

Creepy Combat Commentary

Creatures that are part human or *not-quite* human can be even creepier adversaries because of the things they say during combat. In general, treating PCs as if they aren't even there, or are just unintelligent prey creatures is creepy. Also, acting in ways that would be odd for a human set upon by multiple foes might be off-putting for players. Here are some specific possibilities with creatures that are a/an:

1. Apologizer – I'm so sorry. I hate having to do this. Please forgive me.
2. Masochist – Oh yes, I like that. Give me more of that
3. Confused – Oh, why are you hurting me? What have I done to you?
4. Hallucinator – Damn these rats! That big one has a bite, but I'll squash it.
5. Promise Maker – Just give yourself up to my blade and you will rise again stronger tonight.
6. Threat Maker – If you slay me, I'll rise again in a fortnight, twice as powerful.
7. Distant Analyzer – The big one is strong but dumb. The one without a weapon must be a mage.
8. Cheery Analyzer – Ooh, a good hit, I underestimated your skill. Ha, I'll soon be bleeding out.
9. Predictor – Just kill one and they'll run away. The mage won't use her spell, she's saving it.
10. Cheerleader – You almost hit me, gnome. Choke up on your axe a bit more next time.
11. Self-Cheerleader – You can do it, there are a lot of them, but your poison will take care of that.
12. Unfazed Reminiscer – Ah, one from the fighting orders. I ate two just before the Great Quake.
13. Optimist – I'll dodge your next blow. You can't hit me every time, you know.
14. Pessimist – Oh, no. There are just too many of them. We'll be in their bellies soon.
15. Curious – I wonder how far that elbow joint will bend back. And those eyes seem unprotected.
16. Preternaturally Personal – [Player X], break off. You'll never [something Player X badly wants] if you die here fighting me.