

MONSTER STATS FOR OLD-SCHOOL ESSENTIALS

Assassin

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

AC 7 [12], **HD** 1 (4hp), **Att** 1 x dagger (1d6 or by weapon + poison), **THACO** 19 [0], **MV** 120' (40'), **SV** D13 W14 P13 B16 S15 (Thief 2), **ML** 8, **AL** Neutral or Chaotic, **XP** 35, **NA** 0 (1d6), **TT** U

- **Assassinate:** One character surprised by the assassin is subject to an assassination attempt (**save vs death** or die).
- **Poison:** Causes death (**save vs poison**).
- **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.

AC 6 [13], **HD** 1 (4hp), **Att** 1 x pistol (1d6), **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Lawful, **XP** 10, **NA** 0 (1d4 x 10), **TT** A

- **Attack penalty:** -4 penalty on all hit rolls, due to blindness.
- **Leader:** Groups of 4+ are led by a paladin (1d6: 1-3: 2nd level, 4-5: 3rd level, 6: 4th level).
- **Tracking:** By scent. Can smell the members of the thief class.

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.

AC 3 [16], **HD** 5+1* (23hp), **Att** 1 x touch (1d12), **THACO** 14 [+5], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Chaotic, **XP** 400, **NA** 1 (0), **TT** D

- **Arcane spells:** Cast spells as a 10th level magic-user.
- **Mundane damage immunity:** Only harmed by magical attacks.
- **Paralyze with terror:** Anyone seeing the candy wizard mummy must **save vs paralysis** or be paralysed with terror. Paralysis is broken if the candy wizard mummy attacks or goes out of sight.
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g., poison). Immune to mind-affecting or mind-reading spells (e.g., *charm*, *hold*, *sleep*).

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.

AC 0 [19], **HD** 10*** (45hp), **Att** 1 x hay fork (1d8 + 6), **THACO** 11 [+8], **MV** 120' (40'), **SV** D6 W7 P8 B8 S10 (10), **ML** 12, **AL** Lawful, **XP** 3,700, **NA** 0 (1), **TT** B

- **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'. **Save vs spells** 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.

AC -1 [20], **HD** 10** (45hp), **Att** [2 x claw (1d8), 1 x bite (4d8)] or breath, **THACO** 11 [+8], **MV** 90' (30') / 240' (80') flying, **SV** D6 W7 P8 B8 S10 (10), **ML** 10, **AL** Chaotic, **XP** 2,300, **NA** 1d4 (1d4), **TT** H

- **Breath weapon:** 90' long cone of buttercream frosting (all caught in the area have their maximum movement rates halved and make half the number of attacks per round until the frosting is removed which requires an action and cleaning equipment, like a wet sponge).
- **Language & spells:** 50%; 3 x 1st level, 3 x 2nd level, 3 x 3rd level.
- **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.

AC 6 [13], **HD** 3* (13hp), **Att** 1 x bite (1d8 + poison), **THACO** 17 [+2], **MV** 120' (40') / 180' (60') in webs, **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 50, **NA** 1d3 (1d3), **TT** U

- **Golden Webs:** Creatures caught in webs become entangled and unable to move. Breaking free depends on Strength: 2d4 turns for strength in the normal human range; 4 rounds for strength above 18; 2 rounds for creatures with giant strength. Fire melts the webs in 2 rounds. A complete web is worth 1d6 x 100 gp, half if damaged.
- **Poison:** Causes death in 1d4 turns (**save vs poison** with a +2 bonus).



Goon

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

AC 6 [13], **HD** 1 (4hp), **Att** 1 x weapon (1d6 or by weapon), **THACO** 19 [0], **MV** 120' (40'), **SV** D13 W14 P13 B16 S15 (1), **ML** 8, **AL** Lawful, **XP** 10, **NA** 1d6 (1d8), **TT** A

- **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).

AC 6 [13], **HD** 5 (22hp), **Att** 2 x claw (1d4), 1 x bite (1d8), **THACO** 15 [+4], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 175, **NA** 1 (1d4), **TT** U

- **Bear Hug:** If a victim is hit by both paws in the same round, 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 turns (**save vs paralysis**).
- **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.

AC 6 [13], **HD** 2* (9hp), **Att** 1 x bite (1d4 + acid), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 25, **NA** 1d8 (1d8), **TT** None

- **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 1HD 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.

AC 2 [17], **HD** 3 (13hp), **Att** 1 x weapon (1d8 or by weapon), **THACO** 17 [+2], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Chaotic, **XP** 35, **NA** 0 (1), **TT** V x 3

- **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 2nd level fighter (a campaign manager) and up to ten 1st level fighters (staffers).

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Minotaur-Scarecrow

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

AC 6 [13], **HD** 6 (27hp), **Att** [1 x gore (1d6), 1 x bite (1d6)] or 1 x weapon (1d6 +2) or by weapon +2, **THACO** 14 [+5], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (6), **ML** 12, **AL** Chaotic, **XP** 275, **NA** 1d6 (1d4), **TT** C

- **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:** Suffer an extra point of damage per die of fire damage.

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.

AC -2 [21], **HD** 10*** (45hp), **Att** [1 x slam (4d6)] or 1 x bite (1d8 + swallow whole), **THACO** 11 [+8], **MV** 60 (20') / 150' (50') flying, **SV** D6 W7 P8 B8 S10 (10), **ML** 12, **AL** Chaotic, **XP** 3,700, **NA** 1d4 (0), **TT** B

- **Sticky fists:** On a hit with slam, target (up to human size) is stuck to the demon's hands. The demon may make a bite attack.
- **Swallow whole:** A bite attack roll of 20 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 at -4 to hit; body digested in 6 turns after death.
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Vulnerable to fire:** Suffer an extra point of damage per die of fire damage.

Robber Baron

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

AC 2 [17], **HD** 7** (31hp), **Att** 1 x bite (1d10), **THACO** 13 [+6], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (7), **ML** 11, **AL** Chaotic, **XP** 1,250, **NA** 1 (1), **TT** L, N, O

- **Blood sucking:** Upon a successful attack, locks onto the victim and drains its blood: 3d6 automatic damage per round. 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 7th level fighters, but may be of any class and level.
- **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.

AC 7 [12], **HD** 1+2 (6hp), **Att** 1 x bite (1d8), **THACO** 18 [+1], **MV** 180' (60'), **SV** D12 W13 P14 B15 S16 (1), **ML** 10, **AL** Neutral, **XP** 15, **NA** 1d6 (1d8), **TT** None

- **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 6 [13], **HD** 4 (18hp), **Att** 2 x claw (1d4) or 1 x thrown rock (1d6), **THACO** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 75, **NA** 1d6 (1d8), **TT** None

- **Nauseating stench:** Musky fur has a smell that sickens humans and demihumans: **save vs poison** or suffer -2 to hit, 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*.

AC 6 [13], **HD** 1 (4hp), **Att** 1 x weapon (1d6 or by weapon), **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Chaotic, **XP** 10, **NA** 0 (1d4 x 10), **TT** A

- **Leader:** Groups of 4+ are led by a cleric (1d10: 1-4: 2nd level, 5-7: 3rd level, 8-9: 4th level, 10: 5th level) with a military title, such as lieutenant or major. Choose or roll the leader's spells.
- **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.

AC 2 [17], **HD** 8 (36hp), **Att** 2 x branches (2d6), **THACO** 12 [+7], **MV** 30' (10'), **SV** D8 W9 P10 B10 S12 (8), **ML** 9, **AL** Chaotic, **XP** 650, **NA** 0 (1d8), **TT** D

- **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 **save vs poison** or suffer -2 to attack and damage rolls 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.

AC 7 [12], **HD** 1 (4hp), **Att** 1 x weapon (1d6 or by weapon), 1 x bite (1d6) **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8 (6 in a large group), **AL** Lawful, **XP** 10, **NA** 0 (1d4 x 10), **TT** A

- **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.

AC 5 [14] (9 [10] in human form), **HD** 4* (18hp), **Att** 1 x bite (2d4), **THACO** 16 [+3], **MV** 180' (60'), **SV** D10 W11 P12 B13 S14 (4), **ML** 8, **AL** Chaotic, **XP** 125, **NA** 1d6 (2d6), **TT** C

- **Hair of the Dog:** In humanoid form, their love of moonshine may be used to outwit them.
- **Lycanthrope:** See main entry.

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.

AC 4 [15], **HD** 1 (4hp), **Att** 1 x weapon (1d6 or by weapon), **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Lawful, **XP** 10, **NA** 0 (1d4 x 10), **TT** A

- **Leader:** For every 10 cops, there is a leader (2nd level fighter). 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.