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 WARPER (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.

KHOROCLOUD (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.

RIGALDADEMON (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.

WISPGLASS 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.

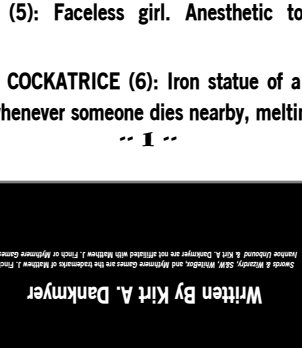
ZIZYPHON (4): Divine carnivorous bush. Emits infrared light. Cool to touch. Creates miracles for any who feed it.

This product uses the OPEN GAME LICENSE Version 1.0a (see attached document and/or http://www.wizards.com/d20/files/OGL1.0a.rtf)
DESIGNATION OF PRODUCT IDENTITY: The names Black Box Books™ and Vanhoe Games™, including the Vanhoe Unbound logo, when used in any context, are product identity. Copyright 2015 by Kirt A. Dankmyer. All other artwork is from game-icons.net and used under a Creative Commons Attribution 3.0 Unported license (https://creativecommons.org/licenses/by/3.0/). All text that does not directly affect the game rules for the creatures and classes contained in this document is product identity.
DESIGNATION OF OPEN GAME CONTENT: All game rule text and tables, with the exception of material specifically excluded in the declaration of product identity, is open game content. Please give up-front credit where it is due, including conforming to the Swords & Wizardry Compatibility-Statement License (http://www.d2opfantasy.com/swords-and-wizardry-srd/legal-information/)

Black Box Books

Tome Eight: Handlist of Horrors

Compatible with Swords and Wizardry Whitebox



Written By Kirt A. Dankmyer

Swords & Wizardry, S&W, Whitebox, and *Mythmere Games* are the trademarks of Matthew J. Finch.
Vanhoe Unbound & Kirt A. Dankmyer are not affiliated with Matthew J. Finch or *Mythmere Games™*

DESIGNATION OF PRODUCT IDENTITY
The names Black Box Books™ and Vanhoe Unbound™, including the Vanhoe Unbound logo, when used in any context, are product identity. Copyright 2015 by Kirt A. Dankmyer. All other artwork is from game-icons.net and used under a Creative Commons Attribution 3.0 Unported license (https://creativecommons.org/licenses/by/3.0/).
All text that does not directly affect the game rules for the creatures and classes contained in this document is product identity.
DESIGNATION OF OPEN GAME CONTENT
Subject to Section 1.0 of the Open Game Content (OGC) below, all game rule text and tables, with the exception of material specifically excluded in the declaration of product identity, is open game content. Please give up-front credit where it is due, including conforming to the Swords & Wizardry Compatibility-Statement License (http://www.d2opfantasy.com/swords-and-wizardry-srd/legal-information/).
OPEN GAME LICENSE Version 1.0a
The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All rights Reserved.
1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means only work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3 Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name or any Contributor unless You have written permission from the Contributor to do so.
12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15 COPYRIGHT NOTICE
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
3 COPYRIGHT NOTICE