

MONSTER STATS FOR ERRANT

Assassin

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

Threat 1, **HP** 6, **Att** 1 x dagger (1d6 + poison),
SPD 2, **ML** 8, **AL** Neutral or Chaotic

- ▶ **Assassinate:** One character surprised by the assassin is subject to an assassination attempt (**SKILL saving throw** or die).
- ▶ **Poison:** Causes death (**PHYS saving throw**).
- ▶ **Surprise:** On a 1-3, due to stealth.
- ▶ **Trickery:** Use disguise or trickery to surprise victims.

Blind Pinkerton

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

Threat 1, **HP** 6, **Att** 1 x pistol (1d6), **SPD** 2, **ML** 8, **AL** Lawful

- ▶ **Attack penalty:** Impaired 2, due to blindness.
- ▶ **Leader:** Groups of 4+ are led by a paladin (warrior as per henchmen) (1d6: 1-3: 2nd renown, 4-5: 3rd renown, 6: 4th renown).
- ▶ **Tracking:** By scent. Can smell the members of the Deviant archetype.

Candy Wizard Mummy

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.

Threat 5, **HP** 40, **Att** 1 x touch (1d12), **SPD** 1, **ML** 12, **AL** Chaotic

- ▶ **Sorcery:** Has abilities as an Occult of 5th renown. Knows 6 sorceries: roll effect and sphere as normal, but pick six random pieces of candy for the grimoire.
- ▶ **Mundane damage Immunity:** Only harmed by magical attacks.
- ▶ **Paralyze with terror:** Anyone seeing the candy wizard mummy must succeed on a **PRES saving throw** or be paralysed with terror. Paralysis is broken if the mummy attacks or goes out of sight.
- ▶ **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures. Immune to mind-affecting or mind-reading effects.

Fiddling Devil

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.

Threat 10, **HP** 90, **Att** 1 x hay fork (2d8), **SPD** 2, **ML** 12, **AL** Lawful

- ▶ **Energy immunity:** Unharmed by fire.
- ▶ **Legalistic:** Cannot lie and is bound by all promises but construes any promises as liberally as possible to inflict the maximum misery.
- ▶ **Magic powers:** Once per day each:
 - Charm person:** Range 120'. **PRES saving throw** or be charmed: move towards the devil (resisting those who try to prevent it); obey the devil's commands (if understood); defend the devil; unable to harm the devil. Killing the devil breaks the charm.
 - Fireball:** 14d6 damage to all in a 20' radius area up to 240' away.
 - Animate band:** Can animate 3 trees or rocks within 60'. These act as musical accompanists for any music the devil plays.
- ▶ **Mundane damage immunity:** Can only be harmed by magical attacks.

Frosting Dragon

Dwell in rock candy hills and mountains.

Threat 10, **HP** 100, **Att** [2 x claw (1d8), 1 x bite (4d8)] or breath,
SPD 1/4 (flying), **ML** 10, **AL** Chaotic

- ▶ **Breath weapon:** 90' long cone of buttercream frosting (all caught in the area have their SPD halved and make half the number of attacks per initiative turn until the frosting is removed which requires an action and cleaning equipment, like a sponge).
- ▶ **Language & spells:** Knows 9 sorceries. Roll effect and sphere only.
- ▶ **Sleeping:** 10%.
- ▶ **Shape changing:** May take on the form of a candy person or animal.

Giant Spider

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

Threat 3, **HP** 18, **Att** 1 x bite (1d8 + poison), **SPD** 2, **ML** 8, **AL** Neutral

- ▶ **Golden Webs:** Creatures caught in webs become entangled and unable to move. Breaking free depends on PHYS: 2d4 exploration turns for PHYS 18 or lower, 4 initiative turns for PHYS above 18, and 2 initiative turns for supernaturally strong creatures. Fire melts the webs in 2 initiative turns. A complete web is worth 1d6 x 100 gp, half if damaged.
- ▶ **Poison:** Causes death in 1d4 initiative turns (**PHYS saving throw** at DV -2).



Goon

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

Threat 1, **HP** 6, **Att** 1 x weapon (1d6),
SPD 2, **ML** 8, **AL** Lawful

- ▶ **Slow-witted:** Can be tricked by clever PCs.

Gummy Bear

9' tall. Artificially-flavored gelatinous bear. Lives in candy mountains and gumdrop forests, absorbing debris and living creatures. Its color (flavor) is (**d6**): (1) red (cherry), (2) green (strawberry), (3) translucent (pineapple), (4) yellow (lemon), (5) orange (orange), or (6) blue (blue raspberry).

Threat 5, **HP** 30, **Att** 2 x claw (1d4), 1 x bite (1d8), **SPD** 2, **ML** 8, **AL** Neutral

- ▶ **Bear Hug:** If the bear lands two unblocked claw attacks in one initiative turn, the bear absorbs the victim, as if the bear were a gelatinous cube.
- ▶ **Surprise:** On a roll of 1-4, only if the bear is pineapple-flavored.
- ▶ **Paralysis:** For 2d4 initiative turns (**PHYS saving throw**).
- ▶ **Embedded items:** Indigestible items (e.g., gems, coins) are carried around inside the bear.

Licorice Snake

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

Threat 2, **HP** 12, **Att** 1 x bite (1d4 + acid), **SPD** 1, **ML** 7, **AL** Neutral

- ▶ **Acid:** Inflicts 2d6 damage and destroys cloth, leather or wood (Stone and metal are unaffected).
- ▶ **Division:** Lightning or attacks with weapons cause the snake to divide into 2 Threat 1 licorice snakes that do half damage.
- ▶ **Seep:** Can squeeze through small holes and cracks.

Mayor of Lemonade Springs

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.

Threat 3, **HP** 24, **Att** 1 x weapon (1d8), **SPD** 1, **ML** 8, **AL** Chaotic

- ▶ **Broken promises:** If the mayor breaks a promise, the promisee's memory of the promise is erased while in the mayor's presence.
- ▶ **Cloak true form:** Can cloak true appearance with an illusory form.
- ▶ **Manager and staffers:** Accompanied by a campaign manager (2nd renown warrior as per henchmen) and up to ten staffers (1st renown warriors as per henchmen).

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Minotaur-Scarecrow

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

Threat 6, **HP** 36, **Att** [1 x gore (1d6), 1 x bite (1d6)] or 1 x weapon (2d6), **SPD** 2, **ML** 12, **AL** Chaotic

- ▶ **Weapons:** Prefers hoes, rakes, or gardening equipment.
- ▶ **Aggressive:** Attack same size or smaller creatures on sight. Pursue until the victims are out of sight.
- ▶ **Mundane damage immunity:** Can only be harmed by magical attacks.
- ▶ **Immunity:** Unharmed by gas; unaffected by *charm*, *hold*, and *sleep* effects.
- ▶ **Vulnerable to fire:** Fire damage is enhanced 1.

Mr. Stay Puft (Type 6 Sugar Demon)

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.

Threat 10, **HP** 100, **Att** [1 x slam (4d6)] or 1 x bite (1d8 + swallow whole), **SPD** 1/4 (flying), **ML** 12, **AL** Chaotic

- ▶ **Sticky fists:** On an unblocked hit with slam, target (up to human size) is stuck to the demon's hands. The demon may make a bite attack.
- ▶ **Swallow whole:** Max damage on a bite attack indicates that a human-sized (or smaller) victim is swallowed. Inside the demon's belly: suffer 3d6 damage per round (until the demon dies); may attack with sharp weapons but attacks are impaired 2t; body digested in 6 exploration turns after death.
- ▶ **Mundane damage immunity:** Can only be harmed by magical attacks.
- ▶ **Vulnerable to fire:** Fire damage is enhanced 1.

Robber Baron

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

Threat 7, **HP** 56, **Att** 1 x bite (1d10), **SPD** 2, **ML** 11, **AL** Chaotic

- ▶ **Blood sucking:** On an unblocked hit, locks onto the victim and drains its blood: 3d6 automatic damage per initiative turn. A person that dies from this becomes an employee of the baron in 3-4 business days.
- ▶ **Detaching:** If the baron or victim dies.
- ▶ **Class:** Usually treated as Violents of 7th renown, but may be of any archetype and renown.
- ▶ **Mansion:** Built atop mountains with a stunning view.
- ▶ **Mundane damage immunity:** Can only be harmed by magical attacks.



Rubber-Toothed Bulldog

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

Threat 1, **HP** 10, **Att** 1 x bite (1d8), **SPD** 3, **ML** 10, **AL** Neutral

- ▶ **Command:** Trained to attack on owner's command.
- ▶ **Hateful:** Attempt to kill any creatures they encounter.
- ▶ **Smell potions:** Attracted by the scent.

Skunk Ape

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

AC 4, **HD** 24, **Att** 2 x claw (1d4) or 1 x thrown rock (1d6), **SPD** 2, **ML** 7, **AL** Neutral

- ▶ **Nauseating stench:** Musky fur has a smell that sickens humans and demihumans: **PHYS saving throw** or impair 1 while in melee with skunk apes.
- ▶ **Territorial:** Defend their lair with threats and, if this is ignored, violence.

Starvation Army Soldier

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

Threat 1, **HP** 6, **Att** 1 x weapon (1d6), **SPD** 2, **ML** 8, **AL** Chaotic

- ▶ **Leader:** Groups of 4+ are led by a cleric (magic user as per henchmen) (1d10: 1-4: 2nd renown, 5-7: 3rd renown, 8-9: 4th renown, 10: 5th renown) with a military title, such as lieutenant or major.
- ▶ **Hate wizards:** Normally attack on sight, and will never offer charity.

Talking Cigarette Tree

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

Threat 8, **HP** 64, **Att** 2 x branches (2d6), **SPD** 0, **ML** 9, **AL** Chaotic

- ▶ **Camouflage:** 70% chance of being mistaken for a non-talking tree.
- ▶ **Burning smoke:** Breathe out a choking cloud of burning smoke. Anyone in melee with a tree must succeed on a **PHYS saving throw** or impaired 1 on attacks against the tree.
- ▶ **Treasure:** Hidden in the roots of the tree.

Union Scab

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

Threat 1, **HP** 6, **Att** 1 x weapon (1d6), 1 x bite (1d6), **SPD** 2, **ML** 8 (6 in a large group), **AL** Lawful

- ▶ **Ill-tempered:** Bite or hit creatures in their way, including coworkers.
- ▶ **Rat bastards:** Groups of 4 or more scabs have morale 6. If the group is reduced to less than 50% of its original size, this morale penalty is lost.
- ▶ **Treacherous:** Will attack other scabs, if they can profit from it.

Werewolf

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

Threat 4, **HP** 28 (20 in human form), **Att** 1 x bite (2d4), **SPD** 4, **ML** 8, **AL** Chaotic

- ▶ **Hair of the Dog:** In humanoid form, their love of moonshine may be used to outwit them.
- ▶ **Lycanthrope:** In animal form, only harmed by silver or magic. Can summon 1-2 wolves in 1d4 initiative turns. Attacks from weapons coated with wolfsbane force a saving throw; on a failure, flee in terror. Any character that loses more than half their HP from natural attacks from a lycanthrope contacts lycanthropy.

Wood-Legged Cop

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.

Threat 1, **HP** 7, **Att** 1 x weapon (1d6), **SPD** 2, **ML** 8, **AL** Lawful

- ▶ **Leader:** For every 10 cops, there is a leader (2nd renown warrior as per henchmen). Leaders ride war horses with wooden legs (with barding).
- ▶ **Slow-witted:** Can be tricked by clever PCs.
- ▶ **Guardian:** 2d4 rubber-toothed bulldogs guard their encampments. Obey simple commands from cops.