the content of the box to whoever holds the key.

BROKER SNIFFS FOR GOLD LIKE A
PIG FOR TRUFFLES



WORDSWORTH ENJOYS
NATURE POETRY



WORDSWORTH

IMP FAMILIAR - MALBOLGE

Wordsworth here is one of the trickiest devils I've ever had the pleasure to keep. Almost got away seven times, and I'm still half convinced she slips out at night.

WORDSWORTH

Tiny fiend (devil), lawful evil

Wordsworth is an **imp** with no fly speed and no Shapechange ability, with the following additional traits:

Devil In The Detail. Wordsworth can always see if another devil is attempting to slip an unfair or unexpected clause into an infernal contract. She also has advantage on Wisdom (Insight) ability checks made to discern the intentions of other creatures whilst making bargains or deals.

INFERNAL CONTRACTS

Wordsworth offers:

To scrutinize every deal you make, and alert you to duplicity.

Wordsworth wants:

To be able to veto 1 in every five contracts you make.

Contract Form: An elegantly prepared calligraphic manuscript.

Sneaky Clause. Wordsworth doesn't mention that she can veto one in every five deals, *regardless* of whether those deals were made with devils or not.



TUBER

LEMURE FAMILIAR

Tuber is an incredibly versatile familiar. No, I really mean it. You can shape him into just about anything you like - try it. Yes, yank a bit there, and twist. See? I don't think it hurts him.

TUBER

Tiny fiend (devil), lawful evil

Tuber is an **lemure** with the following additional traits:

Putty. You can use spend a minute manually reshaping Tuber into a convincing replica of an item you have seen before small enough to fit into your hand. After 24 hours, Tuber reverts to its normal form.

INFERNAL CONTRACTS

Tuber offers:

To impersonate an item, either as a distraction or to gather information for you.

Tuber wants:

To be loved unconditionally until death do you part.

For you to fund an art exhibition in its name within 3 years of signing the deal.

Contract Form: The signatory leaves a fingerprint in Tuber's flesh, which remains imprinted there until the contract is concluded.

TUBER IS A METHODOICAL SORT
AND A GOOD LISTENER



LUTHER BAWLS IF IT IS LEFT
ALONE IN THE DARK



LUTHER

IMP FAMILIAR - PHLEGETHOS

Luther is something of a fire hazard. Can't keep it around anything you care about.

Really its best if you let it wander off somewhere, maybe it'll become someone else's problem.

LUTHER

Tiny fiend (devil), lawful evil

Luther is an **imp** with with the following additional trait(s):

It Ends In Fire. If Luther is reduced to 0 hit points, it bursts into flame and vanishes, leaving an egg behind. In 1d4 rounds, the egg cracks, releasing an unharmed Luther.

Flame Sight. Luther can cast the *clairvoyance* spell as an action requiring no components, targeting any fire it knows of.

INFERNAL CONTRACTS

Luther offers:

To look through fires for you on request.

Luther wants:

To be taken to a library once every year, and be allowed to burn it to the ground.

Contract Form: A small lantern with a lit candle inside.

Sneaky Clause. Luther sneaks in a sentence that allows it to choose the library it wants to burn down.



GEKK

NUPPERIBO FAMILIAR

Gekk is about as low maintenance a familiar as you can get. You barely have to feed it, it just sort of...exists. I'm given to understand that the tongue hanging out all the time is a biological defect, but it's purely aesthetic and remains quite functional.

GEKK

Tiny fiend (devil), lawful evil

Gekk is an **nupperibo** with the following additional traits:

Avoidance. As a bonus action, Gekk turns the same colour as its surroundings, granting it advantage on Dexterity (stealth) checks made to avoid notice.

Lazy. Gekk can increase the weight of anything it touches to up to eight times its actual weight for the purposes of lifting, dragging or pushing it. This effect lasts 1 hour.

INFERNAL CONTRACTS

Gekk offers:

To spy on someone for you, and/or to hamper an enemy by making their equipment impossible to carry.

Gekk wants:

You to protect it from its (many) infernal creditors, including a bone devil named Dez.

Contract Form: The contract is written on Gekk's scales in a pale yellow pattern.

Sneaky Clause. Gekk doesn't work one day in three and lounges about instead.

GEKK WOULD RATHER EAT
ITSELF THAN DO ANY WORK



HARRIET TWITCHES A LOT AS IF
BEING ZAPPED



HARRIET

IMP FAMILIAR - CAINA

Harriet here escaped from a Mephistophelian research laboratory. You can tell by the teeth, and the haunted expression.

HARRIET

Tiny fiend (devil), lawful evil

Harriet is an **imp** with no flying speed and with the following additional trait(s):

Sawtooth. Harriet's teeth are particularly sharp and deal double damage to objects.

Electrohamster. Harriet can activate or deactivate any clockwork/mechanical device she can see within 30 feet, as long as the device is not a creature and is able to be turned off and on. This does not stop the device from being subsequently activated or de-activated.

INFERNAL CONTRACTS

Harriet offers:

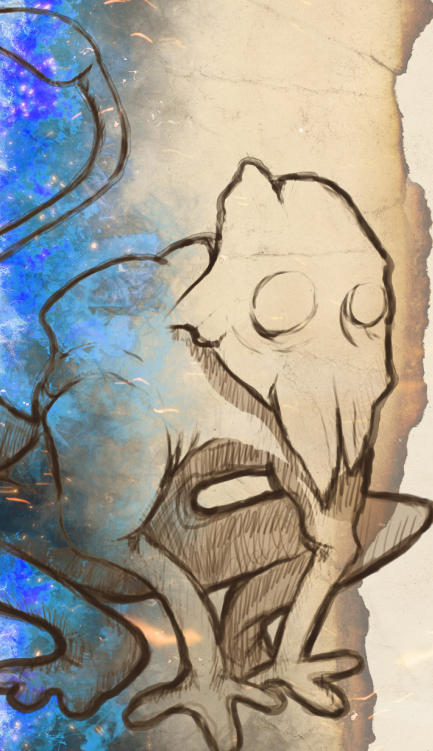
To cause chaos inside a machine or clockwork for you and render it unusable.

Harriet wants:

You to keep her away from electricity.

Contract Form: A tiny, ticking clockwork orb.

Sneaky Clause. If she is damaged by electricity at any point, the contract is considered broken.



CLOD

LEMURE FAMILIAR

Clod is perhaps one of our neediest familiars. He comes from a damaged home, and needs a bit more love and attention than most of the fiends we come across. We can provide crowbar for those times you need to prise him off you.

CLOD

Tiny fiend (devil), lawful evil

Clod has the statistics of a **lemure**, with the following additional traits.

Momma, pick me up. Clod has a move speed of 0 and needs carrying from place to place.

Whine. Clod makes whimpering sounds, which are acutely uncomfortable to the humanoid ear. Humanoid creatures within 100 feet awaken if they are asleep.

Rags to Riches. Clod can spend 1 hour chewing on cloth or other natural fibres to produce a nugget of gold worth 1gp.

INFERNAL CONTRACTS

Clod offers:

To warn you of danger
To slowly produce you riches

Clod wants:

A mother figure to dote on, feed and attend to it. Clod makes for a demanding child.

Contract Form: The contract is a hairball clod vomits up onto you.

CLOD GETS ATTACHED AND
BONDS VERY QUICKLY



BAD ROCK HAS MORE
MOUTHS THAN LEGS



BAD ROCK

LEMURE FAMILIAR

Bad Rock used to feed on the fleshy bits of devils caged in Malbolge. We upgraded him to an adamantine shell in tribute after his retirement, and he's taken to it splendidly.

BAD ROCK

Tiny fiend (devil), lawful evil

Bad Rock is a **lemure** with the following additional trait(s):

Unbreakable. Bad Rock's armor class is 20 and critical hits against Bad Rock score deal no extra damage.

Consume the Fleshy Parts. Bad Rock has a taste for fleshy organs. After spending 10 minutes placed on an incapacitated creature, Bad Rock can use its claws, teeth and hidden pincers to safely extract an organ of its choice.

Bad Rock offers:

To keep something safe within its shell until it is needed.
To extract organic material as part of an interrogation.

Bad Rock wants:

You to replace its shell with something more substantial in the space of a year and a day.

Contract Form: Appears in bright light as luminous red writing on Bad Rock's shell.



SNUFFLES

LEMURE FAMILIAR

Snuffles is a bad dog, and she knows it. She'll eat anything, escapes all the time, and snores like a beast. What?

*Don't give me that look.
I find her refreshingly up front.*

SNUFFLES

Tiny fiend (devil), lawful evil

Snuffles is a **lemure** with the following additional trait(s):

Fetch. Snuffles has a movement speed of 55ft and has advantage on ability checks made to steal, wrest or grab things.

Skitter. Snuffles ignores difficult terrain, and cannot be slowed by any means. She is also immune to the Paralyzed, Grappled, and Restrained conditions.

Snuffles offers:

To fetch you things, steal things and generally dash from place to place causing mayhem for you.

Snuffles wants:

You to feed her a cat each month.

Contract Form: A collar appears around Snuffles embossed with infernal script.

Sneaky Clause. Snuffles will only accept a particular breed of cat each month.

SNUFFLES INSISTS ON A TWICE
DAILY WALK FOR EXERCISE



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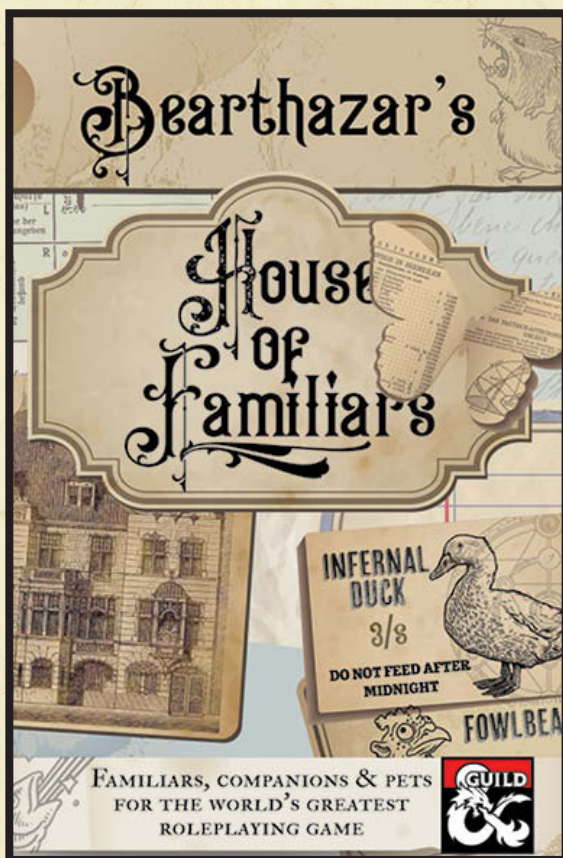
Oliver Clegg has been creating D&D content for the past few years, fulfilling his mother's bitter prophecies about what might happen if he didn't apply himself at school. He creates/researches Ravenloft horror resources, and lives in England where the ever-present gloom and rain sooth his frazzled nerves. He takes no responsibility for characters maimed or shoes stolen on visits to the House of Familiars. He can be reached at @deathbybadger on Twitter.



Bearthazar's House of Friends

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