



# Dastardly Dossier

A Halloweeny monstrous-manual-type  
thing by Manning Krull

0<sup>th</sup> Edition. Last updated October 2020.

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# Introduction

Welcome to the freakin' **Dastardly Dossier!** If you think that name sucks, you should hear the runners up!

The **stats** listed for all these monsters are just the average; of course PMs should feel encouraged to adjust them as needed. As with anything in P&D, when in doubt, make something up!

**A note about monsters' candy:** When the players defeat a monster, its candy may be found in one of several places. It may be in a pouch or other container if the monster is wearing clothes and carrying items. It may be stashed away in the monster's lair not too far away, or even just hidden under a nearby object. Some magical monsters may even explode into candy when they're destroyed — and this is not only true of the monsters that clearly look like they're made out of candy; various weird spectral-type magical creatures (like the boo-hoo, or eye scream) may do this too.

Along with the creatures in this dossier, PMs should feel free to make up or steal any other monsters they want from any other sources. I have plans for a second edition of the **Dastardly Dossier** but I really don't wanna have to make up any more monsters for X, Y, and Z.

Happy slaying,

— Manning

# A



## Attack o'lantern

Commonly found in front of haunted houses, serving as gourd dogs. (See what I did there?)

**Average size:** 50 cm tall, 20 kg

**Average stats:** STR: 1, QUI: 1, ATT: 2, DEF: 0, MAG: 0, HP: 8

**Attack:** Bite does 1d6 damage.

**Average candy:** 1d8

# B



## Boo-hoo

Miserable spirits, known for sneaking up on adventurers and seriously bumming them out.

**Average size:** 1 m tall, 0 kg

**Average stats:** STR: 0, QUI: 0, ATT: 0, DEF: 0, MAG: 2, HP: 10

**Attack:** Tears/slobber do 1d4 acid/gross/slime damage.

**Defense:** Cannot be harmed by non-magical attacks.

**Average candy:** 2d6



## Cockathrice

Crows three times at sunrise, warning nocturnal monsters to return to their lairs.

**Average size:** 40 cm tall, 5 kg (what's a henway?)

**Average stats:** STR: 3, QUI: 10, ATT: 5, DEF: 10, MAG: 10, HP: 100

**Attack:** Turn victim to stone on successful MAG roll.

**Defense:** Cannot be harmed by non-magical attacks.

**Average candy:** 2d100, this includes 1d20 magical candies

# D



## Dragon

*A freakin' dragon!* I mean, it's right there in the title.

**Average size:** 15+ m long, weight unknown

**Average stats:** STR: 12, QUI: 8, ATT: 10, DEF: 10, MAG: 12, HP: 1,000

**Attack:** Bite/claw/tail/stomp does 1d00, dragon breath does 1d00 + MAG.

**Defense:** Cannot be harmed by non-magical attacks.

**Average candy:** 1d100 x 50, this includes 2d20 magical candies



## Eye-scream

You scream, we all scream as this thing is mutilating us.

**Average size:** 30 cm tall, 5 kg

**Average stats:** STR: 0, QUI: 2, ATT: 2, DEF: 0, MAG: 0, HP: 6

**Attack:** Bite does 1d6 damage.

**Average candy:** 1d8

# f



## Frawd

A mysterious backward creature.

**Average size:** 1.1 m tall, 75 kg

**Average stats:** STR: 2, QUI: 0, ATT: 0, DEF: 2, MAG: 0, HP: 10

**Attack:** Normal weapon damage; often a hammer or axe or pickaxe.

**Average candy:** 2d12

# G



## Gummi golem

Absolutely haribo.

**Average size:** 2.5 m, 200 kg

**Average stats:** STR: 4, QUI: -3, ATT: 2, DEF: 0, MAG: 0, HP: 35

**Attack:** Swat/stomp/maul does 1d12.

**Average candy:** When destroyed, becomes 3d20 candies (the rest of the destroyed flesh is useless/inedible); 50% chance this includes 2d4 magical candies

# H



## Huge-munculus

Has even more trouble than your party coming to a consensus on anything.

**Average size:** 2.75 m tall, 250 kg

**Average stats:** STR: 5, QUI: -2, ATT: 3, DEF: 3, MAG: 0, HP: 50

**Attack:** Can attack 1d4 times per round; swat/stomp does 1d10, may wield weapons.

**Average candy:** 1d20



## Imp-olite

A tiny demon that's not just diabolical, it's also very rude.

**Average size:** 15 cm tall, 1 kg

**Average stats:** STR: -2, QUI: 3, ATT: 3, DEF: 0, MAG: 1, HP: 3

**Attack:** Tiny weapons do 1d2 damage (it's call flipping a coin, son).

**Average candy:** 1d12, 50% chance this includes 1 magical candy

I



## Just a hand

It's just a hand.

**Average size:** 15 cm long, 1 kg

**Average stats:** STR: 0, QUI: -5, ATT: 0, DEF: 0, MAG: 0, HP: 4

**Attack:** None; may attempt to do something sneaky like trip you.

**Average candy:** 0 (I mean, *maybe* 1?)

# K



## Kelpie

A despicable fairy horse who gives out seaweed instead of candy.

**Average size:** 1 m tall, 30 kg

**Average stats:** STR: 0, QUI: 4, ATT: 0, DEF: 4, MAG: 5, HP: 30

**Attack:** Mostly prefers to flee. May throw household objects for 1d6 damage.

**Defense:** Cannot be harmed by non-magical attacks.

**Average candy:** 3d20, very well-hidden (also lots of seaweed)

# L



## Lambton Gummi Worm

Famously dislikes being stabbed/impaled. (Google it, fool!)

**Average size:** 20 m long, weight unknown

**Average stats:** STR: 8, QUI: 12, ATT: 8, DEF: 8, MAG: 10, HP: 500

**Attack:** Constrict does 2d20, bite does 1d12, can do both each round, on one or two targets

**Average candy:** 3d100 in lair, and when the worm is destroyed, an experienced magician may be able to convert the corpse into 2d100 additional gummi candies

# M



## Mimic monkey

Apes its victims using cheap junk from the drugstore's Halloween aisle. May be placated with candy.

**Average size:** 50 cm tall, 10 kg

**Average stats:** STR: 1, QUI: 5, ATT: 5, DEF: 5, MAG: 0, HP: 7

**Attack:** Bite does 1d4 damage, may throw things for 1d6 damage or climb and knock over bigger things onto victims for 1d12 damage

**Average candy:** 2d8

# N



## Night fright

A heebie-jeebies-inducing creep.

**Average size:** 2 m tall, 70 kg

**Average stats:** STR: 2, QUI: 2, ATT: 2, DEF: 2, MAG: 3, HP: 25

**Attack:** Claws do 1d8 damage, may ambush players with a jump-scare that gives everyone a penalty of -3 to initiative, ATT, DEF, and MAG for 1d8 rounds; plus their hair turns white 'til next nightfall

**Defense:** Cannot be harmed by non-magical attacks.

**Average candy:** 3d12, 50% chance this includes 1d6 magical candies



## Orc

I dunno, I just figured there oughtta be orcs.

**Average size:** 1.75 cm tall, 90 kg

**Average stats:** STR: 2, QUI: 0, ATT: 2, DEF: 2, MAG: 0, HP: 13

**Attack:** Normal ol' stabby weapons and stuff.

**Average candy:** 1d10



## Pumpk'night

Clad in enchanted armor that can only be pierced with those crappy pumpkin carving kit tools.

**Average size:** 80 cm tall, 80 kg

**Average stats:** STR: 2, QUI: 0, ATT: 4, DEF: 10, MAG: 4, HP: 66

**Attack:** Enchanted sword/mace/etc does  $1d10+3$  damage.

**Defense:** Cannot be harmed by non-magical attacks. A pumpk'night's DEF counts as 0 for any attacks using enchanted pumpkin-carving tools, and it takes double damage from these attacks.

**Average candy:**  $1d20 + 5$

# Q



## Quicksand elemental

Feeds off your fear of quicksand from old movies you saw as a kid.

**Average size:** puddle is 2.5 m across, weight unknown

**Average stats:** STR: 4, QUI: 0, ATT: 3, DEF: 5, MAG: 0, HP: 100

**Attack:** Drown/crush does 1d12 damage per round, swat does 1d6, can do both each round. When swatted, roll QUI to not fall in. (You might also just fall in 'cause you didn't see the puddle.) Once you've fallen in, roll STR each round to escape; roll gets harder by 1 each round.

**Defense:** Cannot be harmed by non-magical attacks.

**Average candy:** 2d20, this includes 1d4 magical candies

# R



## Rougarou

Bat-riding Cajun werewolf! Google it!

**Average size:** 2.2 m tall, 100 kg

**Average stats:** STR: 3, QUI: 2, ATT: 3, DEF: 2, MAG: 0, HP: 25

**Attack:** Ambushes victims by flying overhead and dropping on up to 1d4 of them at the same time (if they're close together), doing 1d20 + 3 damage to each as he slams 'em to the ground. Bite/claws do 1d8 damage. May have an axe or somethin'.

**Average candy:** 2d10; more importantly, may have delicious Cajun snacks



## Scare-foe

Torments its victims with their greatest fears.

**Average size:** 1.9 m tall, 40 kg

**Average stats:** STR: 1, QUI: 1, ATT: 1, DEF: 1, MAG: 5, HP: 50

**Attack:** Can cast a Phobia spell (MAG roll) on 1d4 targets per round, giving them a random, permanent phobia; roll it!

- |                     |                  |                             |
|---------------------|------------------|-----------------------------|
| 1. snakes           | 8. germs         | 15. flying in an aero-plane |
| 2. spiders          | 9. sleep/dreams  | 16. drowning/the ocean      |
| 3. heights          | 10. the dark     | 17. mirrors                 |
| 4. enclosed spaces  | 11. being buried | 18. aliens                  |
| 5. clowns           | 12. ghosts       | 19. scarecrows              |
| 6. lightning/storms | 13. birds        | 20. two of the above        |
| 7. the number 13    | 14. fire         |                             |

Once successful, he won't cast Phobia on the same target again. The scare-foe then uses elaborate magical attacks and illusions based on his victims' fears; both the phobias he's given them and any other things the victims are afraid of (e.g. sunlight for a vampire) — he's automatically aware of everyone's fears; it really sucks.

Examples: target now has arachnophobia, so the scare-foe casts a spell that dumps a bunch of spiders on 'em. Or, here's a good one; the scare-foe could cast an illusion on the target's *friend* making them look like a giant spider! Or, here's another one: target now has a fear of flying, so the scare-foe casts an illusion spell where the target thinks they're in an airplane(?) for 1d4 rounds. Victims may freak out and accidentally harm themselves while being tormented this way, or if they're frozen in fear, the scare-foe may attempt to slit their throats or cast other deadly spells on them. He feeds off of fear; he can't get enough of this crap.

Victims can attempt to resist the effects of their phobia with a MAG roll (with a -5 modifier) each round. If successful, they can do whatever they want that round, but the next round the phobia is back.

Phobias given by the scare-foe can be removed with an uncurse spell and probably some other types of magic.

**Defense:** Non-magical attacks and weapons do half damage.

**Average candy:** 3d20 normal candies and 1d8 magical candies. Also, there's a 50% chance there are an additional 1d4 Uncurse candies.

# A



## Trick-or-tree-ter

You can put a sign out that says “please take one each” but you can bet this thing’s gonna take the whole bowl.

**Average size:** 6 m tall, weight unknown

**Average stats:** STR: 7, QUI: 0, ATT: 4, DEF: 9, MAG: 4, HP: 300

**Attack:** Swat does 1d12 damage. Can throw a character for 3d10 damage; thrown characters take one round to come back to the battle. When a character is hit or picked up, they drop 1d10 candies, and the trick-or-tree-ter's branches can pick up 3d10 candies per round; it can do this while performing any other actions.

**Defense:** Thick bark gives all non-magical, non-fire attacks -3 damage. Fire attacks do double damage to the trick-or-tree-ter.

**Average candy:** 4d20, this includes 2d4 magical candies.

# U



## Uni-corn

A clever Halloween candy reference.

**Average size:** 1.5 m at the withers, 200 kg

**Average stats:** STR: 5, QUI: 5, ATT: 5, DEF: 5, MAG: 10, HP: 75

**Attack:** Horn does 1d20 magical damage. The uni-corn can also cast lots of spells.

**Defense:** Cannot be harmed by non-magical attacks.

**Average candy:** 2d20 magical candies. Also, the uni-corn's horn is made of magical candy that does something miraculous; it must be chopped up and prepared by a powerful magician, yielding 1d4+4 candies.

# V



## Vampyre

Bloodsuckers who are eternally on fire; don't invite them in!

**Average size:** 1.75 m tall, 75 kg

**Average stats:** STR: 1, QUI: 3, ATT: 2, DEF: 0, MAG: 2, HP: 13

**Attack:** Fire SWAT, fire hug, etc; 1d12 fire damage. They are always running and screaming and make no effort to defend themselves.

**Defense:** Water attacks — as well as just plain water — do double damage.

**Average candy:** 2d12, kind of melted, hidden away somewhere.

# W

## Witchfork

No one knows what the deal is with these things.

**Average size:** 1.75 m tall, 4 kg

**Average stats:** STR: ?, QUI: ?, ATT: ?, DEF: ?,  
MAG: ?, HP: ?

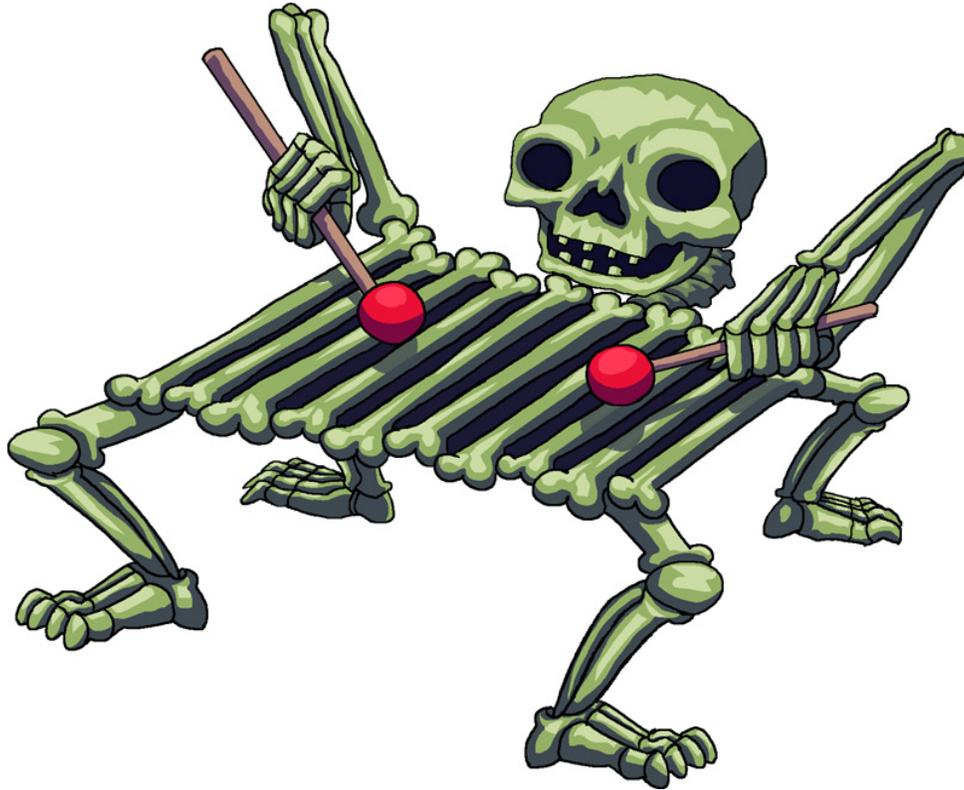
**Attack:** ?

**Defense:** Probably can't be harmed by non-magical attacks, right?

**Average candy:** ???



Æ



## Xylobone

A monster that's notorious for starting with X.

**Average size:** 1 m, 25 kg

**Average stats:** STR: 1, QUI: 0, ATT: 2, DEF: 2, MAG: 6, HP: 1

**Attack:** Plays a haunting melody that makes people dance; roll MAG (with the xylobone's MAG as a modifier) to resist. While victims are dancing, the xylobone attempts to trip them with its mallets and then bite them; falling does 1d6 damage, bite does 1d4.

**Average candy:** 1d12

# Y



## Yikes

It'll make you exclaim “yikes!” – in the scared sense, not in the “that was cringe-y/un-woke” sense.

**Average size:** 25 cm tall, 2 kg

**Average stats:** STR: 0, QUI: 7, ATT: 0, DEF: 7, MAG: 1, HP: 3

**Attack:** The yikes doesn't normally attack anyone. It follows people unseen and waits for them to find candy (or take candy out of their pocket/pouch), and then it attempts to startle them and steal the candy by making a QUI roll. If successful it grabs 1d6 candy; the victim is freaked out and stunned for one round as the yikes runs away at lightning speed (QUI 10 for the purposes of running). It occasionally mistakes small magic items for candy and steals them too. If somehow cornered, the yikes can bite for 1 HP damage.

**Average candy:** 1d8, plus whatever it got from ya.

3\*



## Zentaur

Get it??

**Average size:** 2 m at the withers, 500 kg

**Average stats:** STR: 3, QUI: 0, ATT: 3, DEF: 0, MAG: 0, HP: 25

**Attack:** Bite does 1d4, kick does 1d12, and they can do both in the same round on two targets. Zentaurs are usually the dumb kind of zombie, so they usually don't have any weapons.

**Average candy:** 0

\*How the hell is that a Z?