

# MONSTERS STATS FOR KNIGHTS OF THE ROAD

## Assassin

**V:** 10 **S:** 16 **W:** 10 **L:** 4 **D:** 2d6

Highly trained NPC hitmen who charge exorbitant fees to take a life.

- ▶ **Quirks:** Surprise attacks do x2 damage.
- ▶ **Drives:** Bring in their target and collect the reward.

## Blind Pinkerton

**V:** 10 **S:** 4 **W:** 10 **L:** 6 **D:** d6

Private eye, typically hired to infiltrate unions and intimidate workers.

- ▶ **Quirks:** Can smell thieves and track them by their scent.
- ▶ **Drives:** Uncover plots, join plots and undermine organizing.

## Candy Wizard Mummy

**V:** 7 **S:** 10 **W:** 18 **L:** 8 **D:** d6

An undead wizard wrapped tightly in bandages made of wizard robes. In life, they could take a sunrise, sprinkle it with dew, cover it with chocolate and a miracle or two. Now they only want to slumber in peace.

- ▶ **Quirks:** Can cast magic spells. Roll (**d6 twice, reroll doubles**): (1) mint control (2) speak with peppermints (3) soda sphere (4) summon candy elemental (5) cone of ice cream (6) cinnamon fireball.
- ▶ **Drives:** Sleep undisturbed in their magical tomb.

## Fiddling Devil

**V:** 20 **S:** 20 **W:** 20 **L:** 20 **D:** d8

There are all manner of lesser imps and demons, but the devil is red and scaly with a bifurcated tail and carries a hay fork in one hand, a fiddle in the other. Meet the devil at a crossroad, but be prepared to sell your soul.

- ▶ **Quirks:** Will engage in games of skill or shows of talent if the odds are stacked in the devil's favor, and will respect any wager **to the word**.
- ▶ **Drives:** Teach someone to play the guitar or challenge them to a fiddling contest. The price is always their everloving soul.

## Frosting Dragon

**V:** 14 **S:** 18 **W:** 12 **L:** 15 **D:** 2d10

Dwell in rock candy hills and mountains. Can take on the form of a candy person or animal.

- ▶ **Quirks:** Can breathe out a cone of buttercream frosting. **Test V**, take a **thirsty condition** if you fail.
- ▶ **Drives:** Hoard chocolate coins and other shiny treats.

## Giant Spider

**V:** 8 **S:** 12 **W:** 4 **L:** 8 **D:** d6

6' long, black spiders with yellow stripes along their eight legs. Spin their webs between the trees of overgrown forests.

- ▶ **Quirks:** Spins webs of gold. After encounter, **Test V**, take a **poisoned condition** if you fail.
- ▶ **Drives:** Lay their eggs everywhere.

## Goon

**V:** 9 **S:** 8 **W:** 7 **L:** 6 **D:** d6

Bootlickers. Willing to toil away for meager wages even in a land of plenty.

- ▶ **Quirks:** Easily befuddled or bamboozled.
- ▶ **Drives:** Harm others on behalf of their employer.



## Gummy Bear

**V:** 16 **S:** 12 **W:** 4 **L:** 6 **D:** d8

9' tall. Artificially-flavored gelatinous bear. Lives in candy mountains and gumdrop forests, absorbing debris and living creatures.

- ▶ **Quirks:** Roll (**d6**) for color (flavor): (1) orange (orange) (2) blue (blue raspberry) (3) translucent (pineapple) (4) red (cherry) (5) yellow (lemon) (6) green (strawberry)
- ▶ **Drives:** Digest creatures inside its gelatinous body.

## Licorice Snake

**V:** 14 **S:** 8 **W:** 4 **L:** 6 **D:** d8

10' long snakes with waxy, black scales. Eats chocolate chipmunks and other confectionery rodents.

- ▶ **Quirks:** If hit by lightning, divide into 2 snakes that do d4 damage. After encounter, **Test V**, take a **poisoned condition** if you fail.
- ▶ **Drives:** Eat chocolate frogs, jelly mice and other small candy vermin.

## Mayor of Lemonade Springs

**V:** 8 **S:** 8 **W:** 14 **L:** 16 **D:** d6

A politician that no one remembers voting for (or against). Appears at the occasional ribbon cutting ceremony but otherwise stays aloof from any purported mayoral duties. Speaks of reforms but is vague on specifics.

- ▶ **Quirks:** If the mayor breaks a promise, the promisee's memory of the promise is erased while in the mayor's presence.
- ▶ **Drives:** Gain and retain power.

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## Minotaur-Scarecrow

**V:** 15 **S:** 10 **W:** 3 **L:** 4 **D:** 2d6

Curved gourds append its pumpkin head. Half-bull, half-man, all straw golem.

- ▶ **Quirks:** Cannot become lost in a corn maze.
- ▶ **Drives:** Chase away intruders.

## Mr. Stay Puft (Type 6 Sugar Demon)

**V:** 18 **S:** 12 **W:** 10 **L:** 16 **D:** d12

12' tall, fluffy demon made of candy, wearing a sailor's cap and collar with a red neckerchief. Was the mascot of some long-defunct corporation.

- ▶ **Quirks:** Its body is gooey and liable to stick to creatures that touch it.
- ▶ **Drives:** Call forth fire and brimstone, boil the seas and rivers, raise the dead from their graves, teach dogs and cats to live together.

## Robber Baron

**V:** 8 **S:** 12 **W:** 14 **L:** 10 **D:** d6

5' tall titans of industry. Lives by draining blood and surplus labor value.

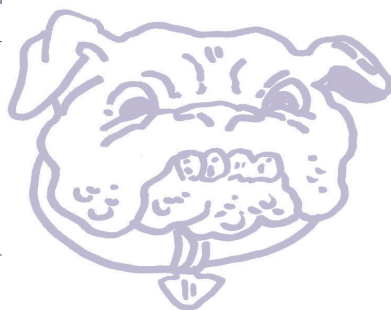
- ▶ **Quirks:** Must return to the pile of gold in its mansion at least once per day. They can steal 2 **V** if you fail a **V test**.
- ▶ **Drives:** Build an empire of capital.

## Rubber-Toothed Bulldog

**V:** 8 **S:** 12 **W:** 4 **L:** 5 **D:** d4

Domestic breeds with massive heads and jaws. Their ferocious and savage disposition is tempered by their rubber denture, installed for safety reasons.

- ▶ **Quirks:** Can smell potions and bombs.
- ▶ **Drives:** Attack on its owner's command.



## Skunk Ape

**V:** 16 **S:** 8 **W:** 10 **L:** 9 **D:** 2d6

7' ape-like biped with mottled fur and circles of white fur around its eyes.

- ▶ **Quirks:** Their smell is nauseating.
- ▶ **Drives:** Defend their territory.

## Starvation Army Soldier

**V:** 10 **S:** 10 **W:** 10 **L:** 6 **D:** d6

Charity isn't free. These soldiers are here to advance some doctrine dreamt up by the higher-ups. Donations are highly recommended.

- ▶ **Quirks:** They hate magicians, blasphemers and all manner of sinners.
- ▶ **Drives:** Follow guidance from on high.

## Talking Cigarette Tree

**V:** 7 **S:** 12 **W:** 12 **L:** 8 **D:** d8

18' tall sentient trees that smoke the cigarettes that grow amongst their branches. Speak in sarcastic and sassy witticisms in a raspy voice.

- ▶ **Quirks:** Breathe out smoke.
- ▶ **Drives:** Prevent harm to other trees in the forest.

## Union Scab

**V:** 10 **S:** 9 **W:** 8 **L:** 7 **D:** d6

A two-legged animal with a corkscrew soul, a water-logged brain and a backbone made of jelly and glue.

- ▶ **Quirks:** They function poorly in a group.
- ▶ **Drives:** Look out for themself.

## Werewolf

**V:** 14 **S:** 13 **W:** 6 **L:** 9 **D:** d8

Humans that become wolves on nights when the moonshine jug is full.

- ▶ **Quirks:** Can be damaged normally, but only killed by silver blades or bullets.
- ▶ **Drives:** The wolf form seeks blood and domination. The human form seeks only a taste of some of that good old mountain dew.

## Wood-Legged Cop

**V:** 8 **S:** 9 **W:** 8 **L:** 7 **D:** d6

Enforcers of capricious codes. Because the power goes to their heads, lack of blood flow to the lower extremities necessitates gruesome amputations. They give chase on legs obtained from carpenters through civil forfeiture.

- ▶ **Quirks:** Are slow in movement and in thought.
- ▶ **Drives:** Catch someone, anyone.