

Handy Handlist of Horrors

This is a long list of tiny seeds for creature creation. The number after the name in parentheses is the suggested number of Hit Dice for the creature.

To further flesh a creature out, try this quick thumbnail conversion: AC = (10-HD), Forward AC = [HD+9]. One attack, damage (HD/4)d6, round up. Other statistics from Referee judgment.

Twelve of these come from "Soluble Sahuagin," my RPG supplement entry in the 200 Word RPG Challenge 2016. The rest are brand new, for a total of 55 creatures!

ABACUS JELLY (9): Gelatinous blue dodecahedron studded with lit vacuum tubes. Houses a sorcerer's soul.

AIDIK (8): Poisonous, self-willed flavor which infects food, making it taste like soap and schadenfreude.

ALMASTANNI (6): Ghosts of street urchins that haunt empty soda cans, their voices always behind you.

ANATALO (5): Faceless girl. Anesthetic touch melts anything.

BANSHEE COCKATRICE (6): Iron statue of a cockatrice that wails whenever someone dies nearby, melting stone.

BEAR WARTER (10): Cross between a giant ursine and a displacer beast. Obsessively hunts and kills owlbears.

BERZERKER REDOLENCE (4): Distinct odor with cat-like intelligence.

BLUE DRAUGR (10): Re-animated soldier with an AK-47. Will only obey orders during a peacekeeping mission.

CACAESTHESION (2): Ant-sized lizard whose gaze creates sensation that someone has stepped on your grave.

DECKLER (10): Undead creature rarely formed when someone dies via a spell. Obsessively devours spell scrolls.

EBONY LICH (2): Despite the name, a mummy who was partially consumed in the place of coal in a furnace.

ENKASAUR (5): Feathered, insubstantial lizard from the Astral Plane that lays eggs in the brains of living humans.

EPHIALODAEMON (7): 6' tall mantis with head of human infant. Voice like a castrato.

EPISTEMOLOG GNESCADGER (1): Roving patch of skin that takes a tithe of all that is experienced nearby.

EPYSPHINX (4): Panther body, ostrich legs. Instead of a head, a flat-screen monitor showing alternate timelines.

FERETEROS (8): Flaming gazelle with barklike skin, crafted from a murdered prince's soul. Speaks in rhyme.

FOOL'S POULTICE (1): Wholesome smelling slime. Heals wounds, but does several times the damage hours later.

FRONIUS (10): A living person's hostility incarnated as a gelatinous mouse. Highly radioactive.

GATAKAIROS (6): A patchwork combination of a gecko and jaguar made from the skin of a dead god.

HELICOPTER BREAD (1): Nutritious gas-filled floating fungi that cause mild but nightmarish hallucinations.

HELIOFUGER (3): A humanoid seen only at dawn, fleeing the sun. Gives half-true prophecies, but is easily angered.

JANUS AKEPHALOPI (2): Headless humanoids with faces in chest and back. Joints move in all directions.

KELBOG (5): Cyborg whose organic components have died, yet continues to act. Kelbogs hate the undead.

KHOROCCLOUD (6): Bioluminescent roach swarm that's a single intelligence.

LETHE GNESCADGER (2): Roving patch of skin that eats memories and excretes precious metals.

LITHOKAIROS (6): Living crystal formations that explode at exactly the wrong time, feeding on fear and surprise.

LITHOMATI (8): Plucked basilisk eye that's mutated into a separate and hyper-intelligent creature. Spider legs.

MAGNETIC BEAR (5): Iron bear-like humanoid that eats metal. Faces north when asleep. Excretes spell scrolls.

MERVIA (10): Sapient song.

NEBELWERF (5): Hydra with rocket-firing tubes instead of heads.

ONTOIDER (6): Disembodied mouth filled with shark-like teeth. Friendly, but mute and hungry.

PAIN WRAITH (3): Insubstantial interdimensional traveler that feeds on pain, leaving behind suicidal numbness.

PHASIC REFUGEES (1): Friendly, deaf children with overlarge tarantula, legs and all, replacing head.

PLASTIC PHANTOM (3): Undead spirit, possesses vending machine toys to create body.

PNO-IRA-KAA (7): Giant head that sleeps furiously and explodes in a thousand poppy flowers when awakened.

PRAESIDAEMON (4): Eyeless horror that patrols abandoned strip malls, truncheon in hand.

PSARIX (3): Goblin with ten foot tongue. Its touch creates dust, and its poison tongue brings false absolution.

PSEMADAEMON (8): Faceless, unclothed woman. Touch burns away wounds but leaves behind false memories.

QUANTORZOR (3): Self-willed piece of poetry, capable of re-writing itself at will.

RATITATH (3): Self-motivated meme capable of communicating with other memes via scent.

REKENE GNESCADGER (2): Roving patch of skin that transplants memories and experience to others.

RIGALADAEMON (9): Priest's garb. Toaster for head. Shocks and flays victims, makes charred skin sculptures.

RUSTCHITIN SPHINX (8): Body of a lion, head of an old woman, and kitbashed shell of rusted metal. Plays chess.

RUSTLOVER (2): Trainable goo, doglike intelligence. Consumes rust, excretes steel, repairs items.

SCUM OGRE (3): The dead skin cells of an ogre magi formed into a humanoid cloud. Wants to be worshiped.

TAROT CARACAL (8): A lion with a single wooden wheel instead of legs. It eats only the heads of its victims.

TIME TIGER (7): Great cat that is always reacting to the thing you are *about* to do.

TOMBSAUR (8): Carrion-eating cross between giant opilione and prehistoric herbivore.

URANIUM GOLEM (5): Emits ultraviolet light. None of its atoms will split if killed without magic.

VISCERA MYRMIDON (9): The intestines of several warriors woven together and animated by a wraith.

VOID SLOTHS (1): Semi-ethereal sloth-like mammals, smaller than mice. Their songs are achingly beautiful.

WISPGLOSS SHRIEKER (1): Flower-shaped robot of lighter-than-air glass. Curses blasphemously if disturbed.

XIPHOSTLEE (10): Over-living flying nerve cluster inside a spine. Emits dangerous amounts of positive energy.

YELLOWPLUSH HARROWER (4): A footman so devoted that he refuses to die, or let other servants die.

ZIZYPHON (4): Divine carnivorous bush. Emits infrared light. Cool to touch. Creates miracles for any who feed it.

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